

Item no.: 335906

US56015 - Starfinder - Dead Suns 6 of 6: Realm of Bones, Adventure Trail (DE edition)



from **19,87 EUR**

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Product Description

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The undead fleet of corpses has appeared in the orbit above the Gate of the Twelve Suns acquire possession of the ancient, alien superweapon known as the stellar generator. The heroes are dramatically outnumbered, and their only hope of defeating the corpse fleet is to infiltrate the flagship of the fleet and take control of the ship's bridge. Only then can the heroes steer the ship onto a collision course with the super weapon, in a desperate attempt to eliminate both threats at once. If the heroes are successful, they can destroy the stellar generator, but they still have to escape the carnage to tell the story!

This volume completes the Starfinder Dead Suns adventure trail and includes:

- "Realm of Bones", a Starfinder adventure for characters of the 11th level from Owen KC Stephens.
- Tips on how to continue the campaign after the last encounter and details on the havoc if the heroes fail, from John Compton.
- Technical Values ??for spaceships of extraordinary size and power from Owen KC Stephens.
- A collection of starships from the dreaded undead marine known as the Corpse Fleet, by Jason Keeley.
- An archive of new creatures, including a variety of undead monsters and a crystalline humanoid able to deflect rays of energy by Owen KC Stephens and Larry Wilhelm.
- Play values ??and floor plans for a huge undead flagship, by Owen K.C. Stephens, as well as the description of a planet that is constantly plagued by energy storms, by Larry Wilhelm.

Warning!Not suitable for children under 36 months.

Specifications

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