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About This Content

Starfinder Adventure Path: Empire of Bones (Dead Suns 6 of 6)

By Owen K.C. Stephens

A Near-Death Experience

The undead Corpse Fleet has appeared in orbit above the Gate of Twelve Suns, intent on seizing the ancient alien superweapon called the Stellar Degenerator. The heroes are massively outgunned, and their only hope to defeat the Corpse Fleet is by infiltrating the fleet's flagship and taking control of the vessel's bridge. Only then can the heroes pilot the ship on a collision course with the superweapon in a desperate bid to end both threats at once. If successful, the heroes can destroy the Stellar Degenerator, but they'll need to escape the carnage to live to tell the tale!

This volume of Starfinder Adventure Path concludes the Dead Suns Adventure Path and includes:

- "Empire of Bones," a Starfinder adventure for 11th-level characters, by Owen K.C. Stephens.
- Advice on how you can continue your campaign past the final encounter and details on the devastation inflicted on the galaxy should the heroes fail, by John Compton.

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- Technological specifications for starships of extraordinary size and power, by Owen K.C. Stephens.
 - A collection of starships from the dreaded undead navy known as the Corpse Fleet, by Jason Keeley.
 - An archive of new creatures, including a plethora of undead monstrosities and a crystalline humanoid that can redirect blasts of energy, by Owen K.C. Stephens and Larry Wilhelm.
 - Statistics and deck plans for a massive undead flagship, by Owen K.C. Stephens, plus an introduction to a planet constantly wracked by energy storms, by Larry Wilhelm.

This product is not a PDF or accessible outside of Fantasy Grounds. It has been lovingly converted for use within Fantasy Grounds and features the following additions:

- All maps resized and set up with a preset grid to make combats easy to manage
- Individual area descriptions linked to maps, containing new encounters, treasure parcels and descriptions for just that area
- Tokens for each encounter are all pre-placed in starting locations on the map. You can edit these on the fly.
- Drag and drop treasure parcels and Encounter XP that is easily awarded to your players to keep the game moving ahead
- All the images and handouts from the book available to share with your players as you need them

Released on May 04, 2018. Designed for Fantasy Grounds version 3.3.5 and higher.

Requires: This content requires an active license or subscription for Fantasy Grounds to download and use and the Starfinder Ruleset.



Title: Fantasy Grounds - Starfinder RPG - Dead Suns AP 6: Empire of Bones (SFRPG)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 8 Jun, 2018

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Minimum:

OS: Windows 7x , 8x or 10x

Processor: 1.6 GHz or higher processor

Memory: 1 GB RAM

Graphics: Graphics card recommended

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 500 MB available space

Sound Card: a sound card is required for voice communication using external programs like Google Hangouts, Skype or Discord.

Additional Notes: Requirements vary by the add-ons installed and the number of players connecting to your game.

English

SFRPG ruleset v1.0.9 for Fantasy Grounds
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CoreRPG ruleset v3.3.5A for Fantasy Grounds
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Chat

Image: Front and Back Cover
Image: Front and Back Cover

PC

IMAGE

STORY

NPC

ITEM

STARSHIPS

TOKEN

GM

0 Modifier

6

7

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9

10

11

12

Map: Forest Path

Map: Forest Path

2.0.A. Encounter: Death Comes Calling

CR 13 XP 25600

Token Name

Corpsfolk Marine

Placement

PART 4 - DEAD TO RIGHT CONCLUDING THE AD AFFENDICES

COMBAT TRACKER

Name	Init	HP	SP	RP	Temp	Sbd	Wind
Corpsfolk Marine 7	17	126	0	0			
Corpsfolk Marine 8	17	126	0	0			
Dex	16	12	0	0			
Vermillion	16	11	0	0			
Zyzyk	14	14	0	0			
Slag	2	16	0	0			

Round 1

Medium undead

Race: Corpsfolk soldier

Alignment: NE CR 7

Initiative: +9 XP 3200

Senses: darkvision 60 ft., Perception +14

DEFENSE

EAC	KAC
19	22
HP	RP
126	0

Saves: Fortitude +9 Reflex +7 Will +8

Defensive Abil. DR 5/magic; Immunities undead immunities

Speed: 20 ft.

Melee: LFD pulse gauntlet +14 (2d6+9 B & S; critical knockdown)

Ranged Attack: dual acid dart rifle +17 (2d6+8 A & P; critical)

NPCCreature Trap

The screenshot displays a D&D 5e tabletop game interface. The central map shows a "Command Section" with various rooms and corridors. On the left, a "Tokens" panel lists three tokens: Gatecrasher (CR 15, XP 48000), Kurobazu (CR 12), and Serrosix (CR 10). The right side features two character sheets. The top sheet is for "Gatecrasher", a "Large undead" with the following stats:

Alignment	LE	CR	10
Initiative	+5	XP	9600
Senses	darkvision 60 ft.; Perception +19		
DEFENSE			
EAC	KAC		
24	23		
AC			
24	23		
Health	198 0		
HP	198 0		
Saves	Fortitude	Reflex	Will
+12	+12	+11	
Defensive Abil.	Immunities: undead immunities		
Speed	20 ft.		
Melee	advanced swoop hammer +22 (3d10-18 B; critical knockdown)		
Ranged Attack	aurora shock caster +19 (2d12+10 E, explode [15 ft., DC 19])		

The bottom sheet is for "Serrosix", a character with the following stats:

Name	Init	HP	SP	RP	Exp
Gatecrasher	22	198	0	0	
Imm	Init	HP	SP	RP	Exp
Gatecrasher	22	198	0	0	
Abil	Advanced swoop hammer +22 (3d10-18 B; critical knockdown)				
Abil	Aurora shock caster +19 (2d12+10 E, explode [15 ft., DC 19])				
Abil	Juggernaut of Destruction (Ex)				
Abil	Integral Upgrades (Su)				
Abil	Unliving (Ex)				
Abil	Darkvision (Ex)				
Abil	Undead Immunities (Ex)				
Effects	[Undead traits] [SAVE2:WIS] [IMMUNE: bleed] [IMMUNE: mind-affecting] [IMMUNE: paralysis] [IMMUNE: stunning]				
Effects	[Undead traits] [SAVE2:WIS] [IMMUNE: bleed] [IMMUNE: mind-affecting] [IMMUNE: paralysis] [IMMUNE: stunning] [EPHEM: 101] [DR: 51] [IMMUNE: cold] [IMMUNE: fire]				

The bottom left corner shows a "Modifier" panel with a "0" and a "Modifier" label. The bottom right corner shows a "TURN" panel with "Gatecrasher" selected.

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