

## Starfinder Roleplaying Game Core Rulebook Sci Fi Rpg

Death in the Mind's Eye The heroes have scored a major victory, but the dark forces arrayed against them will not go down without a fight. Pursuing their fleeing legions to the gas giant Qanna, the heroes arrive on the verdant moon of Itac at the head of a band of Accord forces only to discover that the massive planet's manifold moons have long been a secret stronghold of the Hegemony forces and the hunters are now the hunted. Worse still, the psychic storms and spatial ripples of the system make escape almost impossible, and to prevail the heroes must launch headlong into a campaign against a dread conqueror set on launching a final desperate assault at the head of a massive army. The heroes at last come face to face with the unspeakable ultari, the grand architects of the Hegemony, and only they can thwart a rogue general's mad quest for power as they stand against the Mind Tyrants of the Merciless Moons!

Mind Tyrants of the Merciless Moons is an adventure for 17th to 19th-level characters using the Starfinder Roleplaying Game. The latest chapter in the amazing Legendary Planet Adventure Path, a spectacular sword-and-planet saga from Legendary Games blending sci-fi and fantasy, magic and machines with an exciting pulp sensibility and style. Mind Tyrants of the Merciless Moons includes not only a massive interplanetary adventure but also brand-new monsters, magic, and technology, including new advanced vehicle rules blending magic and technology, along with a full gazetteer of the domed city of Emirist-Tar and its inhabitants and an ongoing fiction series. Here you will find amazing adventures that span the stars and plunder the planets in a campaign that takes your heroes to 20th level and beyond! Grab this exotic epic today and Make Your Game Legendary!

This 92-page print volume contains the following: - "Mind Tyrants of the Merciless Moons," a Pathfinder RPG adventure for 17th to 19th-level characters by Tim Hitchcock- A "Planetary Bestiary" by Tim Hitchcock and Mike Welham, featuring six sensational new monsters: the apocalyptic atoth, sinister ceraptor body snatchers, relentless conveyance golem, leaping karn-tor lizard-folk, howling onaryx (including their mature, dread, and elder variants), and the dread ultari mindlords!- 7 new technological and magical items like the photon blaster, plasma javelin, particulate synthesizer, and Ithosian golem armor!- A detailed gazetteer of the domed city-state of Emirist-Tar, home to the purple-skin Alusidain monarchs!- "The Deadliest Weapon," the latest chapter in Chris A. Jackson's ongoing tale of Anasya, an interplanetary adventurer venturing into the void to strike at the heart of the enemy's war machine!

For further information on the earlier adventures in the Legendary Planet Adventure Path and the final upcoming adventures, To Kill a Star, pick up the Legendary Planet Player's Guide and check the Legendary Games website!

The Legendary Planet Adventure Path includes the following adventures: #1: To Worlds Unknown (2nd to 5th level)#2: The Scavenged Codex (5th to 7th level)#3: Dead Vault Descent (8th to 10th level)#4: Confederates of the Shattered Zone (11th to 14th level)#5: The Depths of Desperation (15th to 17th level)#6: Mind Tyrants of the Merciless Moons (17th to 18th level)#7: To Kill a Star (19th to 20th level)

Deputized by the interstellar police force called the Stewards for freeing a colony from Azlanti occupation, the heroes journey to the Azlanti Star Empire to rescue their captive friend from a well-guarded prison moon. After visiting an outlaw space station

nearby, the heroes stage a daring breakout and clash against the penal colony's commandant. But the experimental starship drive is still at large, and the heroes must track it down to prevent the Azlanti from making it operational! "Escape from the Prison Moon" is a Starfinder Roleplaying Game adventure for four 3rd-level characters. The adventure continues 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 an overview of the expansionist Azlanti Star Empire, an article exploring various alien races under the Azlanti Star Empire's jurisdiction, 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 planet to explore and starship to pilot, and more!

Having learned that a dangerous contagion is hidden inside prototype biotech bound for mass production, the heroes must storm a dangerous manufacturing facility to prevent the spread before it starts! They eventually trace the source of the mind-controlling fungus to a seemingly quiet hospice, where a representative of the local planetary government is visiting. If the heroes don't prevent this agent from carrying the infestation back to their employer, an entire planet could fall! Unfortunately, the heroes' task is complicated by the return of a hidden faction looking to reclaim the PCs to dissect their minds! "The Cradle Infestation" is a Starfinder Roleplaying Game adventure for four 9th-level characters. This adventure continues the Threefold Conspiracy Adventure Path, a six-part, monthly campaign in which the players unravel the machinations of insidious aliens who have infiltrated galactic society. This volume also includes an examination of the biology and society of the floating barathus, a catalog of biotech gear, and a selection of new and mystifying 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!

This comprehensive 640-page guide to the Pathfinder roleplaying game provides everything you need to set out on a world of limitless fantasy adventure! Choose from ancestries like elf, human, and goblin and classes like alchemist, fighter, and sorcerer to create a hero of your own design destined to become a legend! Based on more than 20 years of active development and playtest feedback from more than 125,000 gamers, the new Pathfinder rules are easy to learn and exciting to master! This indispensable volume contains all rules for players and Game Masters, and is your first step on a heroic new journey! This deluxe special edition is bound in faux leather with metallic deboss cover elements and a bound-in ribbon bookmark. The perfect way to commemorate Pathfinder's new edition! (Cover color and design subject to change.) The Pathfinder Core Rulebook includes: \* More than 600 pages of game rules, advice, character options, treasure, and more for players and Game Masters! \* Six heroic player character

ancestries, including elf, dwarf, gnome, goblin, halfling, and human, with variant heritages for half-elf and half-orc! \* More than 30 backgrounds like bartender, soldier, or apprentice to further immerse yourself in your hero's backstory! \* Twelve character classes, including the alchemist, barbarian, bard, champion, cleric, druid, fighter, monk, ranger, rogue, sorcerer, and wizard! \* Hundreds and hundreds of spells, class feats, and other exciting abilities to help you customize your character to become the hero YOU envision them to be! \* Streamlined and revised rules to help ease new players into the game while providing the depth of character options and tactical interest that have defined Pathfinder from the beginning!

Heralds of an organization called The Order of the Culling Shadow announce their presence, proclaiming the eventual destruction of every thinking being in the system. The PCs must spread the terrible news to New Harmony's other charters, as well as reach out to the Pact Worlds and the Veskarium for assistance. Can the heroes navigate political complications and face strange dangers to gain the cooperation of possible allies, or will they go alone into what could possibly be an all-out war? "Allies Against the Eye" is a Starfinder Roleplaying Game adventure for four 9th-level characters by Jabari Weathers. This adventure continues the Horizons of the Vast Adventure Path, a six-part, bimonthly campaign in which the heroes are at the forefront of exploring and charting a frontier world filled with mystery. This volume also includes an examination against the dangerous cult called The Order of the Culling Shadow, paths to mystical enlightenment, and a selection of unusual alien threats. Each bi-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 security officer aboard a luxury space liner, the Chimera, goes missing after the heroes witness her arguing with a passenger. Soon after, the Chimera's engines fail and defy repair. A scholarly patron asks the heroes to investigate the disappearance, which involves murder, misdirection, and misapprehension. To unravel the murder mystery around them, the heroes must follow clues about more than one enigma aboard the Chimera. Secrets and unexpected foes abound. In the end, the investigators find that the whole whodunit is only part of a much larger conspiracy! "The Chimera Mystery" is a Starfinder Roleplaying Game adventure for four 1st-level characters. This adventure begins the 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 volume also includes an article on running mystery scenarios, more on spies in the Pact Worlds and beyond, and a selection of new 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!

A Little Something Extra Class grafts are a marvelous innovation in the Starfinder Roleplaying Game, allowing you all the fun at

the table of incorporating all kinds of character classes into your allies and enemies but with a minimum of bookkeeping and weird rules interactions. That's great if you're using the core Starfinder classes, but what about all those amazing third-party classes out there? Star Classes: Class Grafts is the answer, bringing you class grafts for twenty third-party classes from Legendary Games and Little Red Goblin Games for every kind of situation, whether you need a combatant, expert, or spellcaster! You'll find astral marines and bikers, psions and replicators, cantors and bizlocks, nanomancers and mystic space knights, and so many more brought to you by the powerful pen of Sasha Laranoa Harving, a frequent contributor to official Starfinder Roleplaying Game adventures and accessories. Add fantastic variety to your campaign with new class grafts galore in this -page supplement and Make Your Game Legendary!

Cosmic Odyssey is a product line bringing you locations, options, and rules from the talented pool of writers at Fat Goblin Games for use with the Starfinder Roleplaying Game.

The monks of the Forever Reliquary send the heroes into a psychic projection of the Swarm's hive mind, a hostile and alien landscape. They must establish a beachhead on this mental front and discover how to empower and use the artifact given to them by their Hylaxian allies. However, this mindscape fights back at every possible turn until the heroes face off against the embodiment of the Swarm's interconnected minds! If they can defeat this entity, it will give the heroes a powerful advantage back in the real world! "Hive of Minds" is a Starfinder Roleplaying Game adventure for four 9th-level characters. This adventure continues the Attack of the Swarm! Adventure Path, a six-part, monthly campaign in which the heroes fight back against a ruthless alien invasion. This volume also includes an explanation of the psychic constructs called mindscapes, an exploration of psychic magic, and a selection of new Swarm monsters and other mind-rending 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!

Starfinder RpgStarfinder Core RulebookStarfinderCore Rulebook

A distress beacon from a desolate section of tundra sends the heroes on a rescue mission in the biting cold. They find a lone vesk survivor in the wreckage of a starship prowled by a menacing insectile stowaway: a component of the dreaded Swarm! The heroes trace the creature's origin to a frozen gas giant in the same system, where a mutated Swarm colony has begun to awaken from a strange hibernation. Will the heroes brave the floating organic lair to stop the Swarm from contacting the greater hive mind?

"Icebound" is a Starfinder Roleplaying Game adventure for four 7th-level characters by Jason Tondro. This adventure continues the Horizons of the Vast Adventure Path, a six-part, bimonthly campaign in which the heroes are at the forefront of exploring and charting a newly discovered world filled with mystery. This volume also includes a dossier on the Veskarium spy agency known as Directive-9, technology repurposed from the Swarm, and a selection of deadly alien threats. Each bi-monthly full-color softcover

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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 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.

Battle, befriend, or become more than 100 bizarre alien life forms in this hardcover creature collection for the Starfinder Roleplaying Game! The galaxy hosts a staggering array of aliens, both bloodcurdling and benevolent. In this book, you'll find rules and background information about creatures ranging from spiral-winged irokirois and starmetal dragons to living holograms and body-snatching flayer leeches. You'll also find plenty of new equipment and player options, plus rules for gaining a creature companion that can accompany you as a pet, a mount, or even a fearsome combatant! And over a dozen species have rules for making your own playable alien character, so you can play a sapient swarm of tiny insects or a bioluminescent cephalopod native to liquid methane oceans. Wander the weird wilds of the galaxy with Starfinder Alien Archive 3!

Outfit yourself with only the best supplies for interstellar adventure with the hardcover Starfinder Armory! Within this directory of futuristic equipment, you'll find tons of adventuring gear for the Starfinder Roleplaying Game, from weapons, armor, and augmentations to technological items, magic items, vehicles, and more! Also included are new equipment-themed player options for every Starfinder character class! Starfinder Armory is a must-have companion volume to the Starfinder Core Rulebook. With this galactic inventory of inventive gadgets and gear, you'll always have exactly what you need to explore new worlds and wonders!

Unravel the eldritch mysteries of the galaxy! The new Galactic Magic hardcover rulebook for the Starfinder Roleplaying Game

adds magical flair to any hero with a wealth of fantastical magic-infused character options for starfarers of any class! More than 100 spells, a host of powerful rituals, and an array of magic gear, hybrid items, and artifacts give you the edge to survive in a weird universe with lurking dangers at the end of every jump. The brand-new precog class allows you to see and change the future, relying on predictive prerolls to navigate clutch situations and quick reflexes to manipulate combat. Study arcana among the stars with a host of new magical organizations and spellcasting schools or petition higher powers using new faith-based options tied to the galaxy's gods and philosophies. Whatever your path to magical might, Galactic Magic is your guide!

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 planet to explore and starship to pilot, and more!

After discovering that a sinister force has infiltrated the Stewards, the heroes travel to the floating bubble city of Roselight, in the clouds of the gas giant Liavara, to warn members of the law-enforcement agency! As the heroes navigate the seedy underbelly of this pristine metropolis, they learn that their enemies are fighting a battle of their own against another malevolent faction of mind-controlling aliens. If the heroes want answers, they will have to figure out who to trust in a time where no one is what they seem!

"The Hollow Cabal" is a Starfinder Roleplaying Game adventure for four 7th-level characters. This adventure continues the Threefold Conspiracy Adventure Path, a six-part, monthly campaign in which the players unravel the machinations of insidious aliens who have infiltrated galactic society. This volume also includes a gazetteer of the affluent city of Roselight and the grungy space station Upwell, an article describing the mysterious fungal dycepskians, and a selection of new and cryptic 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 heroes must hunt for an icy comet hurtling through the void, the supposed home to a secret monastery dedicated to the insect goddess Hylax. Once there, they must work to gain the inhabitants' trust by undertaking a series of trials. If they succeed, they will gain access to a

powerful artifact that will aid in the battle against the ravenous, alien Swarm! But before the monks can entrust the item to the PCs, the comet is besieged by waves of Swarm creatures eager to get the artifact for themselves! "The Forever Reliquary" is a Starfinder Roleplaying Game adventure for four 7th-level characters. This adventure continues the Attack of the Swarm! Adventure Path, a six-part, monthly campaign in which the heroes fight back against a ruthless and nigh-unstoppable alien invasion. This volume also includes an examination of the faith of Hylax, a description of other monasteries throughout the galaxy, and a selection of new Swarm monsters and other harrowing 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!

Upon gaining access to the hostile starship known as Ark Prime, the heroes find themselves immersed in propaganda designed to show the might and superiority of the ancient empire that launched the vessel eons ago. Once they break free of the brainwashing, they can fight past robots, holographic constructs, and alien supersoldiers awoken from stasis to confront Ark Prime's evil AI. In the end, the heroes must decide what to do with hundreds of other sleeping citizens of a formerly dangerous civilization. Their important decision could affect the future of the galaxy! "Dominion's End" is a Starfinder Roleplaying Game adventure for four 18th-level characters. This adventure concludes 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 catalog of technomagical relics from the ancient Sivv Dominion as well as a selection of ferocious alien 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!

A fleet of warships invades the Weydana system, and the PCs must launch their own armada to withstand the attack! When Watcher Krulveth, the leader of the invading forces, wishes to speak to the PCs in person, they must decide whether to meet her in good faith or expect an ambush. But stopping Krulveth and her armada doesn't mean the system is completely safe. A wandering pulsar approaches, and with it, an uncaring extraplanar entity that floods the system with deadly radiation. Every living person in the Weydana system counts on the PCs to protect them from this terrible threat! "The Culling Shadow" is a Starfinder Roleplaying Game adventure for four 11th-level characters. This adventure concludes the Horizons of the Vast Adventure Path, a six-part, bimonthly campaign in which the heroes are at the forefront of exploring and charting a world filled with mystery. This volume also includes advice on continuing to administer the charter through new challenges, a study of the Negative Energy Plane, and a selection of spooky alien threats. Each bi-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's classic first Adventure Path campaign now available in softcover! In the sleepy coastal town of Sandpoint, evil is brewing. An attack by crazed goblins reveals the shadows of a forgotten past returning to threaten the town--and perhaps all of Varisia. The Rise of the

Runelords Adventure Path begins with this goblin raid and takes players on an epic journey through the land of Varisia as they track a cult of serial killers, fight backwoods ogres, stop an advancing army of stone giants, delve into ancient dungeons, and finally face off against a wizard-king in his ancient mountaintop city. This hardcover compilation updates the fan-favorite campaign to the Pathfinder Roleplaying Game rules with revised and new content in more than 400 pages packed with mayhem, excitement, and adventure! Revised and updated 5 years after its original publication, this new edition expands the original campaign with new options and refined encounters throughout, incorporating years of community feedback!

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!

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!

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 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!

A magical portal to the Plane of Fire disappears into the sun just after creatures exit it for the first time in recorded history. An overwhelming telepathic burst from within the sun quickly follows, and a scientist recruits the heroes to help her find out what's going on. The mission takes the heroes to the Burning Archipelago, a bubble city in the sun's atmosphere, and Asanatown, the lashunta enclave there, to meet with another scientist who can help. Before that meeting can happen, however, the recent psychic disturbance leads radicals among the telepathically sensitive lashuntas to take matters into their own hands, closing Asanatown off from the rest of the sun-based city. Trapped, the heroes must rescue their contact and return power to the proper authorities to escape! "Fire Starters" is a Starfinder Roleplaying Game adventure for four 1st-level characters. This adventure begins the Dawn of Flame Adventure Path, a six-part, monthly campaign in which the heroes uncover a plot that threatens the Pact Worlds sun. This adventure also includes a gazetteer of Asanatown, an article on the sun-worshipping faith that helped establish the Burning Archipelago, 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!

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

Battle or befriend more than 80 bizarre 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 robotic killing machines to alien predators ready to devour unwary spacefarers. Inside this book, you'll find rules and ecologies for creatures from across the known worlds, plus alien equipment and more. A robust system for creating your own creatures ensures that your parties never be without weird new aliens to fight or trade with, and racial rules for many of the new organisms let you be the alien, making Alien Archive not just a collection of creatures to kill, but a fascinating menu of creatures to be! Want to play a hyperevolved floating brain? A mighty dragonkin? A silicon-based crystalline slug? Explore the limits of your galaxy and your game with Starfinder Alien Archive!

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