

032 Starfinder Roleplaying Game Alien Archive

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 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. Battle or befriend more than 100 weird and alien life forms in this creature collection for the Starfinder Roleplaying Game! Every new world and space station comes with its own dangers, from strange new cultures to extraterrestrial predators to massive spacefaring organisms capable of battling starships. Inside this book, you'll find rules and ecological information for creatures from across the known worlds, plus exotic alien gear, complete magical polymorphing rules, and more. A robust selection of template grafts gives you the tools you need to populate any planet with environment-appropriate fauna, and racial rules for many of the new species let you be the alien! Want to play an intelligent, multi-legged centipede? An emotionless, mask-wearing mollusk? An uplifted bear? Explore the limits of your galaxy and your game with Starfinder Alien Archive 2!

The heroes travel to Absalom Station to warn the Pact Worlds government of a fast-approaching threat from beyond the stars! But before they are fully prepared, the titanic spacecraft arrives and shuts down the fabled Starstone Reactor, plunging the station into chaos. The heroes must find a way to bring the power back online, while rescuing citizens and dealing with Azlanti spies, angry outsiders, and confused spirits. Can they save the heart of the Pact Worlds and take the fight to the strange alien vessel? "The Starstone Blockade" is a Starfinder Roleplaying Game adventure for four 16th-level characters. This adventure continues 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 an examination of the church of Eloritu--the god of history, magic, and secrets--as well as a selection of ghastly new aliens! 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 The Starstone Blockade (Devastation Ark 2 Of 3)

With the discovery of an uncharted, resource-rich, and uninhabited planet in the Vast, several factions begin a joint settlement effort, and the heroes are given the chance to be the scouts and administrators of one such charter. As they explore the surrounding wilderness and grow their new settlement, they must contend with all manner of problems, from wild animal attacks to dissatisfied settlers. And the planet holds mysteries beyond counting "Planetfall" is a Starfinder Roleplaying Game adventure for four 1st-level characters. This adventure begins the Horizons of the Vast Adventure Path, a six-part, monthly campaign in which the heroes are at the forefront of exploring and charting a world filled with mystery. This volume also includes a new system for expanding a fledgling settlement on a new planet, a player's guide, and a selection of strange alien creatures. 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 first stand-alone adventure for the Starfinder RPG is here! Centuries ago, the Stellar Flare--a science vessel researching the strange dimension known as the Drift--crashed on the surface of Akiton. Now, Vari-13, an android with a claim to the Stellar Flare, wants to find the wreck and rescue its valuable research. But Vari-13 will need help, and that's where your heroes come in. The Stellar Flare's remains lie in the middle of an enormous junk field filled with malfunctioning technology, inhabited by predatory creatures, and fought over by territorial space goblins. And there are whispers of an enormous robot made entirely of junk that wanders the scrapyards, immune to magic and eager to destroy everything in its path. Can your heroes broker a peace, reach the wreckage, and defend it against an army of scavengers? Junker's Delight is a complete Starfinder adventure for 1st-level characters written by Jason Keeley and Misha Bushyager. It features strange new alien creatures, new spells and equipment, and an in-depth look at Khefak Depot, a rough-and-tumble Akitonian settlement home to countless adventures!

Your favorite Overwatch® heroes' backstories are revealed in this anthology from Dark Horse Books and Blizzard Entertainment®! From Soldier: 76 to Ana, Tracer to Symmetra, discover the history behind Overwatch's heroes. How did Bastion become part of the team? Why did Ana Amari disappear? Where did Tracer get her catchphrase? Learn all this and more in this hardcover anthology of the first twelve issues of Blizzard's Overwatch comics, written and illustrated by an all-star creative team including Matt Burns, Robert Brooks, Micky Neilson, Nesskain, Bengal, and more. Whether you're an Overwatch novice or a Grandmaster, this is an essential companion!

- Reveals backstories and new details about Overwatch's heroes.
- Essential companion to the international best-selling game Overwatch!
- Overwatch has won 100+ Game of the Year awards!
- Overwatch is a global phenomenon with 30 million players!
- Includes short stories by World of Warcraft: Chronicle writers Robert Brooks and Matt Burns!

The Pact Worlds are the beating heart of the Starfinder campaign setting, a solar system full of citizens both familiar and bizarre. From the cosmopolitan corridors of Absalom Station to the carnivorous jungles of Castrovel or the floating cloud-cities of the gas giant Bretheda, this hardcover rulebook is your guide to Starfinder's core worlds and civilizations, and the perfect place to launch any adventure. Inside, you'll find:

- * In-depth gazetteers of the system's 14 major worlds, from high-tech Verces and the draconic empires of Triaxus to the necromantic wastelands of Eox or magical bubble cities floating on the surface of the sun. Each gazetteer features a detailed world map, residents and cultures, settlements and adventure locations, a unique theme to customize characters from that world, and more.
- * New playable alien races, from undead Eoxians to Castrovellian plant-people.
- * New starships, from the living vessels of the Xenowardens to sinister Hellknight dreadnoughts.
- * A codex of themed NPC stat blocks to help Game Masters create vivid encounters.
- * New archetypes for every class, including the Star Knight, Skyfire Centurion, and Divine Champion.
- * Tons of new weapons, armors, spells, feats, magic items, technological gadgets, and more to help outfit your adventurers.

The Definitive Guide to Underworld Survival! The Survivalist's Guide to Spelunking contains an array of modular tools, tables, and rules to enhance and customize your D&D game.

Adventure in the world of Everglow, nestled in delicate balance between the elemental planes. It is a world of magic and mystery, where the fey are in control and the humanoid races are secondary. Foremost of the fey are Ponykind, who rallied behind their Queen to form the greatest empire Everglow had ever seen. We've brought ponies, griffons, felines, and other strange creatures to life in a world all of their own, where they are the primary PCs. Don't want to run a game all about ponies? That's alright! Use our post-empire suggestions to add ponies to any other existing world. Many spells, archetypes, and bloodlines are also usable by non ponies or other settings. New gods New spells New class archetypes New equipment New bloodlines New races

Command the galaxy's cutting-edge technologies so sophisticated that they rival magic itself! Outfit yourself with the latest and greatest new weapons, armor, and other gear, from high-power explosives to alien relics that surpass conventional science. Or incorporate technologies directly into yourself, whether you're installing advanced cybernetic augmentations or playing Starfinder's newest class: the nanocyte, whose body hosts an army of robotic nanites that obey her commands! Outpace the speediest threats by customizing your own space-age vehicles, and overcome even the toughest foes by piloting powerful battle robots using the all-new mech combat system! Seize the future with

additional options for every class and articles exploring every aspect of science-fantasy tech from advertising and music to virtual intelligences and security systems. Join in the Starfinder Tech Revolution!

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

The ENNIE Award-winning Kobold Guide series returns with The Kobold Guide to Monsters! This definitive tome about tabletop RPG creature creation and their use at the gaming table contains invaluable insight and advice from some of the top minds in roleplaying game design today. A wide range of philosophy and perspectives are on display in these pages, including how to design monsters based on mythology, literature, or pop culture; how to balance a monster's flavor with functionality; how to reskin monsters for any genre of campaign; how to make friends with even the most snarling beasts; how to tell a story with an encounter; how to best pace an encounter, and much more. With essays grouped by subject matter, from monster design to encounter design, and presented in thoughtful progression, this tome is the perfect companion for Game Masters and players alike who want to learn from the very best. It's a great gift for budding game designers, and it's the perfect impulse buy for games of all stripes!

A vacation on New Elysium, a luxury resort located on an asteroid in the Diaspora, goes horribly wrong as the facilities malfunction and the guests and staff turn violent. The heroes must protect themselves and aid those who have remained sane, including a wealthy android tech entrepreneur who might have some information about the cause of this madness--if he can be rescued from the old mining tunnels below the resort. The heroes must find a way to stop the growing delirium, even if it means going through the guests--including a celebrated champion of the vicious sport of brutaris--who have been transformed into hideous abominations! "The Diaspora Strain" is a Starfinder Roleplaying Game adventure for four 7th-level characters. The adventure begins the Signal of Screams Adventure Path, a 3-part, monthly campaign in which players must race to find the source of a mystical signal that warps both minds and bodies. It also includes a way to model forms of corruption that can taint a character's soul, advice on running horror campaigns in the Starfinder Roleplaying Game, and a selection of creepy 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!

A roleplaying game of angry decisions, ugly ethics, and black city streets. A game of film noir. "A Dirty World" rethinks the One-Roll Engine to focus relentlessly on character. Hard-boiled private eyes, dirty cops and femmes fatale make their hard choices and hide their grubby secrets. "A Dirty World" features... * A unified conflict mechanic, where gunfights, duels of deceit and emotional blackmail not only work the same way, but fuse seamlessly. * "Swift Justice" character development. Instead of tracking and spending points, your character's abilities improve in direct reaction to the game's events. * One-Roll Mysteries, a mechanic to spit out intricate plots with one throw of the dice. * Rules that don't merely support drama, they are drama. Only meaningful choices push your character forward. There is no easy way, by definition.

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 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!

One moment sets the course of destiny. But what if that one moment was changed in the smallest of ways? What if one madman's plan actually were to succeed beyond our known history? The Old West-The Wild West, The American Frontier-is one of the world's most familiar modern myths. The time was draped in ruggedness; there was an idealized dream of freedom, and a notion that just one person could shape the world. That myth belongs to all of us. Yet so many stories of truth, justice, and the American Way have been stolen, erased, and never recorded. Haunted West is a game about hope through struggle. It is a game that pieces together the stories of the largely forgotten people of the Old West, the people who have been whitewashed by history. Discover the American experience in the Weird West. Grab your rifle, jet pack, and spurs to battle traitorous rebels in the defense of freedom, join the fight against temporally displaced dinosaurs, rustle cattle to make ends meet, and hijack a train full of illicit Confederate gold!

MASTER THE GAME with this indispensable tool for the world's greatest roleplaying game Lost is the poor soul borne aloft in the grip of the ancient red dragon featured in a spectacular panoramic vision by Tyler Jacobson on this durable,

four-panel Dungeon Master's Screen. The interior rules content on this new screen has been revisited and refreshed as a direct result of feedback received from D&D fans everywhere. • The screen's landscape orientation allows the Dungeon Master to easily see beyond the screen and reach over, even as it keeps die rolls and notes hidden from players. • Provides an at-a-glance reference for the most relevant and often used in-game information, equipping Dungeon Masters of all skill levels with essential support. • An excellent resource for new and existing Dungeons Masters to facilitate inspired adventures and an engaging play experience. The leader in providing contemporary fantasy entertainment, Dungeons & Dragons is the wellspring for the entire modern game industry, digital as well as analog. This newest edition draws from every prior edition to create a universally compelling play experience, and exemplifies the true spirit of a game that holds captive the hearts and minds of millions of players worldwide.

Coyote & Crow the Role Playing Game is a tabletop role playing game set in an alternate future where colonization of the Americas never occurred. Players take on the roles of characters imbued with the powers of the Adahnehdi and can explore an incredible world of science fiction and fantasy. Written and developed by a team of Native Americans, this book contains everything you need - except some twelve sided dice - to create incredible new stories in this vivid and original world.

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 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 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

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A Place in the Sun The heroes journey deeper into the Vast to find the Gate of Twelve Suns, an alien megastructure consisting of a dozen stars arranged in a perfect circle. However, members of the Cult of the Devourer precede them, and the heroes must contend with the cultists for control of the alien technology found on the single planet orbiting each sun. Only by defeating these foul marauders can the heroes keep the superweapon hidden here out of the wrong hands—though the destructive zealots are far from the only threats found in the system. This volume of Starfinder Adventure Path continues the Dead Suns Adventure Path and includes: * "The Thirteenth Gate," a Starfinder adventure for 9th-level characters, by Stephen Radney-MacFarland. * A collection of technological relics left scattered across the galaxy by the Kishalee, members of an ancient advanced alien civilization, by Stephen Radney-MacFarland. * Detailed descriptions of the worlds and cultures of five never-before-encountered alien species, by Mikko Kallio, Jason Keeley, Lyz Liddell, Ron Lundeen, and Mark Moreland. * An archive of new creatures, from the main inhabitants of the five new alien worlds to an undead manifestation of entropy, by Mikko Kallio, Jason Keeley, Lyz Liddell, Ron Lundeen, Mark Moreland, and Stephen Radney-MacFarland. * Statistics and deckplans for a heavily modified starship crewed by Devourer cultists, by Stephen Radney-MacFarland, plus a glimpse of a barren planet cloaked in shadow in the Codex of Worlds, by Owen K.C. Stephens.

They say there have been eight worlds before ours. Eight times the people of this Earth, over vast millennia, built their civilizations. They reached heights we cannot even imagine now: they spoke to the stars, reshaped the creatures of the world, and mastered form and essence. They built cities and machines that have since crumbled to dust, leaving only their vast outlines and barest remnants. This is the Ninth World. The people of the prior worlds are gone, scattered, disappeared, or transcended. But their works remain, in the places and devices that still contain some germ of function. The ignorant call these magic, but the wise know that these are our legacy. They are our future. They are the... Two 416-page corebooks, two poster maps, a handsome and sturdy slipcase, a metal medallion, and additional play aids all for the price of the corebooks alone. All existing Numenera supplements remain compatible with these corebooks. Now employees of solar researchers, the Deep Cultures Institute, the heroes are set to investigate what's happening in the sun. Burglars in the DCI museum throw that plan askew by facilitating the theft of DCI data. The missing files are compiled and cross-referenced rumors on potential intelligent life inside the Pact Worlds star, none substantiated. Who might want such speculation, and why? Following the robbers' path takes the characters to the bubble city of Corona and

the infamous, unstable Brass Bazaar. It turns out the thieves weren't the only ones interested in the DCI's guesswork. The heroes must uncover who has the stolen data, find out where it's stored, and extract it. In the process, they discover more than they bargained for! "Soldiers of Brass" is a Starfinder Roleplaying Game adventure for four 3rd-level characters. This adventure continues the Dawn of Flame Adventure Path, a six-part, monthly campaign in which the players uncover a plot that threatens the Pact Worlds sun. It also includes an overview of the Burning Archipelago, an article exploring the merchants and goods found in the eclectic Brass Bazaar, and a selection of new monsters from the sun and the planes. 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!

An adventure for 7th-level characters by Nicolas Logue.

"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 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. As newly-appointed agents in Taldor's escalating struggle for succession, the heroes must help their Princess Eutropia build a power base by reclaiming her family's land from squatters--the debased Lothead family, who feast as their subjects starve and their infrastructure crumbles. Can the heroes infiltrate the high-society of Meratt County through its extravagant balls and tournaments, while secretly undermining Count Bartelby Lothead's authority, or will their clandestine attempts to repair the damage done and woo allies ultimately lead them to the headsman's blade? "Songbird, Scion, Saboteur" is a Pathfinder Roleplaying Game adventure for 4th-level characters. The adventure continues the War

for the Crown Adventure Path, as players drag a once-grand nation kicking and screaming into the modern day, becoming legendary politicians, spymasters, and nobles in their own right. A selection of new monsters, a regional gazetteer of Meratt County, and a new guide to intrigue and managing a cult of personality round out this volume of the Pathfinder Adventure Path. Each monthly full-color softcover Pathfinder Adventure Path volume contains an in-depth adventure 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.

The Worst in Others Dark shadows haunt the trade city of Yanmass, spreading chaos even as the city's leaders debate which royal heir to support in the growing civil war. Their soldiers are vanishing, bandits attack without fear, and a mysterious plague of nightmares rattles the populace--are these troubles random, or part of a larger conspiracy? And what role do the mysterious Twilight Child and the cultlike following he has attracted play in the chaos? This volume of Pathfinder Adventure Path continue the War for the Crown Adventure Path and includes: - "The Twilight Child," a Pathfinder adventure for 7th-level characters, by Ron Lundeen. - A gazetteer of the city of Yanmass, the caravan hub of northern Taldor catering to travelers from across two continents, by Ron Lundeen. - An ecology of the mysterious and bureaucratic servants of death known as psychopomps, by F. Wesley Schneider. - A thoughtful exploration of resurrection, the strange role it plays in the world of Golarion, and how the various gods react to this violation of the natural order, by Patchen Mortimer. - A collection of strange beasts that roam the Whistling Plains, from the thieving grassling to the explosive bloodplate burster, by Ron Lundeen, Andrew Mullen, Richard Pett, and David Schwartz.

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

The crew of the Oliphaunt have been living paycheck to paycheck for too long; now they've got a chance to become richer than they've ever imagined... by stealing one of the Kalistocracy's legendary treasure barges But this heist turns out to be more than anyone bargained for when the crew ends up stranded on a hidden resort in the Drift where Kalistocrats outbid each other for the plundered wealth of the galaxy. The only way off this rock is to win the auction, steal the keys to the commerce barge, and outrun both the competition and the law "The White Glove Affair" is a Starfinder adventure for four 7th-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 includes a series of "Side Jobs"--short mini-adventures the GM can insert into the campaign at any time--and shines a spotlight on the Prophecies of Kalistrade, including the golden commerce barges that carry their treasure off to Fortune's Heart, a secret auction house in the Drift. 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 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 Bazzano 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 regular home game.

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, 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!

The Tales of Arcana® 5E Race Guide features over 200 5E playable races for use as player or non-player characters in your 5E (5th Edition) campaigns. This guide is essential for Story Masters and players who wish to go beyond traditional races like humans, elves, and dwarves. With the races in these pages, you'll be able to reimagine your roleplaying games and create weird, fantastical campaigns. Even if you have no desire to play 5E, this guide is a great resource for worldbuilding. Will you play as a forest-dwelling sasquatch or tree squid? Swim the murky depths as a grindylow or merfolk? Or perhaps entertain villagers as a toon or a clown? Perhaps your Story Master will have you square off in combat with the foul-smelling krampus or a band of mischievous kasa-obake? There are races here that will resonate with traditional players as well as newer or younger players. Welcome, Arcanaut, to your next adventure!

YOU JUDGE YOURSELVES AGAINST THE PITIFUL ADVERSARIES YOU'VE ENCOUNTERED SO FAR: THE ROMULANS, THE KLINGONS... THEY'RE NOTHING COMPARED TO WHAT'S WAITING.

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