
SANTIAGO: A MYTH OF THE FAR FUTURE
ADVENTURE PATH

CAMPAIGN **GUIDE**

BY MALCOLM NORTHWINTER



BASED ON SANTIAGO: A MYTH OF THE FAR FUTURE
AND THE RETURN OF SANTIAGO BY MIKE RESNICK

SANTIAGO

A MYTH OF THE FAR FUTURE

CAMPAIGN GUIDE



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PROLOGUE

“Hurry up, John,” Ike Suliman urged his brother. The cowardly man looked around the Meritonian freighter with nervous anticipation as his older sibling finished carving a jagged “S” into two crates they had broken open.

“I’m done,” was the man’s terse reply as he shoved Ike out of the cargo hold. “Go get the others. We’re leaving in two.”

Looking up at the broken camera for a moment, Ike wasn’t sure if the guard would reach them before then or not, so he turned and hurried to find the rest of their gang.

When at last he located them, they were lounging on one of the ornate sofas with a tag on it that indicated the owner was one of the many politicians running for reelection on Deluros VIII this year. He watched for a moment as the three boys, none of which were more than a year apart, laughed about the things they would buy after they got their cut. All of them shared his characteristic curly hair, though each was a different color; “from your mothers,” old man Suliman once told them. In point of fact, that was the only trait any of them shared as brothers.

“Get moving. John wants us out of here now,” Ike yelled down the passage at last, then turned to leave without bothering to see if they were following him.

“What’s the hurry, Ike,” Alonzo called out from behind him. The youngest Suliman caught up to him as Phin and William each stuffed the last of the jewelry into their pockets back in the other room. The boy had only seen twenty years, and his almond-colored face refused to grow more than a few scant hairs on his upper lip.

“We’re pinning this on Santiago anyway, right? It shouldn’t matter how long we take. It’s not like they’re really paying any attention up there or they’d have already sent somebody to fix the camera.”

“You don’t know how long it’ll be before they do exactly that,” Ike scolded, “so hurry up now. Let’s get off this ship and back to Corvus before then.”

The other two joined them without a word and the four of them hustled back to where their ship was docked on the freight hatch. It had been easy enough for William to trick the freighter’s systems into believing their entrance was just a temporary change in pressure the likes of which happened all the time on a ship this large.

“You two get on first,” John told Phin and Alonzo. “They’ll be checking warrants after this and the two of you don’t have any on you.”

Ike waited impatiently as they got on, then followed them while William and John reset the cameras so that anybody in security would clearly see them leave and investigate only to find the missing cargo and what could be assumed was mark of the Bandit King.

* * * * *

On the outer rim planet of Far London, the loss of the local monarch left the planet in need of a ruler and income.

Desperate, the government put a for sale sign on their home world. News of such a significant transaction spread quickly within the region as disgruntled men and women fled for more hospitable locations.

When the news reached the Southern Cross, a ship piloted by none other than The Angel, the bounty hunter dropped his current contract with little more than a note to his buyer detailing the location of his target and to what account he wanted his payment forwarded to. A week later, he made his presence known on Far London as he touched down to make some inquiries into the price of the planet. Satisfied with his negotiations, he returned to his ship where he was now having lunch.

The communicator beacon flashed on the control deck, requesting a video conference no less than three times before the Angel got up and turned on the voice chat only.

“I’m eating.”

“Sorry to trouble you, Mr. Angel, sir, but you said to contact you immediately if there were any updates at the post office.”

Thinking over his contacts and how many he’s told to reach him in such a manner, the Angel asked, “Who is this?”

“Dawson, sir. Corporal Dawson with the Democracy Police on Deluros VIII. As I was saying, the post office just put up the most recent wanted lists and...”

“Get on with it,” the Angel growled.

“Of course, sorry,” the man stammered. “As of this morning, the reward for the capture of Santiago has been raised to twenty million credits.”

The Angel raised an eyebrow, “Go on.”

“After his, uh Santiago’s, recent attack on a supply carrier with several personal effects belonging to government officials, we have all been told to prioritize our investigation and bring on anybody we can. The attack happened near the Meritonian System...”

The Angel switched his communicator off and went back to his meal. The beacon didn’t flash again. Once he was finished, he set a course for Meritonian.

* * * * *

It was getting late on Keepsake. Geronimo Gentry was cleaning the last of his glasses for the night when a man in his early thirties, with a streak of white running through his coal-black hair, came in and sat down at the bar.

The bartender didn’t want to miss any potential customers, despite the fact that he’d already turned off his sign stating the bar was open, so he set his rag down and greeted his new guest, “Good evening, welcome to Gentry’s Emporium. Can I get you something to drink? Or perhaps some entertainment for the evening?”

“Thank you, yes.” He made himself comfortable on his stool while Gentry retrieved a glass. “I’d like to share a bottle of your favorite drink with you; my treat.”

Curious, Gentry leaned over for a moment, “To what do I owe this pleasure?”

“Nothing much,” the man replied with the hint of a smile. “I just thought we could talk about hot topics.”

Setting another glass on the table and reaching for a bottle of Altairi Gin, Gentry pressed his question, “Such as?”

Taking the drink poured for him, the man swirled the clear liquid around before consuming it. He then set the empty glass on the table and looked right at Gentry.

“Santiago.”

* * * * *

After ten months, Virtue MacKenzie still had no leads for her story. A wild goose chase involving stolen goods in the Meritonian system had caused her to run low on funds. One of her last big opportunities now revolved around finding out everything she could about a man called Socrates.

She spent the better part of the last two weeks digging into what she could related to the man, and she was getting nowhere fast. It was as if he’d just appeared one day out of thin air. Whoever Socrates’ contacts were, they were better than her own, because they kept his past very well hidden.

The Virgin Queen sighed as she rubbed her temples, thinking. Finally, she resolved herself to ask him in person. If she couldn’t find anything, she reasoned while observing a syringe and a small vial of clear liquid nestled in her satchel, at least she had a way to extract it. Hopefully that would prove good enough to get the information she wanted.

She picked up the phone and dialed down to the lobby.

The voice on the other side came through abruptly, “Front desk.”

“Yes, when is the next shuttle to Declan IV?”

“We don’t shuttle to Declan IV,” was the tired reply. “You’ll have to connect at Calliope or Caliban.”

Virtue cringed, “Okay, when is the next shuttle to Calliope?” May as well visit an old friend before she arrived on Declan IV, she reasoned.

The clacking sound of computer keys was the only noise for a minute before she got her answer, “Next week, Friday.”

“Dammit,” Virtue muttered to herself. To the clerk she said, “Put me on the schedule for that trip, and be sure to include my professional discount.”



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After another round of keying to break the silence, the voice replied, "We have you scheduled for seven AM. You can pick up your ticket at the front desk on Thursday night. Enjoy your trip."

She hung up the phone and shut off her equipment for now. If she was going to be here for another week, she may as well enjoy herself. Grabbing a healthy sum of Maria Theresa dollars from her overnight bag, the Virgin Queen left her room to find a bar and a decent game of cards.

* * * * *

Spinos was working out to be quite the good run for Halfpenny Terwilliger. He'd actually found a place here where the locals didn't immediately know who he was, and even those who recognized him didn't say much to anybody who found their way to his table.

Two moderately wealthy marks talked business between drinks while he shuffled the deck, watching closely for the jack of hearts at the bottom. When the one-eyed man made his appearance, the grifter stopped abruptly and quickly cut the deck before anybody noticed so that his card stuck out just enough. He then set the cards on the table and looked to the man on his right.

"Are we going to play cards or talk all night?"

The man laughed boldly, "Are you in that much of a hurry to lose the rest of your money? For somebody who's six hundred credits in the hole, you sure are pushy."

Terwilliger only smiled at his opponent. The man sported a handlebar mustache and a bowler like he was from some Wild West program. The look didn't match his expensive brown suit at all, but it did speak volumes of his character. "I have a good feeling about this one. What say we put this down as double or nothing?"

The other man, an obvious womanizer with a smile that could lure them back anyway, sat up and polished off his bottle of booze, "Looks like we got us a deal gentlemen."

They shook on it as Bowler reached across the table and cut the cards, subconsciously pulling from the protruding jack. Halfpenny was about to start his deal when a bellow from outside silenced everybody in the bar.



As they all stared in abject terror at what sounded like a hurricane on the other side of the entrance, the door opened and in walked the largest man most of them would see in their lives.

The monstrous new patron looked around with bloodshot eyes that told Terwilliger he'd probably already cleaned out one business of its liquor and was here to continue the bender. "Where is the beer and the cards!?"

Nobody said anything, so the man bellowed louder, "I'm ManMountain Bates, and I'm not going to ask twice!"

Smiles raised his hand and motioned the behemoth over, "We've got a game here for you if you want in. We just shuffled up."

Terwilliger visibly flinched when Bates walked over and sat himself down on two chairs to his left while one of the barmaids hurried to get him a keg of beer.

"Deal me in," the literal mountain of a man told him with a definite slur.

"Of course," Halfpenny said, "let me just reshuffle."

"You told me you already shuffled, little man," was Bates' guttural reply. "Deal the cards."

He did as instructed, remaining careful to watch his own cards when they were laid on the table. After dealing the last card, he contemplated misdealing the hand, but one look over to his left made him think again, so he picked up his hand instead.

He had all four aces and the eight of hearts.

It was all he could do to keep himself from whistling. It couldn't have been a better hand if he had planned it this way.

"What are you smiling about, skinny?" asked Manmountain as he picked up his own hand and squinted to make out the cards between his enormous fingers.

"Nothing," Terwilliger replied with growing confidence. "Care to place a bet?"

* * * * *

"The Lord giveth, and the Lord can taketh away. Amen," Father William closed his sermon with a shaking of his meaty fist. The assembled crowd cheered and clapped, all while repeating, "Amen."

Pleased with the turnout, the fiery priest took out his tell-tale poor box and began passing it around the masses, all the while reminding them, "Lead a good example in his name, my good men and women. Show our glorious Lord that the people of Girodus II are as faithful and good as any."

When the tray had made its rounds, he looked inside momentarily, then closed it with a smile. "Thank you for the generous contributions. Truly the Lord smiles on all of you this day!"

With mass complete, the indigenous men with their proud tusks and the women with hoops through their ears large enough to fit even Father William's arm filed out of the tent while the pastor cleaned the spittle from his pulpit. When the last of them had vacated, a young woman easily half his size walked in and up to him, "Good morning Pastor. You are Father William, I assume?"

"Indeed I am," the man replied. "To what do I owe the pleasure of this visit, child?"

"I'm with the news on Deluros VIII. I was in the area when the story got out that you recently shot down several men as they attempted to rob a local bank. Can you offer a comment for our coverage?"

Father William took the woman's hand and pat it as he explained, "It was only three men, actually. The Lord's plan saw fit that I be here and able to help those people, is all. I can take no credit of my own. I am only his weapon."

"But why here," she asked quizzically, "why Girodus II?"

"Any world which plays host to a wanted killer is in need of salvation," he explained seriously. "My laser pistols bring the purifying fire of the Lord. The already damned will simply start their infernal sentences a little... early."

The reporter smiled incredulously for a moment at this comment as she made a note to herself to save it. She then looked back up at him, "And to where does the Lord send his personal pistol-wielding bounty hunter next?"

Father William leaned down close and looked her in the eye, "I'll ask you kindly not to make light of His work while standing in His house with one of His dedicated disciples, child."

The mirth had left his face now and he knew she could see the cleansing fire within him when she stammered, "I'm sorry, Father William. I meant no disrespect."

He smiled again, "Not a problem at all. Right now, I'm off to have a snack before lunch. One of the local families invited me over for a meal they promise would challenge even my stamina, and I intend to see it for myself"

"And when you're done on this world, sir?"

"I'm thinking Goldenrod actually. It's nice this time of year, and there are a few souls on the planet still in need of saving."

* * * * *

"The intergalactic updates have gone live," Schussler reported as his mistress studied several angles of a building she would soon be going into after her next target. His database fupdate included over thirty different prominent worlds around the galaxy. All updated their post office wanted posters semimonthly, and they were used as the basis for the smaller lists that went to various sectors.

"Santiago has gone up in value to twenty million credits."

"Thank you, Schussler. You can begin your patrol now," Altair of Altair told him once she'd finished a complicated sketch of the interior of her target building.

"I will do so, then," the cyborg replied. The communicator switched itself off when he stopped communicating through it.

Once he'd left, the assassin walked over to her fish tank and poured some flakes into the water. She then gently brushed the mind of her pet with her own and coaxed it up to eat.

"There you are, my beautiful fish. Soon, they will start looking for you, and I will have to remove them as obstacles. Soon, my dear."

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SECTION ONE: CAMPAIGN OVERVIEW

INTRODUCTION

Welcome to the *Santiago: A Myth of the Far Future Campaign Guide*, an overview of the *Santiago* Adventure Path with tips for adventures in your own far-future campaigns. To get the most from the discussions and rules found herein, you may also want a copy of the *Santiago: A Myth of the Far Future Player's Guide* and the *PATHFINDER ROLEPLAYING GAME* rulebooks.

In the *Santiago* Adventure Path, players tackle the search for the legendary bandit Santiago as bounty hunters across eleven adventures spanning levels 1 to 20. They will travel across the galaxy, battle outlaws, face off against rival bounty hunters, and encounter bizarre alien species. The party will also need to forge alliances, however shaky, and gather every shred of information they can in order to succeed.

If you are a player, we recommend you don't read any further. Any rules material you need is presented in the *Santiago: A Myth of the Far Future Player's Guide*, available separately.

WHAT'S IN IT FOR US?

Each adventure is written assuming a party of five adventurers of the appropriate level built from the options appearing in the *Santiago: A Myth of the Far Future Player's Guide* and, if you are using them, the *PATHFINDER ROLEPLAYING GAME* rulebooks.

Throughout the campaign, we offer suggestions for treasure appropriate to the heroes' levels, assuming you run things by the book. It is your decision on whether to take those suggestions or use your own loot system.

Experience is also handled exactly as you would expect. Each module covers 1 or 2 levels, so a party who completes the entire campaign can expect to hit 20th level by the end of their adventure. For characters that may fall behind, we offer suggestions for bonus experience that you can use to round everybody out before moving on.

As the campaign moves forward, heroes will receive some benefits outside of their normal allotment per level. For example, we offer the party an *Interstellar Ship* at the onset of the first module. The ship has enough room for each party member, since 1st-level characters would otherwise be hard pressed to afford one of their own, and travel across the galaxy in this campaign is a must. If your players decide to hoof it, or you want to make them earn what they get, you can consider letting them find ways to taxi around, or run a separate mission so they can steal a ship of their own. In the end, it's still your campaign, but we'll do what we can to make these decisions easier for you.

CAN'T WE JUST GO HERE INSTEAD?

The modules, though presented as linear, do not require that you run them in order. If your heroes want to start things off on a different planet, we'll provide a bit of information under this section in each module. By using the sidebar, you'll learn about what to expect as of that current time period if they go there. If you have all of the modules available to you, it shouldn't be impossible to run them in any order with the only exceptions being the first and last.

THE PLOT

After pulling together to capture a group of outlaws, the heroes are given their first real taste of information related to Santiago, a villain who has so far avoided capture for nigh thirty years. Unfortunately, when the Democracy raised their reward to twenty million credits for Santiago's capture, dead or alive, several other hopefuls also set out to locate the legendary bandit. As a result, the party will have to decide when the time comes to work with or against their potential rivals.

Along the way, the heroes meet up with Halfpenny Terwilliger, a gambler down on his luck and seeking protection from the dangerous ManMountain Bates. If they bring him along, Terwilliger can offer aid in several areas related to their quest.

Virtue MacKenzie also shows up after a bit, providing another resource the heroes can use in their search. Assuming she joins up with them, the party may learn a thing or two about who they can and cannot trust in the galaxy.

After their current set of information gets them nowhere, the party learns of Father William and the Jolly Swagman. These two, who are both eccentrics in their own way, provide the next lead to Santiago. As the heroes draw closer to their goal, they run into several rivals; the most dangerous of which being the Angel. While they won't have to deal with him immediately, they will get a chance to see him in action just before ManMountain Bates finally catches up to Halfpenny Terwilliger.

Another potential enemy the heroes meet face to face is the assassin, Altair of Altair. Only by overcoming her unique mastery of psionic talents will they gain the help of Schussler the Cyborg and their next key to the puzzle.

Moving along, the investigation heats up on Roosevelt III. In order to continue their search, the party must help Poor Yorick remain coherent long enough for him to give them the information they need.

As the campaign reaches its climax, the party

has only one more obstacle to tackle before they can meet Santiago; that is, the Democracy itself. In dealing with the human-controlled government, the heroes learn that it's not always clear who the true villain is. When everything starts to close in on them, it will be their decision that shapes the galaxy's future.

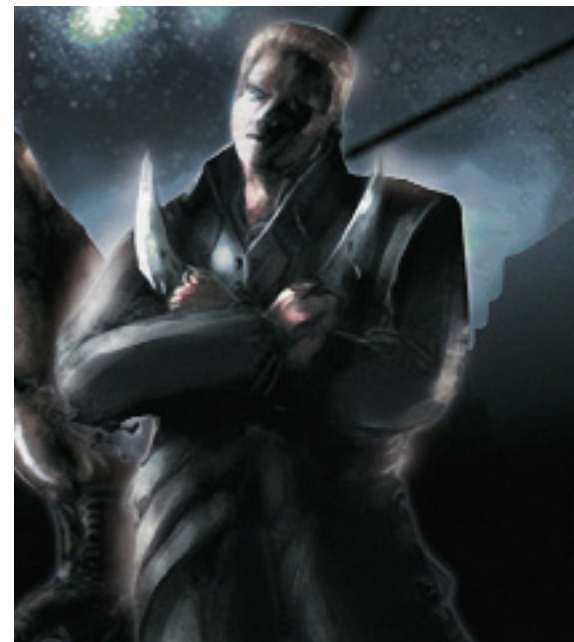
PERSONALITIES AT A GLANCE

THE ANGEL

It's unclear whether the Democracy hired the Angel to find Santiago or if he just decided it was time to cement his place in history more than he already had, but it is a well-known fact that once the Angel sets a goal, he achieves it. The heroes first learn of the Angel's presence on the Inner Frontier in Adventure One, *A Visit to Keepsake*. Unless they actively seek him out, they won't actually deal with the man before Adventure Six, *Games of Chance*, when he agrees to a truce between them all through the reporter, Virtue MacKenzie. It isn't until Adventure Eleven, *The Angel of Death*, when they'll finally meet with the bounty hunter face to face.

BLACK ORPHEUS

The Bard of the Inner Frontier, Black Orpheus is the man who started the Great Ballad that so many in the area take for gospel. To be a part of Orpheus' poem is to be immortalized and recognized by just about anybody there. You can have the heroes meet up with the bard at any point during the campaign, though he acts as merely an interesting caveat to



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the rest of the adventure. By the time they reach Adventure Nine, *The Tangled Webs We Weave*, Black Orpheus will have settled down on Eurydice, satisfied with his completion of the Ballad of the Inner Frontier.

FATHER WILLIAM

Father William is a devout follower of the Lord. He preaches hard and he kills hard; God understands that he has to eat hard too. As a fellow bounty hunter, the pastor can be of help in locating most outlaws or other contacts. Unless they actively keep up with the Ballad of the Inner Frontier, the heroes probably won't know much about Father William before Adventure Five, *His Name Is Father William*. At that time, they'll have a chance to make an ally or a rival of the pastor that will help or hinder them when they meet with him again on Safe Harbor during Adventure Nine, *The Tangled Webs We Weave*. In the meantime, finding the priest isn't hard if they want to look for him. He's usually somewhere conveniently nearby, preaching or performing acts of kindness for the natives of countless worlds.

HALFPENNY TERWILLIGER

A man much smarter than he lets on, Halfpenny Terwilliger is on the run from a debt he can't pay with money and doesn't want to pay with his life. He'll prove as good an ally as any, so long as his safety isn't brought into question. When the heroes touch down on Port Étrange in Adventure One, *A Visit to Keepsake*, one of the first interesting characters they meet is Halfpenny, who quickly tries to supplant himself in their group as a means of running away from ManMountain Bates. If they'll let him, Terwilliger sticks around for a while, and even after he leaves, stays in touch with useful information he gathers as his way of thanks for keeping him alive. The gambler meets an unfortunate end in Adventure Seven, *Games of Chance*, but if the party has so far relied on him for information or guidance, you can decide if the crafty eccentric was able to record some helpful information that gets released to them after that point.

JOLLY SWAGMAN

Raised by an alien race with no understanding of personal possessions, the Jolly Swagman came to appreciate the concept at a young age. Ever since, he has proven time and again that he'll do whatever it takes to get what he wants. Beginning in Adventure Five, *His Name Is Father William*, the Swagman takes to the party and rarely lets them out of his sight until just before they leave to Safe Harbor in Adventure Eight, *Stuck in an Alphanella Haze*. Even then, he's landed on the planet himself by the time



of Adventure Eleven, *The Angel of Death*. As it so happens, the Swagman is very good about not being around when there's trouble, and will often show up shortly, if not immediately, after to make sure his investment is still sound.

MANMOUNTAIN BATES

He really is bigger than big and taller than tall, and he has a personality to match. According to Bates, he gets what he wants, when he wants it, and he's willing to break any back to do so. The heroes will hear about Bates as early as Adventure One, *A Visit to Keepsake*, but without trying to hunt him up beforehand, they won't have to handle him until Adventure Seven, *Games of Chance*, when the giant of a man finally catches up to Halfpenny Terwilliger and collects his debt.

MONROE NEJIE, PH.D.

Each Dr. Nejie the heroes meet is physically identical in every way. Their personalities, however, vary greatly. From her first interaction with the party in Adventure Four, *Coming Attractions on Calliope*, to what may or may not be the final time they cross paths in Adventure Ten, *Democracy*, Dr. Nejie pesters the heroes for no other reasons than to test her creations against a proven group of powerful individuals and because time and time again they continue to stop those very creations and more often than not find some way to stop her, at least for a while.

SCHUSSLER, THE CYBORG

The heroes win ownership of Schussler after defeating Altair of Altair in Adventure Six, *Enemies on the Move*. The lonely, depressed remnant of a man does everything in his power to help the party while he's with them, if only they'll promise to release control of him once they've reached their final destination in Adventure Nine, *The Tangled Webs We Weave*.

SEBASTIAN NIGHTINGALE CAIN

A man always searching for what should be right in the galaxy, Sebastian has grown weary of dealing with one failed revolutionary after another and now spends his time being one of the best bounty hunters in the galaxy. In the event that the party goes out looking for the Songbird prior to actually meeting him during Adventure Eleven, *The Angel of Death*, they'll find that he's aloof and prefers to work alone whenever possible. Though he doesn't outright threaten them to stay away from Santiago while he continues his own search, Sebastian will make it clear that he won't let them stand in his way if they so choose.

VIRTUE MACKENZIE

The Virgin Queen is as untrusting as she is untrustworthy. Despite her vices, she can be a powerful ally when it counts, and her wealth of contacts rivals her own journalistic expertise. She makes the acquaintance of the party during Adventure Three, *Of Devils and Virgins*, and sends them off to meet one of her long time contacts, Dr. Nejie, during Adventure Four, *Coming Attractions on Calliope*. Later, the heroes have to protect her from a hit on Goldenrod during Adventure Five, *His Name Is Father William*, and again on Sunnybeach during Adventure Seven, *Games of Chance*. Finally, she becomes the party's liaison with the Angel during Adventure Eleven, *The Angel of Death*.

A CLOSER LOOK: DR. NEJIE

Doctor Nejie is Doctor Nejie

She feels no remorse or pain.

Doctor Nejie is Doctor Nejie

Rest assured; you'll see her again.

Black Orpheus met Dr. Monroe Nejie four times in the same day. He was visiting New Scotland at a time when several agencies from the Democracy were there to help repopulate a sheep-like animal native to the planet. At first, he was interested in her name, which was typically masculine. She didn't have time to talk because she was busy working on a project that would take her another two days.

When he saw her again an hour later, she was busy organizing shipments of embryos from the planet for experimentation and culturing. The next hour the curious doctor was reviewing the mating habits of the local beast for a rapt class of college students from Aristotle. The final time they met that day, she was just finishing her lunch and had to rush off to work on something else, so Orpheus sat in her spot and penned her an honorary verse in his ballad for being one of the most unique individuals he'd ever met.

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ADVENTURE DESCRIPTIONS

Below is a synopsis for each adventure in the *Santiago* Adventure Path.

1. A VISIT TO KEEPSAKE: THE HUNT BEGINS

Level 1

The first adventure begins when the heroes join forces to capture and earn the bounty on the Suliman Brothers. Successful, they are pointed to the nearby outpost world of Keepsake, where most bounty hunters are known to relax after a mission. While taking a break at Gentry's Emporium, they hear news that the Angel has come to the Inner Frontier in search of Santiago and receive their own tip on how to start looking for the legendary villain. They start their real journey after dealing with an angry Giles Sans Pitié.

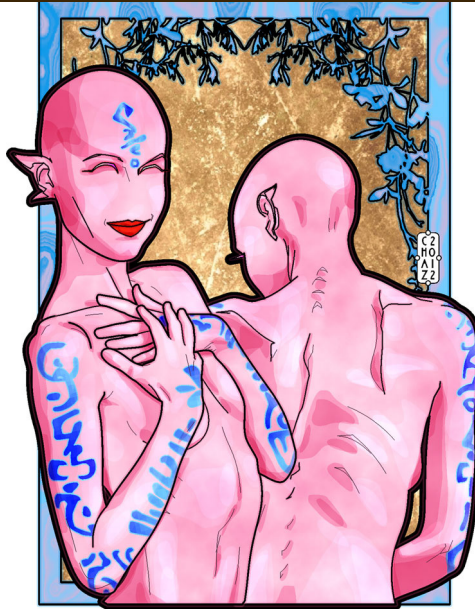
After landing on Port Étrange, the heroes run into some trouble. A group of aliens who were expecting smuggled supplies from the Suliman Brothers attack the party in hopes of recovering their losses. With them out of the way, the party meets up with Halfpenny Terwilliger, who leads them to Stern, the man Gentry said did time with Santiago some years back. The first module concludes when the heroes gather information from Stern on their next port of call and race off the planet with Terwilliger in tow before ManMountain Bates reaches the gambler.

2. BELLADONNA, NIGHTSHADE, AND THE SARGASSO ROSE

Levels 2 – 3

Adventure Two begins once the heroes have reached the world of Belladonna. As they plot a course to Nightshade, a meteor shower damages the heroes' ship and they are forced to land on the surface after all. The party will need to requisition supplies from a recently established Democracy controlled hangar so they can repair their ship and leave.

When the party finally reaches Nightshade, they find that another group of bounty hunters have picked up the trail and intend to find Santiago first. The Sargasso Rose forbids open battle on her ship, so she proposes that each group picks a different starting point and if their paths converge again then so be it. The party is left with a choice; track down Salvatore Acosta or visit Silverblue.



3. OF DEVILS AND VIRGINS

Levels 4 – 5

The next module offers the heroes two paths to follow. They can travel to Walpurgis III, where a sect of devil-worshippers may be able to lead them closer to their target; or to Declan IV, the Democracy controlled home of a man called Socrates.

On Walpurgis, matters of the occult must be dealt with before the party can even search the planet for the assassin who escaped them back on Silverblue. When word of the heroes' presence on Walpurgis reaches the villains, they set out to make sure nobody finds them.

When the heroes do travel to Declan IV, they meet The Virgin Queen for the first time just before she accidentally kills their lead and provides them with only a modicum of valuable information. Before they can leave, they'll have to deal with an academic's peaceful protest gone awry. With the situation at the spaceport behind them, Terwilliger leaves for now, wishing to enjoy a little time away from the party, and hoping to avoid ManMountain Bates.

4. COMING ATTRACTIONS ON CALLIOPE

Levels 6 – 7

A tip from MacKenzie before she left them sends the heroes to Calliope to investigate Santiago's stake in a couple of the planet's more interesting venues. On the planet, they meet with Virtue's contact, Dr. Monroe Nejie, a brilliant scientist who specializes in cloning the creatures who inhabit various regions of the world. Interested in the party's quest, the doctor sends them to the local dinosaur refuge to find out more about the money invested there.

While at the refuge, the party gets embroiled in a plot to steal some of the giant reptiles' DNA. To stop the potential threat, they will have to chase the

thieves half-way across the globe and through several wildly different sectors of Calliope before they finally learn who wants the strain and why.

5. HIS NAME IS FATHER WILLIAM

Level 8

Falling back to the Sargasso Rose's lead on a Methane Breathing alien who used to traffic goods for Santiago, the heroes end up on the planet of Saint Joan. Here, they learn a little more about the things Santiago is capable of when pushed. The local humanoids also bring the party's attention to a man called Father William, who frequents the world as an evangelist and may know more about the damage that was done to it by the outlaw.

When the heroes reach Goldenrod, as they are told this was the priest's next port of call, they find themselves again in the presence of Virtue MacKenzie. She is also here, but not exactly in search of Father William. Instead, she seeks a bandit her sources tell her calls himself the Jolly Swagman. While she and the adventurers work out who's going where, they are confronted again by the rival group of bounty hunters. As it turns out, Virtue's contacts have put a hit on the Virgin Queen.

6. ENEMIES ON THE MOVE

Levels 9 – 10

The heroes finally have a strong source in their newest ally, the Jolly Swagman. In a show of good faith, and for the mere price of all the art in Santiago's possession, he brings the party to Diamond Strike and the Great Sioux Nation. Though they are of little help in the search for the Bandit King, Sitting Bull and his cabal of aliens do give the party the latest information on the Angel's whereabouts. Virtue, who's tagged along until now, offers to chase down the lone bounty hunter so she can get a story out of him and gather information for the heroes.

Following up on a tip from Halfpenny Terwilliger, the heroes meet the gambler on the Starboat. According to their source, Santiago plans to attack while one of the Democracy's ships is docked to retrieve the government's cut of the Starboat's profits. The party will have a choice of whether to alert the authorities or handle matters in their own way.

With only one good lead left, and Virtue out trying to head off the Angel, the heroes find their way to Altair of Altair. Once the party navigates through her labyrinth, the very well-known assassin displays her expertise in a fight to the end over her very bright fish. After dealing with the professional killer, the heroes find themselves back in the company of the Swagman, who comes with an update on Virtue and an interesting new ship; Schussler the Cyborg.



SANTIAGO: A MYTH OF THE FAR FUTURE CAMPAIGN GUIDE

SECTION ONE : CAMPAIGN OVERVIEW

7. GAMES OF CHANCE

Levels 11 – 12

As the challenges escalate, the heroes have two problems. Halfpenny Terwilliger contacts them from the planet of Sunnybeach. He fears for his life, as he just received word that ManMountain Bates has tracked him there and won't let him off the planet. On top of that, he ran into Virtue and the Angel while there, and from the sounds of it, she's allied with the bounty hunter.

To make matters worse, a military unit from the Democracy looking for new territory to colonize has ordered Schussler to allow them to board, and the Cyborg cannot go against his directive because the unit's ship is damaged and to leave them would mean their death. Forced to bring the soldiers to Sunnybeach, the heroes get to Terwilliger too late and must face off with ManMountain Bates while the Angel and Virtue get away safely because of his connections with the Democracy.

With the loss of Terwilliger still fresh on their mind, the heroes are ready to leave the resort planet. Their run of bad luck continues, though when they learn from Schussler that a man fitting the description of the wanted criminal Simple Simon has hacked into the computer systems at the spaceport where they stay. Nobody will be able to leave Sunnybeach, including the Angel and Virtue, until things have been repaired. Having called a truce with the Angel until both groups have left the planet, the party has time to seek out and capture the genius outlaw.

8. STUCK IN AN ALPHANELLA HAZE

Levels 13 – 14

True to his word, the Angel waits until the heroes are off of Sunnybeach before he calls in a favor to have them delayed further. Part way to their next destination, the party is waylaid and sent off to Aristotle. Travelling to the University planet would be only a minor inconvenience if not for the mishap that disrupts Schussler. The heroes will need to trust a mad science student so they can rescue their friend and get their quest back on track.

When at last they arrive, Roosevelt III proves a dangerous world. Finding Yorick becomes more difficult when the party must face off with several of the outlaws who've decided to call this planet home. It isn't until they have captured, chased off, or killed several of the villains that one finally gives them the information they need.

Reaching Yorick, they must contend with his need for alphanella seeds to get his aid. Throughout this endeavor, the heroes learn of a drug cartel headed on Roosevelt III by a man whose holograph resides in the post office next to other wanted criminals. It will be up to them to either deal with or dethrone the outlaw and get Yorick what he needs so that he can tell them where to go next.

9. THE TANGLED WEB WE WEAVE

Levels 15 – 16

On the outpost world of Safe Harbor, the heroes find Father William on vacation. They also meet Moonripple and have a run in with One-Time Charlie. After saving the girl, they are directed to Silent Annie, who turns out not to be so silent after all.

Before she'll take them to see Santiago, the woman insists that they see some of the better things the most wanted man on the Frontier does. Unfortunately, the show is put on hold when the Democracy shows up with plans to requisition chemicals they need in order to peacefully remove the locals of a nearby world. Furious, Annie makes a deal with the heroes. If they will help prevent needless slaughter, she'll bring them directly to Santiago with no more questions asked.

10. DEMOCRACY

Levels 17 – 18

As the campaign approaches its climax, the heroes must end a threat to Bellum by infiltrating Deluros VIII before the military can send in their men. With Schussler gone, they will need to steal or hitch a ride into the Democracy without their point of origin being traced back to Safe Harbor.

On Deluros VIII, the party once again finds their way into a military compound where they can learn more about the government's plans for Bellum and its citizens. Unfortunately, they soon learn they are too late when a triumphant Dr. Nejie finishes her mass cloning project and the newly formed soldiers take off toward the unsuspecting world.

11. THE ANGEL OF DEATH

Levels 19 – 20

Travelling to Bellum, the heroes will have to face off with several threats to keep the planet from being overrun by the Democracy and Dr. Nejie's clones.

Successful, the party can return to Safe Harbor, where they finally meet the infamous Santiago. After speaking with him at length, the party is approached by Virtue MacKenzie. She and the Angel have caught back up to them at last, and he wishes to make a deal with his quarry.

The decision is left to the heroes whether to go after the Angel and end his threat or capture and turn in Santiago before the other bounty hunter can get to him. Their choice will have lasting effects on the future of the Inner Frontier.

THIS IS THE PATHFINDER ROLEPLAYING GAME

You can use any content for the PATHFINDER ROLEPLAYING GAME in conjunction with *Santiago: A Myth of the Far Future*, including races, classes, monsters, items, and more. You may find that you need to alter some terminology for reasons of verisimilitude (for example, you'd refer to nonhuman races as alien races, and treat magic as technology) but the rules themselves will work just fine! There's no reason at all why some of the thousands of alien races in the galaxy might not resemble mythological creatures such as elves, half-dragons, or dwarves, and even be called such by humans. Such races could easily possess strange powers like the ability to create a sphere of darkness—such things are hardly unusual in a galaxy the size of the Milky Way!

If you're struggling with some of the terminology here, it helps to remember a simple rule—*Santiago* is just the same as the rules "reskinned." Using exactly the same rules you're used to (and the new rules in the *Player's Guide* and herein), you can achieve pitch-perfect sci-fi flavor just by paying attention to the vocabulary.

Here are a few examples:

- Magic items are referred to as **tech-enhanced items**, or simply **technology**
- Arcane and divine spells are referred to as **technical procedures**
- Potions are replaced by **injections** and **pills** which have the same effect
- Common items such as sunrods are replaced with high-tech equivalents such as **plasma rods**
- Some skills are renamed; for example, Knowledge [arcana] is called **Technology** and Knowledge [planes] is called **Knowledge (astronomy)**. More information on skills can be found in the appropriate section of the *Player's Guide*.

You'll quickly find that *Santiago* is the PATHFINDER ROLEPLAYING GAME with sci-fi terms in place of fantasy terms. You'll get a grip on it in no time! For more detail on translating the vocabulary of *Santiago: A Myth of the Far Future*, see Section Four of the *Player's Guide*.

SANTIAGO: A MYTH OF THE FAR FUTURE

CAMPAIGN GUIDE

SECTION TWO: WORLDS OF THE FAR FUTURE

There are as many worlds in the galaxy as there are races to occupy them. Throughout the *Santiago* Adventure Path, the heroes visit several of these locations in search of their target. Should your party decide to visit different planets, or if you just wish to run a sci-fi campaign without the modules, you can use the guidelines presented in Section Three.

The worlds described here are formatted specifically for ease of reference.

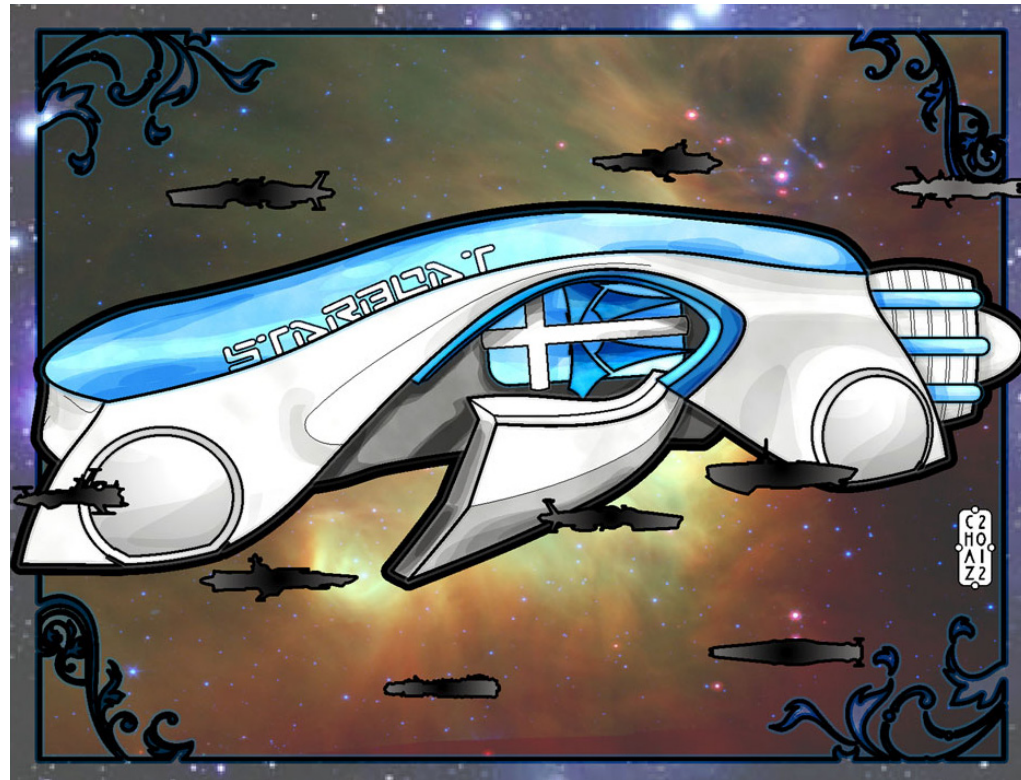
Population: The dominant race(s) and the average number of life forms on the planet at any time.

Government: The group or individual in charge of running the planet. *Democracy* run governments include standardized police and laws set by the race of Man. Common regulation on these planets requires the purchase of a weapons license or military permit if one is in possession of specific weapons, armor, and some other items. *Frontier* planets are usually self-contained or too small to warrant notice by the larger Democracy. Many such worlds are owned by an individual or a group of privateers. *Monarchies* can vary widely in their beliefs, but most planets to which humans travel will give visitors some manner of law book or briefing on anything different from the rules of the Democracy. *Alien* planets may have few or no rules, and even if they do, they may not tell travelers about them up front. When visiting such planets, you go at your own risk.

Docking: Whether the planet has a Space Port on its surface or outside of the atmosphere. Smaller planets may allow typical intergalactic ships to land at designated locations without need for a Space Port. Also lists nearby worlds for taxiing on a Planet Hopper, if applicable.

Transaction Limit: How many credits at most that can be used by the heroes to buy, sell, or trade in value within the confines of the planet. Transactions involving outside sources, such as buying stolen goods from a fence, do not always follow these guidelines.

In the following section, we provide the relevant information related to several planets described in the *Player's Guide*. We also provide, where applicable, new information for those planets and add a few more to which the party may decide to travel. This section also serves as a list of worlds you can add to any sci-fi adventure you run, not just the *Santiago* Adventure Path.



THE CORE

THE STARBOAT

Population: Human 80%, Alien 20%

Government: The Democracy

Docking: Onboard Space Port. Taxis to and from Port Étrange, Bella Donna, and Praetep IV

Transaction Limit: 53,000 credits (Buy, Sell, or Trade)

As witnessed by the heroes in Adventure Six, *Enemies on the Move*, the Starboat is the most impressive and elegant space station on the Inner Frontier. Hundreds of ships, some small, some incredibly large, can be found docked along its sleek, shining hull. In fact, the hull itself is the first thing to capture a visitor's attention, for it proclaims the station's name in 200-foot-high letters that blaze like a million tiny suns, clearly visible to approaching ships while they are still thousands of miles away.

The interior lives up to the hull's glittering promise. There are restaurants, bars, nightclubs, and a dozen immense public gambling rooms, as well as some very private rooms for high-stakes games, games that even modern kings couldn't afford. Men in formal dress, women in very little dress at all,

aliens in exotic attire, all move discreetly from table to table, from game to game, offering drinks, drugs, an assortment of alien tobaccos, and gaming chips.

The tables themselves are divided almost evenly between human and alien games, and, not surprisingly, the jaded human customers cluster around the more popular alien games, losing tens of thousands of credits at a time at games such as jacob, so complex that it took years to learn, while the score or more of alien races—Canphorites, Domarians, Lodinites, even methane breathing Atrians in their frigid protective suits—lose just as heavily at poker, blackjack and roulette.

There is no form of wager one can't make aboard the Starboat. One huge room, housing hundreds of computer and video screens, offers up-to-the-minute news and odds on sporting events all across the Democracy, while another posts odds and results of the tens of thousands of elections that occur daily for major and minor political offices on the Democracy's many worlds. A third room is devoted to an endless series of trivia games, making their hundredth or so reappearance in a galaxy where Man has grown out of touch with his origins and constantly seeks to relearn them.

SANTIAGO: A MYTH OF THE FAR FUTURE CAMPAIGN GUIDE

SECTION ONE : CAMPAIGN OVERVIEW

VALKYRIE

Population: Human 50%, Alien 50%

Government: Frontier

Docking: Local docking within 2 miles of town.

Credit Limit: 550 Cr (Buy or Trade), 800 Cr (Sell)

Toward the core of the galaxy, where the stars press together so closely that night is as bright as day, there is a world called Valkyrie. It is an outpost world, a place of ramshackle trader towns filled with dingy bars and hotels and brothels, where the explorers and miners and traders of the Inner Frontier congregate to eat and drink and embellish a few tall tales.

The largest of Valkyrie's trader towns, which isn't really very large, also has a postal station that stores subspace messages the way the postal stations of old used to store written mail. Sometimes the messages are held for as long as three or four years, and frequently they are routed even closer to the galactic core, but eventually most of them are picked up.

And in this postal station, there is a wall that is covered by the names and holographs of criminals who are currently thought to be on the Inner Frontier,

which tends to make the station very popular with bounty hunters. There are always twenty outlaws displayed, never more, never less, and next to each name is a price. Some of these names remain in place for a week, some for a month, a handful for a year.

Only three names have ever been displayed for more than five years. Two of them are no longer there. The third is Santiago, and there is no holograph of him.

THE INNER FRONTIER

ALTAIR III

Population: Human 20%, Alien 80%

Government: Alien

Docking: Local docking on surface.

Credit Limit: 520 Cr (Buy or Trade), 680 Cr (Sell)

On this desolate planet, the heroes meet with Altair of Altair during Adventure Six, *Enemies on the Move*. In order to defeat the assassin, they will need to first find their way through her caverns and past dangerous enemies. This is also the world on which the party meets Schussler, the Cyborg.

BELLA DONNA

Population: Human 50%, Alien 50%

Government: Frontier (Democracy)

Docking: Space Port (surface, formerly atmosphere), Taxis to and from the Starboat and Port Étrange

Credit Limit: 1,150 Cr (Buy or Trade), 1,550 Cr (Sell)

In Adventure Two, *Bella Donna*, *Nightshade*, and *the Sargasso Rose*, the heroes land on Bella Donna to have their ship repaired after finding themselves caught in an asteroid swarm. One way or the other, they will need to find their way through a Democracy-run complex to get back off the surface of the planet.

BELLUM

Population: Human less than 1%, Alien 99%

Government: Alien (Bellum)

Docking: Local docking on surface

Credit Limit: 1,550 Cr (Buy, Sell, or Trade)

The planet on which the Jolly Swagman was raised, the heroes visit this world during Adventure Eleven, *The Angel of Death*, in order to stop the Democracy and Dr. Nejie from occupying it against the will of



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the colorblind race. Whether he'd like to admit it or not, the Jolly Swagman will be glad to see his foster home protected from hostile takeover.

CALLIOPE

Population: Human 50%, Alien 50%

Government: Frontier

Docking: Space Port (Atmosphere). Taxis to and from Bella Donna, Declan IV, Hades, Praeteep IV, and Pegasus

Credit Limit: 4,250 Cr (Buy), 2,600 Cr (Sell or Trade)

Calliope is the primary setting of Adventure Four, *Coming Attractions on Calliope*, where the party meets and deals with a friend of Virtue MacKenzie's, Dr. Monroe Nejie. The scientist occupies her time here by cloning animals for varying reasons both personal and related to her research. As they sweep the planet in search of a thief, the heroes will have visited several of the most notable venues Calliope has to offer, including the dinosaur reserve, an unintended reenactment of a historical Earth battle, and a jungle where there's more being hunted than just animals.

DIAMOND STRIKE

Population: Human 10%, Alien 90%

Government: Frontier/Alien (Great Sioux Nation)

Docking: Space Port (Surface, Motherlode)

Credit Limit: 3,350 Cr (Buy, Sell, or Trade)

The world on which resides Sitting Bull, leader of the Great Sioux Nation. The heroes are led to Sitting Bull by the Jolly Swagman during Adventure Six, *Enemies on the Move*. The gold-feathered warrior is of little help in regards to finding Santiago, but provides useful information on the current whereabouts of the Angel.

DELUROS

Population: Human 50%, Alien 50%

Government: Democracy

Docking: Space Port (Atmosphere and Surface), Taxis to and from Deluros VIII, Keepsake, and Sunnybeach

Credit Limit: 41,000 Cr (Buy, Sell, or Trade)

One of the Democracy's proverbial feet in the door to the Inner Frontier, this planet was once slated to be Man's capital, but its size wasn't sufficient enough for the government's needs, so they set up on nearby Deluros VIII instead. They continue to keep their direct, non-military affairs related to the Inner Frontier here.

GOLDENROD

Population: Human 70%, Alien 30%

Government: Frontier (Jolly Swagman)

Docking: Space Port (Surface)

Credit Limit: 7,000 Cr (Buy, Sell, or Trade)

When the heroes meet the Jolly Swagman in Adventure Five, *His Name Is Father William*, it is on Gold-



enrod. They venture to the small farm world to find the minister, Father William, but Virtue MacKenzie turns them onto the Swagman's path as a means of getting more dirt on Santiago.

HADES

Population: Human less than 1%, Alien 99%

Government: Alien (Blue Devils)

Docking: Unknown

Credit Limit: 1,550 Cr (Buy), 260 Cr (Sell or Trade)

Officially, Hades is known to the Democracy as Alpha Crepello III, and the residents of the world call themselves the Iorhn. Despite this, popular reference knows the planet as Hades and its people as blue devils.

Though not a world the heroes need to visit during the *Santiago* Adventure Path, Hades remains an interesting planet for a variety of reasons. An adventuring party may decide to come here in search of valuable items or information that can only be learned by dealing with the blue devils who call Hades their home.

KEEPSAKE

Population: Human 10%, Alien 90%

Government: Frontier (Democracy)

Docking: Local docking on surface. Taxis to and from

Deluros, New Ecuador, Safe Harbor, and Sunnybeach

Credit Limit: 3,350 Cr (Buy, Sell, or Trade)

The world where it all begins. Keepsake is the first planet the party reaches after turning in the Suliman brothers to the Democracy in Adventure One, *A Visit to Keepsake*. It is here that they get their first lead on the legendary bandit, Santiago.



NEW ECUADOR

Population: Human 80%, Alien 20%

Government: Democracy

Docking: Local docking on surface. Taxis to and from Goldenrod, Keepsake, and Sunnybeach

Credit Limit: 41,000 Cr (Buy, Sell, or Trade)

New Ecuador is a basic world with its share of news offices, banks, and bars. Flat-Nosed Sal runs several underground whore houses masquerading as escort services, but makes herself somewhat scarce now that the Democracy has issued a warrant for her arrest on charges of murder and prostitution.

PORT ÉTRANGE

Population: Human 50%, Alien 50%

Government: Frontier (Jonathan Stern)

Docking: Space Port (Surface). Taxis to and from The Spaceboat, and Bella Donna

Credit Limit: 2,000 Cr (Buy or Trade), 1,550 Cr (Sell)

During the events of Adventure One, *A Visit to Keepsake*, the heroes reach Port Étrange on the word of Geronimo Gentry. According to Gentry, the heroes will be able to find more information about Santiago here from a man named Jonathan Jeremy Jacobar Stern. They do, in point of fact, find said man and his information. They also pick up their first ally in the person of Halfpenny Terwilliger.

PRAETEEP IV

Population: Human 70%, Alien 30%

Government: Frontier

Docking: Local docking on surface. Taxis to and from the Starboat, Calliope

Credit Limit: 3,350 Cr (Buy, Sell, or Trade)

A simple world, Praeteep IV is one of a handful of planets claimed by the bounty hunter, Giles Sans Pitié. Frequently enough, criminals will try to find shelter here from the law when they know Giles is away on another mission of his own.

RANCHERO

Population: Human 100%

Government: Democracy

Docking: Space Port (Surface)

Credit Limit: 800 Cr (Buy, Sell, or Trade). Taxis to and from the Starboat and Bella Donna

Except for a mad scheme hatched by Dr. Nejie that the heroes deal with in Adventure Six, *Enemies on the Move*, Ranchero is an agricultural world where nothing ever seems to happen. The denizens of this planet are unaware of the goings on in the wider galaxy, and many believe Santiago is no more than a boogeyman used to keep children in line.

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SECTION TWO : WORLDS OF THE FAR FUTURE

ROOSEVELT III

Population: Human 50%, Alien 50%
Government: Democracy
Docking: Space Port (Atmosphere and Surface)
Credit Limit: 1,550 Cr (Buy, Sell, or Trade)

Thanks to the aid of Schussler the Cyborg and the Jolly Swagman, the heroes wind up on this decrepit world during Adventure Eight, *Stuck in an Alphanella Haze*. Poor Yorick lives trapped in his own mind on Roosevelt, yet his acquaintance will bring the heroes one step closer to finding Santiago.

SAFE HARBOR

Population: Human 100%
Government: Frontier/Alien (Great Sioux Nation)
Docking: Local docking on surface
Credit Limit: 3,350 Cr (Buy, Sell, or Trade)

Safe Harbor is a farm world with no more than three small towns, and maybe a couple hundred people at any time. Despite its inconspicuous outer exterior, this world has been a stopping point, and even the home of, many of the men and women with a place in the Ballad of the Inner Frontier. Even when the heroes get here in Adventure Nine, *The Tangled Webs We Weave*, they find Father William, Moonripple, One-Time Charlie, and Silent Annie almost all at once. In fact, several characters from Black Orpheus's Ballad, like Billy Three-Eyes and Peacemaker MacDougal, have also been to the small planet in recent times.

When the heroes return during Adventure Eleven, *The Angel of Death*, they find still more famous or infamous names have come to Safe Harbor, including the Jolly Swagman, Virtue MacKenzie, and even the Angel himself.

SAINT JOAN

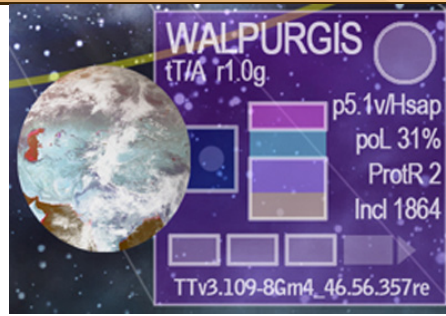
Population: Alien 100%
Government: Alien (Swale)
Docking: Local docking on surface
Credit Limit: 7,000 Cr (Buy, Sell, or Trade)

The heroes are led to Saint Joan in Adventure Five, *His Name is Father William*, by some information given them by the Sargasso Rose. They learn several bits of useful information here when they speak with the Swale, the Cartographer's Guild, and eventually Khalythorpe, the methane-breathing alien who once trafficked stolen goods for Santiago.

SUNNYBEACH

Population: Human 50%, Alien 50%
Government: Democracy
Docking: Space Port (Atmosphere and Surface)
Credit Limit: 9,000 Cr (Buy, Sell, or Trade)

Sunnybeach is ripe for trouble in Adventure Seven, *Games of Chance*. Even before the heroes can touch down on the resort world, they must deal with



the Democracy. Afterward, they must face off with Leviathan himself, ManMountain Bates, and take a trip to a defunct amusement park where Simple Simon has hidden the captured Virtue MacKenzie and hopes to lead the heroes into a deadly trap. During all of this, the Angel waits patiently for either an opportunity to remove the heroes from the equation or get off the planet and back to his own search for the Bandit King.

WALPURGIS III

Population: Human 40%, Alien 60%
Government: Frontier (cults)
Docking: Local docking on surface
Credit Limit: 11,600 Cr (Buy or Trade)

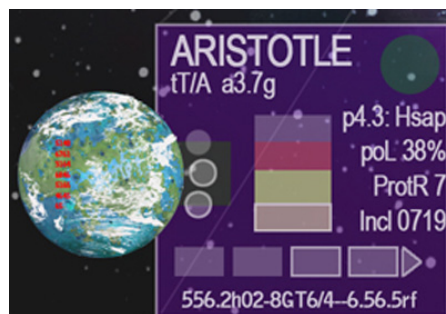
In Adventure Three, *Of Devils and Virgins*, the heroes find themselves on Walpurgis in search of an assassin who skirted them back on Silverblue. They will need to either prove themselves worthy of the occult on Walpurgis or fight their way through to their target.

THE DEMOCRACY

ARISTOTLE

Population: Human 50%, Alien 50%
Government: Democracy
Docking: Local docking on surface
Credit Limit: 25,000 Cr (Buy, Sell, or Trade)

It is to the university planet that the Angel routes the heroes during Adventure Eight, *Stuck in an Alphanella Haze*, in an attempt to throw them off his and Santiago's trail for a while. The plan works better than the bounty hunter could expect when Schussler's memory is wiped by an errant satellite and the party has to take a virtual reality trip into the cyborg's mainframe to recover him.



ATRIA XVI

Population: Human 10%, Alien 90% (Atrian)
Government: Democracy (Atrian)
Docking: Spacestation (Atmosphere)
Credit Limit: 2,600 (Buy or Trade), 3,350 (Sell)

The frigid home of a methane breathing, crystalline race, Atria's environment is deadly to unprotected humans. The Atrians are so fragile that a sneeze could kill a couple dozen of them on a crowded street, and the natural warmth of a human's body could kill hundreds in a metropolitan area. In all other ways, Atrians are practically unkillable, and have been known to live for thousands of years.

CALIBAN

Population: Human 100%
Government: Democracy
Docking: Local docking on surface
Credit Limit: 79,000 Cr (Buy, Sell, or Trade)

The Cartographer's Guild is the primary resident here, so the heroes may find some use in it if they have good ties to the Democracy. They'll need to be careful, though, since their research could provide a much needed lead for the government to Santiago.

DECLAN IV

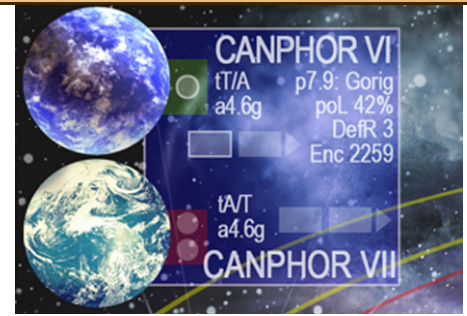
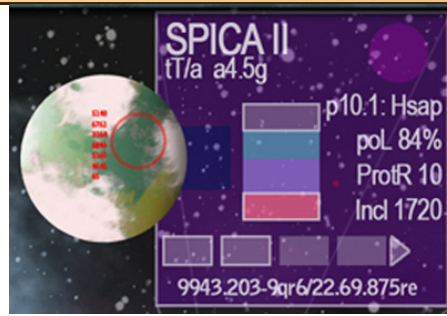
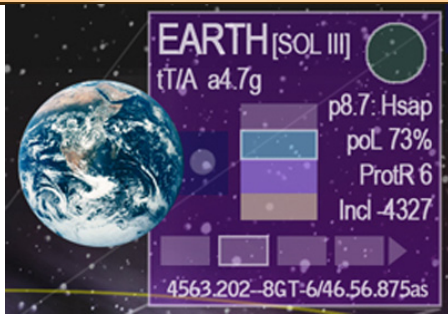
Population: Human 90%, Alien 10%
Government: Democracy
Docking: Space Port (Surface)
Credit Limit: 67,000 Cr (Buy, Sell, or Trade)

The world on which the heroes first meet Virtue MacKenzie, the Virgin Queen. They run into Virtue while trying to gather information from Whitaker Drum, who has renamed himself Socrates. Before they can leave this planet on the next leg of their journey, the party will have to negotiate a hostage situation at the local airport.



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SECTION TWO : WORLDS OF THE FAR FUTURE



DELUROS VIII

Population: Human 90%, Alien 10%
Government: Democracy
Docking: Space Port (Atmosphere and Surface)
Credit Limit: 79,000 Cr (Buy, Sell, or Trade)

The current capital of the Democracy, Deluros VIII plays a vital role in Adventure Ten, *Democracy*. The heroes will have to not only sneak onto the planet itself, but go unnoticed within a huge military complex where they hope to prevent the start of an occupation project led by the now infamous Dr. Nejie.

EARTH

Population: Human 99%, Alien less than 1%
Government: Democracy
Docking: Space Port
Credit Limit: 67,000 Cr (Buy, Sell, or Trade)

Though it's no longer the primary human world, Earth remains an important part of the Democracy. Aliens wishing to tour the human homeworld are given strict requirements about what they can and cannot bring, how they are to move about and behave, and what few places they are allowed to visit.

Rather than risk the human president on Earth, humanity has elected the Governor of Deluros VIII to act in the Chief of Staff's stead when dealing in alien matters. They also refuse to let any race other than humans go beyond the designated visiting areas established where no potentially harmful information could be returned to the greater galaxy.

PEGASUS

Population: Human 50%, Alien 50%
Government: Democracy
Docking: Space Port (Surface)
Credit Limit: 53,000 Cr (Buy, Sell, or Trade)

Pegasus fits into the puzzle the heroes are trying to piece together when they home in on the planet with information they've gathered during Adventure Two, *Bella Donna*, *Nightshade*, and *the Sargasso Rose*. The world proves interesting when they must investigate the murder of a known criminal in spite of the local police's take on the situation.

The party later returns to Pegasus in Adventure Six, *Enemies on the Move*, to resolve a situation involving a hit placed on Virtue MacKenzie by Dmitri Sokol.

SPICA II

Population: Human 40%, Alien 60%
Government: Democracy
Docking: Local docking on surface
Credit Limit: 41,000 Cr (Buy, Sell, or Trade)

A popular hub for the Federation of Miners, which actually has nothing to do with real mining, Spica II is nonetheless rich in mineral deposits used for business transactions when an alien race prefers to avoid use of the Democracy's credit. A vast network of manmade caves below the surface rivals those within Altair.

THE OUTER FRONTIER

Few travel the Outer Frontier, given its relative distance in comparison to the other worlds in the galaxy. Planets here range from tame to worse than the hardest planet on the Inner Frontier. The Angel is said to have begun his work as a bounty hunter and assassin on the Outer Frontier.

CANPHOR VI AND VII

Population: Alien 100%
Government: Democracy
Docking: Space Port (Atmosphere)
Credit Limit: 3,350 Cr (Buy or Trade), 5,450 Cr (Sell)

The twin worlds of Canphor prefer to think of themselves as their own entities, rather than a presence within the Democracy. The canphorites deal with humans only when they must, and rarely allow anybody, least of all military personnel, around their system without express permission.

FALIGOR

Population: Human less than 1%, Alien 99%
Government: Alien (Disanko)
Docking: Space Port (Atmosphere; Surface for smaller ships)
Credit Limit: None (Buy, Sell, or Trade)

Once Faligor was an ideal world, a showplace planet with a model government, productive farms and factories, and a thriving tourist industry. Within the short span of twenty years it became the most notorious chanel house in the galaxy. During the time of the Republic, humans first brought technology to the barbaric, golden-furred Disanko, who took to it like they were born to use it. They have since advanced into a wealthy and dangerous opponent for even the Democracy.

FAR LONDON

Population: Human 90%, Alien 10%
Government: Monarchy
Docking: Space Port (Atmosphere; Surface for smaller ships)
Credit Limit: 41,000 Cr (Buy), 25,000 Cr (Sell)

A planet on the decline, Far London has put up a "for sale" sign, and the Angel is looking to buy. The deadliest man in the galaxy hasn't put even a deposit down, however, and the destitute world remains willing to sell to the highest bidder.

The planet itself was named aptly by its first settlers for it does very much resemble the regions surrounding what was at one time the planet Earth's London. The families who built their homes and businesses here even went so far as to make them resemble the architecture and style of the historical location. The very government remains a monarchy despite its lack of a living ruler.



SANTIAGO: A MYTH OF THE FAR FUTURE CAMPAIGN GUIDE

SECTION TWO : WORLDS OF THE FAR FUTURE



FOND HOPE

Population: Human 100%

Government: Frontier

Docking: Spaceport (Surface)

Credit Limit: 25,000 (Buy, Sell or Trade)

Fond Hope was settled by three very large families, who immediately had a falling-out and began fighting with each other. Since this was a blood feud, none of the families wanted to import outside mercenaries. Then one day the Darly Arabian conceived the notion of buying a couple of hundred mail-order brides and siring his own army—all in the line of duty, to be sure. It took each of the other two patriarchs, the Byerly Turk and the Godolphin Barb, about a week to follow suit, and they've spent the past twenty years fighting all day and making little soldiers all night.

KALKOS II

Population: Alien 100%

Government: Alien

Docking: None

Credit Limit: 4,250 Cr (Buy), 2,600 Cr (Trade or Sell)

Home planet of the Graal, there is no documented information related to this world. The cyborg, Schussler, was constructed here and sold to the highest bidder. The native race is entirely blind and uses sonar to navigate.

SILVERBLUE

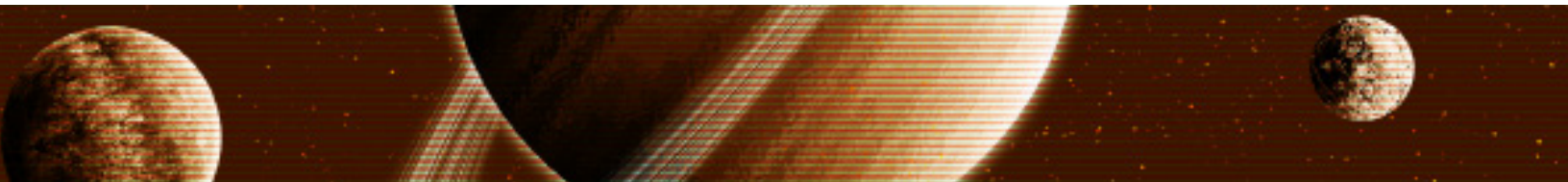
Population: Human 100%

Government: Democracy

Docking: Local docking on surface

Credit Limit: 1,550 Cr (Buy, Sell, or Trade)

On Silverblue, seventeen white crosses are all that remain of a band of colonists intent upon settling down and bringing human culture to the world. The heroes get an opportunity to visit this planet scarred by Santiago in Adventure Two, *Bella Donna*, *Nightshade*, and *the Sargasso Rose*, where they fail to learn more about their quarry before a hired killer dispatches their contact.



SANTIAGO: A MYTH OF THE FAR FUTURE

CAMPAIGN GUIDE

SECTION THREE: CAMPAIGNS IN SPACE

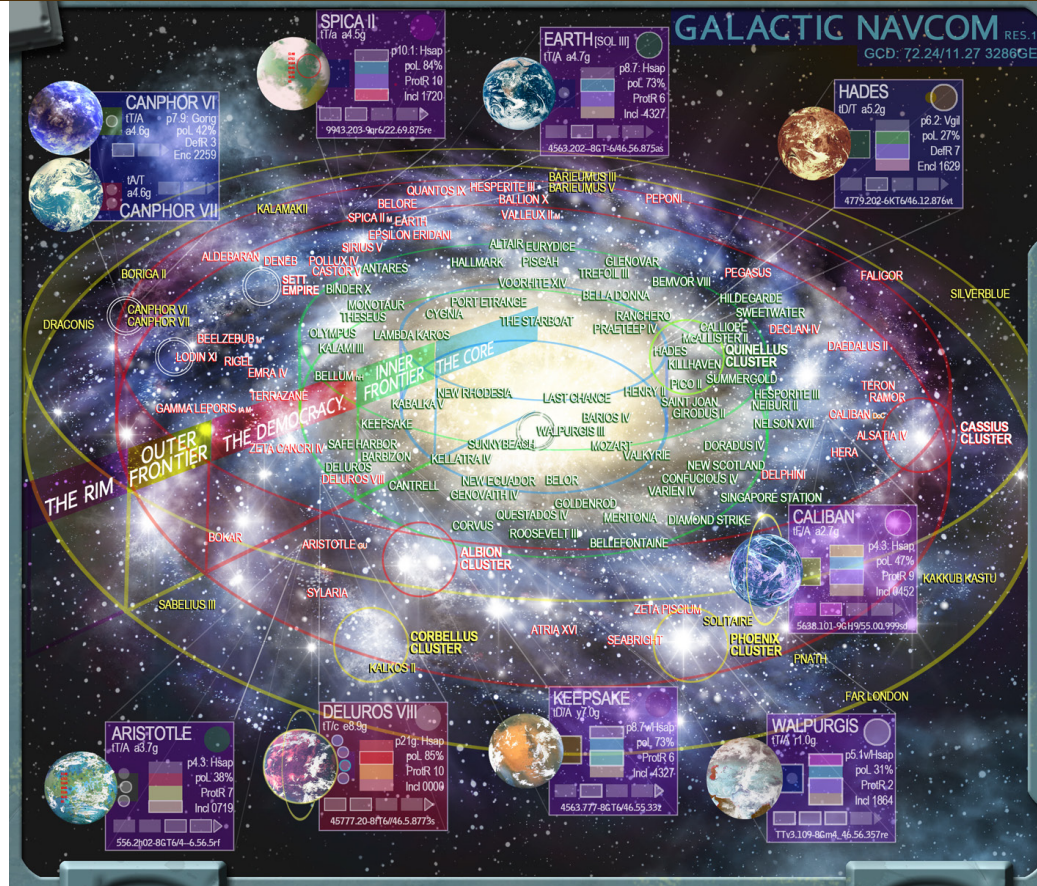
Whether you plan to utilize the adventures we offer for this setting or want to set out on your own to run a science fiction campaign, this section describes and explains some things that you may find helpful.

UNTOLD NUMBER OF PLANETS

The galaxy is made up of a vast number of worlds, so many that it would take hundreds human lifetimes to say you'd really visited them all. Space, and in general the future, makes a great backdrop for a campaign because there are limitless possibilities for adventure. Heroes may spend one week solving a murder mystery on a planet that feels just like Earth, except that it is inhabited by lizard people who get from place to place by riding flying dinosaur mounts. The next world may require humans to don a special breathing apparatus to survive. The possibilities are infinite. For information on creating a unique world, see the sidebar below.

GETTING FROM PLACE TO PLACE

To facilitate travel to all of these brave, new worlds, some sentient races learned how to craft spaceships, while others either stole the technology or were given it, sometimes to the eventual regret of those trying to be generous.



A WORLD TO CALL YOUR OWN

Do your heroes want to explore the vast reaches of the galaxy? Are they hoping to find one of the many planets out there even the Cartography Guild has yet to discover? Did they want to consider buying a planet? Certainly, given time, all of these are possible and even plausible ways to extend the adventure or tuck away some of the money the heroes have earned.

If you're in a hurry to come up with a planet not presented here, you can use these basic guidelines to get things started.

Population: Roll 1d100 to represent the human population on the planet. The remaining percent is the alien population.

Government: Roll 1d4. 1 = Democracy, 2 = Frontier, 3 = Monarchy, 4 = Alien; as described above.

Docking: Any Democracy planet large enough to support one has a spaceport on the surface, in the atmosphere, or both. Planets not directly tied to the Democracy (regardless of government) tend to have local docking or possibly a spaceport on the surface. Atmosphere spaceports are an exception and quite well known among Alien and Frontier planets.

Transaction Limit: This is often based on the highest level item you want the party to be able to find on the planet without too much hassle. Exceptionally rich planets (with limits over 40,000 Cr) tend to be controlled by the Democracy or at war with them.

Description: This area is where you can describe your planet. You can include categories such as

- **Terrain (1d6):** 1 – Desert. 2 – Densely Forested. 3 – Earthlike. 4 – Aquatic. 5 – Ice. 6 – Mountainous
- **Air Quality (1d6):** 1 or 2 – Oxygen based. 3 or 4 – Methane based. 5 or 6 – Chlorine based. Even if the world is oxygen based, is it world safe for human habitation? A Democracy world has about a 90% chance that it is naturally safe without special considerations. Frontier worlds are usually about a 70% chance, while Alien worlds and Monarchies may or may not be habitable without aid (50%).
- **Cities:** Democracy and Monarchy worlds are usually full of cities (1d12+2). Frontier worlds may have 1 big city, but a lot are known to only have a trader town here or there (1d6-1). Alien worlds may have a sprawling metropolis or nothing that

resembles a human city (1d10-3).

- **Population Density:** Are there a total of only 200 people on the planet because of, or despite, its size? The Democracy tends to overlook less populous planets, while those rich in exports (below) are sought for expansion when able. They often view fewer inhabitants on a world as a sign that something isn't right there.
- **Import/Export:** Animals, Vegetables, and/or Minerals. Usually, this will be dictated by other parts of the description. For example, desert worlds will probably be rich in minerals and little else, or an aquatic world may export fish in exchange for precious gems. Be specific in describing if and when the planet differs from the expected.
- **Notable Features:** Other things to consider are landmarks such as a giant ocean of alkali or a labyrinthine network of caves beneath the surface. Maybe the world is named for a specific type of creature that lives there, or the locals hold specialized tournaments and games of some kind that attract a lot of tourism.

SANTIAGO: A MYTH OF THE FAR FUTURE CAMPAIGN GUIDE

SECTION THREE : CAMPAIGNS IN SPACE



worlds so that they feel truly alien. In some cases, it doesn't hurt to point out that which may resemble familiar settings or creatures to contrast the wildly different aspects and remember that planets directly related to the Democracy are often well mapped and accounted for, so adventurers can probably pull up important information with little trouble.

EPISODIC OR FLOWING

One of the best parts of running a campaign set within a galaxy is that it lends itself to being more episodic, with periods of lengthy travel dealt with behind the scenes. In this way, you can easily trade characters in and out, write somebody out for a length of time while the rest of the party explores another part of the cosmos, or change the pace of the game without throwing the story into chaos.

Still, a cohesive story can be told that spans several systems. You may decide that a race like the Canphorites, have decided they no longer want to be a part of the Democracy and your party has been elected by the government to act toward resolution of the conflict by any means necessary. Such an adventure, while still requiring a fair share of space travel, would focus on a couple locations here and there to which the heroes might arrange quick travel back and forth.

The adventures presented for this campaign use a combination of these methods; each is written to stand alone, but they all tie into the space opera that is Santiago. After the heroes' initial start on Keepsake, they should feel free to travel wherever they like, though the guiding information will naturally lead them to Port Étrange. Once they've moved on to the next adventure, it shouldn't matter if they want to go to Belladonna or Calliope; you'll just have to adjust numbers up or down to reflect their level.

Unless there is a significant event or time is of the essence, Space travel is widely glossed over, with heroes sometimes visiting a world half-way across the galaxy in a seeming blink of the eye. For a more time-sensitive game, you can assume that the average ship could get the pilot from the Core to Far London after two galactic standard weeks. The galactic standard is a measure of time set by the Democracy and widely accepted by the planets to which the race of Man commonly travels. A pilot trained in Technology or Knowledge (Engineering) could probably cut the time in half by utilizing several mechanical or programming tricks and manipulating the gravity of some planets to reduce the distance travelled or increase the speed of the ship.

DEALING WITH ALIENS

After leaving Earth, the race of Man quickly found it was not alone in the galaxy. Still, human nature dictates a need to dominate and control, thus the first Republic and eventually the Democracy was formed to bring all races into one unified entity. Several races often enough were willing to step out of their comfort zones and learn Man's language, dubbed Terran. Soon, the language was spread so far out that it became the common language of some worlds even humans have yet to visit.

Alien traditions and personalities are a different matter. Most races are willing to accept the limited view humans have of the galaxy and even let their laws slide in cases where a human is part of a special group or has requested diplomatic immunity and been approved. The Democracy is also rather quick

to advise against travelling to planets where this may not be the case. When somebody does wish to explore a planet the government has deemed dangerous or outside of its influence, they do so at their own risk.

CURRENCY

The golden rule: 1 gold piece (gp) is equivalent to 1 Credit (Cr).

Rather than require tracking of Maria Theresa dollars, Bonaparte francs, rubles, or other alien currency, the Democracy has set one currency for most of the worlds it deals with. That currency is the credit (Cr). This is not to be confused with Challenge Rating (CR), which relates only to creatures.

Credits are tracked in several forms. For ease of exchange, notes resembling the paper currency of old Earth are most common. On worlds owned or inhabited primarily by the Democracy, cards with a line to a bank account are used. Further out in the galaxy, notes are exchanged and men are often hunted down when they get caught trying to pass off a note they can't afford.

ADVENTURE IS EVERYWHERE

Arguably more than the countries of a traditional fantasy setting, the worlds in a sci-fi campaign are full of the unexplored and the difficult to explain. With the distance between civilizations and varying races, it should come as little surprise that leaving the boundaries of Man's growing section of space means going to worlds where the natives have adapted to live in situations that are potentially fatal to outsiders.

Be sure to play up the mystery and uniqueness of

SANTIAGO: A MYTH OF THE FAR FUTURE

CAMPAIGN GUIDE

SECTION FOUR: NEW GAME RULES

This section details new information that you can use when running your campaign.

FIREARMS

Human firearms have come a long way since their first invention on Earth. In the greater galaxy, any sentient creature could have a firearm in its possession, whether bludger (standard), burner (laser), or screecher (sonic).

The craftsmanship of firearms is also much finer in the far future, which makes firearms easier to learn and master. As a result, ranged attacks with firearms do not draw opportunity attacks, assuming the user is proficient with the weapon.

SPACESHIPS

Several varieties of spaceships travel throughout the galaxy, from planet hoppers to galactic convoys. As explained above, space travel in the *Santiago* Adventure Path will generally be glossed over as a means of getting from one planet to the next. However, there are some special options you can provide your heroes with when they do get their hands on their own interstellar ship.

In the *Santiago: A Myth of the Far Future Player's Guide*, the ship is offered as a basic transport that can carry one or more travellers with some cargo room. For those adventurers who wish to use something a little more tangible than empty space, we offer three variations of the same ship. Each of these is priced the same as a typical ship, but provides more bang for the credit. They can also be combined in the same way, so a party of 5 characters could have a ship with medical beds, two military uplinks, and a research station for Technology and Knowledge (Engineering).

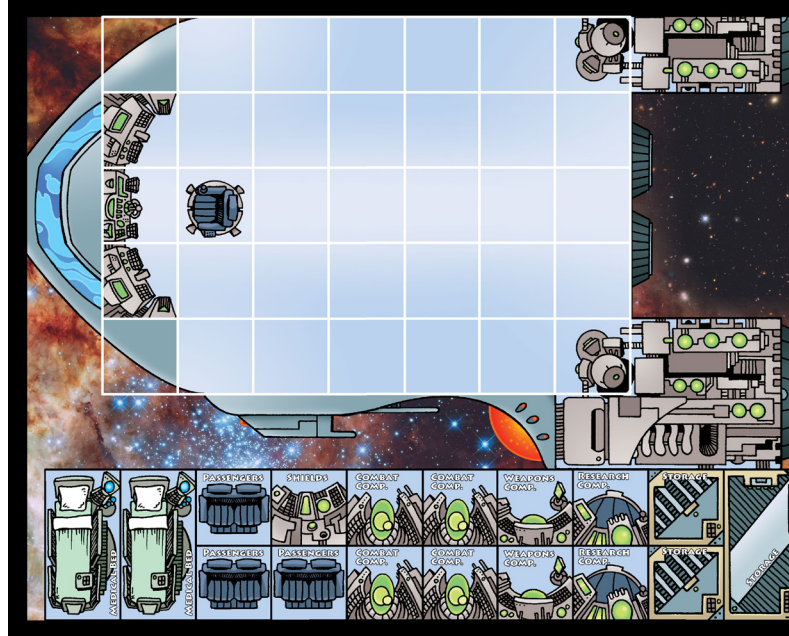
Medical Ship The medical ship provides its passengers with a comfortable place to rest and recover after a nasty confrontation. When a member of the party rests for at least 6 hours in a medical bed, that hero regains hp as though he got a full night's sleep (8 hours) of the highest quality and care. Tech users still require 8 hours of uninterrupted time in order to repair and restore their procedures, but they gain all other benefits of resting in a medical bed.

Military Ship A military ship offers the latest in defensive technology, ready to be uploaded directly into a character's equipment. After resting on the ship, a character receives a +1 morale bonus to one of the following for 24 hours: AC, Fortitude, Reflex, or Will. These bonuses do not stack with each other, nor do they stack with other morale bonuses, so a ship with 4 military uplinks can grant a +1 morale

bonus to each of a character's AC, Fortitude, Reflex, and Will for 24 hours. This bonus increases to +2 at 7th level and +3 at 14th level.

Research Ship Research ships come preprogrammed with a communicator system much like the personal communicators some engineers use. The research ship counts as a Scion with a Charisma score of 19. The average party level determines the ship's effective level, and automatically knows Comprehend Languages, Identify, and Recognize Technology. If the party wishes to purchase additional software programs, they can install them at the indicated levels below. The ship doesn't fail checks to install software, and can use each procedure it knows once per day. Procedures enacted with a target of "you" can be used on any member of the ship's crew, but that character must remain in the ship or loses the benefits of the procedure until it returns.

Automatic: *comprehend languages, identify,*



recognize technology

4th – 7th: *read energy, remote viewing, tongues*

8th – 11th: *locate creature, portable eye, search engine mole, search engine*

12th – 15th: *advanced search engine, prying eyes, sending*

16th – 20th: *greater prying eyes, greater read energy, greater search engine*

THE BALLAD OF THE INNER FRONTIER

Throughout the heroes' careers, they can look forward to making several allies, and even more enemies. Along the way, they are very likely to come to the attention of Black Orpheus, the Bard of the Inner Frontier.

How you handle the players' induction into the Ballad is up to you. You can use it strictly as a roleplaying device, or come up with a special way of representing the heroes' exploits. However you represent this, encourage your players to come up with interesting or unique verses about their characters, or write a stanza or two about them yourself to help with the immersion of the setting.

The structure of the ballad is fairly straightforward. You need the character's name, and between four and six lines about them that you can sort of rhyme. Be creative and don't worry about perfection. It is art, after all. Here are some examples for the careers found in the *Santiago: A Myth of the Far Future Player's Guide*.

ENGINEER

*A technical artisan name is, to be sure
A master of robots and programs demure
If ever you find something fixed you may need
Name's the one who can do it, guaranteed.*

FRONTIERSMAN

*Save one or save all
To name, it matters not
If you need name, just call
Name will save the lot.*

SCION

*The mind, name says, is a marvelous thing
Capable of deeds impure and thoughts quite clean
Able to span the stars faster than the speed of light
Don't battle wits with mame, you'll lose that fight.*

SCOUNDREL

*Name is here today and gone tomorrow
Name has no qualms if to steal or borrow
If a man cheats name, name'll feel no sorrow
If the man lives today, he'll be dead by tomorrow*

SOLDIER

*It's name's way
Or the highway
It's name's game
It's a job all the same.*

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CAMPAIGN GUIDE

SECTION FIVE: ENEMIES OF THE FAR FUTURE

There are plenty of unique villains to battle in *Santiago*. This section details a few of the faceless bad guys your party may encounter during the *Santiago* Adventure Path. The enemies found here are given a general level at which you can expect to find them, and the individual modules will cover necessary changes in level to battle the characters.

Most creatures in *Santiago* get some form of ranged attack. Those that don't tend to receive compensation or some way of closing on their target more easily.

Many of the creatures in the galaxy never pose a threat except on an individual basis. Low-CR enemies can be encountered on any given world under more or less any circumstances or for any reason. They also illustrate races that are not commonly a danger to humans because they're either already beaten or working with humanity anyway.

As heroes progress into higher levels, they become more influential and get noticed by more dangerous enemies. These creatures are often members of alien races that have challenged human dominance of the galaxy at some point in the past. Within the Democracy, members of the military and other branches of government reach these middle levels of expertise after extensive education and training or experience in battle.

Without being associated with the Democracy

willingly, by contract, or by force, very few humans reach a point where they can challenge the most dangerous threats in the galaxy. Enemies at the highest levels often take the form highly dangerous creatures from planets commonly uninhabited or ignored by humanity.

Atrian Warrior CR 1/2 XP 200

Alien Engineer 1; NG Medium outsider (native)

Init +0; **Senses** darkvision 60 ft.; Perception +5

Defense

AC 15, touch 10, flat-footed 15 (+5 armor)

hp 11 [1d8+3]

Fort +4, **Ref** +0, **Will** +5

Defensive Abilities: DR 10/sonic

Resist acid 5, cold 5, electricity 5

Offense

Speed 30 ft.

Melee energy sword –1 [1d8–1]

Ranged screecher +0 [1d8/x4 or x2 outside of 1 range increment]

Special Attacks morality [good] [5/day, 1d6, DC 12]; rebuke death [1d4+1, 6/day]; good's embrace [6/day]

Procedures Ready [CL 1st]

1st—*rally, command* [DC 14], [anti-evil procedure]

0 (at will)—*recognize tech, guidance, stabilize*

Spheres of Influence Good, Healing [specialized procedure]

Statistics

Str 8, **Dex** 10, **Con** 10, **Int** 13, **Wis** 17, **Cha** 14

Base Atk +0, **CMB** –1; **CMD** 9

Feats Toughness (already calculated)

Skills Diplomacy +8, Heal +7, Knowledge (religion) +5; Racial Modifiers +2 Diplomacy, +2 Perception

Languages Terran (universal translator)

Ecology

Environment any (with suit) or cold (homeworld)

Organization solitary, pair, or team (3–6)

Gear energy sword, sonic pistol with 10 charges, basic kevlar, NPC treasure

Atrian Characters All atrians are defined by their class levels. They do not possess racial Hit Dice.

Description This methane-breathing creature is comprised entirely of crystal. You can't understand its facial expressions, and its voice sounds like wind chimes. Atrians encountered by characters are the toughest members of their race, able to survive with only a portable breathing system that shouldn't inhibit their ability to interact with others. If a player wants to be an Atrian, suggest they pick up the alien racial qualities Crystalline, and Long-Lived. While some atrians are Engineers, there are those who've been documented with latent psychic powers who may follow the path of the Scion.

Bounty Hunter CR 2

XP 600

Lean and hungry, the mercenary sizes you up, trying to find an advantage.

Human Frontiersman 3; N Medium humanoid

Init +5; **Senses** Perception +4

Defense

AC 20, touch 13, flat-footed 17 (+6 armor, +3 Dex, +1 shield)

hp 19 [3d8+6]

Fort +3, **Ref** +5, **Will** +2

Offense

Speed 30 ft.

Melee energy sword +3 [1d10+1/19–20]; +2 attack and damage vs. humans

Ranged burner +5 [1d8+3/19–20]; +2 attack and damage vs. humans

Statistics

Str 13, **Dex** 17, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +2, **CMB** +5; **CMD** 16

Feats Alertness, Endurance, Improved Initiative, Rapid Reload

Skills Fly +7, Handle Animal +7, Intimidate +4, Perception +9, Ride +4, Sense Motive +9, Survival +7

Languages

SQ favored enemy (human), favored terrain (urban)

Gear navy kevlar, light forcefield, laser pistol with 10 charges, energy sword, 1 Cr

Boon A bounty hunter may use her connections to help PCs buy +1 weapons or armor at a 10% discount, or lend her reputation to a PC with Leadership, granting a +1 Leadership score bonus for 1 month to recruit soldier followers.

Canphorite Assassin CR 6

XP 2,400

Alien Soldier 4/Scoundrel 3; CN Medium humanoid

Init +4; **Senses** Perception +7

Defense

AC 19, touch 14, flat-footed 15 (+5 armor, +4 Dex)

hp 53 [7 HD; 4d10+3d8+18]

Fort +8, **Ref** +9, **Will** +2; +1 vs. fear

Defensive Abilities bravery +1, evasion, trap sense +1

Offense

Speed 30 ft.

Melee sap +10/+5 [1d6+1 nonlethal]

Ranged +1 *laser rifle* +12/+7 [1d12+7/19–20]

Special Attacks sneak attack +2d6

Statistics

Str 12, **Dex** 18, **Con** 14, **Int** 13, **Wis** 8, **Cha** 10

Base Atk +6; **CMB** +10 (+14 when tripping); **CMD** 21 [23 vs. trip]

ENEMIES BY CHALLENGE RATING

Races marked with * include tips on how to play them in a campaign.

Enemy	CR
Lorhn Scout*	1/4
Common Outlaw	1/3
Atrian Warrior*	1/2
Democracy Police Officer	1
Bounty Hunter	2
Girodan Native*	3
Nejian Experiment	4
Canphorite Assassin*	6
Nejian Clone	7
Munitions Expert	8
Emran Fleetfoot*	9
Olympian Gladiator	10
Patrukan Barrister*	11
Guerrilla Operative	12
Escaped Cyborg	14
Nejian Two-Crest	16
Torqual Champion*	17
ESPer Pyrechild	18
Mindfly Swarm	19
Red Devil Alpha	20

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Feats Agile Maneuvers, Combat Expertise, Deceitful, Improved Feint, Improved Trip, Munitions Expert, Quick Draw, Weapon Focus (laser rifle), Weapon Specialization (laser rifle)

Skills Acrobatics +14, Appraise +5, Bluff +12, Climb +5, Disable Device +11, Disguise +14, Escape Artist +10, Intimidate +4, Perception +7 (+8 to find traps), Ride +9, Sleight of Hand +8, Stealth +14, Swim +5

Languages Terran

SQ armor training 1, scoundrel talent (combat trick), trapfinding +1

Combat Gear med-roid injection (*invisibility*); **Other Gear** +1 basic kevlar, +1 laser rifle with 20 charges, sap, *cloak of resistance* +1, disguise kit, planet hopper, silk rope, smokestick, thieves' tools

Ecology

Canphorite Characters All canphorites are defined by their class levels. They do not possess racial Hit Dice.

Description Not much is known about the canphorites, but it is strongly rumored that they have been in the background of many major upsets in man's progression across the galaxy. Members of the race require nothing less than expertise in everything and have no compunction about pushing themselves, and others, for exactly that. For a canphorite character, this means taking the alien racial qualities Adonis, Natural Defense, and Small to represent the stressed grace, variety, and body structure of the race. Particularly smart canphorites may opt for Psychic or Adrenaline to flesh out their traits.

Common Outlaw CR 1/3 XP 135

Humanoid warrior 1; NE Medium humanoid

Init +6; **Senses** darkvision 60 ft.; Perception -1

Defense

AC 15, touch 12, flat-footed 13 (+2 armor, +2 Dex, +1 shield)

hp 6 (1d10+1)

Fort +3, **Ref** +2, **Will** -1

Offense

Speed 30 ft.

Melee unarmed +1 (1d4)

Ranged pistol +3 (1d6+2/x3)

Statistics

Str 11, **Dex** 15, **Con** 12, **Int** 10, **Wis** 9, **Cha** 6

Base Atk +1; **CMB** +1; **CMD** 13

Feats Improved Initiative

Skills Ride +6, Stealth +10, Swim +4;

Languages Terran or alien (any one)

Ecology

Environment any

Organization gang [4-9], den [10-16]

Gear leather armor, light forcefield, pistol with 20 rounds, NPC treasure

Democracy Police Officer CR 1

XP 400

Human warrior 3; LN Medium humanoid

Init +0; **Senses** Perception +3

Defense

AC 17, touch 10, flat-footed 17 (+7 armor)

hp 19 (3d10+3)

Fort +4, **Ref** +1, **Will** +1

Offense

Speed 20 ft.

Melee police baton +5 (1d6+3/19-20) or battering ram +5 (1d12+3/x3) or sap +5 (1d6+2 nonlethal)

Ranged burner +3 (1d8/19-20)

Statistics

Str 14, **Dex** 11, **Con** 13, **Int** 13, **Wis** 10, **Cha** 8

Base Atk +3; **CMB** +5 (+7 disarm); **CMD** 15 (17 vs. disarm)

Feats Alertness, Improved Disarm, Combat Expertise

Skills Intimidate +5, Perception +3, Ride -2, Sense Motive +2

Languages Terran

Combat Gear med-roid injection (*cure light wounds*) [2]

Other Gear riot gear, laser pistol with 10 charges, police baton, battering ram, sap, 5 Cr

Boon An officer can give accurate directions to any non-secret location in a city and can allow a PC to enter or leave through a security gate after hours or without paying a fee.

Emran Fleet Foot CR 9 XP 6,400

Human pioneers require special modifications to move with the fluidity and grace of an emran.

Alien Pioneer 10; LN Medium humanoid

Init +3; **Senses** Perception +23

Defense

AC 22, touch 21, flat-footed 19 (+1 armor, +3 Dex, +3 pioneer, +5 Wis)

hp 65 (10d8+20)

Fort +10, **Ref** +10, **Will** +13; +2 vs. psychology

Defensive Abilities improved evasion; **Immune** disease

Offense

Speed 65 ft.

Melee unarmed +10/+5 (2d6+3) or unarmed combat focus +13/+13/+8/+8 (2d6+3)

Ranged +1 screecher +11/+6 (1d6+4/x4*) or screecher combat focus +14/+14/+9/+9 (1d6+4/x4*)

* beyond one range increment, the critical damage for this weapon is x2 instead.

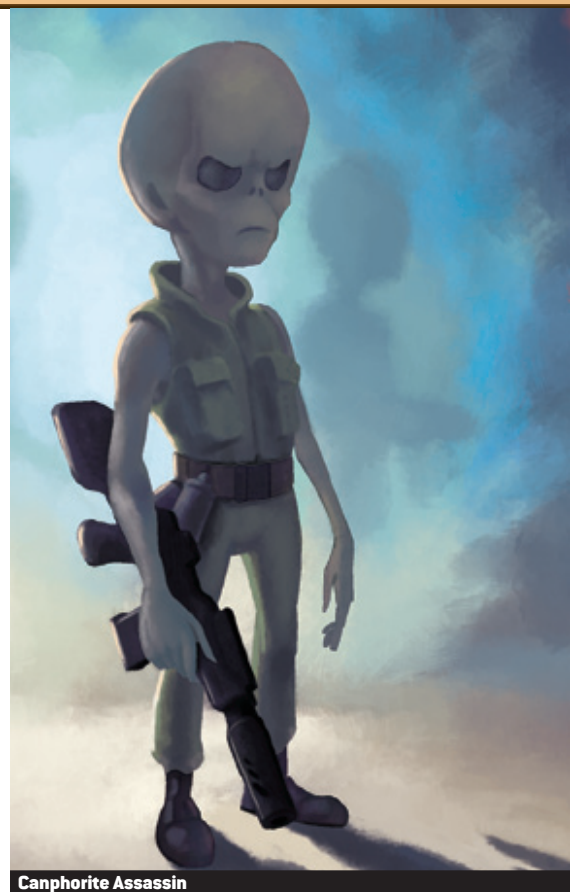
Special Attacks adrenaline (battle focus 2 rounds/day), combat focus, pressure point (11/day, DC 20, fatigued, sickened)

Statistics

Str 17, **Dex** 16, **Con** 14, **Int** 10, **Wis** 20, **Cha** 8

Base Atk +7; **CMB** +15 (+17 to trip); **CMD** 31 (33 vs. trip)

Feats Gorgon's Fist, Improved Trip, Improved Unarmed Strike, Lunge, Medusa's Wrath, Scorpion Style, Skill Focus (Acrobatics), Spring Attack, Stunning Fist, Vital Strike



Canphorite Assassin

Skills Acrobatics +22 (+32 jump), Climb +9, Escape Artist +9, Heal +10, Knowledge (history) +5, Knowledge (religion) +5, Perception +19, Profession (gardener) +10, Sense Motive +15, Stealth +12, Survival +6, Swim +9

Languages Terran

SQ fast movement, high jump, maneuver training, prehensile limb, slow fall 50 ft., tech reserves (10 points, lawful, tech), wholeness of body

Combat Gear med-roid injection (*cure light wounds*) [2]

Other Gear +1 sonic pistol with 10 charges [2], *bracers of armor* +1, *cloak of resistance* +1, *headband of inspired wisdom* +2, tech mod belt

Ecology

Emran Characters All emrans are defined by their class levels. They do not possess racial Hit Dice.

Description The emran race is one of the fastest in the galaxy. These speedsters pride themselves on moving quickly and precisely in all aspects of life. Those who venture away from their home world do so to prove their superiority in some way. As the race evolved on the hard terrain on Emra IV, they developed extremely hard calluses on their splayed feet, and their movements are so fast, it's no surprise that an emran can draw and stow items quickly. If a player wishes to build an emran as a character, they can start with the racial qualities Adrenaline, Hooves, and Prehensile Limb.

Special Qualities

Prehensile Limb [Ex] As a swift action, the emran can draw or stow a single object on its person.

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Escaped Cyborg

CR 14

XP 38,400

This amalgamation of man and machine is no longer bound by the robotic code. He looks at you with wild eyes and charges his blaster, muttering that he'll not be returned to the Democracy so easily.

CN Medium construct (Chaotic)

Init +5; **Senses** darkvision 60 ft., true seeing; Perception +31

Aura personal anti-tech procedure (good)

Defense

AC 31, touch 15, flat-footed 30 (+4 deflection, +1 Dex, +16 natural)

hp 203 (14d10+126)

Fort +22, **Ref** +9, **Will** +21

DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 25

Offense

Speed 30 ft., fly 40 ft. (poor)

Melee slam +23 (1d8+11) or 2 slams +23/+23 (1d8+11)

Ranged blast +25 (2d10+11/19–20) or 2 blasts +25/+25 (2d10+11/19–20)

Special Attacks strobe light

Tech Abilities (CL 12th)

Constant—true seeing, personal anti-tech procedure (good, DC 23)

At will—call lightning (DC 18), feblemind (DC 20), greater disrupt technology, slow (DC 18), greater teleport (self plus 50 lbs. of objects only)

1/day—warp-tech monster V (1 escaped cyborg 20%, 1d4 Nejian clone 40%, or 1d4 Nejian experiments 50%)

Statistics

Str 32, **Dex** 13, **Con** 29, **Int** 23, **Wis** 22, **Cha** 20

Base Atk +14; **CMB** +25; **CMD** 40

Feats Awesome Blow, Cleave, Improved Bull Rush, Improved Critical (blaster), Improved Initiative, Iron Will, Power Attack

Skills Bluff +22, Craft (Tech Device) +23, Diplomacy +22, Fly +10, Intimidate +19, Knowledge (astronomy) +23, Knowledge (any one other) +20, Perception +31, Sense Motive +23, Stealth +10, Tech +23, Use Tech Device +22; Racial Modifier +8 Perception

Languages All (universal translator)

Ecology

Environment any

Organization solitary or cell (1 cyborg, 1 Nejian clone, and 2–5 Nejian experiments)

Treasure standard

Special Abilities

Strobe Light (Su) Three times per day as a free action the cyborg can emit a strobe effect, causing nauseating beams of writhing color to play around its body. One round later, the light bursts in a 60-foot radius. Any non-construct creature caught within this area must succeed on a DC 22 Fortitude save or be dazed for 1d10 rounds. The save DC is Charisma-based.

Partly Metal, Partly Real (Ex) Despite being a construct creature, the cyborg does not share all construct traits.

ESPer Pyrechild

CR 18

XP 153,600

The alien before you seems at first to resemble a scarecrow from back on Earth. Without warning, it catches fire and a pair of shining, yellow eyes stares back at you.

N Small outsider (fire)

Init +6; **Senses** darkvision 60 ft.; Percep. +25

Defense

AC 27, touch 27, flat-footed 25 (+2 Dex, +8 Cha, +5 psychic armor, +1 dodge, +1 size)

hp 162 (25d10+25); **fast healing** 2

Fort +11, **Ref** +17, **Will** +15; can reroll each save 1/day

Immune fire; **Vulnerable** cold

Offense

Speed 30 ft.

Melee 2 slams +27 (1d3+1)

Special Attacks breath weapon (15-foot cone, 12d10 fire damage, Reflex DC 24 for half)

Talents (as 14th level Scion)

At-Will—burning hands (DC19), light, telepathy

5/day—quicken *scorching ray* and *telekinesis* plus up to 4 other fire-themed 1st through 5th level procedures (DC 18 + procedure level).

3/day—*elemental body IV* (huge fire elemental, 14 minutes)

Statistics

Str 13, **Dex** 15, **Con** 12, **Int** 14, **Wis** 11, **Cha** 26

Base Atk +25; **CMB** +25; **CMD** 50

Feats Combat Tech User, Dodge, Improved Great Fortitude, Improved Initiative, Improved Iron Will, Improved Lightning Reflexes, Mobility, Quicken Tech Procedure, Silent Tech Procedure, Still Tech Procedure

Skills Bluff +36, Fly +27, Perception +25, Stealth +12

Languages Terran, Ignan

SQ psychic armor

Ecology

Environment any

Organization solitary, pair

Treasure standard

Special Abilities

Psychic Armor (Sp) When unarmored and unencumbered, the pyrechild adds its Charisma bonus (if any) to AC and CMD. For every 5 HD the pyrechild has, it gains an additional +1 bonus to AC and CMD. This bonus applies even against touch attacks or when the pyrechild is flat-footed. It loses these bonuses when immobilized or helpless, when wearing any armor, when carrying a shield, or when carrying a medium or heavy load. This ability counts as a permanent 6th-level tech procedure for the purpose of disruption. If removed with *disjunction* or a similar effect, it returns after 24 hours.



Escaped Cyborg

ESPer Pyrechild

Girodan Native

CR 3

XP 800

N Large humanoid (giant)

Init –1; **Senses** darkvision 60 ft., low-light vision; Perception +2

Defense

AC 17, touch 8, flat-footed 17 (+4 armor, –1 Dex, +5 natural, –1 size)

hp 30 (4d8+12)

Fort +6, **Ref** +0, **Will** +3

Offense

Speed 30 ft. (40 ft. base)

Melee greatclub +7 (2d8+7)

Ranged javelin +1 (1d8+5)

Special Attacks harpoon

Space 10 ft.; **Reach** 10 ft.

Statistics

Str 21, **Dex** 8, **Con** 15, **Int** 6, **Wis** 10, **Cha** 7

Base Atk +3; **CMB** +9; **CMD** 18

Feats Iron Will, Toughness

Skills Climb +7, Perception +5

Languages Girodan

Ecology

Environment plains

Organization solitary, pair, gang (3–4), or family (5–16)

Equipment standard (mylar armor, greatclub, 4 javelins, 50 ft. hemp rope, other treasure)

Girodan Characters All girodan are defined by their class levels. They do not possess racial Hit Dice.

Description The Girodan's natural size and demeanor can be best represented by the racial qualities Large and Adrenaline, respectively, while their trunk and lung capacity make them surprisingly good swimmers, as portrayed by the Aquatic trait. For a stockier version of the Girodan, if you're using existing races in your campaign, a character could start with the dwarf or ogre race and take the feat More Alien than Man, detailed in the *Santiago: A Myth of the Far Future Player's Guide*.

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Lohrn Scout

Girodan Native

Atrian Warrior

Special Abilities

Harpoon (Ex) A girodan native with at least 1 javelin can make grapple attempts against creatures within range of their weapon. The grappled creature doesn't immediately move to an adjacent square, but the girodan can move the target, per the normal grapple rules. In addition to the normal grapple rules, a creature grappled by this attack can attempt to sunder the javelin to break free.

Guerrilla Operative

CR 12

XP 19,200

A master of stealth and given the most recent technology, the Pioneer Corp utilizes these soldiers when an alien government proves uncooperative.

Human soldier 7/scoundrel 6; N Medium humanoid

Init +10; **Senses** Perception +14

Defense

AC 21, touch 16, flat-footed 15 (+5 armor, +6 Dex)

hp 86 (13 HD; 7d10+6d8+20)

Fort +8, **Ref** +13, **Will** +5; +2 vs. fear

Defensive Abilities bravery +2, evasion, trap sense +2, uncanny dodge

Offense

Speed 30 ft.

Melee dagger +19/+14 (1d4+2/19–20) or 2 daggers +17/+12 (1d4+2/19–20) and +17/+12 (1d4+1/19–20) or dagger +17/+12 (1d4+2/17–20) and mwk whip +18/+13 (1d3+1 nonlethal)

Ranged +1 rifle +20/+15 (1d10+9/19–20 ×3) or 2 mwk burners +19/+14 (1d8+6/19–20) and +19/+14 (1d8+6/19–20)

Space 5 ft.; **Reach** 5ft. (15ft. with whip)

Special Attacks sneak attack +3d6, weapon training (rifles +1)

Statistics

Str 14, **Dex** 22, **Con** 13, **Int** 12, **Wis** 8, **Cha** 10

Base Atk +10; **CMB** +12; **CMD** 28

Feats Dazzling Display, Exotic Weapon Proficiency, Improved Critical (laser pistol), Improved Initiative, Improved Two-Weapon Fighting, Iron Will, Shatter Defenses, Skill Focus (Acrobatics), Skill Focus (Intimidate), Two-Weapon Fighting, Weapon Finesse, Weapon Focus (rifle), Weapon Specialization (rifle)

Skills Acrobatics +31, Appraise +5, Bluff +15, Climb +10, Craft (ships) +5, Diplomacy +4, Disable Device +14, Disguise +5, Escape Artist +10, Intimidate +21, Knowledge (local) +5, Perception +14 (+16 to find traps), Profession (sailor) +10, Ride +10, Sleight of Hand +10, Stealth +21, Survival +5, Swim +10

Languages

Terran

SQ armor training 2, scoundrel talents (bonus feat x2, fast stealth), trapfinding +2

Combat Gear med-roid injections (*cure light wounds*, *spider climb*); **Other Gear** basic kevlar, +1 rifle with 20 rounds, daggers (2), mwk laser pistols with 20 charges (2), mwk whip, *belt of incredible dexterity* +2, *prowler's boots*, *underwater combat cloak*, magnifying glass, spyglass, mwk thieves' tools

Boon Guerrilla Operatives can arrange safe passage to virtually anywhere in the galaxy reachable by ship.

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Lorhn Scout CR 1/4
XP 100

Lorhn Expert 1; LE Medium humanoid (reptilian)

Init +1; **Senses** darkvision 60 ft.; Perception +5

Defense

AC 15, touch 12, flat-footed 14 (+2 armor, +1 Dex, +1 natural, +1 size)

hp 5 (1d10)

Fort +2, **Ref** +1, **Will** –1

Weaknesses light sensitivity

Offense

Speed 30 ft.

Melee unarmed +1 (1d4–1)

Ranged pistol +3 (1d3–1)

Statistics

Str 9, **Dex** 13, **Con** 10, **Int** 10, **Wis** 9, **Cha** 8

Base Atk +1; **CMB** –1; **CMD** 10

Feats Skill Focus (Perception)

Skills Craft (trapmaking) +6, Perception +5, Stealth +5; Racial Modifiers +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)

Languages Common, Draconic

SQ crafty

Ecology

Environment temperate underground or deep forest

Organization solitary, gang (2–4), nest (5–30 plus equal number of noncombatants, 1 soldier of 3rd level per 20 adults, and 1 scientist of 4th–6th level), or tribe (31–300 plus 35% noncombatants, 1 fighter of 3rd level per 20 adults, 2 scientists of 4th level, 1 leader of 6th–8th level, and 5–16 other CR 1/3 animals or creatures)

Equipment NPC gear (leather armor, spear, sling, other treasure)

Blue Devil Characters All lorhn are defined by their class levels. They do not possess racial Hit Dice.

Description The lorhn, or blue devils as many call them, are an enigmatic race of bald, blue-skinned aliens from the planet Hades. A player who wants to play as a blue devil could do so by taking the racial qualities Fearsome, Reptilian and Scavenger. Although they don't have scales like most reptiles, the lorhn do have a good resistance to heat.

Special Abilities

Crafty (Ex) Craft (trapmaking) and Stealth are always class skills for a lorhn.

Mindfly Swarm CR 19
XP 204,800

The area twinkles as if full of glitter. Then buzzing fills your head, but you don't actually hear anything. By the time you feel a sting at your neck, it's probably too late.

N Huge vermin (swarm)

Init +11; **Senses** all-around vision, darkvision 120 ft., low-light vision; Perception +33

Defense

AC 33, touch 15, flat-footed 26 (+7 Dex, +18 natural, –2 size)

hp 333 (23d8+230)

Fort +19, **Ref** +14, **Will** +15

Defensive Abilities swarm traits; **Immune** blindness, charm effects, deafness, weapon damage; **Resist** electricity 20; SR 30

Offense

Speed fly 50 ft. (perfect), the swarm never flies more than 5 ft. above ground unless it needs to fly up to another level surface.

Melee swarm (5d6)

Space 15 ft.; Reach 0 ft.

Special Attacks maddening cacophony, overtake (12d6 bludgeoning damage plus dominate)

Statistics

Str 2, **Dex** 24, **Con** 31, **Int** —, **Wis** 22, **Cha** 40

Base Atk +17; **CMB** —; **CMD** —

Languages as a dominated creature

Ecology

Environment temperate worlds

Organization solitary

Treasure standard

Special Abilities

All-Around Vision (Ex) A mindfly swarm has a +4 racial bonus on Perception and immunity to flanking.

Maddening Cacophony (Su) As a free action, a mindfly swarm can create a thrumming noise strong enough to drive any rational creature mad. All creatures in a 60-foot radius must make a DC 26 Will save or be dazed for 1d6 rounds. Each round a creature is affected it takes 1d6 points of Wisdom damage. A creature that saves cannot be affected by this swarm's maddening cacophony for 24 hours. This is a sonic mind-affecting effect. The save DC is Charisma-based.

Overtake (Ex) This ability functions as *dominate monster*, except as follows. To use this ability, the swarm must begin its turn in the same space as a creature. As a standard action, the swarm can attempt to enter the body of a single creature (touch attack +24, 12d6 bludgeoning damage). On a hit, the target rolls a Will save (DC 26) to avoid being dominated. Tech resistance doesn't apply, but the creature can attempt to save again on any round in which it takes damage. While a target is dominated, the swarm is inside of it and immune to all attacks and damage that require line of effect. It can willingly end this effect as a free action on its turn. The save DC is Charisma-based.

Munitions Expert CR 8
XP 4,800

Human frontiersman 5/scoundrel 4; Medium humanoid

Init +8; **Senses** Perception +10

Defense

AC 18, touch 14, flat-footed 18 (+4 armor, +4 Dex)

hp 63 (9 HD; 5d10+4d8+18)

Fort +7, **Ref** +10, **Will** +1; +2 vs. poison

Defensive Abilities evasion, trap sense +1, resiliency, uncanny dodge

Offense

Speed 40 ft.

Melee mwk police baton +11/+6 (1d6+4/19–20)

Ranged +1 rifle +13/+8 (1d10+5/x3) or burner +12/+7 (1d8+4 fire/19–20) or burner +10/+5 (1d8+4 fire/19–20) and burner +10/+5 (1d8+2 fire/19–20)

Special Attacks favored enemy (aliens +4, humans +2), slow reactions, sneak attack +2d6

Statistics

Str 14, **Dex** 18, **Con** 14, **Int** 12, **Wis** 8, **Cha** 10

Base Atk +8; **CMB** +10; **CMD** 24

Feats Deadly Aim, Endurance, Improved Initiative, Improved Two-Weapon Fighting, Munitions Expert, Point Blank Shot, Two-Weapon Fighting, Weapon Finesse

Skills Acrobatics +15, Bluff +5, Climb +15, Craft (alchemy) +5, Disable Device +10, Disguise +10, Escape Artist +10, Intimidate +10, Perception +10, Sleight of Hand +15, Stealth +21, Survival +10 (+12 to follow tracks), Swim +6

Languages Terrain

SQ favored terrain (urban +2), canny exploits (fast movement, hunter's bond), track +2, wild empathy +5

Combat Gear med-roid injections (cure light wounds [2], gaseous form, jump); **Other Gear** +1 mylar armor, +1 rifle with 20 rounds, laser pistol with 20 charges [2], mwk police baton, inferior invisibility cloak, climber's kit, disguise kit, mwk thieves' tools



Nejian Experiment

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Nejian Clone CR 7 XP 3,200

The creature before you appears to be part human, part alien. Though able to stand erect, it lopes around on all fours.

NE Large outsider (evil, extraplanar, shapechanger)

Init +6; **Senses** darkvision 60 ft., scent; Perception +16

Defense

AC 20, touch 11, flat-footed 18 (+2 Dex, +9 natural, -1 size)

hp 85 (9d10+36)

Fort +9, **Ref** +10, **Will** +10

DR 10/tech

Offense

Speed 30 ft.

Melee bite +14 (1d8+6), 2 slams +14 (1d6+6)

Tech-Like Abilities (CL 6th)

At will—*blink*, *command* (nejjan experiments only), *invisibility sphere*, *levitate*, *misdirection*

1/day—*charm monster* (DC 18), *crushing despair* (DC 18), *dimensional slide*, *mass enhanced strength*, *mass enlarge*

Statistics

Str 23, **Dex** 15, **Con** 19, **Int** 18, **Wis** 18, **Cha** 18

Base Atk +9; **CMB** +16; **CMD** 28 (32 vs. trip)

Feats Combat Tech User, Combat Reflexes, Improved Initiative, Great Fortitude, Lightning Reflexes

Skills Acrobatics +14, Bluff +16, Climb +15, Diplomacy +16, Intimidate +16, Perception +16, Sense Motive +16, Stealth +10, Survival +16, Swim +15

Languages Terran, Infernal

SQ change shape (wolf, polymorph)

Ecology

Environment any

Organization solitary, pack (1 plus 2-4 nejjan experiments), or troop (pack plus 1-3 heavy munitions expert)

Equipment standard



Nejian Two-Crest

Nejian Experiment CR 4 XP 1,200

The creature before you appears to be part human, part alien. Though able to stand erect, it lopes around on all fours.

CE Medium outsider (evil, extraplanar, chaotic, shapechanger)

Init +6; **Senses** darkvision 60 ft., scent; Perception +11

Defense

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)

hp 45 (6d10+12)

Fort +6, **Ref** +7, **Will** +7

DR 5/tech

Offense

Speed 30 ft.

Melee bite +10 (1d6+4), 2 slams +10 (1d4+4)

Special Attacks

Tech-Like Abilities (CL 6th)

At will—*blink*, *levitate*, *misdirection*

1/day—*charm monster* (DC 16), *crushing despair* (DC 16), *dimensional slide*

Statistics

Str 19, **Dex** 15, **Con** 15, **Int** 14, **Wis** 14, **Cha** 14

Base Atk +6; **CMB** +10; **CMD** 22 (24 vs. trip)

Feats Combat Reflexes, Improved Initiative, Great Fortitude

Skills Acrobatics +11, Bluff +11, Diplomacy +11, Intimidate +11, Perception +11, Sense Motive +11, Stealth +11, Survival +11

Languages Terran, Infernal

SQ change shape (wolf, polymorph)

Ecology

Environment any

Organization solitary, pack (2-4 plus 1 greater Nejian clone) or troop (pack plus 1-3 heavy munitions expert)

Equipment standard

Special Abilities

Leech (Su) Once per month, a Nejian experiment can draw the remnants of life away from a non-evil humanoid's corpse as a full-round action to gain a growth point. It gains a bonus equal to its growth point total on attack rolls, CMB rolls, saving throws, and skill checks. Its maximum hp increase by 5 for each growth point it gains. For every 2 growth points, a Nejian experiment's tech user level for its tech-like abilities and its CR increase by +1. When a Nejian experiment reaches 4 growth points, it sheds its skin and becomes a Nejian clone, losing all of its growth points (and bonuses) but gaining the stats presented above for a Nejian clone.

Nejian Two-Crest CR 16 XP 800

Reconstructed from the DNA of several compatible creatures across the galaxy, this monster can be ridden into combat and used effectively against ranged enemies.

NE Large dragon

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Perception +7

Defense

AC 37, touch 12, flat-footed 33 (+3 Dex, +25 natural, -1 Size)

hp 199 (19d12+76)

Fort +15, **Ref** +14, **Will** +11

Immune paralysis, sleep; **Resist** acid 20

Offense

Speed 65 ft., swim 60 ft.

Melee bite +26 (6d8+21), 2 claws +21/+21 (6d6+10)

Special Attacks

caustic mucus, pounce

Space 10 ft.; **Reach** 10 ft.

Statistics

Str 25, **Dex** 16, **Con** 19, **Int** 8, **Wis** 10, **Cha** 9

Base Atk +19; **CMB** +27 (+31 to bull rush and overrun); **CMD** 40 (42 vs. bull rush and overrun)

Feats Combat Reflexes, Fleet, Greater Bull Rush, Greater Overrun, Improved Initiative, Power Attack, Run, Skill Focus (Stealth, Swim)

Skills Intimidate +28, Perception +22, Stealth +27, Survival +22, Swim +36

Languages understands Terran

SQ amphibious, speed surge (3/day)

Ecology

Environment jungle worlds

Organization solitary, pair, or family (3-12)

Treasure standard

Description Nejian two-crests average 12 feet tall and look much like small dinosaurs. They make great mounts for those with the training to ride them. An adult two-crest weighs about 700 pounds.

Special Abilities

Caustic Mucus (Su) As a standard action, a two-crest can spit a ball of caustic mucus that explodes in a 5-foot-radius spread. This attack has a range of 50 feet, deals 2d8 points of acid damage, and entangles creatures in the area. A DC 14 Reflex save halves the damage and negates the entangle effect. An entangled creature takes 1d4 points of acid damage each round on its turn, and may attempt a new saving throw at the end of its turn every round to escape the entanglement and end the acid damage. Once a two-crest spits mucus, it cannot do so again for 1d6 rounds. The save DC is Constitution-based.

Speed Surge (Ex) Three times per day as a swift action, a two-crest can draw on its draconic heritage for a boost of strength and speed that allows it to take an additional move action that round.

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Emran Fleetfoot

Torqual Champion

Patrukan Barrister

Olympian Gladiator CR 10

XP 9,600

Human olympian 5/soldier 6; CN Medium humanoid
Init +2; **Senses** Perception +4

Defense

AC 17, touch 10, flat-footed 15 (+7 armor, +2 Dex, -2 rage)
hp 115 (11 HD; 5d12+6d10+50)

Fort +13, **Ref** +5, **Will** +5; +1 vs. fear

Defensive Abilities bravery +1, improved uncanny dodge, trap sense +1

Offense

Speed 40 ft.

Melee +1 *adamantine vicious spiked gauntlet* +20/+15 (1d4+9)

Ranged javelin +13 (1d6+6)

Special Attacks battle focus (14 rounds/day), battle training (intimidating, surge of strength +5), weapon training (close +1)

Tactics The gladiator prefers to grapple enemies, often forcing others to risk hurting their ally if they fire into melee.

Base Statistics When not raging, the gladiator has **AC** 20, **touch** 12, **flat-footed** 18; **hp** 93; **Fort** +10, **Will** +2; **Melee** +1 *adamantine vicious spiked gauntlet* +17/+12 (1d6+7); **Ranged** javelin +12 (1d6+4); **Str** 18, **Con** 14; **CMB** +16 (+18 grapple); **CMD** 28 [26 vs. grapple]; **Skills** Climb +8, Swim +7

Statistics

Str 22, **Dex** 14, **Con** 18, **Int** 8, **Wis** 10, **Cha** 12

Base Atk +11; **CMB** +18 (+20 grapple); **CMD** 30 (32 vs. grapple)

Feats Skill Focus (Intimidate), Dazzling Display, Improved Critical (spiked gauntlet), Intimidating Prowess, Power Attack, Improved Grapple, Weapon Focus (spiked gauntlet), Weapon Specialization (spiked gauntlet), Improved Unarmed Strike

Skills Acrobatics +14 (+18 jump), Climb +10, Handle Animal +5, Intimidate +24 (+26 when raging), Perception +4, Ride +4, Survival +5, Swim +9

Languages Terran

SQ armor training 1, fast movement

Gear +1 *navy kevlar*, +1 *adamantine vicious spiked gauntlet*, javelins (5), 15 Cr

Patrukan Barrister CR 11

XP 12,800

A tall, well-muscled Patrukan stands proud before you. Like all members of his race, he has slits for nostrils and ears, a massive chest, and is covered with coarse brown hair, not quite thick enough to be called fur.

Alien Barrister 12; LN Medium humanoid

Init -1; **Senses** Perception +6

Aura courage (10 ft.), justice (10 ft.), resolve (10 ft.)

Defense

AC 20, touch 11, flat-footed 20 (+9 armor, -1 Dex, +2 deflection)

hp 92 (12d10+26)

Fort +15, **Ref** +8, **Will** +13

Defensive Abilities self-confidence +5; **DR** 5/tech; **Immune** charm, disease, fear

Offense

Speed 20 ft.

Melee light hammer +14/+9/+4 (1d4+2)

Ranged +1 *distance composite sonic rifle* +12/+7/+2 (1d10+2/ x4 or x2 outside of 1 range increment) or light hammer +11 (1d4+2)

Special Attacks morality (DC 21, 6d6), denounce the

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guilty (+5 attack and AC, +12 damage)

Tech-Like Abilities (CL 12th; concentration +17)

At Will—*detect evil*

Barrister Procedures Prepared (CL 9th; concentration +14)

3rd—*disrupt technology, anti-evil field*

2nd—*enhanced strength, resist energy, shield other*

1st—*bless weapon, enhance combat prowess* (2),
lesser restoration

Statistics

Str 15, **Dex** 8, **Con** 14, **Int** 12, **Wis** 10, **Cha** 20

Base Atk +12; **CMB** +14; **CMD** 23

Feats Alignment Channel, Craft Tech Arms and Armor,

Craft Specialized Tech-Enhanced Item, Extra Channel,

Improved Critical (sonic rifle), Munitions Expert, Techno-

logical Aptitude

Skills Craft (tech device) +20, Diplomacy +20, Handle

Animal +10, Knowledge (religion) +10, Perception +6,

Perform (oratory) +6, Sense Motive +10, Use Tech Device

+21

Languages Celestial, Terran

SQ bolster (6d6, 15/day [4 for channeling only]), meta-

tech weapon (weapon +3), mercies (sickened, diseased,

nauseated, stunned), spirit of the law

Combat Gear software programs *expeditious retreat* (4),

see invisibility (1), and *true strike* (4); **Other Gear** +1

mech armor of invulnerability, +2 *deflector ring*, +1

distance composite sonic rifle (Str +2), cold iron light

hammers (2); *headband of alluring charisma* +2, silver

religious symbol related to the patrukan's faith.

Boon The barrister can craft or commission a lawful-

aligned tech item for the PCs at a 20% discount, arrange

an audience with a Lawful-aligned NPC of any level,

or obtain a response to a single question as if using a

masterful research procedure.

Ecology

Patrukan Characters All patrukans are defined by their

class levels. They do not possess racial Hit Dice.

Description Cunning, strong, and aware of humanity's

more subtle dealings, this race has adapted well to the

presence of humans in the greater galaxy. Some have

even profited from working for, with, and sometimes

against man in varying capacities. As a Patrukan

character, honor is important above all other things. A

dishonorable ally is no better than an enemy within

reach. Patrukans usually have the alien racial qualities

Aquatic, Fearsome, and Gorilla.

Red Devil Alpha

CR 20

XP 307,200

Built very long and low to the ground, with an amazingly flexible spine and powerful haunches that seem made for springing long distances in very little time, this red-scaled creature glares at you with glowing eyes and growls through huge, multitudinous teeth.

CN Large dragon

Init +12; **darkvision** 120 ft., **low-light vision**, **scent**, **true seeing**; **Perception** +40

Defense

AC 36, **touch** 17, **flat-footed** 28 (+8 Dex, +19 natural, -1 size)

hp 385 (22d12+242); **regeneration** 15 (cold iron)

Fort +24, **Ref** +23, **Will** +20

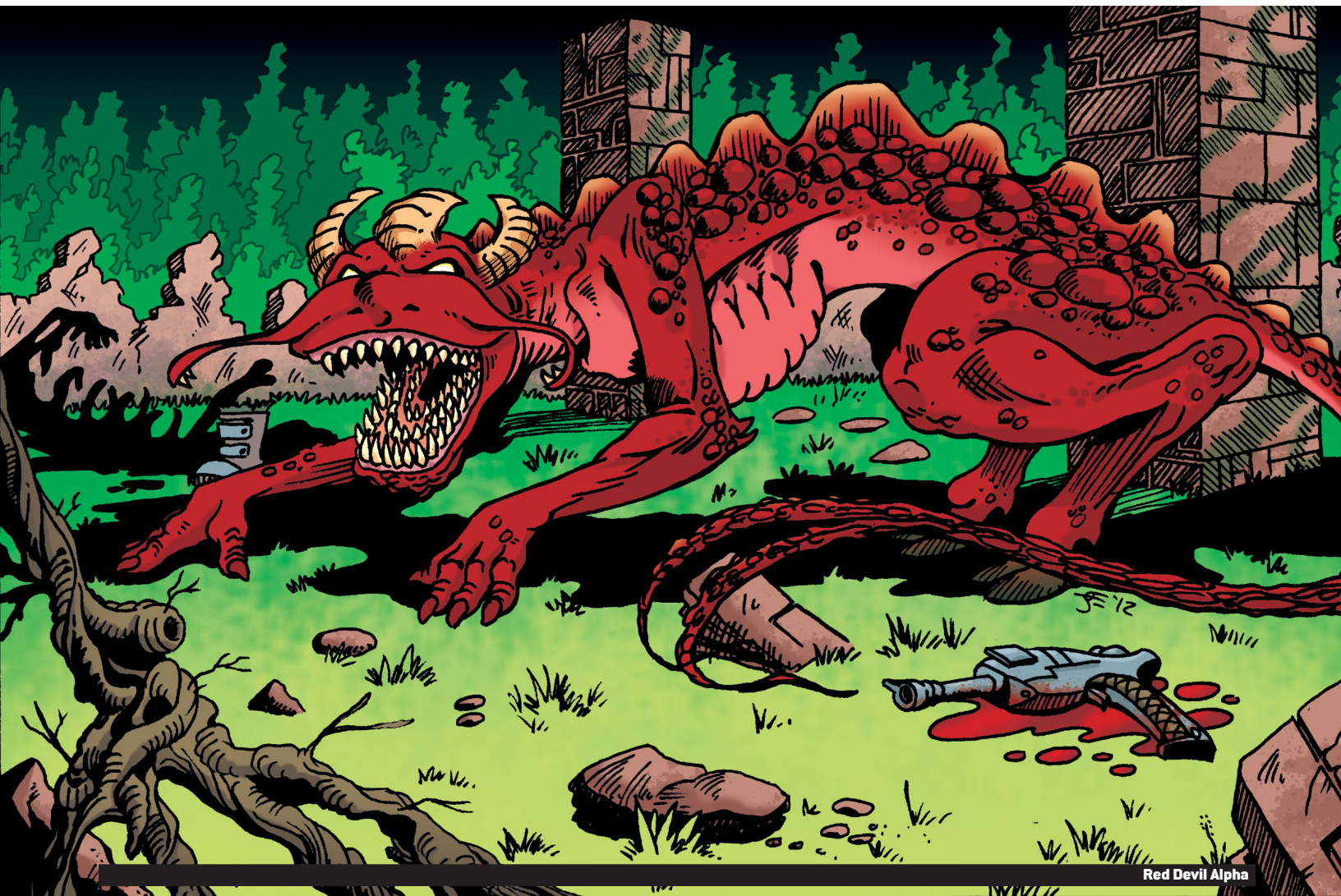
Defensive Abilities freedom of movement; **DR** 20/cold iron; **Immune** acid, curse effects, flanking, mind-affecting effects, paralysis, poison, sleep; **SR** 31

Offense

Speed 40 ft., swim 80 ft.

Melee 2 bites +30 (3d8+16/17-20 plus grab), 2 claws +30 (2d6+16), tail +25 (3d6+8)

Space 15 ft.; **Reach** 15 ft.



Red Devil Alpha

SANTIAGO: A MYTH OF THE FAR FUTURE CAMPAIGN GUIDE

SECTION FIVE : ENEMIES

Special Attacks rake (2 claws +30, 3d6+24), Deadly Blood, Pounce

Statistics

Str 42, **Dex** 26, **Con** 32, **Int** 7, **Wis** 25, **Cha** 27

Base Atk +22; **CMB** +39 (+43 grapple); **CMD** 57 (can't be tripped)

Feats Awesome Blow, Blind-Fight, Combat Reflexes, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Improved Overrun, Improved Vital Strike, Lightning Reflexes, Power Attack, Vital Strike

Skills Climb +49, Perception +40, Stealth +29, Swim +49; Racial Modifier +8 Perception

Languages understands Terrain

Ecology

Environment cold lakes and swamps

Organization solitary

Treasure triple

Special Abilities

Deadly Blood (Su) When a creature slays a demoncat, the slayer is affected by an illness for which there are very few cures. The superstitious lot in the galaxy refers to this illness as a death curse. *Curse of Death: Save* Will DC 29; *Effect* creature can no longer be affected by healing spells and does not heal damage naturally from rest. The save DC is Charisma-based.

Freedom of Movement (Ex) A red devil is under the constant effect of *freedom of movement*, as the spell of the same name. This effect cannot be dispelled.

True Seeing (Ex) A red devil has *true seeing*, as the spell of the same name. This effect cannot be dispelled.

Torqual Champion

CR 17

XP 102,400

Almost five-hundred pounds of muscle stands before you. A virtual superman, the creature flexes its arms and roars before closing in.

Alien Olympian 12/Soldier 6; CN Medium humanoid

Init +2; **Senses** Perception +4

Defense

AC 19, touch 10, flat-footed 16 (+8 armor, +2 Dex, +1 dodge, +1 natural, -1 size, -2 rage)

hp 221 (18 HD; 12d12+6d10+108)

Fort +17, **Ref** +8, **Will** +8; +3 vs. fear

Defensive Abilities bravery +1, improved uncanny dodge, trap sense +4, wind stance [20% concealment after moving at least 5 ft.]; **DR** 2/-

Offense

Speed 40 ft.

Melee claw +28 (1d8+8/19-20) or 2 Claws +28/+28 (1d8+8/19-20) and/or bite +23 (1d6+4)

Ranged +1 *keen returning javelin* +21/+16/+11/+6 (1d8+9/19-20)

Space 10ft.; **Reach** 10 ft.

Special Attacks battle focus (38 rounds/day), battle training (fury, intimidating, mighty strike, scent, surge of strength +5, unexpected strike), weapon training (close +1)

Tactics The torqual champion prefers to grapple enemies, often forcing others to risk hurting their ally if they fire into melee.

Base Statistics When not using his battle focus, the champion has **AC** 21, **touch** 13, **flat-footed** 18; **hp** 167; **Fort** +14, **Will** +4; **Melee** 2 claws +17/+17 (1d8+5/19-20) and/or bite +12 (1d6+2); **Ranged** +1 *keen returning javelin* +21/+16/+11/+6 (1d8+6); **Str** 18, **Con** 14; **CMB** +24 (+26 grapple); **CMD** 36 (38 vs. grapple); **Skills** Climb +14, Swim +13

Statistics

Str 26, **Dex** 15, **Con** 20, **Int** 13, **Wis** 10, **Cha** 10

Base Atk +18; **CMB** +27 (+29 grapple); **CMD** 39 (41 vs. grapple)

Feats Skill Focus (Intimidate), Dazzling Display, Improved Critical (claw), Intimidating Prowess, Power Attack, Improved Grapple, Weapon Focus (claw), Weapon Specialization (claw), Improved Unarmed Strike, Greater Grapple, Dodge, Wind Stance

Skills Acrobatics +14 (+18 jump), Climb +17, Escape Artist +7, Handle Animal +5, Intimidate +32 (+35 when raging), Perception +4, Ride +4, Survival +12, Swim +16

Languages Terrain

SQ armor training 1, fast movement

Equipment standard; **NPC Gear** +2 *slick navy kevlar*, +1 *keen returning javelin*, 150 Cr

Boon A torqual champion can introduce the PCs to a diplomat, general, or merchant who is a fan, granting a +10 bonus on Diplomacy checks with that person. He can also order an olympian gladiator to assist the PCs for 24 hours. See the *PATHFINDER ROLEPLAYING GAME CORE RULEBOOK* for more information on Boons.

Ecology

Torqual Characters All members of the torqual race are defined by their class levels. They do not possess racial Hit Dice.

Description The torqual race is both powerful and strongly competitive. Their thick hides can take considerable damage before it gives, and their overall personality tends to match their rough exterior. Torqual characters usually take a combination of the racial qualities Fear-some, Large, Natural Defense, and Natural Weapon. If you're using existing races in your campaign, a character could start as a half-orc or other strong, big race and take the More Alien than Man feat detailed in the *Santiago: A Myth of the Far Future Player's Guide*.



Toward the core of the galaxy, where the stars press together so closely that night is as bright as day, there is a world called Valkyrie. It is an outpost world, a place of ramshackle tradertowns filled with dingy bars and hotels and brothels, where the explorers and miners and traders of the Inner Frontier congregate to eat and drink and embellish a few tall tales.

The largest of Valkyrie's tradertowns, which isn't really very large, also has a postal station that stores subspace messages the way the postal stations of old used to store written mail. Sometimes the messages are held for as long as three or four years, and frequently they are routed even closer to the galactic core, but eventually most of them are picked up.

And in this postal station, there is a wall that is covered by the names and holographs of criminals who are currently thought to be on the Inner Frontier, which tends to make the station very popular with bounty hunters. There are always twenty outlaws displayed, never more, never less, and next to each name is a price. Some of these names remain in place for a week, some for a month, a handful for a year.

Only three names have ever been displayed for more than five years. Two of them are no longer there.

The third is Santiago; there is no holograph of him, and the price next to his name is 20 million Credits.

GUIDE THE HUNT!

*A snapshot of the galaxy, a moment in time
A tale of tales, not always in rhyme
People and places and things far and near
And so begins the Ballad of the Inner Frontier
- Black Orpheus, 3274 G.E.*

The Inner Frontier: A place of men and women off the beaten track, living by personal codes not unlike the people of the ancient and Wild West.

The Democracy: Man's refuge in an unforgiving galaxy. The government will do whatever it takes to see the human race take its place as the leader of all things.

Santiago: Man, myth, or legend – nobody is sure. They only know he's out there, the king of the outlaws, stealing everything he can and killing whomever he must to get it.

The Santiago: A Myth of the Far Future Adventure Path Campaign Guide expands the information available to a GM in regards to each of these topics, as well as several others that play a strong part in running a sci-fi adventure. In addition to the many worlds to which heroes can travel during the *Santiago Adventure Path*, this guide also details some of the unique individuals they'll meet, adventures they'll have, and options you can use to tailor the game to your party's needs.

Even the heroes of the Inner Frontier need somebody to guide them. Take up the mantle and enjoy the *Santiago: A Myth of the Far Future Adventure Path*.

