
MYTHS OF THE FAR FUTURE

CAMPAIGN GUIDE

BY MALCOLM NORTHWINTER



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

COMPATIBLE WITH 4TH EDITION DUNGEONS & DRAGONS®

MYTHS 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*, the 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 the account where he wanted his payment forwarded. 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.”



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

"Damn it," 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."

After another round of keying to break the silence, the voice replied, "We have you scheduled for seven A.M. 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

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 update included over thirty different prominent worlds around the galaxy. All updated their post office wanted posters semimonthly and were used as the basis for the smaller lists that went to varying sectors.

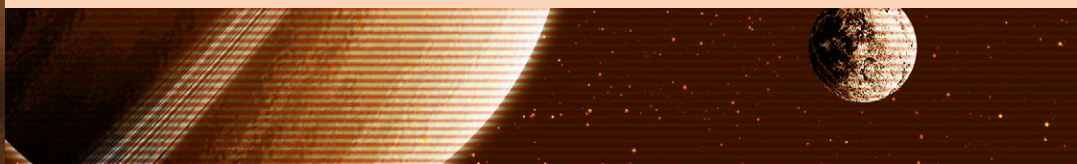
"Santiago has gone up in value to twenty million credits."

"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."



SECTION ONE: CAMPAIGN OVERVIEW

INTRODUCTION

Welcome to the *Myths of the Far Future Campaign Guide*. In this campaign, the heroes will take on the role of bounty hunters who find themselves challenged across eleven adventures spanning levels 1 to 20 in a search for the legendary bandit. They will travel to different galaxies and worlds within each sector, battle outlaws, face off with rival bounty hunters, and encounter several alien species. The party will also need to forge alliances, however shaky, and gather what little information they can in order to succeed.

Consider this guide a Dungeon Master's overview of the campaign, the characters and locations involved. To get the most from the rules found within, you may also want a copy of the *Santiago Player's Guide*, the D&D 4E PLAYER'S HANDBOOK®, the D&D 4E DUNGEON MASTER'S GUIDE®, and the D&D 4E MONSTER MANUAL®. Additionally, the D&D 4E PLAYER'S HANDBOOK® 2 and the D&D 4E ADVENTURER'S VAULT™ provide useful expansions to provide even richer immersion into the world.

If you are a player, we highly recommend you don't read any further. Any rules material you need is presented in the *Santiago 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 D&D 4E PLAYER'S HANDBOOK®, D&D 4E PLAYER'S HANDBOOK 2®, and, if you are using it, the D&D 4E ADVENTURER'S VAULT™. The *Myths of the Far Future Player's Guide* is also available for players wishing to create characters who fit the paradigm of the setting.

Throughout the campaign, we offer treasure parcels appropriate to the heroes' levels, assuming you run things by the book. There will also be suggestions for these parcels, but in the end 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 adventure covers 1 or 2 levels, so a party who completes the entire campaign can expect to hit 21st level just before they either retire or move on to the next mission. 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 adventure.

The ship has enough room for all party members, as 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 SOMEWHERE ELSE?

The adventures, 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 adventure. 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 adventures 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 whom 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 whom is 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.

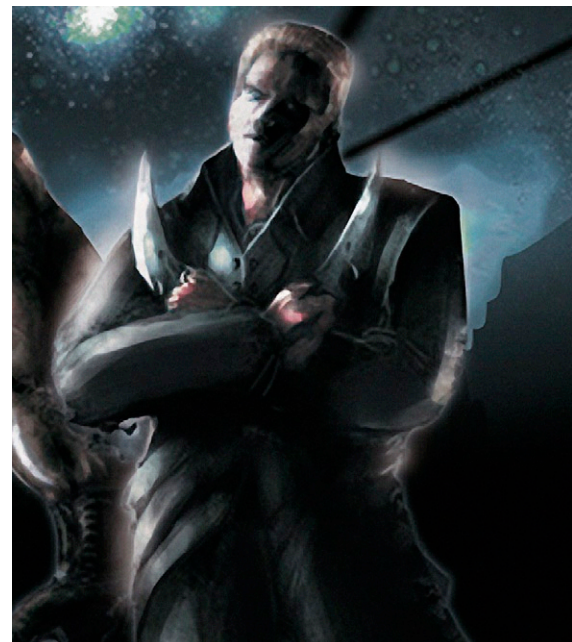
Moving along, the investigation heats up on Roosevelt III. In order to continue their search, the party must keep Poor Yorick coherent long enough for him to give them the information they need.

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.



MYTHS OF THE FAR FUTURE

CAMPAIGN GUIDE ▾ SECTION ONE: CAMPAIGN OVERVIEW

BLACK ORPHEUS

The Bard of the Inner Frontier, Black Orpheus is the man who wrote the Great Ballad that so many take as gospel. To be a part of Black Orpheus' poem is to be immortalized and recognized by just about anybody in the Inner Frontier. You can have the heroes meet up with the bard at any point during the campaign, though by default he acts as merely an interesting footnote. By the time Adventure Nine, *The Tangled Webs We Weave*, takes place, 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 with a brimstone manner and an endless appetite—he preaches hard, he kills hard, and he claims the Lord understands he must eat hard too. As a fellow bounty hunter, the pastor can be of help in locating many 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—he'll either help or hinder them when they meet 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 insinuate himself into the party 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 his end during Adventure Six, *Enemies on the Move*, 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 of material ownership 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 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's right in the galaxy, Sebastian has grown weary of dealing with one failed revolution 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, Sebastian will make it clear that he won't let the PCs stand in the way of his own search for Santiago.

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.

ADVENTURE DESCRIPTIONS

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

1. A VISIT TO KEEPSAKE

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.

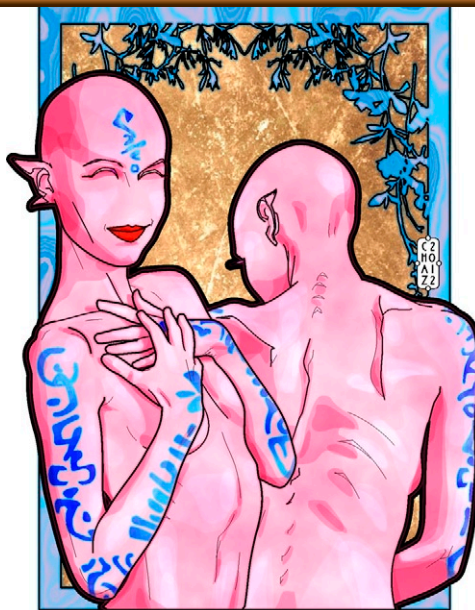
After landing on Port Étrange, the heroes run into some trouble. A group of aliens who were expecting smuggled supplies from the Suliman Brothers attack the party in hopes of recovering their losses. With them out of the way, the party meets up with Halfpenny Terwilliger, who leads them to Stern, the man Gentry said did time with Santiago some years back. The first adventure 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 adventure 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 they can make for 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 Nejje, 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 miss 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 heroic tier comes to a close in this adventure. 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.

MYTHS OF THE FAR FUTURE

CAMPAIGN GUIDE ▼ SECTION ONE: CAMPAIGN OVERVIEW

7. GAMES OF CHANCE

Levels 11–12

At the onset of the paragon tier, 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 D&D 4TH EDITION

You can use any D&D 4E content in conjunction with *Myths 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 a mythological creature such as an elf, a dragonborn, or a dwarf, and even be named as such by humans. Such a race could easily possess an innate teleportation power like the eladrin, or a breath weapon like the dragonborn—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—*Myths of the Far Future* is just D&D 4E "reskinned." Using exactly the same rules you're used to (with the new classes and powers 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 Technology
- ♦ The Arcane and Divine power sources are referred to as the Tech power source
- ♦ *Residuum* is referred to as Energy and is contained in battery packs
- ♦ Potions are replaced by injections and pills which have the same effect
- ♦ Rituals take the form of software routines and access to galactic databanks
- ♦ Common items such as sunrods become technological items such as plasma rods
- ♦ Some skills are renamed—Arcana is called Technology, and Dungeoneering is called Engineering

You'll quickly find that *Myths of the Far Future* is D&D 4E with sci-fi terms in place of fantasy terms. You'll get a grip on it in no time! For more detail on the vocabulary of *Myths of the Far Future* and how it translates to D&D 4E terminology, see Section Four of the *Player's 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 campaign, 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 adventures, you can use the guidelines presented in Section Three.

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 Santiago.

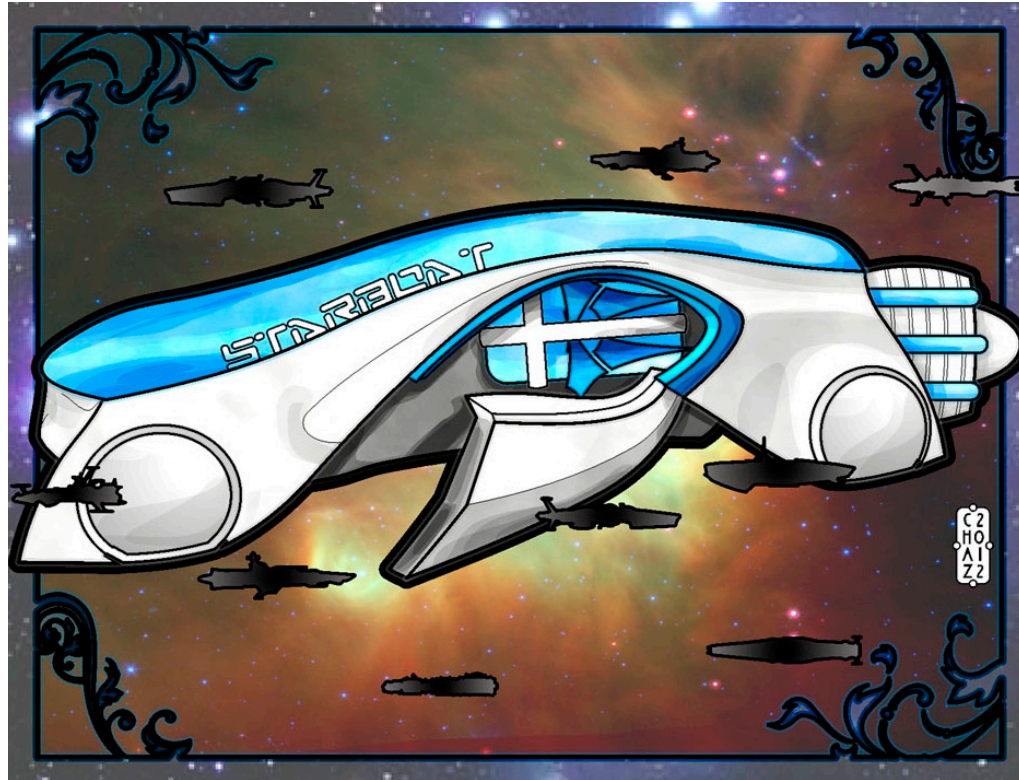
The worlds described here are formatted specifically for ease of reference.

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 spaceport on its surface or outside of the atmosphere. Smaller planets may allow typical intergalactic ships to land at designated locations without need for a spaceport. 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.



THE CORE

THE STARBOAT

Population: Human 80%, Alien 20%

Government: The Democracy

Docking: Onboard spaceport; taxis to and from Port
Étrange, Bella Donna, and Praeteep IV

Transaction Limit: 1,050,000 CR (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 the jaded human customers cluster around the alien games, losing tens of thousands of credits at a time at games such as jabob (a game so complex that it takes 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.

MYTHS OF THE FAR FUTURE

CAMPAIGN GUIDE ▾ SECTION TWO: WORLDS OF THE FAR FUTURE

VALKYRIE

Population: Human 50%, Alien 50%

Government: Frontier

Docking: Local docking within 2 miles of town

Credit Limit: 520 CR (Buy or Trade), 680 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 subpace 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: Spaceport (surface, formerly atmosphere); taxis to and from the Starboat and Port Étrange

Credit Limit: 840 CR (Buy or Trade), 1,000 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: 1,800 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. Nejje from occupying it against the will of



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the color-blind natives. 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: Spaceport (atmosphere); taxis to and from Bella Donna, Declan IV, Hades, Praetee IV, Pegasus

Credit Limit: 4,200 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 Nejje. 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: Spaceport (surface, Motherlode)

Credit Limit: 3,400 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: Spaceport (atmosphere and surface); taxis to and from Deluros VIII, Keepsake, Sunnybeach

Credit Limit: 85,000 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: Spaceport (Surface)

Credit Limit: 9,000 CR (Buy, Sell, or Trade)

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



Goldenrod. 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: 1,000 CR (Buy), 500 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 it's not a world directly in the path of the heroes 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, Sunnybeach

Credit Limit: 3,400 CR (Buy, Sell, or Trade)

The world where it all begins. Keepsake is the first planet the party reaches after turning in the Suli-man 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, Sunnybeach

Credit Limit: 95,000 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 brothels masquerading as escort services, but she's been making herself somewhat scarce since the Democracy issued a warrant for her arrest on charges of murder and prostitution.

PORT ÉTRANGE

Population: Human 50%, Alien 50%

Government: Frontier (Jonathan Stern)

Docking: Spaceport (surface). Taxis to and from the Starboat, Bella Donna

Credit Limit: 1,800 CR (Buy or Trade), 1,000 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 Halfpenny Terwilliger.

PRAETEE IV

Population: Human 70%, Alien 30%

Government: Frontier

Docking: Local docking on surface; taxis to and from the Starboat, Calliope

Credit Limit: 3,400 CR (Buy, Sell, or Trade)

A simple world, Praetee 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: Spaceport (surface); taxis to and from the Starboat, Bella Donna

Credit Limit: 680 CR (Buy, Sell, or Trade).

Except for a mad scheme hatched by Dr. Nejje 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.

MYTHS OF THE FAR FUTURE

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ROOSEVELT III

Population: Human 50%, Alien 50%
Government: Democracy
Docking: Spaceport (atmosphere and surface)
Credit Limit: 1,000 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, and 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: 3,400 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 unassuming appearance, 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. When the heroes get here in Adventure Nine, *The Tangled Webs We Weave*, they find Father William, Moon-ripple, One-Time Charlie, and Silent Annie almost all at once. This is no small feat; men like Billy Three-Eyes and Peacemaker MacDougal have been to the small planet in recent times without finding nearly as much.

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

SAINT JOAN

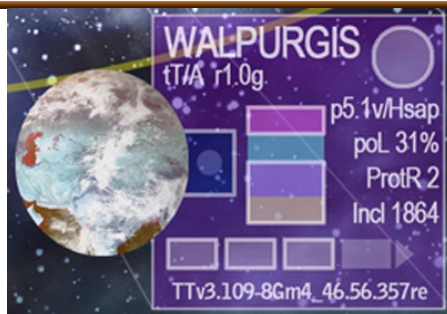
Population: Alien 100%
Government: Alien (Swale)
Docking: Local docking on surface
Credit Limit: 9,000 CR (Buy, Sell, or Trade)

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: Spaceport (atmosphere and surface)
Credit Limit: 12,500 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: 17,300 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: 45,000 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), 3,400 (Sell)

A frigid planet and home to a methane breathing, crystalline race, Atria's environment is deadly to humans without specially crafted suits. 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 other ways, Atrians are practically immortal, and have been known to live for thousands of years.

CALIBAN

Population: Human 100%
Government: Democracy
Docking: Local docking on surface
Credit Limit: 225,000 CR (Buy, Sell, or Trade)

The Cartographer's Guild is the primary resident here, so the heroes may find it of use 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

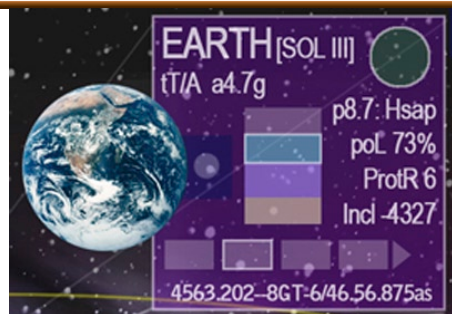
Population: Human 90%, Alien 10%
Government: Democracy
Docking: Spaceport (surface)
Credit Limit: 125,000 CR (Buy, Sell, or Trade)

The world on which the heroes first meet Virtue MacKenzie, the Virgin Queen. They run into Virtue while trying to gather information from one Mr. Whitaker Drum, who has conveniently 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.



MYTHS OF THE FAR FUTURE

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DELUROS VIII

Population: Human 90%, Alien 10%
Government: Democracy
Docking: Spaceport (atmosphere and surface)
Credit Limit: 225,000 CR (Buy, Sell, or Trade)

The current capital of humanity, 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. Nejje.

EARTH

Population: Human 99%, Alien less than 1%
Government: Democracy
Docking: Spaceport
Credit Limit: 125,000 CR (Buy, Sell, or Trade)

Though no longer the primary human world, Earth remains important in the Democracy. Aliens wishing to visit the human homeworld are given strict requirements about what they can and cannot bring, how they are to travel and behave there, and what few places to which they are allowed to travel.

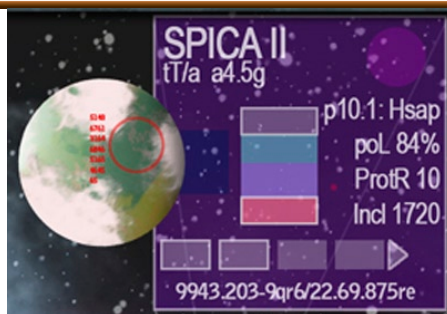
Rather than risk the human president on Earth, the race of man has elected the Governor of Deluros VIII to act in the Chief of Staff's stead when dealing in alien matters. They also refuse to let any race other than humans go beyond the designated visiting areas established where no potentially harmful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

PEGASUS

Population: Human 50%, Alien 50%
Government: Democracy
Docking: Spaceport (Surface)
Credit Limit: 105,000 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: 85,000 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 from 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: Spaceport (Atmosphere)
Credit Limit: 3,400 CR (Buy or Trade), 5,000 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 man 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: Spaceport (Atmosphere; Surface for small ships)
Credit Limit: 3,125,000 CR (Buy, Sell, or Trade)

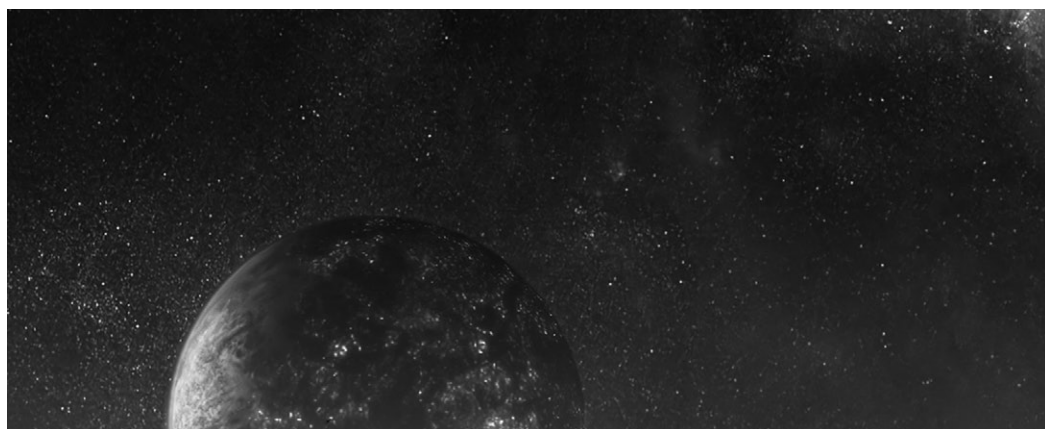
Once Faligor was an ideal world, a showplace planet with a model government, productive farms and factories, and a thriving tourist industry. Within the short span of twenty years it became the most notorious charnel house in the galaxy. During the time of the Republic, man first brought technology to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

FAR LONDON

Population: Human 90%, Alien 10%
Government: Monarchy
Docking: Spaceport (Atmosphere; Surface for small ships)
Credit Limit: 85,000 CR (Buy), 42,500 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.





FOND HOPE

Population: Human 100%

Government: Frontier

Docking: Spaceport (Surface)

Credit Limit: 45,000 (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: 4,200 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

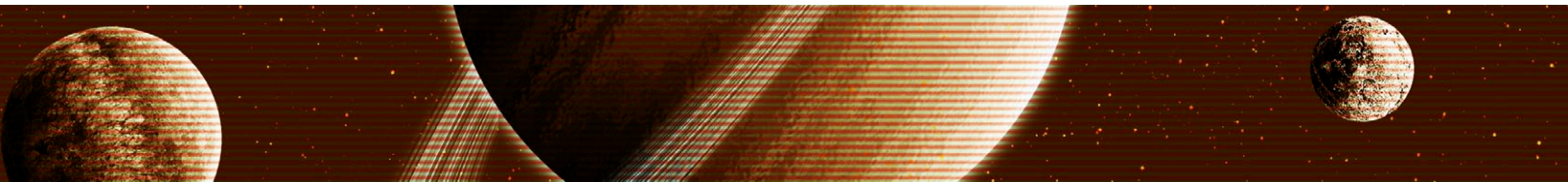
Population: Human 100%

Government: Democracy

Docking: Local docking on surface

Credit Limit: 1,000 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.



SECTION THREE: CAMPAIGNS IN SPACE

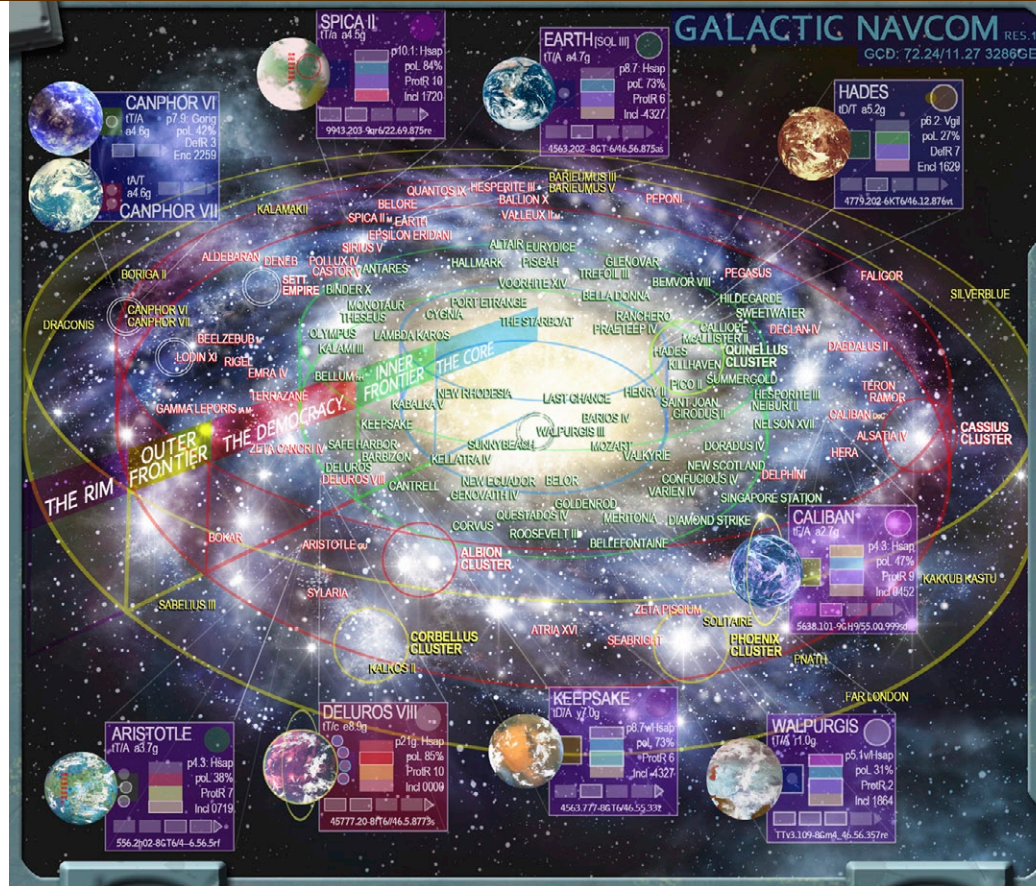
Whether you plan to use the adventures we offer for this setting or want to set out on your own to run a science fiction campaign, this section describes and explains some things that you may find helpful.

UNTOLD NUMBER OF PLANETS

The galaxy is made up of a vast number of worlds. So many that it would take hundreds of human lifetimes to visit 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 it's 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. The possibilities are infinite. For information on creating a unique world, see the sidebar.

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 80,000 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 feature sprawling metropolises 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.



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 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 part of the Democracy, and the party has been chosen (or employed) to resolve 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 Tech or 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).

Credits are tracked in several forms. For ease of exchange, paper currency similar to that used back on old Earth is 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.

SECTION FOUR: NEW GAME RULES

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

EPIC DESTINY: LEGENDARY BANDIT

You become renowned for unbelievable accomplishments.

Sometimes, you can't plan your destiny. Sometimes, it's thrust upon you at the last possible moment, and all of your planning and preparation means nothing. When that time comes, you must make a choice. Do you accept what now you are being offered, or stick by what you hoped would be your future?

A DESTINY YOU COULDN'T HAVE PLANNED

Like Santiago, you have earned a place in the history of the Inner Frontier. Did you replace the famous outlaw, or become him? Either way, you are part of a bigger outfit now. You cease to be an individual and instead become an idea. The path you lead now is not just your own, and the decisions you make will affect millions on the Frontier.

LEGENDARY BANDIT FEATURES

NOT ONE, BUT MANY (21ST LEVEL)

There is nobody who knows who you really are, or how many imposters are out there bearing your name. Only your closest allies understand the truth of who you are.

You gain a +2 bonus to saving throws and all defenses. During an extended rest, you can retrain any one aspect of your character that isn't a prerequisite for another. In addition to the aspects you can usually retrain once per level, you can also retrain your race, class, skills, paragon path, or ability score placements. Regardless of what you change, you must retain your name. Work with your DM to make any sweeping changes so they don't slow down gameplay.

THE GREATEST RUSE (24TH LEVEL)

You can return from even the most spectacular of deaths with seemingly no harm done.

Once per day, when you die, you can return to life at the start of your next turn as a member of any race. You reappear at a nearby entrance or at the edge of the combat area with full hit points. If your new race doesn't qualify for a feat you have taken, you lose access to that feat until you take an extended rest, at which point you can choose to retain

this new race and make necessary adjustments to your character without it counting against your use of Not One, but Many.

UTILITARIAN (26TH LEVEL)

You are versatile enough to have picked up some skills that others wouldn't expect.

You gain one 22nd-level utility power from any class.

UNLIMITED CONTACTS (30TH LEVEL)

You interact with so many others through any number of different methods that most people don't even know they're working for you.

You can now trade out common and uncommon items with Not One, but Many. The item you trade must be of the same rarity and level. In addition, you or any ally within 5 squares of you who uses a Skill or Technical Process to gather information gains a power bonus equal to the higher of your Intelligence or Charisma modifier.

FIREARMS

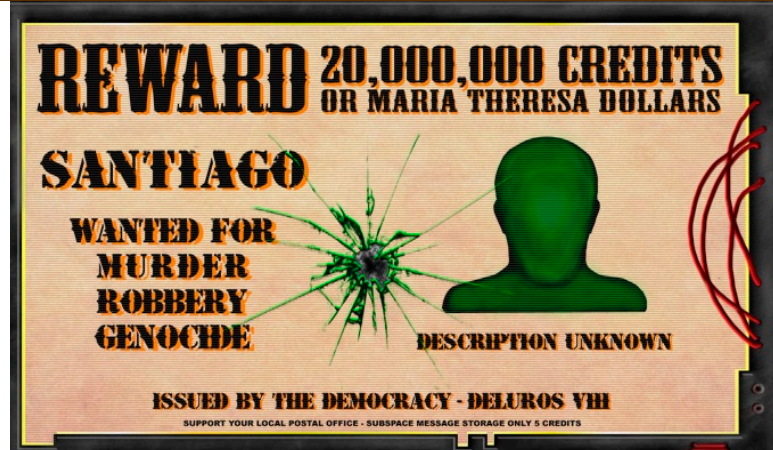
Human firearms have come a long way since their first invention on earth. In the greater galaxy, any sentient creature could have a firearm in its possession, whether it be a bludger (standard), a burner (laser), or a screecher (sonic).

The craftsmanship of firearms is also much easier now, which makes them easier to learn how to use and master. It is safe to assume that anybody shooting a pistol or a rifle is doing so at a time when it won't disrupt their attention to combat. As a result, firearms do not draw opportunity attacks for being fired with ranged attacks.

SPACESHIPS

There are several varieties of ships that travel throughout the galaxy, from planet hoppers to galactic convoys. As explained above, space travel in *Myths of the Far Future* 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 *Player's Guide*, the ship offered is a basic transport that can carry one or more travelers



with some cargo room. For those who wish to use something a little more tangible than empty space, we offer three variations of the same ship. Each is priced the same as a typical ship, but provides more bang for the Credit. They can also be combined, so a party of 5 characters could have a ship with medical beds, two military uplinks, and a research station for Tech and Engineering.

- **Medical Ship**—The medical ship provides its passengers with a comfortable place to rest and recover after a nasty confrontation. When the party takes a short rest, they regain 3 extra hit points per healing surge spent. This increases to 5 extra hit points at 11th level and 8 extra hit points at 21st level. They receive this bonus as long as their last extended rest was taken on the ship.
- **Military Ship**—A military ship offers the latest in defensive technology, ready to be uploaded directly into a character's equipment. After an extended rest on the ship, a character receives a +1 item bonus to one defense, whether AC, Fortitude, Reflex, or Will. This bonus increases to +2 at 11th level and +3 at 21st level.
- **Research Ship**—Research ships come preprogrammed with a communicator system much like the personal communicators some engineers use. When a character purchases a research ship, he chooses Tech, Engineering, or Heal. The ship can learn and perform technical processes up to the character's level with the chosen key skill. The ship gets a +15 bonus to skill checks, which increases to 22 at 11th level and 30 at 21st level. Any character with Technical Artisan who is on the ship during the process can aid the check or substitute their own.

SECTION FIVE: ENEMIES

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 their campaign. The enemies found here are levels 5, 15, and 25; adjusting them up or down should require little to no work on your part if you're familiar with the process of modifying monsters. If you'd rather not worry about changing numbers around, don't worry; the individual adventures will present enemies at the appropriate 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.

HEROIC TIER ENEMIES

Many of the creatures in the galaxy never pose a greater threat to the race of man except on an individual basis. Heroic enemies are what you may encounter on any given world, not just under a specific circumstance or for any special reason. They also illustrate races that are not commonly a danger to humans because they're either already beaten or working with the race anyway.

Atrian Warrior Level 5 Minion Soldier
Medium natural humanoid XP 50

HP 1; missed attack never damages minion Initiative +5
AC 19; Fortitude 17, Reflex 19, Will 19 Perception +7
Speed 6

Traits

► Space-Suit Dependent

An Atrian dies because its space suit is damaged (hit). On their own planet, or similar worlds, Atrians do not require a suit to survive, and have immunity to all damage except fire, thunder, and force.

Standard Actions

☑ Force Strike (force, weapon) ♦ At-Will, Basic

A distinctive hum radiates from the warrior's weapon as it activates.

Attack: Melee 1 (one creature) +10 vs. AC

Hit: 6 force damage and the target takes a –2 penalty to attacks until the end of its next turn.

✓ Modified Pistol (force, weapon) ♦ At-Will

Attack: Ranged 10 (one creature) +10 vs. AC

Hit: 6 force damage

Str 14 (+4) Dex 15 (+4) Wis 18 (+6)
Con 8 (+1) Int 12 (+3) Cha 14 (+4)

Alignment Unaligned Languages Terran (universal translator)

Basic Equipment energy sword

Description This methane-breathing creature is comprised entirely of crystal. You can't understand its facial expressions, and its voice sounds like wind chimes.

Common Outlaw Level 5 Skirmisher
Medium natural humanoid XP 200

HP 53; Bloodied 26 Initiative +7

AC 18; Fortitude 18, Reflex 19, Will 16 Perception +7

Speed 6

Standard Actions

☑ Fight Dirty (weapon) ♦ At-Will, Basic

The outlaw jabs at your midsection, then shoves you.

Attack: Melee 1 (one creature) +10 vs. AC

Hit: 2d6+7 damage and push the target up to 1 square.

✓ Aim Wide (weapon) ♦ At-Will

The outlaw fires his weapon without caring what he hits.

Attack: Ranged 10/20 (one creature) +10 vs. AC

Hit: 2d6+7 damage

Miss: Reroll the attack once against another creature in range and within 3 squares of the original target.

Str 8 (+1) Dex 20 (+7) Wis 11 (+2)

Con 13 (+3) Int 16 (+5) Cha 19 (+6)

Alignment Unaligned Languages Terran or Alien (related to planet)

Basic Equipment pistol, synthetic weave armor

Description This petty thief lashes out when he realizes he has no other recourse.

Democracy Police Officer Level 5 Soldier
Medium natural humanoid, human XP 200

HP 56; Bloodied 28 Initiative +7

AC 22; Fortitude 17, Reflex 16, Will 16 Perception +7

Speed 5

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 *Myths 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.

Traits

► Riot Shield

A tangible field of energy crackles around the officer and encompasses all within 10 ft.

Unmarked enemies take a –2 penalty to attack creatures within 2 squares of the officer.

Standard Actions

☑ Police Brutality (weapon) ♦ At-Will, Basic

The officer uses his club to trip and pummel you.

Attack: Melee 1 (one creature) +10 vs. AC

Hit: 2d6+7 damage and the target is knocked prone.

☑ Stun Gun (weapon, brutal 1) ♦ At-Will, Basic

A heavy clap of energy strikes you, and you are unable to move as you wait for your senses to return to normal.

Attack: Ranged 10/20 (one creature) +8 vs. Reflex

Hit: 1d10+7 thunder damage and the target is immobilized until the end of its next turn.

Triggered Actions

► Rapid Defense ♦ At-Will

Seeing his ally in danger, the officer spins and retaliates.

Trigger: An unmarked enemy attacks a creature within 2 squares of the officer.

Effect (immediate reaction): The officer makes a basic attack against the enemy.

Str 14 (+4) Dex 15 (+4) Wis 11 (+2)

Con 16 (+5) Int 10 (+2) Cha 14 (+4)

Alignment Unaligned Languages Terran

Basic Equipment police baton, sonic pistol, navy kevlar, personal shield generator

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.

MYTHS OF THE FAR FUTURE

CAMPAIGN GUIDE ▼ SECTION FIVE: ENEMIES



Description This man identifies himself as Democracy police while he draws his screecher and slaps a clip into it.

Gironan Native Level 5 Brute
Large natural humanoid XP 200

HP 65; **Bloodied** 32 Initiative +7

AC 17; **Fortitude** 19, **Reflex** 15, **Will** 17 Perception +9

Resist 5 untyped damage

Speed 6

Standard Actions

☑ **Slam** ♦ At-Will, Basic

The gironan clobbers you with a powerful swing.

Attack: Melee 2 (one creature) +10 vs. AC

Hit: 2d10+6 damage, or 3d8+8 damage if the target is prone.

✓ **Harpoon** (weapon) ♦ At-Will

A harpoon flies at you with great force. When it catches, you are unable to easily free yourself.

Attack: Ranged 10/20 (one creature) +8 vs. Reflex

Hit: 2d8+8 damage and the target is grabbed (until escape, DC 15). While the target is grabbed, the gironan cannot use Harpoon.

Minor Actions

↩ **Draw In** ♦ At-Will (1/round)

With a mighty tug, you feel yourself lifted and pulled through the air toward the elephant-man.

Effect: The gironan pulls a creature grabbed by its Harpoon up to 10 squares, ignoring difficult terrain.

↩ **Trumpet** (fear) ♦ Encounter

Attack: Close blast 5 (each enemy) +8 vs. Will

Hit: The target takes a –2 penalty to attacks (save ends).

Str 20 (+6) **Dex** 8 (+1) **Wis** 14 (+4)

Con 15 (+4) **Int** 12 (+3) **Cha** 10 (+2)

Alignment Unaligned **Languages** Terran, Gironan

Basic Equipment great Sioux pike

Description An oversized, elephantine man stands before you and trumpets angrily while shaking his spear.

PLAYING AN ATRIAN

Atrian 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 with the Natural Defense racial trait, there are those who've been documented with latent psychic powers who may follow the path of the Scion.

PLAYING A GIRONAN

The Gironan'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 Gironan, if you're using existing races in your campaign, a character could start with the dwarf race and take the feat More Alien than Man, detailed in the *Myths of the Far Future Player's Guide*.

MYTHS OF THE FAR FUTURE

CAMPAIGN GUIDE ▼ SECTION FIVE: ENEMIES

Lorhn Scout Level 5 Lurker
Medium natural humanoid XP 200

HP 41; **Bloodied** 20 Initiative +10
AC 19; **Fortitude** 15, **Reflex** 19, **Will** 17 Perception +3
Speed 6

Standard Actions

☞ **Cheap Shot** (weapon) ♦ At-Will, Basic
The scout fakes left, then right. Before you know it, you've been hit by something.

Attack: Melee 1 (one creature) +10 vs. AC
Hit: 1d6+11 damage, plus 1d6 damage if the target grants combat advantage.

✓ **Shot on the Run** (force, weapon) ♦ At-Will
The scout fires at you as it moves through the shadows.

Effect: The scout can move up to 3 squares before and after the attack.

Attack: Ranged 20/40 (one creature) +10 vs. AC
Hit: 1d12+8 force damage

Minor Actions

✂ **Flash Powder** ♦ Encounter
Reaching into a pouch on its belt, the scout claps its hands together and the resulting flash blinds you momentarily.

Attack: Melee 1 (one creature) +8 vs. Reflex
Hit: The target is blind until the end of its next turn.

► **Shifty** ♦ At-Will [1/round]
Effect: The scout shifts 1 square.

Skills Stealth +11

Str 10 (+2) Dex 18 (+6) Wis 16 (+5)
Con 11 (+2) Int 15 (+4) Cha 12 (+3)

Alignment Unaligned **Languages** Terran, Lorhn

Basic Equipment energy bow, synthetic weave

Description This bald, blue-skinned humanoid looks surprised that you noticed it standing in the shadows.

Nejian Experiment Level 5 Controller (leader)
Medium fey beast (clone) XP 200

HP 46; **Bloodied** 23 Initiative +3
AC 19; **Fortitude** 16, **Reflex** 16, **Will** 19 Perception +2
Speed 6

Traits

► **Indistinguishable**
Because of the identical nature of the clones, you find it hard to track any one of them.

While the clone is within 2 squares of another living clone that shares its name, it cannot be marked.

Standard Actions

☞ **Lockjaw** ♦ At-Will
The creature's powerful bite causes your joints to cease, making it painful to walk.

Attack: Melee 1 (one creature) +10 vs. AC
Hit: 2d6+7 damage and if the target moves before the end of its next turn, it takes 1d6 damage.



☞ **Alien Spore** (healing, poison) ♦ Encounter (while bloodied)
The creature bursts where it stands and covers all in a viscous fluid that is poisonous to other races.

Effect: Close Burst 3; the clone dies and each non-clone creature in the burst takes 15 poison damage. Clones in the burst gain 15 temporary hit points.

Str 21 (+8) Dex 12 (+3) Wis 11 (+2)
Con 8 (+1) Int 14 (+4) Cha 10 (+2)

Alignment Unaligned **Languages** —

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

PLAYING A BLUE DEVIL

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.

MYTHS OF THE FAR FUTURE

CAMPAIGN GUIDE ▼ SECTION FIVE: ENEMIES

Rogue Bounty Hunter	Level 5 Artillery
Medium natural humanoid	XP 200
HP 42; Bloodied 21	Initiative +9
AC 17; Fortitude 17, Reflex 17, Will 17	Perception +7
Speed 6	
Standard Actions	
☞ Pistol Whip [weapon] ♦ At-Will	
<i>You feel metal crack against your skull and you become momentarily woozy.</i>	
Attack: Melee 1 (one creature) +10 vs. AC	
Hit: 2d6+7 damage and the target is dazed until the start of its next turn.	
☞ Shoot to Kill [fire, weapon] ♦ At-Will	
<i>What seems like only a flesh wound from the burner suddenly flares with outstanding pain.</i>	
Attack: Ranged 15/30 (one creature) +10 vs. Fortitude	
Hit: 2d8+5 fire damage. If the target is bloodied by this attack, it takes an extra 1d8+3 fire damage.	
✱ Scattershot (weapon) ♦ Recharge ☐☐☐	
<i>The hunter fires into the air and a spray of pellets rains down on everybody around you.</i>	
Attack: Area Burst 2 within 10 (each creature); +10 vs. Reflex	
Hit: 1d10+7 damage	
Str 8 (+1)	Dex 20 (+7)
Con 12 (+3)	Int 16 (+5)
Wis 11 (+2)	Cha 19 (+6)
Alignment Unaligned	Languages Terran or Alien (related to planet)
Basic Equipment: laser pistol, rifle, mylar armor	
Description Lean and hungry, the mercenary sizes you up, trying to find an advantage.	

PARAGON TIER ENEMIES

Enemies during the paragon tier take on more personality. These creatures are often alien races that have challenged man's dominance at some point in the galaxy's past or present. Within the Democracy, members of the military and other branches of government reach the paragon tier after extensive education and training or experience in battle.

Canphorite Assassin	Level 15 Lurker
Medium fey humanoid	XP 1,200
HP 103; Bloodied 51	Initiative +17
AC 27; Fortitude 28, Reflex 20, Will 28	Perception +12
Speed 6	
Traits	
► Natural Stalker (psionic)	
<i>The creature's whole body shimmers as if it were a mirage.</i>	
When the assassin moves at least 3 squares on her turn, she becomes invisible until she attacks or the end of her next turn.	

Standard Actions	
☞ Subtle Strike [weapon] ♦ At-Will, Basic	
<i>As you stand there, waiting, you wonder how a small blade has suddenly cut a line across your stomach.</i>	
Attack: Melee 1 (one creature) +20 vs. AC	
Hit: 3d8+9 damage	
✓ Long Range Shot [weapon] ♦ At-Will	
<i>Standing up to 200 ft. away, the assassin fires a small, red beam at you that sears through objects on its way.</i>	
Attack: Ranged 20/40 (one creature) +18 vs. Reflex	
Hit: 2d12+10 fire damage	
Triggered Actions	
► Take the Advantage ♦ Recharge (when invisible)	
<i>The assassin is even deadlier when you can't see it.</i>	
Trigger: The assassin hits a target granting combat advantage.	
Effect (free action): The target takes 2d6 extra damage	
Str 16 (+10)	Dex 20 (+12)
Con 13 (+8)	Int 16 (+10)
Wis 11 (+7)	Cha 19 (+11)
Alignment Unaligned	Languages Terran and one other
Basic Equipment laser rifle, arm blade, combat vest	
Description You don't see anything at first. Then, suddenly, a tall, incredibly slender alien, with a large, bulbous head, small dark eyes, and a round, protruding mouth appears before you.	

Emran Fleet Foot	Level 15 Skirmisher
Medium natural humanoid	XP 1,200
HP 131; Bloodied 65	Initiative +17
AC 27; Fortitude 28, Reflex 29, Will 28	Perception +12
Speed 8 [6 when bloodied], shift 2	
Traits	
► Evasive	
<i>Even with a grenade, it's hard to hit the emran.</i>	
A missed attack never damages the emran.	
Standard Actions	
✓ Rapid Shot [thunder, weapon] ♦ Recharge ☐☐☐	
<i>As one pulse of energy from the screecher screams its way toward you, another is headed for your companion.</i>	
Attack: Ranged 10/20 (up to two creatures) +20 vs. AC, one attack per target per round.	
Hit: 2d10+11 thunder damage	
Minor Actions	
☞ Jab ♦ At-Will, Basic	
<i>In a blur of motion, the fleet foot strikes you on a nerve.</i>	
Attack: Melee 1 (one creature) +20 vs. AC	
Hit: 2d6+11 damage	
Skills Athletics +14, Acrobatics +18	
Str 16 (+10)	Dex 24 (+14)
Con 11 (+7)	Int 14 (+9)
Wis 12 (+8)	Cha 10 (+7)
Alignment Unaligned	Languages Terran, Emran
Basic Equipment sonic pistol, mylar armor	
Description The red-bronze alien before you stands about 5 ft. tall, with powerful legs and a lean build. The thing's prominent chin takes away from the semblance of a smile it gives you.	

PLAYING A CANPHORITE

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.

PLAYING AN EMRAN

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 Third Arm.



MYTHS OF THE FAR FUTURE

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Torqual Champion

Level 15 Brute

Large elemental humanoid

XP 1,200

HP 168; Bloodied 84

Initiative +8

AC 26; Fortitude 29, Reflex 29, Will 25

Perception +8

Resist see Resilient

Speed 6, climb 6, burrow 8

Traits

► Resilient

The creature's rubbery hide scars on impact, but it appears to have ignored the brunt of the damage.

The torqual takes half damage from burst and blast attacks while not bloodied.

► Threatening Reach

The torqual can make opportunity attacks against creatures up to 2 squares away.

Standard Actions

☞ Haymaker Punch ♦ At-Will, Basic

Twisting at its waste, the champion throws all of its considerable weight into hitting you.

Attack: Melee 2 (one creature) +20 vs. AC

Hit: 3d12+11 damage

☞ Grapple ♦ At-Will, Basic

The champion's powerful arms reach for you, uncaring of any protection you think you have.

Attack: Melee 2 (one creature) +18 vs. Reflex

Hit: The target is grabbed (until escape, DC 22). The champion can move freely and have up to 2 targets grabbed at a time.

✂ Wrestling Maneuver ♦ At-Will

With you in its grip, the torqual utters a strange noise that could be chuckling.

Effect: The torqual uses *grapple* if it doesn't already have a creature grabbed, then performs one of the following secondary attacks.

✂ Pile Driver ♦ At-Will

Attack: Melee 2 (one grabbed creature) +18 vs. Fortitude

Hit: 4d12+12 damage and the target is knocked prone and released.

✓ Throw Enemy ♦ At-Will

Requirement: The torqual must have a creature grabbed.

Attack: Ranged 5 (one creature or square in range) +18 vs. Reflex

Hit: The grabbed creature and the target both take 3d12+8 damage.

Effect: The grabbed creature is released and falls prone in a square adjacent to the target.

↶ Whirlwind ♦ At-Will

Requirement: the torqual must have a creature grabbed.

Attack: Close Burst 3 (each creature) +20 vs. AC

Hit: 3d12+8 damage and the grabbed creature takes 10 damage.

Skills Athletics +21, Acrobatics +13, Intimidate +14

Str 25 (+14) **Dex** 12 (+8) **Wis** 12 (+8)

Con 18 (+7) **Int** 11 (+7) **Cha** 10 (+7)

Alignment Unaligned **Languages** Terran, Torqual

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

MYTHS OF THE FAR FUTURE

CAMPAIGN GUIDE ▼ SECTION FIVE: ENEMIES

Patrukan Bodyguard	Level 15 Soldier
Medium natural humanoid	XP 1,200
HP 134; Bloodied 67	Initiative +19
AC 31; Fortitude 27, Reflex 27, Will 27	Perception +13
Speed 5	
Traits ► Honor Guard <i>The patrukan protects its allies closely.</i> At the beginning of its turn, the bodyguard marks up to 2 creatures within 15 squares of it. The creatures remain marked until the start of the bodyguard's next turn.	
Standard Actions ☞ Subdue [weapon] ♦ At-Will, Basic <i>Gripping the handles of his battering ram in each hand, the bodyguard swings hard at your midsection.</i> Attack: Melee 1 (one creature) +20 vs. AC Hit: 2d12+11 damage, and the target is slowed and weakened until the end of its next turn. ☞ Protective Shot [brutal 2, thunder, weapon] ♦ Recharge ☐☐☐, Basic <i>A blast of energy screeches toward you as the bodyguard lines up another shot.</i> Special: The bodyguard can use this attack as an opportunity action against creatures it has marked. Treat the creature as adjacent to the bodyguard if it is in range. Attack: Ranged 15/30 (one creature) +20 vs. AC Hit: 4d6+12 thunder damage	
Triggered Actions ► Cover Fire ♦ At-Will Trigger: A marked creature within 15 squares makes an attack that doesn't include the bodyguard as a target. Effect (immediate interrupt): The bodyguard uses <i>protective shot</i> against the triggering creature.	
Str 22 (+13)	Dex 13 (+8)
Con 14 (+9)	Int 12 (+8)
	Wis 10 (+8)
	Cha 16 (+10)
Alignment Unaligned	Languages Terran, Patrukan
Basic Equipment battering ram, sonic rifle, riot gear Description 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.	

PLAYING A PATRUKAN

Cunning, strong, and aware of the more subtle dealings of the race of man, 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. Patrukan characters hold honor 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.

ESPer Pyrechild	Level 15 Controller
Small elemental humanoid (fire)	XP 1,200
HP 135; Bloodied 67	Initiative +15
AC 27; Fortitude 27, Reflex 29, Will 29	Perception +7
Speed 6	
Traits ☼ Blazing Aura [fire] ♦ Aura 3 Creatures that enter or start their turn in the aura take ongoing 10 fire damage (save ends). Cold or force damage stops the aura until the start of the ESPer's next turn. ► Set Aflame [Zone] When the ESPer attacks a creature, that creature's space becomes part of a zone of fire until the end of the encounter. A creature that enters or starts its turn in one or more squares within the zone takes 10 fire damage. If a cold or force effect includes a square of fire, the square ceases to burn.	
Standard Actions ☞ Slam ♦ At-Will, Basic <i>The ESPer flails at you.</i> Attack: Melee 1 (one creature) +20 vs. AC Hit: 2d6+7 damage ✓ Flame Lash [fire] ♦ At-Will <i>A stream of fire shoots out at you and nearby allies.</i> Attack: Ranged 15 (one creature and each creature whose space the attack passes through) +18 vs. Reflex Hit: 1d8+4 fire damage	
Triggered Actions ☞ Blazing Nova [fire] ♦ Encounter <i>As the ESPer falls, it goes dark for a moment, then erupts with the brilliance of a small sun.</i> Trigger: The ESPer is reduced to 0 hit points. Attack (Immediate Reaction): Close Burst 5 (each creature) +18 vs. Reflex Hit: 2d10+6 fire damage, and each square in the burst becomes part of the zone of fire until the end of the encounter.	
Str 9 (+6)	Dex 14 (+9)
Con 15 (+9)	Int 25 (+14)
	Wis 11 (+7)
	Cha 12 (+8)
Alignment Unaligned	Languages —
Description 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.	

Heavy Munitions Expert	Level 15 Artillery
Medium natural humanoid	XP 1,200
HP 101; Bloodied 50	Initiative +15
AC 29; Fortitude 26, Reflex 25, Will 26	Perception +12
Speed 6	
Standard Actions ☞ Disengage ♦ At-Will, Basic <i>The expert swings at you with a dangerous looking device, then retreats while you check that you're okay.</i> Attack: Melee 1 (one creature) +20 vs. AC Hit: 2d6+7 damage Effect: The expert shifts up to 3 squares. ☞ Chimera Blaster [weapon, special] ♦ Special, Basic <i>The weapon he draws has the barrel of a bludger, the trunk of a burner, and the muzzle of a screecher. It rotates with the flick of a switch, and one of the heads prepares to fire.</i> Special: Before you attack, choose normal, laser, or sonic. Attack: Ranged 15 (one creature) +22 vs. AC or +23 vs. AC if attacking with the normal mode. Bludger Hit (at-will): 2d10+13 damage Burner Hit (laser, fire; at-will): 1d12+8 fire damage and ongoing 10 fire damage (save ends) Screecher Hit (sonic, brutal 2, thunder; recharge 456): 4d6+12 thunder damage ✱ Triple Shot [fire, thunder, weapon] ♦ Encounter <i>All three heads of the weapon fire at once, striking any who may be in the way.</i> Attack: Area Burst 2 in 10 squares (each creature) +21 vs. Reflex Hit: 1d10+13 fire and thunder damage, and ongoing 10 fire damage (save ends) Miss: Half damage and ongoing 5 fire damage (save ends)	
Minor Actions ✓ Lightning in a Bottle [lightning] ♦ Recharge ☐☐☐ <i>The expert pulls the pin on a bluish-white, handheld device and hurls it at you. Looking at it, you realize the weapon is a Shock Grenade, commonly referred to as Lightning in a Bottle.</i> Attack: Ranged 20 (one creature) +20 vs. Reflex Hit: 8d6 lightning damage, and each creature within 3 squares of the target takes 10 lightning damage. Miss: Half damage, and each creature within 3 squares of the target takes 5 lightning damage.	
Str 14 (+9)	Dex 21 (+13)
Con 11 (+7)	Int 15 (+9)
	Wis 11 (+7)
	Cha 14 (+9)
Alignment Unaligned	Languages Terran, Alien (related to planet)
Description Trained by the military on Deluros VIII for resolving hostage situations and breaking standstills, this soldier carries a customized, dangerous weapon and explosives with him.	

MYTHS OF THE FAR FUTURE

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EPIC TIER ENEMIES

Very few humans reach the epic tier without being associated with the Democracy willingly, by contract, or by force. There are still epic threats in the galaxy, however. These enemies often take the form of more dangerous creatures from planets commonly uninhabited or ignored by the race of man.

Escaped Cyborg Level 25 Soldier
Medium natural animate, human XP 7,000

HP 215; Bloodied 107 Initiative +29
AC 39; Fortitude 39, Reflex 38, Will 38 Perception +13
Speed 5

Traits

► Active Targeting System

Noticeable crosshairs appear on your chest, and the cyborg warns you against taking action.

At the start of its turn, the cyborg can mark one creature within 15 squares of it until the end of its next turn.

Standard Actions

☑ **Steel Fist** (weapon) ♦ At-Will, Basic

The cyborg punches with the force of a spring-loaded piston.

Attack: Melee 1 (one creature) +30 vs. AC

Hit: 4d8+16 damage

✓ **Hand Cannon** (force, weapon) ♦ At-Will

The cyborg's hand retracts into his arm and a powerful bolt of energy shoots forth.

Attack: Ranged 20/40 (one creature) +28 vs. AC

Hit: 3d12+15 force damage or 4d12+16 force damage while bloodied.

Triggered Actions

✓ **Autofire Response System** (force, weapon) ♦ At-Will

Trigger: A creature marked by the cyborg and within 40 squares makes an attack that doesn't include it as a target.

Effect (free action): The cyborg uses *hand cannon*.

⚡ **Priority Code Alpha** (lightning) ♦ Encounter

As you land a solid hit against the cyborg, you hear a feminine voice ring out as if through an intercom, "Priority Code Alpha engaged. Detonation in 35, 34, 33..."

Trigger: The cyborg becomes bloodied.

Effect (immediate reaction): The cyborg loses the *active targeting system* trait. It gains an instability charge and resists half of all damage dealt to it by other creatures until the end of the encounter. At the start of each of its turns while bloodied, it gains another instability charge. At the end of each of its turns, the cyborg and each creature within 5 squares of it takes 1d10 lightning damage for each instability charge.

Skills Athletics +27, Acrobatics +13, Engineering +18

Str 28 (+21) **Dex** 13 (+13) **Wis** 10 (+12)

Con 15 (+14) **Int** 22 (+18) **Cha** 16 (+10)

Alignment Unaligned **Languages** Any (universal translator)

Description 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.

Guerrilla Operative

Level 25 Lurker

Medium natural humanoid

XP 7,000

HP 175; Bloodied 87

Initiative +25

AC 41; Fortitude 36, Reflex 36, Will 35

Perception +17

Speed 6

Standard Actions

☑ **Sleeping Agent** (weapon) ♦ At-Will, Basic

With a flick of his wrist, a small puff of gas escapes the operative's hand.

Attack: Melee 1 (one creature) +28 vs. Fortitude

Hit: The target is slowed and weakened (save ends).

First Failed Save: The target falls unconscious (save ends).

Aftereffect: The target takes ongoing 15 damage (save ends).

Effect: The operative can shift up to 1 square or use *Cloaking Device* as a free action.

✓ **Shoot to Kill** (fire, weapon) ♦ At-Will

What seems like only a flesh wound from the burner suddenly flares with outstanding pain.

Attack: Ranged 15/30 (one creature) +28 vs. Fortitude

Hit: 4d8+16 fire damage

Miss: Half damage

Effect: Hit or miss, if the target is bloodied by this attack, it takes 4d8 extra fire damage.

Minor Actions

► **Cloaking Device** (illusion) ♦ At-Will

The operative turns a dial on his battlesuit and shimmers in and out of view.

Effect: The operative gains concealment until he attacks or the end of his next turn. If he already has concealment, he becomes invisible instead.

Skills Athletics +21, Acrobatics +25, Stealth +28, Tech +20, Thievery +28

Str 18 (+16) **Dex** 29 (+21) **Wis** 10 (+12)

Con 25 (+19) **Int** 16 (+15) **Cha** 12 (+13)

Alignment Unaligned **Languages** Terran

Basic Equipment laser pistol, navy battlesuit

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

MYTHS OF THE FAR FUTURE

CAMPAIGN GUIDE ▼ SECTION FIVE: ENEMIES

Mindfly Swarm Level 25 Controller
Huge fey beast XP 7,000

HP 225; Bloodied 112 Initiative +25
AC 37; Fortitude 37, Reflex 39, Will 39 Perception +12
Resist 25 melee and ranged; Vulnerable 15 close and area
Speed fly 12 (hover)

Traits

► Swarm

The swarm can occupy another creature's space. Enemies can enter its space. Melee and ranged attacks cannot pull, push, or slide the swarm. It can squeeze through any opening.

► Natural Invisibility

A Perception check (DC 38) is required to see the swarm, and even then it only appears as a handful of sparkles in one square of its space. If a character has any means to see invisibility, the area instead appears to be a fog of microscopic insects whose wing beats reflect ambient light.

Triggered Actions

✂ **Assimilate** ♦ Recharge (when no creature is dominated by the swarm)

You feel a sting like a pinprick on the back of your neck. Suddenly, you lose control of your limbs and watch helplessly as you begin to attack your allies.

Trigger: A creature starts its turn within the swarm.

Attack (free action): Melee 0 (the triggering creature) +30 vs. Will

Hit: The target takes ongoing 15 damage and is dominated (save ends both). The target saves automatically if it becomes bloodied or is reduced to 0 or fewer hit points. When the effect ends, the swarm reappears in a space adjacent to the target and is dazed until the end of its next turn.

While the target remains dominated, the swarm shrinks or grows to fit the target's space and loses its resistances and vulnerabilities. Attacks against the target also damage the swarm and vice versa.

Special: While the swarm has a target dominated, it can interact with other creatures and objects through the target.

Str 2 (+8) **Dex** 21 (+17) **Wis** 10 (+12)

Con 25 (+19) **Int** 25 (+19) **Cha** 18 (+16)

Alignment Unaligned **Languages** (as a dominated target)

Description 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.

Nejian Two-Crest Level 25 Artillery
Large natural beast XP 7,000

HP 166; Bloodied 83 Initiative +25
AC 37; Fortitude 37, Reflex 37, Will 37 Perception +19
Speed 8, run 12

Standard Actions

☞ **Bite** ♦ At-Will, Basic

The dinosaur's distended jaw bears down on you.

Attack: Melee 2 (one creature) +30 vs. AC

Hit: 1d10+14 damage, and ongoing 15 damage (save ends)

☞ **Spit Acid** [acid] ♦ At-Will, Basic

The beast spews a viscous fluid straight at your eyes.

Attack: Ranged 20 (one creature) +30 vs. Reflex

Hit: 3d10+18 acid damage, and the target is blind until the end of its next turn.

Miss: Half damage, and the target takes a –2 penalty to attacks until the end of its next turn.

✓ **Shot on the Run** [acid] ♦ Recharge ☞☞

The beast takes off unexpectedly, spraying several of you with its acid.

Effect: The two-crest shifts up to its speed and uses spit acid against up to 3 different targets while it shifts.

Skills Athletics +25, Endurance +22, Insight +19

Str 23 (+18) **Dex** 24 (+19) **Wis** 15 (+14)

Con 16 (+15) **Int** 2 (+8) **Cha** 10 (+12)

Alignment Unaligned **Languages** understands Terran

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

INTERESTING TACTICS VS. THE MINDFLY SWARM

The mindfly swarm is a dangerous adversary. It's hard to see and can be annoying when it takes over an ally. When the mindfly swarm dominates a character, encourage the player to play the dominated character. The swarm is intelligent and will act in its own best interest, attacking leaders or controllers first. It will generally ignore marks, since ignoring marks usually deals damage to the dominated character.

The other players should soon learn that attacking their ally is encouraged by this enemy, since it doesn't take damage from its own ongoing damage. The sooner they can get their comrade bloodied, the better, and hopefully somebody will be around to heal said ally afterward before the swarm regains its senses.

Olympian Gladiator Level 25 Brute
Medium natural humanoid, human XP 7,000

HP 280; Bloodied 140 Initiative +25
AC 38; Fortitude 37, Reflex 37, Will 35 Perception +18
Speed 6

Traits

► Deadly Rage

When bloodied, the gladiator gains 1 action point and resists half of all damage dealt to him until the end of the encounter.

► Threatening Reach

The gladiator can make opportunity attacks against creatures up to 2 squares away.

Standard Actions

☞ **Spear and Shield** ♦ At-Will, Basic

The gladiator bangs his weapon and shield together, taunting you to get close.

Attack: Melee 2 (one creature) +30 vs. AC

Hit: 6d8+15 damage

✓ **Fisherman's Spear** (weapon) ♦ At-Will

The gladiator tires of you remaining at range, so he hurls his weapon at you in an attempt to reel you in.

Attack: Ranged 10/20 (one creature) +28 vs. Reflex

Hit: 6d8+26 damage and the target is grabbed (until escape, DC 29). While the target is grabbed, the gladiator cannot use *fisherman's spear*. If the target is also adjacent to the gladiator, the gladiator has cover from other creatures.

Minor Actions

↶ **Draw In** ♦ At-Will

You see the gladiator wrap the rope around his arm as he begins to pull you closer.

Effect: The gladiator pulls a creature grabbed by his *fisherman's spear* up to 10 squares, ignoring difficult terrain.

Skills Athletics +25, Acrobatics +21, Endurance +32, Intimidate +23, Stealth +19

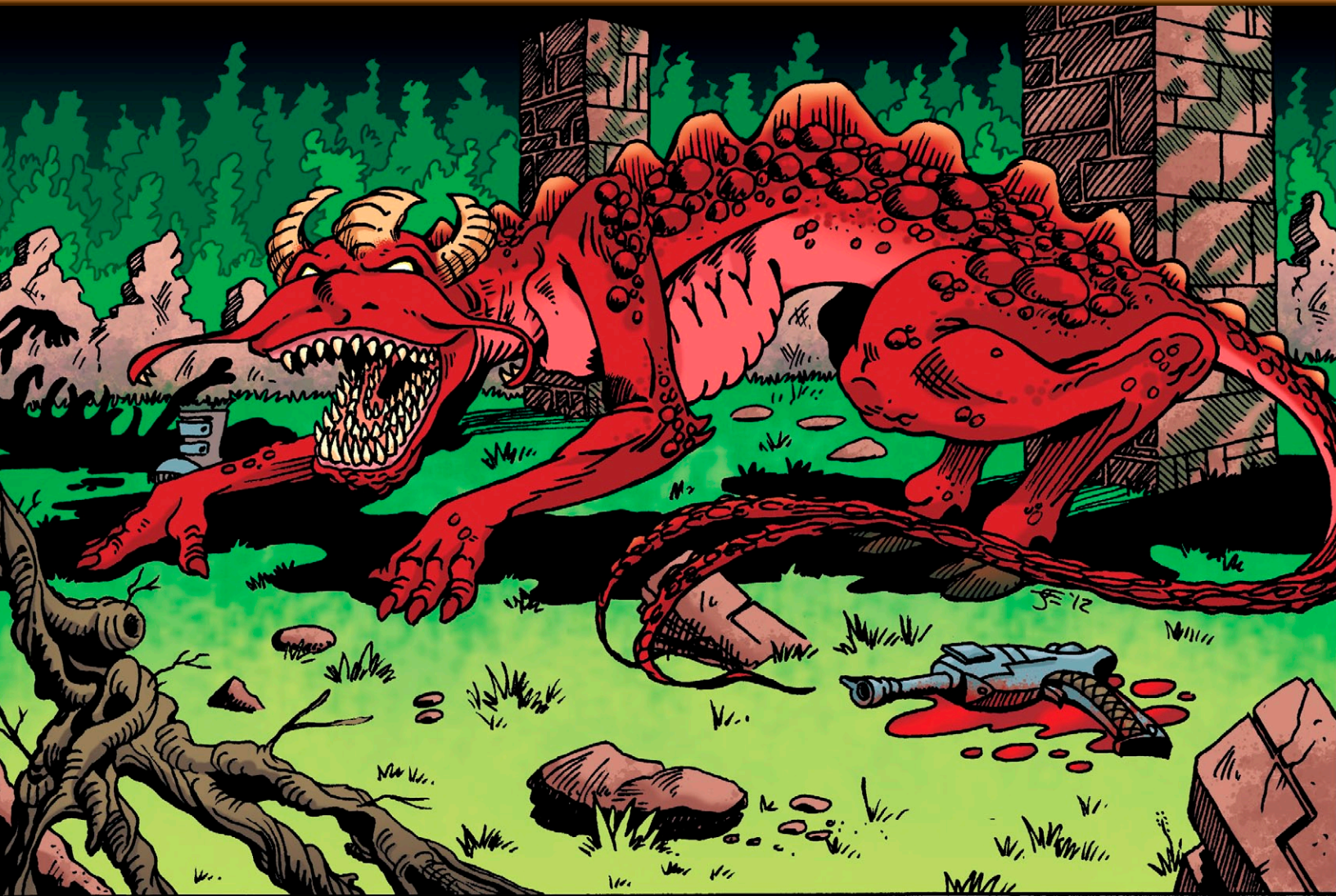
Str 23 (+18) **Dex** 14 (+14) **Wis** 12 (+13)

Con 30 (+22) **Int** 12 (+13) **Cha** 10 (+12)

Alignment Unaligned **Languages** Terran

Basic Equipment great Sioux pike, heavy forcefield

Description As a member of the newly resurgent Cult of Olympians, this chemical-enhanced warrior has mastered the best fighting techniques of several powerful races and uses them with deadly talent.



Red Devil Alpha Level 25 Skirmisher
Large elemental beast XP 7,000

HP 216; Bloodied 108 Initiative +27
AC 37; Fortitude 37, Reflex 37, Will 37 Perception +24
Speed 8, run 12, shift 2

Traits

► Stalker

Once per turn, when the devil has combat advantage against a target, it can deal 2d6 extra damage with a successful attack.

Standard Actions

☞ Claw ♦ At-Will, Basic

The red devil's paw swipes out at you so quickly, you can barely make out the razor-thin claws that protrude from it.

Attack: Melee 2 (one creature) +30 vs. AC

Hit: 4d6+20 damage

☞ Bite ♦ At-Will, Basic

Powerful jaws snap at you, trying to keep you down while the red devil pulls its back claw toward your midsection.

Attack: Melee 1 (one creature) +30 vs. AC

Hit: 4d6+20 damage, and the target falls prone.

✂ Maul ♦ Encounter (reliable)

In a flurry of motion, the red devil assaults you, going for the kill.

Effect: The devil uses *claw* and *bite*. If both attacks hit the same target, it can use *rend* until the end of its turn. If either attack misses, this power isn't expended.

Minor Actions

✂ Rend ♦ Encounter

The feeling of claws digging into your midsection has you writhing in pain.

Requirements: The target must have been hit by the devil's *claw* and *bite* attacks this turn.

Attack: Melee 1 (one creature) +30 vs. Reflex

Hit: 4d12+10 damage and ongoing 15 damage (save ends)

Skills Athletics +25, Endurance +22, Insight +19

Str 23 (+18) **Dex** 30 (+19) **Wis** 15 (+14)

Con 16 (+15) **Int** 12 (+8) **Cha** 10 (+12)

Alignment Unaligned **Languages** —

Description Built very long and low to the ground, with an amazingly flexible spine and powerful haunches that seemed 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.



MYTHS OF THE FAR FUTURE CAMPAIGN 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 subpace 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 whoever he must to get it.

The *Myths of the Far Future Campaign Guide* expands the information available to a DM 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 *Myths of the Far Future*.

For use with the 4th Edition

**DUNGEONS
& DRAGONS**
ROLEPLAYING GAME

Requires the use of the D&D Player's Handbook®, Monster Manual®, and Dungeon Master's Guide®, Player's Handbook® 2, Monster Manual® 2, Adventurer's Vault™ core rulebooks, available from Wizards of the Coast, LLC

