

Free Copy Starfinder Rpg Starship Operations Manual

Starfinder Rpg Starship Operations Manual

Starfinder Adventure Path: Flight of the Sleepers (the Threefold Conspiracy 2 of 6) Pathfinder Map Pack - Starship Decks Starfinder Adventure Path Alien Bestiary (Starfinder) Starfinder Adventure Path Pathfinder Module Starfinder Adventure Path Starfinder Alien Archive 4 Starfinder Adventure Path Starfinder Pathfinder Lost Omens Gods & Magic Pathfinder Adventure Path: Legacy of the Lost God (Extinction Curse 2 of 6) (P2) Starfinder RPG Starfinder Flip-Mat Starfinder Adventure Path The Game Master's Book of Random Encounters Starfinder Roleplaying Game Starfinder Cards Starfinder Condition Cards The Ruined Clouds Fall of Plaguestone Starfinder Combat Pad The Art of Game of Thrones, the official book of design from Season 1 to Season 8 Starfinder Core Rulebook Pawn Collection Starfinder Adventure Path Starfinder Tome of Beasts Pocket Edition The Captain Must Die Roleplaying Game Starfinder Pawns Pathfinder Lost Omens Legends P2 Functions in Free-Format RPG IV Heart of Night Star Empires Starfinder Starfinder Flip-Mat Basic Starfield Starfinder Adventure Path Pathfinder Bestiary 2 P2 Starfinder Adventure Path Dungeons & Dragons: Escape from Castle Ravenloft Seven Days to the Grave

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Starfinder Adventure Path: Flight of the Sleepers (the Threefold Conspiracy 2 of 6)

The crew of the Oliphaunt have earned the freedom to go where they please, but they've still got bills to pay and old enemies hot on their tail. The Fly Free or Die Adventure Path continues, as the player characters travel to the Veskarium, an interplanetary empire ruled by the militant and lizard-like Vesk, where the crew must become smugglers and bounty hunters, capturing illegal resources in the turbulent storms of a gas giant. But along the way, they're forced to make some tough decisions that will come back to haunt them later, attracting the anger of the Vesk military itself. Can the player characters keep running forever, or will they eventually turn, stand, and fight for their lives?

"Merchants of the Void" is a Starfinder adventure for four 3rd-level characters. This adventure continues the Fly Free or Die Adventure Path, a six-part monthly campaign in which players take on the role of a merchant crew with an experimental starship, trying to get rich, escape interplanetary assassins, and outwit their rivals. This volume also details a crew of smugglers who cross the players at every turn, their starship, a collection of alien threats, a mysterious tropical paradise planet, and a series of "Side Jobs"--short mini-adventures

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the GM can insert into the campaign at any time. Each monthly full-color softcover Starfinder Adventure Path volume contains a new installment of a series of interconnected science-fantasy quests that together create a fully developed plot of sweeping scale and epic challenges. Each 64-page volume of the Starfinder Adventure Path also contains in-depth articles that detail and expand the Starfinder campaign setting and provide new rules, a host of exciting new monsters and alien races, a new planet to explore and starship to pilot, and more

Pathfinder Map Pack - Starship Decks

Barely escaping a doomed transport, the heroes find themselves trapped within a bizarre research facility that has come under attack. Like the other specimens within this crumbling lab, the heroes must seek escape as their first order of business. As they struggle against weird technology and runaway experiments, the heroes run across the elite Stewards agents performing the raid, who prove to be allies and potential rescuers. The Stewards have a mission, however, and they recruit the heroes to help finish it. In so doing, the heroes uncover a little truth and a lot more questions in need of answers! "Flight of the Sleepers" is a Starfinder Roleplaying Game adventure for four 3rd-level characters. This adventure continues the

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Threefold Conspiracy Adventure Path, a six-part, monthly campaign in which the heroes unravel the machinations of insidious aliens who have infiltrated galactic society. This book also includes an article describing the enigmatic grays, a survey of fringe science, and a selection of new and strange monsters. Each monthly full-color softcover Starfinder Adventure Path volume contains a new installment of a series of interconnected science-fantasy quests that together create a fully developed plot of sweeping scale and epic challenges. Each 64-page volume of the Starfinder Adventure Path also contains in-depth articles that detail and expand the Starfinder campaign setting and provide new rules, a host of exciting new monsters and alien races, a new planet to explore and starship to pilot, and more!

Starfinder Adventure Path

"A group of new adventurers, traveling through the small community of Plaguestone, must come together to solve the murder of a friend. What starts as simple investigation quickly turns sinister with the discovery of forbidden alchemy, mutant animals, and a nearby forest rotting away due to a mysterious blight. It becomes clear that if these young heroes don't get to the heart of the plot, then the fall of Plaguestone is all but certain! The Fall of Plaguestone is the

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first Second Edition Pathfinder roleplaying game standalone adventure, taking new players and Game Masters on a daring adventure filled with wilderness exploration, dungeon encounters, and much more! This 64-page softcover adventure is designed for 1st-level characters, built using the rules in the Pathfinder Core Rulebook, facing off against monsters found in the Pathfinder Bestiary. The Fall of Plaguestone is the first Second Edition Pathfinder roleplaying game standalone adventure, taking new players and Game Masters on a daring adventure filled with wilderness exploration, dungeon encounters, and much more! This 64-page softcover adventure is designed for 1st-level characters, built using the rules in the Pathfinder Core Rulebook, facing off against monsters found in the Pathfinder Bestiary. "--Provided by publisher.

Alien Bestiary (Starfinder)

The Alien Bestiary brings you an incredible array of sci-fi and space-themed monsters and menaces for the Starfinder Roleplaying Game! The creatures you'll find within are perfect for whenever your heroes make a foray into the dark tapestry of space or have to defend their home from alien invasion by eldritch horrors from beyond the stars.

Starfinder Adventure Path

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Still on the heels of the Devourer cult, the heroes head to a distant, uncharted star system, where they find the ruins of an ancient alien city floating in the atmosphere of a gas giant. Exploring the ruins, they encounter the degenerate descendants of a highly advanced species that once controlled the alien superweapon the heroes are searching for. Through the legends and superstitions of these savage aliens, the heroes can piece together clues to the superweapon's hidden location and the key to unlocking its power--an impossibly huge megastructure that the Cult of the Devourer is intent on seizing! "The Ruined Clouds" is a Starfinder Roleplaying Game adventure for 7th-level characters. The adventure continues the Dead Suns Adventure Path, a campaign in which players explore the secrets of the galaxy as members of the Starfinder Society. It also includes a gazetteer of the ruined alien city of Istamak, an exploration of the hyperspace plane called the Drift and the mysterious city at the center of it, and a selection of new monsters from alien worlds. Each bimonthly full-color softcover Starfinder Adventure Path volume contains a new installment of a series of interconnected science-fantasy quests that together create a fully developed plot of sweepingscale and epic challenges. Each 64-page volume of the Starfinder Adventure Path also contains in-depth articles that detail and expand the Starfinder

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campaignsetting and provide new rules, a host of exciting new monsters and alien races, a new planet to explore and starship to pilot, and more! The Ruined Clouds is a Starfinder Roleplaying Game adventure for 7th-level characters. The adventure continues the Dead Suns Adventure Path, a campaign in which players explore the secrets of the galaxy as members of the Starfinder Society. It also includes a gazetteer of the ruined alien city of Istamak, an exploration of the hyperspace plane called the Drift and the mysterious city at the center of it, and a selection of new monsters from alien worlds.

Pathfinder Module

Starfinder Adventure Path

Welcome to the Forgotten Realms Endless Quest books, where you don't just read a fantastic tale. You become the hero -- and choose your own fate. You have entered the mist-shrouded realm of Ravenloft, where you attract the attention of Count Strahd, who decides to make you one of his vampire spawn. After awakening to find yourself alone within the walls of Castle Ravenloft, you must figure out how to escape the vampire lord's Gothic lair before you are doomed to become his slave for all time. Keep your wits about you, cleric.

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Starfinder Alien Archive 4

Battle, befriend, or become more than 100 bizarre alien life forms in this all-new creature collection for the Starfinder Roleplaying Game! On countless worlds orbiting countless stars, strange and wonderful creatures await discovery. In this book, you'll

Starfinder Adventure Path

Starfinder

"Open Game License version 1.0a"--4th unnumbered page.

Pathfinder Lost Omens Gods & Magic

Record Your Glory Fully detail your heroes and document their exploits with the Starfinder Player Character Folio! This deluxe, innovative character record provides space for absolutely everything you need to know about your Starfinder hero. This sturdy folio's 16 character-defining pages include:

- Expanded space for your hero's attacks, defenses, feats, and class features.
- A section for detailing your starship's statistics and capabilities.
- Quick reference charts for everything from combat to character advancement.
- Tons of space to

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track gear. -Room to chronicle your character's achievements, goals, and history. -Folder-flaps to hold handouts and other documents.

Pathfinder Adventure Path: Legacy of the Lost God (Extinction Curse 2 of 6) (P2)

The heroes bring their Circus of Wayward Wonders to the city of Escadar to capitalize on their newfound fame and skills. But old enemies lurk in the city, including the cruel Mistress Dusklight and her Celestial Menagerie. Investigating the looming xulgath threat in a shuttered temple to Aroden, the dead god of humanity, the heroes learn that all their foes are working together. The revelation forces them to enter the Celestial Menagerie to bring the evil ringmaster to justice. "Legacy of the Lost God" is a Pathfinder adventure for four 5th-level characters. This adventure continues the Extinction Curse Adventure Path, a six-part, monthly campaign in which the heroes lead a traveling circus as they unravel a plot to eradicate all life from the islands of the Inner Sea. This adventure also includes information about catfolk of Golarion and the villainous xulgaths, as well as new monsters and circus-themed rules. Each monthly full-color softcover Pathfinder Adventure Path volume contains an in-depth adventure

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scenario, stats for several new monsters, and support articles meant to give Game Masters additional material to expand their campaign. Pathfinder Adventure Path volumes use the Open Game License and work with both the Pathfinder RPG and the world's oldest fantasy RPG.

Starfinder RPG

A favor for their best friend and ally brings the player characters to the ocean planet of Entha, which the Company is terraforming into a paradise for rich dilettantes. The churning water world is home to many mysteries, including a fantastic underwater realm of powerful magic. Now the crew must save an underwater rig from destruction, rescue the workers there, and somehow win the friendship of a strange alien species. But the Company manager on Entha is a dragon, she's got a team of aquatic alien troubleshooters, and the PCs are the trouble that needs to be shot. "Professional Courtesy" is a Starfinder adventure for four 5th-level characters. This adventure continues the Fly Free or Die Adventure Path, a six-part monthly campaign in which players take on the role of a merchant crew with an experimental starship, trying to get rich, escape interplanetary assassins, and outwit their rivals. This volume also details the aquatic world of Entha and its many dangerous and intelligent

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inhabitants, a well-armed Company warship, gear and character options for underwater adventures, and a series of "Side Jobs"--short mini-adventures the GM can insert into the campaign at any time. Each monthly full-color softcover Starfinder Adventure Path volume contains a new installment of a series of interconnected science-fantasy quests that together create a fully developed plot of sweeping scale and epic challenges. Each 64-page volume of the Starfinder Adventure Path also contains in-depth articles that detail and expand the Starfinder campaign setting and provide new rules, a host of exciting new monsters and alien races, a new planet to explore and starship to pilot, and more

Starfinder Flip-Mat

A Ship Without a Crew When a brutal gang war breaks out on a docking bay in Absalom Station, the player characters are recruited by the Starfinder Society to investigate the unexpected bloodshed. Delving into the station's seedy Spike neighborhoods, the heroes confront the gangs and discover that both were paid to start the riot and that the true conflict is between two rival mining companies battling over a new arrival in orbit around the station: a mysteriously deserted ship and the strange asteroid it recovered from the Drift. To head off further

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violence, the heroes are asked to investigate the ship and discover what happened to its crew, as well as the nature of the asteroid it tows. But what the players find there will set in motion events that could threaten the entirety of the Pact Worlds and change the face of the galaxy forever. This volume of Starfinder Adventure Path launches the Dead Suns Adventure Path and includes:

- * "Incident at Absalom Station," a Starfinder adventure for 1st-level characters, by Robert G. McCreary.
- * A gazetteer of Absalom Station, by James L. Sutter.
- * Magical relics inspired by the lost planet Golarion, by Owen K.C. Stephens.
- * An archive of new alien creatures, by Jason Keeley and Robert G. McCreary.
- * Statistics and deck plans for a new starship designed just for the player characters, plus details on a new planet in the Codex of Worlds, by Robert G. McCreary.

Starfinder Adventure Path

Trapped on the Shadow Plane, the heroes' only hope of returning to the Material Plane is to find and destroy the mad scientist whose machinations put them in this predicament. At a creepy space dock controlled by worshipers of a god of darkness and pain, the PCs are able to retrieve a shadow version of their starship to fly back to the asteroid where the campaign began. Fighting past disturbing vessels piloted by shadowy fiends who want to

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flay them alive, the heroes arrive at a twisted place where the moans and screams of unseen beings echo through unfamiliar halls. At the center of this web, the heroes confront the evil scientist, who has been transformed through her experimentation with pleasure and pain. With her notes and the use of partially living machinery, the PCs can cure themselves of their corruption and find a way home! "Heart of Night" is a Starfinder Roleplaying Game adventure for four 11th-level characters. The adventure concludes the Signal of Screams Adventure Path, a 3-part, monthly campaign in which players race to find the source of a mystical signal that warps both minds and bodies. It also includes advice for how to continue the campaign, an exploration of the Shadow Plane, and a selection of horrifying new monsters. Each monthly full-color softcover Starfinder Adventure Path volume contains a new installment of a series of interconnected science-fantasy quests that together create a fully developed plot of sweeping scale and epic challenges. Each 64-page volume of the Starfinder Adventure Path also contains in-depth articles that detail and expand the Starfinder campaign setting and provide new rules, a host of exciting new monsters and alien races, a new planet to explore and starship to pilot, and more!

The Game Master's Book of Random

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Encounters

"If you want a feel for the real Fifties in the form of a grim caper novel, this is your book. It's tight, deftly plotted and one of those hardboiled novels that is genuinely tough without showing off." -- Ed Gorman Greg Driscoll, a wealthy and respected businessman, has two cars, an upscale suburban home, a ten-year-old son off at summer camp, and a beautiful wife. And three ex-G.I.s recently released from Leavenworth want him dead. Driscoll has been stockpiling cash in a vault in his basement. The G.I.s plan to take that money and make Driscoll suffer for what he's done to them, break him down through harassment and terror and then end his life. Step by step, their careful plans begin to wear Driscoll down. And they may even succeed in their plan -- they can trust each other long enough to pull it off. A taut noir crime-thriller by the author of *The Star Trap* and *In a Vanishing Room*.

Starfinder Roleplaying Game

Written especially for programmers adopting a free-format style, this manual explores the role of functions in writing RPG IV programs. Demonstrating the potential of functions, many topics are explored such as details about existing RPG IV built-in functions, writing new functions, using ILE concepts to

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use C functions, and utilizing IBM API's functions. Explaining how to write small programs, either as sub-procedures or modules, and how to gather those parts together to make programs that are easy to write and maintain, this is a natural next step for programmers familiar with a free-format style of coding.

Starfinder Cards Starfinder Condition Cards

The Ruined Clouds

Trapped in the Dark When the heroes seek an expert to translate an ancient, eldritch tablet, a sinister cult strikes from out of the shadows, intent on destroying the relic and all who know of its existence. After facing off against these zealots and deciphering the tablet, the heroes learn of another deep-sun locale called Ezorod-and the evil elder entity that has focused its attention there. The heroes quickly discover that the tablet is both a map and a key to Ezorod, allowing them to enter and explore this weird and lightless oubliette. There they will encounter ghastly creatures and uncover sophisticated technology that could advance sun-diving by light-years. But even if the PCs manage to escape the deadly solar dungeon, they'll be forced to wonder about

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the malevolent being they have unleashed upon the galaxy—even as they receive a mysterious message heralding a future confrontation! This volume of Starfinder Adventure Path continues the Dawn of Flame Adventure Path and includes: - "The Blind City," a Starfinder adventure for 7th-level characters, by Ron Lundeen. - A peek into several cults of the galaxy, along with a cult hunter character theme, by Lyz Liddell. - A catalog of strange gear from across known space, including bizarre artifacts, by Leo Glass. - An archive of fiery threats—some of which burn both the body and the soul—from cruel dimensional shamblers to the mischievous magmins, by David Gregoire, Violet Hargrave, and Ron Lundeen. - Deck plans and statistics for an efreeti warship and a survey of a world in the Vast that shines its own light into the void, both by Ron Lundeen.

Fall of Plaguestone

Starfinder Combat Pad

For many tabletop RPG players, the joy of an in-depth game is that anything can happen. Typical adventure modules include a map of the adventure's primary location, but every other location?whether it's a woodland clearing, a random apothecary or the depths

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of a temple players elect to explore?has to be improvised on the fly by the Game Master. As every GM knows, no matter how many story hooks, maps or NPCs you painstakingly create during session prep, your best-laid plans are often foiled by your players' whims, extreme skill check successes (or critical fails) or their playful refusal to stay on task. In a game packed with infinite possibilities, what are GMs supposed to do when their players choose those for which they're not prepared? The Game Master's Book of Random Encounters provides an unbeatable solution. This massive tome is divided into location categories, each of which can stand alone as a small stop as part of a larger campaign. As an example, the "Taverns, Inns, Shops & Guild Halls" section includes maps for 19 unique spaces, as well as multiple encounter tables designed to help GMs fill in the sights, sounds, smells and proprietors of a given location, allowing for each location in the book to be augmented and populated on the fly while still ensuring memorable moments for all your players. Each map is presented at scale on grid, enabling GMs to determine exactly where all of the characters are in relation to one another and anyone (or anything) else in the space, critical information should any combat or other movement-based action occur. Perhaps more useful than its nearly 100 maps, the book's one-shot generator features all the story hooks necessary for GMs to use these maps as part of an interconnected and

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contained adventure. Featuring eight unique campaign drivers that lead players through several of the book's provided maps, the random tables associated with each stage in the adventure allow for nearly three million different outcomes, making The Game Master's Book of Random Encounters an incredible investment for any would-be GM. The book also includes a Random NPC Generator to help you create intriguing characters your players will love (or love to hate), as well as a Party Makeup Maker for establishing connections among your PCs so you can weave together a disparate group of adventurers with just a few dice rolls. Locations include taverns, temples, inns, animal/creature lairs, gatehouses, courts, ships, laboratories and more, with adventure hooks that run the gamut from frantic rooftop chases to deep cellar dungeon-crawls, with a total of 97 maps, more than 150 tables and millions of possible adventures. No matter where your players end up, they'll have someone or something to persuade or deceive, impress or destroy. As always, the choice is theirs. But no matter what they choose, with The Game Master's Book of Random Encounters, you'll be ready.

The Art of Game of Thrones, the official book of design from Season 1 to Season 8

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Starfinder Core Rulebook Pawn Collection

The heroes must infiltrate a secluded Azlanti science facility and liberate the captive scientists forced to study an experimental starship drive to keep it out of their enemies' hands. They soon learn of the device's reality-warping power first-hand, but standing in their way is the dastardly Azlanti noble who has orchestrated the entire plot! "The Rune Drive Gambit" is a Starfinder Roleplaying Game adventure for four 5th-level characters by Larry Wilhelm. The adventure concludes the Against the Aeon Throne Adventure Path, a 3-part, monthly campaign in which players visit and explore some of the worlds of the sinister Azlanti Star Empire. It also includes advice for how to continue the campaign, a detailed exploration of the peacekeeping organization known as the Stewards, and a selection of new monsters from alien worlds. Each monthly full-color softcover Starfinder Adventure Path volume contains a new installment of a series of interconnected science-fantasy quests that together create a fully developed plot of sweeping scale and epic challenges. Each 64-page volume of the Starfinder Adventure Path also contains in-depth articles that detail and expand the Starfinder campaign setting and provide new rules, a host of exciting new monsters and alien races, a new

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planet to explore and starship to pilot, and more!

Starfinder Adventure Path

Starfinder

Onward to adventure! This exciting adventure anthology expands the realm beyond the hometown introduced in the Pathfinder Beginner Box and brings thrilling new dangers to the heroes' doorstep! Designed for use with the rules in the Pathfinder Beginner Box

Tome of Beasts Pocket Edition

The Captain Must Die

Upgrade your science fantasy heroes like never before with the Starfinder Character Operations Manual! Explore the bounds of futuristic roleplaying with three brand-new character classes forged in a worldwide playtest--the biohacker, the vanguard, and the witchwarper--or add depth to your spacefaring adventures with expanded rules and new options for existing races and classes, as well as new themes and archetypes, plus feats, equipment, spells, and more! Whether you're creating a studious biohacker with a knack for pharmaceuticals,

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bending the laws of reality with an enigmatic witchwarper, or simply looking to teach your grease-stained mechanic a few new tricks, the Starfinder Character Operations Manual is a must-have companion to the Starfinder Core Rulebook, Paizo's award-winning science-fantasy roleplaying game. Open up infinite worlds of possibilities with the Starfinder Character Operations Manual!

Roleplaying Game

The civil unrest in Korvosa has been dealt with, only to be replaced by a far more deadly and insidious threat. A horrific disease that leaves its dead deformed and faceless sweeps through the streets of Korvosa, death borne on the wind and steeped in the stones. Mass graves crowd the outer walls and plague doctors stalk the streets in a desperate attempt to prevent the sickness from spreading, yet is there something more to the plague than meets the eye? This volume contains supplementary rules for handling large-scale urban disasters, such as plagues and famines, and also presents a detailed exploration of Abadar, the god of cities and wealth. Several new monsters associated with sickness and disease round out the bestiary.

Starfinder Pawns

Filled with gorgeous illustrations and

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artwork from HBO's hit series, The Art of Game of Thrones is the definitive Game of Thrones art collection. The official collection of behind the scenes concept art and production design from HBO's landmark TV show Game of Thrones. Learn how BAFTA and Emmy award-winning production designer Deborah Riley and her team brought to life the iconic locations of Westeros and beyond. One of 4 comprehensive and officially licensed Game of Thrones retrospective books from Insight Editions. • UNMATCHED DEPTH - 432 pages of concept art, sketches, and production design images covering Game of Thrones seasons 1-8. • DETAILED REVELATIONS - Comprehensive behind the scenes details covering the design of iconic locations such as King's Landing, Winterfell, Dragonstone, and Castle Black. • CONTRIBUTIONS FROM THE CREATORS - Authored by production designer Deborah Riley and including an exclusive foreword from Game of Thrones showrunners David Benioff and D. B. Weiss and preface from Emmy Award-winning production designer Gemma Jackson. • A PRESTIGE COFFEE TABLE BOOK - Deluxe 9.75 x 13 inch format. • A SOUGHT AFTER GIFT FOR FANS - Released in time for the holiday season, this is the perfect Game of Thrones gift for fans and collectors.

Pathfinder Lost Omens Legends P2

This richly-illustrated, 400+ page supplement

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for any 5e game includes monsters from the entire history of Kobold Press, with longtime favorites such as clockwork creatures, drakes and dragons, devils and arch-devils, and dangerous flavors of the fey--illustrated by some of the finest artists working in fantasy today. The Tome of Beasts brings more than 400 new monsters to 5th Edition. Whether you need dungeon vermin or a world-shaking personification of evil, the Tome of Beasts has it! These monsters have been designed so that GMs can use them in their favorite settings for fantasy adventure, whether it's Kobold Press's world of Midgard, one of the classic realms of d20-rolling gaming, or their own homebrew worlds.

Functions in Free-Format RPG IV

Heart of Night

To Rule the Stars! This amazing expansion for the Starfinder Roleplaying Game allows your heroes to stake their claim as princes of the universe and suzerains of the stars! Star Empires brings you extensive rules for founding colonies of your own and expanding them to form an empire, with a flexible and modular system that applies to territorial expansion on a single planet to interstellar empires that span multiple systems. Build colonies from simple modules to sprawling

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metropolises, fine-tuning the balance of law and corruption, industry and culture, prosperity and popularity! Develop your own governmental ethos, exploring and expanding your domain and issuing edicts to manage your empire's economy and stability while keeping your citizens loyal and productive. You can play with a simple, abstract system or use any number of optional rules to develop trade, diplomacy, and more, and Star Empires also includes a modular system for mass combat in a sci-fi setting, allowing you to build armies to defend your colonies from invading enemies or raise a mighty crusade to crush the resistance of any system in your path. Your heroes have explored new worlds, uncovered interplanetary conspiracies, and boldly gone where no one has gone before, but in between your adventures and endless weeks cruising the spaceways now they can return home to their shining capital to build their own sci-fi society, from conquering technologies to peaceful utopia! Grab this incredible 100-page Starfinder supplement today and Make Your Game Legendary!

Star Empires

Explore new and uncharted depths of roleplaying with the Pathfinder RPG Advanced Player's Guide! Empower your existing characters with expanded rules for all 11 Pathfinder Roleplaying Game core classes and

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seven core races, or build a new one from the ground up with one of six brand-new, 20-level base classes. Whether you're designing your own monstrous helpers as an enigmatic summoner, brewing up trouble with a grimy urban alchemist, or simply teaching an old rogue a new trick, this book has everything you need to make your heroes more heroic. The Pathfinder RPG Advanced Player's Guide is a must-have companion volume to the Pathfinder RPG Core Rulebook. This imaginative tabletop game builds upon more than 10 years of system development and an Open Playtest featuring more than 50,000 gamers to create a cutting-edge RPG experience that brings the all-time best-selling set of fantasy rules into the new millennium. The 336-page Pathfinder RPG Advanced Player's Guide includes:

- * Six new base classes: the monster-hunting inquisitor, the explosive alchemist, the noble cavalier, the prophecy-haunted oracle, the monster-crafting summoner, and the hex-weaving witch
- * More than a hundred innovative new feats and combat abilities for characters of all classes, including Steal, Point-Blank Master, and Bouncing Spell
- * Variant class abilities, rules subsystems, and thematic archetypes for all 11 core classes, such as the antipaladin, the hungry ghost monk, and the urban ranger
- * Hundreds of new spells and magic items, from phantasmal revenge to the Storm King's Cloud Castle
- * A wealth of fantastic equipment, such as fireblast rods and fortune-tellers' cards
- * New prestige classes like the Master

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Chymist and the Battle Herald * and much, much more!

Starfinder

Starfinder Flip-Mat Basic Starfield

In this thrilling kick-off to the new Fly Free or Die Starfinder Adventure Path, a crew of scoundrels, rogues, and misfits finds it hard to survive in a galaxy where everyone has a price. Targeted by a crime boss and his army of enforcers, preyed upon by

Starfinder Adventure Path

The Perfect Firewall! Protect your important notes and die rolls from players' prying eyes with the Starfinder GM Screen! This beautiful, four-panel screen features stunning artwork from Ignacio Bazn Lazcano on the players' side and a huge number of tools and tables on the GM's side to speed up play and keep key figures at your fingertips. With helpful rules and reminders about tactical and starship combat, skill Difficulty Classes, common conditions, environmental radiation, zero gravity, and more, this GM screen gives you the information you need to keep the game fast and fun. Constructed of ultra-high-grade hardcover-book stock, this durable screen is perfect for convention play or use in your

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regular home game.

Pathfinder Bestiary 2 P2

No fantasy setting is complete without a pantheon of powerful deities for its characters to worship or fear. Whether you're a sneaky rogue asking the god of thievery for a blessing on your next heist or a valorous crusader calling the might of your patron down upon the forces of evil, faith and the forces behind it are key to every character's identity. Within this volume you'll find details on the gods and non-deific faiths of the Age of Lost Omens from the perspective of their clergy and lay worshipers. You'll also discover new domains, feats, and spells to customize your character, and an exhaustive index of hundreds of deities from the Pathfinder setting you can worship (and the mechanical benefits of doing so). An indispensable resource for both players looking to flesh out their characters' motivations and Game Masters aiming to bring the evil cults, zealous evangelists, and holy warriors of their campaigns to life, Pathfinder Lost Omens Gods & Magic is an essential addition to any Pathfinder Second Edition campaign!

Starfinder Adventure Path

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Dungeons & Dragons: Escape from Castle Ravenloft

The discovery of a series of millennia-old ruins sets off a chain of events that puts an ancient titanic spacecraft on course to the Pact Worlds. When the vessel-which belongs to an evil, warmongering civilization long thought dead-begins destroying all other ships in its path and attacking important resources to increase its power, the heroes must rescue millions of lives from destruction and find a way to stop the ship and all aboard it. Will the heroes be triumphant? Or will the alien species take the Pact Worlds as its new home and conquer the galaxy? Rescuing a xenoarcheological team on a distant, frozen world from weather gone haywire, the heroes unearth more than they bargained for as an ancient ruin rises from the ground and kicks off a series of events that could change the face of the galaxy forever. The tower contains secrets of a warlike civilization thought long dead and is strangely connected to small moon in the Pact Worlds. Returning to explore a previously unknown facility under the moon's surface that threatens to overheat and destroy all life there, the heroes learn that the moon is signaling a gigantic alien craft, drawing it toward the system with lethal intent! "Waking the Worldseed" is a Starfinder Roleplaying Game adventure for four 13th-level

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characters. This adventure begins The Devastation Ark Adventure Path, a three-part, monthly campaign in which the players stop the threat of an ancient alien civilization in Starfinder's first high-level adventures! This volume also includes a gazetteer of the moon of Hibb and a selection of deadly threats. Each monthly full-color softcover Starfinder Adventure Path volume contains a new installment of a series of interconnected science-fantasy quests that together create a fully developed plot of sweeping scale and epic challenges. Each 64-page volume of the Starfinder Adventure Path also contains in-depth articles that detail and expand the Starfinder campaign setting and provide new rules, a host of exciting new monsters and alien races, a new planet to explore and starship to pilot, and more!

Seven Days to the Grave

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