

“Telepathic Tremors”

Version 1.0

By Jason Kempnich

A module for
The Babylon Project™

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Foreword

This is designed to be an action/endurance module for “The Babylon Project” role playing system. The module will see the Player Characters abducted and taken to the Narn homeworld by covert Narn forces, looking for telepaths. It is intended for Player Characters to make some friends along the way, team-up, break out and free the remaining prisoners ... then somehow escape from the Narn homeworld. This adventure requires a group that:

- Has at least one (1) telepath as a regular Player Character – *this is a must!*
- Can use lethal force if a situation proves it necessary.
- Preferably doesn't have too many Centauri in it.

These points are important as they allow the adventure to run smoothly: a party of Centauri diplomats, none of who are telepaths (but they are all good drinkers!) would not be kidnapped by Narns looking for telepaths – killed, maybe – but not kidnapped.

Dialogue and verbal descriptions 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 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
October 1997

Chapter 1: Beginnings

To begin the adventure, the party of Player Characters must be together and in a space transport in normal space, enroute to whatever destination the GM or the party fancies – maybe the players will get there, sometime after this adventure! It is important that the transport be alone and be in a position to respond to a distress call. It is equally important for the transport not to be bristling with external weapons. If your group is weapon crazy, invent a weapon systems failure a few hours before Scene 1.

Scene 1: “Mayday, Mayday!”

The adventure begins with the following description:

The relative peace and quite of the constant humming of the ship’s burners is broken by the urgent peel of the ship’s distress call alarm, accompanied by a small red light, pleading to be answered.

Distress systems will only sound when the ship in distress is within range of the receiving ship(s). The Player Characters must answer the distress call, as it is ‘the way’ in deep space: what goes around, comes around. When they answer, read the following description:

The face of a concerned Narn fills the monitor. He almost visibly sucks in his breath when you answer the call.

“Thank G’Quan! I am Captain Tu’Rog of the transport Na’Sheen. We are in grave danger. Our vessel has suffered an explosion in the engine bay. The engines are out, power is out and we are drifting at a fast rate. We are running our life support systems on auxiliary power, but it will only last for a few hours. There is also a major hull fracture caused by the explosion. Unfortunately, it spans the only bulkhead our ship has and it could crack any time. Please help us! We need to evacuate as soon as possible!”

Tu’Rog’s ship is 1 hour and 30 minutes away. If asked, he will state they are carrying four passengers: three Narns and one Human. He will state he has no cargo. His ship is a typical Narn transport, known as a G’Toth N’Bah. You can see one at the beginning of season 1 Babylon 5 episode, “By Any Means Necessary”. If asked, he will state that times have grown tough in simple cargo transporting, so he has made some ‘modifications’ to his cargo hold to comfortably transport up to six people.

There are no other ships in the area that could rescue the Na’Sheen – it is up to our heroes to do the right thing. The Player Characters must eventually agree to rescue them, as this is a vital plot element, needed to begin the adventure.

Scene 2: Docking Procedures

After travelling for one and a half-hours, the Player Characters will make visual contact with the Na’Sheen. There is no visual damage from the outside, but the crew’s situation is unchanged.

When the Player Characters’ transport is close enough to the Na’Sheen, read the following description:

A closer inspection of the Na'Sheen reveals no external damage. True to Tu'Rog's word, the ship is moving rapidly under it's own momentum, whilst spinning slowly. It does not take an expert to know that docking with this transport will be a testing task.

The Na'Sheen is in no immediate danger of colliding with any object. From here, the Player Characters should attempt to dock their ship with their Narn counterpart's ship. Achieving a successful docking procedure with the Na'Sheen would be considered a 'Very Difficult' task. GM's with characters not able to achieve such a high result may have to decrease it to 'Difficult'. It is also a good idea to impress on the Player Characters how dangerous the situation is for them, by talking-up a few near misses.

The GM should interpret the results of the Task Difficulty Roll(s) differently for this situation. 'Marginal Success' or better indicates the docking procedure was successful and will hold. 'Marginal Failure' means the pilot almost docked and is now in a better position to try again, reducing the task difficulty to the next level down. 'Normal Failure' means the pilot missed. 'Significant Failure' means the pilot's ship struck the Na'Sheen but caused no damage. 'Critical Failure' means the pilot's ship struck the Na'Sheen and made a small hull breach in either one of the ships.

After the ship has docked with the Na'Sheen, the pilot should stabilise it's path. The Na'Sheen's occupants will be quite eager to leave their ship and enter the Player Character's ship, doing so at the first available opportunity. Under the circumstances, this will be understandable to the Player Characters. If they wish, they may inspect the Na'Sheen, finding exactly what they were told, no cargo and no other passengers. Captain Tu'Rog will attempt to talk the Player Characters into toeing his ship if possible, but he will not press the point if they do not want to or simply can't. If asked about a destination, he will say, "Whatever port is nearest and easiest for you".

If the Player Characters inspect the engine bay or probe the engines from the cockpit, they will discover there is no damage at all. Such a revelation will force Tu'Rog's hand and the GM should play-out the events described in Scene 3 immediately.

Scene 3: An Unexpected Development

Captain Tu'Rog, the two other Narns and the Human, have been quietly sizing up our Player Characters. When the situation presents itself, they will quietly position themselves so they are easily able to overpower the Player Characters if necessary. When they are ready, the Human, who is a rogue telepath, will begin to very lightly probe each ship member for telepathic activity, so light that non-telepaths will have no idea they are being probed. However, if a telepath is probed, they will detect it. That is why the Narns are in position, ready to subdue the crew if a telepath is found and raises the alarm. The telepath and the Narns will attempt to do this as quietly as possible, preferring to probe crewmembers in private and tie them up if necessary.

Regardless of how the above situation comes to pass, it is vital that the Narns and telepath have complete success in their mission. Invent situations to take crewmembers away one by one or fudge combat rolls if a fight breaks out.

It was a prerequisite of this module that the Player Characters have a telepath in their midst, so the telepath will find what he is looking for. The telepathic Player Character(s) will be

separated from the rest of their crew and will be searched, handcuffed and chained in separate holding rooms. The rogue telepath, as well as the two unnamed Narns will watch the Player Character telepath(s). If the telepathic Player Character(s) try to use their psionic potential to harm their captors, the two Narns will physically attack him/her, whilst the telepath tries to block the attack/scan/probe. Meanwhile, the rest of the crew is to be searched, handcuffed and secured in another room. It is vital for this adventure that the above information takes place – the Narns and telepath cannot be overrun and escape plans must not come to fruition. If necessary, add more Narns in the initial encounter. By the end of this scene, the entire crew will be restrained and the telepathic character(s) will be under constant guard.

Scene 4: The Journey to Narn

From here, Captain Tu'Rog will take his prisoners back to his specially modified ship. When ready, Tu'Rog and his crew will carefully transfer each prisoner to his ship, one-by-one. Again, there are to be no incidents where the Player Characters can escape. The normal Player Characters will be secured in the specially built 'quarters' (better known as holding cells) on the Na'Sheen, whilst the telepath will be secured on his/her own, under special guard. The Narns or telepath will not speak to the Player Characters, or answer any of their questions.

Depending on the importance of the Player Characters, Tu'Rog may decide to set a course on their old ship directly for the nearest sun. If they are important, he does not want any evidence of their abduction to be left, such as their ship floating in space, so the players will definitely not see their ship (or its contents) intact again. If the Player Characters are unimportant, he will not bother and will leave their ship adrift. In this situation, they may be very lucky and may be able to find it much later with some excellent computer modelling and a lot of luck (highly unlikely). The most probable outcome is they will be fresh out of luck with a salvage operation laying claim to it and its contents long before they arrive.

With the Player Characters secured and a decision made on what to do with their ship, Tu'Rog will now head for Narn, although the Player Characters will not know this. If their telepath tries to surface scan this information, he/she will end up being bashed by the telepath and one of the Narns, as described before. The trip will be a long and uncomfortable one, depending on where the Player Characters were found. The conditions are cramped and uncomfortable, although clean. Only the telepath will find his/her holding cell to be comfortable, as he/she is being held separate to the rest of the crew.

The trip will be uneventful. When entering Narn space, the Na'Sheen will identify itself and will not be challenged by Narn authorities. It will be allowed to land on Narn itself, doing so at a landing pad outside a small complex near the northern polar region. However, it is important to note that the Player Characters will know none of this information – they have no idea where they are being taken. The GM should calculate the voyage time in days and impress on the players the amount of time they are being held in the ship. When the GM is finally ready to land the Na'Sheen, read the following description:

For many minutes now, the transport has been gently rocking and shaking, offset by the sound of the transport's thruster constantly firing. You become acutely aware of gravity beginning to tug on your body in a constant direction, something you haven't felt in weeks. These are the familiar sounds and sensations of planetary descent. You are landing, but you can only guess where.

An experienced pilot who knew their starting location might be able to suppose that the Player Characters have been transported to Narn, given the number of days spent travelling. This would rely on successful 'Navigation (Aerospatial)' checks for both 'Hyperspace' and 'Insystem' specialties against a 'Tricky' task difficulty level. The Na'Sheen itself will land without incident. Move immediately to the next chapter.

Chapter 2: Settling in on Narn

This chapter covers the period of time from when the Player Characters arrive on Narn up until they begin to break out of the holding complex. This chapter presents a series of predetermined, chronologically ordered scenes over which the Player Characters should have very little control.

Scene 1: Outside the Complex

The Player Characters will be quickly herded out of the transport by a new set of Narn guards who just boarded. Again, special attention will be paid to the Player Character telepath(s). So much security is present that there is no chance of the Player Characters escaping. When they are removed from the converted transport, read the following description:

As you approach the airlock of the transport, you can feel a deeply chilled breeze dance across your face and up into your hair. It has the very distinctive sting of ice in it. Shackled to each of your crewmates, you turn the corner and view the scene outside the transport, as visible from the Na'Sheen's airlock. Narns, everywhere, hurriedly attending tasks you do not care about; securing the transport, bringing supplies, or awaiting for you. No other race is visible. You are prodded in the back by one of your Narn captors, your cue to step out of the transport, you assume. You do so and are instantly buffeted by a strong, cold wind, its icy fingers finding their way underneath your unsuitable clothes.

The Player Characters are standing on Landing Pad 2. All should make an Agility check against an 'Average' task. Those who fail will slip over on the ice-covered landing pad as they step outside. Once outside, the GM should map what the Player Characters can see for the players' reference. This will become very important for later. The maps of the complex and surrounding environment can be found in Appendix B, "Narn Base".

Snow and ice have covered large portions of the landing pad onto which you have stepped, making the surface slippery for an unsuspecting foot. You take a moment to view your surroundings. You have just stepped off the Na'Sheen, its large mass sitting quietly behind you. Before you stands what appears to be a base of operations: small, squat, but functional in design, it has no distinctive markings, except for a few short silos over the back. Everything is topped with a blanket of snow. One other small Narn transport sits on another landing pad to the west, attention being lavished upon it by Narn workers. A large sun, low on the horizon, illuminates the scene with deep, eerie tones of red.

Prodded once more, you are forced up a snow-covered path toward the entrance of the base. A closer inspection of the base itself reveals only one marking, written in a sharp, distinctive script, beside one of two visible entry points. A sudden wind squall brings home the bitter cold, making you shiver uncontrollably.

Players able to read Narn will know the sign says, "Main Entrance." Also, Player Characters who have a basic understanding of Narn society or the Narn homeworld will realise they are

most likely on Narn in one of the polar climates, due to the colour and size of the sun. Another clue is the abundant presence of Narns and a complete lack of any other race.

Scene 2: Inside the Complex

The Player Characters will now be lead to holding cells inside the Narn base. The GM should continue to map what the Player Characters see as they go.

As you enter the base, you are buffeted by a blast of artificially warmed air. Inside the entrance, the temperature conditions are adequate and the lighting is a deep red. Once the entire group is inside the building, you are lead past what look to be two guard posts on either side of the clinical-looking hallway and are forced to turn right, into a stairwell that leads both up and down. Your silent guards indicate through simple gestures that you should walk down the stairs.

It is somewhat of a tradition here that the Narn guards will try and trip their prisoners as they begin to walk down the stairs. Randomly select a few Player Characters and have them each perform a 'Difficult' Agility check, as they are descending the stairs in shackles and will not be able to save themselves very easily. Those who fall will fall heavily, for a short distance, causing 1d6+1 damage to their head, arm, or leg (randomly selected). Consult the 'Final Effects' table for information. The Narns will laugh raucously at any that fall, stating in their native tongue that, "the aliens are a weak breed compared to Narn stock." If any of the telepaths are injured during this 'tradition', they will receive medical attention within fifteen standard Earth minutes. Otherwise, the individual will be ignored, for the time being. After this incident, continue with the descriptions:

After the group has regained its composure, you are again motioned to move forward. You find yourselves in a below ground level, with conditions very similar to the previous level. Ahead of you is another guardroom. You continue on, proceeding around three right hand corners, passing what appear to be labs and torture rooms, before coming to a less clean area beginning at a crook in the corridor. Down here is what appears to be a long line of holding cells. You guess that this is probably your destination. At the beginning of the cells, on your left, you pass yet another guardroom, this time occupied by two guards. This room one is filled with controls and monitors. Your lead captor speaks in Narn to one of the guards in the guardroom.

It is a relatively simple task to figure out that the guards in this room control the cell doors, whilst also monitoring the prisoners' actions.

You are taken down the long line of dirty, but functionally well-maintained cells. You turn through two more right hand corners before seeing two open cells and a Narn guard waiting for the party to arrive.

The non-telepathic players will be herded into the cell labelled 'K2' on the map, whilst the telepathic characters will be sent into cell 'K1'. As has been normal so far, the telepathic character(s) are being held separate from all other characters. To the left of the telepathic Player Characters' cell will be cell 'K3'. This is where Herlain, a female Minbari telepath, is held. All characters are able to communicate audibly to each other via the cell bars at the front of the cells, as per the stereotyped run-down, cheap jail. However, the characters cannot see

each other unless they are in the same cell. Furthermore, the Player Characters will not have had a chance to see Herlain before they were put inside their cells. Upon entering their respective cells, the Player Characters will be strip-searched under close (and heavily armed) supervision. There will have been no chance for anyone to escape through all this.

The Player Characters will shortly be brought tattered, thin, old blankets by a Narn security guard. The blankets will have been retrieved from the large storeroom found at the end of the same corridor where the Player Characters are being held. The blankets will be passed through the cell's bars, one for each prisoner. If the Player Characters were attentive, they would have been able to see the room from which the guard retrieved the blankets.

Scene 3: Cell Life

The players will now have been forced into a very hard position – essentially, they have wound up locked away without any equipment, and so far have had no choice in the matter. This will change with the next chapter. The purpose of this scene is to fill in the details of daily life now that the Player Characters are locked up underground.

As described in the previous scene, the Minbari telepath in cell 'K3' is named Herlain. She is so quiet there is no reason for the Player Characters to believe the cell is occupied. For the time being, she will not give her position away.

Non-telepaths will be brought one meal a day on a simple tray at a varying time each day, whilst telepaths receive two meals a day at the same time, morning and evening. The meals look and taste disgusting, but provide just enough nutrients to prevent prisoners from wasting away. Water and waste facilities are available from within the cells.

Within a day of arriving at the complex, a pair of human telepaths will individually scan the non-telepathic prisoners, to confirm there is no telepathic potential. Any dangerous injuries the prisoners may have will be treated at this stage. This is all performed under maximum security, with no chance of escape.

On a daily basis, the telepath(s) in the group will be visited by two to three Narn security guards. Only one telepath will be removed from their cell, making it impossible to 'gang up' on the guards. The telepath will be taken to either a lab to give samples and be subjected to biological experiments of different kinds or to an 'experiment room' (torture chamber) to test their physical limits or to be 'coerced' for whatever reason. Sometimes these sessions are simple – they are asked to read Narn subjects' minds whilst being monitored by unknown equipment. Other times the sessions are real-life nightmares – being injected with substances similar to 'Dust' or other performance enhancing (and hallucinogenic) drugs, or just plain torture endurance sessions. Almost every session begins and ends with a small cell sample being taken from the telepath.

The non-telepathic characters present a problem to the Narns, as well as the GM. They have no use for non-telepaths, but they cannot simply let them go free. The most realistic outcome would be to have the Narns immediately terminate the prisoners who are not useful, however we cannot allow this to happen to our players. After a period of a few days, the Narns will decide none of the prisoners are worth keeping and will halve their rations. These rations will continue to shrink on a daily basis until the non-telepaths are not fed at all, eventually letting them die. Of course, telepathic characters are incredibly useful and will be properly looked after, even though they are prisoners.

This base itself is a covert activity and is not officially recognised by the Kha'Ri (Narn ruling body), although everyone knows that's where it is being funded from, in a roundabout way. As is well documented throughout the television series, the Narn race does not have any natural telepaths. This research centre has been set up to find out why and to try and breed a Narn telepath. To do this, the centre is securing as many telepathic 'samples' from as many different races as possible by means of abduction from deep space. Telepathic 'samples' are held until they die (hopefully not by Narn hands).

Chapter 3: The Great Escape

This chapter deals with the crux of the adventure – inventing a complex escape plan and the execution of that plan.

Scene 1: Gathering Intelligence

Escaping from the complex will not be a straightforward task by any means. The first thing the players will need to do is gather information on their surroundings. This can be achieved through making contact with Herlain and asking her questions, through simple observation, and through the telepath(s)'s observations when taken for 'testing'.

On the topic of Herlain: she will initially be quiet and will not make contact with the Player Characters, preferring to listen to them instead. If the players try to make contact with her, she will answer but will initially be reasonably guarded. As she comes to know them a little better, she will begin volunteering information, even plotting with them. If after some time the Player Characters aren't using Herlain, the GM should have Herlain introduce herself, stating she has overheard their plans and can help in return for them taking her with them.

The GM should encourage the players to actively gather as much data as they can in preparing their escape plan, if they haven't already begun doing so. The following information can be easily obtained:

Simple Group Observations

- Guards not directly transporting telepaths appear disinterested and apathetic.
- Telepaths are transported to testing labs either by two or by three Narn guards. If the telepath gives trouble (telepathic attack or otherwise) the Narns will bash the telepath into unconsciousness for 'safety reasons'.
- Telepaths are brought meals twice a day at similar times in the morning and evening.
- Non-telepath meals are decreasing in size and frequency and are brought at no particular time.
- Every second day operations wind up early and loud entertainment can be heard (from rooms labelled 'O'). Telepaths are returned to their cells at this time to be fed.

Observations from the Player Character Telepath(s)

- Security around the complex in general appears to be rather lax - there appears to be an assumption that prisoners will not break free of their holding cells.
- The guards who monitor and control the prisoner cells in room 'J' do not appear to actively watch their monitors and if the Player Characters had the opportunity to leave their cells they could probably do so undetected - initially.
- Guards have only been seen at the same places (designated guard posts on the map).
- Only one telepath is tested at a time – the others remain in their cells.

Observations from Herlain the Minbari Telepath

- The store room at the western end of the corridor in which Herlain and the Player Characters are being held must have another exit, as she has seen guards go in there and not come out.
- The guards do not appear well drilled in their duties.
- Little thought appears to have gone into escorting the telepaths.
- Non-telepaths are left to slowly starve to death.

- That the Narns would be experimenting on telepaths as they have no natural telepaths of their own.

This is more than enough intelligence to begin a plan. The GM should assist the players in proving plans will or will not work. For example, there is indeed another exit to the storeroom at the end of the corridor, as shown by the map. If this point were to come up for debate amongst the players, the GM should have a Narn guard suddenly appear from the room at some point, bringing a fresh change of blankets. Escaping should feel a difficult task to the players, but the GM should lend a (hidden) helping hand wherever it is possible.

Scene 2: Making a Plan

At least one escape plan can be made from the information presented in Scene 1 of this chapter and that plan will be presented here. The GM should keep in mind that this will not be the only escape plan possible and players should be rewarded for clever ideas with a successful outcome. In order to help shape the plan (to steer away from certain disaster, or to give stumped players some leverage), the GM should use Herlain as a mouthpiece.

One escape plan that can be constructed from the information previously presented is detailed below in a step-by-step fashion:

1. The Player Characters team up with Herlain to begin the operation on a night when the Narn staff will have one of their rowdy 'drinking parties'. The plan will begin when the telepath taken for testing is returned for the night, but only if that telepath is being escorted by the minimum number of guards (2).
2. When both the escorted telepath and the locked up telepath(s) are in line of sight of the guards, they will use their psionic abilities to attack the guards. This may be difficult for the players to hit onto as there are no 'mind attack' rules in the sourcebook, even though it is obviously possible from the series (attacks, mind wipes, even deep scans can cause problems). As such, the GM may wish to have Herlain suggest this course of action.
3. Once the two guards are 'disabled', their weapons (Kalat Avenger PPGs) should be taken and the guards themselves should be hidden in the storeroom at the end of the corridor. Of course, the telepath will have to do this on his/her own and it may require some unpleasant work to make sure the two guards are no longer an issue.
4. Without delay, the 'escaped' telepath (preferably not Herlain!) should explore the storeroom. On doing so they will discover the access doors to the other storerooms. Although there is nothing of immediate use in the storerooms, they players should use them as unmonitored walkways. Blankets and warm clothes (especially snow-camouflaged furs, gloves, boots, etc.) can be found here, so they should be collected for the escape run later.
5. The escaped telepath should now confront and 'take care of' the two guards in room 'J'. Only through this course of action will they be able to open the cell(s) which contain the other players. Again, any bodies should be hidden and PPGs taken.
6. The team should now meet up in the storeroom, distribute the four PPGs now available and finalise their plans for the next stage of escape.
7. They should sneak their way out, collecting weapons wherever possible, but letting their escape go unnoticed and unreported for as long as possible.
8. Transport in the form of several bike-like snow vehicles can be found in the complex's garage. Each of these can hold one driver and hold a pillion passenger. However it is unlikely the players will know that at this stage. After the initial

escape, Herlain may suggest they need to hijack some transport and suggest they try the complex's garage.

9. More 'angry' groups may like to leave the Narns a special 'thank-you' message in the form of sabotaging one of the silos to the north of the complex. The easterly silo is a combustible fuel store for the combustion engine driven snow vehicles used by the complex.
10. Once outside of the complex, the group should move with all possible speed to the nearest populated centre. Aliens will cause quite a concern amongst the local populous (this would be common knowledge), so the players should endeavour to keep it as low-key as possible. From the nearest populated centre, they should try to contact the Earth or Minbari consulate. Whilst the journey will be longer, they will have no trouble getting off the planet once they have explained their story to the consul.

It is important that the GM begin to build a feeling of excited anticipation and extreme tension into the party at this point - the building of an escape plan is exciting and something to be anticipated. However if something is overlooked or goes wrong, the consequences could be fatal. If the players themselves begin to feel nervous and excited, the adventure will be memorable for all the right reasons.

Scene 3: The Escape

Scene 2 presented a workable plan. Now it's time to look at how things will actually go when the very large variables of the Narn guards and Herlain are added. This scene presents information for the GM to offset against an attempted escape by the Player Characters.

Please keep in mind that this is only one version of any number of possible events. Players inevitably slip something the GM did not think of into the mix of every role playing session. Accordingly, the GM should be prepared to concede points to the players. The ultimate goal of the adventure is for the Player Characters to escape with their lives - anything less than this and the adventure would become unenjoyable.

The information is layed out in point form for reference ease:

1. The guards who return the telepath to the holding cell on the day of the escape are indeed disorganised. Their thoughts are on tonight's drinking session and not security. They will offer little resistance.
2. The guards in the monitor room will not be paying attention. If the Player Characters use the storeroom to get to the guards they will be unnoticed. However, if they use the corridor they will be seen on security camera and an alarm will be raised. A quick thinking (and fighting) telepath can shut off the alarm, stating to any radio enquires that it was an accident. This will work, as no one wants to leave tonight's celebrations to check.
3. The escapees will occasionally run into Narn scientists finishing off for the night, or on some unknown errand. Left unchecked, they will raise an alarm.
4. The escapees will also run into Narn guards. Most of these will be in the designated Guard Post rooms. Whilst they may not see the approach of the Player Characters, they most certainly will see them pass by.
5. Once outside the complex, unless the Player Characters are very careful and incredibly stealthy, they will certainly be seen by guards on patrol, who will shoot with deadly force, whilst raising an alarm.

6. The Narn transport on Landing Pad 1 is not ready for take off and cannot be piloted by the Player Characters – it is undergoing maintenance and will not fire up due to vital missing components.
7. The Player Characters should be allowed to escape into the surrounding snow covered woods, veiled in the darkness of night, but they will be hotly pursued.
8. Unless the complex's other prisoners were set free by the Player Characters, it is at this point that Herlain will respectfully request that they set the other prisoners free, to at least give them a fighting chance. If the Player Characters will not help, she will turn on her heel and walk back toward the complex. If asked, she will state that if the Player Characters will not help, she will set them free herself. This is meant to weigh upon their consciences. They can just let her go, but this is not a good thing to do. If they let her go whilst they escape, turn to Chapter 4, Scene 1.
9. Going back into the complex will be dangerous. Hopefully all characters will now be armed. Armed search parties will have begun combing the local countryside, leaving the complex with feeble defences. Also, complex staff will not be expecting to be attacked now, so the Player Characters will have the upper hand.
10. As the Player Characters come into view of the complex, they will see another Narn transport, the Du'Gar, put down on Landing Pad 2. The pilot and copilot disembark. There appears to be no one else on board. This is an enormous piece of luck as this ship can now be hijacked for fast transport to another part of Narn.
11. Setting the prisoners free will be difficult. Combat will be close, and all staff are now on alert. The players will have to proceed from room to room, taking cover where they can. Once the prisoners are released, the Player Characters will have an easier time, as the Narn guards will also be shooting at the prisoners as well!
12. The players should now escape, taking as many prisoners with them as possible. Hijacking the recently landed shuttle will be reasonably easy. The controls are of Narn configuration, so controlling the transport will be a 'Tricky' Atmospheric Transport task. Be sure to role play a classic clichéd scene where the armed Player Characters are defending the transport, firing on the advancing Narns, while the freed prisoners desperately scramble on board the Du'Gar.
13. The Player Characters should quickly take off and fly with all speed. There should be many a tense moment as the transport lazily warms up its engines to the sound of PPG fire all around.
14. Port Authorities will be notified of a bogus Narn prison break and have orders to shoot down the transport. Hopefully the Player Characters will realise this and put the Du'Gar down in an unpopulated area and complete the trek by foot, in which case the GM should turn to Chapter 4, Scene 2. In case they don't, turn to Chapter 4, Scene 3.

The above is one way in which the Narn complex may react to an attempted break out. Keep in mind that the task should be very difficult for the players to achieve, but not so difficult that they do not have any idea where to start or how to proceed.

The above list provided three 'out points' for the story:

1. The Player Characters escaped on their own, riding snowmobiles (Chapter 4, Scene 1).
2. The Player Characters escaped with Herlain and as many prisoners as they could save, in a Narn transport, but suspect they will be challenged shortly by airborne Narn authorities, and have safely put down in an unpopulated area (Chapter 4, Scene 2).

3. The Player Characters escaped with Herlain and as many prisoners as they could save, in a Narn transport, but are about to be shot down by Narn authorities (Chapter 4, Scene 3).

It is quite possible the players generated their own 'out point'. As such, the GM should handle it as (s)he sees fit, taking the information presented in Chapter 4 into account.

Chapter 4: Concluding the Adventure

Either scene 1, 2 or 3 will be run depending on the decisions made in the previous chapter, as outlined at the end of Chapter 3, Scene 3. Scene 4 in this chapter will follow scenes 1 or 2 and will conclude the adventure, whilst scene 3 concludes the adventure without scene 4.

Scene 1: A Snowmobile Exit

Situation review: The Player Characters decided to let Herlain return to the base on her own to free the prisoners and are speeding off on snow bikes.

The freezing wind of polar night whips through your hair as you take your snowmobiles to dangerous speeds. Trees loom up without warning, their low lying branches whipping any frozen, exposed skin. After half an hour of riding, you begin to discern signs of pursuit – ships can be heard in the sky, buzzing the area just to the north of where you have been.

The search ships are equipped with heat sensing equipment – the Player Characters would be educated enough to guess this. Ultimately, the ships will come close enough that the players will have to come up with some plan to avoid detection. Maybe they will come across a cave, large enough to hide them and their (hot) vehicles. Perhaps the ship will spot the Player Characters and will putdown ahead of them and lay in ambush, causing another fight. It is up to the GM. Ultimately, the trek should be hard, tiresome, and very dangerous.

When the GM is ready to move the Player Characters out of the wilderness and into a populated region, move to scene 4 in this chapter.

Scene 2: The Du'Gar Puts Down

Situation review: The Player Characters rescued the remaining prisoners, took the Du'Gar, but have landed it safely in an unpopulated area, suspecting ship-to-ship combat if Narn authorities spot them.

This is the safest and smartest option for the players. Once out of the transport, the Player Characters and the other escapees should begin to walk. They are still in a snow area. When the GM deems the situation appropriate read the following description:

You have been drudging through thick snow for half the night. To the east, the sky has a slight pink-grey tinge to it, dawn on the way. It is at this moment you walk across what appears to be an access road.

The Player Characters should choose to follow the road. Whichever direction they follow it will be the correct direction. The GM should now move to scene 4 in this chapter.

Scene 3: Shoot Down – Adventure Conclusion 1

Situation review: The Player Characters rescued the remaining prisoners, took the Du'Gar and intend to pilot it to the nearest population base.

The Narn base has contacted the local airborne authorities, claiming there has been a prison break and some of Narn's most notorious prisoners have hijacked the transport and that it must be shot down before it reaches a population base. Read the following:

Everything appears to be going well, very well ... too well. So well, that it is hardly a surprise when several blips appear on the scanner to the front of the transport, much closer than should have been possible. Seconds later, visual confirmation is possible – four airborne Narn fighters are streaking towards your transport. They pass you without incident, bank, and approach the transport from behind. With sudden horror, you hear a klaxon – a missile has been locked and launched! Seconds pass, then a heart wrenching jolt with a loud, tearing explosion, can be heard. Suddenly, your ship is falling from the sky. The snow-white ground rushes up to greet you with speed. Then there is nothing.

Around half of the passengers will have been killed in the crash. Those who survive will be seriously injured, including the Player Characters. Each character will receive at least one cut, one burn and one impact injury and receive damage in the region of 11 to 14 points. This is a serious crash in which a lot of people died. The survivors will also die without professional medical attention.

Unbeknown to the Player Characters, the wreckage is immediately boarded by a military team, expecting to see Narn prisoners. Instead they are shocked to see Humans, Minbari and Centauri. All surviving passengers will be given immediate medical attention before being airlifted to the nearest hospital. After being attended to (which may involve surgery), the Player Characters will begin to come to. For the sake of ease, assume all the Player Characters come to at the same time. When this happens, read the following description:

You feel warm, though slightly uncomfortable. You have opened your eyes, but cannot see much. Your mouth is dry and your throat is sore. You need water. You blink and can see some humanoid forms before you. Just then it all comes back – you'd been shot down! The Narns captured you again! Hands gently restrain you. You blink again to see an unexpected sight – a male human face looking at you. Beside the human stand several Narns, all in medical robes.

“Relax,” says the human in a soothing voice.

“I'm Rex Terblone, Earth consul to Narn. You're safe now, all of you. When you're up to it, I'd like to know why Narn authorities are being told to shoot you down. I suspect you have quite a story for me.”

The consul will listen to their story, making notes. He will make formal complaints to the Kha'Ri, but they will deny any knowledge of the activities. If the site the players describe is checked, a smouldering mess will be discovered. The Narns will claim it was an isolated technology experiment base that suffered a devastating explosion only a day ago.

Rex Terblone will organise shuttles home for the Earthers and will have contacted the consuls for the other races. Rex will encourage the Player Characters to rest as long as they need to, as they are now safe. He speaks the truth – no secret Narn authority would dare to make a strike now for fear of creating an intergalactic situation. Rex will gladly explain this to them. When they are ready to leave, the Player Characters will be shuttled anywhere they wish in Earth space, within reason.

From here, the Player Characters have to pick up the pieces of their lives. This was meant to be a hardship for them and should continue to be such. They should not find their ship floating in space where they left it. Maybe they'll see it for sale one day (if it wasn't fired into the sun by Captain Tu'Rog), or maybe they'll never see it again. Life isn't always fair and this is one of those times!

So ends the adventure.

Scene 4: The Farmhouse – Adventure Conclusion 2

Readers from scene 1 will suddenly happen across this clearing. Readers from scene 2 will come to the clearing after following the access road for a short while.

Before you is a simple, snow-covered farmhouse, nestled tightly in a clearing of white. On the other side of the clearing sit various utility sheds, silently watching you from under their rooves of snow. There are no signs of movement in the very early morning light, but the yard is well maintained and has a lived-in look.

It may take some courage (a different kind to that displayed back at the Narn base), but the most efficient course of action here is for the Player Characters to give themselves up to the farmer. They shouldn't surrender, just explain their story and ask for the farmer's help. They should ask for the farmer to contact the Earth consul as soon as possible, so they may explain their situation to him.

The farmer will be very frightened and is clearly outnumbered. Thoughts of escape fill his head. However he will agree to let them personally contact the Earth consul on his own communication system, while he secretly goes and alerts authorities to the large number of aliens who have stormed his farm. Any telepath who is alert will realise this is a possibility and will pick up his intentions if they perform a surface scan. The farmer should not be allowed to make the call.

Once contacted (it may take some hours as everyone is in bed), the consul (Rex Terblone) will initially be confused, then outraged that such a thing may happen. Rex will immediately organise for an Earth-run shuttle to pick the escapees up, including any Centauri and Minbari, within a few hours. The consul will then make contact with the Kha'Ri to complain. The Kha'Ri will deny any knowledge of this (of course). The Narn complex will be secretly contacted and the search will be called off. Furthermore, if the site the players describe is checked, a smouldering mess will be discovered. The Narns will claim it was an isolated technology experiment base that suffered a devastating explosion only a day ago. The Player Characters are now safe.

The Earth shuttle will arrive and will transport the ex-prisoners to the city of G'Kamazad where the Earth consul is. Their stories will be listened to, their wounds tended and they will be given time to rest. The consuls based on Narn for each of the races with the Player Characters will be contacted to organise safe passage home for them. The Earthers may leave on a specially organised shuttle the day after, being taken anywhere they wish in Earth space, within reason.

From here, the Player Characters have to pick up the pieces of their lives. This was meant to be a hardship for them and should continue to be such. They should not find their ship floating in space where they left it. Maybe they'll see it for sale one day (if it wasn't fired into the sun by Captain Tu'Rog), or maybe they'll never see it again. Life isn't always!

So ends the adventure.

Appendix A: Non Player Characters

The following NPCs are used in this adventure. Feel free to make changes as appropriate for your party's circumstances.

Captain Tu'Rog

<i>Character Attributes</i>				
Charm: 6	Intelligence: 5	Strength: 6		
Finesse: 4	Insight: 5	Agility: 5		
Presence: 6	Wits: 4	Endurance: 6		
Xenorelation: 3	Perception: 4	Coordination: 5		
<i>Derived Character Attributes</i>				
Toughness: 1	Initiative: 4	Resolve: 5		
<i>Character Skills and Specialties</i>				
Piloting	4	Transport	Atmospheric Transport	
Navigation, Aerospaceal	3	Atmospheric	Insystem	Hyperspace
Combat, Armed	2	Strike	Parry	Katak
Combat, Unarmed	2	Strike		
Combat, Ranged	1	Handgun		
Athletics	1	Running		
Medical, EMT	1	Narn		
Survival	1	Life'S by Ship	Foraging by Narn (homeworld)	

'Evil' Human Telepath (also Average Human Telepath)

<i>Character Attributes</i>				
Charm: 6	Intelligence: 5	Strength: 4		
Finesse: 6	Insight: 5	Agility: 5		
Presence: 4	Wits: 4	Endurance: 4		
Xenorelation: 5	Perception: 4	Coordination: 5		
	Psionic: 3			
<i>Derived Character Attributes</i>				
Toughness: 0	Initiative: 4	Resolve: 5		
<i>Character Skills and Specialties</i>				
Telepathy	3	Scanning	Blocking	Broadcasting
Combat, Unarmed	2	Strike	Dodge	
Combat, Armed	1	Swing	Parry	
Combat, Ranged	1	Handgun		
Savvy	1	Underworld		
Hiding	1	Shadowing		

Narn Thugs and Guards

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

<i>Derived Character Attributes</i>		
Toughness: 2	Initiative: 5	Resolve: 3

<i>Character Skills and Specialties</i>				
Combat, Unarmed	5	Strike	Dodge	Parry
Combat, Armed	3	Swing	Parry	Katak
Combat, Ranged	2	Handgun		
Savvy	2	Underworld		
Hiding	1	Shadowing		
Tracking	1	Local Environ'		

Average Narn (Scientists, etc)

<i>Character Attributes</i>		
Charm: 6	Intelligence: 5	Strength: 6
Finesse: 4	Insight: 5	Agility: 5
Presence: 6	Wits: 4	Endurance: 6
Xenorelation: 3	Perception: 4	Coordination: 5

<i>Derived Character Attributes</i>		
Toughness: 1	Initiative: 4	Resolve: 5

<i>Character Skills and Specialties</i>				
Apply as appropriate				

Herlain (also Average Minbari Telepath)

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

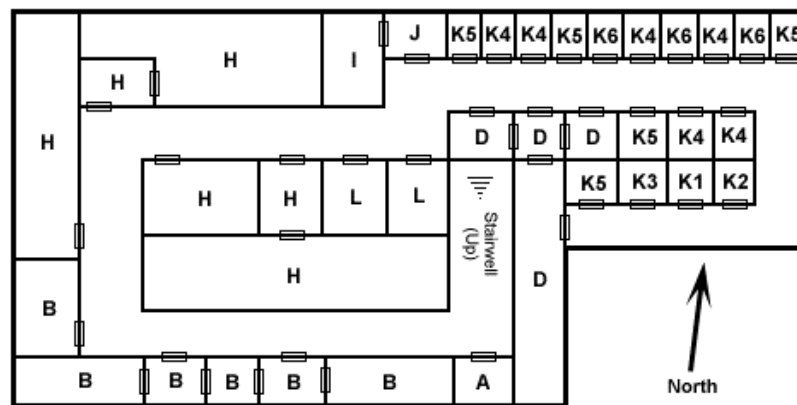
<i>Derived Character Attributes</i>		
Toughness: 0	Initiative: 5	Resolve: 5

<i>Character Skills and Specialties</i>				
Telepathy	3	Scanning	Blocking	Broadcasting
Medical, EMT	2	Minbari		
Music	1	Minbari Opera		

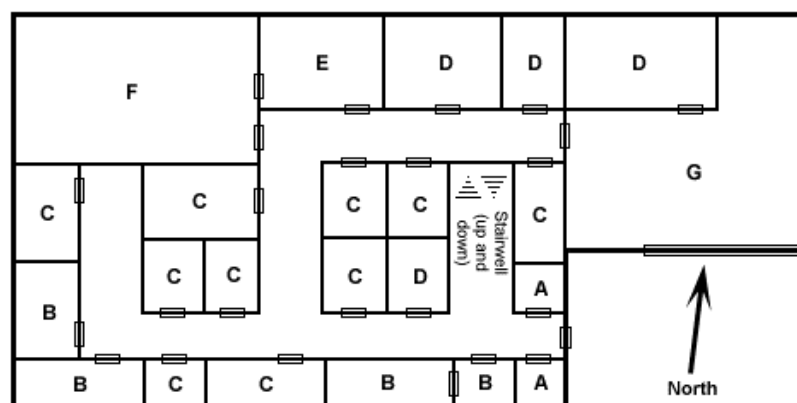
Appendix B: Narn Base

This appendix details the Narn based used throughout the adventure. The base is a squat, prefabricated structure, functional in design. It sits three stories high, one of which is buried underground by design. Entrance to the base can be obtained only on the ground level (level 0) at the main door or through the garage. The stairwell on level 0 leads down to level -1 and up to level 1. The base has no windows. The three maps of inside the Narn base are described in the section “Narn Complex Descriptions” in this appendix.

Level -1

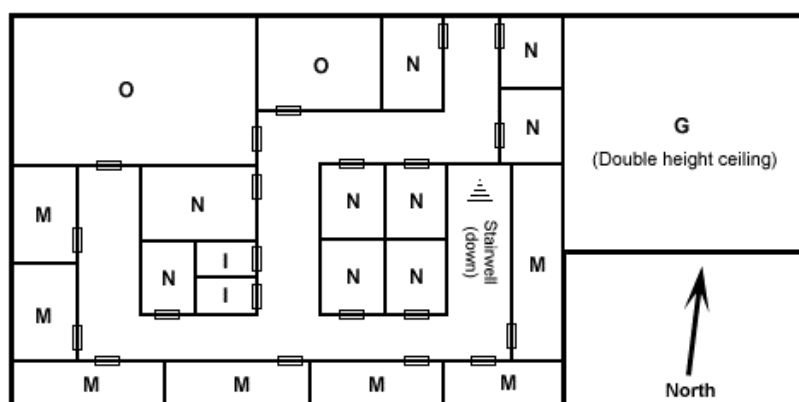


Level 0 (Ground)



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Level 1

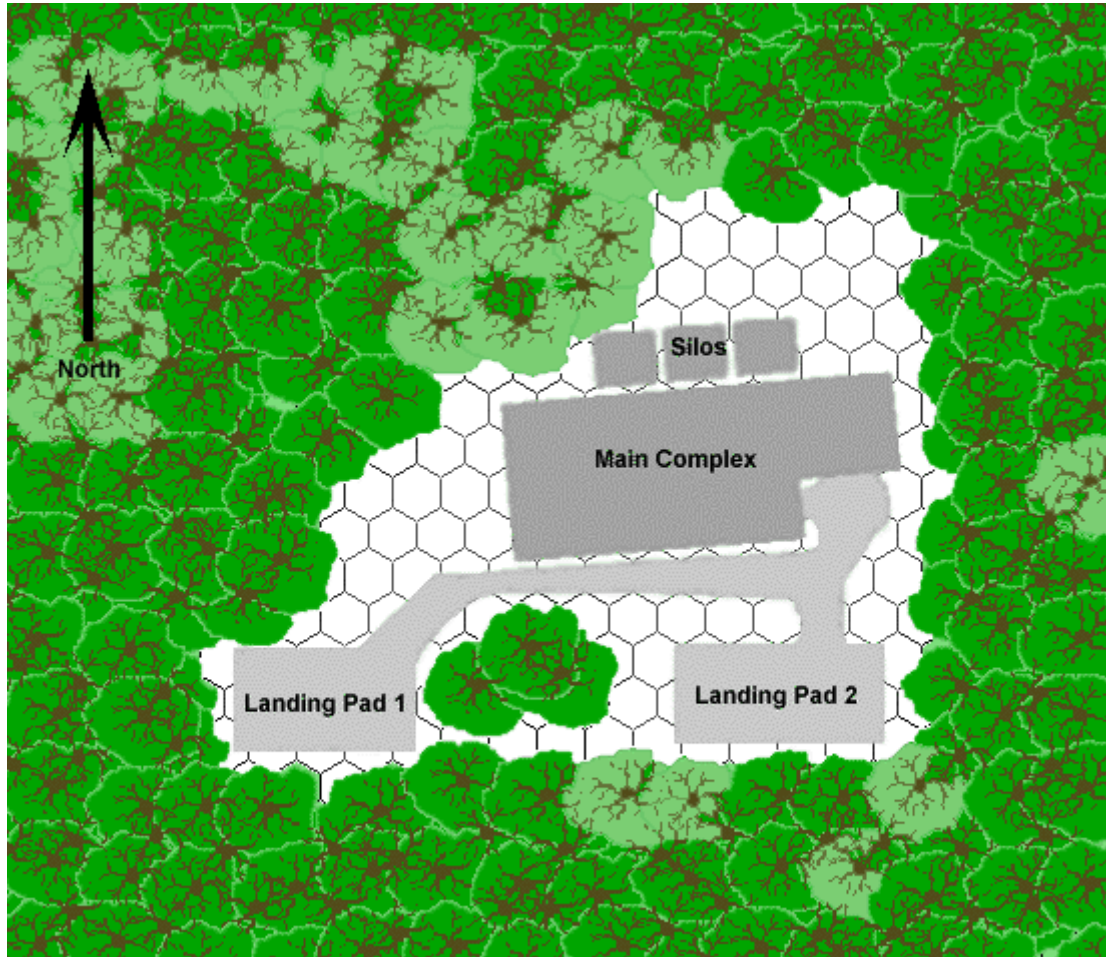


Narn Complex Descriptions

- A. **Guard Post.** Guard posts are occupied by one guard and are in use 24 hours.
- B. **Laboratory.** A traditional laboratory for conducting biological experiments.
- C. **Office.** An office.
- D. **Store.** A storeroom, most often containing clothing, blankets, useful items, etc.
- E. **Kitchen.** A large kitchen.
- F. **Mess Hall.** Large communal eating hall.
- G. **Garage.** Contains 4 snowmobiles and various tools, etc. Double height ceiling.
- H. **'Experiment Room'.** For taking samples, conducting experiments, torture, etc.
- I. **Weapons Safe.** Contains assault weapons and personal weapons. Well secured.
- J. **Cell Control/Guard Post.** Controls and monitors cell doors and prisoners.
- K1. **PC Telepath Cell.** The Player Character telepath(s) occupy this cell.
- K2. **PC Cell.** The non-telepathic Player Characters occupy this cell.
- K3. **Herlain's Cell.** Herlain the telepathic Minbari has this cell.
- K4. **NPC Telepath Cell.** This cell is used by an unknown telepath of a random race.
- K5. **Empty Cell.** This cell is not occupied presently.
- K6. **NPC Non-telepath Cell.** Several non-telepathic Non-PCs occupy this cell.
- K. **Amenities.** Showers, toilets, etc.
- L. **Dormitory.** Large room containing several bunks for sleeping.
- M. **Private Quarters.** Contains one bed, a desk, and cupboards for senior staff.
- N. **Recreation Room.** A place for recreation out of work hours.

Narn Base Environs

This map shows the position of the Narn Complex in relations to pathways, the two landing pads, silos and the surrounding environment. Each hex represents 8 meters.



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Map originally generated by Irony Games' clearing generator. Building and text alterations made by the author.

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