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The Roleplaying Game

Second Edition



Leap of Faith

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LEAP OF FAITH

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INTRODUCTION

The year is 2264. The galaxy has been safe from dark minions of Chaos and strict tyrants of Order for almost three years. A power-mad dictator of fear, hatred and megalomania was set against by an uprising of his own people just over two years ago. Much of the galaxy has found a new shoulder to lean on in the Interstellar Alliance and its charismatic and passionate leader. Peace is short-lived and the time for growth is often all-too-short.

For the Earth Alliance it was not only a time for growth – but for healing. The damage that was done to trust and loyalty within EarthGov by the actions of President Morgan Clark was deep and infectious. Even though two years has passed, there are still many Clarkists hidden away under guise of supporters of the new president, Susanna Luchenko. Dark and mysterious allies that Clark had made left their marks and many of his twisted projects were dismantled after his suicide.

Some were merely re-named and tucked away so the ISA would not find them.

One of these projects was the infamous attempt at infusing Shadow technology with EarthForce vessels. The prototypical results of which, the dreaded Omega-X, was responsible for the near thwarting of part of the White Star fleet during the last days of the Earth Civil War and almost cost Susan Ivanova her life. When Clark was no longer a problem, President Luchenko assured the newly chosen President Sheridan of the Interstellar Alliance that the Omega-X program had been shut down and all the prototype destroyers were present at that battle and were destroyed. At least as far as she knew at that time. What she was not aware of was the underhanded and secret schemes of Senator Tessa MacHenry, one of Clark's closest friends and allies – and the first to abandon him when things looked bad.

Senator MacHenry never forgave Sheridan for rising up against Clark or forcing Earth's hand to join his Alliance. She did not like feeling so helpless under the watchful eye of the alien life forms across the galaxy. Most of all, she never wanted Earth to be weak enough to be put into that position again. She would not be able to return Earth to its former state as a galactic power through the vile tactics of her old friend; nor could they strictly rely on the altruistic generosity of Sheridan and his new alien coalition. Earth's other political leaders would not dare be as bold as the Centauri, who turned from the ISA completely, but

MacHenry could use her position as the spokesman for spacefaring research to focus and augment Earth's own abilities. *Use every resource you have*, the President had always said. Time would show that Tessa MacHenry did that very thing – in spades.

Leap of Faith is a scenario for the *Babylon 5 Roleplaying Game*. It is set in the years between the end of the Season 5 of the television series and *A Call to Arms*, which evolved into the *Crusade* spin-off series. It is designed for a wide cast of characters that can hail from anywhere in the galaxy and are likely between 5th and 7th level. The scenario begins with the characters, contacted by the office of a Senator of the Earth Alliance to come to EarthDome in an all-expenses paid trip that promises to be well worth their time. Characters who are active members of the Anla'shok (Rangers) or in the politics of the ISA should be avoided.

This scenario is a stand alone adventure that is designed to be inserted into any existing campaign played in the year 2264 and could be a great way to fill in the blanks for those gaming groups that have a great deal of down time between Babylon 5 canon events.

Group full of Rangers?

The Rangers were a big part of the television series and as a result, many players tend to bend their characters toward the Ranger character class and the overall aspect of the ISA as the role of the 'good guys'. This scenario is best played without any official attachments to the ISA or the Rangers, but if one or more of a Games Master's players are already on this path when he wants to begin this scenario there is a good way to keep them involved without shattering the storyline.

Rangers are experts at gathering information. They could have intercepted the invitation to EarthDome and brought it to the attentions of their superiors. President Sheridan is therefore intrigued why EarthGov would resort to freelance help instead of using the Rangers and wants the characters to go incognito to the meeting. This anonymity could make for an interesting facet of the scenario's twists and turns, but also adds in an element of danger for those trying to pull one over on EarthGov!



Games Master's Information

For Games Master convenience, all character statistics are included in a single appendix toward the rear of the scenario. There is a great deal of secret information loaded into several of the Non-Player Characters and *other* encounters in this scenario, meaning that the Games Master should peruse and study this material before setting down to run it for his players. There is also a significant chance that the players will need to make some rather important choices in the adventure, which could lead to good roleplaying opportunities between Player Characters, or with the Non-Player Characters.

Characters starting this scenario at 5th level will find it to be rather difficult to fight their way out of every problem and even those of 7th level might see better survival odds if they use their mind and their heart to alter the outcomes of situations rather than their PPGs.

What the Characters Think They Know

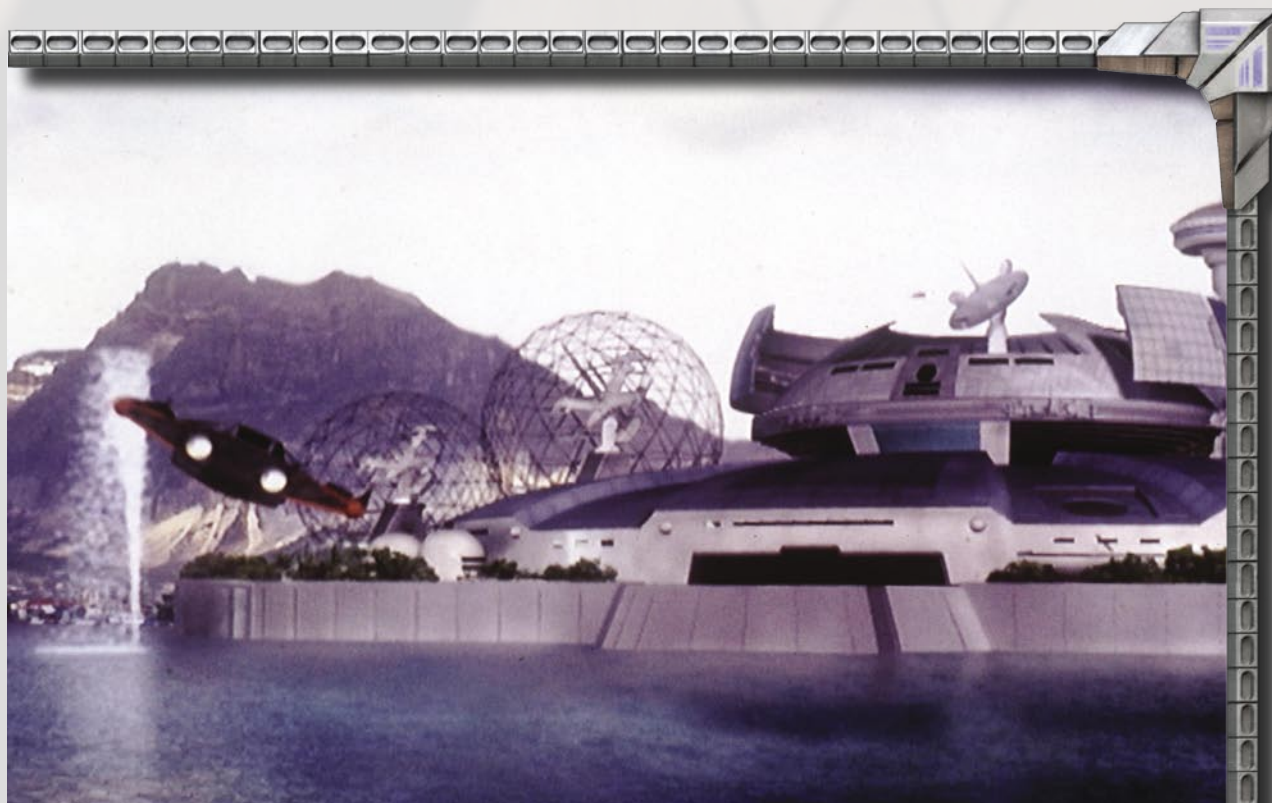
Senator MacHenry must be very serious in her invitation to the Player Characters. The trip to Earth is one of pomp and padding. Private shuttles, expensive priority jumps, free food and boarding – the works. The Player Characters do not need to even so much as lift their identicards to get

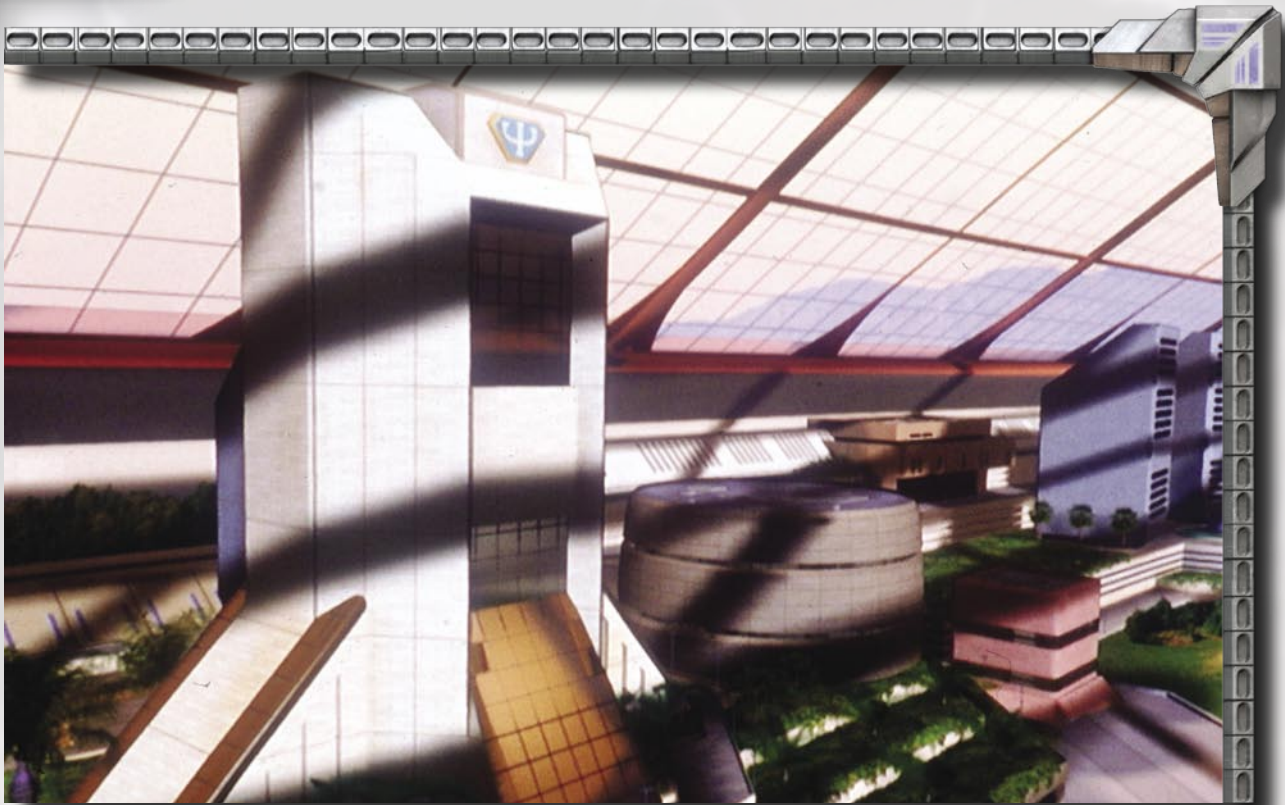
from wherever they are in the galaxy to EarthDome. In fact, the Earth Alliance escorting stewards recommend that they *do not* use their own money or accounts for anything at all. 'All expenses paid' they will say repeatedly. When asked about why the Senator wants to see them so badly, all they say is 'it must be important, the Antarean Ambassador didn't get treated this well'.

The state of Earth's affairs have been pretty solid ever since Clark removed himself from office and the galaxy has more or less let the Earthers deal with themselves without being under scrutiny at this point. Most people's eyes are turned to the growing Interstellar Alliance and its dealings with the worryingly spiteful Centauri Republic.

For the few weeks it should take for the Player Characters to actually get to Earth they will likely figure out that the route in which they are being taken is just about the *longest* way possible! Crafty spacers will realise in short order that all of the major transfer points and stations are being avoided utterly and that the route is deliberately difficult to trace. This will likely bring up questions to the escorting stewards, who can only explain that the trip was already laid out for them before they picked the Player Characters up.

The scenario begins with the Player Characters being ushered directly to the Senator's office...





What Really is Happening...

The luxury transport has been told to take the best possible route back to Earth on the most restricted jump paths and out-of-the-way transfers in order to keep the Player Characters from coming into contact with any outsiders. Senator MacHenry needs this mission to go off without anyone knowing something is wrong, so she is making sure that even if the Player Characters were to leak this story, there would be no evidence to trace her involvement.

As they will soon discover, the EAS *Eyre* was sent seven weeks prior to investigate a particular debris cluster in the Ventox system – on the edge of formerly Vorlon Empire space. The ship has not reported at all and scouts have said that the ship's signatures were recorded moving

deeper into the Vorlon's former territory. The *Eyre* was an experimental 'science' vessel made from the remnants of Clark's Shadowtech projects and if it fell into the wrong hands it could mean utter scandal and disaster for the Earth Alliance – especially if Sheridan and the ISA found out. That is why she is turning to freelance help that is ultimately expendable, rather than risking dealing with the Rangers.

MacHenry is prepared to do anything to get her vessel back in EarthGov hands – including pay a king's ransom to the Player Characters. To receive what could be easily viewed as a genie's wish from the Earth Alliance, they must be ready to trust MacHenry and take a leap of faith on her word that they will be repaid in full...

ONCE IN A LIFETIME

The characters are all in a waiting room outside the Senator's office, watched and warded by the three escort stewards (see below) from making any sort of contact with any personnel or passers by. Should a character need to use the refresher, an escort will go with them. If the characters need anything, from a coffee to a rack of lamb – the escorts will link in to the main office and have it sent as fast as possible. The escorts are there to make sure that the characters are comfortable, pampered and most of all... *sequestered*.

It will be a half hour or so before the Senator will see the characters, at which point three individuals will walk out of the office at the same time the characters are being asked to come inside.

Col. Arthur Dratten: The retired GROPOS veteran marine that fought his last official battles in the Earth-Minbari War and now runs a private security firm that has been widely known to use bounty hunters and mercenaries as freelance help from time to time. He might recognise any Human military characters and he will almost assuredly sneer at any Minbari ones.

Arthur is a military man through and through, even in his greying years. His voice is strong and his eyes sharp. Although he rarely takes any assignments through his firm himself, he is in good enough shape to probably do so if need be.

Secretary Dr Tyrone Gerardi: The second-in-command of the Exploration Corps of EarthForce. He is the assistant to the office that sends Explorer-class ships to the Rim and one of the leading minds in theoretical astrophysics. Any Scientist-class characters with at least five ranks in Knowledge (astrophysics) will know who he is when they see his flaming-red mop of hair and horn-rimmed glasses.

Tyrone originally started his career as a chaotician, only switching to theoretical astrophysics when Chaos Theory stopped paying the bills. He talks quickly, goes on wild tangents at a moment's notice and cannot sit still for longer than a few minutes before the stim-driven urge to fidget takes hold.

Yolanda Becker: A high-ranking Psi Corps official that should be unknown to any characters except Psi Corps members of P11 or higher rating – and even then only if they have reason to be

involved in any of the Corps' underhanded missions during the beginning of the Shadow War. She is very attractive and will likely scan the characters if they try to make eye contact with her.

She is olive-skinned, short-haired and built almost specifically for seduction. Even if it was not for her powerful telepathic abilities, she would be a perfect spy or interrogator for the Corps. Since she *does* have her powers, no man or woman is safe from her lust for their thoughts and secrets.

These three individuals were meeting with the Senator for the same reason the characters are about to; they have been asked to help cover up the disappearance of the *Eyre*. Each of them has something big at stake if the mission is ever discovered fully, which the Senator hopes the characters will keep from ever happening.

When the characters are finally shown into the Senator's office, they will find her standing behind her desk with her back to the door, staring out of the office window at the Geneva skyline at night. Sitting in the chairs off to one side is a swarthy-looking man in a ratty flight jacket and a young woman in a clean and pressed EarthForce uniform that marks her as a captain.

'Come in', the Senator says over her shoulder, 'have a seat. We have much to discuss.'

There are exactly enough seats for the characters to all sit down and if any choose to stand she will just shake her head dismissively when she sees this and will take her own seat.

Escort Stewards

The three 'escort stewards' are actually members of the Earth Alliance Secret Service and are currently going by the alias names of Kirk Beagle, Su Kim Akita and Gary Whippet. They are skilled at a variety of areas and will try to use Subterfuge and Intimidation to keep the characters from interacting outside their group – but will use force if they must.

'I do hope your trip was enjoyable', she says with a smile. 'I took a chance in bringing you here. I hope it was worth all that taxpayer money to do so.' She steeple her fingers and places her lips against her fingertips and closes her eyes. You cannot help but notice that her fingers are trembling slightly. I am sure you want to know why I brought you here.'

'Seven weeks ago,' she begins, 'we sent a ship to a classified location just outside EA territory, in neutral space. It was a very important science vessel to many ongoing projects within EarthForce and it has not reported back to us in over twenty days. This is far beyond normal protocol for an expedition of this type. Those brave men and women took a big chance for Humanity with that ship. I personally want you to go and retrieve the ship, or any information you can about its disappearance. You must accept this duty before I can tell you anything further, due to its classified nature. Do you have any questions?'

Most likely the characters will have a lot of questions. The Senator will not be able to answer too many of them, as the information is only going to be given to them if they accept the assignment. Good answers for some of the questions characters might ask of her and her answers of them (and her veracity), are as follows:

Q: Where did this ship go?

A: *'Neutral territory only two jumps from our own border. Uncontested space, I assure you.'* (TRUE – the EAS Eyre disappeared just outside the Ventox System, which is neutral now that the Vorlons are gone.)

Q: Why don't you send EarthForce personnel?

A: *'We do not want to use our naval assets to clean up our scientific errors. Freelancers like you are more discreet and do not put undo stress on our fleet resources.'* (FALSE – MacHenry wants plausible deniability and using help that can be swept under the propaganda carpet is better than anyone linked to the EA or ISA.)

Q: What were these classified projects?

A: *'System scanning and testing some new technologies we have developed. We do not know what could have gone wrong.'* (TRUE – The Eyre was packed full of experimental systems from the dismantled Omega-X program, mainly Shadowtech systems.)

Q: What is in it for us?/What does it pay?

A: *'Well, I was hoping to make this an informal arrangement. If you do this for the people of the Earth Alliance, the Earth Alliance will help you in any way it can. We are willing to stretch the limits of conventional contracting just for you.'* (TRUE – MacHenry knows that the ISA would be very upset with EarthGov if they discovered they were still using Shadowtech parts in new ships; thus she will grant nearly any payment request the characters can come up with once they accept.)

NOTE – MacHenry will not discuss payment in any factual sense until she knows the characters are willing to do this for her. She knows that telling them how much she is willing to pay might scare them away – or warn them of the mission's importance.

Q: How will we get to where the ship disappeared?

A: *'Captain Tabler and Flight Commander Beier will be taking you.'* She gestures to the two people sitting at the end of the room. (TRUE – these two are willing to help bring the characters to where the ship was recently reported to have been seen entering hyperspace. They have special interests with the technology on board that ship.)

Should the characters balk at the opportunity to work directly for the Senator, she will let out a heavy sigh and stand up and come around her desk to sit on its edge – a tactic her political advisor said 'softened her image' and 'helped her seem more charismatic'.

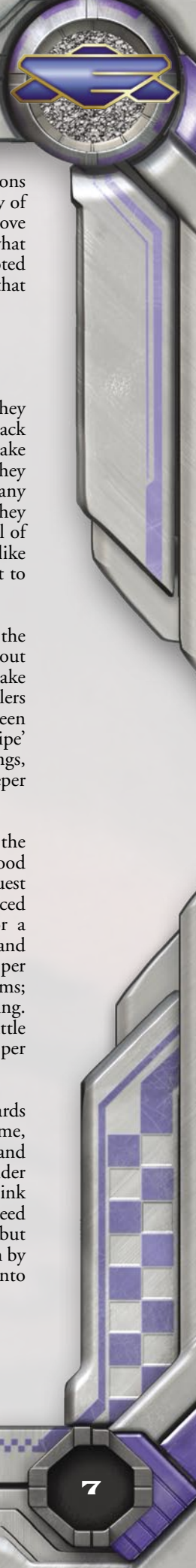
'Look,' MacHenry says 'there are 17 men and women on board the Eyre and I want to bring them home. My sister's fiancée is also on that ship and I cannot keep telling her I do not know what happened to him! What sort of sister would I be if I did not use my office to bring him – all of them – home safely? Even if they have met with some ill fortune, the families of those 17 people need to know what happened to their loved ones.'

This little speech is an utter lie. It was something that her advisor cooked up just in case and it ought to work with most characters. While MacHenry is not uncaring of the situation, the Eyre's crew were selected from willing participants with no real family to speak of. What she is truly concerned about is the Shadowtech falling into the wrong hands, or the mission being discovered by the ISA's watchdogs.

If the characters still will not sign on, MacHenry has one tactic left: bribery.

'I cannot express to you in words how important this mission is to the Earth Alliance. Perhaps we can talk numbers, then? Have you ever even seen what a million credits looks like? Or, have you ever had your eye on a commercial cruiser? Perhaps last year's model of Starfury? I do not want to sound desperate, but I am ready to make your dreams come true; if you do me this one favour.'

It is unlikely that the characters will say no to such an offer – which she is fully ready to keep if they come through. If they still refuse, the scenario is probably over as they do not care enough about the situation to help MacHenry at all. They might be persuaded through darker means (blackmail, family duress and so on) undertaken by Miss Becker and the Psi Corps when she hears of their refusal, but that is ultimately up to the Games Master.



Should they accept the offer at any time along the way, Senator McHenry will clap her hands and smile genuinely before nodding to a hidden camera she has in her office – signalling the others to come back inside. The doors will open soon after and the three officials will stand up on one side of the Senator's desk.

'Now that we have your acceptance of the assignment – noted as EyreCLO-9 in the records, we can switch off all surveillance and fill you in on what you are going to be doing.'

The Games Master should review the following facts about the mission assignment and communicate them to the Player Characters. They are explained by the various personalities in the office (as noted in parentheses), in no particular order, depending on how the characters interact with the information. By the end of the scene, the characters will know a good deal of what is happening, what is expected of them and how it is going to happen.

- ⑤ The EAS *Eyre* was sent into what was once Vorlon territory to test new tracking, sensor and weapon systems in an area of space where no one would spy on them – the Ventox System. It was crewed with some of the best scientists in their fields and a unit of marines and its last transmission was 20 days ago from just outside the system. (Gerardi)
- ⑤ Making sure the ship was not captured by other governments or a raider force is the primary goal of the mission. If the ship has been compromised, it must be destroyed. All other priorities are secondary. (Dratten)
- ⑤ The crew was all volunteers, with MacHenry producing signed liability waivers if necessary. (MacHenry)
- ⑤ One of the technologies being tested was sponsored in part by the Psi Corps and agents nearby received a single telepathic message after the ship stopped transmitting its signals. The message was *unclear*, but there was an implication of danger. (Becker)
- ⑤ Captain Tabler of the EAS *Halloween* will be taking the characters and Flight Commander Beier to the jump point location where the *Eyre* went missing. Beier will then fly them in his boarding shuttle to where they believe the ship might be located. (Luchenko)
- ⑤ Any amount of additional assets that the characters need for the mission will be arranged for through Dratten *only*, no outside contacts or influence can be used until the mission is over. (MacHenry and Dratten)
- ⑤ The characters are only to answer orders given to them from the officers present in the office at that moment. *Any* other contact is forbidden and puts the mission at risk. (MacHenry)
- ⑤ When the mission is complete – one way or another – the Senator will reward each character with any one favour or gift that she can manage. As a prominent Senator of one of the most powerful galactic governments in known space, her ability to reward is *considerable*. (MacHenry)

The characters might have some other interesting questions to ask the various officers in the room, but the majority of the information available to them is included in the above bullet points. The Games Master has final say as to what exactly they will tell the characters. It should be noted that they do *not* want the characters to know anything that might hinder their ability to fulfil the mission.

(08:00) Launch minus 48 hours...

Once they have fully discussed the mission as far as they are going to at this time, the characters are dismissed back into the care of the three escort stewards, who will take them anywhere in Geneva they want to be taken. They will be constantly escorted and not allowed to use any sort of communication devices or mass-transit where they might run into anyone. There should be a definite feel of seclusion and privacy, no matter where they go. It is like the stewards arrange for every shop, store or restaurant to be vacant except for the completely necessary staff.

Although such an outburst would be foolish to say the least, if any character manages to mention *anything* about the mission to an employee of a business the stewards take them, the stewards will almost instantly draw needlers and tranquilise the employee. After the target has been pacified, they will link in and order a 'localised mindwipe' of the employee. Even after one of these harsh dealings, the characters should realise they are probably in far deeper than they wanted to be.

Basically, the next 48 hours should be spent having the characters get prepared for their journey. This is a good opportunity for more militant characters to request major combat supplies like heavy weapons and advanced armour that might otherwise cost far too much for a common character to arrange for. The stewards can and will arrange for 10,000 credits worth of equipment per character, limiting them to common or Restricted items; but not allowing for anything that has an 'Illegal' rating. Putting together the asset request and doing what little shopping they will want to will take about three hours per character.

When it gets rather late into the first night the stewards will take the characters to private suites at EarthDome, locking them in for the night. The rooms are large and comfortable for three people each, obviously under surveillance and have a dedicated communications link to the guards waiting outside in case the characters need anything. It ought to make for a good night's sleep, but any problems caused by the characters will be dealt with by slowly adding a diluted form of morph gas (DC 14) into the room to make them fall asleep faster than normal.

Immunisations

Injection	Biochemistry DC	Cybertechnology DC	Medical DC	Purpose
Jufflaxin Oxia	12	18	14	Immunity system booster
Spacer Cocktail	8	13	10	Routine space-travel anti-inflammatory
Metaviral Inhibitor	12	15	12	Powerful anti-virus mixture
Chlorinaxide	10	15	15	Organic circulatory lubricant, raises blood pressure for hyperspace travel
Irradiantine	12	14	10	Common anti-radiation medication
Synapse Coat X-11	14	8	16	Manages synaptic firing; used to block cybernetic nerve-bridging during surgery
Aflinadrene	12	15	18	Nerve-to-muscle enhancer; used to fight cramping and muscle atrophy

(08:00) Launch minus 24 hours...

The next day will be spent going to see the Senator's medical physician for a series of immunisations and vitamin injections. The physician is an older man named Gregory Teft and knows not to ask any questions of his 'patients', nor will he answer any questions of a sensitive nature asked of him. Common conversation is fine, but anything that begins to sound like business is ignored or quickly changed back to harmless chatter.

The characters can try to resist getting the shots for whatever reason they wish to give, but nothing short of a telepath's abilities will be able to convince the escort stewards to allow the character to leave the medical facility. For the purposes of Sense Motive rolls against the stewards, they do in fact believe the shots to be necessary – and are willing to do anything to make sure the characters get them. If necessary, they will gladly tranquilise a problem character long enough to have the doctor finish administering the shots.

Anyone with Knowledge (biochemistry), Knowledge (cybertechnology) or Medical skill of at least four ranks has a chance to know what the chemicals being shot into their legs are actually for. The DC for the required check is listed in its given column on the Immunisations table.

Any character that asks further about why they are receiving the cocktail of immunisations, the stewards will explain honestly that they are to help battle any side effects of being in proximity to some of the projects that were involved with the 'mission target'. They may not know the *exact* nature of what is being shot into the characters' veins, but they do know that it is genuinely put there to protect them from possible projects on board the *Eyre* that could have been damaged – or so they have been told.

After the injections the characters will feel a little off, like they are on some kind of steroid or amphetamine. This feeling will pass in an hour or so (half that time for any pak'ma'ra characters) and is

normal for the amount of chemicals that were just put into their systems. Particularly malicious Games Masters could play up this weird feeling, making their players paranoid for the well-being of their characters, but there are no lasting side-effects of the immunisations.

(17:00) Launch minus 15 hours...

Three hours before the characters are scheduled to go back to their EarthDome suites for the evening, Senator MacHenry, Captain Tabler and Flight Commander Beier will meet them for a nice private dinner at the Senator's summer home in Geneva. It promises to be a gourmet affair and semi-formal dress is recommended (but not *required*). Suits will be provided if asked for and dinner will begin promptly at 18:00 hours.

The MacHenry Summer Home

The house that the characters are brought to is a very nice, single-floor cottage on the shore of a private lake in northern Geneva. It is situated on a beautiful rolling hill that has been seeded with many wildflowers and a cobblestone path for when the Senator needs to just walk around and enjoy the estate. Everything is painted and decorated in an older style reminiscent of farmsteads seen on popular vids from the 22nd Century.

Being a Senator's house, it has several additional adjustments made to its construction that make it better suited to be used for ambassadorial dinners and private familial meetings. Unless stated otherwise in the room's description, the entire house has the following features:

- ⑤ All exterior windows are chemically reinforced to protect against blast and projectile attacks, having a Hardness rating of 25 and 40 hit points. They are lightly smoked to give visual distortion from the outside, giving a -2 penalty on all ranged attacks originating from the outside at a target on the inside.
- ⑤ All doors are electronically and magnetically sealed by a central security mechanism that would require a DC 25 Computer Use or Technical

(electronics) to bypass; conversely a DC 35 Strength check could batter open the locking mechanism – which will invariably set off the internal security systems (see next bullet point).

5 All possibly entry points (doors, windows, chimney and so on) are wired with a very sensitive motion-sensing security trigger that feeds directly into the onsite security station. Bypassing it would require a DC 35 Computer Use or Technical (electronics) skill test and would still alert the security as to having ‘technical difficulties’ on that entrance.

5 There are no fewer than four audio/video surveillance devices to be found throughout every room of the house (including the front and back porches). Each device is about the size of a Human adult thumb that is adhered or wedged into various places in order to allow its fish-eyed lens and sensitive microphone to take in a cone-shaped area of surveillance covering a full 45 degrees to the front of the device. Up to eight hours can be recorded on an internal data mini-crystal, which must be removed manually to view the data.

5 The entire house is rigged with a powerful, short-wave communications jammer that makes any form of non-tachyon communications impossible to or from the house or 50 feet from it. The jammer is located in the security station and is switched on whenever the Senator is on or near the premises.

1. Front Porch

The open air, traditional farmstead look to the front porch of the house is not actually made of the common wood it looks to be. It is actually made from a composite plastic moulded and painted to look like wood. The small bench sitting at the end of the porch is one of Tessa’s favourite places to sit and watch the sun rise. It is the only way to get to the front door of the building.

2. Foyer

Having been compared to ‘a very pleasant-looking airlock’, the foyer is a small room that allows security to quickly scan guests for weapons or hold unwanted invaders indefinitely. The walls are painted an attractive colour of light green and the internal door looks like beautifully carved cherry wood – but is actually made of PPG-proof composite plastic.

3. Sitting Room

This angled room is the main place for the Senator to meet with company over coffee or other drinks. There are several plush chairs and a single three-seat sofa that are facing one another in an effort to hold the best attentions for conversation. The Senator has a particular chair that she is supposed to use to maximise security coverage and minimise the chance of a sniper using the external window to attack her, but she often forgets which chair she is supposed to use (the one marked with a star on the map).

4. Dining Room

An oval-shaped room attached to the kitchen, there is a large wooden table and chairs that dominate the centre of the dining room. The table can seat ten comfortably, with elbow room for even some of the larger galactic races that the Senator might have over for dinner. The wall that borders the security station is actually a fast-machined hatch that can be opened in an instant if there is ever a problem in the dining room requiring security agents.

5. Security Station

A hub of electronic equipment and monitoring gear, the security station is only accessible normally through the back of the freezer in the kitchen, but has fast-machined access hatches in the dining room and master bedroom. There are normally four EarthForce Secret Service agents (see Earth Alliance Secret Service entry on page 29 for statistics) on duty at all hours in the station.

6. Kitchen

The house’s kitchen is where a trio of gourmet chefs are brought in to provide exquisite meals for the Senator and any guests she might be entertaining here. There is everything necessary to prepare gourmet meals, but there is also an external door for deliveries and a walk-in freezer that serves as the hidden entrance to the security station. There is a single swinging door that leads to the dining room.

7. Master Bedroom

Although rarely used for anything but one-on-one conversations, there is still a very nice armoire and king-sized bed present in this rustic-looking room in case the Senator actually does wish to stay overnight.

8. Guest Room

This is a small and simple room that could be used to house a pair of guests for an overnight stay if necessary. It has a small wardrobe dresser and a queen-sized bed; both of which have a colonial-style look to them.

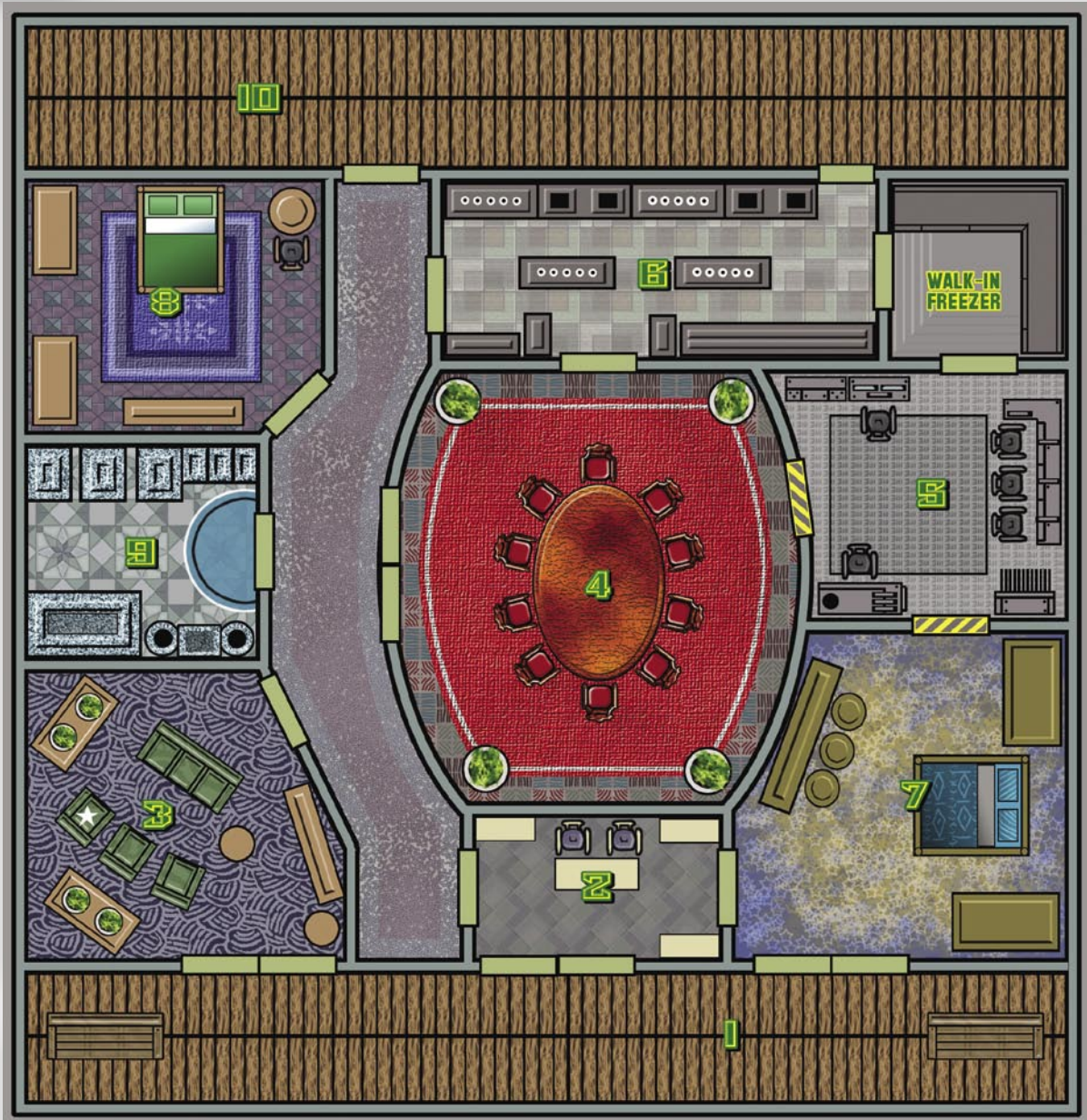
9. Refresher

A necessary room for any building, especially for guests. It is not pak’ma’ra or Ipsha friendly, but those races are rarely invited to any sort of function – let alone a pleasant night at the Senator’s summer home. For privacy’s sake, *only* audio surveillance is taken from within the refresher.

10. Back Porch

Similar to the front porch, the back porch is screened in with a durable alloy mesh (Hardness 16) and has a thin door that leads to the path heading down and around the pond’s edge.

The characters will be allowed to move freely inside the house (as surveillance will keep track of them well enough),



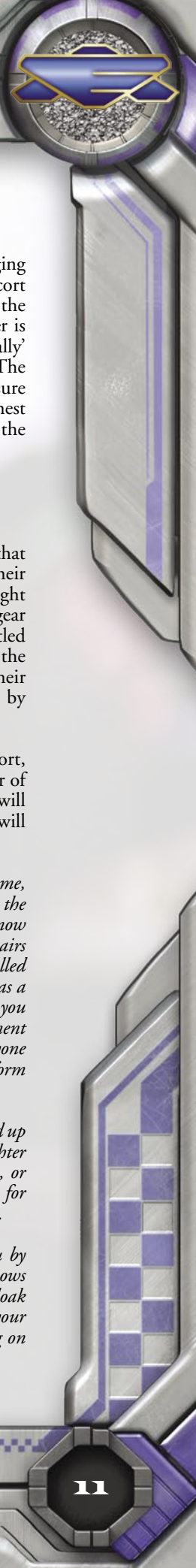
but will be expected to come to the dining room when dinner is ready. Senator MacHenry (who will ensure that the characters call her 'Tessa') will wait and have a chilled vodka in the sitting room until she is told by the chef that dinner is about to be served via intercom.

Besides the characters, both Captain Tanya Tabler and Flight Commander Steven Beier are also invited to the dinner.

Captain Tanya Tabler: The young and adventurous captain of the EAS

Halloween, a Chronos-class attack frigate, Tabler fought on Sheridan's side during the Civil War as an ensign on the *Agamemnon*. She rose through the ranks quickly thereafter and has been promised a captain's chair in one of the newly suggested 'Warlock-X' vessels that are going to *revolutionise* the EarthForce space program. She is attractive and much younger than most ship captains, but her drive and competitiveness is unequalled in the fleet.

Flight Commander Steven Beier: Middle-aged and loyal to whatever the government tells him to be, Beier was on Clark's side during the Civil War – but only because the



law told him he had to, making it the right decision. He has had to do some unsavoury things in the line of duty and regrets more than a few, but he knows those were his orders and he must fulfil them as part of his naval oath. He is involved in this mission due to his uncanny ability to read hyperspace signatures and gravitic eddies; if anyone can find the signal of the *Eyre*, it would be this cynical and smug marine.

The dinner is actually being arranged so that Tabler and Beier can get a good feel for the personal politics of the characters and so they can be ready for any resistance they might receive when the mission's *alternate* parameters are passed on to them to fulfil. Some questions could be as simple as 'Where did you stand during the Civil War?' to 'What do you think about the use of fusion bombs to dispose of space debris?' Overall the points that they want to generally know about the characters are:

1. Will they co-operate with scandalous orders if given in the spirit of the mission?
2. Can they depend on the characters not to question common orders because they are not military?
3. How brave are the characters?
4. What are the technical-skill limitations of the characters; or better stated – will the Shadowtech on the *Eyre* be safe from greedy-fingered freelancers?
5. How knowledgeable of the Shadows and Vorlons are the characters at all?

They should not be rude or hostile in any way when trying to get this information; it should really just be part of the conversation if at all possible. If the characters begin to wonder why they seem to be getting subtly interrogated, MacHenry will laugh it off to needing to learn about the people who will be 'pulling their collective asses out of the fire'. If that does not work, she will abruptly change the subject to the Rebo and Zooty comeback tour or other some such common subject.

Dinner and talking will last until 20:00 hours, when an alarm will go off on Tabler and Beier's links; signalling that they must go to their quarters to get ready for the bright and early launch in the morning. Of course, that means that the characters are about to be picked up by their limousine and escort stewards for their own evening at their EarthDome suites....

(22:00) Launch minus 10 hours...

At this point the characters have probably already gone to sleep for the evening. If not, the surveillance guards will trigger the aforementioned morph gas release valves and make sure the characters are fully unconscious (DC 20 to resist per hour). When they are sure the characters are fully asleep, the guards will come in and place each one in bed, keeping them at least partially sure they went to sleep naturally the evening before when they wake up the next morning for pre-launch.

(06:30) Launch minus 1 hour 30 minutes...

The characters are abruptly awakened by the ringing of several room alarms and the barging in of the escort stewards. They are polite but obviously trying to keep the characters moving toward the launch. If any character is particularly difficult to get moving, they will 'accidentally' bump into them with a common stim injector. The resulting endorphin and adrenaline surge will make sure that all the cobwebs are knocked loose from the toughest of hangovers or deep sleeps and get the characters on the private transport taking them to the starport.

(07:50) Launch minus 10 minutes...

The characters should be loaded fully in the shuttle that will be taking them up to the EAS *Halloween* with their appropriate gear and equipment that they either brought with them or had requested. Other mission-related gear that will become important later has already been shuttled up to the ship, along with the captain and the rest of the ship's crew. This shuttle is only for the characters and their personal equipment; it is even piloted and co-piloted by 'Kirk Beagle' and 'Gary Whippet'.

As the shuttle begins to rocket up and out of the starport, Senator MacHenry's face will suddenly appear on a pair of large vid-screen monitors in the passenger cabin. She will have the following speech to give before the characters will be unloaded onto the ship.

Hello and thank you for doing this for Earth – and for me, personally. In the next few minutes you will be boarding the Halloween and there are a few things that you must know about your mission before you do. Under each of your chairs right now is a fitted uniform for a fake research company called White Rabbit Investigations, of which you will be posing as a Senatorial Committee thereof. Through this cover story you will have access to anywhere on the main deck and equipment storage of the ship and it is the only story you will tell to anyone on board – no matter what you see, hear, find or perform under orders.

This mission, our relationship and anything you have heard up to this point are entirely classified. Should even a single fighter jock on board that ship get wind of the Eyre, its mission, or why you are really on board – things will go very poorly for you. You will have broken my trust and our arrangement.

From here on out you will follow the orders given to you by Captain Tabler as if they came from me directly; she knows what must be done. I know this may all seem a little cloak and dagger, but you must understand it is as much for your protection as it is ours. Good luck, EarthGov is counting on you.'

ECHOES IN THE DARK

The characters are now on board the EAS *Halloween*, one of the new (2262+) advanced naval vessels built using much of the new technology that Earth had access to via their role in the Interstellar Alliance. It is among the first of a new style of military ships and it enjoys many interesting equipment features for a ship of its size – not the least of which is a functional jump engine.

Their cover façade as White Rabbit Investigators gives them security access to anywhere on the main deck and the storage compartment (where their gear is being held). Unlike while they were under constant escort at EarthDome, the characters have freedom to move around and have private conversations amongst themselves and possibly with the crew. Even though they can only move around one main level of the ship (which is mapped out later in this section), there is a good chance of events taking place on board the *Halloween* before they even get to their destination.

There is only a half-capacity crew on board the *Halloween* and many of the common crewmen are too busy working double duties to chat idly with the characters. Even so, there are some specific notes about the people on board the ship that the characters might be able to interact with.

Halloween Crew Members: There are three officers (Tabler, Beier and Holbrook), seven pilots, ten sensor operators and 30 common crewmen. Unless stated in a specific description below, these crewmen are run-of-the-mill EarthForce personnel that want to do their duty for this exploration of neutral space. They are willing to give the characters' the respect that they deserve, but will quickly become annoyed with them if they get in the way of their everyday duties. Overall, unless stated in a description entry below, these crewmen know *nothing* of what is going on, why they are escorting a Senatorial Investigation Committee and what any of the boxed up gear in storage actually is.

Captain Tabler: See page 30

Flight Commander Beier: See page 30

Lieutenant Austen Holbrook: This middle-aged Earthborn Human is decidedly average. Sandy brown hair, chocolate brown eyes, a mild tan, a common Midwestern American accent to his English and just under six feet tall – Austen tends to blend in anywhere. This

is perfect for his real role in the EarthForce navy as a spy for the legally-disbanded Nightwatch. He and hundreds of other members scattered to the four corners of the Earth Alliance in order to eventually rise up and retake EarthGov before the aliens do. He is the lieutenant in charge of communications on the *Halloween* and will become a big part of the story when the ship finds the signature (and hail) from the *Eyre*.

Holbrook will enjoy hassling any alien Player Characters and will try to get close to Human ones in order to find out what side of the Civil War they were on – and if they might be good recruits for the new raider-esque Nightwatch. He is suave and intelligent, but his fanaticism could lead to his eventual downfall.

Ensign Howard Glass: A new arrival to the *Halloween* and a relative rookie in EarthForce, Glass is a younger looking, clean-cut member of the auxiliary repair crew. When one of the scheduled hands to come on this mission disappeared, it was Glass that was called to duty in his place. He has since helped fit a bunch of odd sensor arrays to the hull and loaded a crate that had some interesting markings and warning labels on it into storage.

Howard, being a latent P-0 telepath that slipped past the screenings, has a habit of getting solid hunches about people. He picked up a very ominous hunch about Flight Commander Beier and it has made him rather wary about the characters because of it. Should they cross paths, he will likely try to actively avoid them; he does not want to be involved in the dark thoughts he picked up on Beier.

Requisitions Sergeant Cedric Johnson: This older grunt lost a leg during the Earth Civil War, but not from a battle. His ship was one of the ones at Mars that was assaulted by Sheridan's ingenious use of the Shadow-implanted telepaths, which lost its gravity-rotation minutes after the telepath was released. When it was eventually destroyed by the ship's marines, gravity came abruptly back online and a heavy crate of repair deck plating came crashing down on Cedric's leg. He now has a plastic prosthetic and has been curtailed to the storage compartment as his active duty. 'Chained' to a desk job, he is bitter and disgruntled toward the underhanded use of those telepaths to take over the ships and holds Sheridan personally responsible for his lost limb.

In the passing years he has become kind of a conspiracy expert and has dug up many real facts about the Shadow



War and the types of technology that was used or left behind by the Ancients. Although he thinks that some of the information that he has dug up is just manufactured truths made by the government, he knows a lot more than most on the subject – a very dangerous weapon in the right hands.

The *Halloween's* Common Deck

The Chronos-class vessels are comfortable and have a lot of barracks room for their crewmembers, an extensive galley and even a small flight simulator room for crewmen to work on getting in their mandatory flight hours without having any Starfuries on board. However, most of the ship is not accessible to the characters at all unless they manage to sneak past security checkpoints and bulkhead lifts. Unless the Games Master wants to have them move about the ship in secret (which is likely to cause quite an issue with Tabler if she finds out about it), the characters are restricted to the 'common deck'.

The following are the main areas of the common deck.

1. **Walkway Corridor:** This is the main hallway between the various rooms and sections of the vessel. Most EarthForce ships are laid out in this linear fashion, especially those that can generate their own gravity.
2. **Housing Barracks:** This is where passengers or additional crew are relegated to for the purposes of quarters. It is basically a smaller version of the massive crew barracks in the lower decks and is where the characters (and Flight Commander Beier) have been ordered to stay. There is a single communications console in the corner of the room which has access to any other terminals throughout the ship; external channels have been disabled.
3. **Workout Room:** This is a small spa and weight-lifting room normally used by boarding marines and officers to stay in good shape. It also makes for a great distraction on long trips. It has a chin-up bar, two multi-exercise weight machines and a dry sauna closet.
4. **Bridge Access:** This is a small airlock-styled entrance to the actual command bridge, which is on the deck above the commons deck. It is always locked, with only authorised personnel having the code to bypass it without being triggered from within. It would take a DC 30 Computer Use or Technical (electronics) skill test to open that door without authorisation – which will likely get that individual shot by a bridge officer.
5. **Mess Hall:** This room is like any normal cafeteria, with food being brought up from the galley being placed in a 'chow line' and several benched picnic tables are lined up wide enough to comfortably sit 35 adults. There is a large vid-screen on one wall that is sometimes used for shipwide presentations or announcements, but it is rarely used. The crew eats in shifts to keep the hall from getting overcrowded and the characters have been delegated to eat with the command staff.
6. **Observatory:** This is a small lounge-style room that has a single reinforced window that overlooks the port side of the ship, allowing for those inside to look upon the splendour of outer space. It is rare that common crewmen come here, as they rarely like to be reminded how miniscule they are in the greater scheme of the universe, but it is a good place to get some private time because of it.



7. **Storage Access:** A small waiting room that is dominated by a single recessed countertop, behind which Sergeant Johnson sits and takes requisition orders, checks on scheduled supply hand-outs and enjoys getting a rise out of impatient requesters. Behind him is a mag-sealed door that leads to the actual storage compartment; an area that the characters have access to. Cedric will not stand in their way if they need to get inside, but he will probably eavesdrop on what they do inside.

7a. Storage Compartment: Should the characters go and look inside the storage compartment, they will find all of the normal equipment typical to an EarthForce vessel: food supplies, emergency stores, replacement parts for ship components, weapons, ammunition and extra medical supplies. There are also three large metal crates that are marked with the White Rabbit corporate insignia. These three crates are all mag-locked with a high-security locking system (DC 30 to bypass). Should the characters somehow manage to open the crates, they will find that they are just shells that are carrying a second box inside – boxes that are marked ‘CAUTION: RADIOACTIVE MATERIALS’ on the lid. These three boxes are actually carrying fusion bombs to shield them from common scans, which will come into play much later.

Trip Events

The characters will be on board the *Halloween* for a number of days equal to $12-2d4$ before the destination will be found and reached. Depending on how many days that the characters are on board, they might have a great deal of free time to move about the ship and check out its surroundings. Like a countdown to the final event on board the *Halloween*, the following events are listed not by how long the characters are on the ship, but how many days they have left. Whatever the characters want to do in their free time is fine, but each day the Games Master is given an interesting event that can take place to help set the mood for the rest of the scenario.

For example, the Games Master rolls the $2d4$ and scores a healthy 6. $12-6=6$, which means that the characters will be on board the ship for 6 days before the ‘Zero Event’. Therefore, on the first day of travel, the Games Master can go to the ‘Destination Minus 6 days...’ Event and use that one on his first day, moving down along the timeline each day from there.

Alternately for Games Masters that want to run this scenario as long as it possibly can, do not roll any dice and set the length of the trip at its maximum ten days.

Destination Minus 10 Days...

During one of your meals, you cannot help but notice a pair of bridge officers looking at you and having a conversation that has both of their brows wrinkled and their eyes focussed. They are talking in hushed tones and seem to clam up whenever a higher-ranking officer walks by their table. This goes on for a few minutes and then they go back to their meals. When they are done eating, they give your table one last look and leave the mess hall.

The two officers, Lieutenant Holbrook and his chief assistant (a woman named Meriweather), are going to wait in the main hall for the characters to come out. When they do, Holbrook and Meriweather will try to stop them politely; rudely if necessary and start a conversation.

‘What exactly does EarthGov have you guys looking for out here? I mean, you don’t exactly look like a bunch of Sherlocks, you know? I know what those new sensor suites are for and this is no simple space combing mission, you guys are looking for something special out there.’

Holbrook will be obnoxiously rude to any alien Player Characters and will try to ignore them completely if he can. Meriweather is not Nightwatch like Holbrook – she is just curious as to why the Senate would have an advanced attack frigate playing chauffeur to a bunch of brain trust types.

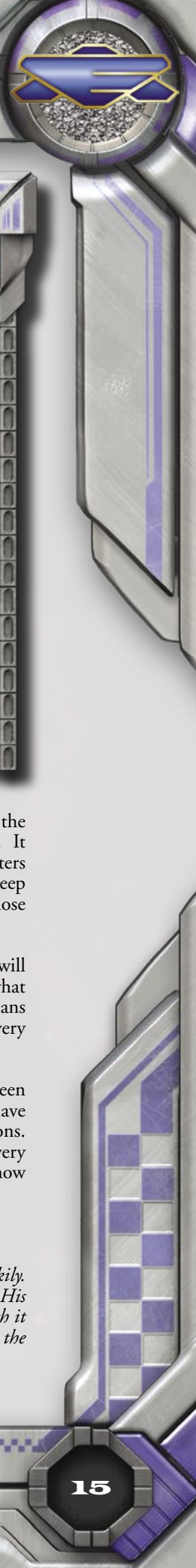
The conversation is quite likely to be short if the Player Characters do not offer any retort at all and could even result in a minor scuffle if heated words are traded – especially if they came from a non-Human. Obviously a fist fight is not on the books for being the best thing for the mission at hand and other crewmen will be quick to break it up.

Should the characters actually leak something to Holbrook, it will make his response to the incoming signal later in the trip all the more expected, but it will not have any direct affect on the mission until then. Meriweather is a sceptic and will not believe anything the characters have to say about anything – everything is a conspiracy to her.

Destination Minus 9 Days...

In an offhand remark by a passing ensign, you were invited to an off-duty poker game in the mess hall tonight. Your invitation came from a very attractive member of the piloting staff and you can remember a wink at the end of the conversation...

There is indeed a recurring late night poker game that goes on in the mess hall between several of the pilots and ship defence crew. It is normally between six or seven crewmen



every other week and they bring a few dozen credits each to win or lose over the course of the evening. The characters are generally invited for two reasons: for the crew to get a better feeling of the strangers that they are living amidst at the moment and to hopefully get a crack at their cash! After all, anyone that is hired on Senatorial orders must be loaded, right?

This event is good grounds for the characters to make friends in the common crew (which could be very helpful later), learn about some of the other crew members and perhaps even make a few credits in the process.

Destination Minus 8 Days...

There is a vicious rumour that you have heard circulating through the crew. It seems that the Halloween picked up a commercial transmitter hailing all ships in the area, something about a raider attack. It is against EarthForce and ISA regulations to ignore a distress hail and Captain Tabler ordered exactly that. It has people wondering why...

The rumours are true. The Halloween picked up a broadband transmission from a nearby IPX trade ship that had been attacked by Nightwatch raiders in the area (who believed that it might be the Eyre) and Captain Tabler

specifically ordered the sensor operators to block the transmission and the pilots to avoid that area of space. It has made many members of the crew wary of the characters – as it is obvious that the captain made that choice to keep the current mission as a priority instead of saving those abandoned spacers.

If the characters later bring this up to the captain, she will simply explain that the Senator gave explicit orders of what to do on this mission – and picking up stranded civilians or breaking communications silence are not on that very short list.

This, of course, could lead to interesting situations between the characters and any crew members that might have ever lost friends or family in similar distressing situations. Arguments, distrust and even malicious action could very well be in the characters' future if they do not somehow earn back the trust of the crew.

Destination Minus 7 Days...

'Hey you', one random crew member comes up to you shakily. He is kind of young, but wears his uniform well enough. His rank bar shows him to be an ensign and the name beneath it reads 'Glass'. He seems to have been waiting for you out in the hall and is holding up his finger for you to talk to him.

'I have a question', he asks, his tone still a touch quivery, 'What is the Eyre? I looked it up in the database and it said that it was some explorer guy on Earth. What's he got to do with us being out here?'

Howard Glass accidentally picked up on some wayward thoughts about the mission in passing the characters earlier this day and now has that single word stuck in his head – the *Eyre* – that is giving him major problems concentrating. So, he decided to ask the source. He cannot tell them how he knows the word, or they might turn him in to the Corps; the characters cannot really tell him what is going on, or he may say something to someone else and get them all into a lot of trouble. Essentially, Glass is likely opening up a very big can of worms.

Due to Glass' lack of worldly knowledge, the characters should be able to convince him that they have no idea what he is talking about, or steer him in a completely different direction of thinking. If Glass is simply ignored, he will think his 'hunch' is that the characters are hiding something – and he will go to others to discuss his feelings. More crew members will need to be dissuaded from talking about it and it could become a shipwide mess very fast.

Destination Minus 6 Days...

Claxons erupt throughout the ship, ripping you away from whatever you were trying to occupy your time with and you run to the communications console just as it lights up with an urgent message: GO TO THE OBSERVATORY.

If the characters follow the instructions, they will soon be packed shoulder-to-shoulder with each other and a handful of other crew members who had the same idea. With a little pushing and shoving, they can see what is going on.

Floating by are chunks of what you originally believe to be asteroids; but appear to actually be blackened, twisted chunks of spacecraft. Whatever destroyed them did so quickly and efficiently, making you wonder if the Eyre is amongst the wreckage...or the cause of it.

What actually happened was that a small Nightwatch cruiser found the *Eyre* roughly a week ago and attempted to communicate with it in order to demand surrender. Its hails were answered with molecular slicer and heavy pulse fire – which made short work of the Nightwatch 'annoyances'.

Lieutenant Holbrook is amongst the viewers in the observatory and he will notice the Nightwatch symbol on the cruiser as a particular chunk floats by. If the characters are not completely consumed with the scene, they should receive a Notice check (DC 15) to see his obvious dismay over the craft. This might lead to further questioning, but they should

easily be able to see dismay on his face; he obviously knew about this ship and is sad to see so many of his fellows die out here in alien space.

Destination Minus 5 Days...

There is a definite feeling of fear and trepidation in many of the crew as you walk through the hallway, with more than a few of them giving you awkward or even dirty glances. Something is going on here and you obviously have not been let in on what that is.

What is going on is that the ship has just officially crossed over into what was once marked as Vorlon Empire territory in the decades before their relatively recent evacuation of the galaxy. Sheridan and the rest of the ISA swear that the Vorlons are no longer a threat, but to be wary of automated defence platforms throughout the area. One of the pilots recently let slip that the ship is now farther than any recorded EarthForce vessel has ever gone before and survived, which has put many of the crewmen on edge. With the main reason rumoured (truthfully) that they are going into this dangerous territory to be the characters' mission – they are quite likely to receive a cold shoulder from most, possible hostility from others.

If the characters ask someone they know (Tabler, Beier or someone they have befriended on board) about the tension they are causing, it will be explained to them in plain words: 'We are going somewhere that no other ship has survived before and it is solely to take you there.'

Destination Minus 4 Days...

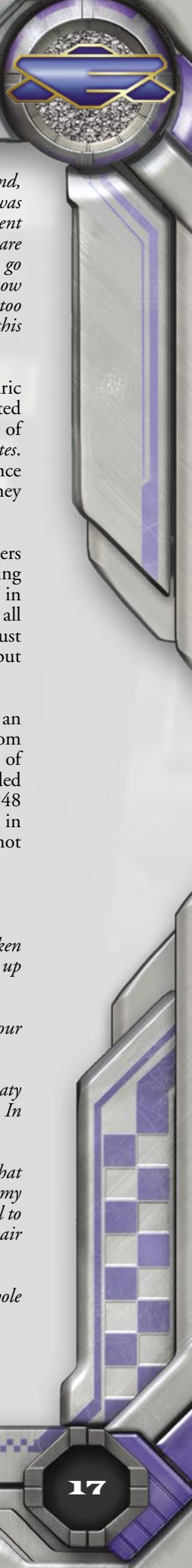
Captain Tabler has sent for you to come to her private office on the deck above this one and you are quickly escorted to her.

The characters will be brought through the bridge access and up to the bridge itself before being escorted to Tabler's office.

When you step onto the bridge you immediately feel a dozen pair of eyes burning into you as the various crew members stare at you. You are not quite sure if it is anger or fear, but you know that something recently happened here that is putting more than a little blame in your laps.

You are briskly walked through the bridge to a side office where Captain Tabler is sitting on the edge of her desk, talking to Flight Commander Beier. Both of them are slightly pale in the face and are sipping eagerly from glasses of brown liquor. As soon as the door closes, Tabler finishes off her glass in a wincing gulp and holds up a data crystal in her fingers for you to see.

'This is a transmission that Holbrook picked up 20 minutes ago', she says as she plugs the crystal in the socket on her desk, 'It has all the proper codes of the Eyre. Play.'



Her command to the office computer triggered her monitor screen to light up and your jaw goes slack when the image focuses.

The screen is dark and smoky, as if it is lit by emergency lighting in the midst of a fire. A single Human steps forward, his Psi Corps insignia standing out on his uniform. You cannot look away from his black eyes – eyes as black as pitch – and the numerous wire harnesses that he has shoved into his head and neck. Sparks erupt from a badly spliced junction behind him and his mouth opens wide as if to scream.

'Warning to all Vorlon puppets,' his voice is grating and low, almost mechanical and comes forth perfectly clear even though his mouth does not move from the gaping position, 'You attack, the Machine defends. The Machine defends. The Machine defends. The Machine...' The mechanical voice continues for several seconds, starting again with a twitch and a shower of sparks a moment after the last words stop. *Similar to a broken data recording, the man in the screen seems stuck in some way.*

'So,' Tabler says with a heavy sigh, 'it seems that there might be more waiting for you on that ship than a bunch of frightened scientists. The signal is strong and Holbrook says we can follow it...' she pauses and tries to give a weak smile, 'you have about four days to prepare.'

The characters are probably going to have a lot of questions after seeing that (even though the players will now know more of what is going on) and neither Tabler nor Beier have the answers. They were informed that there were some major cybernetic projects and the Psi Corps experiment on board the *Eyre*, but they had no clue what that actually comprised of. After seeing the wet-wired telepath and the nightmare-inducing message delivery, both officers are ready to explain a bit more about why they are involved.

The bridge crew has been ordered not to mention what they have seen, but whispers will start to circulate and this transmission will soon be the cause of some major conflicts on board the *Halloween*.

Destination Minus 3 Days...

'Hey, hey,' a voice from behind you gets your attention, 'You and I have some words between us we do.' Turning, you find the requisitions sergeant – Cedric, you think his name was – looking very concerned at you. *'You got some explaining to do. Come into my office.'*

If the characters ignore him, he will become angry and loud for a moment or two, proclaiming that the characters are going to everyone killed, but he will go back to his office afterwards.

If the characters choose instead to go and talk with him, they will follow him into the storage access.

'Okay,' Cedric locks the door behind him and turns around, his face a mix of fear and anger, 'that loony ensign was rambling about an evil transmission this morning, so I went and found Holbrook the comms grunt. He told me that we are headed toward some ship that called us up and told us to go away. He used the words: the machine. What do you know about all of this, because I remember a similar message all too well...' he rubs his prosthetic leg for emphasis. 'So, what's this all about, really?'

The characters have the opportunity to talk to Cedric Johnson about his past dealings with the Shadow-implemented telepaths from the Civil War, what they were capable of and how they basically took over a full warship in minutes. He sees no reason to hold back all the grisly details; since he believes the characters must be Shadow-experts (as they are the reason why they are going after this ship).

Cedric will do his best to find out why the characters are looking for a Shadow-controlled ship, how anything Shadowtech survived their exodus and why it would be in Vorlon territory. Obviously the characters will not have all the answers that he wants, not that he would likely trust their responses as anything but conspiracy-ridden lies, but they might explain a few things to him regardless.

The conversation will be eventually interrupted by an incoming communication on Cedric's office link from Captain Tabler. She will tell him that she requires all of the White Rabbit investigators' equipment to be loaded onto Commander Beier's assault shuttle in the next 48 hours. This could make the characters wonder what is in the crates and will make Cedric question why they do not know (if they make it known that they do not).

Destination Minus 2 Days...

The silence of the ship cruising through the void is broken suddenly by the high-pitched whine of a PPG powering up behind you – a sound that is unmistakable.

'Turn around,' a familiar voice says firmly, 'and keep your hands where I can see them.'

As you turn to face the sound, you see an unshaven and sweaty Lieutenant Holbrook holding a PPG steady at your face. In his other hand is what looks like a detonator switch.

'You alien-worshipping scum are not going to take us to that ship! You saw him... it... you saw it! That thing killed my boys and I won't let you sacrifice another single Human soul to that thing!' Sweeping his arm to one side, you can see a pair of thermite charges strapped to his waist.

'Tell the captain to turn this ship around, or I'll burn a hole straight through the hull!'

Holbrook has officially lost it. Late in the evening after he picked up the *Eyre*'s message he contacted his cell's superiors at Nightwatch and told them of the destroyed Nightwatch raider vessel (see Destination Minus 6 Days...). His contact was sad to inform him that his two teenage sons had been recruited for that ship and that if the ship was destroyed – his children were likely dead. This more or less shattered Holbrook's resolve and now he is willing to try and hijack an EarthForce vessel to keep away from the characters' destination.

Although there are a dozen different ways to undertake this event, it is likely to at least end in a minor fist or fire fight. Holbrook has sabotaged the hallway doors and it will take roughly 20 minutes for anyone to hack his system virus to help the characters. The detonator Holbrook is carrying is not a dead man's switch and requires a move action to trigger the thermite on his belt. Thermite burns at well over 1,000 degrees for a few moments, which will cause a localised atmospheric burn. Not only will everything in the hallway suffer 3d10 damage instantly, but any survivors will need to begin fighting hypoxia due to lack of oxygen in the room after the explosion.

Destination Minus 1 Day...

'No! No!' a wavering voice shouts out from a few tables over. 'So cold! So cold!'

You and nearly everyone else in the mess hall crane your necks to see what is going on, but are surprised to see that squirrelly ensign Glass leap up onto his table. His hands are clamped tightly on the sides of his head and a thin trickle of blood drips from both of his nostrils.

'Make it stop!' he cries out painfully, looking right at you when he opens his eyes...

...and his eyes are black as the void itself.

Howard Glass is currently being scanned by the augmented telepath in the *Eyre*, the Machine ripping through his

Telepath Characters

Just like what happened to Glass, any telepathic characters in the group will need to make a DC 25 Will save or be painfully subjected to 1d6 rounds of a *Deep Scan* that must be resisted each round. Unless totally successful, the *Eyre* will know that the characters will be coming on board and will have all of its defences active before they even set foot on the ship.

synapses to discover if he is a Vorlon servant. It is very painful and any characters with a decent Medical skill can help sedate the poor ensign and get him restrained in the brig for his own safety. If they try to question him first, all he will repeatedly say is 'the Machine is looking for me, for you, for all of us!'

Zero Day – Destination Reached

'It's time...we've arrived. Get your gear', Beier commands as he opens the door to your quarters. 'We have our orders', he nods in self-assurance, 'I'll fill you in on the shuttle.'

The *Halloween* has reached the strongest point of the signal they were tracking and Beier has received his orders from the Senator about the situation on board the *Eyre*. Eventually the characters will be ready to get onto the assault shuttle and get strapped down for what Beier says might be a 'bumpy ride'. When they are fully ready, they will get one last communiqué from Tabler before launching.

'Halloween to White Rabbit – we will wait here for 24 hours for your signal. Jump point opening in seven...six...five...four...' the shuttle's engines pushes it out into the black of space as she continues to count, '...one. Good luck, all of you.'

SKELETONS IN THE CLOSET

The characters are now on Flight Commander Beier's assault shuttle in hyperspace and quickly approaching the *Eyre*. They are about to enter the part of the scenario that is dangerous, creepy and the most revealing about why the characters are actually out here at all.

'Alright folks,' Beier says over the intercom, 'there she is.'

The cockpit view panel slowly fills in the strangest-looking science vessel any of you have ever seen. Long and slender, bristling with sensor arrays and what might be weapon turrets, the Eyre is a cold and black spear in the crimson backdrop of hyperspace. As you draw rapidly closer to it, a chill ripples through you – the ship is a patchwork of old Human ingenuity, new plating styles like that of the Halloween and small sections of something else, something dark. It has seen some recent action, has several rends and gashes in its hull and small fires can be seen along its internal edges. At least two breaching pods can be seen clinging like ticks to its hull, making you wonder how this thing is still here at all.

'Sensors say that she still has most of her atmosphere in the main decks,' Beier says as he looks up from his screens. 'The Senator gave us direct command codes to the hangar door so we would not risk alerting the... the... uhm... it,' he says with a nervous laugh, 'so, here's to hoping this works.'

A few clicks and bleeps emerge from a small speaker on the console and you watch as the portside hangar door begins to yawn open, revealing emergency lighting flickering inside.

'Damn,' Beier half-laughs, 'it worked. Now we have to go in.'

The characters' shuttle will quickly find a place in the hangar, at which point Beier will turn the shuttle around again so it is facing outwards. The characters should have no trouble realising that such a manoeuvre suggests a quick getaway – which should not leave them feeling very confident about the mission at hand.

'Okay,' Beier says as he unbuckles himself from his seat, turning around to face you, 'our orders are simple. If we find anyone alive and able to be rescued, we are supposed to sedate them immediately.'

He stops to hand out a slim, clip-fed needler to each of you. 'If we reach the main laboratory, we are to take any data crystals we can grab before leaving. Then...'

He walks over to one of the White Rabbit crates, fingers a fast security code to each of them and then lifts out a small metal box that is labelled: CAUTION: RADIOACTIVE MATERIALS.

'When we decide to withdraw we are to set these charges and head back to the Halloween rendezvous point. The charges are both timed and signal-fed, so even if we do not make it Captain Tabler can detonate them from the Halloween. These are kind of heavy, who wants to carry the other two?'

The boxes are fusion bombs – stable weapons of mass destruction that are more than capable of destroying a vessel the size of the *Eyre* two or three times over. The fact that there are *three* of them means that they do not want

Takedown 9 Needlers

The needlers that Beier gives to the characters are exactly like the ones found in *Babylon 5 the Roleplaying Game* (see page 138), but have a clip fed mechanism that allows each pistol to carry six darts. In this case, the darts are loaded with a powerful tranquiliser used by bounty hunters to incapacitate their targets.

Takedown 9 is a mixture of animal tranquilisers and natural painkillers that, when injected into a target, causes complete muscle paralysis in moments. Anyone shot with it must immediately make a Fortitude save at DC 26 or lose 1d6 Dexterity. Each round the chemical is still active in the bloodstream (2d6 rounds), that same save must be made or an additional 1d3 Dexterity is lost. This continues until the victim has an effective Dexterity score of zero, or when the chemical has run its course. This ability loss returns at a rate of one point every ten minutes.

anything larger than an atom to survive the detonation. If the characters ask why EarthGov is destroying the ship, Beier's only answer is 'it is better than the alternative, which is bad for all of us.'

On Board the EAS Eyre

The Eyre has been thoroughly demolished from the inside out by the awakened Shadowtech, making it a dangerous web of exposed wires, jagged panels and dead bodies. From the moment the characters step off the shuttle they should realise that something horrible has happened here.

The Random Encounter table used to figure out exactly what the characters will find as they try to move through the various puzzling rooms of wreckage on their way to the main laboratory. Each time the group (Beier will suggest they stick together) moves into a new room or passageway, roll 2d6, adding +1 for each room beyond the first that they have looked in. The table explains which event for Games Masters to run for the characters.

NOTE: It will be important for the Games Master to note how many and what type of rooms the characters move through in order to retrace their steps on their way out – likely in a hurry.

Random Encounter

2d6	Room Event
2-3	Untouched
4	Exposed Wiring and Torn Panels
5	Arcing Power Conduit
6-7	Shadowtech Drone
8	Shadowtech Drone Pack
9	Slaughtered Corpses
10	Malfunction in Internals
11	Control Nexus
12	Core Laboratory

Each of the following entries has a rating for 'Automated Defence Notice', this is the DC for the Shadowtech Automated Defences to notice the characters and attempt to attack them. All automated defence systems use the Notice skill of the Shadowtech Core Telepath (see page 31) and will use the default DC listed unless the characters roll Stealth checks – which will replace the DC.

Once per minute the Automated Defence Systems get a Notice check at a random member of the group. If it fails, the system missed the character and there is no further danger until the next check occurs. If the system defeats the DC, a random character is targeted with a powerful bio-electric blast from exposed Shadowtech filaments. This attack has a +5 modifier and deals 1d6 damage.

Untouched

Automated Defence Notice: DC 25

For whatever reason, this area is completely barren of damage or any sign of what is happening to the rest of the ship. It seems quite safe.

This is a room that has not yet been ravaged by the Shadowtech filaments. It likely has a communications terminal in it, which will *automatically* trigger the Defence Systems for this room, but could be used to download the Eyre's core computer records with a Computer Use check at DC 28.

Exposed Wiring and Torn Panels

Automated Defence Notice: DC 20

This area has been torn to shreds. Wire harnesses and conduits hang like jungle vines all around you and several wall and ceiling panels have been torn and bent backward, marked with the bloody handprints of the madmen that must have damaged it.

This is a room that was obviously cannibalised for any and all its useful parts in order for the Core to set up its massive control web of the entire ship. There is little left here to seriously study, but if a character takes a closer look with a Forensics or Medical-based skill at the handprints on the torn panels he will discover that the blood was thick and coagulated when it was applied. This could imply that the hands that made the prints were already dead. There is a 15% chance that the characters might find something of worth and get to roll on the Random Salvage table below.

Random Salvage

1d6	Item(s) Found
1	EA Researcher Identiscard
2	Recorder w/ Data Crystal that has 2d6 minutes of classified data on it
3	First Aid Kit (1d3 uses left)
4	Combat Knife
5	Auricon EF-7 PPG Pistol
6	Molecular-Aspect Projection Rifle*

* This is a special prototype weapon that can only be found up to three times (that is how many were made); any further rolls if this result should be re-rolled. Statistics for the MAP rifle are found on page 29.

Arcing Power Conduit

Automated Defence Notice: N/A

This area is a crackling and popping shower of sparks, with the occasional arcing bolt of power from the

Skeletons in the Closet



ship's reactor slicing the air. Anything that remains in this room for long is likely to be burnt to a crisp in just a few minutes.

This room does not have a defence system per se, but instead is being used as a catalyst or power converter by the Core. Anyone who moves through the room has a 25% chance of being between two conduit arcs when they go off – dealing 1d6 damage that ignores DR automatically. There is a 10% chance that the characters might find something of worth and get to roll on the Random Salvage table.

Shadowtech Drone

Automated Defence Notice: DC 18

You are glad at first to see a living soul on board this death trap vessel, even if he must be suffering from delusions the way he is staggering back and forth. You are just about to open your mouth when he turns toward you and you can see that his face and chest are a map of imbedded wires and harnesses. His eyes are lifeless and pale and seem to be looking through you as much as at you.

'Biological components located... acquiring...' its mechanical voice churns out as it lifts a bio-mechanical hand toward you and steps forward.

This area is already occupied by what could be called a Shadowtech drone, likely one of the boarding Nightwatch members or original crew, who is convinced that the characters are just extra biological matter to be added to the resource assets of the Core. Even though it is not truly dead, it feels no pain and is programmed like a machine to serve the Core. In this case it must try to acquire the characters – which will require them to be torn into smaller chunks to be carried! There is a 15% chance that the characters might find something of worth and get to roll on the Random Salvage table.

Shadowtech Drone Pack

Automated Defence Notice: DC 20

Like a scene out of an old horror-vid, this area is filled with shambling bodies covered in wires and mechanical parts that are driving them to tear apart the walls and floors – freeing more wires and conduits for whatever has spread through the

ship. Some of them are wearing EarthForce colours, others in lab coats and still others in what looks like old Nightwatch uniforms.

'Acquiring biological assets...' they chime as one eerie pack, turn their wicked fingers and other appendages toward you!

This is one of the primary packs of Shadowtech drones that are moving throughout the ship, tearing it apart to reclaim all of the Shadowtech parts for the Core. At this point they are collectively focussed on the gathering of biological components from the characters. This could be a very dangerous encounter and most characters might want to regroup elsewhere before taking on all 2d3+1 Shadowtech drones. There is a 20% chance that the characters might find something of worth and get to roll on the Random Salvage table.

Slaughtered Corpses

Automated Defence Notice: DC 16

The smell hits you before your eyes can adjust to the flickering emergency lighting and you are forced to suck in a gasp at the potent odour of decay. As you look about the area you can see at least half-a-dozen bodies, or most of them anyway, strewn about like so much rubbish. They are wearing various types of clothing and have all suffered massive bodily trauma. The scene looks like something from an industrial accident.

This room is one of the places where the Shadowtech drones have been bringing any 'biological components' they find throughout the ship. It is a disgusting sight that might cause those of a delicate disposition to retch. Even so, there is a 25% chance that the characters might find something of worth and get to roll on the Random Salvage table. Almost anything that is found will be covered in blood or some other bodily leakage and that should be noted to the characters.

Malfunction in Internals

Automated Defence Notice: DC 20

This ransacked area seems off to you from the first moment you enter. The artificial gravity is lighter than normal, or is it the air that is heavier? There is a thrumming sound from behind the walls and something is simply not right with this area.

The room has been damaged either by some carried over damage effects from when the Nightwatch ships attacked, the scavenging Shadowtech drones or perhaps the infestation of awakened Shadowtech filaments and it is a dangerous room to stay long in. Although the status quo is extremely creepy and makes the characters feel awkward and ill, every minute they remain in the area there is a chance that

the malfunction will alter the room in some way. Every minute or so, roll 2d6 and compare it to the chart below. Should the characters want to stick around long enough to search, there is a 15% chance that the characters might find something of worth and get to roll on the Random Salvage table.

2d6	Area Situation	Game Effects
2	Loss of Gravity	Effects of Zero Gravity immediately apply (see page 289) ¹
3–5	Electrical Outage	Room is considered 100% darkness; the Defence System ignores this for the purposes of Notice and attack rolls
6–9	No Change	—
10–11	Exploding Conduit	1d3 targets in room suffer 1d6 damage that ignores DR
12	Vented Atmosphere	Effects of Suffocation/Hypoxia begin to apply (see page 280) ¹

¹ These rules are found in the *Babylon 5 Roleplaying Game 2nd Edition* core rulebook, on the page listed

Control Nexus

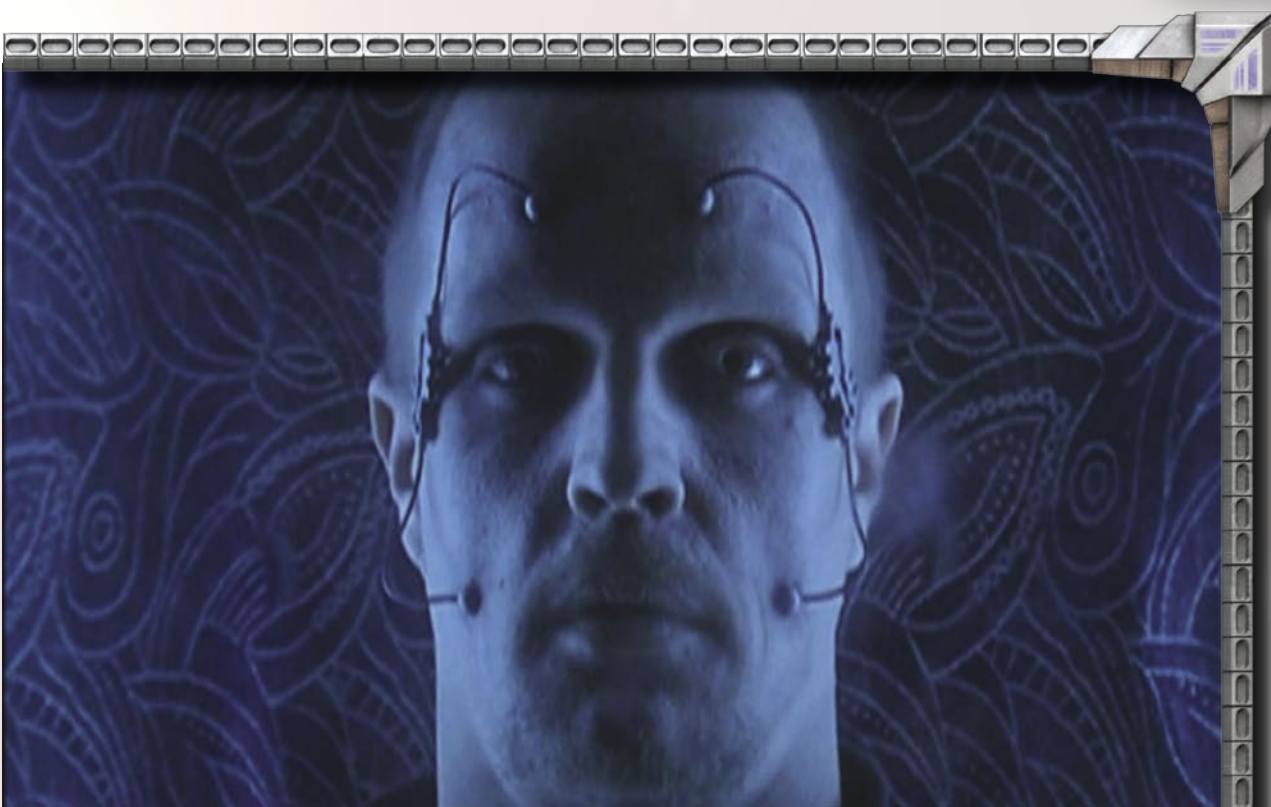
Automated Defence Notice: DC 16

This entire area has been ripped apart at the walls and ceiling, wire harnesses and power conduits strung from tears in the deck to a central 'knot' of sorts. This ball of solder and plastic looks like a painful hammock made of sharp points – some of which have blood on them. You cannot help but wonder what sort of madman was able to create this display of electronic lunacy.

This area is one of the few control nexus points the Shadowtech drones have made as alternate control sites for the Core to move to in case the main laboratory is compromised. There is a 25% chance that there will be a single Shadowtech drone in the area, probably working on more wire splicing or upkeep of existing soldering. It will ignore the characters unless disturbed, or if the Defence System succeeds in a Notice check against one of them.

Besides the normal chance for equipment and the like in the room, a DC 15 Investigate check to search the room will uncover a hotwired computer terminal that can be quickly patched (DC 12 Computer Use) in to the ship's main data records. The information that can be downloaded from the terminal is massively encrypted (DC 40), but will be key to the overall goal of the mission.

Skeletons in the Closet



Also, there is a 20% chance that the characters might find something of worth and get to roll on the Random Salvage table.

Core Laboratory

Automated Defence Notice: N/A (if the Core is destroyed, the Automated Defence System will go from 'N/A' in this room to DC 8)

Doors marked 'AUTHORISED SCIENTIFIC PERSONNEL ONLY' slide open automatically in front of you, as if they are on some kind of reactionary trigger. Flickering lights and showers of sparks fill your view as you walk into a massive room filled with a veritable forest of wire harnesses, power conduits and flexible cables soldered to one another. Like a bird's nest of glowing and sparking twine the room is almost mind-boggling due to the fact that, even though it looks like chaos incarnate, there is a pattern to all of it – a goal, in fact.

A few laboratory workers are wired to specific stations, their cold and dull eyes staring into the ether as their minds work the repairs of the vessel around them. Black objects like the pieces of the hull you saw on your approach are hardwired to the walls, held in place by bands of what actually look like meat or bone. A massive central computer terminal stands just a few strides from where you are, a blinking prompt foretelling its functionality.

'Trespassers...' a familiarly voice says as its owner emerges from the electronics jungle. It is the same Psi Corps officer from the message you saw while on board the Halloween, except his skin has taken on a greater pallor of ivory and he seems to have even more wire harnesses jutting uncomfortably out of his body. 'The Machine will not tolerate your presence. You must be terminated.'

He lifts one of his hardwired hands and the glow of growing power begins to form at his fingertips...

The Psi Corps telepath is 'the Core', the central processor for the re-awakened Machine of the Eyre. He will now try to kill the characters with his powerful bio-fusion blasts and he will likely be a very tough battle for most characters – especially if they were wounded on their way here.

There are a number of things in this room that the characters may want to grab for the sake of the mission:

- ⑤ The computer terminal is just a few keystrokes from downloading its main data stores to a super-compressed data crystal. The lead technician got the process this far before he was killed by the Core and it waits for a brave character to spend 1d3 rounds triggering commands and passing a DC 12 Computer Use check. If successful, the data crystal will contain

everything about the trip, the technology, what happened. It is likely to be the most important goal of the entire mission.

- 5 All of the Shadowtech drone lab technicians are working on assembling Shadowtech devices from internal programming. Grabbing one away from them could be a huge technological boon for research purposes.
- 5 The Core is wearing a hardwired Shadowtech-infested telepathic booster made by the Psi Corps, which is what actually started all of this mess (see next chapter). Even though it likely means killing the Core and removing its head, the device is worth a great deal to Miss Becker and the Psi Corps.
- 5 Also, there is a 50% chance that the characters might find something of worth and get to roll on the Random Salvage table.

If Beier is still alive at the point where the characters have found something to bring back for the Senator (or have abandoned trying), he will try to get the characters without the fusion bombs to hold off the Core, long enough for those who do to arm them. If they have armed them elsewhere on the ship, Beier will simply order a retreat once they have something of worth to the mission.

Get the Hell Out of Here!

If the characters manage to destroy the Core, or retreat from the room altogether, the automated systems of the *Eyre* will begin to try and track them down for capture or destruction. This means that all of the Automated Defence Systems that do not have 'N/A' as their rating instead lower their respective DC by 5.

For the characters to escape the ship (and the summary fusion bomb detonations) they have to re-trace their steps back to the shuttle hangar (and why Games Masters should note all the rooms the Player Characters pass through). The characters are free to stick around and keep rolling more and more rooms if they really feel like it, but with the added ferocity of the Defence Systems and the narrative possibility of a fusion bomb killing them all instantly – this is unlikely.

Getting back to the shuttle should feel like a hectic chase scene. Defences systems should be blasting at them every once in a while, Shadowtech drones might claw at them as they pass open doors, or even have some random mechanical failures (like doors that spontaneously open or close). The players should not feel as though they are definitely going to make it out – because if a Defence System blast catches them badly, they might not.

For the particularly sinister Games Master that has at least one Player Character alive who has a decent Pilot skill score (or any, really) by the time they reach the shuttle, a random Defensive System blast should either kill or knock out Beier. This will give the characters a dilemma of deciding how to get off that ship before it detonates. Taking off in the shuttle should not be harder than a DC 12 Pilot skill check, but it should take a few moments to warm engines and the like – during which Shadowtech drones could be pounding on the hatch with their hands or bio-mechanical tools and the Defence Systems could fire a few audible shots at the shuttle's hull.

Back to the Halloween

Once the shuttle is launched, the physically dangerous part of the scenario is primarily past. The trip back to the rendezvous point should be actually pretty soothing until the *Eyre* is atomised by a number of fusion bomb explosions just a few hundred thousand miles behind the character's shuttle! The resulting EMP shockwave, when added to the energies of hyperspace, will cause all of the shuttle's systems to fluctuate and eventually blink out. This will leave the shuttle floating dead in hyperspace – not the best place to be when you do not have a jump engine of your own to even try and bring back online!

The characters should be given some time to try and get systems back online, argue with one another about what to do and figure out that those fusion bombs went off *way* ahead of schedule. Just when things are looking the absolute bleakest, a jump point will open from realspace and two Black Omega Starfuries will fly in and grab the shuttle in their grapples, pulling them toward realspace.

A STORY UNTOLD

The characters have just been picked up in their electrically-drained shuttle by a pair of Black Omega Starfuries and are currently being hauled into realspace through a jump point created by the *Halloween*. As the characters will no doubt look out of the viewports to see what is going on, they should get the following description.

The two black fighters with the emblazoned Omega symbol pull you through the vortex; the red swirls of hyperspace giving way to the twinkling black of realspace. Even though you are glad to not be spinning out of control any longer, you have to wonder why these fighters are saving you – as they were not on the Halloween.

As the fighters drag you along, the sleek form of the Halloween comes into view. Strangely though, it has a smaller ship that bears the bold Psi Corps logo on its hull linked to it via a stiff umbilical.

This may not be a rescue at all...

The shuttle is brought on board the *Halloween* and you are greeted coming off the ramp by Captain Tabler, Colonel Dratten, Doctor Gerardi and Senator MacHenry herself.

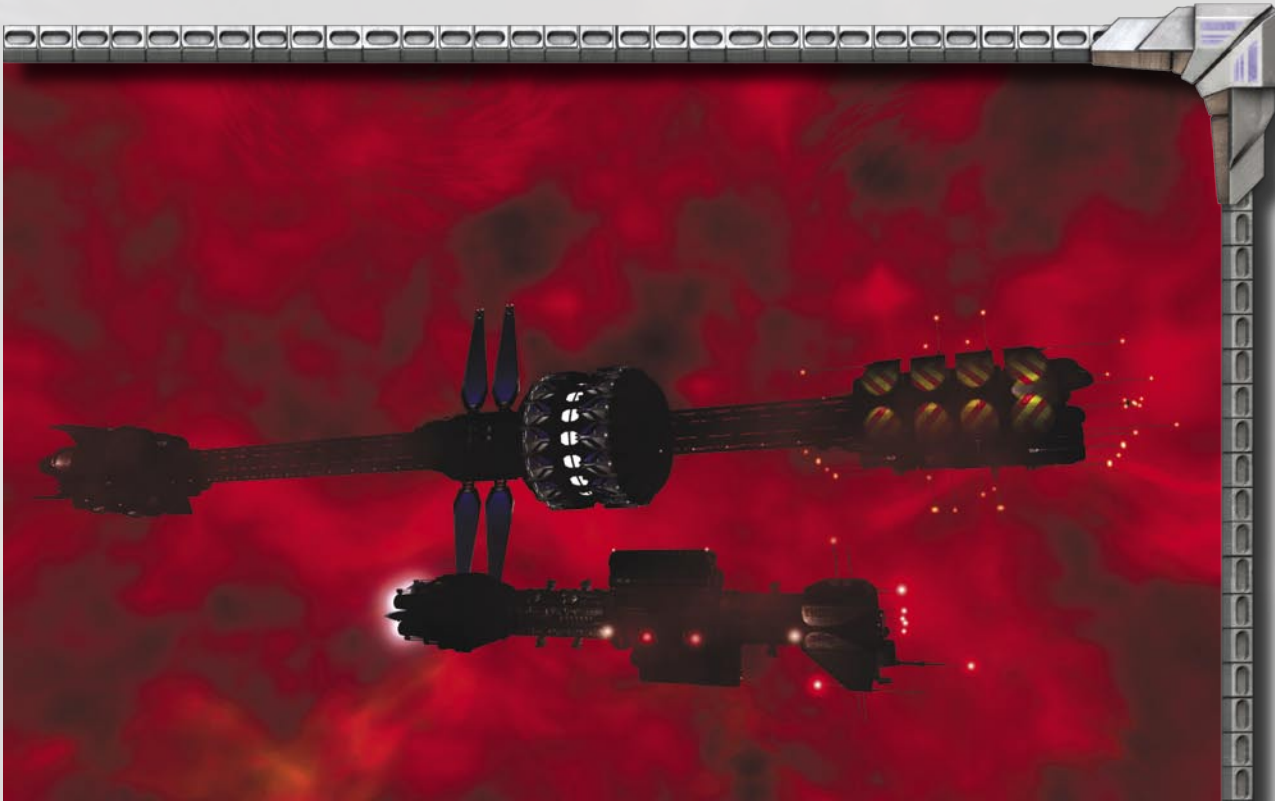
They came on board a Psi Corps Shadowcloak with Miss Becker (who is currently scanning the crew for any knowledge of the *Eyre*). When the characters come forward, Senator MacHenry will step forward to meet them.

'You made it!' she says with a near-genuine smile, 'when I heard that the fusion bombs were triggered prematurely, I had hoped you were not with them. It is good to see you all.' She pauses and holds out her hand, 'What did you manage to salvage? It was not a total loss, was it?'

This is where the characters can give MacHenry the story of everything that happened, or their version, or only the necessary facts. Without Becker there to scan them they can probably get by with anything they want to unless Beier is still alive and conscious (he will report as ordered). This is also where they can choose to hand over anything they picked up as salvage on the trip. MacHenry's response will differ depending on what they tell her and what they were able to salvage.

If they give/tell her nothing of substance:

'Oh,' her politician's grin wavers and becomes a slight frown, 'what a terrible waste of resources and technology. I was hoping



What Really Happened to the EAS *Eyre*?

Depending on whether or not the characters were able to decrypt the data stores, or if they asked for the whole story as their reward, the following is the chain of events that actually led up to what occurred in *Leap of Faith*.

1. All of the Omega-X destroyers were scrapped or destroyed in 2261 during/just after the Earth Civil War; President Luchenko had the project halted, but MacHenry secretly had it put into storage until they could begin again without being scrutinised.
2. The Warlock program was put into place, using some of the Shadowtech in its construction.
3. After the success of the Warlock, MacHenry initiated the 'Warlock-X' or, Nemesis Project. It was to create a Warlock with even more Shadowtech in it in order to gain an edge on the rest of the galaxy.
4. The EAS *Eyre* was deployed to test several Shadowtech systems and components to be later used in the Nemesis Project. MacHenry chose the edge of Vorlon Space in order to avoid any other governments' spies.
5. Being in Vorlon space awakened some form of defence mechanisms in the Shadowtech that began to cause systems to malfunction all over the ship. A telepathic booster being tested by Psi Corps on the vessel was used to try and send a hail to any local telepaths, but only managed to put the Shadowtech into an even more offensive mode – which linked to the booster and turned the Psi Corps operative into the Core of the Machine.
6. The Core Telepath begins turning the entire ship into the Machine, hardwiring any crew members found into drones of the Machine. It was during this time that the ship sent out the last distress call that EarthGov picked up on.
7. The ship is attacked by former-Nightwatch Raiders; possibly on orders from someone in the know. With the Core in control of Shadowtech weaponry, it was a slaughter. The Nightwatch ships did cause a little damage to the *Eyre*, which then must have slipped into hyperspace to perform repairs.
8. The ship is found by the *Halloween*...

The rest is variable, depending on what the characters did while on board the vessel.

that you would have been able to bring back at least some of the data they had managed to collect before everything went wrong. At least the ship did not fall into enemy hands; there is that saving grace to all of this.' She holds her head in her hand for a moment. *'Do not worry; you will be rewarded as promised.'*

'Captain Tabler will drop you off at any transfer point outside of Earth Alliance space in the next two days. During that time, she hands you each a data crystal, 'I need you to record what you will require as payment for your services, then give it to Captain Tabler before you disembark. She will make sure I get it in a prompt fashion and then I will arrange for your requests to be filled. You did a great service for Earth by taking this leap of faith for me; it will not soon be forgotten. Just remember that my generosity does have limits.'

If they give her little or nothing, but tell her what happened:

'That sounds horrible', she says with a shake of her head, 'all those people. It is a tragedy, really. I am glad that you were able to get out safely, though. It sounds like that whole place was one big nightmare. At least you were able to make sure that ship never left hyperspace again. I would have liked some of the data to have survived, but ensuring it was not found was the priority, making this a success, even if it is bittersweet.'

'Captain Tabler will drop you off at any transfer point outside of Earth Alliance space in the next week. During that time, she hands you each a data crystal, 'I need you to record what you will require as payment for your services, then give it to Captain Tabler before you disembark. She will make sure I get it in a prompt fashion and then I will arrange for your



requests to be filled. You did a great service for Earth by taking this leap of faith for me; it will not soon be forgotten. Try to remember that I'm going out on a limb to reward you, so don't go too far.'

If they give her any salvaged technology samples or incomplete data:

'Excellent,' she says, looking at what you have given her, 'it was not a total loss, then. Good. It is a shame that so many lives were wasted, but they will not be in vain. The Eyre has taught us a lot about what we are dealing with and I think that the rest of the project will go much easier with what you have given us to work with. Thank you.'

'Captain Tabler will drop you off at any transfer point outside of Earth Alliance space anytime in the next month. During that time', she hands you each a data crystal, 'I need you to record what you will require as payment for your services, then give it to Captain Tabler before you disembark. She will make sure I get it in a prompt fashion and then I will arrange for your requests to be filled. You did a great service for Earth by taking this leap of faith for me; it will not soon be forgotten. While no one else will know about this, you will always be true Humanists in my book.'

If they give her the complete data stores from the Core Laboratory:

'This is a mark IV encryption crystal,' her politician's façade crumbles and she grins widely, 'the only terminal that had those on hand was the main data storage system. Which means...' she pauses and looks at the crystal in her hand as if it were a fine gemstone, 'this has everything on it. Everything. You just saved us 50 years of research. You have no idea how grateful I – no – Earth is to you. This mission could not have gone any better.'

'Captain Tabler will drop you off at any transfer point you wish to go to, taking all treaties and such into account of course. During that time', she hands you each a data crystal, 'I need you to record what you will require as payment for your services, then give it to Captain Tabler before you disembark. She will make sure I get it in a prompt fashion and then I will arrange for your requests to be fulfilled. You did a great service for Earth by taking this leap of faith for me; it will not soon be forgotten. Whatever you need, let me know and I will see what I can provide for you.'

As soon as the Senator is finished debriefing the characters, she will excuse herself to make good her report and make sure all the legitimate records do not show anything of what actually happened with the Eyre. In fact, other than asking for their reward of her, she will not likely see them

Having a Senator in your Pocket

If the characters managed to get the last response category due to their diligent ability to get the data stores, they can immediately add +10 to their Earth Alliance (Political) Influence, even if they did not have any before. The Senator will nearly always take their calls or their appointments, so long as no one ever speaks of what has happened on this mission.

again before her and the others leave on the Shadowcloak. She will excuse herself with the following statement, which should cement the gravity of the situation fully in the minds of the characters.

'It goes without saying', Senator MacHenry says, 'that this entire mission is classified well beyond top secret. No one knows why you were out here and no one tells anyone of what they have seen. Not that anyone would ever believe you anyway.' She grows firm and cold in her facial features. 'Right now Miss Becker is removing any memories of the specifics of this mission from any and all members of the crew, even that leftover Nightwatch pawn that tried to take you hostage. I hate having to rely on the Corps for anything, but they had a lot at stake here too, so we made a deal.' She sighs, exhausted but satisfied. 'What I am saying is that if you mention the specifics of what you did when working with White Rabbit Investigations...well...there were a few things that Clark showed us how to do all too well. That's all I am saying. Please do not make me stoop to that level.'

Aftermath

The characters will spend the next period of time (depending on their dealings with the Senator) on board the Halloween, heading toward their desired destination. During that time there will be a few facts that must be taken into consideration if the characters choose to notice them.

1. The crew – with Tabler and Beier (should he have survived) being exceptions – does not remember anything about the last two weeks. Most of them think the mission is just beginning and that they are truly just ferrying the 'White Rabbit Investigations Team' to their chosen destination. Even Holbrook treats them as if nothing happened at all.



2. Ensign Glass was taken away by the Psi Corps when Miss Becker was scanning/altering everyone. They discovered his latent telepathy and combined with the record of him being scanned by 'The Machine' and he is headed to a Psi Corps research facility.
3. Captain Tabler seems far less interested in getting her new 'Warlock-X' once she finds out about the *Eyre* trying to absorb all of its crew. In fact, if the characters have gotten close to her, she is thinking about retiring early from EarthForce altogether.
4. The characters will need to write down their payment requests and give them to Captain Tabler. These can be anything that Senator MacHenry can effectively arrange for with her considerable Influences. Games Masters should be wary of too great a reward, but they should reflect a Senatorial bribe of secrecy after all.

With the entire *Eyre* mission becoming a phantom in the record books of the Earth Alliance, the characters will be some of the only people in the galaxy to know that these events actually took place at all. If they keep their secrets, they may even be contacted from time to time by any of the personalities they worked with in this scenario for more freelance work as they have been so 'professional'. Their status as 'White Rabbit

Investigators' could be reinstated and they could see more classified missions; although not likely as classified as this one.

Colonel Dratten could make use of them in his security force, or perhaps as a good way to work outside his contracts without compromising them. Doctor Gerardi might need tight-lipped testers for his new devices, or perhaps just good and dependable delivery escorts. Miss Becker could arrange for all sorts of Psi Corps missions that they cannot risk being attached to (or do not want to risk any telepath lives when mundanes are available). Captain Tabler might call on them for help after she retires – if she retires. Flight Commander Beier is a soldier's soldier, but he knows the power of having friends across the galaxy.

Whatever they have learned from all of this, they had best keep it to themselves. Those who choose to try and go public will soon find themselves discredited and scandalised, or *worse*.

Whichever direction the characters take next is up to them and the Games Master. Who knows, maybe *Leap of Faith* will lead them to other oddities and strangeness in the galaxy and beyond.

CHARACTERS

Earth Alliance Secret Service

4th Level Human Soldier/3rd Level Agent; hp 23; Init +7; Spd 30 ft.; DV 17; Atk +7/+2 close combat or +9/+4 ranged; SQ Stunning Attack, Co-ordinated Unit +1; Fort +8, Ref +8, Will +6; Str 12, Dex 16, Con 16, Int 12, Wis 12, Cha 14

Notable Skills: Bluff +6, Computer Use +6, Intimidate +8, Intrigue +7, Investigate +7, Notice +10, Sense Motive +10, Stealth +5

Feats: Dodge, Fluency (Human), Improved Initiative, Iron Will, Resist Scan, Skill Focus (Notice), Weapon Focus (PPG)

Equipment: Secured channel link, armoured uniform (DR3), slim needler w/ 6 darts of Takedown 9 (see page 19), combat knife, Auricon EF-7 PPG pistol w/ 1 cap

Senator Tessa MacHenry

8th Level Human Diplomat; hp 12; Init +1; Spd 30 ft.; DV 15; Atk +3 close combat or +5 ranged; SQ Strong Diplomacy, Swift Diplomacy, Aide; Fort +3, Ref +3, Will +10; Str 9, Dex 13, Con 13, Int 16, Wis 14, Cha 17

Notable Skills: Appraise +9, Bluff +14, Computer Use +10, Diplomacy +16, Intimidate +13, Intrigue +11, Knowledge (Secret Projects) +12, Linguistics +10, Notice +9, Sense Motive +14

Feats: Contact, Fluency (Human, Centauri, Narn), Iron Will, Resist Scan, Skill Focus (Linguistics)

Equipment: Secured Gold-channel link, diplomat's attire (DR1)

Colonel Arthur Dratten

10th Level Human Soldier; hp 36; Init +2; Spd 30 ft.; DV 19; Atk +10/+5 close combat or +12/+7 ranged; SQ Co-ordinated Unit +3; Fort +9, Ref +5, Will +5; Str 10, Dex 14, Con 15, Int 14, Wis 14, Cha 13

Notable Skills: Appraise +5, Bluff +8, Computer Use +5, Diplomacy +10, Intimidate +13, Intrigue +6, Notice +6, Sense Motive +8, Technical (mechanical) +6

Feats: Brawler, Contact, Fluency (Human, Minbari), Hobby (Diplomacy), Lightning Reload, Point Blank Shot, Precise Shot, Spacecraft Proficiency, Veteran GROPOS, Weapon Focus (PPG), Weapon Specialisation (PPG)

Equipment: Secured channel link, diplomat's attire (DR1), Auricon EF-7 PPG pistol w/ 2 caps

Doctor Tyrone Gerardi

6th Level Human Scientist/3rd Level Diplomat; hp 13; Init +1; Spd 30 ft.; DV 15; Atk +3 close combat or +5 ranged; SQ Improved Diplomacy, Strong Influence, Mental Agility, Primary Area of Study (Xenobiology), Peripheral Studies (Electronics, Xenobotany, Alien Artefacts), Alien Technology Familiarity (Shadows, Centauri); Fort +4, Ref +6, Will +13; Str 8, Dex 12, Con 13, Int 19, Wis 16, Cha 14

Notable Skills: Appraise +7, Bluff +5, Computer Use +12, Diplomacy +6, Investigate +10, Knowledge (xenobiology) +13, Knowledge (Shadowtech) +10, Operations (systems) +10, Notice +8, Technical (electronics) +10

Feats: Contact (x2), Fluency (Human, Centauri, Interlac), Iron Will, Lightning Reflexes, Resist Scan

Equipment: Secured channel link, diplomat's attire (DR1)

New Weapon – Molecular Aspect Projection (MAP) Rifle

Designed to be a personal-level phasing pulse cannon, the MAP is too long to be a pistol but is much shorter than a standard rifle. It uses a small phasing organelle from a Shadow vessel to generate a single molecular pulse that emits forward at remarkable speeds and range. It deals terrible damage on anything it hits, but can only generate a single pulse every few seconds.

Item	Cost	I/R	Dam.	AoE	Critical	Ammo	Range Inc.	Size	Weight	Dam. Type	Features
MAP Rifle	N/A	I	3d8	—	18–20/x2	N/A ¹	50 ft.	Med.	18 lb.	Energy	Ignores DR

¹ This weapon can only fire every three rounds, but does not need ammunition.

Miss Yolanda Becker

8th Level Human Telepath P-11; hp 20; Init +2; Spd 30 ft.; DV 16; Atk +4 close combat or +6 ranged; SQ Discipline Focus (Biokinetics, Communication, Scanning), Maintain Concentration; Fort +3, Ref +4, Will +7; Str 10, Dex 14, Con 12, Int 17, Wis 16, Cha 16

Notable Skills: Bluff +12, Computer Use +10, Diplomacy +8, Intrigue +8, Investigate +8, Operations (piloting) +6, Notice +10, Telepathy +13

Feats: Adaptive Mind, Combat Telepath, Dodge, Fluency (Human, Centauri), Mindshredder, Weapon Focus (PPG)

Equipment: Secured channel link, armoured Psi Corps uniform (DR2), Auricon EF-7 PPG w/ 2 caps

Captain Tanya Tabler of the EAS Halloween

7th Level Human Officer (Fleet); hp 18; Init +3; Spd 30 ft.; DV 18; Atk +7/+2 close combat or +10/+5 ranged; SQ Rallying Call 1/day, Way of Command; Fort +4, Ref +5, Will +7; Str 10, Dex 16, Con 14, Int 14, Wis 10, Cha 16

Notable Skills: Bluff +5, Computer Use +8, Diplomacy +5, Intrigue +8, Knowledge (astrophysics) +8, Notice +7, Operations (systems) +15, Pilot +5, Sense Motive +8, Technical (electronics) +8

Feats: Contact, Fluency (Human, Interlac), Iron Will, Martial Artist, Skill Focus (Operations), Spacecraft Proficiency, Veteran Commander, Weapon Focus (PPG)

Equipment: Secured channel link, EA uniform, Auricon EF-7 PPG w/ 1 cap

Flight Commander Steven Beier

5th Level Human Officer (Pilot); hp 14; Init +7; Spd 30 ft.; DV 17; Atk +5 close combat or +8 ranged; SQ Rallying Call 1/day; Fort +3, Ref +4, Will +5; Str 10, Dex 17, Con 15, Int 14, Wis 12, Cha 13

Notable Skills: Appraise +4, Athletics +4, Bluff +7, Computer Use +5, Intrigue +5, Notice +6, Operations (sensors) +10, Pilot +13, Technical (electronics) +6

Feats: Dogfighter, Fluency (Human, Drazi), Improved Initiative, Skill Focus (Pilot), Spacecraft Proficiency

Equipment: Secured channel link, armoured flight suit (DR 2), Auricon EF-7 PPG w/ 3 caps, combat knife

Standard Crewmember of the EAS Halloween

3rd Level Human Officer (Fleet); hp 10; Init +2; Spd 30 ft.; DV 14; Atk +4 close combat or +5 ranged; SQ Rallying Call 1/Day; Fort +2, Ref +3, Will +3; Str 12, Dex 14, Con 13, Int 12, Wis 10, Cha 12

Notable Skills: Computer Use +4, Intrigue +4, Investigate +4, Notice +5, Operations (piloting, systems or sensors) +10, Sense Motive +3, Technical (electronics or mechanical) +6

Feats: Fire Control, Fluency (Human), Skill Focus (Operations), Spacecraft Proficiency, Weapon Focus (PPG)

Equipment: Secured channel link, EA uniform

Lieutenant Austen Holbrook

4th Level Human Officer (Fleet); hp 12; Init +2; Spd 30 ft.; DV 15; Atk +6 close combat or +6 ranged; SQ Rallying Call 1/Day; Fort +3, Ref +3, Will +3; Str 14, Dex 14, Con 14, Int 10, Wis 8, Cha 14

Notable Skills: Bluff +8, Computer Use +8, Intrigue +7, Knowledge (Nightwatch) +8, Notice +6, Operations (Sensors) +9, Sense Motive +4, Stealth +7

Feats: Contact, Fluency (Human), Skill Focus (Operations), Skill Focus (Stealth), Spacecraft Proficiency

Equipment: Secured channel link, EA uniform, unregistered W&G 10 PPG w/ 2 caps

Ensign Howard Glass

3rd Level Human Officer (Fleet); hp 10; Init +2; Spd 30 ft.; DV 14; Atk +3 close combat or +5 ranged; SQ Rallying Call 1/Day, Telepathic Ability (P-0); Fort +3, Ref +3, Will +6; Str 10, Dex 14, Con 15, Int 12, Wis 12, Cha 10

Notable Skills: Computer Use +3, Concentration +5, Intrigue +5, Notice +6, Operations (systems) +8, Sense Motive +5, Technical (mechanical) +7

Feats: Fluency (Human), Iron Will, Latent Telepath, Spacecraft Proficiency

Equipment: Secured channel link, EA uniform, toolkit, oxy-pills

Requisitions Sergeant Cedric Johnson

5th Level Human Officer (Fleet); hp 14; Init +1; Spd 20 ft.*; DV 15; Atk +6 close combat or +6 ranged; SQ Rallying Call 1/day; Fort +3, Ref +2, Will +7; Str 12, Dex 13, Con 14, Int 14, Wis 16, Cha 13

Notable Skills: Appraise +7, Bluff +6, Computer Use +4, Intrigue +8, Investigate +10, Knowledge (conspiracy theories) +8, Notice +7, Operations (systems) +6, Sense Motive +5, Subterfuge +5, Technical (electronics) +5

Feats: Contact, Fire Control, Fluency (Human), Data Access, Skill Focus (Pilot), Spacecraft Proficiency

Equipment: Secured channel link, EA uniform, multi-tool, personal data recorder

*Due to his prosthetic leg

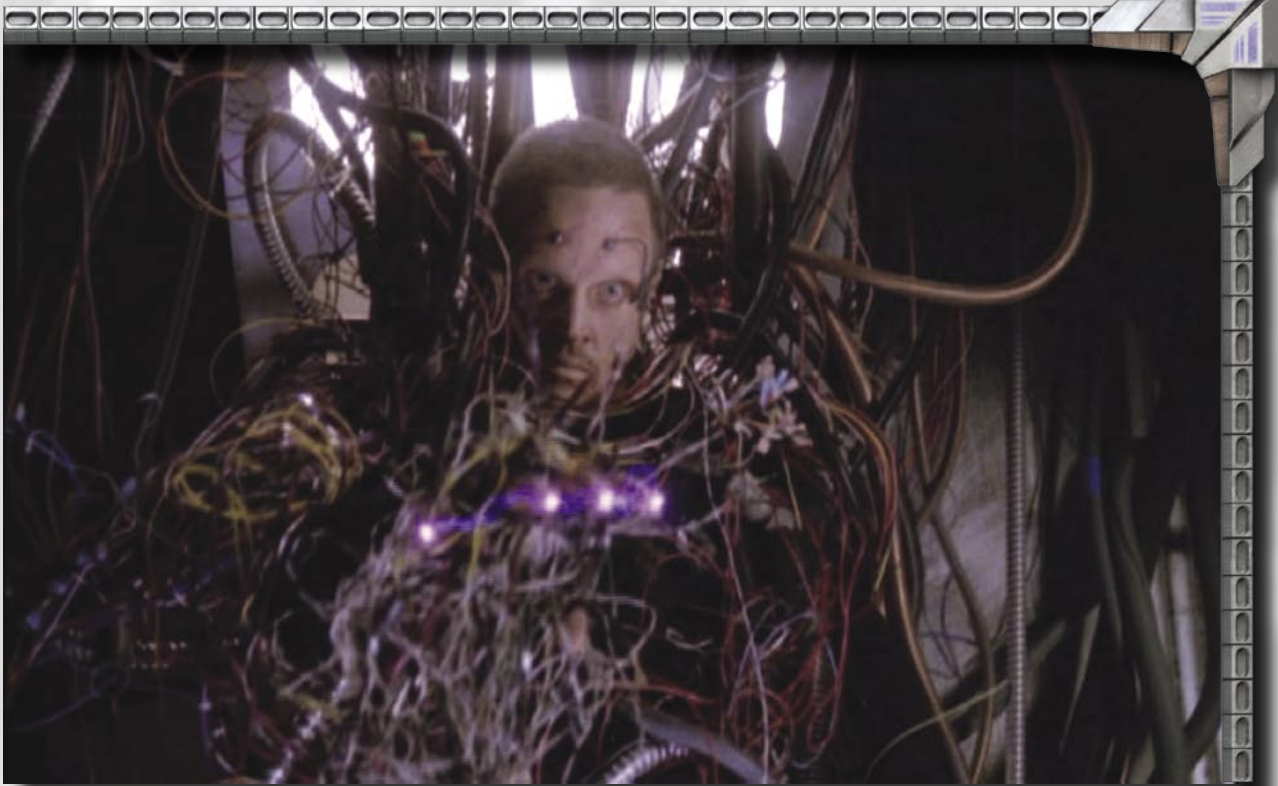
Shadowtech Drone

5th Level Shadowtech Construct; hp 35; Init +1; Spd 20 ft.; DV 15; Atk +8 close combat; SQ Ignores Nonlethal Damage, Natural DR of 3, Immune to Telepathy (except Jamming), Automatically Passes all Con-based tests; Fort N/A, Ref +1, Will +10; Str 16, Dex 12, Con N/A, Int 3, Wis 1, Cha 1

Notable Skills: Athletics +5, Computer Use +5, Notice +5, Operations (piloting, sensors and systems) +15*, Pilot +15*, Technical (electronics and mechanical) +15*

Feats: Brawler, Weapon Focus (bio-mech claws)

* This skill only applies if the drone is merged with the device



Bio-Mech Claws: Shadowtech drones have hardwired hands and instruments on their extremities that can be used to cut, tear, rend or otherwise maim their targets. They are considered to be armed at all times and deal 1d4+3 points of damage with a successful strike, with a critical threat range of 20/x2.

Shadowtech Core Telepath

10th Level Shadowtech Construct P-10; hp 60; Init +2; Spd 20 ft.; DV 17; Atk +10 close combat or +10 ranged; SQ Ignores Nonlethal Damage, Natural DR of 4, Immune to Telepathy (except Jamming), Automatically Passes all Con-based tests, Bio-Fusion Blasts; Fort N/A, Ref +2, Will +12; Str 14, Dex 14, Con N/A, Int 5, Wis 5, Cha 3

Notable Skills: Athletics +6, Computer Use +10, Notice +8, Operations (piloting, sensors and systems) +20*, Pilot +20*, Technical (electronics and mechanical) +20*

Feats: Brawler, Weapon Focus (bio-mech claws), Weapon Focus (bio-fusion blasts)

* This skill only applies to the vessel the Core Telepath is merged with.

Bio-Mech Claws: The Shadowtech Core Telepath has hardwired hands that are coursing with biometric fusion energy piped into the body from the vessel. It is considered to be armed at all times and deals 1d6+2 points of damage with a successful strike, with a critical threat range of 20/x3.

Bio-Fusion Blasts: The Shadowtech Core Telepath has hardwired hands that are coursing with biometric fusion energy piped into the body from the vessel. It can focus this energy every other round as a projectile weapon that deals 2d6 points of damage with a successful strike, with a critical threat range of 19–20/x2.

NOTE: If the Shadowtech Core Telepath is ever successfully ‘jammed’ using another powerful telepath, not only can it not take any actions, but the entire vessel will begin to go haywire – with every room acting as per as though an ‘Arcing Power Conduit’ (see page 20) is present until the jamming ceases or the Core Telepath is destroyed – which returns the ship to standard protocols.

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