

# **“Feeder Frenzy”**

Version 2.0

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A module for  
**The Babylon Project™**

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## Foreword

This is designed to be an action/adventure module for “The Babylon Project” role playing system. It is short enough to be completed within one or two play sessions. The main thrust of the module is the capture and smuggling of two Na’ka’leen Feeders from their home world to Centauri Prime. This is both physically difficult and highly illegal. It requires a group that:

- Is available for hire for odd (and often illegal) jobs.
- Has a reputation in the local “underworld” for successfully completing the aforementioned “odd jobs”.
- Is capable of self-defence, especially in ranged combat.

These points are important as they allow the adventure to run smoothly: a group of Diplomats from Minbar would have no business being hired to smuggle Na’ka’leen Feeders onto Centauri Prime! As always with a module, it is important that you as the GM are completely familiar with the way this adventure operates. As such, you should read it from front to back at least twice.

***Important:*** At the end of the adventure in the subsection titled “257B Appana Way, Durza Park”, it is revealed that the Player Characters have made an enemy of a young Londo Mollari. As each group will have a different history, the GM should decide now what past event the group or perhaps a single group member may have undertaken which brought disgrace to the House Mollari: A political stunt? Perhaps an enemy of House Mollari hired the group? Maybe your Player Characters did not complete a job satisfactorily for Londo? Or could Londo simply have mistaken a Player Character’s identity? Whatever the cause, young Londo wants to extract his revenge and you need to define the exact parameters before the adventure begins. This storyline also has potential for a recurring theme throughout your group’s adventures.

Verbal descriptions and dialogue that are to be read to the players by the GM will be in the form of indented bold text in a paragraph of their own. An example of such a description is:

**“You will be payed 2,000 Centauri Ducats upon accepting the job to cover costs, then 8,000 Ducats per item delivered. You will have one month to..,” Kiron suddenly breaks off when an elderly woman and a child stroll casually by.**

Finally, I have a favour to ask. In return for giving this free adventure to you, I would like to receive any feedback you may have on the module, especially corrections. Please e-mail me as [jasonk@redsector.net](mailto:jasonk@redsector.net) with your thoughts or questions. If you would like more modules, visit my website at <http://www.redsector.net/modules> and see what other Babylon Project adventures are available.

Enjoy!

Jason Kempnich  
July 1997

## Chapter 1: Beginnings

The only scene for this chapter can take place almost anywhere, as long as it is public and the Player Characters can be easily found. As is tradition for role playing games, your best option will be a bar – any bar, in any system.

### **Scene 1: Job Offer**

When the GM deems the time and place are right, Kiron Tenu, a poor looking individual with a small but distinctly Centauri hair style, will approach the Player Characters in a public venue and will say the following things:

**“I hear you can be hired for ... odd jobs? If so, I have one you may be interested in. It requires discretion, organisation, and no questions. If you are capable of these things, I suggest you follow me,” and so saying, he leaves the room.**

Kiron’s body language is non-threatening. He will take the Player Characters to a bench in a quiet corner of a park, or any other spacious public area. He has a good view of the surrounding area and will break off conversation if someone approaches. When it is safe, he will say:

**“My name is Kiron. My employer requires you to locate and smuggle an unusual item onto Centauri Prime. Are you available for this kind of work? It won’t be easy, but it will pay well.”**

Upon receiving a positive response, Kiron will continue with:

**“Good. The details are simple, but the execution will be difficult. You are to capture two wild Na’ka’leen Feeders. It does not matter where they come from, as long as it is discrete. Once you have the creatures, transport them to a warehouse at 257B Appana Way, Durza Park, on Centauri Prime. I need not tell you about the dangers, both in capturing such hideous creatures, and bringing them onto the home world. You will be payed 2,000 Centauri Ducats upon accepting the job to cover costs, then 8,000 Ducats per creature upon delivery.**

**“You will have one month to...” Kiron suddenly breaks off when an elderly woman and a child stroll casually by. The woman warily eyes the shabby-looking Centauri before moving out of listening range. When they are no longer visible he resumes, saying, “You will have one month to complete the task. That is all you need to know. Will you accept the job?”**

Kiron will immediately pay 2,000 Ducats when the Player Characters accept the job. If the GM has not already crossed this issue, make one Ducat equal to one EA Credit. Kiron does not know it, but Na’ka’leen Feeders can only be found in the Batain System, on Batain V – a world with a thick, but breathable atmosphere, just in from the Batain VI Outpost. This will be their easiest option, as only a handful of Feeders are in captivity and they are heavily guarded. Non-Centauri Player Characters will most likely need to research this information.

Contemporary research skills will help the Player Characters tremendously. Kiron does not know who his employer is, and has already been payed to find someone to accept this job.

When the Player Characters accept the job, Kiron will say:

**“Thankyou for your help. My employer is very keen to have this matter finished as soon as possible. I must take my leave now. And so should you – you have a lot of hard work ahead of you. Good luck!”**

**And so saying, Kiron turns sharply on his heal and strides off across the park. Soon, he is out of sight.**

There is nothing to be gained by following Kiron. He has done his job and will not be going to his employer any time soon. He does not know any more about the job than what he has already told the Player Characters, so a mind scan will reveal nothing new.

## Chapter 2: Na'ka'leen Space

This chapter takes place in the Batain system in Centauri space, located just below Centauri on the Star Map presented on page 122 of “The Babylon Project” sourcebook.

### **Scene 1: Batain VI Outpost**

The Batain VI outpost is a small complex on the tiny rocky/ice world of Batain VI. It has a light gravity, with a thin and cold atmosphere. The fully sealed outpost welcomes traders, thus giving the Player Characters a good excuse to be there. Building design is more akin to a domed outpost due to the difficult atmospheric conditions.

As the larger Batain V is quarantined, any attempt to access the planet will be stopped if authorities on the Batain VI Outpost detect their presence or are alerted to the plan. If the Player Characters get caught trying to gain access to Batain V, they will simply be informed of the quarantine and told to leave. However, Centauri being Centauri, they will “look the other way” for a few minutes if the right deal can be struck.

It is not a good idea to seek official sanction to land on Batain V - Kiron said the project required discretion. The Player Characters should strive to keep it that way.

### **Scene 2: Batain V – Na'ka'leen Home World**

The Centauri Republic attempted to settle Batain V about 20 years ago, but eventually opted for the less hospitable Batain VI due to the large Na'ka'leen Feeder population on Batain V. It is a large world, with strong gravity and a thick but breathable atmosphere. Strong gravity affects ranged throws, as noted on page 107 of “The Babylon Project” sourcebook. Rocky outcroppings and dense jungles are common landscape on Batain V. This section should take quite some time to play.

*No matter where the Player Characters are on the planet, and which structure they are in (the base or their ship), the Feeders from that locale should constantly hunt the Player Characters and generate an air of fear amongst the party. The Feeders camouflage rather well with the yellow/brown colour of the tree tops and thick jungles on Batain V. Because of this, it is recommended that players who want their Characters to visually inspect the surrounding environment for Feeders should pass both Wits and Perception checks.*

The remains of the old Centauri base originally constructed on Batain V some 20 years ago can be accessed. The base is described in the sub-section “Batain V Base” and it can be used as a base of operations if the Player Characters desire. If the Player Characters enter the base (which they should for dramatic effect), the Feeders will be able to gain access to the base and hunt them, preferring to hunt through conduits and the roof rather than make a direct attack.

Ultimately the Player Characters will want to capture two Feeders. It is up to the GM to decide if the Player Characters’ plan to capture such a creature is appropriate. Feeders are described in the appendix “Na'ka'leen Feeders”.

### **Scene 3: Batain V Base**

Batain V Base is a simple advance outpost, hastily constructed from prefabricated modules, hence its squat, square design. Nothing electronic or mechanical in the base can be made to work, such as computers, vehicles, scanners, etc. However, restoring power to the base is possible, even though it is a “Very Difficult” task. When the Player Characters arrive outside the base, read the following description:

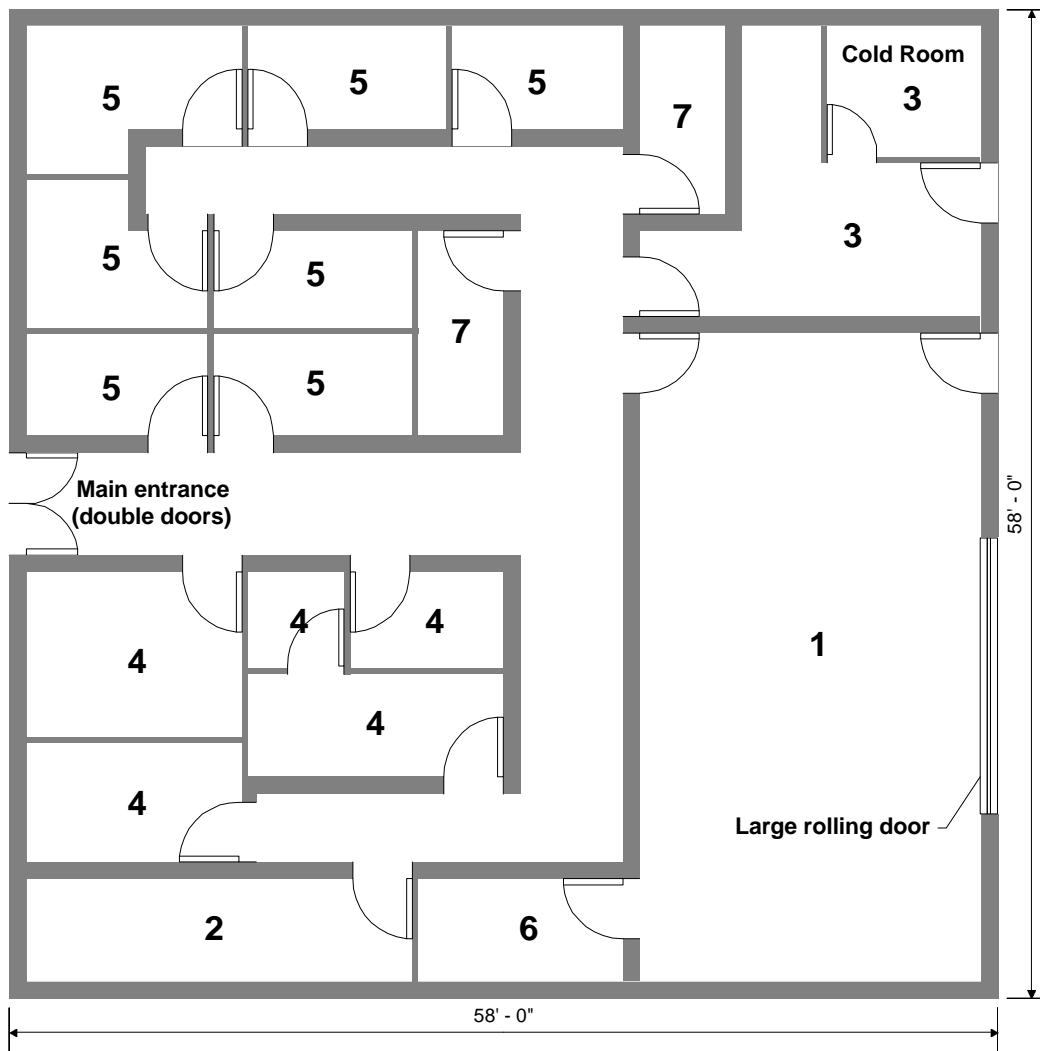
**Through the yellow and brown colours of the thick clawing jungle, your eyes perceive squat, dull grey walls nestled comfortably amongst the vines and fallen trees. A closer inspection reveals this to indeed be the long abandoned Batain V Base. The exterior of the structure looks to be in bad repair and has been reclaimed by the jungle. None the less, it would appear to be structurally stable and safe to enter.**

Both the main door (west side of the building) and the garage access door (east side) are unlocked, however the main garage door and kitchen door (both on the eastern side of the structure) are both locked. When the Player Characters gain access to the building read the following paragraph:

**Damp, stale air rushes to escape the confines of the old base as you open the stiff door. Carefully peering into a dark passageway thick with atmospheric haze, your eyes can make out strewn paperwork and equipment, resting under a blanket of heavy dust. Thankfully, you do not discern any movement inside the room. It would indeed appear that this base has not been disturbed since the great tragedy that befell it and its occupants 20 years ago.**

The base contains no windows, however there are a few small breaches in the roof. A couple of Feeders live in the old base (the GM decides where) and more will come when they see the Player Characters enter. The map of Batain V Base consists of the following:

1. **Garage.** Contains two old “off road” land vehicles. Getting these in a working order would be a “Very Difficult” task. The garage also contains repair tools, spare parts, useful items such as ladders, carry bags, etc.
2. **Storage.** Long term storage for supplies of a non-perishable nature. Rotten blankets, clothes and uniforms can be found here, along with kitchenware, computers (unusable), chairs, desks, rope, other useful items, etc.
3. **Kitchen.** A typical kitchen, including a very large cold room. All food has long since rotted away.
4. **Work areas.** Consoles (unusable), desks, offices, etc.
5. **Personal quarters.** Not many personal effects are left here; up to six beds in the form of bunks can be found in a room.
6. **Generator.** The outpost’s generator, backup, batteries and tools. It is not working and would be a “Very Difficult” task to get it working again.
7. **Amenities.** Showers, toilets, change rooms, etc. There is no running water in the complex.



The GM should do everything to make exploring the old Centauri base a very scary experience. Dark corridors, creaking roof supports, and the occasional surprise Feeder attack from the ceiling will help to make it a heart-pounding encounter. There is just as much chance of a Feeder attack inside the base as there is outside in the jungle.



## Chapter 3: Centauri Prime

This chapter is used once the Player Characters land on Centauri Prime with the Feeders. The Player Characters must come up with a way of smuggling such large creatures onto the planet. The most likely routes would be through heavily paying off an official, calling in a political favour, or both. It is not wise for the GM to make this section difficult for the players. However, if they exhibit a large degree of neglect in the smuggling process, then they should be “punished” appropriately.

### **Scene 1: 257B Appana Way, Durza Park**

This scene assumes the Player Characters have made it onto Centauri Prime with their cargo. When the Player Characters first arrive at the industrial estate known as Durza Park, read the following description of the general area:

**Durza Park, despite being named after the great Centauri opera singer, is far from impressive. It is simply a large, run down, empty industrial estate. Perhaps in the days when the mighty Republic was the lion of the galaxy, this street once bustled with goods being ferried from factories and warehouses. But not today. It would appear every warehouse and factory has long been abandoned. What glass remains in the windows is frosted over with soot and cobwebs, whilst doors hang slackly from their hinges. A gentle wind blows some rubbish down the street. Durza Park is not Centauri Prime at its tourist best.**

When the Player Characters first arrive at 257B Appana Way, read the following description of the building:

**257B is just like all the other buildings on this street – an empty warehouse. However, all the windows have been boarded up, and the doors seem to be strong and lockable. This building has been recently attended to. Further inspection reveals that the main, raised loading bay is open, but the bay itself is too dark to be able to discern any details inside. There is no sign of anyone.**

The only unlocked way into the building is through the main loading bay. All other doors and windows are locked and barred. For the purpose of this module, the Player Characters should not be able to open these doors and windows. However they aren't explosive proof of course! The docking bay itself is raised 1.5 meters above the ground.

### **Scene 2: We're Going In!**

Once the Player Characters move inside the bay, they can see (if they ask) that it measures 32' by 32', with a 12' clearance to the rafters and a further 6.5' on top of that to the ceiling. There is a metal door on the far side of the dock, however it is strongly reinforced and locked. It would be a “miraculous” task to break this down. After the Player Characters enter the building's dock, read the following:

**As you climb up into the raised loading bay, your eyes adjust to the darkness to find a recently renovated interior. A lone Centauri stands on the other side of the loading bay in front of a closed metal door. He**

**advances slowly and addresses you in a calm manor with a thick Centauri accent.**

**“I am Klist. I will be handling the transaction from here. I trust you have the two ‘items’? I must inspect them before payment. I’m sure you will understand as this is not a cheap import for my employer.”**

Like Kiron Tenus, Klist does not know who his employer is. He will insist on the crates containing the Feeders be brought into the “privacy” of the loading bay for inspection. He will attach one device to the top of each crate, claiming the device will report on the physical condition of the creature without him needing to open any part of the crate. Klist does not know the true nature of the device, and has been told to leave the building and seal it with the Player Characters inside after he has attached the devices. He should do this, making up whatever excuse is necessary to achieve his task. As Klist exits the room, read the following:

**As Klist exits the building, a large rolling door automatically slams down from the ceiling and can be heard to lock, leaving you trapped inside the docking bay with your crates. The floor of the old warehouse appears to violently shift beneath you as the room is plunged into darkness. For several moments, you can still hear the sound of the fallen door reverberating around the room, before a young lilting voice fills the pitch-black void.**

**“At last, I will be able to extract a little revenge for past deeds.”**

It is the voice of a young Londo Mollari. At this point, the GM should read a short prepared sentence from Londo that summarises the reason why he would want revenge on the Player Characters. Examples include, “It would appear that your political treachery has finally caught up with you,” or, “You know, working for my house’s enemies was not such a clever idea, was it?”

After Londo has said his explanatory sentence, continue with the rest of his speech below.

**“So, do you recognise me yet? Yes, it is I, Londo Mollari. I am here to extract a small amount of revenge for my house ... and myself. But, I forget my manners. I have gone to a lot of trouble to bring you what I consider to be a very suitable present. So, please enjoy the two Na’ka’leen Feeders. I’ve had them specially smuggled here from their home world to conduct your death. They are hideous, frightful creatures, but they have their use. They only cost me 1,000 Ducats apiece. Can you believe that? Only 1,000 each. Yes, so cheap. You see, I believe that you do not deserve an expensive death.”**

**Then there is silence. But it is short lived. The two devices Klist had placed on top of the crates explode with a brilliant flash and a deafening roar, shattering the tops of the containers and you assume releasing the Na’ka’leen Feeders.**

The Player Characters are locked in the darkened docking bay with the loose creatures. It is a “Very Difficult” task to get free with one minute of work, or “Difficult” with two or more minutes. A quick inspection of the now closed bay would reveal no other access door or any items, besides the crates in which the Player Character brought the Feeders.

The creatures are free and will hunt the Player Characters in the room. Their first action will be to jump up into the rafters, gain their senses, then attack. The Player Characters' eyes will have to adjust to the darkness as well. Londo is not in the room – his voice is being broadcast and he cannot be found. *There is no real danger to Londo.* Perhaps his experience here will colour his future distaste for Feeders, as displayed in the episode “Grail”.

## Chapter 4: Concluding the Adventure

The adventure officially ends when the Player Characters safely make it off Centauri Prime. There is no one to report the conclusion of the task to as Londo has scammed the Player Characters: the request to transport the Feeders was bogus.

The Player Characters still have to safely leave Centauri Prime. Keep in mind they have just smuggled highly illegal creatures off a quarantined planet. They may still wind up foul of the Centauri Guardsmen (details of the Guardsmen can be found on page 145 of “The Babylon Project” sourcebook), especially if one of the Feeders escapes. This avenue may provide more action and suspense for the players if the GM feels (s)he can achieve this without any detriment to the Player Characters in the long run.

This has been an adventure of physical skill and wits. There is no financial or political gain to be had, however there is the possibility of a recurring enemy for your group’s future adventures in the form of House Mollari.

## Appendix A: Na'ka'leen Feeders

A Na'ka'leen Feeder is a quasi-sentient being that feeds on “brainwaves”. They were first discovered when the Centauri attempted to colonise Batain V. The Feeders attacked every Centauri on the planet until the Republic quarantined it. Na'ka'leen Feeders can move extremely fast and become quiet before they attack. They prefer to feed on older minds.

It is recommended that the GM examines a Feeder in the first season episode of Babylon 5 titled “Grail”. A Na'ka'leen Feeder stands about the height of an average man. It has a strong yellowy/brown skin and uses three thick tentacles as a means of locomotion. It can walk in an erect manner on the tentacles, or can curl two tentacles whilst using the remaining tentacle to launch it's body easily 5 meters into the air. A fourth, thinner tentacle is used to feed on sentient being's minds, whilst two claws are also present for manipulating small objects. The head and body appear to be contained in the one dumpy casing of a large skull. It has no visible eyes or mouth, but has obvious air holes on each side of the head. A Feeder's natural environment is the canopy of a forest, so they will especially enjoy struts, scaffolding and other high areas in an artificial environment.

A Feeder likes to hunt its prey for a while, and will sometimes do so in groups. Some people say Na'ka'leen Feeders appear to enjoy stalking their prey more than consuming the energy from their minds. Players should be filled with a sense of fear and foreboding when a Feeder is hunting their characters.

Presented here are the details for an average Na'ka'leen Feeder. There are no Cultural Attributes as the species is too alien to most races for these attributes to be useful. Consider them as “0” for any calculations.

### *Na'ka'leen Feeder*

<i>Character Attributes</i>		
<b>Charm:</b> 0 equivalent	<b>Intelligence:</b> 2	<b>Strength:</b> 8
<b>Finesse:</b> 0 equivalent	<b>Insight:</b> 4	<b>Agility:</b> 8
<b>Presence:</b> 0 equivalent	<b>Wits:</b> 6	<b>Endurance:</b> 7
<b>Xenorelation:</b> 0 equivalent	<b>Perception:</b> 5	<b>Coordination:</b> 3
	<b>Psionic:</b> 7	

<i>Derived Character Attributes</i>		
<b>Toughness:</b> 3	<b>Initiative:</b> 7	<b>Resolve:</b> 3

<i>Character Skills and Specialties</i>			
<b>Combat, Unarmed</b>	1	Strike (based on Agility)	Grapple (based on Agility)
<b>Intelligence Drain</b>	1	N.A. (based on Psionic)	
<b>Hiding</b>	1	Shadowing (based on Agility)	

#### **Intelligence Drain Notes:**

1. When attacking, the Feeder always tries to Grapple its opponent, only using “Combat, Unarmed: Strike” with a tentacle when absolutely necessary. Use the normal rule for grappling with opponents.

2. When a successful hold is achieved where the Feeder is in control over the victim, the creature will clasp a tentacle onto its victim's forehead and attempt an Intelligence Drain without any penalty to the Grapple task.
3. In attempting an Intelligence Drain, the Feeder must do so as a normal contested task using the skill (Intelligence Drain) and appropriate base ability (Psionic) against the victim's Resolve score if they are a "normal" or contest the task against a telepathic block if the victim is a trained telepath.
4. An Intelligence Drain will drain points from the victim's Intelligence Attribute at the rate of 2 every turn, until the Feeder is no longer in control of the Grapple task. The victim can regain these points at the rate of 1 per day if in a Medlab, otherwise the rate is 1 per week. If the victim's Intelligence Attribute falls to 1 or below, the damage is permanent.