The heart of the Red Star Commonwealth’s economy is the black market. Once this nation was strong, making Imbohl’s vision a reality, but now it is fragmented and corrupt. Where once the military might of the U.R.R.S. was a thing to be feared, it is now laughable, filled with self-serving officers, poorly trained soldiers, and equipment that is at best unreliable. Criminal elements thrive, smuggling in goods and services at prices far lower than the highly taxed legitimate products. Thanks to the destabilizing influence of the underworld, many soldiers and officers have given way to the temptations of selling illegal goods, such as drugs, arms, and protocols, to various fences. On the Nokgorkan front, there are plenty of opportunities for an officer to find just the right thing to lift him out of poverty and enjoy the lifestyle to which he was once accustomed. In the case of this adventure, that substance is opium.

**Levels**

*Escape from Bahamut* is a short adventure for four 1st-level heroes. With slight modification, you can make it suitable for heroes at other levels or for groups as large or as small as you need. See the *Scaling the Adventure* sidebar for tips and suggestions on adapting this adventure to different size groups and for groups of higher levels.

To run this adventure, you, the Game master (GM), need a copy of the *d20 Modern Roleplaying Game* and a copy of *The Red Star Campaign Setting*. This web enhancement makes use of The Game Mechanics/Green Ronin Publishing’s *Modern Player’s Companion* for Walker Richards’ statistics. Having this supplement is not required to enjoy this adventure, but it does offer plenty of options and will only enhance your enjoyment of the adventure. To get started, print out a copy of this adventure and read it through. Make sure to reference any rules specifically used in this adventure, such as the Damage Reduction and Armor-Piercing Attacks in *The Red Star Campaign Setting* page 57. Also, a good familiarity with the Nokgorkan war is also recommended, so be sure to check out *A History of Resistance — The Land of Nokgorka* starting on page 118 of *The Red Star Campaign Setting*.

**Background**

Senior Sergeant Sergei Beketov didn’t begin his career in the Red Star’s military as a corrupt man. He had ideals once. He believed in the state, its goals, and above all Imbohl’s vision. But as he watched his beloved country crumble, he saw the criminal elements rise to power, the ineffectual Commonwealth falter in the transition, and the decadent Westerners quickly leaping at the chance to influence this post-Battle of Kar Dathra’s Gate nation, supplanting the culture he had long been proud to represent. The collapse of the U.R.R.S. killed Sergei’s loyalties, and soon after, he realized the only way to survive in the new world order was to exploit what few advantages he had.

Having served a tour along the Nokgorkan border, Sergei made many contacts, some legitimate, others not so much. One contact was Aliah Musadda, a resistance fighter who paid for arms by selling opium. Aliah agreed to meet with Sergei, even though she distrusted all people of the Commonwealth. However, Aliah saw in this man a deep and abiding hatred for what his country had become, more so than the disgust he held for the Nokgorkan people. Needing arms and having Nistaani opium to sell, Aliah and Sergei struck a bargain. Sergei would trade arms for the profitable drug to resell to his people.

With the arrangements made, Sergei recruited two loyal comrades within his unit to assist him. The pair he brought in were a sorceress duo: a sadistic warkaster named Natasha and her brute bodyguard, Olaf. Morally bankrupt, Natasha leapt at the opportunity to increase her wealth, and her lover and guardian, Olaf, would do anything to please his mistress. Olaf smuggled opium back into the Commonwealth by placing the drug inside spent hailer drums. Natasha, meanwhile, removed anyone who got too close.

Their plan worked well. Sergei and his cronies became the leading importers of opium, and thanks to their positions within the Red Fleet, they were above suspicion. However, things unraveled when Nokgorka declared their sovereignty from the Commonwealth. In response to this bold declaration, the Lands of the Red Star sent skyfurnaces to raze the capital Bahamut. Great swathes of countryside were reduced to ash and Nokgorka’s capital lay in smoking ruin. Now, following the initial assault, the ground war has begun, as Red Troopers and Hailers fight kilometer by kilometer to penetrate deeper into the lands held by the surviving rebel forces. Resistance Fighters grudgingly give up their territory, but soon after, they mount counterstrikes, sending in civilians to carry bombs behind enemy lines, and do whatever it takes to oust their oppressors. Thus, the battle lines shift continuously in this hellish war of attrition.

With her country in its death throes, Aliah cut Sergei off from his opium supply. Lacking a supply, Sergei’s distribution partners in the Citadel grew dangerously frustrated, claiming they would expose the officer if he did not restore the flow. Worse, several placed death marks on the Lieutenant’s head. And so, faced with ruin, Sergei leads his forces deep into Nokgorkan territory in the hopes of rebuilding the trade agreement with Aliah, or at worst, kill her and establish a new contact to appease his distributors back home.

**Synopsis**

Bahamut is in ruins. The skyfurnaces leveled the city to ash and rubble. Even in the face of such overwhelming firepower, the Nokgorkans have not surrendered and now wage a guerilla war against the hated Red Star infantry fighting from the burned out shells of city’s buildings. The PCs, soldiers in the ground forces, were part of a unit sent to clean out a city block. However, after a disastrous ambush, the surviving
Adapting the Adventure

Though intended for use with The Red Star Campaign Setting, with a little work, you could adapt this for the standard rules. Simply replace characters with ones appropriate to the d20 Modern Roleplaying Game. For example, replace all Nokogorkan Resistance Fighters with Low-Level Terrorists as described in Chapter Eight: Friends and Foes under Supporting Characters in the d20 Modern Roleplaying Game. For particular classes, make all kasters Mages (using the prestige class presented in Chapter Nine: Campaign Models) whose level equals the kaster’s level –1 plus levels in the classes required to gain entry to this prestige class.

Alternatively, you could even use this adventure in a fantasy setting, though you would have to change all of the characters and the environments to do so. Still, the plot and the circumstances behind the adventure work equally well in a fantasy milieu. Maybe an elven kingdom has entered a period of decline, and a fallen paladin who serves as an officer in the military has taken to importing an illegal and perhaps magical drug from the nation’s enemies. When the elven nation declares war on this rogue nation, the officer must choose between his loyalties: gold or his honor.

By replacing a few of the characters, fighters for halers, wizards for warkasters, clerics for Nistaani shamans, and so on, this adventure is equally exciting in an entirely different context.

Scene 1: Behind Enemy Lines (EL 3)

Though the adventure begins after the battle stranding the PCs behind enemy lines, feel free to roleplay through the scenario, describing in gory detail the heated exchange of fire and the desperate retreat to the shelter. Otherwise, open the adventure in a ruined building, destroyed a few weeks ago. The building offers some protection against the elements, but it is not a safe place as there are regular Resistance patrols in the area. Unfortunately for the characters, a squad of Red Fleet soldiers is also on patrol nearby. They have orders to kill the PCs on sight, for they are wanted for treason. The characters, naturally, do not know this yet, and may expose themselves to fire. When you’re ready, read or paraphrase the following.

Smoke rises from the city of Bahamut in serpentine plumes. Periodically, a new explosion shakes your shelter, sending down streams of dust and grit from what serves as a roof. Things are bad.
Your radio was damaged in the attack and your unit was shattered with only you as the survivors. You're nearly out of supplies and the Nokgorkan patrols are passing by your hideout more and more regularly.

Outside of the shop is a street choked with rubble. Broken pieces of stone and twisted steel make passage by any means other than foot impossible. The buildings all along this road are in ruins. The smell of death is powerful and the air is heavy with dust and fumes.

Occasionally, a bullpup mg flies overhead, the whine of its engines echoing through the nearly deserted city. However, this graveyard is not as deserted as it might seem. You know patrols of Red Troopers spread through the ruins fighting for control of this heap of ash and death, one ruined street at a time. It's just a matter of time before one of your patrols finds you, but your only chance is that they find you before the Nokgorkans do.

Have each player introduce his character, describe themselves, who they are, and fill in any other pertinent details they wish to divulge.

If anyone looks around their shelter, they find the building was once a clothing store, but the whole structure beyond the first few meters is buried in rubble. Looters took anything of value long ago. Near the debris pile, there is a broken pipe leaking muddy colored water. A search of this place turns up nothing of value.

Once the group is sufficiently acquainted and has explored the ruin, have everyone make Listen checks. Those who beat a DC 10 hear the sound of shifting debris outside on the street. Those who beat a DC 15, hear the squawking sounds of a radio receiver echoing off the buildings. The language is definitely that used by the Red Fleet. Characters watching the street see movement coming from down the road on a successful DC 15 Spot check. If they beat the DC by 5 or more, they make out one figure dressed in Hailer armor flanked by two Red Troopers.

What the PCs do not know is that these soldiers are hunting for them. They have orders from Lieutenant Beketov that the characters are traitors and Nokgorkan sympathizers and are to be shot on sight. So, if one of the characters emerges from the rubble of their shelter, the Hailer notices and consults the images of the PCs from their mission parameters as displayed on the inside of his helmet. It takes 1 round for the Hailer to confirm a PC is one of the people he’s searching for. The two Red Troopers raise their hooks for a telekinetic throw, waiting for the order to attack. The PCs have 1 round to decide what they want to do. If any remain in place or approach the 30 meters to the hailers’ position, their “saviors” open fire.

### 9M Characters

#### Red Fleet Hailer (Hailer 1)

CR 1; HD 1d12+2; hp 8; Mas 15; Init +1; Spd 6m; Defense 11, touch 11, flat-footed 11 (+1 Dex); BAB +1; Grap +3; Atk +4 melee (1d8+2/19-20, hailer longknife) or +3 ranged (2d6, hailer); Full Atk +3 melee (1d8+2/19-20, hailer longknife) or +2 ranged (2d10, hailer); FS 2m by 2 m; Reach 2 m; AL The Red Fleet; SQ damage reduction 9/–; SV Fort +4, Ref +1, Will +1; AP —; Rep +0; Str 15, Dex 13, Con 14, Int 8, Wis 12, Cha 10.

**Skills:** Intimidate +4, Knowledge (tactics) +3, Profession +5, Spot +5, Telekinesis +5.

**Feats:** Archaic Weapons Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (heavy), Bersk Wrestling, Combat Martial Arts, Personal Firearms Proficiency, Telekinetic Autofire, Telekinetic Firearms Proficiency, Weapon Focus (hailer).

**Gear:** Hailer armor, hailer with general purpose drum, hailer longknife.

#### Red Fleet Infantry (Red Fleet Trooper 1)

CR 1; HD 1d10+2; hp 7; Mas 15; Init +1; Spd 8m; Defense 12, touch 12, flat-footed 11; BAB +1; Grap +3; Atk +4 melee (2d6+2, hook) or +3 ranged (2d6+2, hook); Full Atk +4 melee (2d6+2, hook) or +3 ranged (2d6+2, hook); FS 2m by 2 m; Reach 2 m; AL The Red Fleet; SQ damage reduction 6/–; SV Fort +4, Ref +1, Will +1; AP —; Rep +0; Str 15, Dex 13, Con 14, Int 8, Wis 12, Cha 10.

**Skills:** Intimidate +4, Knowledge (current events) +1, Knowledge (pop culture) +3, Knowledge (tactics) +3, Profession +5, Spot +5, Telekinesis +5.

**Feats:** Armor Proficiency (light), Armor Proficiency (medium), Combat Martial Arts, Exotic Melee Weapon Proficiency (hook), Power Attack, Simple Weapon Proficiency, Weapon Focus (hook).

**Gear:** Red Trooper armor, hook.

### Tactics

The trio is under orders to kill the PCs at any cost. While they all feel the orders are extreme, they are loyal to the Red Fleet and their superiors. On the first round of combat, the Hailer opens fire using the Telekinetic Autofire Feat to target all opponents in a 4m by 4m area. One of the Red Trooper creeps forward using the rubble for cover to attack in melee with his hook. While the other throws his hook and controls it telekinetically.

The Hailer continues attacking using autofire into various locations until he is himself knocked out or killed. The Red Troopers stay and fight until only 1 remains. In this case, the last trooper flees or surrenders.

### Development

After the battle, and if one of the opponents survives the fight either as a prisoner or reduced to 0 or lower hit points, the characters can question him. However, they ought not to linger for long; the sounds of combat have attracted the attention of both Nokgorkans and more Red Fleet squads. The characters have 2 minutes after the combat ends before they have company.

It doesn’t matter who they captured, none of the squad reveals anything more than their name, rank, and serial number (make up whatever names you wish). Treat the soldiers as
Hostile. Characters, either through roleplaying, succeeding on a DC 35 Diplomacy check (which is virtually impossible for characters at this level), or by winning an opposed Intimidate check (against the target’s level check), can get information, learning these soldiers are under orders from Sergei Beketov to kill them for high treason. The prisoners do know where their camp is located, though to reach it, the PCs would have to cross nearly a kilometer of intense fighting. The soldiers know nothing else. If the PCs stay longer than the allotted two minutes, proceed to Scene 2.

Assuming the characters do not stick around, you may want to sprinkle in more combat encounters, involving both the Red Fleet and the Resistance. Keep this up as long as you like, but only enough to convey the sense that the PCs are behind enemy lines. When appropriate, introduce Walker Richards in Scene 3.

**Derailing the Same**

Some groups may be inclined to turn themselves in and plead their case to Sergei. As Sergei believes they have knowledge of his smuggling operation, he will kill them when they surrender. To prevent this, have the PCs encounter Walker Richards along the way as described in Scene 3. Other groups might try to flee the city. In this case, you could have them meet the Walker Richards. Or, you could skip the W.T.A. spy and have the PCs meet the Resistance cell described in Scene 4.

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**Scene 2: A Hard Place (EL 5)**

Run this scene if the PCs remain in the shelter after the initial encounter described in Scene 1 or at any point while they are fleeing through the city to escape Sergei’s minions. The following text assumes the PCs are still at the site of the initial encounter. Modify the text according to the situation.

Suddenly, emerging from the smoke rising from the rubble are several ragged Nokgorkans armed with automatic rifles. They bark something in their tongue, but before you can respond, you hear something shift behind you. Turning to look, a huge man dressed in hailer armor and flanked by a squad of Red Troopers comes into view. The hailer laughs, his voice mechanical sounding thanks to the voice filters in his helmet. “Sergei will be pleased. We have the rats red-handed.”

This is a bad spot. Sergei sent Olaf, Natasha’s personal bodyguard and Hailer, to find the PCs and wipe them out. Both sides think the PCs work for the opposite, an extremely confusing situation indeed. So, the Resistance and the Red soldiers watch the characters actions, but not as much as they do the opposing force, waiting to see what happens. The PCs can act in whatever way they want, but anything that appears to be hostile results in both sides opening fire. Some characters may want to plead their case to Olaf. The Nokgorkans listen carefully to any exchange between Olaf and the PCs to assess what’s really going on. Those who survive this scene report back to Aliah. Olaf calls them liars and if the PCs make any mention of opium, he will kill them for high treason.

**GM Notes:**

Characters

- **9M Resistance Fighters (Nokgorkan Resistance Fighter 1)**

  CR 1; Medium-size humanoid; HD 1d8; hp 4 each; Mas 10; Init +1; Spd 10m; Defense 12, touch 12, flat-footed 11 (+1 Dex, +1 class); BAB +0; Grap –1; Atk +0 melee (1d6–1 nonlethal, unarmed strike) or +1 ranged (2d8, RKG-41 assault rifle); Full Atk +0 melee (1d6–1 nonlethal, unarmed strike) or +1 ranged (2d8, RKG-41 assault rifle); FS 2m by 2 m; Reach 2 m; AL Nokgorka; SV Fort +0, Ref +3, Will +2; AP —; Rep +0; Str 8, Dex 12, Con 10, Int 14, Wis 15, Cha 13.

  **Skills:** Bluff +5, Climb +3, Drive +5, Gather Information +5, Jump +3, Knowledge (current events) +6, Knowledge (pop culture) +6, Listen +8, Profession +8, Search +6, Spot +8.

  **Feats:** Advanced Firearms Proficiency, Alertness, Brawl, Exotic Firearms Proficiency (SWORD), Personal Firearms Proficiency, Simple Weapons Proficiency.

  **Possessions:** Battered RKG-41 assault rifle and extra clip.

- **Red Fleet Infantry (5):** hp 7 each; Mas 15, see page 4 for statistics.

- **Hailer (3):**

  CR 3; Medium-size humanoid; HD 3d12+6; hp 31; Mas 14; Init +1; Spd 6m; Defense 12, touch 12, flat-footed 11 (+1 Dex, +1 Defense); BAB +3; Grap +7; Atk +5 melee (1d4+2, unarmed strike) or +5 ranged (2d10, hailer machine gun mode) or +4 ranged (2d8, Molot backup shotgun); Full Atk +5 melee (1d4+2, unarmed strike) or +5 ranged (2d10, hailer machine gun mode) or +4 ranged (2d8, Molot backup shotgun); FS 2m by 2 m; Reach 2 m; AL Natasha, Sergei, The Red Fleet; SQ damage reduction 9/–, hailer link, rank—guard; SA hailer training (enhanced range 40m), telekinetic strafe, SV Fort +5, Ref +2, Will +1; AP 6; Rep +0; Str 15, Dex 13, Con 14, Int 8, Wis 10, Cha 12.

  **Skills:** Balance +0, Climb +1, Intimidate +7, Listen +6, Spot +6, Telekinesis +6.

  **Feats:** Archaic Weapons Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (heavy), Berserk Wrestling, Combat Martial Arts, Diehard, Endurance, Personal Firearms Proficiency, Telekinetic Autofire, Telekinetic Firearms Proficiency, Weapon Focus (hailer)B.

  **Possessions (Wealth +7):** Hailer armor, hailer with general purpose drum, Molot backup shotgun, 3 magazines of buckshot, dress uniform.

**Tactics**

After 1d4 tense rounds, one of the Resistance Fighters fires his weapons, sending the street into a deadly exchange of gunfire.
Olaf

Utterly in the thrall of the sorceress Natasha, Olaf craves her touch and will do anything to experience it. When on his own, he is cruel, having no sympathy for the suffering he causes. He doesn’t care about the Red Fleet nearly as much as he does his officer Sergei. In fact, the Lieutenant did not have to do much convincing to involve the Hailer in the drug smuggling enterprise.

Olaf is just under seven feet tall, flabby with sagging features and a wiry beard. He has light blue eyes and a greasy mop of hair. He goes everywhere in his hailer armor, enjoying the fear it elicits. Small skulls decorate his armor to help him keep track of his kills.

Walker does have a contingency plan. Her key advisor is Sergei. In fact, the Lieutenant did not have to do much convincing to involve the Hailer in the drug smuggling enterprise. Walker facilitated the meeting between Sergei and Aliah. He ensured the constant flow of the drugs into the Commonwealth, but was unprepared when the larger nation sent in the Red Fleet. He could never have anticipated the intensity of force the Red Fleet has used to crush the Nokgorkans. Now the entire operation is in danger of falling apart because Aliah refuses to deal with Sergei.

Walker knows who the PCs are, but plays dumb. If a PC wants to test him, they can make a Sense Motive check opposed by Walker’s Bluff check (+12 modifier). If they succeed, they sense he hides recognition. He waits for the PCs to explain themselves and their situation. If they hesitate in divulging information about their situation, he nods with understanding, suggesting they are likely in serious trouble.

The spy introduces himself as Walker Richards. He tells them he is a reporter for a W.T.A. news channel, MVN. If they hesitate in divulging information about their situation, he nods with understanding, suggesting they are likely in serious trouble.

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The boy leads you into what is obviously a bunker. A middle-aged man sitting at desk piled with papers and an old shortwave radio dominates the center of the room. Old MRE packages lie crumpled in a pile of trash in the corner. A cot leans up against the wall and a poster of a naked woman is tacked right above it. The man looks up when you enter, a hand-rolled cigarette dangling from his mouth. He wears a short sleeve military issue khaki shirt buttoned in the front, though there are no markings of rank or nationality. He’s unshaven and an unruly mop of hair sticks to his sweating brow. He places his pencil on the desk and leans back. With a gesture, the boy vanishes back into the hole.

“So, what have we here?” he says in a voice with a heavy Western accent.

Eventually, the characters meet Walker Richard, a W.T.A. spy whose current mission is to obstruct the Commonwealth’s efforts to defeat Nokgorka. What his government does not know is their spy is a silent partner in the opium ring. Walker facilitated the meeting between Sergei and Aliah. He ensured the constant flow of the drugs into the Commonwealth, but was unprepared when the larger nation sent in the Red Fleet. He could never have anticipated the intensity of force the Red Fleet has used to crush the Nokgorkans. Now the entire operation is in danger of falling apart because Aliah refuses to deal with Sergei.

Walker does have a contingency plan. Her key advisor is Shamal, who is actually an agent for the W.T.A. as well, but has been undercover in Nokgorka for so long, no one suspects him. Shamal (use statistics for Low-Level Criminal in Chapter Eight: Friends and Foes in the d20 Modern Roleplaying Game) also wants a piece of the “action” and has insinuated himself into the upper echelons of Aliah’s resistance cell. Walker hopes the PCs will eliminate the head of the resistance cell in an attempt to clear their names, allowing Shamal to take over the group. If the PCs die in their attempt, so much the better.

The spy introduces himself as Walker Richards. He tells them he is a reporter for a W.T.A. news channel, MVN. If they hesitate in divulging information about their situation, he nods with understanding, suggesting they are likely in serious trouble.

The spy introduces himself as Walker Richards. He tells them he can help them get out of the city without a problem. If
Walker serves his own agenda. His patriotic fires burned away years ago leaving only an insatiable hunger for money. Everything he does serves his interests first, and his interests are getting rich and retirement in comfort in some far off corner of the world. His greed led him to Sergei. Walker believed, at least at first, the Lieutenant’s opium scheme would make him tremendously wealthy. As a go between for the opium smugglers in Nokgorka and the buyers in the U.R.R.S., Walker could keep his hands clean and still take a cut through his diplomatic wiles. With the current war, things have taken a bad turn and Walker’s pretty sure the whole deal has fallen apart, along with his plans to get rich, and so the only thing to do now is clean up the mess and find some other fool to exploit.

Walker would be an attractive man, but his experiences have hardened his features, giving him something of a raptorlike expression. Still, beneath his exterior, there is a charming man of wit and grace. Walker knows people, how to use and manipulate them for his ends. People, soon after meeting him, tend to forget his predatory appearance.

they ask what he wants, he’ll say information, though they are free to keep back anything classified. If they consent, he asks them a series of meaningless and unimportant questions about being a soldier for the Commonwealth. What do they eat? What they think of certain movie stars? What’s the hardest part of being a soldier? With each answer, he scribbles down their comments, nodding all the while. Finally, when he’s interviewed them all, he tells them the following.

Beneath the city, there’s an old subway line the U.R.R.S. tried to install twenty years ago. They carved out a huge tunnel about 200 feet below the city that spills out in a valley a mile to the north. I know it’s still intact because I get my supplies (he gestures to the pile of food wrappers) by walking the tunnel once a week. It’s buried so deep, it hasn’t been affected by the bombing. Better still, few of the locals remember it, so I can assure you that the Fleet doesn’t at all. Hang on a sec and let me gather my things (patting a pistol) and I’ll show you the way.

### GM Character

Walker Richards (Charismatic Hero 3, Fixer 3)

**CR 6; Medium-size human; HD 3d6 plus 3d6; hp 23; Mas 10; Init +1; Spd 10m; Defense 14, touch 14, flat-footed 13 (+3 class, +1 Dex); BAB +2; Grap +1; Atk +1 melee (1d3–1 nonlethal, unarmed strike) or +3 ranged (2d8, desert eagle); FS 2m by 2 m; Reach 2 m; AL Wealth; SQ low-level contact, word on the street; SV Fort +3, Ref +5, Will +4; AP 8; Rep +2; Str 8, Dex 13, Con 10, Int 14, Wis 12, Cha 16.

**Occupation:** Military.

**Skills:** Bluff +12, Computer Use +8, Diplomacy +14, Disguise +9, Forgery +5, Gather Information +11, Knowledge (current events) +11, Knowledge (history) +5, Knowledge (streetwise) +11, Listen +4, Navigate +4, Pilot +7, Profession +4, Read/Write U.R.R.S., Read/Write Nistaani, Read/Write Nokgorkan, Research +5, Sense Motive +4, Speak Nistaani, Speak Nokgorkan, Speak U.R.R.S.

**Feats:** Dodge, Good Impression, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons, Proficiency, Trustworthy.

**Talents:** Charm, Favor.

**Possessions (Wealth +7):** Desert eagle, 2 magazines (9 box), fatigues, notebook computer.

**Word on the Street:** Walker can make Gather Information checks on general or specific information instantaneously, and spends only an hour on making a Gather Information check for restricted information.

**Low-Level Contact:** Walker has an inside man, Shamel who works for Aliyah.

### Development

There is indeed an old subway tunnel beneath the city, but it does not lead out as the spy says. Instead, it leads to a Nokgorkan Resistance Fighter encampment, the very one led by Aliyah. Assuming the PCs follow Walker Richards, he leads

### Good Impression

This feat originally appeared in The Game Mechanic’s *Modern Player’s Companion* and the benefits for this feat are reprinted here.

**Benefit:** Make a check against your Reputation, opposed by the appropriate Knowledge check. If the target does not have any ranks in the appropriate Knowledge skill, it is instead opposed by an Intelligence check. If you are successful, you gain a +4 circumstance bonus on your Bluff check.
them through the smoking ruins of the city. This is a good opportunity to add suitable atmospheric encounters. You could, for instance, describe a skyfurnace sliding across the sky, before unloading another payload of explosives onto the beleaguered defenders below. The characters could watch as platoons of Red Troopers, Sorceresses, and Hailers battle the entrenched forces of Resistance Fighters. Perhaps the characters encounter a group of desperate refugees trying to find a way out of the city safely. Alternatively, you could use a few more combat encounters, with a unit of Resistance Fighters or Red Troopers stumbling across the PCs as they cross the city. At the first sign of trouble, Walker encourages the characters to flee. If they do not, he slips away until the battle is over.

Once the characters cross the city, Walker leads them to an old warehouse, surprisingly intact given the state of the city. The warehouse once housed automobile parts, but since the invasion, it has been looted of anything useful. Read or paraphrase the following text.

Walker pulls the doors, making a terrible racket as the rusted metal scrapes open. Beyond the doors is a huge empty warehouse. Racks upon racks stand or lay empty, their contents long since carried away. The floor is concrete, cracked, pitted, and stained. Old fluorescents hang from the ceiling, but broken bulbs and a lack of electricity keep the place dark. A few fans set in the walls spin lazily with the breeze. The warehouse seems empty and quiet. Walker walks inside. He easily navigates the trash and rubble as he moves towards an old office on the other side of the building. There, he shoves open a door and disappears inside. The entrance to the old subterranean rail system must lay behind the office.

Though the place seems empty, it is not. Three members of the Resistance watch from the shadows (Hide check 15, use statistics for Resistance Recruits as described on page 5) but they do not attack unless they are attacked first. They merely observe, report back through radio communication, and then follow behind the PCs as they enter the tunnel.

If the PCs follow Walker into the office, read or paraphrase the following.

The office is a cramped room with an old desk toppled onto the floor. Loose papers lie scattered about, the contents long since lost to water damage. Walker walks across the ruins of the room to an old rusted metal door. He pulls it open, and says, “Just down those stairs is the entrance to a shipping facility. Across that room is a rail. Follow the rail, and it’ll take you to a valley about a mile outside of the city. Best of luck.”

Walker remains in the office for a few moments to answer any remaining questions the PCs might have and quell any suspicions. Remember, Walker is a good liar (Bluff +12), so the PCs are unlikely to sense any deception. If the PCs ask him to accompany them, he says “Hey man, I still have a story to write. Plus, I’m from the W.T.A., everybody likes us, right?” Once the PCs are ready, Walker leaves the office and works his way back through the warehouse to the streets outside.

Scene 4: Endgame

Canny characters may want to follow Walker. The spy anticipates this. He leads them through a merry chase in the city, moving through side passages, secret alleys, and through tunnels, even going so far as to double back on his trail. To keep following him, characters must succeed on a DC 15 Navigation check to maintain pace. Have the PC make a new check every 10 minutes they travel. On a failed check, they lose him, possibly becoming lost themselves.

After an hour, Walker relaxes his guard. He heads straight for his quarters. Once there, he first calls Shamel, telling his contact that trouble is on the way. Then, he radios Sergei and apprises him of the situation, stating he effectively led the PCs to their deaths by sending them straight towards Aliah. Sergei, instead of being happy with this turn of events, is angry. Fearing an alliance between Aliah and the PCs, Sergei screams at Walker, calling him an assortment of colorful names. Sergei demands Walker meet him at the warehouse in the hopes of eliminating both the PCs and Aliah for once and for all.

In this final scene, the characters meet the Nokgorkan Priestess and learn the truth about what has happened between Sergei and the Resistance, gaining all the evidence they need to expose Sergei. Before the PCs can take this information back to the Red Fleet, Sergei and his lackeys show up to cleanse the tunnels and put an end to all of his headaches for once and for all.

Tunnels

Once the PCs descend the stairs, they come out onto a large loading dock. A railway extends out from the dock into the darkness of a tunnel. It’s dark down here, but a successful DC 20 Search check uncovers a few flashlights and fresh batteries.

The tunnel heads in one direction only, deeper into the earth. A character who succeeds on a DC 15 Navigation check can determine the tunnel indeed heads away from the city. The footing in the tunnel is relatively level and doesn’t hinder movement at all.

Remember, a trio of Resistance Fighters follows the PCs into the tunnel. The guards are very careful not to attract the PCs’ attention. Consider their Hide checks to be 11 (they take 10 plus their Dexterity modifier of +1) and far enough back to impose a –5 penalty to Spot checks. These sentries move into
The PCs likely descend the stairs to the railway below. If they do not (and players are good for unraveling the best-laid plans), be prepared to change circumstances to fit their actions. It’s not necessary for the characters to
meet Aliah, though if they do, they may gain a valuable ally. Instead, they could encounter Sergei on his way to the
warehouse, have a climactic showdown in the city streets, or maybe even in the close confines of Walker’s lair. The key
to wrapping this adventure is a confrontation with Sergei. The PCs don’t have to defeat him (and it’s probably
better if they don’t; you’ll have a reoccurring villain for future games), they need to face him to achieve a sense of
resolution. Ideally, the characters face their former officer backed by Aliah, however, there are all sorts of potential
difficulties. What follows are some possible solutions for unexpected decisions and actions during play.

The PCs don’t follow the Rail

If the PCs don’t follow the railway, they don’t meet Aliah and therefore don’t get the information they need to expose
Sergei. To fix this situation, the PCs could encounter Aliah on the streets as she returns with her wounded back to their
lair. Alternatively, you could do away with her altogether, and simply skip ahead to a showdown with Sergei. To liven up
the conclusion, have Sergei and his minions arrive on an armored hovercraft. The characters likely lack the means to
defeat their commander, but they can bloody his nose before retreating into the city. After the fight, the characters could
then meet the Resistance leader or maybe even a character from the comics who can lead them to Aliah later.

The PCs attack Walker

Attacking, and likely killing Walker is not the end of the world. If the PCs kill him before he tells them about the
tunnel to the Resistance’s refuge, the characters have other means for finding it. From Gather Information checks or
Intimidate checks used on captured Nokgorkans, the characters can learn of an escape route from the city that
passes beneath battle lines. From there, the PCs can meet Aliah. Instead of being alerted by Walker, Sergei decides
on his own to wipe out the Nokgorkan Fighters to protect his secrets.

The PCs attack Aliah

Though outnumbered and outgunned, players will be players. It’s entirely possible they decide to attack the
Resistance cell. If they somehow survive, they make their situation much worse than before. Now, in addition to
the Red Fleet hunting them, the Nokgorkans also want their heads. If they actually defeat the Nokgorkans in the
subterranean complex, they find the physical evidence of Sergei’s duplicity and can return to the Red Fleet with this
information. However, in the likely outcome the PCs are defeated and are now on the run, they’ll find their options
running out. To help the characters, have them save a wounded Red Fleet officer. By their daring act of heroism, they
gain an ally and possibly someone to reinstate them in the service of the Commonwealth.

Resistance Complex

The Nokgorkan Resistance co-opted this section of the old railway to serve as their base of operations. Consisting
of generally a large spherical chamber, the rail meets an interchange in the center, once allowing trains to head to
different parts of the city. Now, the Resistance claimed this interchange as their base of operations from which they
launch forays against the Red Fleet in the city above.

All structures in this area have masonry walls and strong wooden doors. Unless otherwise specified, all doors are
unlocked. Fluorescent lights suspended from the ceiling light the area and gain power from an electric generator on a
platform straddling the rail as shown by the “white box” on the corresponding map.

Structure Walls: 1 ft. thick; Break DC 35; Hardness 8; Hp/4m by 4m section 90; Climb DC 20.

Strong Wooden Doors: 2 in. thick; Hardness 5; hp 20.

9M Characters

The complex houses Aliah and 15 Resistance Fighters plus three sentries (identical statistics) who rotate out with those
occupying this chamber in 8 hour shifts.

Aliah (Nokgorkan Priestess 5th)

CR 5; Medium-size human; HD 5d6+5; hp 25; Mas 12; Init +1; Spd 10m; Defense 12, touch 12, flat-footed 11 (+1 Dex,
+1 class); BAB +2; Grap +1; Atk +1 melee (1d3 nonlethal, unarmed strike) or +4 ranged (2d6, OPS); Full Atk +1 melee
(1d3 nonlethal, unarmed strike) or +4 ranged (2d6, OPS); FS 2m by 2 m; Reach 2 m; AL Law of the One True God; SA
congregation; SQ protocol mastery, reduced protocol cost –1; SV Fort +2, Ref +2, Will +4; AP 7; Rep +1; Str 8, Dex 13,
Con 12, Int 16, Wis 10, Cha 14.
Aliah

Aliah hates selling drugs. The very idea is repellent to her. She did it to help her people, for in these dark days, anything to throw off the yoke of Commonwealth oppression is an acceptable tactic, even if it means her soul, or so she once believed. At first, her business relationship with Sergei was profitable and beneficial. Sergei delivered ammunition, a fresh supply of RKG’s, food, clothing, and medical equipment. Through it all, she had reservations about dealing with a man who would so easily betray his own people, both militarily and ethically, but Walker Richards’ assurances quelled her doubts. After a few trades, Aliah, against her better judgment, allowed her business relationship with the Red Star officer transform into a romantic one, further tightening the binds between the conspirators. It seemed the relationship, both business and personal, were to her benefit.

Then the Commonwealth attacked. Bahamut lay in ruins, her people driven underground like rats, or into the country like wild things. Aliah believed the One True God punished her for her wickedness, and punished her people for losing their path. She immediately severed all ties to Sergei, swearing never again to soil herself or her people with such a despicable practice. Walker tried very hard to convince her to restore the trade agreement, citing her people suffer without it, but Aliah holds firm and does not regret her decision.

The Nokgorkan Priestess is young, in her mid-twenties, with black hair, dark eyes, and light brown skin. Attractive, she conceals her features behind a veil, but even her loose robes cannot hide her shapely figure. Any softness she once had was burned out of her after the Commonwealth leveled the city and scorched the countryside. She hates anything to throw off the yoke of Commonwealth oppression is an acceptable tactic, even if it means her soul, or so she once believed.

Skills: Balance +3, Concentration +11, Diplomacy +8, Gather Information +4, Kast +11, Knowledge (arcane lore) +11, Knowledge (history) +11, Knowledge (streetwise) +11, Profession +8, Ritual +11.


Protocols: accelerated healing protocol, armor piercing protocol (personal)M, armor piercing protocol (vehicular), defensive shell protocol M, expanse protocol, paramedic protocol, supply protocol I, transpathic detonator protocol M.

Protocols noted with an “M” indicate that Aliah has mastered them, allowing her to always take 10 when kasting them.

Possessions (Wealth +8): Protocol-enhanced robe (+2 circumstance bonus to Move Silently checks), officer personal sidearm (OPS), 2 magazines.

Resistance Recruits (16)

Hp 6 each, see stats on page 5.

2. Meeting & Interrogation Room

This room is accessed from the outside by a single door to the northwest. Inside is a large table, eight chairs, a map of the city, and a light bulb that hangs from a ceiling on an old cord. Two doors opposite of the entrance lead out of the room.

A character searching the room and succeeding on a DC 15 Search check uncovers several smaller maps detailing strike points for recent and upcoming attacks against the Red Fleet.

3. Barracks

This cramped room is full of bedrolls, pillows, bags, and personal effects. This room is used as a barracks for many of the soldiers who live here. Not all soldiers can tolerate the closeness, so many soldiers sleep outside in the larger cave.

A character searching the room and succeeding on a DC 15 Search check uncovers a number of personal effects and 2d4 magazines of 7.62mm rounds for the RKG-41 assault rifle. In addition, they find a few crumpled bills of worthless money.

4. Aliah’s Quarters

The door to this room is locked (DC 25 Disable Device check to open or DC 30 Strength check to break). Inside is an orderly room, plain and featureless. A single cot sits against the far wall. A prayer mat lies rolled up and placed under the bed along with a few worn books. A simple desk with an old-style oil lantern sits off to the side.

Aliah keeps her quarters clean and simple. A character searching the room and succeeding on a DC 20 Search check finds a loose board under the bed. Inside the hole is a small journal, written in the Nokgorkan tongue. Reading the journal...
tells the PCs of all the arrangements between Sergei and the Resistance, the sale of arms in exchange for opium. Also, the journal tells all the details of Aliah and Sergei’s brief romance.

5. Storage

There is always one Nokgorkan Resistance Fighter standing guard here. A fresh guard relieves him every 8 hours.

The door to this room is locked (DC 25 Disable Device check to open or DC 30 Strength check to break). Inside are this Resistance cell’s supplies. An examination of the contents uncover 12 RKG-41 Assault Rifles, 100 magazines of 7.62 mm rounds, 12 aralov blade-jaws, 30 concussion grenades, 50 fragmentation grenades, 35 render mines, along with enough MRE’s to feed 30 men for a year, extra medical supplies, blankets, and uniforms. The symbol of the Red Fleet Every is stamped on every container.

6. Sentry Post

Two Nokgorkan Resistance Fighters guard this location at all times. Fresh guards relieve them every 8 hours. During their downtime, they play cards, dice, smoke cigarettes, or read. Consequently, cigarette butts litter the floor here and an acrid stink pollutes the air here.

Nokgorkan Resistance Fighters (2): hp 6 each, see stats on page 5.

7. Vent Shaft and Disposal

This location is where the Resistance disposes of their trash, wastes, and Red Fleet prisoners brought back for interrogation. This yawning shaft, its original purpose now forgotten, descends several feet below. A rail crosses the abyss to a tunnel on the opposite side. This location is usually unguarded.

Though careful searching of this area turns nothing up, the rail extending across is an escape route leading out of the city altogether. Crossing the rail does not require any checks so long as the character does not move more than his base land speed per round. Any action, such as firing a weapon, running, and so on, requires a successful DC 10 Balance check. Note that characters who are balancing count as flat-footed unless they have 5 or more ranks in this skill. Furthermore, charging across a precarious surface imposes a –5 penalty for each multiple or fraction of your speed that you charge. A fall from the rail deals 20d6 points of damage when they hit the bottom some 300 feet below. (If a character fails a Balance check, you might want to allow them to make a DC 15 Reflex save to catch themselves before toppling over to their deaths).

The distance across the cavern is 100 meters. On the opposite side, there is enough rubble to provide up to one-half cover (+4 cover bonus to Defense and +2 bonus to Reflex saves).

Not a Way Out!

Read or paraphrase the following text.
If the PCs managed to eliminate the warehouse guards and defeat the sentries’ Listen checks, read or paraphrase the following when the PCs round the corner.

You round the corner, but instead opening to the outside as Walker said the tunnel would, it instead opens into a brightly lit room through which the rail crosses. The two veiled guards with black armbands sit on rocks playing a game of cards. Their rifles lean against the wall with their butts on the ground. Something tells you you’ve been screwed by the “reporter.” Beyond them, you think you see at least a half-dozen more soldiers performing various tasks such as cleaning weapons, washing clothes, preparing meals, and all the normal things soldiers do in a camp.

The characters have several options. For one, they could open fire and attack the complex. The PCs are significantly outgunned and outnumbered, though there is a slight chance for success. If the guards were ready, all 15 Resistance Fighters plus the sentries who followed behind ready actions to open fire when the PCs attack. The Resistance Fighters are not at risk of shooting each other because of the bend in the tunnel. At any time after the firefight begins, the Resistance Fighters accept the PCs surrender. Alternatively, the characters may attempt to flee. If so, they find out they’ve been followed by the warehouse guards, trapped between two forces.

Surrender is the best approach here, for wise characters know they have only the thinnest chances of surviving this firefight. If they surrender, the guards demand their weapons and do a thorough search to ensure the PCs aren’t secreting any arms. The guards then take the PCs to Aliah for interrogation in Room 2.

There, the characters get the first glimpse of this Resistance cell’s leader. Aliah interviews the PCs one at a time to find out what they know, what they want, and who they are. PCs would do best to divulge all they know, for though she detests torture, she will use it to get what she wants.

If torture becomes necessary, you can invent whatever bloody descriptions and situations you want, from thumbscrews to flogging, or even worse. Assume each minute of torture deals 1d3 points of Constitution damage and 1d3 points of Wisdom damage. At the end of the minute, have the character make a Fortitude or Will save (at the PCs option) against a DC 10 + 2 per minute of torture (maximum of 20) or tell the leader what she wishes to know. Aliah tortures a character for 5 minutes total. If they manage to resist the torture, she sends them outside for a new prisoner.

If a character breaks and tells Aliah everything that has happened, she believes them. In exchange, she tells the PCs the truth of Lieutenant Beketov, the opium trade, and of the cessation of her dealings (see Aliah sidebar for details) with the Red Fleet. She tells this information for she knows that with it, she arms the PCs with the tools needed to eliminate Sergei and protect her people. When it’s all said and done, she releases the characters to the protests of her guards, telling them that across the rail is the way out of the city. However, just as the characters are about to leave, a terrible explosion near the entrance rocks the complex. It seems Sergei has arrived.

**Showdown (EL Varies)**

Just as the characters are about to leave, Sergei shows up in force. Read or paraphrase the following text.

As the smoke from the explosion clears, a large man, backlight by the lights shining from Red Trooper armor, steps into the chamber, an arrogant smirk painting his features. It’s Sergei, and at his side is a nervous Walker Richards. Many more soldiers rush into the room, hooks readied, waiting for the order to attack. The Resistance Fighters take positions of cover, waiting for death. The Lieutenant speaks, “Aliah, darling, I’ve missed you. I’ve come for my things, the opium, you, them, you know… my things.” With the last word, Aliah shrieks, “Attack,” and a cacophonous din erupts as both sides try their damndest to kill the other.

The PCs have many options at hand, and the circumstances of their brief incarceration may push them in one or more directions. If the characters were tortured (especially if one or more were tortured to death), they likely use this opportunity to kill Aliah and as many of the Resistance Fighters as possible. Alternatively, if they befriended her, help from the Resistance could put an end to Sergei’s hunt. Finally, the characters could leave both sides to duke it out while they beat a hasty retreat.

**9th Characters**

The Red Fleet forces consist of Sergei, Natasha, Walker, Olaf (if he still lives), and 12 Red Troopers. The Resistance consists of Aliah, and 15 Resistance Fighters.

**Sr. Lieutenant Sergei Beketov (Red Trooper 6)**

CR 6; Medium-size human; HD 6d10+12; hp 49; Mas 14; Int +3; Spd 8m; Defense 16, touch 16, flat-footed 13 (+3 Dex, +3 class); BAB +6; Grap +7; Atk +8 melee (2d6+1, hook) or +10 ranged (2d6+1, hook); Full Atk +8/+3 melee (2d6+1, hook) or +10/+5 ranged (2d6+1, hook); FS 2m by 2 m; Reach 2 m; AL Power, The Red Fleet; SQ improved reaction, rapid reconfiguration (move action); SD damage reduction 6/—; SV Fort +5, Ref +6, Will +3; AP 8; Rep +1; Str 13, Dex 16, Con 14, Int 12, Wis 13, Cha 10.

**Skills:** Balance +8, Climb +6, Demolitions +10, Intimidate +9, Jump +6, Navigate +6, Pilot +5, Profession +2, Spot +10, Telekinesis +10.

**Feats:** Armor Proficiency (light), Armor Proficiency (medium), Combat Hook, Defensive Rotation Shield B, Exotic Melee Weapon Proficiency (hook), Extended Defensive Rotation Shield, Improved Defensive Rotation Shield, Offensive Rotation Shield, Simple Weapons Proficiency, Weapon Focus (hook) B, Weapon Specialization (hook) B.
Sergei

Sergei is in his early thirties with dark brown hair, a moustache, and several scars on his face and arms from his time spent honing his skills with a hook. Though he has a big frame, he is not fat, but rather muscled and imposing. He has intense eyes that seem to see through people.

For more information on Sergei, see the adventure Background on page 2.

Natasha

Natasha is a sadistic woman. Brutally assaulted in her training as a sorceress, she slipped into madness, developing deviant carnal cravings. She loves tormenting her hailer bodyguard, Olaf, especially when she can insert large needles just under his skin.

Beautiful with long straight black hair and dark eyes, she has a full mouth, sparkling blue eyes, and pale skin. She wears the typical protocol enhanced robes, but she has taken liberties with the cut and style, revealing much more than would be acceptable in the military. She gets away with it because of her reputation for cruelty. No officer, even higher ranking ones, crosses her.

Rapid Reconfiguration (Su): Sergei can reconfigure the hook for melee attack, telekinetic attack, or (with the appropriate attachments) heavy weapon attack as a move action rather than a standard action. When reconfiguring a hook, he does not provoke attacks of opportunity.

Possessions (Wealth +13): Red trooper armor, hook, dress uniform.

Natasha Warkaster 3

CR 3; Medium-size human; HD 3d6+6; hp 19; Mas 12; Init +6; Spd 10m; Defense 13, touch 13, flat-footed 11 (+2 Dex, +1 class); BAB +1; Grap +0; Atk +0 melee (1d4–1, unarmed strike) or +0 melee (1d6–1/19-20, Red Fleet knife) or +3 ranged (2d6, OPS); Full Atk +0 melee (1d4–1, unarmed strike) or +0 melee (1d6–1/19-20, Red Fleet knife) or +3 ranged (2d6, OPS); FS 2m by 2 m; Reach 2 m; AL Sergei, The Red Fleet; SV Fort +2, Ref +3, Will +2; AP 6; Rep +3; Str 8, Dex 14, Con 12, Int 15, Wis 13, Cha 13.

Skills: Concentration +7, Kast +8, Knowledge (arcane lore) +8, Knowledge (history) +8, Knowledge (tactics) +8, Knowledge (theology and philosophy) +5, Navigate +8, Profession +10, Read/Write Nokgorkan, Speak Nokgorkan, Spot +8.


Protocols: Armor-piercing protocol—personal, burst voltage protocol, krawl drop protocol, mtk-90 protocol, transformation protocol

Possessions (Wealth +11): Robes, Red Fleet knife, OPS, 3 magazines of 20 box each.

Olaf

Hp 31; see page 5 for details. If the PCs killed Olaf during Scene 2: A Hard Place, do not replace him.

Walker

Hp 23; see page 7 for details.

Red Fleet Infantry (8)

Hp 7 each; see page 4 for details.

Aliah

Hp 25; see page 9 for details.

Resistance Fighters (15)

Hp 6 each; see page 5 for details.

Development

This combat is difficult to run for there are over 30 combatants including the PCs, with protocols, bullets, and worse forming a deadly crossfire. If you like, play out the battle, though it will take a lot of time and could become very complex. If the PCs participate in the battle to protect Aliah from their common enemy, allow PCs to control one or more of the Resistance Fighters to assist you in resolving the battle.

Aliah is resolved never to surrender. Worse, she sees this as divine will and her one chance to avenge her honor. She will not retreat. If she falls, all of her remaining soldiers must succeed on a DC 12 Will save or flee towards Room 6.

Sergei’s forces telekinetically send their hooks into the Nokgorkans. Walker uses the chaos of the situation to get away, while Natasha serves in a support capacity, using her protocols to enhance the weaponry of her comrades with both armor piercing protocol—personal and mtk-90 protocol. Olaf (if he’s here) uses his hailer in autofire mode to slaughter as many of his enemies as he can.

If the PCs flee, simply describe the battle in narrative terms, being sure to let them catch glimpses of the Resistance Fighters dying under the weight of superior firepower. Sergei wins this battle, but with heavy casualties. When the PCs are halfway across the Vent Shaft, the Lieutenant follows alone crossing the gap to kill the heroes. The characters should have the advantage here, because they are already halfway across the shaft. Sergei is just as much at risk of falling as they are. Review the environmental details described under Room 7 to help resolve this climactic battle.
If the PCs want to just run away, let them. Allow them to get away from Sergei, making the Lieutenant slip and fall, but catching himself. This gives the PCs enough time escape. And by letting the characters get away, you ensure Sergei can be a reoccurring villain.

Alternatively, the PCs may stop and face off against their commander on the rail. Sergei won’t surrender; he’ll fight until the bloody end. Sergei tries to distract the PCs while fighting, telling them to surrender, that they’re traitors, and anything he can to inflame them and make them sloppy. The fight lasts until either Sergei is dead, or the PCs escape or are dead themselves.

**Continuing The Adventure**

Depending on the outcome of the Showdown, Escape from Bahamut could spin off into dozens of possible adventures. If the PCs manage to escape, leaving Aliah to her fate, Sergei wins and destroys all evidence of the opium ring in Nokgorka. The PCs are the only ones who know about the arms trade and so Sergei redoubles his efforts to find them. Perhaps the characters try to reach another officer, and tell him what they know. Maybe, seeing Sergei’s corruptions, they see the Commonwealth as a diseased body. Maybe they even sympathize with Nokgorka’s plight and now must come to terms with their role in the destruction of the city and possibly the country, taking up arms to fight against their former comrades alongside their former enemies. The characters may just want to get out of Nokgorka altogether. As fugitives, they are wanted for desertion by their government, wanted by Sergei’s rivals for the knowledge of the lieutenant’s treachery, and wanted by Sergei to erase his past. The PCs could hunt down Walker Richards for revenge, finding themselves landed in a quagmire of even greater treachery and duplicity, involved in a large conspiracy of your own making. Whatever you decide, Escape from Bahamut gives you all the tools you need to kickstart a new campaign in the exciting world of The Red Star Campaign Setting.

**Rewards**

This adventure is dangerous if the characters meet every confrontation with guns blazing. Award each surviving character 600 XP. The group gains bonus XP based on the following circumstances.

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<th>Action</th>
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<td>Defeating Olaf</td>
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<td>Defeating Natasha</td>
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<tr>
<td>Escaping Bahamut</td>
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**Pregenerated Characters**

The following pregenerated characters are designed specifically for this adventure. Use them as player characters or other members of the PCs squad to serve as replacements. AP refers to armor piercing weaponry that halves the protective bonus gained from armor to Defense.

**Dmitri**

Dmitri’s biggest hero is Olaf. He sees the more experienced Hailer as the pinnacle of the Red Fleet ideal. The relationship between Hailer and the Sorceress is something honorable and powerful, a great bond between two individuals to create the ultimate fighting machine. Hence, he is committed to Anna, whom he protects, though she doesn’t seem to share his romantic notions, figuratively or literally. Dmitri is a large man. Nearly 7 feet tall and in excess of 300 pounds, he blots out the sun. He shaves his head, but wears a full beard and moustache.

**Hailer 1**: Medium-size human; HD 1d12+1; hp 13; Mas 13; Init +2; Defense 12, touch 10, flat-footed 10 (+0 class, +2 Dex); BAB +1; Grap +3; Atk +4 ranged (2d10, hailer machine gun mode) or +3 ranged (2d8, Molot backup shotgun); Full Atk +4 ranged (2d10, hailer machine gun mode) or +3 ranged (2d8, Molot backup shotgun); FS 2m by 2 m; Reach 2 m; AL C; SV Fort +3, Ref +2, Will +1; AP 6; Rep +0; Str 14, Dex 15, Con 13, Int 8, Wis 12, Cha 10.

**Skills**: Climb –1, Jump –1, Move Silently –1, Spot +5, Survival +5, Telekinesis +5.

**Feats**: Archaic Weapons Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (heavy), Combat Martial Arts, Personal Firearms Proficiency, Quick Reload, Telescopic Autofire, Telescopic Firearms Proficiency, Weapon Focus (hailer).

**Class Features**: Hailer Link, Rank: Guard.

**Possessions (Wealth +5)**: Hailer armor, hailer with general purpose drum, Molot backup shotgun, 3 magazines of buckshot, dress uniform.

**Pyotr**

Pyotr is loyal to the Red Fleet and the Commonwealth to a fault. He constantly reads about the old battles, the heroics of the Red Star, and the wars of Imbohl. He strives to emulate...


all the Red Fleet represents, being courageous, honorable, and above all, unquestioningly obedient.

Lean, muscled, and ugly as hell, Pyotr spent his youth scrapping with other children. From those days, he broke his nose too many times lending to his unsettling appearance. Pyotr learned not to trust others except those in his unit. Most people have a hard time stomaching his blind devotion to the state and the military, making some see him as a threat.

**Red Trooper 1:** Medium-size human; HD 1d10+1; hp 11; Mas 13; Init +2; Defense 13, touch 13, flat-footed 11 (+1 class, +2 Dex); BAB +1; Grap +3; Atk +4 melee (2d6+2 AP, hook); Full Atk +4 melee (2d6+2 AP, hook); FS 2m by 2 m; Reach 2 m; AL The Red Fleet, Commonwealth; SQ damage reduction 6/–; SV Fort +2, Ref +3, Will +1; AP 6; Rep +0; Str 13, Dex 15, Con 13, Int 10, Wis 12, Cha 8.

**Skills:** Demolitions +4, Drive +6, Intimidate +3, Navigate +4, Spot +5, Survival +5, Telekinesis +5.

**Feats:** Armor Proficiency (light), Armor Proficiency (medium), Dodge, Exotic Melee Weapon Proficiency (hook), Mobility, Simple Weapons Proficiency, Weapon Focus (hook).

**Possessions (Wealth +5):** Red trooper armor, hook, dress uniform.

**Anna**

Plain, studious, and committed to her role as a warkaster, Anna was taken from her family when she first showed a talent for sorcery. Raised in a communal house run by the state, she developed into a promising sorceress. However, her separation from her family at such an age made her sad and pensive. She is slow to make friends, so she escaped loneliness by embracing her studies.

Anna stands just over 5 feet tall and has a slim boyish figure. She keeps her hair cut unfashionably short. She has pale hazel eyes that are sometimes disturbing to look at. She rarely smiles, but when she makes friends, she makes them for life. Her bodyguard, Dmitri, scares her a little.

**Warkaster 1:** Medium-size human; HD 1d6+1; hp 7; Mas 13; Init +6; Defense 12, touch 12, flat-footed 10 (+0 class, +2 Dex); BAB +0; Grap –1; Atk –1 melee (1d3–1 nonlethal, unarmed strike) or +2 ranged (2d6+2 AP, Model 79 Samsonov); Full Atk –1 melee (1d3–1 nonlethal, unarmed strike) or +2 ranged (2d6+2 AP, Model 79 Samsonov); FS 2m by 2 m; Reach 2 m; AL The Red Fleet; SV Fort +2, Ref +3, Will +1; AP 6; Rep +0; Str 13, Dex 15, Con 13, Int 15, Wis 12, Cha 10.

**Skills:** Concentration +5, Kast +6, Knowledge (arcane lore) +6, Knowledge (history) +6, Knowledge (tactics) +6, Navigate +6, Profession +5, Read/Write Nokgorkan, Speak Nokgorkan, Spot +5.

**Feats:** Improved INITIATIVE, Lighting Reflexes, Personal Firearms Proficiency, Protocol Gunnery, Simple Weapons Proficiency.

**Class Features:** Rank—Sorceress.

**Possessions (Wealth +7):** Model 79 Samsonov, 2 magazines (20 box of protocol enhanced 10 mm), robes.

**Protocols:** Armor-piercing protocol—personal, krawl drop protocol, transformation protocol.

**Mikhail (Fyodor)**

A protestor in his youth, Fyodor staged anti-government rallies, circulated banned literature, and generally corrupted the youth. The state finally caught up with him last year and sentenced him to life of hard labor in some forlorn camp far to the east. Determined not to die, he killed a guard, took his uniform, and fled, pretending to be Mikhail Adrodovich. Before he could escape the country, “Mikhail” received his orders to the Nokgorkan, which to the young zek seemed the easiest way to escape.

There, he tried to learn how to be a soldier, but lacked the training and the proper skill. Lieutenant Beketov suspected something was wrong with the soldier, for he just didn’t know anything about being in the military: No fool, Fyodor knew his commander was suspicious, so, fearing exposure, Fyodor snuck into Sergei’s quarters and looked around for some dirt. To his surprise, he learned Sergei smuggled opium into to the Commonwealth.

Fyodor planned to use this information to blackmail his commanding officer, but before he could, Sergei sent him out to the front lines. He’s been looking for a way out of the city, a chance to escape. If only he could slip away unnoticed.

**Zek 1:** Medium-size human; HD 1d6+1; hp 7; Mas 15; Init +2; Defense 13, touch 13, flat-footed 11 (+1 Class, +2 Dex); BAB +0; Grap –1; Atk –1 melee (1d4–1/19-20 AP, knife) or +2 ranged (2d10, Bronson Home Defense Cannon); Full Atk –1 melee (1d4–1/19-20 AP, knife) or +2 ranged (2d10, Bronson Home Defense Cannon); FS 2m by 2 m; Reach 2 m; AL None; SV Fort +2, Ref +3, Will +3; AP 6; Rep ; Str 8, Dex 15, Con 12, Int 10, Wis 14, Cha 13.

**Skills:** Bluff +5, Computer Use +4, Demolitions +4, Diplomacy +5, Disable Device +4, Gather Information +5, Hide +8, Listen +6, Move Silently +8, Search +4, Spot +6.

**Feats:** Heroic Surge, Personal Firearms Proficiency, Simple Weapons Proficiency, Stealthy.

**Class Features:** Free Spirit, Prison Tattoos, Unsung Hero (2d6)

**Possessions (Wealth +5):** Basic toolkit, Bronson Home Defense Cannon, 2 magazines (7 boxes of 12mm each)
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