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Starfinder Galaxy Exploration Manual - 2021-04

Starfinder Near Space - Paizo Staff 2020-06-02

Journey to Near Space, the galactic region that contains the Pact Worlds, the Veskarium, and many of the planets discovered and colonized by explorers from those civilizations. This hardcover rulebook expands the Starfinder campaign setting with details on dozens of worlds and cultures found in Near Space, each perfect as a locale for science-fantasy adventure! Inside this book, you'll find in-depth gazetteers of the nine worlds of the Veskarium, the interstellar empire founded by the warlike vesk; detailed entries on other planets and civilizations of Near Space; new starships from the Veskarium and beyond; alternate racial traits for playable Near Space races; and new themes, archetypes, equipment, spells, and more for any character!

The Ruined Clouds - Jason Keeley 2018

In the Dead Suns Adventure Path, the players take on the roles of members of the Starfinder Society, a loose association of scholars and adventurers who travel the galaxy uncovering the secrets of the past. When a fragment of an ancient alien superweapon surfaces in the depths of hyperspace, its discovery sets off a race to find the extraterrestrial doomsday device. Hopping from planet to planet in both the civilized Pact Worlds and beyond, the heroes must contend with both the undead Corpse Fleet and the nihilistic Cult of the Devourer, each of which seeks to acquire the alien artifact for its own purposes. Can the heroes find and destroy the superweapon before their enemies seize control of it, or will the Pact Worlds' sun go dark and cold, a harbinger of dead suns across the galaxy?

If Thoughts Could Kill - Bruce R. Cordell 2002-04

A mythic psionic artifact known as the Crystal Consciousness cycles toward awareness as it did once before, ages ago. Previous Waking Events gave rise to the psionic disciplines known today, while other disciplines, long forgotten, were erased. Now, as the Crystal Consciousness awakes again, rival psionic groups strive to find and prevent -- or manipulate -- what could be a new psionic paradigm shift. The adventurers find themselves caught up in the mix in this companion piece to the popular Dungeons & Dragons rulebook *The Psionics Handbook*. This adventure features new psionic monsters (including the psionic lich), plus more items, powers and even an all-new psionic prestige class.

Starfinder - James L. Sutter 2017

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

Bestiary of Krynn - Cameron Banks 2004-03-01

Starfinder RPG: Galactic Magic - Paizo Publishing 2021-11-23

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!

Starfinder Adventure: Junker's Delight - Jason Keeley 2021-07

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 Khafak Depot, a rough-and-tumble Akitonian settlement home to countless adventures!

Advanced Dungeons & Dragons, Players Handbook - Gary Gygax 1978

Presents an introduction to Dungeons and Dragons with information on the rules, characters, weapons and gear, and game etiquette.

Monster Manual II - Ed Bonny 2002

This indispensable supplement contains information on nearly 200 new monsters for any D&D game. It provides descriptions for a vast array of new creatures, with an emphasis on higher-level creatures to provide experienced gamers with tougher foes to overcome. (Gamebooks)

Legends of the Twins - 2005-08

One twin plots in a dark tower, mastering the arcane forces of magic and learning the secrets that will allow him to enter the Portal and challenge the gods themselves. The other twin hides from personal demons at the bottom of a bottle, not yet having found the courage and wisdom to become whole. Their legend will change both the history of Krynn and its future. The legends of other heroes stand waiting to be written. Personal journeys, great quests, and heroic sacrifices all lie ahead. Sometimes it is not the world that needs to be saved, but a soul. The River of Time not only provides the chance to find the forgotten history of Krynn, but a chance to visit the world as it might have been. Discover an Ansalon untouched by Cataclysm, where the Godpriest reigns supreme; visit a magocracy, a land in which the Orders of High Sorcery rule through the power of magic; roam the dragonlands, crushed under the terrible might of the Dark Queen and her dragon highlords. *Legends of the Twins* is a resource for games set in the world of DragonLance. Inside one will find information for players, including variant rules for character traits, new feats, prestige classes. New spells and magic items allow characters to journey across the River to Time. Dungeon Masters will discover an amazing wealth of campaign possibilities, including travel into Ansalon's distant past or many different alternate versions of the world--available to introduce into a current campaign or as a launching point of one that is entirely new. All information within this volume is fully compatible with the revised edition of the d20 System game. Book jacket.

Illinois Alumni News - 1915

Adventurer Conqueror King System - Alexander Macris 2014

Kagonesti - Douglas Niles 2011-12-06

The Age of Light Forests cover Ansalon. Under the legendary Silvanos, the elves of Krynn begin to tame the wilds and raise their crystal cities. But as the Elderwild Kaganos journeys toward a mystical encounter high in the mountains, he knows that, for his tribe, the woodlands must remain their eternal home. As centuries pass and Dragonwars rage, the tribe of Kaganos battles encroaching humans and the minions of the Dark Queen, aided by a potent legacy guided by revered pathfinders . . . Until the wild elves stand upon the brink of the deadliest challenge of all -- a challenge that marks a choice between annihilation and survival. The Lost Histories Series probes the historical roots and epic struggles of the heretofore little-known peoples of Krynn.

Night of the Dragons - Margaret Weis 2003

What began as a hopeful reunion of friends has turned into a nightmare.

The companions vowed to protect a beautiful barbarian princess and the mystical staff she bears. But they never dreamed the price would be so high.

Star Classes - Sasha Laranoa Harving 2021-06-02

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!

Broken China - Dominic Sasse 1986

Draconomicon - Bruce R. Cordell 2008

"Draconomicon I" describes several varieties of dragons, including red, blue, green, black, and white dragons, as well as three completely new chromatic dragons. This sourcebook gives details of each dragon's powers, tactics, myths, lairs, servitors, and more.

Starfinder Starship Operations Manual - Paizo Publishing 2020

Blast off into space with the Starship Operations Manual, Starfinder's latest rules expansion hardcover! Outfit your beloved starship with more than 100 new starship weapons, expansion bays, alternate armors, and systems like drop pods, ramming prows, mines, ablative armor, virtual intelligences, and more. If you're looking for a new ride, you'll find profiles of leading starship manufacturers as well as statistics for more than 40 new starships found throughout the galaxy. The Starship Operations Manual puts you at the controls, offering bold new ways to present starship combat, from dogfights in planetary atmospheres to daring chases through asteroid fields to pitched battles between huge fleets. New rules allow crewmembers to get even more out of their skills and feats, unlocking thrilling critical success results that add excitement to starship combat. Take your adventures into the great unknown and beyond with the Starfinder Starship Operations Manual!

Starfinder RPG: Tech Revolution - Paizo Publishing 2021-09-07

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! Outrace 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!

The Lake of Death - Jean Rabe 2004

Cursed to live as a shadow dragon, Dhamon Grimwulf risks everything in his quest to recover his humanity, following a trail that takes him from the perilous depths of the dragon overlord Sable's swamp to the shores of ruined Qualinost and reunites him with Feril, a Kagonesti druid he had once loved. Original.

Book of Vile Darkness - Monte Cook 2002-10

The most evil and complex elements of the Dungeons & Dragons world are presented for the first time--such as moral dilemma, slavery, human sacrifice, prostitution, and other sensitive issues--to allow players to add a level of complexity to their campaigns.

Book of Exalted Deeds - James Wyatt 2000

The next mature title in the D&D line that allows players to explore the concept of truly heroic play, "Book of Exalted Deeds" is the second title in the line of products specifically aimed at a mature audience.

Darkvision - Bruce R. Cordell 2010-04-07

Exile of the Hidden City. Adept of forgotten mysteries. Sorceress of the Celestial Nadir. Haunted by nightmares and driven by desire, Ususi defied the will of her people and ran away, venturing alone into the outside world her people abandoned centuries ago. Now Ususi tracks

down the relics that brought both prosperity and doom to her people. But when an old adversary finds her trail, she discovers the danger she thought past might only be beginning. From the Paperback edition.

The Complete Book of Eldritch Might - Monte Cook 2004-01-01

Contains all the innovative and thrilling material from all the Books of Eldritch Might, updated for revised 3rd Edition rules.

Domains at War - Alexander Macris 2014-07-01

Tomorrow you will bring the battle to the foe. Tonight you walk among the troops you'll lead. The mercenaries are veterans and sleep while they can, but the peasants levied from your lands seek courage in tales of your previous victories. In the cover of darkness, you can listen rather than lead. Remember when you were like them? Back when you first entered the dungeon, you wielded a sword to fight for gold, glory, and the favor of the gods. Winning these earned you a throne. Now you wield an army, and fight for the right to rule the domains at war. Domains at War: Campaigns (D@W) is a supplement for Autarch's best-selling Adventure Conqueror King System (ACKS). Using the rules herein, your fantasy RPG characters can raise armies, campaign against enemy forces, and conquer domains. It includes a comprehensive campaign toolkit for use in ongoing games, fully compatible with ACKS's rules for mercenaries, strongholds, magic, and rulership. D@W: Campaigns also includes a streamlined system for resolving the outcome of pitched battles between army-sized forces, ideal for resolving battles between NPC commanders, where the adventurers are bystanders or front-line participants. Domains at War: Campaigns is compatible with any fantasy RPG system that uses twenty-sided dice and shares concepts like hit points and armor class. If your players are ready to rule, then your campaign is ready for the Domains at War: Campaigns rules.

Requiem for a God - White Wolf Games Studio 2002-11

Fantasirollespil.

Fallujah - Ambush Alley Ambush Alley Games 2012-12-20

Operations Vigilant Resolve and Phantom Fury - the operations to take and hold the city of Fallujah in the face of determined insurgent resistance - were amongst the most dangerous and controversial carried out by the Coalition forces during Operation Iraqi Freedom. These two battles of Fallujah saw some of the heaviest urban combat faced by regular troops in modern times and, even though much of the civilian populace had fled, the enemy was well-armed, well-prepared and driven by a fanatical resolve. With the scenarios and information presented in Fallujah, the latest Force on Force companion, wargamers will find themselves thrown into the narrow, twisting streets of the city, forced to negotiate IEDs, snipers, barricades, and a multinational insurgent force.

Anger of Angels - White Wolf Publishing, Incorporated 2003-09

The sanctity of Heaven was shattered when prideful angels rebelled. Though the fallen host was cost out, the battle between Heaven and Hell rages on, with mortals becoming pawns on both sides. Anger of Angels gives you the tools to run a campaign amid the struggle between Heaven and Hell, whether in a standard fantasy or a more modern setting. Use angels and demons as supernatural advisors and manipulators, or allow angelic and demonic player characters to take the field. The book details 10 new kinds of angels and a dozen new demons, describes archangels and the lords of Hell, maps out Heaven and Hell, and offers new feats, classes, mortal organizations, and angelic and demonic magic.

Empire of the Ghouls for 5th Edition - Richard Green 2020-06-09

Dark Motives and Darker Alliances Citizens of Zobeck are going missing. Catacombs beneath the urban abodes may have answers, but what lurks in them may not enjoy company... Rumors swirl of an unholy marriage between blood thirsty factions. As haunting dreams and prophetic utterances swell, the danger becomes clear. Such a union would be catastrophic... Who will uncover and stop these foul and ghoulish workings? Will your adventurers have the fortitude and ambition--or the greed and cunning--it takes to put a stop to them? Empire of the Ghouls is a complete adventure for characters level 1-13 for the 5th edition of the world's first RPG. You'll also find a gazetteer detailing the Ghoul Imperium in the depths of the Underworld--complete with map! --and appendices filled with new cults, creatures, magic items, and NPCs. Sharpen your blade and conjure magical light, and root out the foulness below the earth!

Starfinder Alien Archive 4 - Paizo Publishing 2021-01-12

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 find rules and background information about creatures ranging from undead androids and robot dragons to deadly laser-spined flowers and mysterious sea skeletons.

Many species include rules for making your own playable alien character, from beings made of coral to animals uplifted by sapient fungus to creatures truly bizarre to behold. You'll also find plenty of new equipment and player options, including a new set of augmentations that allows your character to adopt the strange features of dozens of existing playable alien species. Explore the extraordinary with *Starfinder Alien Archive 4*! Inside this book, you'll find the following: -Nearly 100 uncanny life-forms both classic and new, from the batlike grioth and horrifying brain collector to the vengeful endling and dreaded plasmalisk. -A dozen races with full player rules, letting you play everything from a fungus-uplifted animal to a humanoid made of magical coral. -New alien technology to help give your character an edge, including armor, weapons, magic items, and more. -New rules for grafting the strange physical traits of other species onto your own character, creating a staggering array of customization options!

Alien Archive 3 - Joe Pasini 2019-09-17

Feature Creatures The galaxy hosts a staggering array of aliens both bloodcurdling and benevolent. The pages of *Starfinder Alien Archive 3* are packed with creatures designed for use with the *Starfinder Roleplaying Game*! From starmetal dragons and the spiral-winged irokirois to living holograms and body-snatching flayer leeches, the creatures in this codex will challenge adventurers no matter what strange worlds they're exploring. What's more, player rules for a variety of species let players not just fight aliens, but be them! Inside this book, you'll find the following: - Over 100 bizarre life-forms both classic and new, from bioluminescent cephalumes and quantum-entangled oozes to natives of hyperspace and living asteroids. - More than a dozen races with full player rules, letting you play everything from a life-hungry undead creature to a sapient swarm of tiny insects. - New alien technology to help give your character an edge, including armor, weapons, magic items, and more. - New rules for gaining a creature companion that can accompany you as a pet, a mount, or even a fearsome combatant!

Tome of Beasts - Wolfgang Baur 2016-11-08

"Whether you need dungeon vermin or a world-shaking personification of evil, the *Tome of Beasts* has it. Here are more than 400 new foes for your 5th edition game--everything from tiny drakes and peculiar spiders, to demon lords and ancient dragons."--Back cover.

Centauri Knights - David L. Pulver 2003-05-15

At the dawn of the 22nd century, mankind has colonized the Alpha Centauri system, but the discovery of alien ruins leads to conflict between rival human factions. As the UN battles terrorists and prepares for all-out war, a sleeping alien power is awakening that threatens the lives of everyone in the solar system. This campaign world for the *Big Eyes, Small Mouth* d20 role-playing game features a complex, hard-science future, detailed descriptions of the people and organizations of Alpha Centauri, and d20 Mecha stats for dozens of spacecraft, vehicles, and servopanzer designs.

Gnosis: The exoteric cycle - Boris Mouravieff 1989

Boris Mouravieff was an enigmatic 'third man', known to Gurdjieff and Ouspensky, who found and learned to practice what he clearly believed to be the complete system of which only 'fragments' had been previously published in Ouspensky's *In Search of the Miraculous*. On this basis, he formed the 'Center for Christian Esoteric Studies' in Geneva - now closed. Many of his discoveries are described in his book *Gnosis*, which contains in its three volumes the fundamental components of that Christian esoteric teaching revealed by Ouspensky in fragmentary form. This *Gnosis* is not a modern statement of the second century texts known

as 'Gnosticism', but a previously unpublished ancient Christian knowledge tradition. Boris Mouravieff taught Eastern Esotericism at Geneva University for many years, and *Gnosis* is the result of his teaching. First published in French in 1961, the three volumes of Mouravieff's *Gnosis* have since been translated into Greek and Arabic. During the 1980's and early 1990's, Praxis Research Institute published the English translation of all three volumes. Volume I contains the first level of this teaching, designated as 'exoteric' for outer or surface. *Starfinder Adventure Path: Dead Suns Special Edition* - John Compton 2022-10

Starfinder's original campaign returns in a new hardcover six-adventure compilation! When a fragment of an ancient alien superweapon surfaces in the depths of hyperspace, its discovery sets off a race to find the extraterrestrial doomsday device. Hopping from planet to planet in the Pact Worlds and beyond, the heroes must contend with both the undead Corpse Fleet and the nihilistic Cult of the Devourer, each of which seeks to acquire the alien artifact for its own purposes. Can the heroes find and destroy the superweapon before their enemies seize control of it, or will the Pact Worlds' sun go dark and cold, a harbinger of dead suns across the galaxy? *Starfinder's* very first campaign explodes onto the pages of this massive hardcover compilation, containing all six adventures in the *Dead Suns Adventure Path*, a galaxy-spanning campaign that helped launch the *Starfinder* RPG, along with support articles, rules, monsters, and more! This deluxe special edition is bound in faux leather with metallic deboss cover elements and a bound-in ribbon bookmark.

Road to Baghdad - Ambush Alley Ambush Alley Games 2011-04-01

Road to Baghdad gives *Force on Force* players all the information they need to re-fight the 2003 Allied invasion of Iraq. From deadly little firefights between Iraqi Fedayeen and US Special Forces to armored battles against Republican Guard positions across the Tigris River, *Road to Baghdad* offers a wealth of varied scenarios and mission objectives that will challenge the tactical abilities of both new and experienced wargamers alike. With a wealth of new information to expand *Force on Force*, including detailed historical background and orders of battle for US, British and Iraqi forces during the invasion, *Road to Baghdad* allows players to really get to grips with the experiences of war in Iraq.

Besm D20 - Mark C. MacKinnon 2003

The popular multi-genre anime role-playing game is now available for the d20 System! *Big Eyes, Small Mouth* is inspired by the dynamic settings and stories found in a wide range of anime shows, allowing players to create characters from any genre or sub-genre, including comedy or horror, fantasy or science-fiction, mecha action or passionate romance. This new d20 System version of the game includes: new character classes (including magical girl, mecha pilot, pet monster trainer, and a dozen more), new skills and feats, an exhaustive point-based attribute list, and a detailed cost assignment for the core fantasy races and classes.

Starfinder RPG - Amanda Hamon 2019

"Enhance your hero - The *Starfinder* galaxy is an expansive and diverse collection of eclectic planets, strange creatures, myriad cultures, and ancient traditions! Characters can draw from far more backgrounds, heritages, and training regimens than can possible be contained in just one core book. The *Starfinder* character operations manual expands the universe of what is possible for characters of any class or race, providing new choices t every stage of character creating and advancement. Whether you are a veteran or new to the game, there's something here for you!"--Cover, page 4.

When the Sky Falls - Bruce R. Cordell 2003-05
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