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No Surrender, No Retreat



Written By
Shannon Kalvar

Babylon 5 Created by J. Michael Straczynski



Dedicated to the memory of Richard Biggs

No Surrender, No Retreat

Shannon Kalvar

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Line Developer

Ian Belcher

Graphic Design Consultant

Brandon Bray

Internal Special Effects

Kier Darby, Leo Dunin, Dave Hribar, Fabio Passaro, Todd Pederzani, Jeffrey C Richard, Matthew Tarling

Producer

Alexander Fennell

Studio Manager

Ian Barstow

Key Grip

Ron Bedison

Extras

Mark Billanie, Jamie Godfrey, Daniel Haslam, Mark Howe, Alan Moore, Daniel Scothorne, Mark Sizer, Michael J Young

Special Thanks

J. Michael Straczynski, Fiona Avery, Isabelle Richard, Skye Herzog

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Introduction

As 2261 dawns, the galaxy seems to have paused for a moment. Hushed conversations in the halls of power seek understanding of the new situation. The great leader of the light fell into darkness at Z'hādum. The great enemy, injured badly by Captain John Sheridan's final act of courage, has withdrawn to its places of power. In the silence, the minor powers begin to retreat as well. Meanwhile, a malignancy grows in the heart of the Centauri Republic; cutting it out will lead to the freedom of Narn and the eventual destruction of the Centauri People. Yet worse is to come; somewhere out in the uncharted reaches of hyperspace, former allies gather for what will be the greatest battle of the age.

In 2260 the war of words became a true war. The grand ideals of the Alliance, not to mention their need to operate independently from Earth, were put to the test of flame and death. They survived, bloody and beaten, upheld by the voices and presence of the great leaders who proved that they would sacrifice everything to preserve life.

The coming year will test their resolve even further. Legends will walk among them, both from elder days long forgotten and newborn, forged in the fires of the present day. Along the way, legends and common men will pay terrible prices. Friends will fall. Hope will be betrayed, only to rise like a phoenix from the ashes.

In the year 2261, everything changed.

No Surrender, No Retreat

No Surrender, No Retreat describes the events of 2261 as they appear in Season 4 of *Babylon 5*. It explores in detail the personalities, events and technology that shape the next million years of civilized evolution. Used in conjunction with the *Babylon 5 RPG* core rulebook and the other season books (*The Coming of Shadows* and *Point Of No Return*), *No Surrender, No Retreat* allows the Games Master to extend his games into 2261. Characters can participate in the grand sweep of the Great War, assist the Mars colonists in their bid for independence, or stand firm against the alien influenced Sheridan and his mad war of conquest.

This book begins with a discussion of the main characters of *Babylon 5*, including some old friends from Sheridan's days as an Earth Force captain. These characters place an indelible mark on the age to come simply by being the right people, at the right place, at the right time. The major characters from the preceding seasons also receive

a new treatment, reflecting their personal growth over the last year.

The main bulk of the book consists of an episode-by-episode recording of the season's events, along with analysis and pertinent information about new technologies and trends revealed. Each episode description concludes with campaign hooks for characters engaged in various political, military, social and general arenas. Everyone in the galaxy, from common merchants to bounty hunters to heads of state will have to relearn what it means to be alive in a world they can forge for themselves. The section begins with a potential timeline of events, allowing Games Masters and players to see what is going on in the galaxy at a given time. Some episodes lack textual clues to set them in time; others have specific dates mentioned, or events that can be dated given the in-show information.

The later chapters of *No Surrender, No Retreat* contain specific rules information for the *Babylon 5 RPG*, including new equipment, prestige classes and some new ships (including the Shadow-enhanced Omega class cruiser). These expand upon the information contained in the other season books. Information about the various Vorlon ships, as well as the host of other, smaller vessels, is reserved for the soon to be released *Babylon 5* tabletop game.

Of all of the seasons, Season 4 is the most dramatically dense and emotionally affecting. Events stack up one upon the other, carrying the unwise along. The wise, people like Delenn, Sheridan and Neroon, recognize these events not as the tide of destiny but rather as ripples of change. It is a time when a single man can alter the fate of the galaxy, where brave hearts and bold vision count for more than guns and steel. It is a time for legends to rise up and walk the galaxy once more. The crew of *Babylon 5* may be the most obvious of those legends but they do not stand alone. Characters surviving the events of this season have the opportunity to write their names among the stars for all eternity.



Personalities of 2261

This chapter updates and revises the characters found in Chapter 6 of the main rulebook and includes some new faces that begin to have an effect on the galaxy in the Earth year 2261. Games Masters may use these personalities in their own scenarios, utilising the characteristics and personality notes for each individual detailed below. It should be noted that the characteristics and abilities listed in this chapter describe the personalities at the beginning of 2261. Future sourcebooks will update these personalities and introduce new ones throughout the entire five year saga of the Babylon 5 television show.

Captain John Sheridan

'Now get the hell out of our galaxy, both of you!'

15th Level Human Officer (fleet)

Hit Points: 37

Initiative: +2 (+2 Dex)

Speed: 30 ft.

DV: 19 (+9 Reflex)

Attacks: +16/+11/+6 melee or +17/+12/+7 ranged

Special Qualities: Branch Elite, Branch Specialisation (fleet), Legendary Speech, Rallying Call (2/day), Way of Command

Saves: Fort +7, Ref +9, Will +10

Abilities: Str 13, Dex 14, Con 15, Int 13, Wis 12, Cha 17

Skills: Bluff +11, Computer Use +9, Concentration +11, Diplomacy +17, Drive +3, Intimidate +12, Jump +6, Listen +8, Medical +4, Pilot +17, Sense Motive +14, Spot +6, Technical (space travel) +18

Feats: Alertness, Data Access, First Contact Protocol, Lightning Reflexes, Point Blank Shot, Spacecraft Proficiency, Resist Scan, Weapon Focus (uni-pulse cannon), Weapon Proficiency (spacecraft weapons)

Standard Equipment: Command uniform, EarthForce wrist link, EF-7 PPG.

Captain John Sheridan finishes 2260 on a high note; destroying one of the great cities on Z'ha'dum after his (presumed dead) wife Anna leads him to a parlay with the Shadows. Unfortunately such great deeds come with a price. As White Star 1 slammed through the glass dome covering the city, he threw himself down into a deep chasm



at Kosh's mental urgings. During that year he also broke away from Earth in protest of Clark's bombing of civilian targets, organised the League into a force capable of fighting the Shadows... and fell in love.

When 2261 starts John faces the rather difficult problem of coming back from the dead. If he can overcome this minor hurdle, he still has to defeat the oldest races of First Ones and figure out some means of dealing with Earth. Fortunately, with a fleet of White Stars, an organisation dedicated to the cause and a large intelligence network he has many of the tools he will need to pull it off.

2261 will pose great trials to Captain Sheridan. In order to come back to life he will have to find a reason to live, not just a cause to die for. When he returns he must balance that reason to live with all of the other responsibilities that fall onto his shoulders. Having once made the ultimate sacrifice for his cause, he may well be called upon to do it again and again, each time risking his own fragile life for the good of humanity.

Roleplaying with Sheridan

The good captain will not interact personally with most characters. He is busy building a life with Delenn, fighting two wars of liberation, dealing with the numerous personal crises that explode though the station and resisting torture. Despite its importance, all of this activity really only marks the outward signs of his personal transformation. He becomes harder and stronger, counting the cost of his actions but no longer letting it hold him back.

This latter trait makes him an excellent patron or commander for the characters. If they had a close relationship with the captain during the last few years he will maintain it. If not, any character involved with the Rangers or either of his two wars could easily fall into Sheridan's orbit. He greatly needs discrete, capable agents to carry out dangerous tasks under the noses of some of the mightiest enemies the younger races will ever face.

One group of characters mentioned but not portrayed in the episodes are Sheridan's 'contacts on Earth'. An entire campaign could be played involving characters loyal to Sheridan personally, working behind the scenes as part of Earth Resistance. This group may well be in weekly, personal contact with Sheridan throughout the year.

Commander Susan Ivanova

'Who am I? I am Susan Ivanova, Commander, daughter of Andre and Sophie Ivanov, the Right Hand of Vengeance and the boot that is going to kick your sorry ass all the way back to Earth, sweetheart. I am death incarnate and the last living thing that you are ever going to see.'

12th Level Human Officer (fleet)

Hit Points: 30

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft.

DV: 16 (+6 Reflex)

Attacks: +12/+7/+2 melee or +14/+9/+4 ranged

Special Qualities: Branch Elite, Branch Specialisation (fleet), Rallying Call (2/day), Way of Command

Saves: Fort +5, Ref +6, Will +11

Abilities: Str 10, Dex 14, Con 12, Int 14, Wis 12, Cha 16

Skills: Bluff +15, Computer Use +16, Concentration +12, Diplomacy +12, Drive +3, Intimidate +12, Medical +5, Pilot +15, Sense Motive +12, Technical (space travel) +13

Feats: Data Access, Improved Initiative, Iron Will, Latent Telepath, Spacecraft Proficiency, Skill Focus (Computer Use), Weapon Focus (uni-pulse cannon), Weapon Proficiency (spacecraft weapons)

Standard Equipment: Command uniform, EarthForce wrist link.

2260 pushed Susan Ivanova far past the boundaries she established for herself. She moved deep into the diplomatic arena, stood at the forefront of a rebellion against Earth and co-ordinated the logistics of a fleet composed of dozens of mutually hostile races. With perseverance, compassion and humour she tried to force the world to make sense. The greatest testimony to her abilities is that sometimes it actually does.

2261 will push her even further. The Captain's death pushes her to the forefront of the Great War. When he returns she will take her place at his side once more. When the battle with Earth heats up, her skills will turn from protecting the station to leading an assault against her home. Simultaneously she will face her greatest fear; a loving, caring person who has waited his whole life for her.



Roleplaying with Ivanova

The ever-harried Commander Ivanova takes on even more responsibilities as the year progresses. As her responsibilities beyond the station increase, she will have to pass more and more work to her subordinates. Characters who laboured on the station as workers and security personnel will find their opportunities abruptly expanding. Similarly, characters that proved themselves reliable earlier will find their patron leaning on them more heavily as the year progresses.

Characters who got on Ivanova's bad side in the past also have a shot at redemption. As she demonstrates with the smugglers in 'Racing Mars', she is willing to overlook past transgressions in the hope of securing current support. If the characters doublecross her at this point, after being pardoned, her wrath will burn them to cinders.

Security Chief Michael Alfredo Garibaldi

'I think the last guy got thirty pieces of silver for the same job.'

7th Level Human Officer (fleet) / 6th Level Soldier

Hit Points: 39

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft.

DV: 17 (+7 Reflex)

Attacks: +16/+11/+6 melee or +16/+11/+6 ranged

Special Qualities: Branch Specialisation (fleet), Covering Fire, Rallying Call

Saves: Fort +9, Ref +7, Will +8

Abilities: Str 16, Dex 16, Con 14, Int 13, Wis 13, Cha 12

Skills: Balance +5, Bluff +8, Climb +4, Computer Use +15, Concentration +8, Diplomacy +6, Intimidate +11, Listen +5, Jump +5, Pilot +10, Sense Motive +12, Spot +11, Survival +4, Technical (space travel) +5

Feats: Alertness, Data Access, Improved Initiative, Point Blank Shot, Rapid Aim, Skill Focus (Computer Use), Spacecraft Proficiency, Weapon Focus (PPG), Weapon Proficiency (spacecraft weapons), Weapon Specialisation (PPG)

Standard Equipment: EarthForce wrist link, EF-7 PPG.

Of all the command staff, Mr Garibaldi probably had the least painful time during 2260. Certainly the pressures of breaking away from Earth, the deteriorating security situation and the betrayal of his people hurt him. But on a practical level he did not die and his second in command stood by him this time. It did end rather badly though; being captured by a Shadow vessel and vanishing into the darkness of space does not bode well for the intrepid officer.

During 2261 Mr Garibaldi will come face to face with his own worst nightmares. He will become the traitor he so despises. He will be a puppet to telepaths, face his the mistakes of his own past and be forced to deal with a

woman who never stopped loving him despite all of his flaws.

Roleplaying with Garibaldi

Characters involved with station security will have to deal with the repercussions of the Chief's choices. Zack tries to keep a lid on things but without the Chief's steady hand to control it, the Babylon 5 underworld feels like it can run rampant. Worse, the Chief himself seems to work behind the scenes to undermine Zack's authority, making the job of Security a lot more difficult.

The Chief's decision to go independent gives characters who once worked against him, or avoided him on principle, the chance to work with him as he searches the galaxy for missing things. Characters who treated him as their nemesis will find him alone, cut off by his own actions from the intricate network of alliances which once made him nearly invulnerable. Of course he retains his remarkable skills and personal combat abilities. Garibaldi may be more vulnerable than ever in his new role as a private investigator but he is by no means an easy target.

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Doctor Stephen Franklin

‘Do you want me to explain, in precise medical terms, exactly what this tastes like?’

10th Level Human Scientist

Hit Points: 15

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 14 (+4 Reflex)

Attacks: +5 melee or +6 ranged

Special Qualities: Peripheral Studies (biotechnology, xenobiology), Primary Area of Study (medical), Use Alien Artefact

Saves: Fort +5, Ref +4, Will +10

Abilities: Str 11, Dex 13, Con 10, Int 17, Wis 13, Cha 14

Skills: Appraise +5, Bluff +8, Computer Use +14, Concentration +9, Diplomacy +9, Gather Information +9, Knowledge (alien language) +16, Knowledge (alien life) +16, Knowledge (biotechnology) +9, Knowledge (xenobiology) +20, Medical +18, Profession (ship's doctor) +13, Sense Motive +5, Spot +10, Technical (electronics) +12.

Feats: Alien Anatomy, Great Fortitude, Iron Will, Skill Focus (Knowledge – xenobiology), Skill Focus (Medical).

Note: Doctor Franklin has the Xenobiology speciality as listed on page 126 of *The Coming of Shadows*. As such he only suffers a –5 penalty to Medical checks performed on non-humans. If he can communicate with the patient, this penalty disappears and is replaced with a +3 circumstance bonus instead.

Standard Equipment: Command uniform, EarthForce wrist link, first aid kit, hand computer.

Overcoming his addiction to stims almost cost Dr Franklin his life during the course of 2260. He abandoned his work, his friends and everything he cared about to finally ‘meet himself’. Once he did so, he discovered a fairly humbling truth; he did not like himself all that much. This realisation gave him an opportunity to take back control of his life. He rededicated himself to his principles, living in such a way that he could afford to look at himself in a mirror. This comfort with himself allows him to let go of the pain and the anger, staying just as effective a healer while losing the attitude that got him into trouble in the first place.

The coming year will test Franklin's new-found peace. He will have to deal with the refugees displaced by the Vorlons' sudden declaration of war. His skills will be further

stretched to the limit as the station turns from a rallying point to a staging area for an immense humanitarian effort. Through it all he will also have to deal with the problems presented by the telepaths rescued in 'Ship of Tears'. This challenge culminates in a hard choice – should he expose his patients to danger to save literally billions of lives?

Roleplaying with Franklin

Like the rest of the Command Staff, Dr Franklin will find himself involved with tasks far beyond the station during the coming year. Unlike the rest of them, he has a highly trained staff of medical professionals backing his every move. When the good doctor gets overwhelmed, his staff are there to help him. When he needs hands to help with patients, or minds to work on knotty medical problems, any one of the Medlab staff can come to his aid.

Franklin, once he sheds the last of his problems from 2260, thus makes a logical patron for a group of scientists. His ever-expanding responsibilities give him a vast list of tasks to assign to someone – anyone really – who demonstrates the competency to deal with them. Furthermore, his activities in Downbelow provide him with the opportunity to sponsor a group of lurkers or other undesirables. An entire campaign could centre on his free clinic or the work programs surrounding it.

Lieutenant David Corwin

'Alpha wing. Launch.'

5th Level Human Officer (fleet)

Hit Points: 14

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 11 (+1 Reflex)

Attacks: +4 melee or +5 ranged

Special Qualities: Branch Specialisation (fleet), Rallying Call

Saves: Fort +1, Ref +1, Will +7

Abilities: Str 9, Dex 11, Con 10, Int 14, Wis 12, Cha 11

Skills: Computer Use +13, Concentration +7, Diplomacy +8, Listen +8, Medical +4, Sense Motive +8, Spot +9, Technical (space travel) +10

Feats: Alertness, Data Access, Iron Will, Skill Focus (Computer Use), Skill Focus (Technical – space travel), Spacecraft Proficiency

Standard Equipment: EarthForce wrist link.

An iconic figure in Command and Control, David Corwin has grown from an unofficial liaison to Commander Ivanova to a man capable of running the deck when no other officers are available. His solid nerve and ability to



deal with crises mark him as a future leader with great potential. The fact that other C&C officers follow his orders indicates that he is also learning the lessons offered to him by the chaos of the Great War.

In 2261 Mr Corwin will quietly step into the role of assistant station commander. When the League and Sheridan's personal forces move like lightning to defeat the First Ones before turning their attention to Earth, he stays behind to mind the store. As literally millions of refugees move through the station, his steady hand will guide them to safe havens while the Commander is otherwise occupied. During the final days of the battle against Clark he will forego glory to ensure that the staff have a home to return to.

Roleplaying with Corwin

Lt. Corwin will quickly assume the Command and Control role vacated by Commander Ivanova. Characters who work as smugglers, criminal enforcers or commercial cargo carriers will quickly come to realise he is in a position to either assist them or shut them down. Much like his 'mentor', Lt. Corwin also makes a strong if somewhat inexperienced patron.

Lyta Alexander

'The truth speaks for itself. I'm just a messenger.'

1st Level Human Lurker / 12th Level Telepath (P12*)

Hit Points: 26

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 18 (+8 Reflex)

Attacks: +9/+4 melee or +11/+5 ranged

Special Qualities: Lurker's Knowledge, Maintain Concentration, Vorlon Augmentation

Saves: Fort +6, Ref +8, Will +13

Abilities: Str 11, Dex 14, Con 12, Int 13, Wis 14, Cha 16

Skills: Bluff +9, Climb +6, Computer Use +8, Concentration +17, Diplomacy +3, Hide +5, Intimidate +9, Jump +3, Knowledge (telepathy) +16, Listen +7, Move Silently +5, Sense Motive +17, Spot +5, Telepathy +17

Feats: Ability Focus (deep scan), Adaptive Mind, Combat Telepath, Defensive Block, Far Telepathy, Improved Defensive Block, Iron Will, Lightning Reflexes, Walking the Road**

Telepathic Abilities: Accidental Scan, Communication, Danger Sense, Deep Scan, Jamming, Locate Mind, Mind Shield, Pain, Sense Telepathy, Surface Scan



Note: Lyta knows how to create a Memory Vault and has done so. Its defensive value is 34 and it holds her memory of Kosh's appearance and thoughts gained during her scan of him in 2257.

Standard Equipment: Psi Corps insignia and gloves (the pin is no longer worn).

The death of Kosh in 2260 left Lyta in limbo. While she believes in the Vorlon cause, whatever that may be, she lost her primary tangible symbol of that cause. The new Kosh is a darker, more brooding creature that does not care as much about the younger races. Her missionary zeal sustains her for now but in time even such single-minded determination must wane. When it does she may find herself without a cause to fight for.

In 2261, Lyta will discover that her beloved cause is not what it may seem. Betrayed by the Vorlons, she will turn on them, allying herself with Sheridan. Later, when that allegiance can no longer sustain her, she will have to turn back to the Psi-Corps. This temporary alliance will last until she finds another cause to follow, one perhaps not tied to the life of a single person.

* Lyta has been subjected to Vorlon augmentation, performed when she entered their area of the galaxy. These augmentations have resulted in her much-improved telepathic P-rating and allow her to carry the essence of a Vorlon inside her without dying. She also has the biological equivalent of a breather mask in regards to the special atmosphere Vorlons require to breathe, manifesting as gills that are all but invisible when closed. Additionally she has a pool of 20 points of subdual damage that she may 'draw from' in order to use her telepathic abilities. She may use this pool before using her own hit points and they heal at the normal rate. Other abilities may exist for Lyta but these will be revealed as they appear throughout the years.

**Walking the Road is described on page 29 in The Galaxy of 2261, Episode 1, 'The Hour of the Wolf'.

Roleplaying with Lyta

Characters who encounter Lyta during the first part of 2261 will find her distracted, somewhat reserved and even hostile to outsiders. The new Kosh's treatment of her comes perilously close to breaking her spirit. After Sheridan reaches out to her she will strengthen for a bit.

When the Vorlons leave the galaxy Lyta ends up alone and increasingly desperate. She needs work to pay for her quarters and necessities like food. Even after she rejoins Psi Corps her situation only moves from perilous to precarious.

Anyone can hire her for legitimate activities so long as the money is right. People engaged in more clandestine work, especially work damaging Psi Corps, will also find her very willing to help out.

Ambassador Delenn, of the family Mir 'Will you walk with me into fire?'

14th Level Human-Minbari Hybrid (religious)

Diplomat

Hit Points: 20

Initiative: +4 (+2 Dex, +2 Minbari)

Speed: 30 ft.

DV: 18 (+8 Reflex)

Attacks: +7/+2 melee or +9/+4 ranged

Special Qualities: Contact x7, Improved Diplomacy +3, Improved Government Resources

Saves: Fort +7, Ref +8, Will +12

Abilities: Str 11, Dex 14, Con 12, Int 16, Wis 17, Cha 18

Skills: Appraise +14, Bluff +17, Computer Use +12, Diplomacy +26, Gather Information +16, Intimidate +18, Knowledge (alien life) +16, Knowledge (human society & culture) +14, Knowledge (Minbari history) +17, Knowledge (star systems) +14, Listen +12, Sense Motive +21

Feats: Divine Guidance*, Endurance, Great Fortitude, Lightning Reflexes, Resist Scan, Silent Tread

* This feat comes from the *Minbari Federation Fact Book*. Delenn gains a +2 bonus to all Concentration checks and, once per day, may choose to pass any saving throw she had failed. Delenn suffers subdual damage equal to the difference between her saving throw and the save's DC when employing this ability.

In 2260 Ambassador Delenn broke the Grey Council, defied Earth in the name of the greater good of the galaxy and revealed to Sheridan a fleet of warships more powerful than anything in the hands of the younger races to date. She also set out on the greatest adventure open to any sentient creature: falling in love. That she loves a man whose destiny almost rivals her own means that the star they light together will shine for a million years.

2261 once again finds Delenn in the heart of the fire. She will help to usher in the third age of mankind, not with guns but with compassion and understanding. She will help her people rise from the ashes of their hate, using the trials of the past to forge an unimaginable future. Delenn will also take the first steps down the longest road,



sacrificing what she thinks she wants for the sake of the remarkable illusion called love.

Roleplaying with Delenn

Delenn's attention is distracted from Minbar during the first part of 2261. While she fights the good fight against the Vorlons and Shadows her agents in Minbari space will have to act with increasing independence. Characters who worked with the ambassador before 2261 will find themselves part of an active if unattended network, struggling against the tide of destiny threatening to engulf Minbar.

In the later half of 2261 Delenn returns her attention to her people. She will mobilise her current agents as well as recruiting dozens more. Minbari characters of the three castes may find themselves drawn into her orbit. Other characters may find themselves enlisted to assist the rebuilding of Minbar, or to watch their interests while the fractured people heal their wounds. Characters may not even know they work for the ambassador – her senior agents will act on their own for a long time after she re-establishes the Grey Council.

Ambassador G'Kar

'Issue the statement. I will sign it... but not on the same page.'

7th Level Narn Diplomat / 3rd Level Officer (ground forces) / 4th Level Soldier

Hit Points: 29

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 14 (+4 Reflex)

Attacks: +14/+9 melee or +11/+6 ranged

Special Qualities: Branch Specialisation (ground forces), Contact x4, Covering Fire, Enlightened*, Government Resources, Improved Diplomacy +1, Low-Light Vision, Rallying Call

Saves: Fort +9, Ref +4, Will +11

Abilities: Str 18, Dex 13, Con 17, Int 13, Wis 14, Cha 15

Skills: Climb +8, Computer Use +8, Concentration +11, Diplomacy +14, Gather Information +9, Intimidate +15, Listen +10, Pilot +7, Sense Motive +9, Spot +8, Survival +7

Feats: Blood Oath, Blood Rage, Liturgies of the Heart, Point Blank Shot, Spacecraft Proficiency, Weapon Focus (PPG rifle), Weapon Proficiency (heavy weapons)

During the events of 2261 G'Kar transforms from a broken, bitter man into a creature of deep faith and enlightened wisdom. He gives up his war of destruction once he understands that all life must struggle for survival. He accepts that his own people may have to sacrifice themselves for the good of all if any are to be saved. He even lets go of enough pride to do what must be done, regardless of the cost.

This transformation will serve the Narn well in the coming year. In order to free his people he will have to give up the last remaining shards of his personal pride. He will have to turn his back on them, rejecting their call to lead them into bloody war. Finally he will have to accept that his greatest enemy, his nemesis and burden, may not be the man that G'Kar thinks he is. Once he overcomes that final challenge G'Kar will finally fulfil his destiny as one of the greatest spiritual leaders of the age.

***Enlightened:** G'Kar's trials push him through the final stages of letting go of the self. He is enlightened in a way that few beings will ever manage to be. For now, this enlightenment manifests as an almost legendary physical toughness and ability to do what is necessary. Once per day, he may use his Will save bonus instead of his Strength modifier for a single Strength check, or in place of Fortitude for a Fortitude save.

Roleplaying with G'Kar

Narn characters associated with G'Kar before 2261 will find the ambassador's luminescence reflecting off them and into the eyes of their people. They will be dragged into the intricate political mess surrounding the rebuilding of the Narn government. As G'Kar becomes more and more an object of reverence they will have to deal with people approaching them constantly just to get closer to someone who 'personally learned from the great G'Kar'.

The sudden cessation of conflict on Narn will leave G'Kar's smuggling contacts without their most lucrative contracts. This will cause effects to ripple throughout the underworld. Arms suppliers, smugglers and black marketeers from Babylon 5 to Earth will have to find new employment. Characters involved with such activities may well regard G'Kar as the 'cause' of their problems. Other underworld characters, less directly affected by the loss of revenue, could take the opportunity to move in on their rivals.



Ambassador Londo Mollari

'Because, while I do not know who the enemy is any longer, I do know who my friends are, and that I have not done as well by them as I should. I hope to change that. I hope to do better.'

11th Level Centauri Diplomat / 1st Level Officer (fleet)

Hit Points: 21

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 14 (+4 Reflex)

Attacks: +6/+1 melee or +7/+2 ranged

Special Qualities: Branch Specialisation (fleet), Contacts x6, Government Resources, Improved Diplomacy +2

Saves: Fort +7, Ref +4, Will +9

Abilities: Str 11, Dex 12, Con 14, Int 14, Wis 10, Cha 16

Skills: Appraise +14, Bluff +12, Computer Use +9, Diplomacy +18, Gather Information +15, Intimidate +11,

Knowledge (noble houses) +10, Pilot +6, Sense Motive +11, Technical (electronics) +3

Feats: Data Access, Great Fortitude, Nerves of Steel, Skill Focus (Computer Use), Spacecraft Proficiency, Toughness, Weapon Focus (coutari)

In 2260 Londo Mollari achieved everything he ever worked for and lost the only thing he ever truly wanted. After escaping the grasp of the Shadows he willingly went back to them in order to strike back at Lord Refa, whom he thought killed the Lady Adira. He secured his position in the royal court, destroyed all of his enemies and has finally been given a place from which he can do some good for his people. Londo also managed to sweep the entire incident with Vir on Minbar under the rug, saving his aide from any further embarrassment.

The coming year promises to test Londo's convictions to the breaking point. Can this good-hearted patriot ignore the truth of his own actions? Can he deal with the consequences of his own actions, including the monster squatting on the Centauri throne? Will he save the eye that cannot see, or will yet another chance to save his soul go by unheeded? In the end, can he do what is right by his friends despite the accumulated weight of his myriad sins?





Roleplaying with Londo

Characters from many backgrounds will find Londo much more accessible during 2261. Centauri he has reason to trust absolutely will be drawn into his plans to deal with the malignancy on the throne. After he cuts out the cancer at the heart of his home, he will need even more help trying to make amends with those he wronged over the years. His considerable influence and wealth may well support groups involved with scientific research, humanitarian activities or even the Earth Resistance.

As 2261 rolls on, Mollari could also use help from one or more diplomats from the League of Non-Aligned Worlds. Characters in this role, or characters helping such diplomats, will find the Centauri diplomat much changed from his former self. Where once he offered only rhetoric and the sword, now he is equally free with trade agreements and the wealth of the Centauri. In return, all he asks is that the League support his friends in their times of crisis. Characters facing the question of whether or not to trust the ambassador could become embroiled in one of the greatest questions the League will ever face. The outcome will determine not only the fortunes of their individual race, but in many ways the eventual fate of the League as a whole.

Ambassador Kosh II

'You would know my mind!'

The death of Kosh Naranek in 2260 sets into motion a chain of events that will lead to fiery retribution in 2261. The wise old Vorlon acted as a guide to the younger peoples; his death, the first in centuries, brings the normally quiet Vorlons to a dangerous place. From this place they will strike back at those who would dare to murder one of their own, when the time finally becomes right.

The Vorlon Government sends a new Kosh, a replacement intended to preserve the illusion of normalcy so that the younger races can pursue the Vorlon cause unhindered. Kosh II seems to care nothing for his charges, instead focusing on whatever hidden agenda his ancient people pursue. Whether he will prove to be a hindrance or a help in 2261 remains unknown.

The full rules for using Ambassador Kosh II will be detailed in the forthcoming *Vorlons and Shadows* sourcebook. For now, Games Masters may use the rules for Kosh detailed on page 140 of the core *Babylon 5* RPG rulebook.



Roleplaying with Kosh

Ordinary characters will have little to do with the new Ambassador Kosh up until his assassination by Sheridan and the older Kosh. A group involved with Babylon 5 Security may well be sent to evict him along with Mr Garibaldi but beyond that this Vorlon remains as much an enigma as the original.

Lennier, of the Third Fain of Chudomo

'If I had told her the whole truth, it would have destroyed her belief in the strength and the wisdom of our caste. Delenn does not walk in the same world you and I walk in. She does not see the same world you and I see. In her world, we are better than we are, we care more than we care. We act towards each other with compassion. I much prefer her world to that of my own and I will not allow anything to threaten that.'

6th Level Minbari (religious) Diplomat / 2nd Level Soldier

Hit Points: 18

Initiative: +9 (+3 Dex, +4 Improved Initiative, +2 Minbari)

Speed: 30 ft.

DV: 15 (+5 Reflex)

Attacks: +8 melee or +8 ranged

Special Qualities: Contact x3, Government Resources, Improved Diplomacy +1

Saves: Fort +8, Ref +5, Will +6

Abilities: Str 16, Dex 16, Con 12, Int 15, Wis 12, Cha 10

Skills: Bluff +4, Computer Use +6, Diplomacy +10, Gather Information +7, Intimidate +7, Knowledge (probability) +7, Knowledge (history) +9, Knowledge (human society & culture) +9, Medical +6, Listen +9, Sense Motive +7

Feats: Great Fortitude, Improved Initiative, Silent Tread, Toughness, Weapon Focus (unarmed)

In 2260 Lennier assumed his place as the light that illuminates Delenn's path so that she does not stumble or fall – but not as her lover or her mate. He must watch helplessly as the woman he loves more than life itself makes a life with another man. Despite this, he never wavers in his support of either Delenn or Sheridan. However, he

does begin to take steps to mold himself into someone that Delenn might be able to love.

The year of fire will test Lennier's resolve to the limit. For a few days he sees that he might have a chance to take Sheridan's place; when the Captain returns from the dead that opportunity will be lost to him for decades. Through the Minbari civil war, the third movement of preparation and mutual understanding and into the war on Clark he will be forced time and time again to choose between his heart and his duty. Each victory of duty over love makes the next battle even more difficult.

Roleplaying with Lennier

Characters may encounter Lennier in one of several roles though out the year. As his role and he himself changes in the grand scheme of things, these roles will come increasingly into conflict. He certainly acts as Delenn's go-between with her various agents, carrying messages and delivering orders with the authority invested in him by his patron. Characters who owe Delenn allegiance will see her aide far more than they see her during the turbulent year. His loyalty to his love and patron ensure he will not take too much advantage of this position. However, as her attention focuses more fully on the world beyond Minbar he may issue orders in her 'spirit' that did not come directly from her.

Lennier also starts to build his own network of contacts during this period. This starts off slowly, as a logical extension of his devotion to his patron. Subconsciously, the construction of this network also feeds his effort to become more attractive to Delenn by emulating the person she loves. Characters who deal with Lennier in this role will find themselves on a wide array of insanely dangerous missions, struggling to stay ahead of both the Rangers and whatever hostile force Lennier wants to know about.

Vir Cotto

'The cost? That would be the dying thing, right?'

5th Level Centauri Diplomat

Hit Points: 9

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 11 (+1 Reflex)

Attacks: +0 melee or +1 ranged

Special Qualities: Contact (House Cotto) x2, Improved Diplomacy +1

Saves: Fort +2, Ref +1, Will +7

Abilities: Str 9, Dex 10, Con 12, Int 12, Wis 14, Cha 12

Skills: Bluff +5, Computer Use +8, Diplomacy +9, Gather Information +8, Knowledge (Centauri noble houses) +9,



Knowledge (political etiquette) +12, Listen +9, Sense Motive +9, Spot +2

Feats: Iron Will, Skill Focus (Knowledge – political etiquette)

The hapless Vir Cotto survived his rebellion in 2260 mostly through the intervention of his mentor, Londo Mollari. His effort to save the Narns interfered with his political prospects as well as his upcoming marriage to one of the butchers of Narn. Although the humans on the station wonder if this is necessarily a bad thing, it does mean that his star has fallen in the Centauri sky. For now he remains on Babylon 5, watching as his mentor and friend falls deeper and deeper into darkness.

In 2261 Vir will take part in a conspiracy to destroy the monstrous Emperor that Londo created. He will act to save his people, knowing that most will never know the part he played in their salvation. He will also watch as his mentor decides between power and honour, between friendship and authority. As these conflicts play out perhaps he will once more be able to try to save Londo from the fate laid out before him. Or perhaps not.

Roleplaying with Vir

Non-Centauri characters, especially those allied with Londo Mollari, will encounter Vir mostly during the first half of 2261. When the ambassador leaves for Centauri Prime, he leaves his extensive network of contacts on the station in his aide's hands. Later, when he plots to save his homeland, he relies extensively on Vir to make the appropriate arrangements.

After the Vorlons leave the station Vir subsides back into his role as go-between and personal aide to the flamboyant ambassador. He will not emerge again until the dramatic events leading to his imperial ascension.

Alfred Bester

'Yes, I've had a very good day.'

10th Level Human Psi Cop / 9th Level Telepath (P12)

Hit Points: 52

Initiative: +2 (+2 Dex)

Speed: 30 ft.

DV: 21 (+11 Reflex)

Attacks: +16/+11/+6/+1 melee or +18/+13/+8/+2 ranged

Special Qualities: Black Omega Squadron, Contact x3, Extend Defences, Maintain Concentration, Quick Scan,



Superior Defensive Block, The Corps is Mother, The Corps is Father

Saves: Fort +12, Ref +11, Will +15

Abilities: Str 10, Dex 14, Con 16, Int 14, Wis 13, Cha 18

Skills: Bluff +9, Computer Use +6, Concentration +17, Diplomacy +10, Intimidate +19, Knowledge (telepathy) +20, Listen +8, Pilot +12, Sense Motive +15, Spot +9, Telepathy +26, Technical (space travel) +6

Feats: Ability Focus (danger sense), Ability Focus (deep scan), Ability Focus (sense mind), Ability Focus (surface scan), Alertness, Combat Telepath, Defensive Block, Far Telepathy, Iron Will, Mental Fortress, Mind Shredder, Point Blank Shot, Spacecraft Proficiency, Weapon Focus (PPG), Weapon Proficiency (spacecraft weapons)

Telepathic Abilities: Accidental Scan, Action Block, Communication, Danger Sense, Deep Scan, False Memory Implantation, Locate Mind, Mind Shield, Second Sight, Sense Telepathy, Surface Scan

Standard Equipment: EF-7 PPG, Psi Corps insignia and gloves.

Alfred Bester remains a polite, soft-spoken and extremely irritating occasional ally of the Babylon 5 command staff. In 2260 he lead them to a cargo of telepaths infested with Shadow technolog, among them the only other human being he ever felt anything for. Unfortunately her presence on Babylon 5 binds him to individuals he considers an impediment to his cause. Nevertheless he remains a gentle reminder that evil does not always come in readily identifiable packages, and that sometimes the enemy of your enemy really is your ally as much as you would like to space him.

In 2261, Mr Bester will once again play a critical but understated role in the defence of liberty and freedom. He will also act directly against the station's personnel, corrupting Mr Garibaldi and subverting Lyta Alexander when the opportunities arise. As a highly ranked member of Psi Corps, he will also be instrumental in bringing down the reign of President Clark, although doing so is really just a sideshow for his wider agenda.

Roleplaying with Bester

Mundane characters are unlikely to encounter the ever-paranoid Bester in anything other than an adversarial role. He has far too much to do, and far too many telepaths to influence, to bother with mundanes. If characters do somehow come to his attention he will most likely eliminate them quickly and painlessly.

Human telepaths, or characters associated with such telepaths, will find Bester's manoeuvring within the Psi Corps creates opportunities for them. As an old or new member of 'Bester's people', they will be able to seize control of many secret operations and key Corps activities.

Mr Morden

'Then you are not looking hard enough. Vorlons are out there, Londo. They've gone mad, attacking any world, any base, any colony where my associates have influence.'

3rd Level Human Scientist / 6th Level Shadow Agent

Hit Points: 31

Initiative: +0 (+0 Dex)

Speed: 30 ft.

DV: 11 (+1 Reflex)

Attacks: +3 melee or +4 ranged

Special Qualities: Primary Area of Study (xenoarchaeology), Use Alien Artefact, Shadow-Speak, Telepathic Resistance, A Friend to Everyone x2, Sense Vorlon Presence, Never Alone x2, Regenerative Recovery

Saves: Fort +8, Ref +6, Will +11

Abilities: Str 9, Dex 11, Con 10, Int 14, Wis 11, Cha 18

Skills: Computer Use +10, Concentration +8, Diplomacy +10, Knowledge (alien life) +13, Knowledge (xenoarchaeology) +8, Listen +5, Medical +6, Sense Motive +12, Spot +8, Technical (electronics) +8

Feats: Alertness, Endurance, Great Fortitude, Iron Will, Nerves of Steel

Things went very well for Mr Morden during 2260, at least right up until those last, fateful moments. Londo Mollari escaped his net but was quickly drawn back in. The various minor races fell into line as they were told to. Fear and doubt swept the galaxy and the Shadows stood on the brink of bringing it all down in flames. Even the modest Vorlon interference could be dealt with in time. Then Sheridan brought light to the darkness in the form of 1000 megatons of thermonuclear devastation. Being at ground zero for such an event had an unfortunate effect on Mr Morden and his associates.

In 2261 the Shadows will decentralise their fleet, hiding behind large populations like that on Centauri Prime while they regroup. Mr Morden will assist them, helping to seed countless worlds with horrific technology. When the Vorlons finally decide to act he will use threats and persuasion to keep the host races in line, although



some may be less amenable to these tactics than others. Eventually he will finally do something that no one ever thought he could: Give Vir what he really wants.

Shadow-Speak: Mr Morden has the ability to understand the strange language of his masters automatically. This ability does not allow him to speak in the Shadow language, which is impossible without Shadow physiology. However, Shadows are perfectly capable of understanding the language of any other race.

Telepathic Resistance: Close contact with the Shadows has granted Mr Morden with a foreboding presence that clouds the minds of telepaths, thwarting any effort to scan or otherwise make mental contact. Mr Morden gains a +5 circumstance bonus to any Will saving throw made to resist a telepathic ability. A telepath failing to use an ability against Mr Morden will be subjected to a fundamental sense of darkness and foreboding, penetrating into his mind and shaking his grip on reality. The telepath will suffer 2d6 points of subdual damage, ignoring any Damage Reduction.

A Friend to Everyone: Mr Morden's Charisma score includes a +4 inherent bonus gained through service to his mysterious masters.

Sense Vorlon Presence: Mr Morden is able to sense when anything influenced by the Vorlons is close by. Whenever a Vorlon, Vorlon agent or item of Vorlon technology comes within 30 feet of him, he must make a Wisdom check (DC 15). Success will result in him feeling distinctly at unease, signifying that a Vorlon presence is close. He gains no other information such as location or identity.

Never Alone: Mr Morden is never alone. Two Shadows, mysterious creatures with abilities that make engaging them in combat a ludicrous concept for any mortal being, are present at all times to advise him and protect their collective interests. The Shadow companions remain invisible but are under no control – if anything, they require Mr Morden to perform tasks.

Regenerative Recovery: Mr Morden has several small modules of Shadow technology implanted within his body, greatly boosting his own immune system and allowing him to recovery from terrible injuries very quickly. Mr Morden always stabilises automatically if taken below 0 hit points, assuming he is not slain outright. Also, his natural healing rate for both hit point and ability damage is doubled.

Roleplaying with Mr Morden

Mr Morden's timely death would seem to limit his interactions with characters during 2261. After all, he obviously spends most of his time on Centauri Prime, recovering from being at ground zero for 1000 megatons of thermonuclear fire. However, his warning to Mollari as the ambassador drags him away points out that, even dead, this well connected man wields considerable influence. Characters might find themselves swept up in covert contingency plans, first scrambling to find out what happened on Centauri Prime and then working with other agents to pave the way for what is to come. Alternately, characters that opposed him during his three years of activity may find themselves targeted by those same contingency plans. Battered by ever-increasing waves of retribution, they must find and eliminate the agents responsible before paying the ultimate price.

Zack Allen

'The Chief wouldn't just leave like this.'

7th Level Human Soldier

Hit Points: 27

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 30 ft.

DV: 17 (+7 Reflex)

Attacks: +8/+3 melee or +10/+5 ranged

Special Qualities: Covering Fire, To the Limit

Saves: Fort +7, Ref +7, Will +4

Abilities: Str 12, Dex 16, Con 14, Int 12, Wis 14, Cha 12

Skills: Balance +2, Bluff +4, Climb +4, Computer Use +5, Concentration +2, Diplomacy +4, Intimidate +8, Listen +4, Jump +5, Sense Motive +9, Spot +6, Survival +2

Feats: Improved Initiative, Lightning Reflexes, Point Blank Shot, Rapid Aim, Skill Focus (Sense Motive), Weapon Focus (PPG), Weapon Specialisation (PPG)

Standard Equipment: Command uniform, EarthForce wrist link, EF-7 PPG.

In 2260 Zack Allen briefly tasted the power that comes with misused authority. He turned his back on it, preferring the



honest taste of accomplishment. This action, which turned security on the station back over to the Captain, helped avoid major bloodshed when Babylon 5 ceded from the Earth Alliance. It also resolved a conflict in his soul; he knew he would do the right thing rather than what people told him to do.

As 2261 dawns, Zack acts as the Chief of Security on Babylon 5. When Mr Garibaldi leaves under odd circumstances, he assumes that role full-time, taking the reins at a time when the station seems most vulnerable. Cut off from Earth and with the League falling apart, it is only a matter of time until the able Mr Allen will have to deal with a major security crisis. Of course, he brings his own brand of directness to the job that sometimes lands him in even more trouble than his predecessor's paranoia caused.

Roleplaying with Zack

As the new security chief Mr Allen will have to move quickly, securing contacts and putting a lid back on the station's underworld. While he does this, characters involved with security, the station's underworld or any illegal activity at all will come into direct contact with him or his agents. Characters looking to ally with the new power structure may even vie for the latter position, as it gives them considerable authority.

Marcus Cole

'I am the very model of a modern major general...'

6th Level Human Soldier / 5th Level Anla'shok Ranger

Hit Points: 30

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 30 ft.

DV: 21 (+11 Reflex)

Attacks: +12/+7/+2 melee or +14/+9/+4 ranged

Special Qualities: A Ranger's Authority, Covering Fire, Denn'bok (1d8), Live for the One, Places Unseen, Fearless, The Application of Terror, Die for the One

Saves: Fort +8, Ref +11, Will +8

Abilities: Str 12, Dex 16, Con 14, Int 12, Wis 14, Cha 15

Skills: Balance +5, Bluff +7, Climb +4, Computer Use +4, Concentration +4, Diplomacy +6, Hide +11 (+12), Intimidate +13, Listen +6, Jump +5, Medical +2, Move Silently +13 (+14), Sense Motive +12, Spot +6, Survival +4

Feats: Alertness, Denn'bok Master*, Harm's Way, Improved Initiative, Improved Unarmed Strike, Lightning Reflexes, Skill Focus (Intimidation), Weapon Focus (denn'bok), Weapon Focus (unarmed), Weapon Proficiency (denn'bok), Weapon Specialisation (unarmed)



* This feat comes from the *Minbari Federation Fact Book*. See the Combat Note below for details.

Standard Equipment: Ranger's Robes, Anla'shok pin, masterworked denn'bok, EarthForce wrist link (when on Babylon 5).

Combat Note: When attacking with a denn'bok Marcus inflicts 1d8+1 damage and may make attacks with the following sequence: +11/+11/+6/+1. Once per combat he may elect to inflict a stunning blow with his pike. If he hits, the target takes normal damage and must make a Fortitude save (DC 16) or be stunned for one round.

Marcus Cole: Ranger, poet and a man unafraid to stand up to the First Ones with a smile on his face and laughter dancing in his voice. In 2260 he revealed to Delenn that he had nothing worth living for, just regrets that would not let him die. Sometime during that fateful year though he came to a realisation that Sheridan did not – love is enough. For him, that love finds its source in the ever acerbic Commander Ivanova, a woman so hurt by the trials of her past that she cannot accept caring from another. Rather than burden her with his affections he strives to prove himself to her, while also carrying out his many duties as the Ranger's liaison to Delenn.

In 2261 he will once again draw a line against the darkness, both in the galaxy and in his personal life. He will go to help G'Kar in his search for Mr Garibaldi out of friendship, help the Captain out of duty and eventually pay the ultimate price to save Susan's life for love. Through his actions a brave new world will come into being, one that will never know what he gave up so that it could be born.

Roleplaying with Marcus

Characters outside of the Rangers will not encounter Marcus very much during 2261. During the year his responsibilities continue to grow as Sheridan and Delenn come to rely on him.

Characters involved with the Rangers will increasingly see Marcus take on the role of adjunct commander and liaison with the powers that be. He deliberately attends to the hundreds of mundane details that could easily bog down either of the wars. While Sheridan gives general orders and sets strategy, Marcus is the one who sorts out which Rangers need to go where and accomplish what. His orders might not carry the same weight as that of the true leaders or the trainers back on Minbari, yet all but the most senior Rangers would do well to listen when he speaks.

Number One (Tessa Holland)

'It takes ten seconds to place a call. Do you know what I could do to you in ten seconds?'

7th Level Human Agent / 3rd Level Soldier

Hit Points: 26

Initiative: +2 (+2 Dex)

Speed: 30 ft.

DV: 18 (+8 Reflex)

Attacks: +8/+3 melee or +10/+5 ranged

Special Qualities: Covering Fire, Security Systems, Skill Mastery (Gather Information, Intimidate, Listen), Sneak Attack +1d6

Saves: Fort +6, Ref +8, Will +7

Abilities: Str 10, Dex 14, Con 12, Int 16, Wis 14, Cha 16

Skills: Bluff +14, Computer Use +14, Disguise +14, Gather Information +14, Hide +13, Intimidate +14, Listen +15, Move Silently +13, Sense Motive +13, Spot +13, Technical (electronics) +14, Technical (mechanical) +11

Feats: Alertness, Improved Unarmed Strike, Iron Will, Point Blank Shot, Weapon Focus (unarmed), Weapon Specialisation (unarmed)

The mysterious Number One of Mars Resistance is a tall, blue-eyed woman with straight blonde hair. Only a fool with a death wish would underestimate her; she has fought for Mars Independence for much longer than most people imagine. Although very abrupt with both strangers and the closest of friends, she remembers favours and repays them in kind. Of course, she also remembers insults and slights, repaying them tenfold when the opportunity presents itself.

The year that she takes back what is hers will prove a difficult one for her. While Sheridan makes a powerful ally, he does not make an easy one. His peremptory demands, odd requests and bold vision will shake this powerful leader's cadre to their core. Worse, the taint of the Shadows will finally reveal itself in her most trusted agents, leaving her unsure of where to look for comfort. Fortunately Franklin will be there when she needs him. Whether Franklin will later come to regret that is another matter altogether.



Roleplaying with Number One

Any character involved with the Martian Resistance will ultimately have to answer to Number One. She is a hard but fair taskmistress. She does not ask anyone to do something she will not do herself. Of course, since she will fight for Mars with her last breath, this association will quickly land the characters in more trouble than most people can deal with. Worse, when they survive the impossible and pull off the incredible, she will just nod and send them back out again to achieve something even more difficult.

Acting President Suzanna Luchenko

'The bitch of it is that you probably did the right thing. But you did it in the wrong way. In the inconvenient way. Now you have to pay the penalty for that. I know it stinks but that's the way it is.'

8th Level Human Diplomat

Hit Points: 13

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 12 (+2 Reflex)

Attacks: +4 melee or +4 ranged

Special Qualities: Contacts x4, Improved Diplomacy +2, Government Resources

Saves: Fort +3, Ref +2, Will +9

Abilities: Str 10, Dex 11, Con 13, Int 14, Wis 16, Cha 17

Skills: Appraise +9, Bluff +17, Concentration +4, Diplomacy +19, Forgery +13, Gather Information +17, Knowledge (Earth government) +13, Listen +14, Sense Motive +16

Feats: Level-Headed*, Skill Focus (Bluff), Skill Focus (Diplomacy), Skill Focus (Gather Information)

Languages: English, Spanish, Russian, French, Mandarin, Ukrainian, Italian

*This feat comes from the *Earth Alliance Fact Book*. It gives President Luchenko a +2 bonus to her Will saving throws and a +2 bonus to Concentration checks whenever they involve stressful situations, morale or similar conditions.



Acting President Suzanna Luchenko of the Russian Consortium did not set out on her diplomatic career with the hopes of becoming the caretaker of Earth after the suicide of a tyrant. Raised in Russia by wealthy parents, this dark haired, serious natured woman joined public service in the hope of helping to create a better future. She served first as an aide to various minor figures before finally rising to Earth Dome as a Senator.

From that lofty perch she watched things slowly fall apart until the fateful day that Clark stormed the Senate. Seeing many of her friends and opponents killed in the resulting hostilities, Suzanna made a hard choice. She decided to go along with Clark, manipulating the system from within to stop his excesses harming the people of her beloved homeworld. She also began, carefully, to contact others with the same intentions.

Over the years of Clark's domination she became the centre of the underground political resistance movement. She co-ordinated their activities with the skill of a dancer, knowing that any mistake could land them all in prison. Nevertheless, she blunted many of the Government's excesses. She also made contact with some of the resistance fighters on Earth, talking them into taking a much less

militant stance than they might have otherwise attempted. When the inevitable finally occurred and Sheridan came screaming out of the void of space to remove Clark from office, she was perfectly positioned to pick up the pieces.

Roleplaying with Luchenko

Ms Luchenko would make an excellent patron for any characters operating on Earth during Clark's reign. She will give her agents very vague orders and information, allowing them to fill in the details as they go. Most of her agents will never have direct contact with her; they receive messages and covert drops rather than having face-to-face contact. These two elements help to preserve the safety of both parties; what neither knows cannot be found out by telepaths.

The Galaxy of 2261

This chapter features a complete episode guide to Season 4 of the Babylon 5 television show. Given the galaxy-shaking nature of these events only those most cut off from news and information, like those in the Earth Alliance, will not be aware of incidents as they unfold. Even people trapped within alliance borders will feel the effects; Clark's dependence on the Shadows for his power makes the outcome of the Great War a matter of vital personal interest for all.

Season 4 is arguably the most dramatic and compelling of the five seasons. It starts with the resurrection of Sheridan, sees the end of the Great War, charts the progress of the liberation of Earth and Mars and ends with the

establishment of an Interstellar Alliance destined to shape the face of the galaxy for the next million years.

Characters caught up in these turbulent events might easily find themselves relegated to minor duties of little importance. The 'great events' of the time are in the hands of various talented EarthForce and alien ambassadors, civic leaders and military officers. As these great sweeping forces of history move forward, how can any one person make a difference? Or at least how can any one person not on the main cast make a difference?

This attitude, though, is directly contradictory to the theme of the 'Third Age of Mankind' that Sheridan and the others fight for. Their point, and the point of this new period of time, is that one person can make a difference. One person, or a small group of people, no matter how unimportant they may seem, can shape the world to come. Every action, every moment, every choice will have profound ramifications.

Speculative Calendar

Start Date	Episode (page number)	Rules
Jan 7 th	The Hour of the Wolf (pg. 27)	The Road of Life
Jan 9 th	Whatever Happened to Mr Garibaldi? (pg. 30)	Lorien and the First Ones
Jan 17 th	The Summoning (pg. 33)	Agony Whip
Jan 20 th	Falling Toward Apotheosis (pg. 35)	Destroying First Ones
Jan 23 rd	The Long Night (pg. 38)	Planet Killers, Ranger Ericsson
Jan 25 th	Into the Fire (pg. 41)	Gaim Warheads and Space Combat
Jan 26 th	Epiphanies (pg. 44)	The Servants and Worlds of the First Ones
Feb 14 th	Illusion of Truth (pg. 47)	Dan Randall, The New ISN, Minbari War Syndrome
June 2 nd	Atonement (pg. 52)	The Dreaming, Callenn
June 18 th	Racing Mars (pg. 55)	Keepers
June 21 st	Lines of Communication (pg. 59)	Hijacking Communications
July 7 th	Conflicts of Interest (pg. 62)	Isocubes, Wade
July 9 th	Rumours, Bargains and Lies (pg. 65)	Minbari Engine Residue, The Voice of the Resistance
July 11 th	Moments of Transition (pg. 69)	The Starfire Wheel, Neroon
September 2 nd	No Surrender, No Retreat (pg. 73)	The Proxima III Taskforce
September 7 th	The Exercise of Vital Powers (pg. 76)	Megacorporate Control
September 21 st	The Face of the Enemy (pg. 80)	The Telepath Plague
September 24 th	Intersections in Real Time (pg. 84)	
September 27 th	Between the Darkness and the Light (pg. 86)	New Feat: Tunnel Rat
November 1 st	Endgame (pg. 91)	General Robert Lefcourt
November 2 nd	Rising Star (pg. 95)	The Martian Mafia
November 5 th	The Deconstruction of Falling Stars (pg. 99)	Transformation Into First Ones

This change starts at the top of the galactic food chain but it rapidly trickles down to the people living in squalor. Governments tremble, age old customs fail and in the new world of opportunities anything can happen. Take the example of what Mr Garibaldi accomplished: He left the command staff, established a successful business searching for lost people, betrays his friends and old allies, then begins a long road to redemption.

Speculative Calendar and Rules Reference

This chapter contains a great deal of information, both about the events that make up the world of Babylon 5 and how to simulate those events in the game. For ease of reference the Speculative Calendar lists the events by episode by their probable date. It also provides a page reference for quick referral and a short list of the new rules included with each episode.

The dates listed are 'best guess' dates based on textual evidence within the episodes themselves, as well as discussions and known schedule changes. There are a handful of inconsistencies that are noted in the episodes themselves. Additionally, in some cases estimates were made based on internal references which may or may not track with actual events. For example, although we assume that it takes two weeks for a non-assisted transport to get to Mars while under the interdiction, we do not know if the passengers had to travel exactly 14 days, or 16, or 10.

The Hour of the Wolf

Probable Start Date: Jan 7th

Episode Synopsis: The galaxy and its people are trapped in the Hour of the Wolf, that hour between 3am and 4am when you cannot sleep, when all of the 'should-have-beens' and troubles come back to haunt you and all you can hear is the sound of your own heart. Londo learns that the Emperor he placed on the throne bargained Centauri Prime away to the Shadows for his own godhood. The command staff are in disarray and Lyta realises that the new Vorlon ambassador does not care about her sacrifices. Mr Garibaldi remains missing, to the dismay of Zack and Ivanova. In the end Delenn, Lyta and Ivanova go to Z'h'dum in order to make one final attempt at rescuing Sheridan.

Episode Description

As the first episode of the season, 'The Hour of the Wolf' begins with a recap of the events of the Season 3 finale 'Z'h'dum'. We see Anna Sheridan taking John to the homeworld of the Shadows, the preparations for the final confrontation and John's desperate battle to get somewhere where he can finally call down light – in the form of two 500 megaton thermonuclear bombs plummeting into the enemy's capital onboard White Star 1. At the last moment Kosh urges him to make a leap of faith into the great central pit of Z'h'dum.

During this time of waiting, Londo Mollari has returned to Centauri Prime to become the governmental advisor on planetary security – and to become more alone than he has ever been. Delenn meditates, fasting to purify herself and maintain her faith in Sheridan. Ivanova has not yet recovered, having lost her way amidst all of her regrets.

Meanwhile, the League of Non-Aligned Worlds begins to break up, each nation retreating to their homeworlds to redress their wounds. At the first Council meeting of the new year Ivanova tries to get more ships to defend the station. Delenn wants their help in finishing what Sheridan started. Speaking through the Drazi and Gaim ambassadors, the League expresses its belief that she is acting out of rage and loss. The war is over; now is the time to rebuild. On those words they scatter, turning their back on Sheridan's sacrifice and their own dishonour.

On Centauri Prime Londo prepares to meet the Emperor he created. That Emperor lounges on the throne, revelling in his ability to ignore tradition. He expresses his need to have someone who knows the other races by his side, while simultaneously setting Londo on edge with veiled hints at



a dangerous bargain. He dismisses Londo, telling him to 'go rest'.

On Babylon 5, Vir calls on Ivanova with distressing news. Londo's contacts among the Shadows have reported to him the true events on Z'ha'dum. They believe the Captain is dead. His sacrifice destroyed their greatest city, sending them into retreat. With luck, Mr Morden died as well.

When Londo returns to his room, he finds a hooded figure sitting in the dark. The figure greets him with Mr Morden's voice. He looks unwell, his skin covered with bits of charred flesh. Between his ramblings about time and the flesh he instructs Londo to make one of the islands on Centauri Prime ready for a Shadow fleet. Londo tries to tell Morden that he will not but Morden knows the truth: Londo is too afraid of what others might do with power to allow himself to fall from it.

Back on Babylon 5, Delenn confronts the new Kosh and Lyta. The confrontation does not go well; the Vorlons wish to take advantage of the new situation. This new Kosh (Kosh II) also does not care if the younger races respect him, so long as they do what they are told, when the Vorlons command it. Lyta apologises but is unclear what for: the ambassador's abruptness or her own inability to affect the situation.

Elsewhere on the station, Zack finds G'Kar searching through Mr Garibaldi's room. The former ambassador is searching for his friend's 'centre', his 'shad'rasha' in the Narn tongue. G'Kar has determined to find his friend, because Mr Garibaldi gave him a chance at redemption in the past.

On Centauri Prime, the Prime Minister calls Londo out into one of the gardens. There, he watches a Shadow fleet claw its way through the sky. Their harrowing screams sound out over the great capital, portending doom. Londo retreats back into the Palace; there he attempts to pull Cartagia back from the window, an act that almost gets him killed. Cartagia explains his plan – he will give the Shadows a base in return for being made a god like the Emperors of old. Finally face to face with the consequences of his actions, Londo staggers out of the room. There he places a call to Vir using his personal security codes – he needs help; conspiracies require more than one person. At the same time, Cartagia enters a room where he stores the



heads of his enemies on a desk; there he can talk to them about the events of the day.

Back on the station, Lyta releases a piece of Kosh II back into his keeping. She tries to engage him in conversation, searching for an answer as to why he holds such darkness. He ignores her, lurking like a gargoyle in his room. Eventually, he tells her not to interfere with what is coming.

Faced with that mandate, Lyta goes to speak with Ivanova. She finds Susan awake, despite the late hour. Susan explains about the hour of the wolf, a time of great regrets. After listening, Lyta asks Susan if she wants to go find the Captain; she thinks that, regardless of the Shadows power, she might be able to sense Sheridan through the link they shared with the first Kosh. Ivanova searches around for her communicator to begin issuing orders.

Hours later, aboard a White Star, Delenn, Lyta and Ivanova emerge from hyperspace above Z'ha'dum. Lyta immediately begins jamming. Susan sends out a message to Sheridan on all channels. Ignoring human protocol Delenn steps up to Lyta, holding her hand and calling to John. Her voice echoes across Z'ha'dum. Then the Eye turns towards them, speaking in the voices of their fathers. For a moment Susan gives in to it; then the White Star turns about, opens a jump gate and heads back to Babylon 5.

Once they escape from the Eye's commands, Lennier informs Susan that he programmed the ship to flee if he failed to touch a specific control once every two minutes. He was 'concerned' that there might be problems. Unfortunately the risk did not pay off; there was no signal or contact from Sheridan.



Far away, deep below the surface of Z'ha'dum, a cloaked figure staggers along. From it drops the gold stat bar of an EarthForce command officer.

Vir finally arrives at Londo's quarters on Centauri Prime, nattering about his travel and living arrangements. Londo finishes a scan for bugs, then asks Vir, as his only friend, if he will help him to rid the Republic of a monster. Vir agrees at once; there was never a question of his loyalty or willingness to help. They must kill Cartagia before he can destroy every dream either of them ever had.

Back on Babylon 5, Susan finally accepts that Sheridan is not coming back. The only memorial she can give him now is to carry on with the work, finishing the battles he started. At the same time, Sheridan struggles deep beneath Z'ha'dum. He warms himself by a fire as a robed alien walks out of the caves. After an exchange of the ritual question 'Who are you?' the alien asks if he can sit by the fire.

The Road of Life

In 'The Hour of the Wolf' we learn that Lyta may be able to trace Sheridan through their shared connection with the Vorlons. This raises a question; although most telepathy requires line of sight, is it possible to establish a link with another person that can reach beyond that? Evidence from the show would indicate so: Susan knows instantly when Sheridan falls; similarly the Eye of Z'ha'dum and the Great Machine can connect with creatures far beyond their own solar systems.

There are some indications that all telepaths or those with telepathic abilities, somehow 'take advantage' of the connection between all living creatures. Taking advantage of this connection requires both sensitivity and a power source; sensitivity to be aware of the connection in the

first place and enough power to control and manipulate the connection. This could, in turn, explain how machines like the Eye and the Great Machine duplicate telepathic abilities on a grand scale. After all, a machine driven by the power of a planet or a race of First Ones has far more raw energy at its disposal than a human or even alien body.

A telepathic character who learns this and gains access to a properly tuned power source may begin to disregard the range limits normally associated with telepathy. This requires the telepath to select the telepathic feat below and to gain access, though biological modification or the discovery of an artefact or organic technology, to a telepathic power source.

New Feat: Walking the Road (Telepathic)

You can walk far on the path of light that connects all living beings.

Prerequisites: P7+, Far Telepathy, 10th character level or higher.

Benefit: When using a telepathic power source you can extend the range of your telepathic abilities. Doing so increases the subdual damage suffered when using a telepathic power. Rather than taking one point of subdual damage you take 1 point of subdual damage for every x1 increase in your telepathic range for a single round. Thus, if you increase the range of your telepathic abilities by x10 you take 10 points of subdual damage when you use an ability that round.

Special: Some telepathic power sources (like the Great Machine) provide the user with a 'pool' of subdual damage that he can use before dipping into his own hit points.

Scenarios and Campaign Hooks

This time of regret and introspection will not last very long. While it does, however, a talented individual might find any number of ways to exploit the situation, including:

- ⑤ President Clark's government relies heavily on the assistance and support of the Shadows. Without their clandestine aid he will have to lean even more heavily on Psi Corp. Their sudden withdrawal from the field will force him to reassess his current stance, as well as consolidate his efforts to stomp out resistance among the people of Earth. During this time he is also vulnerable; his disorganisation will allow rebel groups a brief respite from the fighting. Resistance fighters from all of the

colony worlds can take this time to regroup, resupply and reorganise for the onslaught to come.

- 5 The elements within Psi Corps that have allied themselves with the Shadows will suddenly find themselves vulnerable. As they turn to President Clark for support, other elements loyal primarily to the Corps itself, will act against them. This could lead to a bloody purge. Rogue telepaths and those from both sides (Corps-loyal or Shadow-allied) may well find that this moment of internal conflict marks a sudden, radical break from their pasts.
- 5 The sudden withdrawal of League forces back into their territories will leave trade and shipping routes open to scavengers and raiders. Forces lying low since the onset of the Babylon 5 Treaty may take advantage of the opportunity presented to make back some of the profits lost in the last year. Characters may either take the part of raiders or those working to prevent their resurgence.
- 5 The destruction of Z'ha'dum's primary city leaves Shadow agents all over the galaxy in disarray. During this brief, vulnerable period the Rangers could make great inroads in the organisation, neutralising or removing dozens of key targets. A group of Ranger characters or those associated with them may well find themselves in engaged in great activity.

Whatever Happened to Mr Garibaldi?

Probable Start Date: January 9th

Episode Synopsis: Sheridan finally realises that in order to live he must stop living due to fear and start living for love. Delenn finally deals with her grief by calling the Rangers together for one final strike at the Shadows. G'Kar searches the galaxy for Mr Garibaldi, assisted by Marcus. Unfortunately his search leads him to a run-in with the Centauri – an event which brings him into Londo's desperate schemes. The two old rivals agree to work together for the salvation of both their peoples.

Episode Description

'Whatever happened to Mr Garibaldi?' starts in Medlab, where Dr Franklin sorts through the events of the last nine days. With all of the pain, all of the grief in everyone's hearts he does not know where to begin healing. As he muses on his own helplessness Lennier enters, breaking protocol to speak with the doctor about Delenn's state.

Meanwhile, deep under Z'ha'dum, Sheridan exchanges angry words with the robed alien. In an attempt to mollify the angered human the alien reveals his name to be Lorien. According to the alien's musing such a revelation proves nothing, other than putting Lorien at a disadvantage. Words have power, it seems, and names even more so. Ever the man of action, Sheridan eventually becomes frustrated with the strange alien's twisting words.

He challenges the alien, who in turn challenges him to answer a simple question: 'How long have you been here?' Sheridan thinks a day or so; Lorien suggests nine. When Sheridan rejects the concept, Lorien forces him to examine his own body. With no pulse, no hunger and no thirst Sheridan comes face to face with a horrible truth – he may well be dead.

Sheridan rejects the concept. He can remember falling but cannot accept that he has reached the end. Lorien ponders aloud about how all things come to an end, unless they are caught between moments, between tick and tock. Striking out at Lorien, he hurls the elderly alien against a wall, demanding that he reveal what is really going on. In truth, claims the alien, Sheridan is in a moment between moments, suspended between seconds and attempting to decide whether he should live or die.



Elsewhere, in a less metaphorical part of the galaxy, G'Kar enters a rather seedy looking bar. There he confronts a man named Rizack, a smuggler and scavenger who sold a piece of Mr Garibaldi's Star Fury. Rizack says that he recovered the fighter as part of a legal salvage operation out in Zaphron VII almost two weeks ago. As Rizack becomes agitated the bartender asks G'Kar to leave. As things turn ugly Marcus shows up, providing the Narn with some needed but unrequested assistance. When it looks like the thugs will not be enough to remove the formidable pair the bartender activates a hidden alarm system.

Back on Babylon 5 Dr Franklin finally pesters Delenn into allowing him to enter her quarters. As he enters, she rises from her traditional meditation posture. Franklin tries to argue with her; her choice to fast in the Minbari tradition of grieving will eventually lead her to physical harm. After a token protest she acknowledges his words as truth; but for her, the idea that she failed to trust Sheridan with the truth, that she broke the trust between them, is enough to warrant her actions. When the inevitable consequences occur, when she herself dies, she will be able to join him as she promised so long ago.

Marcus and G'Kar are holding a similar conversation back on the unnamed world. Amidst their banter about pikel envy and who is truly needed, a common truth emerges. Both of them feel that they have very few friends; to turn away from one in need, whether the friend asks for help or not, is not possible for either of them. As the two discover this binding truth, the barkeeper searches for the Narn's face among Centauri photos. He finally finds it, setting into motion the Centauri effort to capture G'Kar.

A short while later Dr Franklin calls Delenn into Captain Sheridan's quarters. While going through Sheridan's personal effects he found a journal entry that 'she might want to see'. In this journal, dated just after the events of 'Severed Dreams', he confessed his love for her. Drawing from his inspiration, she turns her mind from death towards a greater destiny.

Back on the unnamed world Marcus engages in his usual rough methods of information gathering while G'Kar rests. A broken Rizack reveals that he received information about the Star Fury from an IPX contact. After some argument, Marcus agrees to return to Babylon 5 to use its information resources, leaving G'Kar to continue his quest alone. This proves a fateful decision; a few hours later Centauri guards arrive seeking to take

the Narn captive. Although he kills one, a shot from a Centauri handgun takes him down.

As G'Kar races towards a different destiny, Delenn explains her new vision to the assembled Rangers. They will take the White Star fleet, along with ships from what few allies they still have, and strike a final blow against the darkness. Using their own lives they will light the way into the future, a future where the younger races will not have to fear the Shadows.

Londo, awakened from a sound sleep, finds himself in a similar position of destiny. The Emperor gives him G'Kar as a gift; Londo takes that gift and transforms it into his weapon against the monster on the throne. But there is a price. In exchange for freeing the Centauri, G'Kar demands that Londo free the Narn people. The two old rivals strike a bargain; together they will change the universe.

For a moment we see a flash of a very angry Garibaldi, trapped in a windowless room with a male voice demanding over and over gain that he tell them what he remembers from after his capture by the Shadows. After a few moments of ranting and violent behaviour, the unseen tormentor gasses him. A Psi-Cop comes into the room, wearing a gas mask.

Sheridan faces a similarly frustrating situation. After a solid day of walking he has returned to his campfire. The enigmatic alien continues to follow him, pondering aloud about the pain a parent feels when his children fight. This leads to a revelation; Lorien claims to be the first of the First Ones, an intelligence so old that he remembers a time when the Earth itself had not formed (roughly five billion years ago). He also reveals to Sheridan that the Commander holds part of a Vorlon in him, something that Sheridan realises he already knew.



Eventually, as the lights dim and Sheridan loses his hold on life, Lorien urges him to admit that simply living on because of fear or duty is not enough. One must have something, someone to live for, something important enough to make life have meaning. As he slips into the final darkness Sheridan finds that thing for himself; his love for Delenn.

Lorien and the First Ones

There is no practical way to determine whether or not Lorien is what he claims to be. He certainly has vast powers. The other First Ones respect him enough to come out of hiding. He extends and enhance the remaining embers of Sheridan's life force, giving him another twenty years or so before he finally stops living.

Although Lorien appears to be a humanoid alien with metallic golden eyes, evidence would suggest that this is not his normal form. Sheridan sees him at least twice as a glowing sphere of white energy, a form he later assumes when he leaves with the rest of the First Ones to whatever lies beyond the Galactic Rim.

The Shadows respect him enough to return, again and again, to Z'ha'dum. However, according to Lorien their ancient culture and technology have not given them any more wisdom; in fact they have lost much of what they once knew.

For game purposes simply assume that Lorien can act as a telepath with a P15 rating, along with being effectively invulnerable to anything short of a fusion bomb. He is fairly patient with the younger races, although he recognises that his age prevents him from truly understanding them. If attacked he will most likely simply vanish, never to appear again. He can also instantly heal any damage short of death inflicted by any form of attack, although doing so leaves him greatly weakened for a short time.

Scenarios and Campaign Hooks

The handfuls of days presented in 'Whatever happened to Mr Garibaldi' represent a moment of gathering for the forces of both darkness and light. All of the powers of the galaxy move to secure their positions, pulling forces inward for a final great assault on their enemies. In this situation the following opportunities may present themselves:



- ⑤ Characters involved with EarthForce will realise that President Clark is finally winning free of his stasis. After a brief respite from the unlawful orders streaming out of EarthDome his frenzied commands become even more difficult to justify. Characters who took a moment to reflect on their actions during the previous nine days may find themselves in a position where they will no longer tolerate the orders issued to them. Meanwhile, Clark gathers his loyal captains to him in an effort to consolidate his hold on the EarthForce military machine.
- ⑤ The gathering and dispersals of the Shadows' allies cannot go unnoticed. If the characters work for the Shadows they will find their freedom of motion severely curtailed as their masters jerk their chains. If they work for any of the opposed forces or a neutral party they could find themselves on a path of migration or gathering without any real recourse.
- ⑤ Ranger characters could find themselves dragged away from any number of important activities. Delenn wields the authority to call the Rangers to her at any time; however, in doing so she undoubtedly jeopardises numerous delicate operations. How will the characters balance their mission with their responsibilities?
- ⑤ Although we only see the Shadows come to Centauri Prime, it is possible that the Shadows deliberately place themselves on other large population centres. These might be minor powers in the League of Non-Aligned worlds, or potentially even Earth colonies cut off from the protection of EarthForce. Characters may find themselves in a struggle not unlike Londo's, trying to get the Shadows off their homeworld. This effort will become even more desperate during the events of 'The Summoning'.

The Summoning

Probable Start Date: January 17th

Episode Synopsis: While out searching for the First Ones, Marcus and Ivanova encounter a vast fleet of Vorlon ships, including their great planet killer craft. G'Kar sacrifices his honour for his people, while Londo watches on unable to act. Vir finally accepts that Cartagia must die. The scattered members of the League speak out against Delenn's plan, only to be silenced by the most unlikely of arrivals: Sheridan, returned from Z'ha'dum and death to lead the people of the galaxy in one final confrontation with the forces of chaos and order.

Episode Description

Susan approaches Marcus and Delenn, requesting the use of a White Star to search out the remaining First Ones. Despite her fledgling grasp of the Minbari language, she hopes to captain the vessel herself. Delenn sends Marcus with her to insure that, in the heat of the moment, she will have someone who can 'think in Minbari'.

A few uneventful days later Zack approaches Delenn with a clue about Mr Garibaldi's whereabouts. She authorises him to act as he sees fit, since there are no other command level staff on board. He sets out to find the Chief.

Meanwhile, back on Centauri Prime Vir argues with Londo about the decision to kill Cartagia. After an unexpected encounter with a bloody Cartagia, who waters a plant with G'Kar's blood, The Emperor apologises to Londo – if G'Kar does not scream he will have to kill his present to the loyal ambassador. After the monster leaves Vir finally accepts that, in this case, there is no other solution.

After Zack leaves Babylon 5, Delenn goes to speak with Lyta. In Lyta's room, stripped bare of all personality by the Vorlon's command, she asks the telepath if she knows that the Vorlons have in mind. Unfortunately, Lyta has no real answers, just fears. Whatever they plan it cannot be good for the rest of the galaxy.

Zack's tip pays off; his flight of Star Furies and shuttles encounter an unmarked Earth transport shuttle. His flight attacks the vessel after it fails to respond to warnings, leading to its destruction. Just before detonating the vessel releases a lifepod containing Mr Garibaldi. Michael spends the next few days in Medlab, trying to recover from his injuries.

While Mr Garibaldi receives much needed medical care, Lyta confronts the Vorlon ambassador. The new, darker Kosh refuses to tell her anything of his plans, so she probes him. His enraged response, projecting his plans directly into her mind, leaves her broken and screaming on the ground.

Back on Centauri Prime Londo and G'Kar face off in a duel of pride and wills. G'Kar will not scream for Cartagia's pleasure. Londo needs him to bend a little, so that the Narn will survive long enough to free both of their peoples. This is G'Kar's final barrier; can he give up his pride as well as his life?

On the White Star, Susan and Marcus continue their fruitless quest for more First Ones. While in the trackless depths of hyperspace they share a few personal thoughts. Then they detect a fold in hyperspace. Reasoning that it must be a First One artefact, as no-one else would know how to create such a phenomenon, they look within. There they find a fleet of thousands of Vorlon living ships. In a panic they flee back to Babylon 5. Once they return, Susan establishes monitoring on Sector 70 by 10 by 53.

Meanwhile the Brakiri ambassador brings Delenn unsettling news. The Drazi and a handful of the remaining ambassadors from the League have called a rally to erode public support for her war. He also mentions a strange ship on its way to Babylon 5. Delenn's choice not to stop the rally surprises the Brakiri but her choice to support freedom over repression falls in line with all of her other decisions to date.



As the war effort degenerates on Babylon 5, Londo and Vir find themselves called before the Emperor. He wishes them to watch G'Kar being beaten to death. He will stop the torture if, and only if, G'Kar screams. A moment before the killing blow would have landed, G'Kar gives voice to his anguish. In doing so he sacrifices his final treasured possession, his pride, for both worlds.

Simultaneously, the strange ship approaches the station, using security override codes to activate docking procedures. Security scrambles to deal with the intruder. Mr Garibaldi drags himself from his bed to protect his beloved station. The League ambassador addresses the people assembled in the Zocalo. They accuse Delenn of attempting to re-ignite the war to end all wars, a war that could be avoided if only they waited to speak to the Shadows one final time. When Delenn speaks against them a riot begins, fear and rage finally boiling over.

At this critical moment Sheridan strides out to stand beside the League reps. He rallies the League and the disparate human representatives present with a promise; he can show them how to win this war not just for now, but forever, if they will stand with him.

A few hours later Susan finds Lyta huddled on the floor of her room. They share a moment of terrible empathy. The Vorlons have finally entered the fray, destroying Arkada VII



and all of the four million sentients who once lived there. While Sheridan explains the gradual degeneration in the conflict between the Shadows and the Vorlons, the two races of First Ones begin their final walk towards an epic confrontation that will destroy all of the younger races.

The Agony Whip

These elegant tools of torment display the Centauri's advanced technology. Although based on principles similar to those used by Narn pain givers, this 15 foot long energy intensified whip uses subtle microcircuitry and carefully controlled energy discharges to generate effects that the Narn remember far to well but cannot duplicate.

When used as a torture device the agony inflicts no damage to its target. Every four lashes inflicted adds a +1 bonus to the user's Intimidate skill check. The torture victim must make a Fortitude save every five lashes (DC 15 + 3 per five lashes inflicted previously) or take 1d4 Con damage. Using an agony whip as a weapon requires the character to take Weapon Proficiency (agony whip). A hit requires the target to make a Fortitude save (DC 15) or take 1 point of Constitution damage and be stunned for one round.

Author's Note

These rules for the agony whip are different than those given in the *Centauri Republic Fact Book*. These changes allow the whip to be a useful device for interrogations when using the interrogation rules presented in this book's Equipment and Ships Chapter (pg. 124). Characters who intend to use it strictly as a weapon may find the rules presented there more suitable for their use.

We included a reprint of the *Centauri Republic Fact Book* stats in the Equipment and Vehicles section of this book for your convenience.

Scenarios and Campaign Hooks

The events of 'The Summoning' herald great changes in the world. Where the previous two episodes emphasised preparations, these few days mark the onset of a new age of legends. The Vorlons begin their long delayed campaign

against the Shadows. Sheridan returns from the dead, claiming his Minbari bride. The League finally fractures, only to come together again under the galvanising leadership of a man out of legends. In this environment characters may find themselves involved with any or all of the following:

- ⑤ Members of the League may approach the characters before the meeting, asking for their support. They have a persuasive argument; history shows that the Shadows typically retreat after a major defeat. Delenn's chosen path may well result in the destruction of hundreds of millions of innocent lives.
- ⑤ Rangers will find themselves at a loose end while the White Star fleet gathers. Just as they settle into unaccustomed idleness a threat against the head of their order emerges. How will they react to the League's efforts? Could the Rangers work behind the scenes to prevent the situation from spiralling out of hand, or act as bodyguards for Delenn without her knowledge?
- ⑤ Although Earth space is nearly closed off in terms of information the rest of the galaxy continues to share news. Once the Vorlon attacks start, governments from many races will have to organise an immediate response. Characters with rank in their governments may find themselves engaged in intense negotiations with internal factions and external allies.
- ⑤ Black marketeers and smugglers, having made some progress during the quiet time before the storm, will suddenly find themselves surrounded by military activity. Refugees, alien fleets and medical ships clog the spaceways in a matter of hours, leaving illegitimate businessmen in a bind. If they throw in with the legitimate authorities they may well be able to earn pardons for the majority of their actions; if they do not, or if they interfere, they may earn points with the Shadows various agents.

Falling Toward Apotheosis

Probable Start Date: January 20th

Episode Synopsis: The Vorlons continue their systematic destruction of planets allied with the Shadows. The Shadows respond by destroying those who support the Vorlons. Londo tricks Cartagia into going to Narn for G'Kar's

execution. Sheridan moves against Kosh, sending Garibaldi to fall on his sword. In the end they kill Kosh II, but only through the help of the original Kosh. Delenn discovers that John will die within twenty years, when the bioenergy placed in his body by Lorien eventually expires.

Episode Description

The episode opens with Ivanova reporting on the destruction of Ventari III by the Vorlon planet killer. Various League worlds open themselves up as places of refuge while hundreds of refugee and medical ships struggle to keep up with the need to move literally millions of wounded. On the station a woman runs in panic, eventually falling under the feet of a fearful crowd. Sheridan helps her to her feet and hands her off to Zack. As he and Lorien walk away they argue about the nature of legends and whether or not Sheridan can save them all. The wise old alien doubts it; Sheridan will try because in the end he is human.

Mr Garibaldi replays the scene of Sheridan assisting the woman over and over again as Zack comes to tell him that Franklin cleared him for duty, barring one final medical evaluation. Mr Garibaldi reacts rather poorly, exploding with pent up frustration. Sheridan has pushed Garibaldi out of the strategy and planning sessions, leaving the volatile security officer to fend for himself for the last few days.

Back on Centauri Prime, Cartagia reveals to Londo that the Vorlon attack will eventually reach the homeworld. Morden confirms this, commanding Londo to ring the planet with Centauri ships. After Morden leaves, the Emperor orders Londo not to send the ships. He would rather see Centauri Prime burn as an offering pyre to a living god rather than protect it. While Londo struggles with this concept the



mad Emperor drags Londo in to speak with his 'Shadow Cabinet', a group of preserved heads sitting on his desk. Londo leaves to formulate a response and to discover the truth of what the mad Emperor revealed.

Meanwhile Dr Franklin uses a new medical instrument to verify that Garibaldi does not have a Shadow implant. Simultaneously Susan announces that Tizino Prime is no longer responding and is presumed destroyed. More information will be shared as it filters in.

Delenn joins Sheridan as he makes preparations for his day. There she faces him alone for the first time since he came back. She admits that she was afraid of this moment, afraid that he would not forgive her, that he would come back only for her to lose him again. He accepts that fear. But on Z'ha'dum he did more than come back to life; he found a reason to live, not just go on – his love for her. His love gave him the strength to forgive.

Down in the war room the now cleared Garibaldi begins to rant about how bad things will be within 24 hours. With the station's resources stretched to the breaking point already and potentially millions of refugees on the way, things do indeed look as dark as he claims. When Sheridan arrives he endorses Franklin's solution of sending refugees down to Epsilon III. He also asks Mr Garibaldi to 'request' that the Vorlon ambassador leave. Although it is a suicide mission he cannot explain why. No one really knows what telepathic powers the Vorlon have and what Mr Garibaldi does not know he cannot reveal. Garibaldi accepts the command with ill grace.

As Dura VII falls, Garibaldi leads a handpicked team to deal with the Vorlon ambassador. Kosh II ignores their warnings, then crushes them in a brief, one-sided engagement. The Vorlon surrounds itself with a force field, sends out blasts of lightning and uses a high-pitched sonic attack to drive off the annoying humans.

Lyta follows up on the abortive attempt to expel the ambassador with news that a human is holding a part of the original Kosh imprisoned. Kosh II reacts with typical arrogance and anger. It demands that Lyta take him to this human, secure in its reinforced belief in Vorlon superiority. As they move through the station he becomes more and more suspicious, eventually forcing Lyta to establish line of sight in order

to enter her mind. Just as her shields fall, Sheridan springs the first part of his trap.

Turning the station's resources against the Vorlon, Sheridan grounds the majority of the station's energy output through its encounter suit. A tactical team then pours PPG fire into the area. This attack eventually damages the encounter suit enough to force the Vorlon out. The glowing silvery creature lashes out with tentacles and telepathy, knocking humans aside. It also sends a mental command to its ship, forcing C&C to release the craft before it inflicts serious damage to the station.

When Delenn drags a fallen guard out of the fray, the enraged Vorlon targets her for retribution. Sheridan interposes himself, creating a connection that allows him to release the fragment of Kosh he retains within him. The old Kosh, a glowing golden creature of light, grapples with Kosh II and forces it out of the station. The two coalesce into the fleeing Vorlon transport, which then explodes. On the station, Lorien replenishes Sheridan's life force, which was dangerously depleted by the old Kosh's departure.

Back on Centauri Prime, Londo speaks with Cartagia. He tells the madman of his fears that Cartagia, the living god, will be forgotten by history. Although he does not wish to leave his beloved Emperor's side, he feels that perhaps a demonstration of the Emperor's justice on Narn would be enough to spark legends sufficient to allow him to be remembered forever. The madman agrees, asking his faithful servant to see to the arrangements.

After the passage of a few hours Sheridan and Delenn once again meet in his chambers. He explains the price for going to Z'ha'dum; he will live for twenty years, no more.



Delenn's grief at this sudden 'loss' turns to bittersweet joy when he gives her an engagement ring. At least, it does after he explains the human custom of engagement to her.

As the galaxy prepares itself for a momentous few days Londo went to check on G'Kar's preparations for travel. There he finds the Emperor engaged in the same activity. However, the madman does not at all like the way that G'Kar looks at him. As Londo turns away, claiming to have no idea what to do, Cartagia commands the guards to remove the eye that does not see his splendour.



Destroying First Ones

In 'Z'ha'dum', 'Falling Towards Apotheosis' and 'Into the Fire', members of the younger races, specifically humans and Centauri, manage to kill or disable several First Ones. Despite Lorien's insistence that they are 'more powerful than you can possibly imagine' the Shadows, at least, go down without much of a fight.

Before the characters get overly confident, realise that there is no direct evidence that the Centauri or Sheridan managed to kill the Shadows. They vanished without leaving a physical trace. Furthermore, just removing the Vorlon from his encounter suit required all the resources of a major space station. Actually killing the new Kosh was left to a fragment of a Vorlon and the detonation of a ship made of Vorlon technology.

Although we may assume that First Ones can be killed, doing so requires major efforts. Nor are these creatures likely to stand around waiting for sufficient resources to be brought to bear on them. This is the most likely explanation for the 'deaths' suffered by the Shadows; they simply leave the area when attacked. Unlike the Vorlons, Shadows do not wander around in heavy encounter suits; PPG fire actually stings.

This also raises the question of what a Shadow prepared for personal battle, as the Vorlons always are, might accomplish. A fight against a Shadow in an organic technology battle suit, almost invulnerable to conventional weapons and armed with ripper beams, could make a legendary confrontation.

Scenarios and Campaign Hooks

In 'Falling towards Apotheosis' the galaxy begins to move towards the resolution of the Great War. Great forces gather while intricate political games come to a final, dangerous head. In the next few weeks the fate of the galaxy for the next million years will finally be decided. The powers of the galaxy know that the stakes could not be higher.

In this environment characters might become involved with the following:

- 5 Londo and a few ministers are finally moving openly to deal with Cartagia. Loyal Centauri may be forced to choose between their Emperor and the man who put the monster on the throne. Characters may work on the outer edges of the great plot, or even be part of the cabal that seeks to save the homeworld.
- 5 The League governments have begun moving their ships back to Babylon 5 in preparation for the coming battle. This gathering will continue for some time. As with any mass mobilisation there are opportunities for individuals to settle scores with their older rivals. Those opportunities might or might not be sanctioned by the official governments involved.
- 5 As the Vorlons unleash their massed firepower on innocent civilians, anyone who owns a ship will have the opportunity to become a hero. Flying into the teeth of a Vorlon fleet, for fun, profit or the common bond of life is sure to win the character admiration.
- 5 Rangers, grounded for the last few weeks, will find themselves flung to the far corners of the galaxy. They

must not only watch the Vorlon fleet but also watch for the Shadows' inevitable counterstroke. The chaos caused by dying worlds can hide a multitude of problems, agents and forces of darkness.

- 5 Similarly, Earth may take advantage of the sudden chaos to move its fleets into key positions over rebel colonies and strategic resources. Even questionable commanders will not hesitate to secure borders given the obvious threats loose in the galaxy. If these resources happen to be under the jurisdiction of other governments then so much the better.

The Long Night

Probable Start Date: January 23rd

Episode Synopsis: Londo, Vir and G'Kar defeat the monsters that tyrannise their worlds. Meanwhile Sheridan asks a Ranger to make the ultimate sacrifice in order to bait a trap. Ivanova and Lorien ferret the last of the First Ones out of their hiding places. With all of the pieces in place Sheridan moves the greatest fleet in the history of the younger races to Coriana VI, where he will either put an end to this constant war of giants or die trying.

Episode Description

Captain Sheridan sits in C&C, going over reports and preparing for the battles to come. Ivanova comes in with a disturbing report. The Shadows' inevitable response, the deployment of their planet killer, finally struck a colony in Sector 900. The Shadows' weapon looks like a cloud of some kind, a moving mass that engulfs a living planet and leaves behind only rubble. Meanwhile on Narn, Londo's plan enters its last critical stage. In the next 12 hours he will either free his people or consign them to the fire forever.

A few hours later on Babylon 5 Susan comes in to Sheridan's office to speak with him. She talks about how exciting it is to see such a vast fleet, how she always dreamed of leading such a force. When he asks her to go seek out the First Ones she hesitates, then tells him a story: Just before she killed herself, Susan's mother came down to watch her play then sent her over to a cousin's house. That event destroyed Susan's trust; no one who says they will wait for her, or come for her, ever has. She will go... but only if Sheridan promises that she will be there at the end. He agrees, telling her that in the last few years he has been proud to have her as a friend.

At the same time on Narn Londo's nerves wind taunt. He stands apart from the jolly debauchery of the court, ignoring a jester who catches the Emperor's eye. Londo's restlessness eventually leads him to speak to G'Kar. There G'Kar tells him that his heart is empty; Londo focuses on the more practical matters of how he arranged for the Narn's chains to be weakened so that G'Kar can distract the Imperial guards. As he leaves Londo stumbles across Cartagia murdering the jester, because humour is subjective.

A short time later Vir delivers an over-wrapped package to Londo. Contained within is a small wand able to deliver a lethal dose of neurotoxin. The two banter a bit about just how long is 'almost instantaneous'.

When the moment of truth finally comes, the Centauri drag a badly beaten G'Kar through a crowd of his people. When he falls they rush to his aid, but he tells them to be strong. Standing up again on his own, he walks into the throne room. There Cartagia tells everyone to watch and remember, for what they are about to see is the stuff of legends. He is right; G'Kar reaches up, grasps his chains and breaks the unweakened links (the Emperor had the old set replaced). As the court dissolves into panic Londo drags Cartagia out of the room; once free the Emperor turns on him, knocking the weapon from his hand in a blind rage. The two struggle, then Cartagia throws Londo to the ground. As the madman turns he runs into Vir, who had picked up the wand only moments before. The weapon fires; the neurotoxin kills Cartagia in a matter of moments.

Less than an hour later the Centauri nobles announce that the Emperor is dead. They elect Londo Mollari to be the new Prime Minister. He immediately frees Narn and orders the withdrawal of all Centauri forces.





Back on Babylon 5, the command staff sit debating in the War Room. Lennier tries to fill them in on various aspects of the war as they continue their discussion. As they discuss the how and why of Vorlon and Shadow strategies it becomes clear that the two sides are not striking directly at one another. Instead, they target supply posts and colonies. Ranger Ericsson also gives them their first clear view of the Shadow planet killer; a great cloud of missiles that bore down into a planet's core then explode. After watching the death of a planet the command staff finally falls silent enough for Lennier to get out the last part of his report; the Vorlons are projected to hit Coriana VI in three days. Sheridan calls for a meeting of the League and asks Ericsson to stay online in case he is needed.

On Narn, Vir deals with the horrible consequences of his first murder by becoming drunk, a state that Londo knows all too well. No matter how drunk he becomes he can still see himself in the mirror; no matter how much he believes it was necessary he cannot justify his actions to himself. Londo tells him that his pain, although terrible, actually says something positive about him. It says that there is hope for him. The older diplomat envies him that. Meanwhile the Narns celebrate their new-found freedom. As Londo leaves to make final departure preparations Vir asks the most telling question of the war: 'What was it all for?'

Back on the station Sheridan outlines his plan to a restless League. One third of the fleet will strike at Vorlon supply depots and listening posts. The bulk of the fleet will gather at Coriana VI for a final battle. They will also draw the Shadows there, hoping to force a confrontation between the two opposing sides. The League is doubtful; why would the Shadows come?

Sheridan then asks Ericsson to deliver a false message to the Shadows. A message about a secret base on Coriana VI, one that must be fought and died over so that the aliens know it is real. Ericsson accepts the mission and the death it entails, knowing that it is necessary.

Back on Narn, the Narn populace have already begun to discuss the necessity of attacking the Centauri even as they tear the throne room apart. There they offer G'Kar the throne, if he will lead them to victory. He laughs and then turns away after they call him a coward.

Twelve hours later Sheridan watches Ericsson's transmission of the final battle. He and Delenn leave to join the fleet. In his log, he enters a portion of Tennyson's *Ulysses*, left for him on his desk by Commander Sinclair:

*Tho' we are not now that strength which in old days,
Moved earth and heaven, that which we are, we are,
One equal temper of heroic hearts,
Made weak by time and fate, but strong in will,
To strive, to seek, to find, and not to yield.*

Vorlon and Shadow Planet Killers

The two dominant races of First Ones both field massive weapons platforms capable of destroying an entire world. The Vorlons' planet killer takes the form of a massive, oval-bodied ship using a massive energy discharge to vaporise significant portions of the target planet's crust. The Shadows' planet killer looks from a distance like a cloud; up close it is composed of millions of burrowing missiles along with some kind of organic technology infrastructure that directs their flight.

Both of these planet killers act as plot elements in Season 4. Nothing the younger races possess can possibly stand up to these vessels. Destroying the Vorlon planet killer requires the direct intervention of other First Ones; the Shadow planet killer is never directly harmed during the events at Coriana VI.

Since they cannot be destroyed, characters that become involved with these vessels will need to come up with another strategy for dealing with them. They should take their cue from Londo. He orchestrates a governmental coup and performs unspeakable acts of treachery in order to save his own world. Characters involved with

other governments may well find themselves in similar situations.

If the characters must go head to head with a planet killer, the Shadow version is the more fragile of the two. As seen in *Babylon 5: Crusade* its superstructure can be attacked using weapons available to the younger races. Doing so would be an epic confrontation though, requiring the sacrifice of most of a major power's available ships and quite possibly the deliberate ramming of the key control node.

Also, although the Shadows only have one planet killer in operation, the Vorlons have at least two: one attacking Coriana VI and the other moving in on Centauri Prime. All evidence would point towards both ships having equal support fleets; therefore the battle in 'Into the Fire' is really only against at most half of the Vorlons' power.

Ranger Ericsson

'What about the other four ships?'

5th Level Human Worker (blue collar) / 5th level Anla'shok Ranger

Hit Points: 26

Initiative: +2 (+2 Dex)

Speed: 30 ft.

DV: 17 (+7 Reflex)

Attacks: +9/+4 melee or +10/+5 ranged

Special Qualities: Garb of Honour, Places Unseen, Fearless, The Application of Terror, Die for the One, A Ranger's Authority, Denn'bok (1d8), Live for the One

Saves: Fort +7, Ref +7, Will +8

Abilities: Str 12, Dex 14, Con 14, Int 12, Wis 16, Cha 14

Skills: Bluff +10, Computer Use +11, Concentration +11, Drive +10, Diplomacy +10, Intimidate +10, Listen +11, Knowledge (history) +9, Pilot +7, Profession (electrician) +11, Sense Motive +11, Spot +11, Technical (electronics) +9

Feats: Alien Empathy (Minbari), Data Access, Improved Unarmed Combat, Nerves of Steel, Skill Focus (Computer Use), Space Craft Proficiency, Veteran Spacehand, Weapon Focus (denn'bok), Weapon Proficiency (denn'bok)

Languages: English, Lenn-ah, Fik and Adrenato

Standard Equipment: Denn'bok, Ranger's Robes.

Ericsson's brief appearance in 'The Long Night' shows that the spirit of the Rangers, as embodied by Marcus and Sinclair, is as pure and strong as these iconic figures indicate. When told that he must lay down his life for the greater cause, his first question is about the other ships that will be in the battle with him. Although he clearly does not wish to die, he also accepts that his sacrifice is necessary for the greater good.

Ericsson himself is something of a mystery. The silver-haired, blue-eyed human worked on merchant ships for most of his life. He lived an itinerant existence, flying from system to system, lending a hand on whatever ship needed him at the time. In that time he explored a large portion of known space and saw visions of wonder and delight that only the boldest dare to dream of. When the Shadows began to stir he approached the Rangers, offering his technical skills to the cause. Over time his steady presence and gift with computers allowed him to work as a data gatherer and analyst using remote resources. As he piled success upon success, Ranger command gave him even more difficult assignments, cumulating in his quest to discover the true nature of the Shadow planet killer. That assignment lead to him being the right person, in the right place, at the right time to do what needed to be done in order to lure the Shadows to Coriana VI.

Ericsson's stats represent those Rangers who do not come from combat or fleet backgrounds; rather, he is a good man and a hard worker who joined the fight because it was right. The organisation has hundreds of men just like him – good, solid people who will do what must be done when called upon.



Scenarios and Campaign

Hooks

'The Long Night' puts the final pieces into place for the confrontation between the younger and the elder races. Win or lose, the battles that shaped the galaxy for the last million years will finally come to an end. Meanwhile, many of the minor powers must struggle to stay out from underfoot, lest the giants crush them. In this environment the characters might find themselves involved with any of the following:

- ⑤ Characters involved with any of the allied militaries or with the Rangers will find themselves at the forefront of the battle, attacking Vorlon targets and helping evacuees escape from destroyed planets. This is an excellent opportunity for ship-to-ship combat and exciting large fleet events. Even Vorlon listening posts are heavily armed and armoured; how much more so are their supply depots?
- ⑤ The Shadows' actions reveal something that was intuitively obvious but never confirmed; there are a large number of worlds where the Vorlons hold covert or direct sway. This may be governmental control, hidden agents or even factories or growing areas where they manufactured the vast fleet of ships that now ravage the galaxy. An entire campaign could be built around these Vorlon outposts – identifying them, dealing with them and potentially removing them if a Shadow planet killer is on its way. This would be basically the opposite of what Londo is trying to accomplish; removing the Vorlons before the Shadows arrive to reduce the world to rubble.
- ⑤ Narn characters may be witness to the birth of G'Kar's legend. They will also have to deal with the sudden removal of the Centauri occupation forces from their homeworld. Although in a perfect world the Narn would band together to heal their wounds, history suggests that in such a power vacuum petty rivalries and factionalism carry the day. The establishment of a new government for Narn will involve not only the various Narn factions, but also a wide variety of groups that seek to prey on the weakened world.
- ⑤ Centauri characters will face a similar problem. The sudden end of the Narn conflict frees up Centauri military and occupation forces. The death of the Emperor signals a time of manoeuvring

for power under the new Prime Minister. Mollari's reputation as a diplomat and a force in the Empire implies that this era will be one of intense political activity; characters will find themselves acting in the interests of their houses on many levels. Furthermore, the retreat from Narn is not a popular move; many houses were making quite a tidy profit by ravaging the world. These houses will have to act quickly if they want to avoid losing everything they have worked for.

Into the Fire

Probable Start Date: January 25th

Episode Synopsis: Sheridan and Delenn confront the Vorlons and Shadows, forcing them to admit that they have failed in their role as galactic parents. On Centauri Prime, Londo destroys the Shadow presence and begs Vir to kill him before the Vorlons destroy the homeworld. All of the First Ones leave to beyond the Galactic Rim, where the others wait for them. The younger races enter the Third Age, where they will have to make their own mistakes.

Episode Description

Ivanova and Lorien sit in a White Star, searching for the last of the First Ones. Although Susan chafes at the delay, the old alien says that there is enough time. Just as she is about to give up, the First Ones make contact. Meanwhile Sheridan and Delenn lead an attack on a Vorlon listening post; by putting it out of commission they clear the path for the rest of the fleet.

Onboard one of the White Stars, Lyta and Marcus discuss why they are moving to protect Coriana VI rather than Centauri Prime. For Marcus it comes down to numbers; there are three billion people on Centauri Prime and six billion on Coriana VI.





On the aforementioned Centauri Prime, Londo prepares to take the destiny of his people into his own hands. He orders the court cleared of Cartagia's followers and sends for the ministers. With just 12 hours to go until the Vorlons arrive he cannot afford to waste any more time. He also sends for Mr Morden.

Back on Babylon 5, Susan prepares to join the rest of the fleet. She gets into a long conversation with Lorien about his claim to be the 'First of the First Ones'. From her point of view that's just ridiculous; assuming that he was the first intelligence he would have been doing quite well to discover fire, let alone immortality and space travel. He reveals to her that it was not necessary; his kind were born immortal. We later see that his ship was also a convenience; he can travel through space and potentially into hyperspace on his own. In the end he tells her to embrace her mortality and the illusions that it brings.

The Centauri Minister of Intelligence has a similar conversation with Londo, in which he reveals that one of Mollari's most deeply held illusions, that Lord Refa killed his lover Adira, was a lie. The orders and the poison came from Mr Morden. Once the minister leaves Londo falls into a fit of pain, realising that his every action for the last few years were directed not by his own wish but by the machinations of the Shadows.

As Susan and Lorien make their way towards the killing zone, Sheridan goes about the business of mining the asteroid belt with Gaim warheads. Lyta also takes this time to prepare herself; she is the only telepath to ever touch both Shadow and Vorlon minds and as such she may be the only person who can communicate with both sides.

When the guards bring Mr Morden in front of Londo he threatens the newly ascended Prime Minister with

dire consequences if the Centauri betray the Shadows. Londo pleasantly agrees and then has his guards attack the Shadows who accompany the agent. Once they can speak in private, he issues one last request; that the Shadows must leave Centauri Prime. When Morden refuses, Londo destroys the island of Saleni with planted bombs. The attack destroys the Shadow ships and a portion of the Centauri population. Morden screams that they will pay for this as the guards drag him away.

Susan arrives at Coriana VI with the Vorlons and Shadows close on her heels. The two sides fall to fighting each other directly, ignoring the younger fleet. Sheridan uses the mined asteroids to get their attention. They get annoyed, but continue their battle despite Sheridan and Lyta's attempts to get in touch with them. Just before the Vorlon planet killer strikes the world below, Sheridan calls in the remaining First Ones. They destroy it easily, then engage the Vorlon and Shadow vessels.

Back on Centauri Prime, Londo makes one of Vir's wishes come true: he gets to wave at Mr Morden's head on a pike. The two Centauri are soon watching the other Vorlon planet killer blot out their sun. Vir convinces Londo that there is still one thing left on the planet touched by the Shadows. Londo tries to talk Vir into killing him, but the Vorlon ship moves away before that becomes necessary.

As the fleets continue to battle one another at Coriana VI, the Vorlons reach out and grasp Sheridan's mind. The Shadows do the same with Delenn. Lorien then intervenes, telepathically transmitting the two confrontations into the minds of everyone in the fleet. The Vorlons, represented as a woman encased in ice, demand obedience and surrender. The Shadows demand that the people fight and die when they are told to do so. The lovers reject them both, saying that they have failed in their roles as guardians of the younger races. When a passing asteroid sends Lorien's hands too deep into the fields around the two leaders, he pulls them back into their own bodies.

In response to this 'betrayal' the Shadows engulf the fleet of the younger races in their planet killer. Something about the cloud drains energy from the assembled ships. Sheridan and Delenn again reject both the Vorlons and the Shadows. They will no longer fight and die to decide which of the two elder races might be correct. When the Shadows attempt to destroy White Star 2 with a missile a Drazi ship sacrifices itself for them. As the others gather around to protect

Sheridan with their own lives another ship, Minbari this time, intercepts another oncoming missile.

This sacrifice finally shows the Vorlons and Shadows that their time is indeed over. Their children can stand on their own two feet. They, the other remaining First Ones and Lorien head out beyond the Galactic Rim. The great cycle of birth and growth is prepared to begin again.

Later, on Centauri Prime, Londo tries to grasp the idea that they truly won. He sends Vir back to Babylon 5, saying that he may well join him soon enough. Political forces on Centauri Prime, not to mention the Emperor's supporters, may make it difficult to live on the homeworld.

When the White Star fleet returns to Babylon 5, Sheridan and Delenn take a moment in the shuttle to consider the implications of their actions. They have created the Third Age of the younger races. In the First Age, the younger races were in too much chaos to make decisions; in the Second Age the elder races manipulated their actions. Now, in the Third Age, they will have to make their own mistakes and their own magic. Now they can stop being afraid of shadows.

Gaim Warheads and Space Combat

At a variety of times during the series Sheridan and others use nuclear weaponry rather than directed beams or missiles. These weapons pack a considerable punch and do not need to be aimed but require that the target be right next to them in order to be effective.

All of these warheads directly bypass both Stealth and DR, inflicting damage directly to the target ships systems. Once

triggered the warhead inflicts the equivalent of 8 critical hits, rolling as normal to determine which systems are damaged.

The warheads used by most younger races require the ship to pass through the warheads square to be effective. The Gaim warheads are of a particularly powerful sort; they effect ships in their own square as well as a 1 square radius around the explosion.

Scenarios and Campaign Hooks

The events of 'Into the Fire' represent one of the two war climaxes this season. The Great War is finally revealed for what it truly is; a conflict between two elder races who want the younger races to laude them for being correct in their respective ethics. It also marks the end of this conflict and the beginning of an entirely new path for all sentient life. In this environment characters may find themselves involved with the following stories:

- ⑤ The operation to place bombs on the island of Saleni and remove the civilian population must have been enormous. Characters could take the part of demolitions experts, pilots or community leaders trying to get as many people away as possible. Alternately, Shadow Agent characters may spend their time attempting to discover what exactly is going on and why the Centauri are leaving their homes.
- ⑤ A group of Rangers will find themselves commanding White Stars in the Battle of Coriana VI. They will have to stay alive against overwhelming odds, fighting both Vorlon and Shadow vessels, while their commanders try to find a reasonable way to end the battle.



- ⑤ The decisive battle of Coriana IV is as much about deciding to stand up for ourselves as it is about the controlled use of military force. When Sheridan tricks the Shadows and the Vorlons into revealing the truth about their actions, he simultaneously invalidates a million years of cultural traditions. Not every race will take this well; the introspective Minbari may spend time after the battle in contemplation but races like the Drazi are not so well equipped for abstract thought. During and immediately after the message, the characters' ship might suffer from internal chaos, insubordination, loss of crew morale or even a mutiny.

- 5 With all of the League and most of the major races' forces engaged, groups of raiders and similar people may take the opportunity to attack vulnerable shipping lines. Similarly, EarthForce may strike out against minor targets, secure in the knowledge that the Vorlons and Shadows will annihilate their opponents long before they can retaliate. That the First Ones do not do so will leave these aggressive forces overextended and exposed.
- 5 The sudden loss of the Shadows makes Clark's government vulnerable. As he turns to the Psi Corps for more and more assistance, Earth Resistance may be able to make some inroads on his operations. They may even be able to subvert key administrators in preparation for the events later in the season.
- 5 Someone had to do the investigation for the Centauri Minister of Intelligence. Hunting down a poisoner who works for the Shadows could prove to be a very dangerous mission should some character be saddled with it. The criminal and his connections are just the beginning of the characters' troubles. Shadow agents have a wide variety of powerful allies and very little desire in allowing their secrets to come to light.

Epiphanies

Probable Start Date: January 26th

Episode Synopsis: Without giving the station time to take a breath, Clark begins to launch an offensive on Babylon 5. Bester arrives, offering help and demanding assistance in return. Something dark and relatively unknown comes to Centauri Prime, intent on carrying out Mr Morden's final threat.

Episode Description

The people of Babylon 5, and presumably all over the galaxy, celebrate the end to the Great War. Outside, fireworks go off and Star Furies trail coloured plasma. Inside, the Zocalo throbs with music and dancing. Sheridan watches on, obsessing about the cost until Delenn comes to him. While they celebrate, Clark's lackeys prepare to launch a new campaign against them. Bester receives his marching orders from an unknown telepath presumably close to the President's inner circle.

Londo leaves for Babylon 5, leaving the old Minister as Regent, while Franklin examines G'Kar to determine if he can receive a prosthetic eye. Meanwhile Mr Garibaldi

looks at himself in a mirror, drawing an unhappy face over his own in the mist. After receiving a coded message of swirling lights, he wipes the face away.

Shortly thereafter he resigns from his post as Security Chief of Babylon 5. He claims that it is time for him to strike out on his own, to find a little happiness for himself as a private investigator. Although the others argue with him they do not try to stop him; he is as always free to make his own choices. The Captain then sends for Zack.

At roughly the same time Zack is leading a new group of recruits through the customs area. There he meets up with Londo, who is in far too good a mood for the security officer's peace of mind. After letting Londo through, Bester arrives just in time to finish one of Zack's sentences. He is escorted to his usual quarters in the brig. Zack then leaves to speak with the Captain, thereby avoiding the small host of Elvis impersonators who need to be let through.

As Garibaldi packs away his uniform, G'Kar arrives. After an awkward few moments in which Garibaldi attempts to explain himself, G'Kar nearly breaks his ribs with a powerful hug. The Narn has come to thank him; by giving him his friendship Mr Garibaldi became the one thing that he cared enough about to risk his own life – and in so doing saved his people.

After receiving his promotion in Sheridan's office, Zack complains that something is not right about Garibaldi's actions. Susan agrees that there seems to be a problem but that until they know more they cannot do anything about it. Meanwhile ISN posts a report that no Earth vessels will be allowed to go to Babylon 5 due to possible terrorist threats.



Following orders, Zack goes to find Lyta. She has just returned from a massive shopping spree down in the Zocalo. Her happiness at finally having something more than a mattress in her quarters fades when he tells her that she is needed in the conference room. She agrees to come, but only after Zack tells her what she already knows; that people are very uncomfortable around her because of her contact with the Vorlons. He offers to help her out with the unpacking, maybe even bring a pizza.

In the Zocalo where Lyta purchased all of her new accoutrements, Londo happily bargains with a merchant over two wine glasses. He turns away from the deal, spotting G'Kar in the crowd. The two walk towards one another, then pass. G'Kar tells the jovial Centauri that he is no longer a part of his world. If Londo is fortunate, he never will be again. The hate in G'Kar's voice leaves Londo at a loss for words and stricken to his heart.

Back in the conference room Bester postures a bit, saying that by all rights he should arrest Lyta as a rogue telepath. Sheridan counters that it is indeed not a perfect world; in such a world he would be able to nail Bester's head to the table and feed his charred body to the Pak'ma'ra. Posturing complete, the two sides settle down to business. Bester has information about Clark's plans, which he will trade for transport to Z'h'dum. Sheridan agrees, but not before Bester tries to scan the people at the table only to be blocked time and time again by Lyta.

Clark's plan has two parts, a propaganda campaign and a more serious military phase. This second phase starts with the ambush of a EarthForce patrol group in Sector 49 by the Psi Corps Black Omega squadron. Susan goes to deal with that threat while Sheridan, Delenn and Lyta fulfil their bargain with Bester.

While the rest of the command staff rushes to deal with various crises, Zack retrieves the station lockdown codes from Garibaldi. The younger man tries to talk his mentor out of making this decision. Garibaldi persists, saying that this may be a mistake but it is his right to make it.

Onboard a White Star headed to Z'h'dum, Sheridan and Delenn take a quiet moment together. Delenn laughs at his complaints that he never gets a break. As she sees it, a period of inactivity would most likely kill him. He is by



nature a problem solver, the sort of person who would spend a day unknotting a rope simply because he could.

As they travel to the Shadows old homeworld, Ivanova arrives in Sector 49 just in time to help save the EarthForce patrol. The patrol leader expresses his surprise at receiving help from Babylon 5. Susan suggests that perhaps the rumours of their disloyalty are greatly exaggerated.

On the White Star, Bester tries to persuade Lyta to come back to Psi Corps. He can tell that the Vorlons made great changes to her. He also knows things about her that would come between her and the others. Although Lyta resists him for now, it is not clear just how long she can go on alone.

When they arrive at Z'h'dum, Bester expresses some dismay at how badly battered the planet looks. They can also see unusual activity near the system jump gate. The servants of the Shadows are fleeing, taking their ships with them. Lyta states that it feels dead down on the planet. Sheridan, acting on instinct, commands the ship to come about. As Bester protests the planet explodes, carrying whatever secrets the Shadows left behind into oblivion. It seems that it truly is an imperfect world – the two adversaries will be stuck as allies for a while longer.

Back on the station, Zack leads Bester to the cryotubes. There he expresses his sorrow at losing his lover and how he will finally have the last laugh thanks to his ace in the hole. The idea that the station staff do not trust him for good reasons never really crosses his mind. He also talks about how he killed his own 'baby', Black Omega, and would gladly do it again if necessary.



Later on, Sheridan comes to talk to Lyta. He is quite furious over the possibility that Lyta might have deliberately set off Z'h'dum's defence systems. She admits that is a distinct possibility. She wants to hurt Bester badly enough to do almost anything. He lets her know that if a command level decision like this one is taken again he will personally turn her over to the Psi Corps. He storms out, just as Zack arrives with a pizza.

The end of the episode finds Sheridan and Susan in C&C. Gold Channel traffic indicates that Clark must answer some hard questions from his own people about the planned ambush. The pressure will not stop him but it will force him to back off for a while. He also wonders where the refugees from Z'h'dum fled to. Back on Centauri Prime, the Regent awakes from what he hopes is a nightmare, only to discover that he does in fact have some sort of creature attached to his shoulder.

The Servants and Worlds of the First Ones

Throughout history, IPX and other, similar non-Earth organisations have scoured the galaxy looking for the remains of the First Ones. Ruins of ancient civilisations, whether they finally ascended into energy form or not, hold valuable clues that can help a civilisation leapfrog decades of technological research. With the leaving of the final First Ones, as well as the Vorlons and the Shadows, dozens of recently impenetrable systems suddenly become available for salvaging.

Just as likely, however, the former homes of the First Ones will become the first bastions of the new master races attempting to rise from the ashes. The Shadows had many servant races, including the Drakh, who will happily rise

to become masters themselves. The Vorlons were less inclined to bind entire races but undoubtedly left thousands, if not millions, of genetically altered and organically enhanced servants wandering the galaxy. The other races may well have had similar, if somewhat less ambitious, programs.

Any place where the First Ones once walked will be fraught with peril. Beyond simply being able to blow up at the slightest hint of a telepath, these places have defensive systems capable of rendering younger races ships into their component parts in a matter of seconds. They will also have physical defenses, up to and including robotic weapons systems, that will deal harshly

with anyone who manages to land. Worse, all of the First Ones seem to have mastered telepathic technology; even if the explorers can fend off the physical threats they may well have their minds stripped away by some ancient defence system.

Scenarios and Campaign Hooks

'Epiphanies' marks the first real experience that people have with the Third Age. In this bold new world the past has not vanished; consequences abound for every action. Instead, they may choose new ways to respond to those consequences. Even the lurkers Downbelow now have a chance to step forward and change their world, if they only realise it. In this environment characters might become involved with any of the following:

- ⑤ The moment of inspiration following the freeing of the galaxy acts as a galvanising force for many of the lurkers on Babylon 5. Brother Theo and his monks work with the local leaders to set aside their differences and start the work of rebuilding lives. The local crime lords, along with their interstellar connections, will probably resist this effort at first, leading to beatings and potentially harsher reprisals. The characters may take the roles of station staff trying to help or keep a lid on things, criminals trying to insure that their cheap labour pool does not dry up, or lurkers who want to make a better life for themselves.
- ⑤ Characters still serving in EarthForce may find themselves working in one of the blockades around Babylon 5. When the order comes in to fire on civilian transports what do they do? Could the ambush by

Black Omega be only one of several planned and the characters' unit is a secondary target?

- 5 With Londo gone and the Regent under the control of some strange creature, things on Centauri Prime are going to get interesting fast. The politics of selecting an Emperor aside, there will suddenly be a very alien undercurrent to things. If the characters are supporters of House Mollari they will have their work cut out for them protecting the Prime Minister's interests. If they are in the opposition, simply surviving could become a challenge. In either event they may start to get hints of a new danger to their glorious Republic.
- 5 The process of rebuilding Narn did not truly start until after the Great War finally came to an end. Narns were too busy celebrating and the other major powers were too busy trying to stay alive. Now though, characters could become involved with the efforts to put together a new Narn government, with relief efforts directed towards helping Narn in the short term, or with efforts co-ordinated by G'Kar and the other diplomats to bring healing and trade to the ravaged world.
- 5 As Earth mobilises its resources to retake Babylon 5 they also turn their attention to the outlying colonies. Characters associated with those colonies may find their peaceful interludes abruptly shattered by the appearance of EarthForce ships loyal to Clark. Steady orbital bombardment along with the assaults of jack-booted thugs will begin to wear down their ability to fight back.

The Illusion of Truth

Probable Start Date: February 14th

Known End Date: April 12th

Episode Synopsis: An ISN team comes to Babylon 5. They work through the station, searching out images that they can turn into good propaganda. Mr Garibaldi works to set up his own business, taking a moment to betray the station and the cause. The resulting newscast reveals even more ham-handed journalism and manipulation of the truth than the command staff could imagine; the scary part is that people back home will probably believe it because the lies come to them shrouded in the mantle of truth.

Episode Description

Sheridan sits in the empty War Room, pondering the passing of the Great War. Susan comes in to let him know that with commercial contact with Earth completely cut off, the station is going to start running out of supplies. John is more worried about a personal problem. Now that Earth is cut off he can no longer get information about his father and mother. He hopes that the resistance on Earth can help them but has no real way of knowing. Meanwhile Zack faces a serious problem as Chief of Security – a group of humans who refuse to allow him to search their cargo. He solves the problem with a well-placed PPG shot. Unfortunately, the individuals in question are an ISN news crew. As the camera floats out of the box Zack gets the sinking feeling that it is going to be a very bad day indeed.

Franklin also has a problem; the station is simply not equipped to support the number of cryofreezers currently in use. Unfortunately, they still do not have a way to remove the Shadow implants in the telepaths. He will have to move some of the freezers around; Sheridan agrees to this plan.

After talking with Franklin, Sheridan arrives at his intended destination; a holding cell where Ivanova and the ISN reporter seem to be getting on famously. The reporter, seeing an authority figure, immediately tries to get Susan into trouble. Sheridan's blistering reply, that Susan was in fact wrong – she meant stripped naked and thrown out of an airlock – forces the aggressive journalist to reassess his situation. He suggests that they start over. His name is Dan Randall and he is an old ISN reporter who stayed on to try and work within the system. He does not have a choice about making the story. He does, however, have the option of trying to slip in a bit of truth here and there. If the Captain and the station will co-operate, he might



be able to get a bit of their side into the piece. Sheridan considers this proposal, then agrees.

Down in the Zocalo, Garibaldi deals with yet another client who underestimates his intelligence. His xenoarcheologist client would like for him to find a statue of Shokola, the Drazi patron saint of pilots. It was lost when the Iridian colony fell; the looters who descended on the place were mostly Drazi and took the statue, despite it having no intrinsic value. Garibaldi realises that the statue must have something valuable in it – he charges 500 credits and 15% of the value of the objects within as his retrieval fee. As he finishes up, Lennier approaches to ask him why he left. The concept that a man might 'serve his time' seems strange to the Minbari religious caste. Moments later Sheridan walks up with Mr Randall. He would like Lennier to be the journalist's guide on his tour of the station. The Minbari accepts. Sheridan and Garibaldi stand there, staring at each other for a moment, then break off contact.

In an elevator, Mr Randall asks Lennier about the alien ships being repaired outside. Lennier relates that the ships were badly damaged during the battle at Coriana VI; many could not return home without repairs. The ships pay for the parts but the labour is donated freely. When the elevator stops the two continue their tour of the station.

That tour eventually leads them Downbelow, where the lurkers struggle to survive. Lennier reveals another part of Sheridan's plan; the institution of work programs so that the unfortunates trapped in poverty might be able to win free of their current status. Franklin rushes by with a cardiac arrest patient on a gurney. He stops briefly to talk with Mr Randall but receives a message about the freezers and needs to get back to work before an interview can take place.

Some time later an ISN floating camera captures images of Londo and Sheridan arguing. Londo is his usual demonstrative, boisterous self. Sheridan is doing his very best not to break out laughing at his antics. The scene ends with the camera snapping a shot of Londo wagging his finger in Sheridan's face, John pulling back with his face in a knot, trying to keep from chuckling.

Later still, Mr Randall holds an interview with Sheridan and Delenn together. In it, the two do admit to becoming very



close but will not comment on rumours of an impending marriage. He focuses in on this relationship, asking about the difficulties that they will face and the struggles. They acknowledge that all relationships are hard but they will try to make others understand. Nothing will be able to stop them from doing what they feel is right.

Two hours before Mr Randall leaves, he approaches Mr Garibaldi in the Zocalo. He would like to get a picture of events from someone who has left the inner circle. Garibaldi has a free shot; why not take it?

On April 12th, Sheridan, Ivanova and Delenn gather in the Captain's office to watch the news report. They know it will be bad but the Captain wants to see exactly what they have to deal with. They did their best; now all they can do is hope.

The ISN broadcast starts with Alison Higgins reporting the 'news' of the day. EarthForce has recaptured 75% of Mars Colony; in celebration Clark has extended the curfew from 7pm to 9pm. Meanwhile the Committee on Anti-Earth Activities has held its first full day of hearings, proving what Clark claimed last year: there was a high level conspiracy by alien governments to take over Earth. Lee Parks, his eyes unfocused and his words slurred from drugs and pain, goes on air to name others and beg forgiveness for his sins. He will be taken to a psycho-rehabilitation centre where he will be given appropriate medical treatment.

We also find out that on this date in history: In 1961 Yuri Gagarin first circled the earth, in 1999 President Clinton created the Committee on the Future, in 2018 the foundation of Luna Colony was laid and in 2161 Psi Corps was founded.

After firmly establishing the date, Mr Randall comes on with his special report from Babylon 5. He starts out by laying out the first rule of journalism: Always go where the story is. For him that meant going to Babylon 5, despite the advice of the Minister of Information. He claims to have been shocked and horrified by what he found there. He also points out the White Star sitting outside.

It seems that, in Clark's version of the truth, Babylon 5 humans are packed into Downbelow under the supervision of Minbari keepers. Meanwhile aliens run the station, receiving preferential quarters and treatment. Any protests from the oppressed human population suffer immediate reprisals of some sinister and not entirely defined nature.

Mr Randall then cuts to William Endawi, Dean of Psychology at Harvard University and a noted expert on Minbari War Syndrome. He claims that the events of the war have created a psychological condition in which some veterans feel that alien races are morally, genetically and spiritually superior to the human race. While alluding to the idea that the Clark administration might be able to stand against these governments he also suggests that such a syndrome could cause a noted war veteran to turn against his own people.

According to Mr Randall the second rule of journalism is that no one does anything without a reason, even if they do not know it. He then casts a sinister light on Franklin's link call about the cryotubes. Having established a potential threat he then turns his attention to the ships outside the station. He correctly claims that they are being repaired, although he says that it is completely from station resources rather than for a fee. Mr Randall then cuts to a brief discussion of the upgrade that Babylon 5 received just before they broke away from Earth, then cuts again to his discussion with Delenn. By editing in the question 'A struggle against Earth?' he makes it seem as if Delenn and Sheridan are preparing a fleet for invasion. He also suggests that they are trying to mingle human and Minbari DNA; a truth, but not in the way he expresses it.

The show then cuts to Mr Garibaldi, who displays the erratic and paranoid behaviour that has become commonplace since his return. He claims that Sheridan has some kind of god complex, almost as if he thinks he is the Second Coming. He also does not listen anymore; well, perhaps to Delenn and another alien (Lorien) who has since vanished.

Mr Randall then cuts to a secured area containing cryotubes. He correctly indicates that there are as many as one hundred on the station and that the names on them do not appear on any of the station's manifests. Humans with no records, suspended in cryo for who knows what purpose. Alien ships being repaired using station resources. A fleet has been assembled but what is the next target?

He then draws attention to his brief interview with Franklin, in which the doctor denies having any cryotubes active at the present time. This leads him to the third rule of journalism: That people only lie when they have something to hide. Mr Randall then turns once more to Mr Endawi. He asks for a diagnosis; does Sheridan suffer from Minbari War Syndrome? Although the psychologist claims that he cannot be certain, Sheridan apparently suffers from all of the symptoms of this dreaded disease. It does make a man, even one of high character, more vulnerable to manipulation by outside forces. Sheridan is unstable and sick, not an evil man.

This leads Randall to his final point; that he has found the key. Delenn. He proposes that Sheridan and Delenn, with the help of other alien governments, are trying to discover a way to mingle human and Minbari DNA on a vast scale. They use the lurkers as test subjects, vanishing anyone who protests the squalid living conditions. But with all of the terrible things that have happened to Sheridan recently, including having his family farm burned to the ground, he needs Earth's help and its sympathy.

Mr Randall finishes with the statement that his job is to report the truth, not to make or guide it, despite his obvious plays to the big lie.



Back on the station Susan storms out of the room. Sheridan stands in deep thought. Delenn tries to speak with him, but he does not respond so she leaves. Eventually Sheridan leaves as well, briefly returning to cut off the ISN feed.

Dan Randall

'The objective journalist is one of those great myths that you read about, like a griffon or a phoenix or an honest politician.'

4th Level Human Agent

Hit Points: 12

Initiative: +2 (+2 Dex)

Speed: 30 ft.

DV: 14 (+4 Reflex)

Attacks: +3 melee or +3 ranged

Special Qualities: Security Systems, Sneak Attack +1d6

Saves: Fort +1, Ref +4, Will +1

Abilities: Str 10, Dex 10, Con 10, Int 12, Wis 10, Cha 15

Skills: Bluff +9, Computer Use +8, Diplomacy +6, Gather Information +9, Listen +7, Search +8, Sense Motive +7, Spot +7

Feats: Contact x2, Independently Wealthy

Languages: English

Standard Equipment: ISN credentials, ISN cameras and recording devices.

Dan Randall represents the new breed of journalists crawling through the rotted remains of the once (mostly) impartial Interstellar News Network. These hacks took advantage of the destruction of the ISN central offices to push up far higher than they would ever have been able to do before. By a combination of bootlicking and turning in anyone who might possibly express an independent thought they have cemented a hold on the news. Alison Higgins may be their public face but for every anchor there are a hundred ambitious field reporters, just waiting for a sign of weakness.

Mr Randall himself comes from a relatively wealthy family back on Earth that supported Clark long before the events of 2259. He always wanted to be a reporter; unfortunately he does not have much in the way of skills along that line. When Clark shut down ISN his father stepped in, making sure that his boy was in the right place at the right time to get a good job. From there Mr Randall's native talent for lying and applying pressure to people allowed him to land plum assignments. His journalism may be questionable but his connections with the current administration (and thus the men with the guns) are not.

The New ISN

Superficially, ISN retains the three-part structure described in *The Coming of Shadows*: Deep Space Reporting, EarthDome Oversight and Co-ordination. However, the actual functions of each of these three branches has radically changed over the last few years.

Deep Space Reporting is almost entirely gone. The old reporter crews no longer report back to Co-ordination. Many have prices on their heads. Being outside of the immediate reach of the President many continue to try to report the news, joining resistance bands or performing clandestine intelligence gathering on their own. Some are working with local governments to establish alternative news feeds for the folks back home. What deep space news does reach Earth comes entirely from military sources. Even if Co-ordination wished to question the information, they have no resources with which to do so.





EarthDome Oversight suffered heavy losses during the capture of ISN. Many of their reporters were killed outright. Others were not so lucky. They suffer in internment camps and psycho-rehabilitation clinics. A few managed to escape to join up with the Earth Resistance. The new breed of ISN reporters moved in relatively quickly, guided by ambition and a fine disregard for the truth – they say what the government wants said and wilfully disregard the truth.

The Co-ordination section of ISN, housed in the central broadcasting building, was the first to fall. The anchors and co-ordinators are universally imprisoned or dead. Unlike their less visible colleagues, most have not been tortured. Instead the administration is applying steady, grinding psychological alteration techniques to break them. Once broken, the anchors will be returned to duty.

The free ISN reporters represent a dangerous wildcard in Clark's bid for global domination. People still trust them. The common folk will believe what they say. A vast amount of the Ministry of Information's time and resources goes to hunting these individuals down before they can establish illicit transmission stations to reach the public with real news. So far the Ministry has had more success with the EarthDome Oversight reporters than their Deep Space counterparts. Oversight reporters were used to operating within the limits of the law, while their counterparts operated independently for years without much trouble.

Minbari War Syndrome

Although first touted out as a potential problem during this episode's stellarcast the so-called Minbari War Syndrome (MWS) may be a real pathological ailment affecting some of the surviving war veterans. Any war scars those who go through it. Most soldiers manage to recover with counselling and the acceptance of their people. A few

do not; these individuals display all of the symptoms of generic post-traumatic stress syndrome along with a host of ailments particular to the stresses that they suffered.

Veterans of the Earth/Minbari War may well suffer from the symptoms described; suggestibility, worship of the Minbari and a pathological desire to become Minbari themselves. In extreme cases this desire may require serious medical attention, especially if it becomes a fixed notion that the human is somehow a 'Minbari soul' trapped in a human body.

Characters with Minbari War Syndrome suffer a -4 penalty on their Will saving throws or Sense Motive skill checks to resist persuasion by a Minbari. They gain a +2 bonus on Charisma-based skill checks (other than Intimidation) targeting Minbari, due to their extensive study and aping of Minbari thought. 10% of these characters suffer from a pathological delusion that they must somehow become Minbari themselves.

Scenarios and Campaign Hooks

The events in 'The Illusion of Truth' span roughly two months of station time. During that time characters might find themselves involved with some or all of the following:

- ⑤ If the characters were formerly members of ISN they will be hunted fugitives in Earth space. They will also recognise what this 'news special' really means: Clark is about to move against Babylon 5. What they choose to do with the information is up to them.
- ⑤ Characters involved with station security may well discover another 'news crew' trying to sneak onto the station. This crew come from deep in alien territory; they want to produce a counter-documentary to refute the claims made by Clark's stooges. This does not mean that they will be any easier to deal with than the ISN crew that just came. Good intentions do not always equate to pleasant personalities.
- ⑤ Sheridan may send the Rangers out to find some of the scattered news crews. They have expertise he is going to need and their safe recovery or neutralisation could be of key importance in the upcoming propaganda war.
- ⑤ There is apparently a relatively active Earth Resistance movement. This movement is comprised of former

government officials, ex-military officers and various concerned citizens who want to free their world from martial law. Characters may act as members of the resistance, help to supply the resistance with weapons and information or work for Clark in trying to ferret these traitors out before they can cause any more damage.

- 5 Characters with loved ones who suffer from MWS will find them, and themselves, targeted by hate and rumourmongers. Their loved ones may even be kidnapped by the administration for 'treatment' at a psycho-rehabilitation centre. After all, having failed one war veteran the government must act in the interests of those who sacrificed so much for their world...

Atonement

Probable Start Date: June 2nd

Episode Synopsis: Sheridan sends Franklin and Marcus to Mars. Delenn returns home under orders from her clan elders. If she cannot provide them with a good reason, they will forbid her from seeing Sheridan ever again. While there she enters the Dreaming, a memory enhancement and sharing experience in which she discovers that she is a child of Valen. Rather than admit the truth, that their race already has human DNA, the elder suggests that she make a great sacrifice; become the female offering from the defeater to the defeated as a symbol of life and hope.

Episode Description

As Zack complains about his new uniform not fitting properly and is justifiably abused by the worker caste Minbari working on it for him, a Minbari ship approaches Babylon 5. Delenn greets the delegation. Their leader asks her if she will tell Sheridan that if the Dreaming does not go well she will not be allowed to return. She says no; she is either confident or choosing to protect him from something that he cannot change.

The station is off to a busy start. Ivanova, wearing the green sash of leadership, is off to a Drazi party. G'Kar gets his new eye, a prosthetic of human manufacture that provides blurry vision but can work outside of his body.

Sheridan encounters a tinsel-covered Ivanova on her way back to her quarters after the party. He is going to

speak with Delenn; the Minbari ambassador wants to have dinner, then finish their third night of watching. Sheridan protests, then relents after Delenn seems concerned. He will be return that evening, after his late meeting.

At this meeting he sends Marcus and Franklin off to contact the Mars Resistance. He needs to establish communications with the world outside of Babylon 5 so that they can begin to fight back. Franklin will go as a member of the command staff, with Marcus as his bodyguard. The two set out on the two week trip.

After watching him sleep for the third night, Delenn leaves for Minbar, taking a very stubborn Lennier with her. On her homeworld she faces the judgement of her clan. It is forbidden for a Minbari to take an alien as a lover or a mate. Now she seeks to do both. She must convince them to allow this for reasons other than love. Although she is doubtful that she can do so, since they have set the rules and forbid the only reasonable answer, she will obey their commands. They prepare the Whisper Gallery and Lennier offers to stand by her side.

The Whisper Gallery turns out to be a room filled by white mist, with flat beds scattered throughout. Before they enter both Delenn and Lennier drink a smoking beverage from a silver chalice. This beverage, perhaps a psycho-active substance, allows them to move through and relive Delenn's memories. A nervous Lennier asks Delenn if she has ever been in the Dreaming before; she says that in the past she was once guardian and guide to Dukhat.

As the Dreaming opens up, that memory becomes reality; a young Delenn in acolyte's robes coming before the greatest Minbari of his generation. He smiles at her, telling her that she has a proud heritage and there is nothing to fear in



the Dreaming other than what they bring with them. Here they may move forward and backwards, learning of things. The Dreaming then cuts to an image of Delenn screaming in a ship that is obviously under attack.

It then moves back to a different memory; the time that Dukhat pulled her from a mass of acolytes. He uses her to shame the Grey Council; they fear contact with the humans for a variety of reasons, whereas she herself is simply curious. From her point of view the humans are a mystery that the universe presents as a gift. Politeness requires that they at least try to understand. Her words shame them, making her more than a few enemies. In return, Dukhat takes the opportunity to make her his protégée, using the same words that Delenn will use with Lennier so many years later: 'I cannot have an aide who will not look up. You will be forever running into things.' He also teaches her one of the great lessons of power; never to use it as a bludgeon to get one's own way.

Over time he raises her to the Grey Council, allowing her to take her place as one of the three greatest religious caste Minbari of the age. During the ceremony they present a Triluminary to her; it responds to her by glowing. Afterwards Dukhat congratulates her for coming so far. He also tells her that he did not choose her by accident. There is something she should know. At that moment the alarm sounds and they move towards the council chamber. In it they see human ships, which Delenn recognises. The warrior caste commander tells Dukhat that they are approaching with gun ports open, a traditional sign of respect. Delenn sees Soul Hunters coming as well. Dukhat realises there is a problem but cannot correct it before the humans open fire.

The Dreaming then shows Delenn holding Dukhat in her arms as he tries to tell her something. She cannot hear him over the explosions. A member of the Grey Council comes to her at that point. The Council is divided as to what to do – attack or retreat. She screams for no mercy, demanding that they kill them all. Back in Whisper Gallery, Lennier is shocked but not horrified. She simply acted as the moment required. Despite his explanations, Delenn takes responsibility for her own actions and for the darkness that came afterwards.

Back in the Dreaming, after the death of the first group of humans, she asks if there is not time for wisdom now. Unfortunately the Minbari are a people gone mad; nothing



will stop them from waging this holy war. Their madness can only be exhausted in blood. Lennier offers a possible explanation for Delenn's actions. Her guilt for calling for the destruction of humanity has led her to attempt to atone by joining herself to Sheridan. Although he does not believe it himself, he feels this is the most likely conclusion that the clan leaders will draw from her experience. With that the Dreaming ends; Callenn, the Minbari who came for her on Babylon 5 calls her forth.

That night, as she considers the events of the Dreaming, Delenn comes to a different conclusion. She drags Lennier and Callenn in with her. There they hear Dukhat's final words; 'You are a child of Valen.'

A short time later, Lennier comes back from retrieving records from the Grey Council's archives. According to the information retrieved, Valen married and had children; children with mixed human and Minbari DNA. Since she herself is not pure, nor are any of the children of Valen, she should be free to marry whomever she wishes. Her children cannot be pure by any definition.

Callenn knew this; he begs her to keep the secret. She refuses. He set the rules, he demanded a reason. She has found one. He offers another. After a war in ancient times the two sides arranged a marriage – a woman from the victor's clan and a man from the loser's clan. It was a symbol of life and of hope. He could explain her choice as such a gift, a great sacrifice on her part. She turns away from him and his weakness.

Sheridan greets her when she comes back to Babylon 5. He accepts that she is never going to tell him what this was all about. She just smiles.



Elsewhere, in the cargo hold of an unnamed liner, Marcus plays with his denn'bok. He and Franklin banter a bit, then Marcus begins to sing about how he is the very model of a modern major general...

The Dreaming

The Dreaming is a Minbari ritual used by all three castes. The religious castes cloak it in symbolism, the worker caste in effort and the warrior caste in martial discipline, but the core tools remain the same; a psycho-active drug similar to Dust in some respects and an empty chamber filled with a mist laced with a similar substance that extends the trance.

Preparing for the Dreaming requires each individual to ingest a drug that stimulates their neural pathways, greatly enhancing their mnemonic abilities. Anyone who enters the chamber under the effects of the drug can cast their mind back into their history and to a limited extent plot the future forward using what they already know as a guide.

One person takes on the role of the seeker, searching through their memories for the truth. The other takes the role of the protector and guide, helping the seeker stay focused on the present. Thanks to the telepathy-enhancing effects of the drink and mists, the guide shares the seekers memories.

The seeker must make a Concentration check (DC 15) to initiate the Dreaming in a meaningful way. Each time he succeeds at this skill check, he finds another vision that might or might not assist him in his current quandary. He must also make a Will save (DC 15) to resist falling into

his own memories, losing track of the present. If he does so, then his guide may make a Will save (DC 15) to pull him back onto the path. If the guide fails, then he may attempt this Will save a second time at DC 18. If he fails a second time, then the seeker is lost and takes 1d4 Wisdom damage regaining his bearings. The seeker may also make a Concentration check (DC 25) to move forward rather than backwards in time, projecting logical conclusions from what he already knows. Doing this is subject to the same Will saves as moving backward.

It typically takes between four and six successful Concentration checks to uncover the information the seeker wishes to find. All three castes use the Dreaming as a means of discovering the truth about their own actions. The religious caste seeks out reasons. The worker caste seeks out the details of particular acts so that it can recreate them. The warrior caste seeks out perceptions and decisions, trying to understand the dynamics that lead to specific decisions.

Characters may enter the Dreaming of their own free will. More often they are sent on this dangerous journey by clan elders who wish to learn some otherwise unknown truth.

Callenn

'We do not wish to be cruel, Delenn. We want to try to help you understand yourself.'

8th Level Minbari Diplomat

Hit Points: 12

Initiative: +2 (+2 racial)

Speed: 30 ft.

DV: 12 (+2 Reflex)

Attacks: +4 melee or +4 ranged

Special Qualities: Contact (x4), Improved Diplomacy +2, Government Resources

Saves: Fort +4, Ref +2, Will +6

Abilities: Str 11, Dex 11, Con 10, Int 16, Wis 14, Cha 10

Skills: Appraise +14, Bluff +11, Concentration +5, Diplomacy +13, Gather Information +11, Knowledge (Minbari history) +16, Knowledge (Minbari law) +19, Sense Motive +15, Spot +13

Feats: Great Fortitude, Resist Scan, Skill Focus (Minbari law), Silent Tread

Languages: Adrenato, English, Fik, Lenn-Ah

Standard Equipment: Minbari robes.

With the breaking of the Grey Council, Satai Callenn and his brothers have returned to Minbar. There they have used their waning influence to establish power bases for themselves. Callenn himself moved back into the religious caste, acting as a negotiator and leader while Delenn led the fight in the far reaches of the galaxy.

Callenn is a proud man, very tied to tradition and culture. He might best be described as hidebound – compassionate and wise but so trapped by tradition that his own inclinations fall by the wayside. He uses his knowledge of the past as a weapon in these present days to try to maintain the fragile peace that is holding – just – since the shattering of the Grey Council.

Other Satai, with similar abilities, can be found in the religious and worker castes. The warrior caste Satai have thrown their backing behind the leader of the warrior caste, planning for the coming ascendancy of their people.

Scenarios and Campaign Hooks

'Atonement' deals primarily with a very closed off series of events; Delenn's encounter with the Dreaming and a power struggle between two remaining Satais. However, Sheridan's activities during this time, as well as the evolving struggle for Mars and Earth, present characters with the following options:

- ⑤ Minbari characters may find themselves called before their clan elders for consorting with aliens. As things fall apart on the homeworld, all three castes become increasingly insular. Associations that were once commonplace, or at least tolerated, suddenly become treasonous. Characters who made the mistake of involving themselves closely (even romantically) with non-Minbari will now have to answer for their actions.
- ⑤ The worker caste Satai and clan leaders face terrible choices. They must somehow save their homeworld from the destruction about to be unleashed by the religious and warrior castes. However, they lack the combat training to stop the warriors or the ability to debate that the religious caste respects. Instead they use the skills of craftsmanship and technology they possess to preserve as many historical treasures as they can. Minbari characters may find themselves called upon to

shepherd priceless artefacts. Non-Minbari characters of a less than honourable nature will discover a wonderful opportunity to loot rare treasures as the gentle workers flee their homeworld.

- ⑤ Rangers will not receive a break after the Shadows leave. They refit and re-equip, then head back out into the galaxy as peacekeepers and spies. Characters who work with the Rangers may find themselves working to penetrate Earth space, protecting League worlds suffering from internal strife, or fighting raiders and bandits who wish to take advantage of the major powers' growing weakness.
- ⑤ Characters who represent a planetary government may find themselves in a position similar to that of the Minbari. Great revolutions are often followed by civil wars; the end of the Great War is no exception. With the threat of the Shadows removed, intraracial tensions that were suppressed in the face of a common enemy boil back to the surface. Characters who went against their governments' interests, or made enemies back home, may find themselves dealing with a civil war or at least become banished from their home space.

Racing Mars

Probable Start Date: June 18th, 2261

Episode Synopsis: Franklin and Marcus reach Mars, only to find that the Shadows' servants have corrupted their contact. Ivanova makes a deal with the black marketeers to bring in food and supplies. Garibaldi attacks Sheridan and then agrees to help a mysterious force capture the Captain. Delenn suggests that Sheridan might have better things to do than mope around.

Episode Description

The episode opens with Sheridan sitting in his office, fretting away at logistical reports that indicate the station has only two to three months of reserve supplies and resources left. Susan enters, stating that she will take care of it by dealing with the black market – and then relieves him of command. After facing his own bargaining tactics, Sheridan accepts that he will have to take a few days of personal time.

Meanwhile, Franklin and Marcus sit in yet another unappealing cargo hold, playing a game of 'I Spy'. Just as Franklin reaches the breaking point, Marcus vanishes into the hold's shadows. Moments later he reappears, grappling a fellow lurker. It turns out that the lurker is the brother of the ship's captain. They banter a for a while, then Marcus



settles down on one side of the hold to eat a meal bar, while the lurker eats self-heating meals over on the other side.

Back on the station Sheridan, is having a bit of trouble finding anything to watch other than ISN propaganda. After watching the scene where Garibaldi turns on the station, he heads off to confront the former Chief of Security about his behaviour.

He finds him down in the Zocalo. There, Sheridan confronts him about his behaviour. During the heated exchange, both men rapidly become unreasonable. Garibaldi says that the Captain has established a cult of personality around himself; the mission is no longer important, just the man. Sheridan refuses to believe that. He sees Garibaldi's words as a simple excuse for poor behaviour. The two former friends part under the watchful eye of an unknown third party.

On the space transport, the lurker, Captain Jack by name, finally gives the recognition code for the Mars Resistance. As Franklin tears into a decent meal for the first time in weeks, Marcus tries to work out why he did not give the signal immediately. Captain Jack was testing them – he is always careful with first contacts. Since he does not usually have to handle pairs, he had to make a few adjustments to the usual arrangements. The pair of identification cards he secured identifies the two as a married couple on their honeymoon. Franklin's look of fear is justified moments later when the ever mercurial Marcus launches into yet another light-hearted routine.

Back on Babylon 5, the third party, a gentleman named Wade, approaches Garibaldi as he moves through the station. He asks if Garibaldi believes that an otherwise good man might become a dangerous to the cause. Michael leaves, but not before he considers the softly spoken agent's words.

Franklin and Marcus finally make it down to Mars, where Captain Jack reveals to them the extent of the information blackout. Not only do the run of the mill folks on Earth have no information about Babylon 5, they do not even realise that a war to save the galaxy and everyone in it was fought and won by the forces of

Light. Marcus is justifiably upset; this is the first time he has ever been a war hero and no one knows about it.

Meanwhile, Ivanova receives a special cargo – a group of well-known smugglers. These individuals are not happy to see her but they do listen to her proposal. In return for bringing on board as many supplies as they possibly can, Susan will forget a few criminal misdeeds, service their ships and pay them a reasonable profit. It takes a bit of intimidation but they eventually warm to her idea.

Deep under the Martian surface, Franklin, Marcus and Captain Jack seek the Resistance. Finding them is only the start of the struggle. The resistance fighters demonstrate the kind of sensible paranoia that keeps them alive while bloodhound units hunt the world for them. The resistance takes their real identification cards, hoping to match the DNA sequences. They will also try to send a message back



to Babylon 5 to verify that they were the individuals sent. If there is a problem the resistance will simply kill them and sort it out later.

On the station, Delenn finds Sheridan in the Zen garden. He opens up to her about his frustrations with Mr Garibaldi. It seems that for him, wars are far easier than relationships. With that in mind he asks Delenn what she wanted. She was hoping to engage in another ritual this evening. When he asks how many of these rituals there might be, she answers with 47, then reconsiders and increases the total to 50. This, she claims, is why Minbari do not have problems with relationships. Having a ritual for everything insures that things go well. Tonight's ritual is Sha'fal; the third movement of preparation and mutual understanding. The couple spend the night together finding one another's centres of pleasure in a prayerful and reverent manner. He is welcome to join her, assuming that he cannot find something of equal value there in the garden.

As Marcus and Franklin sweat underground on Mars, Captain Jack eats yet another self-heating meal while wearing his trench coat. He sits down with Franklin while they wait, talking about his daughter and how he could not find anything for Number One on Denab VII. Then the resistance fighters storm in. It seems that their identification cards do not match their DNA sequences. Just before the fighters open fire, Number One comes in. Captain Jack opens fire on her – Franklin and Marcus seize weapons and Marcus shoots something that was attached to Captain Jack. The traitor escapes and flees for the surface.

A short time later Franklin is dissecting the creature Marcus shot off Captain Jack. It appears to be some kind of biomechanical control device; a living and self controlled creature, manufactured to take over its host at a neural level. He is guessing that it can control the host but does not notice or care about the little things, like Captain Jack wearing his jacket even though he was sweating. Number One calls on Jack, asking him not to do anything stupid. Everything is okay; he can return to base. Captain Jack tells her that they put that thing on him and that it always, always grows back. Then he activates a thermal grenade before the creature regenerates enough to take over once more. The resulting explosion is impressive, yet does not destroy the Mars transport tube.

Before going to spend time with Delenn, Sheridan makes one more effort to get through to his old friend.



Unfortunately a Brakiri woman who buys into some of the legends approaches him as the two start talking. Garibaldi quickly becomes angry then irrationally lashes out at the woman. Sheridan protests and Garibaldi hits him squarely in the jaw. Sheridan shakes off the blow. For the sake of their friendship, he will let Michael have that one shot for free.

When he enters Delenn's room, Sheridan finds yet another surprise; a group of the Minbari religious caste, there to pray for them during the ceremony. Although he protests, Delenn will not take no for an answer. She drags him off. Some time later Sheridan leaves her chambers, only to meet a disapproving Lennier in the elevator. It seems that he did not demonstrate sufficient self control and dignity during the ceremony.

On Mars, Number One tells Franklin and Marcus that the resistance leaders will arrive in a few days. Meanwhile they can join her for dinner. She has also arranged for quarters for them at the Red Planet Hotel; for some reason they insisted on booking the honeymoon suite.

Back on Babylon 5, Wade approaches Garibaldi. The former security officer agrees that Sheridan lost track of the important things some time ago. He will betray his former commander but he will not hurt him. Wade says that they would not ask him to. Just give him to them when they ask. Garibaldi agrees.

Keepers

Although no one knows exactly where they come from at this point, at least three of these biomechanical terrors have appeared on characters; the Regent Virinir, Captain Jack and the future Emperor Mollari. The effects on the Regent are not yet clear. Captain Jack, on the other hand, betrayed

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a lifetime of belief and training to open fire on a person that he respected, all under the creature's influence.

The most obvious part of the 'keeper' manifests as a tentacled creature sitting on the host creature's shoulder. It has grey/green skin and a single eye with a golden iris and slit pupil. The tentacles wrap around the host's shoulder and neck. It can hide itself by blending, giving it Hide +12 for the purposes of avoiding being spotted by an observer. Once spotted, it has a DV equal to the host's +4 and 4 hit points.

The obvious part of a keeper represents only a small portion of its total body. The creature's micro-fibres extend throughout the host's body, penetrating his nervous system and organs on a wide variety of levels. It places a redundant set of its own organs down among the host's own, allowing it to survive the destruction of its outward form with only minimal difficulty. If the outer aspect is harmed it can regenerate itself in the space of an hour.

In order to take control of their host, a keeper may either inflict pain or simply directly take over. When it exerts pain, it inflicts 1 point of temporary Constitution damage per round on the host. When it attempts to directly take over, the target may make a Will save (DC 10, +1 for every month that the keeper has lived on the host, maximum DC of 30) to resist. The keeper may use any of the host's skills at a -4 penalty while it is in control – it may also use the host's base attack bonus with the same penalty.

A keeper exerts control over the host's actions, not his thoughts. In the words of one host, 'It does not care why I do what I do, so long as I do it'. The keeper does not as a general rule rummage through the host's mind looking for reasons. It is a simpleminded creature in many respects; so long as it gets what its masters want, it leaves the host in peace.

Keepers live in intimate contact with their host but lack the resources to deal with the more exotic substances that intelligent life routinely ingests. A keeper automatically fails any Fortitude save to resist the effects of a drug or alcohol the first time it is imbibed by the host. Subsequent drug or alcohol use gives the keeper a cumulative 5% chance (maximum of 75%) of resisting the effects.

In Season 4 it is reasonable to assume that the keepers come from one of the many Shadow allies who fled Z'ha'dum. In Season 5 it will become obvious that they are telepathic minions of the Drakh, a race of former slaves who wish to rise to the level of masters themselves.

Scenarios and Campaign Hooks

In 'Racing Mars' the world takes another turn, this time headed down the path of civil war. Characters may find themselves racing to head off yet another war, even though powerful forces urge them to once more sound the drums. In this environment they might do any of the following:

- 5 Freedom fighters in a Mars Resistance cell must decide whether they will answer Number One's call for a meeting. Movement across occupied Mars, even in the underground tunnels, exposes the entire cell to attack. If a leader moves by himself, leaving his cell behind, he is more inconspicuous but also a great deal more vulnerable. Alternately, resistance or Ranger characters already on Mars may receive word that a cell leader has fallen to EarthForce; if it is true then they must get him back, if it is false then they will be walking into a trap.
- 5 Rangers or others who live on the fringes of society may start to run into key contacts subverted by keepers. Discovering the origin of these strange, insidious creatures would create an adventure in and of itself. Surviving the knowledge would take even more effort; the Drakh are not strong yet, but they have enough resources to crush an individual or a small group.
- 5 Smugglers dragged bodily in front of Commander Ivanova suddenly find themselves in the humanitarian business. Their contacts and those from whom they buy their usual goods will either have to join them or create new contacts (possibly the characters). In either case the risks of smuggling to Babylon 5 are severe – even if EarthForce does not summarily open fire, any breaking of the embargo carries with it stiff legal fines. Such risk is the sort of thing that many criminals thrive on though; anything worth doing should be very, very dangerous.
- 5 Sheridan's rapidly growing cult bothers people other than Mr Garibaldi. Brother Theo's monks and other individuals with strong religious convictions may find themselves engaged in an anti-propaganda campaign. The fact that the Captain himself does not feed the rumours has nothing to do with his cult, which will quickly solidify around a handful of charismatic con-artists if something is not done to prevent it.
- 5 Although not mentioned in this episode, the raid on Eros colony referred to in 'Conflicts of Interest' should occur at or around this time. There are numerous minor colonies, both Earth and League, left open to raider

attacks at this time. Characters might take a hand in defending them, or characters involved with raiders may find a great deal of credits for the taking from these helpless civilians.

Lines of Communication

Probable Start Date: June 21st

Episode Synopsis: Marcus and Franklin talk the Mars Resistance into working with Sheridan rather than stirring up resentment. Sheridan talks Susan into running 'The Voice of the Resistance', a stellarcast designed to spread the truth rather than Clark's propaganda. Delenn discovers that her home stands on the brink of civil war and one of her close friends takes her to speak with former servants of the Shadows.

Episode Description

The episode opens with Sheridan listening to yet another ISN broadcast about his madness. He realises that President Clark is laying the foundation for an attack but does not yet know how to counter the propaganda war. Far away on Mars, Franklin is sending out a message to let Babylon 5 know that the plan continues to progress. He does not expect a response but does hope that they will hear his transmission.

The transmission's cryptic nature sparks laughter and a barbed comment from Number One. She has very little to laugh about these days. By the end of the year she expects Mars Resistance to be a memory. EarthForce controls almost 75% of the planet; it is just a matter of time until the Resistance loses its last boltholes. At that moment even

worse news comes in; moments ago a bomb exploded in the Red Planet Hotel, killing an EarthForce military unit and 10 civilians.

On the station, Delenn receives a similar terrorism report from one of her many contacts in the religious caste. The o'Norsi, a peaceful agrarian people, have recently suffered attacks by raiders. The warrior caste refuses to intervene despite the agreements between the two people. At that moment flowerlike ships dance around a transport, slashing at it with beams of coherent light.

In response to this news Delenn takes a squadron of White Stars out to the Minbari border. On her way out she stops by to let Sheridan know she will be away for a few days to deal with a raider problem. He admits to knowing that similar incidents have taken place in Pak'ma'ra space. Then he protests her departure, suggesting that perhaps someone else could go; for a moment his protective instinct getting the better of his good sense. Delenn smiles and then suggests that he never forget who she is or what she can do.

Back on Mars, Number One confronts one of the leaders who entered her territory for the meeting. She hurls him against the wall, demanding an explanation for the attack. Phillipe, the leader, complains that Donovan would have approved. Number One points out that Donovan is back on Earth and she runs Mars. No one blows up anything without authorisation. As she storms off he asks her if she treats all of her former lovers this way. Her angry 'yes' does not set him at ease.

Sheridan's obsession with watching people call him insane finally sparks a revelation. Like all good revelations, this

one seeks to express itself to someone, in this case the hapless Ivanova, who is trying to catch one uninterrupted night of sleep. He drags her out of bed, babbling about how the truth cannot be killed... or perhaps it can but it will always come back to haunt you. Once she gets her uniform on he hauls her to the War Room. Here, he says, they will start to let the truth be known. He mentions one of the key concepts of the season – the duration is longer than the war. In order to help spread the truth they will open up 'The Voice of the Resistance', a stellarcast hosted by Susan and modelled on the old World War II resistance broadcasts; real news, encouragement and the truth until



Clark comes to shut them down. Susan struggles a bit mostly for forms sake, knowing full well that the Captain will get his way in this.

Onboard a White Star, Delenn expresses her worries about events back home. Her companion, Forell, voices rumours that the warrior caste wishes to form its own council. They also speak briefly of potential problems in Sakar and Durrn. Rumour claims the warriors drove the religious caste into the wastes; if true, such actions would be tragic.

Back on Mars, Franklin faces a not entirely friendly crowd of resistance leaders. They are still bitter about Sheridan's role in putting down the food riots. A handful of Earth Resistance leaders also wonder exactly what Sheridan can do for them. Franklin tries to persuade them around to the Captain's way of thinking. He wants them to sign on with a new agenda including:

- 5 Going after Clark, not the position of the President.
- 5 Stop bombing civilian targets because it just drives people away.
- 5 Accept that the struggle for Mars is just part of a larger struggle.

He also reveals to them that the creature found on Captain Jack was most likely from the Shadows, who were the allies of President Clark. The meeting then dissolves into conflict and disagreements.

When Delenn enters o'Norsi space she immediately receives a message from a damaged Pak'ma'ra military transport. She moves to assist, immediately encountering a number of unknown but obviously military vessels. Thanks to her experience with the humans she takes cautious steps, trying to communicate with them before hostilities break out. When they transmit back in Minbari she realises this is not a first contact situation. Forell draws a weapon on her, using the threat of force to make her listen to what they have to say. She agrees, sending the White Stars away from the damaged transport and towards whatever fate awaits them with the strange ships.

On Mars, Number One comes to speak with Franklin. The Resistance leaders agreed to his proposal, even though he is a poor liar. He pretends to be shocked that she would suggest that. Her point, and one that he cannot reject, is that Sheridan had no way of knowing about the

bombings. The support was appreciated though. When she leaves, Marcus teases Franklin that Number One is looking for more than just a bit of support. His point is proven a few moments later – she invites Franklin out to dinner and suggests that Marcus stands guard duty.

In Minbari space, Delenn and the White Stars approach a massive mothership. The unknown aliens send over a flower like shuttle. The creature that comes out is hard to make out, blurred by some kind of field surrounding it. It moves through the ship, joining her on the bridge. There it speaks through a translator. It is a 'Drakh', or perhaps they are all 'Drakh'. Forell reveals that the rumours he mentioned are not rumours but facts; the warrior caste has established a new council and drove his family out of the city and into the wastes. There they died from the cold and hunger before they could reach another city.

She negotiates with the Drakh, with Forell harping on about how the religious caste must have allies. She sees them as thieves and raiders. Forell argues the alien's side, saying that they recently lost their homeworld to some kind of natural disaster. After they discuss how to use such allies, the Drakh prepares to leave. Forell then calls Delenn





by name, causing the creature to turn, then hurry off the ship.

That sparks a Drakh attack, which the White Stars narrowly avoid by skimming the surface of the Drakh mothership. Once they reach full speed the White Stars break away, taking a pounding as they retreat. White Star 16 explodes under concentrated fire. Forell dies in the attack, using his last breath to whisper an apology. Delenn claims the fault as her own as she has been away for far too long. Then she turns around and launches an attack on the Drakh, using the full fury of the White Stars to inflict terrible punishment. They destroy the Drakh fleet and the mothership.

When she comes back to Babylon 5 she walks into the new broadcasting station for the Voice of the Resistance. It seems to her to be a quintessentially human endeavour. They discuss the new variable of the Drakh as well as the problems on Minbar. Although Sheridan does not like the thought of it, he agrees that they must deal with their worlds separately. Before she leaves though, he schedules one last dinner together.

Back on Mars, Marcus stands guard duty while Franklin and Number One get to know each other a little better...

Hijacking Communications

Earth Alliance space spends the majority of 2260 and 2261 in a state of perpetual jamming. Communications other than official broadcasts and Gold Channel military communications must be heavily encoded to move through the few remaining legitimate channels without attracting notice.

The Ministry of Information and their ISN cronies monitor normal channels of communication (i.e. local

links, radio and planetary telecom traffic). The sheer volume of such traffic prevents them from listening personally to every single message. Instead they rely on sophisticated pattern recognition algorithms to 'flag' dangerous messages. Characters trying to pass information using the open channels may make a Bluff check (DC 20) to avoid saying anything that these monitoring programs might recognise.

Alternately a character with sufficient levels of skill with computers might try to establish a secure channel through the existing network. Establishing the channel requires a Computer Use skill check (DC 20). Every minute that the channel remains open the person that opened it must make another Computer Use skill check (DC 20, +2 for each minute of operation) to avoid detection. Once the system detects an illegitimate channel, it requires attempts to track the two ends points. Every round the character must make a Computer Use skill check (DC 20, +2 per round) to prevent the trace.

Interstellar communications, having fewer access points and relying on complex tachyon relays, are even more closely monitored. Sending a message on an unsecured channel without triggering an alarm requires a Bluff check (DC 25). Establishing a secure channel starts at a base DC of 25 and goes up from there using the same rules as local channels.

Scenarios and Campaign Hooks

The theme of 'Lines of Communication' revolves around the effort to establish exchange between disparate groups. In this environment they might do any of the following:

- ⑤ Rangers operating deep in Earth space, or on Earth itself, find the Resistance in a state of disarray. Clark's martial law and hidden bloodhound units have destroyed the lines of communication between the various cells. Re-establishing good communications and co-ordinating the efforts of the Resistance forces will put the characters at great risk, but will allow them to make a critical contribution to the coming war with Clark.
- ⑤ Characters who would like to work with EarthDome could take the role of enforcers involved with the Ministry of Information's efforts to 'purify communications'. With flagged communications coming in from all over the world, they will have their hands full stamping out rebels and other undesirables.

5 Some of the warrior caste Minbari might disagree with the decision not to honour their treaties. A group of Minbari characters (or one with a Minbari leader) may find themselves patrolling Minbari space and fighting off raiders and Drakh while their leaders sort things out back home.

5 Characters with ties to Minbar (Minbari and Rangers particularly but also anyone with friends there) could be drawn into the events of the Minbari civil war. The warrior and religious castes are fighting one another for dominance while the worker caste tries to preserve the past and the future.

Conflicts of Interest

Probable Start Date: July 7th

Episode Synopsis: Mr Garibaldi abuses his position and faces the love of his life. Unfortunately she married another man after he abandoned her on Mars. Sheridan lays the groundwork for an alliance of protection among the League worlds and major powers. Ivanova, guided by a little help from her friends, gets the Voice of the Resistance online and beaming into Earth space.

Episode Description

Garibaldi meets with a client at his table in the Zocalo. Another client, who expresses his frustration at being called up again for another pointless meeting, interrupts his meeting. He wants his daughter, not endless questions and bills. After allowing the man to rant for a bit, Garibaldi suggests that he turn around. There he finds his daughter. Garibaldi then hands him a bill for 30% of his fees. A short distance away Wade decides to give Mr Garibaldi an assignment. If he completes it then he is the right man. If not – well, Mr Garibaldi is highly expendable.

At the same time Sheridan asks Zack to relieve Garibaldi of his security card, link and weapon. Although Zack protests, he acquiesces in the face of regulations and the Captain's concern about Mr Garibaldi's current company.

The scene cuts to Franklin as he examines the now mostly completed Voice of the Resistance studio. Susan is excited; they will be ready to broadcast shortly but do not have the power to get much beyond their current sector. Although she has been thinking about it for weeks

she cannot find a way around that last problem. After a moment or two of thought Franklin suggests that Epsilon III might have enough power to spare. Narrowing avoiding death by agreeing with Ivanova as she appropriates the idea, he escapes back to Medlab while she makes her way to the planet surface.

After putting it off for as long as possible Zack goes down to have a chat with his old boss. Garibaldi surrenders his link and card without a struggle but makes a fuss over the gun and its backup. He turns it from a regulation situation into a personal attack; how could Zack choose to betray him? The hurt and anger between the two continues to grow, at least on Mr Garibaldi's part.

Back in his quarters Garibaldi watches Bugs Bunny torment Daffy Duck by changing the world around him again, and again, and again. Wade comes to give him a mission – get someone and something through customs without any record of their presence. With his 'betrayal' fresh in his mind, Garibaldi agrees.

Down on Epsilon III, Susan wanders the empty corridors looking for someone to help. There she meets Zathras. Well, she meets *a* Zathras; it turns out that there were ten of them, although there are only nine now. The Zathras she meets, a being highly trained in crisis management who likes to talk to dirt, is willing to help her after ranting for a while.

High above, Garibaldi leads Wade away from the docking bays. Wade's scepticism aside, the former Security Chief knows his business. Using a backup security card he walks through a sealed bulkhead and into the loading areas. There Wade tells him that unforeseen events changed the plans a bit. The contact sent his wife instead. At that moment he



catches sight of Lise Hampton, his former lover whom he abandoned on Mars to follow Sinclair. Wade, seeing the moment of hesitation in Garibaldi's movement, asks if he knows her.

Back in Mr Garibaldi's rooms, the former lovers get into a heated fight. After Lise divorced her first husband, Franz, she lost everything. Bill Edgars, the man with more money than God and who owns half of MarsDome took her in. They fell in love and she married again. After swallowing this bitter pill Garibaldi tells her that she's already broken his heart one more time than she's allowed. He will forget that this ever happened, without the use of a bottle. Wade intrudes at that moment with news about a meeting in Downbelow.

In the Captain's office a very different meeting begins. Sheridan asks the Narn and the Centauri to allow the White Star fleet onto their borders, acting as a patrol force with the mandate to stop raiders and other undesirables. Both of the proud ambassadors agree after considerable struggling. Interestingly, when Sheridan mentions the Drakh, Londo admits that the Centauri have some legends of them; the sort of stories that one frightens young children with.

In the security office Zack discovers the consequences of his reluctance to deal harshly with Mr Garibaldi. He discovers his former superior's abuse of his backup identity card. Frustrated and a bit annoyed, Zack orders the computer to delete all of Mr Garibaldi's identification cards from the system.

In Downbelow, Mr Garibaldi looks worried. The contact arrives for the meeting, delivering an isocube enclosed vial containing a serum for a telepathic plague that might wipe out all human telepaths. For now, Edgars Industries wants to keep this under wraps in order to avoid spreading a panic. The vial itself turns out to be worth a fortune. Half a million credits went into the contents, along with three years of work by human and alien researchers. Just as they get ready to leave a fight breaks out, with PPG fire gunning down their contact.

After a running fight, Garibaldi seals Wade, Lise and himself into a bulkhead room. There he discovers that Zack deleted his identity cards. Thinking fast, he sends the other two up into the vents and down the station, while he stays near the vent access point to cover their



trail. When one of the attackers pokes his head up into the vent Garibaldi refrains from killing him, then races down the corridor after the man gives him a strange look. Just as he recalls the other two, PPG fire erupts through the vent in front of them. He drags them off, telling them they are headed to Docking Bay 3.

They drop out of the vents in Red Sector. When Lise questions him, Garibaldi tells her that their pursuers were probably telepaths. He gave them a lie to broadcast and selected an alternate destination. Garibaldi hands Lise over to Wade for smuggling off the station, sending him down to in the Zocalo for a false ID card. He then grabs a security guard, passing the word to Zack that the shooters are in Bay 3.

In Docking Bay 3 Zack captures the shooters. They commit suicide rather than face questioning. When Garibaldi arrives, Zack grabs him to go face some hard questions with the Captain. Although his former friend is not happy with him, Garibaldi places the blame for the dead bodies strictly on Zack's head. Sheridan allows him to leave but not before threatening him with shutting down his new business.

To cap off a very bad day Garibaldi finds a message from Lise Hampton. After verifying that it is not from Lise Hampton-Edgars he deletes it without listening to it. Some time later he receives a message from Mr Edgars. Lise arrived safe and sound back on Mars. The mysterious businessman offers Mr Garibaldi a retainer for future services. He also tells Mr Garibaldi that, in time, he will have to come to Mars.

Finally, the first broadcast of 'The Voice of the Resistance' pierces through space. Commander Ivanova smiles and states to all who can listen that the truth is back in business.

Isocubes

When something fairly small absolutely must be protected, the very rich and technologically sophisticated encase it in an isocube. Constructed specifically for the item it encases, the isocube can only be unlocked by the application of a specific molecular key. Without that key the seamless, super-dense material will resist any effort to open it short of direct attack with high energy weapons.

Isocubes have hardness 40 and 200 hit points. They can contain an object no larger than 10 centimetres on any given side. When it is created the isocube manufacturer also generates the isocube 'key', a black button approximately 1 cm across that contains a hideously complex molecule. The substance of the isocube reacts to the button, cracking open when it is applied and sealing back when it is removed.

Creating a false 'key' for an isocube takes considerable resources but can be done. In order to succeed the character wishing to open it must have access to a molecular chemistry lab. He first makes a Technical (electronics) skill check (DC 30) to scan the cube and determine the opening sequence. He must then make a Knowledge (chemistry) skill check (DC 35) to synthesise the compound. If he fails by more than 4 points the isocube will immediately implode when exposed to the false key, destroying the contents.

Wade

'Everything is illusion, Mr Garibaldi; constructs of light, language, metaphor.'

6th Level Human Agent

Hit Points: 17

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 30 ft.

DV: 16 (+6 Reflex)

Attacks: +4 melee or +5 ranged

Special Qualities: Security Systems, Skill Mastery (Gather Information, Sense Motive), Sneak Attack +1d6

Saves: Fort +2, Ref +6, Will +5

Abilities: Str 11, Dex 12, Con 10, Int 14, Wis 16, Cha 12



Skills: Bluff +10, Computer Use +11, Knowledge (literature) +6, Gather Information +10, Hide +10, Move Silently +10, Pick Pocket +10, Search +11, Sense Motive +12

Feats: Improved Initiative, Point Blank Shot, Rapid Shot, Weapon Focus (PPG)

Languages: English

Standard Equipment: W&G Model 10 PPG, Gloves

When he finished his MA in literature the young Wade found himself in the real world for the first time. Adrift without much in the way of marketable skills he took a bold step, calling Mr Edgars personally. Surprised and impressed by the young man's gumption, the billionaire invited him over for a short interview. Wade wanted some pointers to a decent job; what he got instead was an offer to become Mr Edgars' personal assistant.

Over the years the two men came to trust one another implicitly. Wade trusts that Mr Edgars will do the right thing for his company and his people, and has the vision to see a bold new world unimaginable to others. Mr Edgars knows that Wade will take care of things for him, ferreting out secrets that others would rather never saw the light of day. Between the two of them they know most of what goes on in Earth Space. They also wield considerable power to shape Earth policy, though they take care never to show it.

Wade's involvement with any group of characters will always start at a distance. He likes to watch the people he employs for several weeks before contacting them. When he does, it is usually with a somewhat dangerous but not overly taxing mission. If they perform well, he can arrange for additional work to swing their way. If they fail, they will never know who sponsored the mission in the first place.

Scenarios and Campaign

Hooks

'Conflicts of Interest' explores how the various characters of Babylon 5 deal with conflicts between their duty, their current situations, what they know they should do and what they have to do. These conflicts make an excellent starting off place for stories for the characters to become involved with, including:

- 5 Someone had to do the work of creating the telepath serum (and the virus that it counters). The series passes over this epic quest with a few lines but characters could be involved with it from the initial preparations in 2258. From finding the scientists, to protecting them, hunting down leaks, dealing with the 'aliens' who helped and eventually ferrying the results back into Earth space, the research could be as mundane or as exciting as the Games Master wishes it to be. As a grand finale to such an adventure, having the character's pack up their research base while a Vorlon planet killer comes screaming out of the stars seems entirely plausible.
- 5 Characters involved in the same business as Mr Garibaldi will clearly have their work cut out for them. The chaos of the war does not end when the Shadows leave; if anything it gets worse as the various worlds turn inward on themselves. Agents who find people and lost things will be quite busy. Unfortunately, the forces that initially caused the separation are still in play; raiders, chaos and the movement of millions of people can obscure even the most obvious trail.
- 5 The Drakh have obviously become a threat. Their raids on various weaker races seem likely to cause even greater disruption in the future. In the series they fall back without much of a fight but in a game with a number of Ranger or other military characters there could well be a small-scale war. Once the Drakh realise that they will not be able to conquer the galaxy through force they turn their attention to their secondary plan of subverting and using Centauri Prime.

Rumours, Bargains and Lies

Probable Start Date: June 24th or July 9th (*Note:* Continuity demands that this episode follow 'Conflicts of Interest', which happens roughly two weeks after 'Racing Mars' based on travel times. However, we also know that Delenn has only been gone for three days.)

Episode Synopsis: Sheridan convinces the League of a non-existent threat, setting in motion a chain of events ending with them bullying him into doing what he wanted to do in the first place. Ivanova continues with her broadcasts. Delenn and Neroon agree that neither of their castes can win this war. Lennier saves the lives and the honour of the religious class zealots who did not trust his love, almost paying for his heroism with his life.

Episode Description

Early in the morning the command staff file past Captain Sheridan with their breakfasts. As they start to complain among themselves about just how much of a pain it is to talk the League into doing things for their own good every four months, he starts to laugh. Jumping up, he tells Marcus to go out to Sector 87 and wait for orders. When he leaves Susan sniffs his cup, because one never knows. Somewhere in hyperspace Delenn anxiously awaits news from her homeworld. The main beacon is down though, so they can only get local transmissions. War between the warrior and religious castes has finally begun.

Delenn retires to a holo-chamber where she views pictures of her beloved home. When Lennier comes in to sit with her she wonders out loud if she caused these things to be by breaking the Grey Council. When Lennier tries to comfort her with the words of Valen she rebuffs him. They both



know that Valen was in truth Sinclair; when he left the present the future became fluid. A frustrated Lennier then tells her the truth. The Grey Council imposed balance and peace. Once she removed it the castes went back to the old ways. Delenn resolves to stop the fighting regardless of the cost. Lennier then tells her that he contacted Neroon. With that he leaves, commenting as he does so that it was a beautiful city.

On Babylon 5, Londo undergoes yet another initiation in the strange ways of human psychology. After the browbeating he inflicted to get Londo to accept the White Stars on his borders Sheridan now wants him to deny having them there at all. After enough banter the befuddled Centauri agrees to do as the Captain asks.

Back in hyperspace, Delenn boards a Sharlin cruiser. There she finds groups of religious and warrior caste members staring at each other. Standing behind the warriors is Neroon, once Satai and a continual problem for Delenn since 2258. She walks through the warriors, inviting Neroon to speak with her alone. He goes with her, shocked that she would dare to be alone with a warrior. As they leave the angry religious caste members gather around Lennier. They do not want to have the warriors on board as honoured guests after all they have done. They also speak of rumours that Delenn will surrender to the warrior caste.

In private, Delenn speaks to Neroon about trust, faith and her need for his help in order to stop this insanity. Neither caste can be allowed to win the war. He asks her why she trusts him of all people. She tells him that while they have never been friends, they have always been honest enemies and he has always acted in the best interests of their people. Neroon accepts the almost compliment. Delenn has a plan for stopping this but she must get their attention first. He listens for a while, then agrees to help; it will be a challenge and he has always loved a challenge.

On Babylon 5, the Drazil ambassador begins to fall into Sheridan's trap. He approaches the Captain as he hurries towards C&C. Sheridan rapidly doublespeaks his way around the Drazil's increasingly concerned requests for information about White Stars seen in Centauri space. After leaving the confused ambassador behind, Sheridan then orders Marcus to open fire on some innocent rocks out in Sector 80. Marcus almost protests but carries out his orders. With another thread in the web woven, the



mysterious Captain goes to speak with Stephen Franklin about something.

Meanwhile, an increasingly concerned Drazil ambassador tries to get a straight answer out of Londo. Londo, for once able to heap abuse on someone else without fear of repercussions, does a fine job of saying that the White Stars have never patrolled Centauri borders. The ambassador leaves the prime minister, meeting with his League colleagues in the hall just outside. He knows that Londo lied to him but does not know exactly why. They think that something must be going on yet cannot tell what it might be. At that moment Stephen walks up. Seeing them all in one place, he asks them to send a request to their governments for as much blood as they can spare. When asked why, he claims there is no reason – it is just in case. He leaves them in a state of suppressed panic.

Somewhere in hyperspace, the religious caste crew of the Sharlin come to a hard decision. Based on the rumours and Delenn's polite behaviour they believe that she will in fact surrender to the warrior caste. One of them also quotes her out of context, when she commented that the religious caste cannot be allowed to win this war. Based on this they decide to commit suicide, taking the ship and all aboard into the furthest reaches of hyperspace. They siphon off a bit of the fuel and ready it with a time-release valve to vent it into the air supply. As they break up, Lennier moves from the hidden spot where he overheard them.

As Susan prepares for her Voice of the Resistance broadcast, Sheridan comes in to watch. Susan shares with him a promising piece of news; three quarters of Clark's cabinet resigned when he declared martial law. He nods in response and then asks her to plant a story for him. She protests that they cannot just plant stories; it goes against

everything they are working for. He agrees but then tells her to mention prominently that nothing happened in Sector 83 by 9 by 12 today. Much like Londo, she does not understand but she does as he requests.

In the Zocalo her broadcast reaches the intended ears. Piecing together Londo's refusal to answer their questions, the announcement that nothing happened in an empty sector, Franklin's request for blood and the White Star's firing on empty asteroids, they conclude that there must be an invisible enemy only detectable to the White Star's scanners. In panic they break up, certain of only one thing; they cannot endure this discrimination at the hands of the greater powers.

In hyperspace, Neroon is attacked by one of his own warriors. Although not seriously harmed, the warrior is shocked. Delenn sends him to get medical care. She dispatches the attacker to the brig with a copy of the sacred scrolls so that he may learn a better way to solve problems. Then she turns to her brothers and sisters in the religious caste. In her view the warriors would rather be martyrs. She wants her friends, the steady rock under her feet, to keep an eye on the warriors from now on. Neither side may be allowed to win, regardless of the actions of a few.

Elsewhere in the Sharlin, Lennier deactivates the time-release valve. When the religious caste members rush to him, he asks them; 'Have we fallen so far we cannot even trust ourselves?' He leaves them with that question as he passes out.

Later, Neroon and Delenn speak about the young Minbari and his role in her life. She has trained him as Dukhat trained her. After listening to her, the warrior admits that he has not always thought well of her. But now he can see

that Dukhat chose her for a reason. He does not know what will happen but he knows that it is right that they work together on this.

On Babylon 5, Sheridan's scheme finally comes to fruition. Not only do the League members demand that he put White Stars on their borders but they also agree to give the Rangers enforcement rights and to support any larger action taken by the fleet as a whole. He has no choice. Faced with their overwhelming strength of personality he accedes to what he secretly wanted in the first place. They dismiss him so that he can take care of the paperwork.

When Delenn leaves Lennier's bed in the Sharlin sickbay, the religious caste members ask him why he did not tell her the truth. He asks them to go away but they persist. He admits that he did not do it for them. He did it to protect her and her vision of the world. In her world, they are all better than they truly are. In the future, perhaps the religious caste should try to see the world through her eyes. It might lead them to make fewer fatal mistakes. He then dismisses them.

Later, the Voice of the Resistance broadcasts news of the fighting in the Minbari capital, spreading this information to the outside world. Susan wishes the Minbari the best of luck.

On the Sharlin, Lennier sees Neroon leave the vessel. He goes to tell Delenn. Neroon leaves in a flyer, informing his commander that he has seen the religious caste's plans. They are divided and weak – he predicts victory in a week.

Minbari Engine Residue

The contents of a Minbari engine are radically hostile to the chemistry and structure of carbon-based life forms.

Exposure to even a small amount of it, on the order of two parts per million, is enough to cause extreme damage to the lungs. Three or more parts per million could easily result in death.

During each round of localised exposure (i.e. someone siphons off the fuel and releases it) a character must make a Fortitude save. If he fails, he takes 4d6 Con damage. If he succeeds, he takes 2d6 Con damage.

Minbari vessels have significant safeguards to prevent a fuel system leak. They also have redundant baffles and seals designed to prevent a leak when the engine itself



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takes damage. These systems prevent a fuel system leak under most circumstances. However, if the vessel takes two or more steps of damage to the engine in a single attack, the fuel may release into the vents, killing everyone onboard in under a minute (3+1d6 rounds). This will only happen on a roll of 6 on a d6, as otherwise the considerable antimeasures seal the leak before it enters the ventilation system.

The Voice of the Resistance

The Voice of the Resistance is a twenty minute news broadcast put out by Commander Susan Ivanova and Babylon 5. On it she tries to report the truth about current events. She also broadcasts verifiable information about past events ignored or misrepresented by ISN. The Voice speaks out against Clark's big lie, making it a head-on attack on the propaganda machine that has heretofore had no organised resistance.

Outside of Earth space, the Voice of the Resistance represents one of the only fair and balanced news sources available to any populace. Within days of its coming into operation the alien worlds tune into it religiously.

On EarthForce ships, receiving the Voice may be more problematic. In order to watch a broadcast the crew member must get access to the communications system (Computer Use DC 20), redirect it to receive the broadcast (Technical (electronics) DC 20) and then erase his presence (Computer Use DC 20) after the broadcast has been received. By making a Computer Use skill check (DC 25) the crewman can build a 'back door' that reduces the time to execute the actions (but not the DCs) to 1 minute. Characters who already have legitimate access to these systems (i.e. a sensor technician or a communications officer) can make the adjustments without a skill check but still need to protect themselves by erasing the access logs.

On the Earth colonies and the homeworld the tremendous power granted by Epsilon III allows the Voice to cut through any jamming attempts. The colonies welcome the information – it is the first real news they have received in well over a year. On Earth though, the people who listen to the Voice must be careful to hide their activities; the Ministries of Information and Peace are not amused by any activity that might be taken as being subversive.

In short order the Voice becomes a rallying point for disaffected Earth officers. Clark keeps people alone and afraid; a position from which they cannot reclaim their



world or their dignity. The Voice changes that. It gives everyone with resistance in his heart one sure truth; that they are not nor have they ever been alone.

Scenarios and Campaign Hooks

'Rumours, Bargains and Lies' outlines the beginning of the end of the Minbari civil war. It shows how individuals acting in good faith can stop the tide of destruction that threatens to engulf them. It also speaks about the power of the truth. It has the strength to bind people together or the power to tear down a lie. In this environment characters might follow the following stories:

- 5 Former ISN members, exiled by the New ISN, will immediately recognise the Voice as a potential employer. If they wish they can use it as an outlet for the truths they learned throughout the last few years.
- 5 Crew members aboard EarthForce vessels may wish to organise viewings of the broadcasts. Doing so will lead them into intricate political and social interactions. Who can they trust? Who will betray them? What does their commander really think of all of this?
- 5 Colonial resistance fighters (or those on Earth) may use the broadcasts to pass messages to the outside world. Scheduling an opportunity for the characters retell the stories of the last few years in news format could make a very powerful session.
- 5 Characters playing as members of the Ministry of Peace will find that the Voice of the Resistance stiffens opposition. They are no longer dealing with lone freedom fighters or small cells. Everyone, from the local postal clerk to their own commanding officer, could become a subversive at any moment. Unless they have

telepathic abilities how can they possibly tell who has become disloyal?

- 5 Psi Corps will take advantage of Clark's increasing paranoia, fuelled by the broadcasts, to relax even more of the restrictions placed on their abilities. Clark will authorise telepathic scans of nearly everyone in the government given enough time. Psi Corps characters may have problems with this invasion of privacy. Characters engaged in rebellion within EarthGov will have to come up with some way to hide what they are doing or flee for their lives.

Moments of Transition

Probable Start Date: July 11th

Episode Synopsis: Lyta rejoins the Psi Corps in order to make ends meet. Zack continues the tradition of abusing Mr Bester whenever possible, especially when he performs illegal scans. Delenn tricks the leader of the warrior caste into following the old traditions, which demand that the leaders sacrifice themselves to prove who is worthy. Neroon, unable to accept Delenn's death, takes her place in the ceremony. His action allows Delenn to rebuild the Grey Council as a worker's council, dedicated to the creation of a new world untainted by war.

Episode Description

The episode begins with Mr Edgars awakening Garibaldi to let him know that another package will come through Babylon 5. Elsewhere on the station, Sheridan is having a restless night worrying about Delenn. On Minbar, Delenn walks through the battered hall of her temple, looking at the refugees. She must come to a decision before the warrior caste destroys the city.

While Delenn debates the death of millions of her people, Lyta tries to pull her own life together. Unfortunately, even though her credentials qualify her for commercial telepath work, her lack of Psi Corps affiliation means that Earth insurers will not take the risk of having her around. The loss of another client pushes Lyta closer and closer to the brink of poverty.

High above Minbar, Neroon meets with Shakiri, Shai'Alyt of the Warrior caste. The two discuss the nature of a warrior's calling and the terrible price paid by those who fight this war. Shakiri argues

that this war, despite the cost, was inevitable. The religious caste needed to be taught its place. That so many had to die is regrettable but not important. After all, life and death are just two outcomes, neither to be desired over the other. Delenn's weakness, her valuing of every single life, will lead the religious caste to their fall.

On Babylon 5, Zack notices Mr Garibaldi circumventing security procedures yet again. The sudden arrival of Mr Bester prevents him from following up with the Chief as quickly as he might like. The soft-spoken telepath points out that, as he has no interest at all in meeting with any of the command staff, Mr Allen really has no grounds for holding him. Zack leaves him with some security guards, now with two missions; inform Sheridan of the Psi Cop's arrival and find out what his former boss is up to.

The latter proves a fruitless chase. Mr Garibaldi refuses to answer questions about his clients, or even to confirm that he is working for Mr Edgars. That denial leads to a heated argument between the two friends. Zack wants to know what someone like Mr Edgars wants with Garibaldi. For his part, Michael becomes offended that his former second might not think he is good enough to play with the big boys. The incensed Garibaldi storms off after throwing a few more barbed remarks.

In contrast, Delenn finds herself acting out of sorrow rather than anger as she summons Lennier to her. She has come to a hard decision. The religious caste will surrender to the warrior caste at the time and place of their choosing. Lennier protests but then goes to do her bidding.

As Lyta watches a Voice of the Resistance segment, concerning a squadron of Star Furies that defected rather than attack the Proxima III colony, Bester sends her a





telepathic message. She ignores him until he walks right up to her. While Lyta would rather not talk with him at all, he is well aware of her weak points. He knows she has been looking for work and that the freedom fighter gig might look good on a resume but the pay is lousy. His offer: He will put her back on the rolls at Psi Corps, on a deep cover agent list. She can do whatever she wants so long as she wears the badge and the gloves. In return, he gets power of attorney over her body when she finally dies from natural causes. Although she rejects him with 'I would rather put a bullet in my brain', he lets her know she can think the offer over for a while.

Above Minbar, Neroon helps to seal a similar deal. He tells Shakiri that he selected the Temple of Vereni down on Minbar for its symbolic value. There, where the ancients made decisions about leadership a thousand years ago, the warriors will accept the surrender of the religious caste before all of Minbar. He also asks the Shai'Alyt about Delenn's fate. Shakiri sees her as a possible threat. Therefore, he will arrange for an accident in hyperspace so that she never returns to Babylon 5.

The walls of fate continue to close around Lyta back on Babylon 5. As she fixes herself a meal, Zack comes in to deliver more bad news. Station Resources wants her to move out of her current quarters into F-size accommodations. However, while taking away her quarters on the one hand, he also needs a favour. He wants her to scan Mr Garibaldi. Even though she really, really needs the money, she decides that principles are more important than finances. At least, they are for now.

Mentioning Mr Garibaldi gives Lyta an idea. She goes to him looking for work. Despite the fact that he does not trust telepaths, he does need someone with her talents.

Besides, anything that annoys Mr Bester cannot be bad. Like any devil, Bester appears moments after someone utters his name. After exchanging a few casual insults with the former Security Chief he walks away, then turns around. Lyta yells at him as he scans Mr Garibaldi. Security has to drag him off the smaller telepath, a moment which leaves Bester smiling. At least, he is smiling until he turns around to find a quite satisfied looking Zack standing right behind him.

On Minbar, Delenn and Lennier walk through a temple corridor. It is a dark day, a terrible day for them both. Although Lennier despairs, Delenn tells him that the day is not yet over.

She also hands him a scroll containing instructions to be carried out after the ceremony.

Within a great stone chamber Delenn and the leaders of the religious caste meet with Shakiri and his warriors. There she formally surrenders to him. When he begins to talk about the bold new world he will forge under warrior caste leadership though, she pulls him short. She surrendered, acknowledging that the warrior caste has more military power than the religious caste. She did not give up the sovereign right to form a new government. If Shakiri would like to go back to the old ways, then, in this Temple where the ancients made their leaders pay the same price as the young sent out to die alone, she would invoke the ancient laws rather than the thousand years of wisdom given them by Valen. She called upon him to enter the Star Fire Wheel, where the one whose convictions were strongest, who was willing to die for his cause, would decide who would rule and who would follow.

With that, she steps into a shaft of light coming from an opening in the ceiling. She holds out her hand, asking 'Will you follow me into fire?' As Shakiri hesitates, Neroon steps forward. He turns the Shai'Alyt's words against him; if death was just one of two equal options, neither desired nor feared, why did he not walk into the circle? Shamed before his people and the whole of Minbar, Shakiri joins Delenn among the flames. There, in obvious pain from the shimmering energy, he makes an effort to talk her into sharing power. Finally, unable to withstand the punishment any longer, he falls out of the circle of light, where his warriors try to beat out the flames dancing through his clothing.

As Delenn turns, her face aimed at the cameras beaming her death all across Minbar, Neroon steps close to Lennier. She had told the warrior that she would leave once Shakiri did. Her aide knew better. She was making a point to all of Minbar. Neroon, forced to choose between his leader and a woman whom he found both frustrating and at times a little mad, picks the fallen Delenn up in his arms. He passes her out of the light. Turning to his people, he starts his own journey into legend with these words: 'I was born warrior caste but now I see the calling of my heart is religious. Listen to her!' With these words, the Star Fire Wheel claims his life.

On Babylon 5, Mr Garibaldi deals with his employer. Mr Edgars, having learned through sources unknown about his arrangement with Lyta, wants him to end it. Garibaldi caves in, once again sacrificing a friend in order to preserve his little piece of the pie. This in turn forces Lyta to agree to Bester's terms, causing the Psi Cop reflect that he has had a very good day indeed.

Days later, Lennier helps Delenn down a corridor on a Sharlin somewhere in Minbari space. She can barely stand but feels that she must act, and act now, before even more rumours start to spread about her intentions. She walks into the old Grey Council chamber. There she summons the Nine: two religious, two warrior, and five worker. Now, she says, prayer and war will serve the people, rather than the other way around. The place in the centre, the place of the One, she sets aside in memory of Neroon, for the One who will come.

Back on Babylon 5, Susan storms into Sheridan's room. There she shows a video of the *Pollux* coming through the jump gate and attacking five civilian transports, each one with 2,000 civilians on board. Her anger cannot match Sheridan's though. The man who defeated the First Ones

declares that enough is enough. They are going to take back the colonies, then Mars, then Earth itself and God help anyone who gets in their way.

The Starfire Wheel

In ancient times the Minbari leaders recognised that in war the young and the powerless pay the price while the leaders fight from the safety of the back lines. In the Temple of Vereni they changed all of that. Within the temple those who would lead paid for their choices with their lives. When two sides fought, the one with the strongest conviction, who would pay the ultimate price for his cause, became the victor.

The Temple possesses the equipment required to broadcast the events that take place within to all of Minbar. It can also use the main beacon in orbit around the homeworld to beam happenings to the furthest reaches of the Minbari Federation in real time. This forces those who would stand the test to do so before witnesses. Those who bring honour to their clan and caste receive instant recognition. Those who dishonour themselves must accept that they do so before the whole of their people.

The Starfire Wheel itself is a product of Minbari mastery of crystals and gravatronic technology. It seems to focus sunlight into a pillar of ever increasing energy, energy which will eventually claim the life of anyone within. The intensity of this field increases slowly over time. This allows those without sufficient strength of character to leave the field before the end.

Despite the sophisticated technology within it, the chamber housing the Starfire Wheel looks like little more than a cave. Two tunnels lead into a bare stone chamber, within which lies a rough circle of rocks. Above the cave walls are galleries where the clan leaders and other dignitaries may watch the proceedings. The stone ceiling housing the wheel's aperture soars high above both galleries and ceiling.

When activated, the Starfire Wheel projects a shimmering beam of white light no more than 3 feet across down into the stone circle. The leaders of the two disputing sides step into the light, close enough to feel each other's presence through their skin. There they may talk, or not, as they wish. Every minute the Starfire wheel opens a bit further, creating more space and intensifying the beam. After three minutes the wheel opens to its full extent, destroying any organic life within in a burst of fire. It then seals until activated again.



Enduring the Starfire wheel requires far more than physical strength. It requires intense concentration and strength of will, as well as a deep belief in the rightness of the cause. Even if a person can withstand the torment inflicted by this ancient device, will he be willing to stay within it, knowing he will die? Will he accept death, knowing that he can step out of the circle at any time?

Using the Starfire Wheel requires the following skill checks and saving throws:

1. Entering the Starfire wheel requires a Will save (DC 15). A character failing this save may enter the wheel but suffers a -4 penalty to all Concentration skill checks.
2. In the first minute, the character must make a Will save (DC 20) to speak coherently through the pain. The character may also make a Concentration check (DC 20) to stand upright and unflinching. At the end of this minute, everyone in the wheel takes 1d6 Con damage. The wheel then opens a bit further.
3. In the second minute, the character must make a Will save (DC 25) to speak coherently. He may also make a Concentration check (DC 25) to stand upright and unflinching. At the end of this minute everyone in the wheel takes 1d6 Con damage. The wheel then opens a bit further.
4. In the third minute, the character must make a Concentration check (DC 15) to speak coherently. He must make a Fortitude save (DC 15) to stand upright and unflinching. At the end of this minute everyone in the wheel explodes in a burst of flame. Not even ashes remain.



The third minute is somewhat easier than the other two because someone who remains in the wheel (or enters it) has accepted their fate. Pain of the flesh can no longer touch them.

By Minbari tradition the caste leader who remains in the wheel until it fully opens emerges victorious. His caste wins the debate or conflict, regardless of the state of military affairs. In the most recent use of the wheel, Neroon repudiated his own caste (the warrior) to join the religious caste before his death. His sacrifice left Delenn with the traditional responsibility of creating a solution to the fundamental problem, as well as the ability to restore the Grey Council.

Neroon, Star Riders Clan Alyt

'How do you know that you can trust me?'

10th Level Minbari (warrior) Officer (fleet)

Hit Points: 25

Initiative: +4 (+2 Dex, +2 Minbari)

Speed: 40 ft.

DV: 15 (+5 Reflex)

Attacks: +13/+8 melee or +12/+7 ranged

Special Qualities: +1 racial bonus to attack rolls with denn'bok, Branch Specialisation (fleet), Rallying Call (2/day), Way of Command

Saves: Fort +7, Ref +5, Will +10

Abilities: Str 16, Dex 14, Con 14, Int 13, Wis 16, Cha 15

Skills: Bluff +8, Computer Use +8, Concentration +9, Diplomacy +15, Intimidate +9, Pilot +9, Sense Motive +9, Technical (starship) +7

Feats: Data Access, Denn'bok Master*, Enhanced Speed, Exotic Weapon Proficiency (denn'bok), Great Fortitude, Spacecraft Proficiency, Weapon Focus (Denn'bok), Ven'shor*

Languages: Adrenato, English, Fik, Lenn-Ah

Standard Equipment: Minbari warrior caste armour, denn'bok.

Neroon represents the best aspects of the Minbari. A warrior born with an intense dislike of humans and other outsiders, he nevertheless does not allow his prejudices to control his actions. He acts from honour. If others agree with him that is good enough; if they do not that is fine as well. Yet despite this

strength of will he will accept change and listens to others. If they are right and he wrong, he will back down, sometimes even gracefully.

When Delenn turns to her old adversary some members of the religious caste believe she has turned against them. In truth she simply recognised a kindred spirit. Neroon acts from deep and abiding faith, as strong as anything the religious caste has to offer. He acts for the good of his people no matter what the cost to himself.



His death standing for Delenn in the Starfire Wheel brings an end to the civil war. It also forces the warrior caste to re-evaluate its position towards the rest of the Minbari. If one of their greatest, a man who embodied what they wished to be, turned away from them at the end of his life what does that say about them? Can they honour the sacrifice he made without changing who they are? Do they dare to be what he has shown them they can be?

Scenarios and Campaign Hooks

The events in 'Moments of Transition' radically change the course of events in the galaxy on both a large and a small scale. Mr Garibaldi and Lyta fall deeper under Bester's influence. Delenn brings about an end to the civil war on Minbar. Captain Sheridan and the command staff find themselves moving from a passive war of information into a shooting war. In this environment characters may find the following story opportunities:

- ⑤ Warrior caste Minbari who served under Neroon now must honour their fallen commander while dealing with his choice to reject his caste at the end of his life. Do they honour him as a warrior or as a priest? What choice will they make themselves in order to honour his legacy?
- ⑤ Minbari of all three castes will have to deal with the sudden end to the hostilities. While they set about rebuilding their cities the worker caste will start to come into a dominant position in their social relations. This will further the process started by Delenn in her 5/2/2 formation of the Grey Council. How will groups of

Minbari characters deal with the new balance of power between the castes?

- ⑤ The rebuilding of Minbar will leave the outer colonies weak for the first time in centuries. The Drakh are certainly interested in some of the 'uninhabited' worlds, and raiders/scavengers will not lag far behind. Characters in the Minbari military and/or the warrior caste may find themselves engaged in any number of small scale engagements while the bulk of their people rebuild.
- ⑤ Mr Bester's freedom of movement, along with that of the corporate interests that Lyta courts in the beginning of the episode, implies that the quarantine of the station is hardly absolute. Characters with high rank (in business, the military or Psi Corps) may be able to travel to and from the station with relative freedom. This would make them excellent operatives for both sides of the coming Earth conflict.

No Surrender, No Retreat

Probable Start Date: September 2nd

Episode Synopsis: Sheridan takes the battle to Earth, cracking the façade of Earth unity in the process. The Centauri and Narn release a joint statement that both of their governments support his actions. At Proxima III the White Stars engage EarthForce for the first time. Several of the vessels stand down, while the *Pollux* is destroyed in the fighting. In the end two Earth ships join the White Star fleet.

Episode Description

The episode opens with a simple statement in Sheridan's personal log, dated September 2nd, 2261. 'Enough is enough'. He has called in the White Star fleet and reactivated the War Room. On this day he also calls in the League and the major powers to let them know that their mutual defence treaties with Earth will not be honoured. Narn supports his action. The League, under Susan's co-ordination, will protect the station. Earth stands alone.

Shortly thereafter Marcus rushes in, hand delivering a data crystal with the most current information about the Omega class destroyers deployed around Proxima III. The colony is close to surrender after relentless assault by Earth. Marcus also outlines the various ships involved with the blockade (see below for information). Sheridan asks for even more information; which of the ships have avoided firing on civilian targets? He also asks Franklin to get the telepaths in the cryotubes mobile as fast as possible. He clearly has a plan for them. Sheridan also tries to steel Susan's nerve; she does not want to destroy their own forces. He agrees but also realises that this confrontation cannot be avoided. People will die on both sides, regardless of what they do to prevent it.

Up in the ambassadorial quarters the sound of someone at the door awakens Vir from a terrible dream. He rushes over to find Garibaldi waiting there. The former Security Chief would like to speak with Londo about some business in Centauri space. Unfortunately the ambassador is away trying to arrange a meeting with G'Kar. Vir also lets slip Sheridan's intention to go after Earth. Garibaldi, left out of the loop, disagrees with the plan and the action as a whole. Clearly upset, he leaves for parts unknown.

Outside of the station the fighters move in constant drill. From this point on, they will remain on constant alert, ready to strike at any hostile force that moves into Babylon 5 space. When Corwin asks Ivanova who they can trust she responds 'Trust Ivanova. Trust yourself. Shoot everyone else.'

Meanwhile Sheridan sends White Stars 7, 12 and 18 to Earth, with orders to jump out near Mars and Earth itself. This feint will draw Clark's forces apart, allowing the White Stars to more easily surround and disable them. Meanwhile, a large fleet of White Stars gathers in hyperspace near the jump beacon of Proxima III. There Marcus continues to gather information from the Proxima resistance. The sound of gunfire and explosions



cuts off their conversation, but not before he receives the information Sheridan requested.

Londo's meeting in the Narn ambassador's personal chambers goes very poorly. He knows that, somewhere along the way, his love of the Centauri Republic led him down the wrong path. He knows that he must do what is right by his friends as an act of redemption. In order to start with that, he will bring the Centauri Republic into the fight on Sheridan's side. The repentant diplomat also needs something from G'Kar. He would like the Narn to sign a joint statement of support with him. As a sign of their mutual understanding he pours them both a drink. G'Kar pours his glass' liquid back into the bottle. Rejected and hurt, Londo leaves.

As preparations begin to reach a fever pitch Sheridan takes a moment to speak with his fighter pilots. Two of the ships they will face must be counted as hostile targets. Two others have gone to great lengths to avoid firing on civilian targets. The others are undeclared. Although the ships will be given a chance to surrender, the pilots must accept that they have full authorisation to do whatever they have to do to survive. The fighters and the remaining White Stars, including White Star 2 which has the Babylon 5 logo painted on it, head for Proxima III.

When they arrive, Marcus joins Sheridan onboard White Star 2. Sheridan divides his forces into three parts; a small force that jumps in behind Proxima III, a second force that jumps in behind the main task force and a third force that comes in through the jump gate. He instructs them not to fire unless fired upon first and not to back any of the ships into a corner. They might not fight for Clark but they will fight to defend themselves.

The Earth forces deploy with one hostile ship and one neutral ship headed to the group on the other side of the planet and the rest hanging back. Sheridan tries to talk them out of fighting; McDougal (one of Sheridan's teachers at the Academy) engages him in conversation. They talk about whether or not the soldiers onboard, thinking beings all, can possibly continue to follow orders that they know are not only illegal but immoral.

A brief but intense engagement follows. The White Stars, hampered by their orders to disable but not destroy the opposing ships, take some damage during the fighting. Meanwhile McDougal loses command of the *Vesta* to his first officer only to be re-elected to his position by the crew through the simple expedient of arresting the mutinous first officer. In order to determine if the *Furies* is hostile, Sheridan flies within metres of her gun ports. The majority of the ships stand down or retreat: only the *Pollux*, which destroyed the civilian transports in 'Moments of Transition', goes up in flames. The other hostile ship, the *Hercules*, surrenders after the captain is forced to step down,

Later, Sheridan asks the captains over to discover whether he has survivors or allies. He gives them three options: Return to Earth space, protect Proxima III from any retaliation or join the fight. He wants to kick Clark out then turn the whole mess over to the voters. The four remaining captains ask him for some privacy.

Back on Babylon 5, G'Kar joins Londo for a drink. He will sign the declaration... but not on the same page as Londo.

At Proxima III, McDougal comes to the White Star bridge. The *Hercules* will retire from the field. One ship will stay

to protect the planet. The other two, McDougal's included, will join the fight.

As Garibaldi leaves the station for Mars, the Voice of the Resistance reports the battle at Proxima III.

The Proxima III Taskforce

The taskforce attacking Proxima III includes six Omega class destroyers, troop transports and supply craft as well as a complex sensor array designed to detect incoming ships. There are also well over 30,000 ground troops and their associated machinery on the colony's surface.

The Omega class destroyers represent the strongest space-based threat. Two, the *Hercules* under Captain Trevor Hall and the *Pollux* under Captain Elizabeth Morgenstern have attacked civilian targets. Two others, the *Nemesis* under Captain Yoshi Tomagawa and the *Vesta* under Captain Edward McDougal have gone to great lengths to avoid firing on innocent targets. The other two, the *Juno* under Captain James Mandala and the *Furies* under Captain Stephanie Eckland have not yet had a chance to prove their mettle.

This taskforce faces the most lopsided battle since the Battle of the Line when the White Stars appear. Not only are they outgunned and outnumbered but the White Stars could easily sit out of range of their lasers and cut them to scrap using their long range, improved neutron lasers and molecular pulsars.

What saves the fleet and allows them to inflict some damage in the end, is that Sheridan does not just want to rip them into bits. He wants to talk to them, to see if he can get them to stand down. When fighting does break out he orders his people not to unleash hell, but instead to make targeted attacks that place them in harms way. They do as they are told, knowing that doing so will mean death for some of them.

During the fight the *Hercules* takes heavy damage. Captain Hall refuses to surrender until Commander Levitt takes command. The *Vesta* is temporarily taken over by a hostile first officer but the rest of the crew deal with him relatively quickly. The *Nemesis* and the *Furies* stand down. The *Juno* leaves the battlefield with Captain Sheridan's blessing, or at least without interference. Of all the ships only the *Pollux* is destroyed and that mostly by accident. One of the



White Stars loses control after being hit by the linked boresight lasers and rams the vessel rather than performing a close flyby.

The ground forces are another matter entirely. Captain Hall leads the taskforce. Once he is defeated, the majority of them stand down of their own accord. Unlike the flyboys up above, they have to deal with the bloody business of suppressing people who really just want to get on with a normal life. Given the opportunity to stand down, they happily do so.

Scenarios and Campaign Hooks

'No Surrender, No Retreat' marks the moment when Sheridan finally takes the battle to Earth. The long simmering conflict between Babylon 5 and the Earth Alliance boils over into a shooting war. Soldiers, crews and entire ships that were undecided about the changes happening in their beloved home must now make a stand – either for the President and his new order or for a future in which the people of Earth have rights. Characters in this troubled time might find the following adventure opportunities:

- ⑤ Characters in EarthForce may be ordered to take part in the blockade of Proxima III. Will they open fire on civilian ships? If not, what will they do? Will they try to talk their commanding officer into standing down? Will they accept being placed in the brig? When Sheridan's forces arrive what action will they choose to take? Was the *Juno's* flight from the field of battle under her original captain or after a mutiny?
- ⑤ Characters involved with the Proxima resistance will face an increasingly difficult fight over the next month. Supplies run very short, while EarthForce GROPOS close in around anyone offering armed resistance. Fighting a fully equipped military force with civilian weapons and resources will prove to be a steady and unenviable challenge.
- ⑤ GROPOS involved with the suppression of Proxima III may feel differently. Every day they will be faced with orders to kill civilians, destroy vital infrastructure and engage in acts that are best described as illegal. Do they follow orders, help the resistance covertly or join the resistance outright?



- ⑤ The Centauri and the Narn both agree to back Sheridan. Other League worlds may well do the same or should if they have any sense of decency and honour. Characters who are involved with their world's governments may be dragged back to homeworld to discuss the coming Earth War and whether or not they should get involved. The characters' decisions will affect the lives of literally billions of people.
- ⑤ The battle to save Proxima III begins when Sheridan liberates it but it will take far more than a single military action to repair the damage done. Characters might find themselves involved with the defence fleet fighting off raiders, with the rebuilding effort as supply and logistics crew, or even on the front lines providing humanitarian aid and protection to those who need it. The humbling truth is that hard times often bring out hard people; characters providing aid will quickly find that they must be police as well as caregivers.

The Exercise of Vital Powers

Probable Start Date: September 7th

Episode Synopsis: Garibaldi returns to Mars. There he meets with Mr William Edgars, the man who married his only love and one of the four richest men on Mars. Mr Edgars tests him for loyalty, finally demanding that he betray Sheridan. Garibaldi, after some soul searching, does so. Meanwhile on Babylon 5 Franklin works out how to suppress the Shadow implants for brief periods of time using Lyta's telepathic signal.

Episode Description

The episode opens with an update on the war effort from the Voice of the Resistance. The colony at Beta Durani was freed. Defections continue. The long march to Earth has begun.

On Mars, Garibaldi speaks to his personal log. He comments on how Mars has nearly killed him three times so far. Coming back to let it finish the job seems insane but it is the only way he can figure out to stop Sheridan before he takes over Earth. The scene then focuses in on a transport tube where Mr Garibaldi rides with Wade. The agent would like for him to wear a blindfold. After a certain amount of banter back and forth about the nature of looking silly, Mr Garibaldi agrees.

Back on Babylon 5, Steven continues his unsuccessful experiments to remove the Shadow implants from the telepaths. Every time he gets near them, or tries to remove them, the implants immediately begin to kill the patient. He expresses his frustration to Zack, who empathises as only a security officer can. Stephen also expresses his frustration with the Captain, who bugs him about the telepaths every time he calls in. When Lyta comes looking for Zack, he offers her a standard job scanning a crime victim. After accepting, she sees the telepath lying on the table. Reacting to the telepathic feel of the Shadow implants she immediately reaches out and silences the screaming. The victim wakes up, then walks up to her before falling unconscious.

Back on Mars, Garibaldi sees Lise while he is waiting for Mr Edgars. She tries to get him to leave but is forestalled by the appearance of the white-haired Mr Edgars. She leaves while he makes small talk about the house and drinking. Eventually he gets to his point; why did Mr Garibaldi want

to see him? For Garibaldi's part, he not only wants to know what he was smuggling, he also wants to find someone who can help him stop Sheridan. When the billionaire demurs, Garibaldi calls his bluff. He knows very well that Edgars wields a tremendous amount of political influence. He wants to turn the Captain over to someone who will make sure that he gets help rather than being killed out of hand. In typical style, Mr Edgars asks what would be in such a dangerous proposition for him. Again, Mr Garibaldi has a ready answer – a chance to be the hero, insuring that the next administration owes him a big favour. Edgars considers, then tells him that they have to establish a level of trust before they proceed with such an engagement. He then has Wade show Mr Garibaldi to a room.

Back on the station Franklin manages to track Lyta down. She is worried that she disturbed whatever experiment he was working on. Quite the contrary of course; Franklin does not have subjects, he has patients who need his help. After they talk it over she agrees to come and help him.

Sometime late in the Martian night masked men burst into Garibaldi's room. They drag him into a room with a telepath sitting at a table. Mr Edgars talks to him through a speaker. With the telepath looking on to verify the truth of his statements, the two men talk about telepaths, Sheridan and personal matters. On the subject of telepaths Garibaldi displays his usual faith in human nature by declaring them the single most dangerous threat to Earth. In a world with telepaths no man's secrets are safe. He also verifies that he knows how to secure the person they talked about earlier. When asked why he wants to know the truth when he has been given a perfectly good answer, Garibaldi demonstrates that although he tore Zack's head off, he was listening. He realises that people like Mr Edgars do not use people like him to move materials securely. Instead they buy entire

starships for the job. They use people like him when they have something to hide. He also states that everyone lies. Then he verifies that he has no idea what happened to him when he vanished. When Edgars lets him leave, he is stopped short by one final question; 'Do you still love my wife?' He says no, lying for the first time in the interview. When he leaves Wade walks in, draws a weapon and kills the telepath in cold blood. Elsewhere, Edgars lies to his wife by telling her that Mr Garibaldi has put their past relationship behind him.





Later, Franklin monitors the patient's brainwaves while Lyta suppresses the implants. The effort works – the telepath wakes up. Unfortunately the damage done to his psyche only starts with the implants. First he attacks Franklin, demanding to know if the machine is gone. When the doctor answers in the affirmative he gets even more agitated. Throwing the doctor aside he attempts to commit suicide. Lyta stops him, first by locking him in place telepathically, then putting him to sleep.

In the morning, on Mars, Mr Edgars and Garibaldi finally sit down to have a serious conversation. Edgars describes telepaths as the single greatest threat facing humanity, a threat made even worse by Clark's ineptitude in dealing with them. A world run by telepaths would be one without privacy, where any man's secrets could be freely aired to the world. It would be an empire run by intimidation. When Garibaldi protests that the telepaths would never win, Edgars scoffs that this is a war of information, not guns.

The billionaire also advances the idea that no-one ever takes power. Instead people who are too fearful or stupid to wield it for themselves give it to them. In this case, Clark has given the Psi Corps unprecedented authority almost completely by accident. At first Clark instituted loyalty tests on his own people. However, realising that tests could be fooled he brought in telepaths to verify loyalty. Then he called in the Shadows, who promised him unlimited power. In order to control the Shadows he turned even more power to the Psi Corps, granting them yet more access and authority. Now, they will never let that power go. The closer Sheridan gets to Clark, the more power he will hand over to the Psi Corps, until they are finally running the show.

According to Edgars the megacorporations can and will deal with the problem in their own time. However, Sheridan has messed up the timetable. He is putting real pressure on Clark. In turn this will have disastrous long-term consequences. At that point Lise interrupts to tell them that breakfast is ready. Garibaldi begs off to do some thinking.

At around this time Sheridan puts in a call to Babylon 5. Ivanova tells him that Clark sent five destroyers to attack the station but all five of them defected as soon as they arrived. He then patches in a call to Steven to check on his progress. The distracted doctor demands a detailed description of what his patients will be

used for. When Sheridan complies Franklin wishes that he had never asked; although the Captain is right, he cannot deal with it. When he staggers out of the Medlab he runs into Lyta, who listens with sympathy as he rambles on about how determined Sheridan has become. Then he hires her for a long term mission leaving in a few days for Mars.

On the red planet Lise brings Garibaldi dinner. They get into a discussion about love, life and betrayal. Both of them are near tears by the end of it. In the end they both still love each other but life it seems will never let them deal with that.

Elsewhere in the Edgars compound, Wades watches three very sick individuals lying on beds. Mr Edgars comes in to check on their condition. They have the telepathic contagion that Edgars Industries worked for so long to cure. However, these telepaths are not on the serum. In fact, they have been off it for five days. Edgars orders the telepaths put down. He has learned all that he needs to know, so there is no point in prolonging their suffering.

The shaken Mr Edgars retreats to his sitting room. A few moments later Garibaldi joins him. He wants to know the rest of the truth but Mr Edgars would like a demonstration of his loyalty. He wants Sheridan. Garibaldi agrees, revealing that he can get Sheridan by getting his father. When the billionaire protests that Clark has not been able to find him, Garibaldi explains how to find the former diplomat by tracing him through his Tanastisin orders. Since it is a rare Centauri drug it should not be difficult to find. He will also set Sheridan up and take him down once his father is in custody. As he leaves Mr Edgars tells him that he is doing the right thing.

The episode ends with Mr Garibaldi heading out to set up the arrangements. As he speaks to his personal log he realises that Mars has finally killed him. The only thing he feels now is his love for Lise. That, and a hope that someday Sheridan will understand that he did this for the Captain's own good.

Megacorporation Control

The idea that the corporations really run everything is hardly new. It crops up in the literature of the 19th, 20th and 21st century, as well as periodic waves of 'future fiction' throughout the 21st and 22nd centuries. No-one was ever able to prove that the corporations wielded direct power at any of those times.

The 23rd century is no different than any other time in terms of power politics. The corporations wield incredible amounts of influence through three basic tools: Direct economic controls, controlling resources required to achieve political office and offering lucrative careers after government service to key individuals. They apply these three liberally and without much concern about the public becoming incensed.

Direct economic controls generally do not stoop to the level of bribery. Instead they have more to do with where and when a company invests its money. A co-operative senator or other government official will find that the megacorporations invest in his district more freely than they do in others. Choice contracts go to his friends and to his key constituents. Occasionally the CEO of the corporation will put in a word with a bank or two to help him out with personal loans.

Those loans become a wide array of soft and hard money campaign donations when it comes time to run for election. All political campaigns run on money. The

individual with the largest warchest will typically come out ahead, unless he does something remarkably stupid. The megacorporations quite happily fund the campaigns of their friends. They also, to a lesser extent, fund the campaigns of the opposition – just in case.

Officials who do not have to stand for election (like military officers and civil servants) find that the megacorporations are their friends as well. Those that favour corporate interests during their tenure in the government can usually find highly paid consulting jobs in their associated industry after retirement. Those that do not, or who actively oppose corporate interest, find their retirement a very long and boring one, not to mention having difficulties getting a good paying job.

These three tools give the corporations and their CEO's considerable influence but little power. Things usually go their way, but it takes time to make all of the appropriate preparations. Fast moving situations (like Clark's assumption of power or Sheridan's military campaign) generally fall out of their control for a time. When things settle back down though there can be hell to pay.

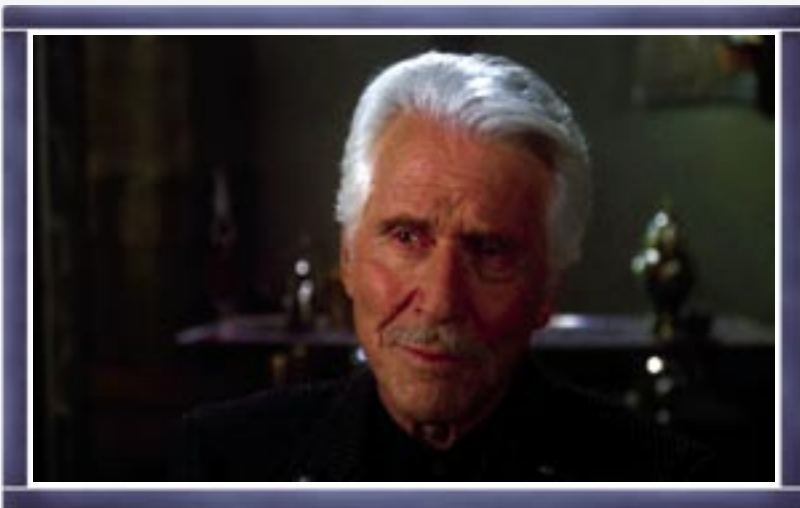
Scenarios and Campaign Hooks

'The Exercise of Vital Powers' revolves around the concept of personal choice and personal threat. Who threatens Edgars and Garibaldi? What choices do the captains and crews of the Earth destroyers make when they arrive at Babylon 5? How will telepathy invalidate personal choice? In this environment characters might discover the following opportunities for adventure:

- ⑤ An entire campaign could be made out of corporate agents working behind the scenes to bring Clark down.

This campaign will contain a great deal of political intrigue and corporate operations so might not be for everyone. But in a world where political powers are grasping at straws and a new force that does not need the corporations rises daily the characters will have their work cut out for them.

- ⑤ Psi Corps characters could be sent to investigate the disappearance of the telepath who assisted with Mr Garibaldi's questioning. Wade might deal with them as summarily as he did the telepath, or he may help them to find a Resistance cell that will do his wet work for him.



5 The conflict on both sides of the Earth war is heating up throughout this period. Characters on Sheridan's side will engage fleet after fleet, although roughly half of their opponents will stand down given the chance. Characters loyal to Earth or Clark will face an overwhelming force and battle after battle where they must fall back. If they strike around the fleet they will run head first into the teeth of a hostile League force that has very little interest in talking to them.

The Face of the Enemy

Probable Start Date: September 21st

Episode Synopsis: Garibaldi betrays Sheridan into Clark's custody. With that betrayal, Mr Edgars reveals his plan to enslave the telepaths using a viral weapon. Garibaldi signals Bester using a communicator hidden in his tooth. Bester frees Garibaldi from his telepathic influence but does not think he will be able to put his life back together. Meanwhile, Franklin and Lyta arrive on Mars with a cargo of Shadow-modified telepaths.

Episode Description

The episode opens with Ivanova on the Voice of the Resistance, informing the galaxy of the liberation of Beta Durani and its orbiting military base. Meanwhile, Earth ships clash in space and Franklin and Lyta have arrived on Mars. In the Edgars Industries Dome, Garibaldi informs the billionaire of the elder Sheridan's capture. Edgars tries to set the restless soldier at ease by promising him what he thinks the man wants, but a part of Garibaldi realises that he has gone too far.

As the battle rages on, the younger Sheridan tries to understand why the Earth ships refuse to surrender. Eventually one of the captains responds. Clark's briefings on the campaign against him display the President's typical misinformation tactics. According to the brief, all ships that surrender have their crews removed and replaced by Minbari. Captain McDougal, in his role of teacher, tells the opposing captains to stand down before they get themselves killed. He, his crew and every other crew in the fleet are just fine. Just as things start to settle down Sheridan's old ship the *Agamemnon* opens a jump point and flies onto the scene. They have come to join up with his fleet. The Captain heads over to take a tour and visit his old comrades.

Back on Mars, Franklin and Lyta hook up with the Resistance. Number One comments on their fast trip. Franklin claims it is the result of the steady depletion of Clark's forces. However, Number One becomes less amused when Franklin introduces Lyta as a telepath. She is angry both at the presence of a teep and at Lyta not telling them she was a telepath when she came through a few years before. Her joy finds further limits when she discovers Franklin's unannounced cargo primarily consists of telepaths with strange implants, frozen in cryotubes.

Aboard the *Agamemnon*, Sheridan sees that very little has changed since his time as Captain. Then he receives a call destined to change all of their fates. Mr Garibaldi informs him of his father's capture. The former Security Chief has a plan to get him back but the people involved want to meet with Sheridan personally. Over-ruling the disagreement of his former executive officer, John agrees, assuming that his own sources verify the story.

His current executive officer disagrees even more forcefully than his former one. Susan does not like the feel of the entire affair. Sheridan is adamant. His father was captured. He has no reason to think that Garibaldi means him personal harm, regardless of their disagreements. Furthermore he rejects the idea of taking Marcus with him as a bodyguard. She will need him as a liaison with the rest of the fleet. He wants all of the commanding officers to be human, so the population of Earth does not feel like they face the Earth/Minbari war all over again.

Despite his disagreement with his former commander, the *Agamemnon's* captain offers to take Sheridan to Mars. He has the current access codes, so can easily



jump in. He also has the new Star Furies with atmospheric capabilities, so Sheridan can get down to the planet's surface easily enough.

Under the Martian surface, Franklin and Lyta have a tense dinner with Number One. Eventually the Resistance leader storms off to deal with her unexpected cargo. Franklin asks Lyta what exactly is going on. She tells him about the current telepathic bloodhound units doing deep scans on mundanes without authorisation. She also admits that this is not the first time bloodhounds have violated the rights of others. Like Mr Edgars and Garibaldi, she sees a war coming between telepaths and normals. Franklin, ever the optimist, thinks that maybe when all of this is over they can start to build some bridges. As he tries to think of some way to comfort Lyta, Number One storms up with yet more good news – a coded transmission from Babylon 5 about Sheridan's activities.

As Susan leaves the station to assume command of the fleet, she encounters Delenn. They talk briefly about Sheridan's decision. Delenn thinks he will be fine so long as Garibaldi can still be trusted. Unfortunately, the ambassador's analysis proves to be all too insightful. When Sheridan arrives at his rendezvous point on Mars, Garibaldi slaps him with a tranq patch. Sheridan goes down fighting while Michael watches thugs pound his former commander bloody.

Susan arrives at the fleet just as news of Sheridan's capture makes it onto ISN. They claim he is receiving proper care and medical treatment. As he is captured, Delenn awakens from a deep sleep with the absolute knowledge of something horrible happening.

When an agitated Garibaldi arrives to speak with Mr Edgars, he demands the truth he paid his soul for. Edgars congratulates him on Clark's behalf, then complies. The truth, the whole truth, is that he believes that telepaths represent the greatest threat the human race has ever



known. In order to combat that threat he created a virus that is 100% contagious, 100% lethal and tailored to the telepath gene. If an infected telepath does not receive an injection of the antidote every two weeks, he will die.

Garibaldi sees the ramifications immediately. Telepaths will become a slave race. Wade points out that this was inevitable in one direction or another; in a battle between homo sapiens and homo superior, homo superior wins every time on a level playing field. So, sapiens needs to make sure it is not a level playing field. Edgars explains that he did not set out to do this. He founded his company to help people – but he will not stand by and let telepaths take over. Once the telepaths are removed, they can move on to deal with Clark. With Sheridan captured, Clark will let his guard down, allowing them to move. Within three weeks the telepath problem will be over. Mr Edgars leaves to get some rest. Wade leaves as well after telling Garibaldi that he will have to stay on the compound until this is over. Lise, who overheard the conversation, runs away. Garibaldi sits down, pulls out a false tooth and activates a small transmitter.

A few hours later Lise finds Garibaldi sitting in a tube transport. She cannot go back to the compound. Although she loves Mr Edgars, she also sees what he is doing as wrong. Garibaldi barely responds to her pleas; first he ignores her, then tells her in a monotone to get out and go home. Hurt and confused, she leaves. Moments later Mr Bester enters the transport. As it sets out he begins to scan Mr Garibaldi's memories.

After finishing the scan Bester expresses his surprise at the sheer scope of Mr Edgars' plan. Fortunately for millions of telepaths, he will be able to stop it now. However, that does not solve the problem of what to do with Mr Garibaldi. He has spent a long time debating what exactly to do. He could leave him as he is now or let him know what happened. In the end, he has decided to be magnanimous because of Mr





Garibaldi's help. He orders Garibaldi to remember, filling in details as he does so.

When the Shadows captured Mr Garibaldi they drew in some members of the Psi Corps to help reprogram him. Bester interceded, not out of any desire to help Garibaldi but in order to protect his own interests. He ordered his people to increase Garibaldi's natural paranoia without damaging the underlying personality. They made sure to leave no fingerprints. After they were certain he did not remember what happened, they allowed his people to find him. Then they waited, periodically updating his conditioning. The program worked better than they had hoped. He isolated himself from anyone who could help him, joined with Edgars Industries and discovered the oncoming holocaust.

Having revealed the truth, Mr Bester still must resolve the problem of what to do with the now useless Mr Garibaldi. He could kill him as an act of mercy. He could leave him paralysed, trapped in a prison of meat and bone for the rest of his life. Instead, he decides to allow the real Garibaldi to come back out. He will have to deal with all of the ramifications of his actions, probably without the help of his friends. As the transport stops, Mr Bester sends an all clear signal and leaves. Once it restarts, Garibaldi regains full control of his body and his mind for the first time in nearly a year.

In hyperspace, Susan comes back to the White Star's bridge. There Marcus tells her that the rumours are true. Garibaldi was in fact behind the whole thing. She issues orders for Babylon 5 and the fleet to ignore contacts from Mr Garibaldi and to shoot him on sight if he tries to return to the station. When Marcus asks her what they should do now she turns to Earth. She will finish what the Captain started... the person is expendable but the job is not.

On Mars, Garibaldi returns to the Edgars compound. There he finds Mr Edgars dead and Wade mortally

wounded. The virus and its antidote are missing. Wade tells Garibaldi that Lise was not in the compound when the attack occurred before he dies.

ISN's Allison Higgins reports that Clark declared today a day of celebration and rest. She informs the world that the war of aggression shows signs of faltering and that Sheridan shows signs of remorse now that he is free of alien influence. She also publicly thanks Mr Garibaldi for his actions in bringing John Sheridan in, naming him a true hero of the people.

The Telepath Plague

Whether one agrees or not with the propositions put forward by Mr Edgars and his assistant Wade, it is nevertheless clear that the human solution to telepaths created far more problems than it solved. Forcing them into isolated colonies and stripping of them of their basic human rights simply exacerbates an already delicate situation. The extremes to which Mr Edgars goes represent one version of a solution. Other, more practical and humane ways might also be possible.

The solution created by Mr Edgars and an unknown alien species (probably the Shadows or one of their allied races) has two parts. One is an airborne pathogen that is 100% contagious. This virus attaches itself to the telepath gene and begins to turn the hosts' body against itself. This in turn causes the telepath to fall ill. Once infected, it takes one week for the telepath to begin displaying symptoms.

The first symptom (occurring approximately seven days after infection) is the complete loss of all telepathic abilities. Within one day, the telepath takes 1d6 Constitution damage. Every day thereafter, they take an additional point of Constitution damage until they finally expire. Neither of these Constitution losses may be healed while the telepath is infected and not treated with the antidote (see below).



At any point during the infection the second part of the solution, an antidote that renders the destructive properties of the virus inert for two weeks, may be used to halt the decay. One injection provides two weeks of protection. The telepath regains his telepathic abilities when he recovers all of the Constitution lost to the disease.

Telepathic characters coming into contact with the virus must make a Fortitude save (DC 30) every round of exposure to avoid contracting the telepath plague. Any Psi Corps officer will kill characters that are known carriers of the plague on sight.



Although the plague is tailored for humans, the involvement of the Shadows and the Vorlons in the development of both the virus and telepathy itself means that it may be able to unpredictably jump species. Non-telepaths of any race cannot contract the disease. Non-human telepaths who encounter an infected human telepath must make an immediate Fortitude save (DC 15) to resist infection. If they succeed, they do not need to make further saving throws to resist infection by association with that specific human telepath.

Even if the plague were unleashed on the human telepath population there is a good chance that the Psi Corps would come up with a solution other than slavery. As soon as it became apparent what was going on, unaffected members of the Corps would immediately move in on the bio-medical firms, scanning everyone from the CEO down until they found someone who knew something. Simultaneously, they would seize the means of production for the antidote. These actions would in effect force the war that Edgars wished to avoid.

Scenarios and Campaign Hooks

In 'The Face of the Enemy' the people of Babylon 5 face fundamental questions about ethics and the nature of thought. What measures can you take to defeat your enemy without going too far? How can we know that our actions are our own? Are we responsible for the things that other people force us to do? What does it mean to be a hero and what is a villain? When faced with such questions and when dealing with the events of the episode, characters might find the following opportunities for adventure:

- ⑤ Characters who are still in EarthForce at this point will continue to face almost impossible odds. The most skilled might be pulled away for a 'secret mission' – manning the Shadow Omega destroyers that Susan encounters in 'Between the Darkness and the Light'. These organic/mechanical hybrid ships will undoubtedly be a treat for anyone who has suffered a string of losses to Sheridan's technically superior White Star fleet.
- ⑤ Mr Edgars has undoubtedly already prepared the delivery mechanism for the plague. Characters may find themselves on the forefront of this effort, lining up patsies and arranging for the release of the virus into the Psi Corps dome sometime in the next few days.
- ⑤ The fall of Sheridan does not stop the campaign. Characters who were playing the role of mid-level foot soldiers (working on a ship or assigning the Rangers to missions) may find themselves suddenly thrust into a command situation. With Susan taking command the power structure back on Babylon 5 will also fall under Delenn, leading to a similar, if brief, shuffling in the commercial sector as well.
- ⑤ Despite all of their efforts Clark's agents never even get close to Mrs Sheridan, despite capturing her husband and her son. Characters involved with the Resistance back on Earth could have an exciting 'cat and mouse' game keeping her out of harms way while her son's friends do what they have to do.
- ⑤ Sheridan's fall will not go unanswered. Rangers who are not riding fire on a White Star may well begin to descend on Mars in force. Their coming will be as the rising of the tide, a force that cannot be reasoned with,

stopped or even turned aside. Acting not on orders but on faith they will turn Mars upside down looking for Mr Garibaldi. If the former Security Chief is lucky, the Resistance will find him first.

- 5 The death of Edgars will shake the various corporations from their complacency. If the hand of violence can reach them, perhaps it is time to take more strenuous measures. Characters working for corporations may be instructed to work around economic restrictions or even outright aid the liberation fleet. They may also be ordered to assist the colonies. Given the amount of abuse the corporations heap upon the colonies in the name of profit, the characters will have a difficult time proving they can be trusted.

Intersections in Real Time

Probable Start Date: September 24th

Episode Synopsis: Sheridan undergoes psychological interrogation intended to force him to co-operate with Clark's government. They strip him of his physical dignity and mental resources while simultaneously assaulting his belief in the truth. Eventually, faced with what seems to be a threat of death, he still refuses to co-operate. This starts the interrogation over again, creating an endless loop designed to wear him down over time.

Episode Description

The episode opens with Sheridan lying on a concrete slab. A man dressed in a black suit enters. Several guards bring in a table and chairs. As they do so the man begins to ask Sheridan medical questions. When he does not respond, the man states that 'co-operation will be rewarded, resistance will be punished' and activates Narn paingivers. He goes on to say that he is not the enemy. In order to be the enemy he would have to have a personal stake in this. To him, Sheridan is simply a name, a file and a case number. The amount of discomfort Sheridan suffers is entirely up to him. He is simply here to ensure Sheridan's co-operation. With that, several guards come in and haul Sheridan up to the chair. He again asks the basic medical questions.

Sometime later the interrogator returns to Sheridan's chamber. There he turns off the lights blazing into the Captain's face. They get into a discussion about what time it is. The interrogator wants Sheridan to say it is whatever time he says that it is, while Sheridan tries to hold onto the idea that time

exists. While engaging in this charade, the interrogator eats half of a corned beef sandwich. He gives the other half to Sheridan. Unfortunately for the Captain, his half is spiked with a purgative. As Sheridan eats the poisoned offering, the interrogator suggests that truth is completely fluid and that we can each change the truth to suit our own needs. In response, Sheridan compliments him on the sandwich. Then the interrogator informs him about the poison and leaves.

Sometime later the interrogator comes back into the room. Sheridan is on the floor, exhausted and sick from the purgative. His tormentor gives him a cup of water. He also claims that his superiors are listening in randomly and not with the best of intentions. After some simple discussion about whether or not Susan is his second in command, Sheridan makes it back to his chair, which promptly locks him in place. The interrogator then delivers a 'message' from Sheridan's father – who they will only hold as long as the Captain resists. The interrogator then explains the rules of the game. Sheridan will sign a confession and read it aloud, admitting to a vast number of crimes. The Captain refuses, demanding his rights. The interrogator responds that he has no rights, nothing but the reality that he will sign that confession or never walk away. Sheridan's refusal seems to anger the little man enough to make him storm out.

Later, the interrogator returns with a Drazi prisoner. The broken Drazi confesses to influencing Sheridan, naming names and implicating others in a false confession. The Captain exerts his considerable moral and spiritual strength to restore the Drazi, strengthening him enough for him to reject further co-operation. The interrogator asks the Drazi if he knows this is his final chance. When the Drazi agrees, guards come in, throw him on a gurney and take him to Room 17. It seems that everyone other than Sheridan,



including the interrogator, is expendable. As Sheridan pleads for the life of the Drazi there is a buzz and an agonised scream from nearby. The interrogator leaves, but not before activating a repetitive recording of his voice which orders Sheridan to cease resisting, over and over again.

Considerably later the interrogator enters the room. His first stop is to check Sheridan's IV bag. It seems that the Captain has been off solid food for several days. However, his continued resistance is jeopardising even this minimal level of sustenance. All he has to do in order to leave is to sign the confession. They want him as a symbol, not a martyr. Sure, they will kill him eventually but until that time he will be free. As he sees Delenn standing behind the interrogator, the little man tells him what he calls the pre-eminent truth of our time; you cannot beat the system. Sheridan leans forward and spits on the confession. The interrogator becomes agitated at that; he has no control over the consequences and subsequently leaves the room.

An unknown amount of time later, the interrogator returns. He begs Sheridan to listen to him. The decision has come down that he is no longer necessary. They can create a video of him confessing and that will have to be good enough. The interrogator can save his life if Sheridan lets him. Just sign the confession. Sheridan again says no. He was thinking about what the interrogator said. If the truth is fluid then perhaps someone can beat the system. If one person refuses to be broken, if one person refuses to bow down, maybe it can be beaten. He wins every time he says no.

The interrogator asks for the confession one more time. When Sheridan refuses, soldiers rush in. They snap the

Author's Note

The tremendous strength of this episode, like so many of those in Season 4, comes not from the events but from the actor's portrayals of the events depicted. In this episode everything turns on tone of voice, expression and small details that haunt you.

Take the utter banality of Bruce Gray's (the interrogator) performance. He could be portrayed as an evil man, as a hard man, as a cruel one. Instead, Mr Gray portrays this character as a normal man, just doing a job to the best of his ability. That portrayal helps to make the interrogator a creepy figure; he could be anyone at all. He could be us, in the right circumstances.

table out into a gurney then throw him on it. As they wheel him to Room 17, a priest administers his last rites. Then they leave him in a darkened room with a robed and hooded figure.

A few minutes later, guards come in with a chair. They throw Sheridan into it. Then they strip the table down and fold it back into its original form. A new interrogator comes in. He begins to ask the same medical questions that the first interrogator did. As he does so, the figure pulls off his hood, revealing the Drazi from the previous interrogation.

Scenarios and Campaign Hooks

'Intersections in Real Time' occurs over the space of about a week. Although the episode is completely self-contained, the outside world does not stop simply because Sheridan vanishes. Garibaldi is trying to find the Captain and help him. Susan leads the liberation fleet right into hell. On Babylon 5, the League must decide what to do now that their leader has fallen into darkness. In this environment characters may encounter the following adventure opportunities:

5 A group of characters working for Clark's government may find one of their number subjected to interrogation. They must race to find and save their comrade before they are all implicated in some fabricated conspiracy.

5 A resistance cell may face the same problem as the above described group of



government lackeys. However, for them the stakes are much higher. Not only will they be implicated in a real conspiracy but their comrade knows things that could easily destroy years of underground work. They must find him and either free or kill him, depending on the situation.

- 5 An interesting twist would be to put a group of Rangers, or a mixed group of Rangers and other characters, in the same situation as the interrogator. They need to break a prisoner without causing him physical harm. Being Rangers, they must also follow a moral code while doing so. What do they do and how do they proceed? This alternative is suggested for mature gamers only; it can create a very intense session.
- 5 Characters running a ship during the period of Sheridan's disappearance will have to deal with the crew's doubts and concerns. Forging forward is one thing. Doing so when it seems that even your legendary leader can be brought down is another. Trying to bolster the morale of a despondent crew could prove to be an interesting challenge.
- 5 Back on Babylon 5, the League diplomats will begin jockeying for power as soon as Sheridan falls. Although they respect Delenn, he was the war leader. Now, with him gone, someone will have to assume that mantle. That Susan has already done so out with the fleet will not stop the diplomats from trying to squeeze every ounce of advantage that they can. Characters who are diplomats could engage in the struggle. Minbari characters might find themselves trying to contain it, while station based characters will have to figure out some way to avoid getting too badly entangled.

Between the Darkness and the Light

Probable Start Date: September 27th

Episode Synopsis: Sheridan continues to resist his interrogators with the last dredges of his strength. Garibaldi tries to contact the Resistance. Unfortunately the Resistance would rather kill him than talk to him. When Lyta projects his hell into Number One's mind, the Resistance grudgingly accepts his help. He, Franklin and Lyta free Sheridan. Meanwhile, Susan continues to lead the battle for Earth. She gets word of a potential ambush by a special destroyer group. Rather

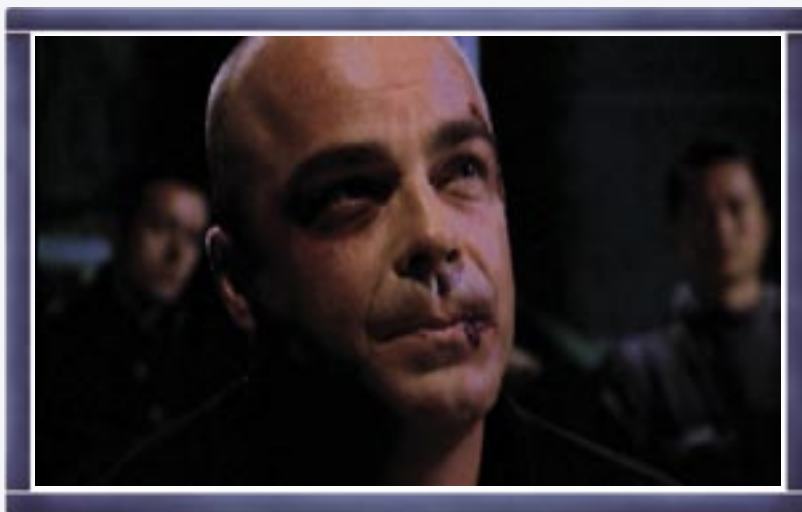
than risk the rest of the fleet she takes in only the White Stars. Her victory there comes at a heavy cost; she suffers a mortal wound during the battle.

Episode Description

The episode opens with Sheridan apparently sitting in his own quarters talking to Franklin. It quickly becomes apparent that he is still in custody, suffering from a drug-induced hallucination. His interrogators want to break him, converting him to their cause. If they can break him they will break the heart of the Resistance. As strong as he is, it should only be a few more days. Meanwhile, Garibaldi tries to make contact with the Resistance. His contact sets him up for an ambush, which he falls into quite easily.

Sometime later, the Resistance allows its members to pummel him while they wait for Franklin, Lyta and Number One. One of the leaders of Mars Resistance wants to give Franklin the killing shot. The doctor, however, wants to hear Garibaldi's side of the story. The Resistance is much less reasonable. While Franklin holds Number One at gunpoint, Lyta scans Garibaldi to verify his claims about Bester. When Number One refuses to take her word, Lyta projects the entire hellish experience into her mind, allowing her to relive every moment of Garibaldi's pain. This changes Number One's mind, although it does not speak well of Lyta's ethics under pressure.

Meanwhile, Susan leads the assembled liberation fleet against more Earth destroyers. When they refuse to stand down, the White Stars destroy their weapons systems and engines with pinpoint accuracy. She then orders the assembled fleet to pick up the lifepods so that the crews can eventually stand trials for war crimes. When Marcus protests that these little engagements slow them down, Ivanova tells him that she wants to catch all of Clark's accomplices before they go to ground.





Garibaldi, seeking redemption, explains to Lyta, Franklin and Number One that he knows where Sheridan is. His old contacts and new notoriety made it fairly easy. However, they have to move fast to get him before the authorities take him to Earth. When the team from Babylon 5 asks for Martian help, Number One refuses. She is stretched too thin at the moment. The absolute best she can do is a skeleton crew. Worse, everyone who knows the tunnels around where the holding facility will not return from patrol for several days.

On Babylon 5, a similar drama acts out on a larger scale. Lennier tells Delenn that Mollari convened a meeting of the League without informing the Minbari. Despite her fears of what Mollari might want to do, the meeting turns out to be the beginning of an unprecedented act of honour. The League, including the Centauri, will honour the Captain's sacrifice for them and his continuing efforts to help them to work together after the Great War, by sending their ships to the front lines of the Earth conflict. They will rescue Sheridan, as he saved them not so long ago. It is an act both politically wise and morally correct. Londo and G'Kar did not invite her because they wanted to insure that no one believed that she asked out of her love of Sheridan, or that they responded to her on those grounds. The League speaks as one on this; she is not alone. They all stand with her.

As the League votes to step into harms way in order to save the man who sacrificed everything to save them, Garibaldi, Franklin and Lyta accompany a Resistance fighter through the Martian tunnels. Amidst their banter the fighter leads them to a grate. She will have to leave them there. Beyond

the grate they will find EarthForce patrols. They continue despite the odds.

In hyperspace, an officer from one of the surrendered ships speaks with Ivanova. He wants to know if the military tribunal will give consideration to him if he supplies them with information. It turns out that Clark knows the scheduled rendezvous point for the liberation fleet. He dispatched a new advanced destroyer group to deal with the situation. Marcus and Susan step out to talk about this new development. They conclude that Clark would not risk his new destroyers unless they were in relatively good

working order. Furthermore, they will probably target the EarthForce defectors. She decides to send in the White Star fleet, alone, to deal with the problem as they have the best chance of survival.

On Mars, the rescue team runs into an EarthForce patrol. During the brief scuffle Garibaldi is stabbed in the back. Stephen sews him up afterwards but warns him that if he gets into another fight, the sutures might not hold. Garibaldi accepts the risk, then puts on one of the security guard's uniforms.

Back in hyperspace, Susan informs Captain James on the *Agamemnon* that she will take the White Stars to deal with the problem. She needs the EarthForce ships to stay behind. They are an important symbol – their presence shows that the fleet contains more than just alien troublemakers. Besides, if they do not make it she will need them to come in afterwards and clean up the mess. After signing off, Marcus bargains with her to get her to sleep for a while before the battle.

On Mars, Garibaldi talks his way past the security guard at the front door of the holding facility but has to resort to more physical means to deal with the guards outside Sheridan's cell door. First he tricks one into thinking about the code to the door. Then Lyta knocks one out by inflicting telepathic pain, then knocking him out with her fist. Garibaldi coldcocks one, reopening the wound in his back. They then use the code to open the door. Within they find a badly abused Sheridan. Franklin sets about making him ready to move. Once he is mobile they leave but the door guard notices Garibaldi's wound. The only thing his observation gains him is a fast death, followed





shortly thereafter by the slaying of the other guards. The rescue team leaves with Sheridan.

In hyperspace, Marcus goes to wake up Susan. He let her sleep for four hours. They banter a bit, then Susan tells him that she worked out what he claimed was just a simple greeting. She repeats, in Adrenato; 'You are the most beautiful woman I have ever seen.' She smiles, says thank you, and then heads back to the bridge.

When they reach the rendezvous point they do not detect any ships. They move in, only to be surrounded by ships that look like Omega class destroyers but with the black skin and spikes of Shadow vessels. Marcus scans them to confirm that the ships have semi-organic hulls. When the destroyers order the White Stars to stand down, Susan refuses. She opens fire, using the White Stars' superior manoeuvrability and speed to their advantage.

While the heavy destroyers cannot match the White Stars for speed, they display the resilience of Shadow vessels. They seem to have enhanced weapons as well. However, the highly trained crews aboard the White Stars use every advantage they have, spinning and firing like fighters rather than ships of the line. In the end they destroy all of the opposing ships. During the last part of the engagement, White Star 2 is hit, losing its navigation control. As they fly through their target's fiery wreckage a piece of flotsam slams into the bridge, devastating it. A somewhat battered Marcus carries Susan off the badly damaged bridge.

Some time later Sheridan rejoins the main fleet. There he finds Delenn, as well as a badly injured Ivanova. She begs him to tell her the truth and then asks him if she is going to make it. He says no. Delenn tells her she has a few days, perhaps a week. Her last command to him is that he not carry the guilt of her death. Her last request, as his friend, is that he command the battle for Earth from the bridge of the *Agamemnon*.

Onboard the *Agamemnon*, Captain James hands command of his ship to his former commander. They are going to deal with the forces at Mars.

New Feat: Tunnel Rat (General)

You know where you are when underground and where things are on the surface relative to your position.

Prerequisites: Martian or must have spent at least six months on Mars.

Benefit: You have developed an almost instinctive sense of where the tunnels on Mars lead, what is above them and how to best navigate them. When underground, you can make a Survival skill check (DC 15) to locate yourself relative to any three specific surface features on Mars. You also gain a +1 circumstance bonus to DV when underground or in cluttered, tunnel-like surroundings, as your training allows you to use cover and the environment to best defensive effect.

Scenarios and Campaign Hooks

'Between the Darkness and the Light' features the redemption of two major characters in the Babylon 5 story arc: Garibaldi and Mollari. Their acts of courage allow others to do the right thing, at the right place, at the right time. Their choices change the world for the better, even though they both still have a lot to make up for. In the environment they create, the following adventure opportunities present themselves:

- ⑤ The war for Earth is now effectively over. Once the League and the Centauri join (along with the Narn for symbolic support), Babylon 5 has enough ships to deal with anything Earth might have. More importantly, they now have resources; the colonies they freed and the defecting ships could not supply them with everything



they might need. Characters who wish to take part in this could pilot League ships into the fray, be part of military supply efforts or take the part of Clark's agents trying to sabotage the shipment of supplies to the liberation fleet.

- 5 The ambush in Sector 300 required that someone slip information to Clark about the rendezvous point. Characters on EarthForce ships may be the ones feeding information, or they could be assigned to help root out spies.
- 5 Rangers in command of the White Stars will have a tremendous fight at the battle in Sector 300. They do not have orders to target engines or weapons in this engagement: This is a flat-out firefight with the winner taking everything. The Shadow Omega destroyers are a great deal larger than the White Stars – characters will have to use every trick in the book to come out on top.
- 5 Characters in the Resistance may well decide to ignore Number One's orders and assist Garibaldi during the breakout. Alternately they may act as 'catchers', helping to distract Earth's forces after Garibaldi frees the Captain. There is also the unanswered question of how they get him off of Mars; that could be an entire saga of dodging, weaving and fighting while trying to protect the recovering Captain.
- 5 After the destruction of the advanced destroyer group, Clark will probably send any remaining destroyers off somewhere safe. Characters in EarthForce could be assigned to the group in order to protect it. Alternately, Rangers or other intelligence operatives may be sent out with orders to find any remaining destroyers and deal with them before the battle at Mars.

Endgame

Probable Start Date: November 1st

Episode Synopsis: Sheridan leads the fleet first to Mars, then to Earth. The Mars Resistance attacks bases on Mars in order to split the fleet. Franklin and Lyta awaken the altered telepaths, effectively removing most of Earth's forces from the fight. Sheridan then goes to Earth. Clark takes his own life, but not before he turns the defence grid on Earth. They locate the old ISN anchor, who reports that Earth has been freed.

Episode Description

Somewhere in hyperspace, Marcus sits with a mortally wounded Susan Ivanova. Delenn comes in to inform him that the shuttle has arrived to take her back to Babylon 5. On the Martian surface, Garibaldi prepares an assault on one of the EarthForce bases. Meanwhile, under the surface Franklin and Number One work with an EarthForce contact to get the cryotubes up into the destroyer group floating above Mars.

On the perimeter of one of the Mars bases, an EarthForce NCO rambles to his troops about how this is the greatest gathering of EarthForce ships since the battle of the line. When he does not get a report in from one of the other guard stations, he begins to worry. A traitor in his ranks pulls her gun just as the Resistance, lead by Garibaldi, come storming through the airlock. They subdue the guards, then Franklin gets to work setting up Lyta's headgear.

In hyperspace near Mars, Sheridan and the fleet wait for Garibaldi's all clear signal. He wants the Earth destroyers to come in first, along with the White Stars. The League ships will stay back to provide support and defence, but are not to fire unless fired upon.

Aboard the EarthForce destroyer group, the captain of the *Apollo* worries that General Lefcourt's presence presages problems with his performance. The General reassures him; Clark sent him because he believes in following orders and because he taught Sheridan. He knows how the rebel captain thinks. Even though he admires him, now he has to kill the younger man. With that, he sends a rallying speech to the rest of the group.

Down on Mars, Franklin finishes hooking Lyta up. She goes outside, then Garibaldi sends the all clear to begin





phase one of the assault. Marcus and Lennier break off the conversation about whether or not there is a useable solution to Ivanova's problem back on Babylon 5 to go do their jobs. Using co-ordinates given to them by Mr Garibaldi they open a jump point almost on top of the base, strafing the area with their shipboard weapons.

Lefcourt immediately receives reports describing five attacks on the Martian surface; four perpetrated by the Resistance and one by an unknown ship. He refuses to be pulled apart, knowing very well that this is a feint of some kind. However, he also knows Sheridan well enough to guess that there has to be another factor in play.

As Lefcourt muses about the potential threat, Sheridan instructs Lyta to unleash it. She reaches up with her telepathic powers into the ships, circling overhead. There she directs the stored telepaths to awaken, move through the ships, then merge with the ships computers. The resulting havoc neutralises 20 of the 30 ships in the task force, damaging another five. As Lefcourt works out that the attack must have come in on the last cargo shipment, Sheridan brings his forces in to disable the remaining EarthForce ships. The bulk of the liberation fleet then sets course for Earth.

The short, one-sided battle ends quickly. Marcus pulls

his White Star back up into orbit, then goes to check on a few things. This mostly amounts to checking Franklin's medical logs about extreme measures. As a result, he learns about the alien healing device (first discovered in Season 1, 'The Quality of Mercy' and hidden by Franklin to prevent its misuse). He orders a shuttle prepared and saves the files under his personal password.

Onboard the *Apollo*, Lefcourt informs his engineering crew that if they do not get him control of his ship he will personally come down and skin them all. The motivational effect of this comforting speech can only be guessed at.

Shortly thereafter Lennier walks into the Minbari fleet control room to speak with Delenn. He thinks that she sent for him. She is curious as to what he wants to talk about. At that point they realise that Marcus has a plan of some kind. As they come to this realisation his White Star turns around and heads for Babylon 5. Lennier suggests that he is going there to use the alien healing device. A concerned Delenn then calls John, but there is really nothing they can do. They cannot even get a message past the Mars jammers, not that Babylon 5 security would be able to stop Marcus from doing what he wished. The fleet cannot turn back for one man and Sheridan cannot spare a ship to deal with the problem.

Hours later the liberation fleet moves into position over Earth. There he declares that he is at the head of a multi-





During the fight the *Agamemnon* suffers heavy damage. As the deadline looms near, it becomes obvious that none of the other ships will be able to make it to the defence platform above North America in time. Sheridan commands all power to the engines. If they cannot shoot, they can still ram. Just before he arrives at his target the *Apollo* comes through a jump point and opens fire, destroying the platform. Lefcourt was monitoring the situation on his way in, and correctly estimated where he would need to be.

A short time later, Captain James informs his former commander that he is wanted in EarthDome. He also asks where Franklin went – Sheridan sent him on a White Star to

try to get a message to Babylon 5 about Marcus.

As Sheridan goes to EarthDome, ISN opens with its original anchor. The red-haired anchorwoman says hello, then cries for a moment. As she tells people of the events of the last few days, including the liberation of Earth, she regains her self control.

Far out in hyperspace, Franklin reads the files that Marcus downloaded while Lennier tries to get a signal to Babylon 5. The doctor knows what is going to happen.

On Babylon 5, an unfortunate security guard lies in a disarrayed Medlab. Marcus, attached to a machine that will drain his life to heal Ivanova, mourns what he was never able to say to her: 'I love you.' With that, he lays his head down on her bed to await his fate.

planetary taskforce comprised of governments who will not let their greatest ally sink into darkness and despair, formed on behalf of thousands of murdered innocents who died by Clark's orders who have no one else to speak for them, and lead by the loyal sons and daughters of Earth. He asks for the members of EarthGov who were afraid to act, to act now. They are no longer alone. None of them are traitors and their loyalty to Earth never wavered. For justice, for peace and for the future they have come home. At this point the planetary defence grid arms and fires. The fleet responds.

On Earth, EarthGov finally moves against Clark. Clark kills himself rather than submit to arrest. In his office he leaves a letter with the words 'The Ascension of the Common Man' written over and over again with the letters 'Scorched Earth' circled. The woman who came to arrest Clark calls on Sheridan. She believes that the former President turned the planetary defence grid on Earth. He has ten minutes to save the planet or the particle beams will render 40% of the surface to smoking ruins.

Sheridan gives the order. Then he calls on Delenn and the League for assistance. True to their promise, the League is there to stand by their friends. Earth, Minbari, Centauri and Narn ships, along with those of a dozen other alien governments, race to save Earth. The defence grid opens fire on them as well, responding to its programming to defend itself in case of attack.



General Robert Lefcourt

'Engineering, this is General Lefcourt. In case you didn't notice, the enemy just pulled our shorts up over our head and tied them into a knot. You will get the ship under control ASAP, or I will come down there and skin the hide off every last one of you.'



15th Level Human Officer (fleet)

Hit Points: 37

Initiative: +2 (+2 Dex)

Speed: 30 ft.

DV: 18 (+8 Reflex)

Attacks: +16/+11/+6 melee or +16/+11/+6 ranged

Special Qualities: Branch Elite, Branch Specialisation (fleet), Legendary Speech, Rallying Call (2/day), Way of Command

Saves: Fort +6, Ref +6, Will +10

Abilities: Str 12, Dex 13, Con 13, Int 16, Wis 14, Cha 16

Skills: Bluff +12, Computer Use +13, Concentration +10, Diplomacy +21, Intimidate +22, Listen +23, Pilot +11, Sense Motive +21, Spot +14, Technical (space travel) +21

Feats: Alertness, Data Access, First Contact Protocol, Nerves of Steel, Point Blank Shot, Sixth Sense, Spacecraft Proficiency, Veteran Spacehand, Weapon Proficiency (spacecraft weapons)

Standard Equipment: EarthForce uniform, EarthForce wrist link, EF-7 PPG.

General Lefcourt, like Edward McDougal and a handful of other commanders, taught at the EarthForce Academy when John Sheridan was a recruit. They immediately recognised his great potential and helped to foster it. Now that he has seemingly turned against Earth, it falls upon General Lefcourt to perform the final act of an instructor; if he cannot turn his student back to duty he will have to kill him.

Lefcourt is a white-haired gentleman with an appreciation for intelligent tactics and clever manoeuvres. His passion for warfare is entirely academic. He does not relish the destruction of life, only the contest of wits and skills evident in fleet-to-fleet engagements. He is also extremely

loyal to the chain of command even when he personally feels that the orders are morally reprehensible. This places him squarely against the likes of McDougal, who argue that a soldier must evaluate every order for himself.

General Lefcourt, as an honourable man supporting a corrupt regime, makes an excellent patron for groups that wish to play EarthForce supporters of President Clark. He will not allow them to receive orders to engage in the worst atrocities, so they can come through the experience relatively 'clean'.

Scenarios and Campaign Hooks

'Endgame' represents the climax of the Earth War. A multi-planetary task force arrives at Earth, fights for the survival of the human species, and wins. Clark, the predator who killed hundreds of thousands of innocents, dies by his own hand. Marcus, the Ranger who showed viewers what it meant to be a Ranger, dies by his own hand in atonement for all of the people in his life he loved and could not save. In this environment characters might find the following adventures:

- ⑤ There are four large Resistance attacks going on at the same time as the fleet battle above Mars. Characters might be involved with any one of them, from planning to execution.
- ⑤ A group of Rangers or agents working for one of the Babylon 5 command staff may hear of Marcus' plan. They will receive orders to stop him using any means necessary. The alien healing device can save Susan but it does not need to take all of the life force from a single person. If one of the characters has medical training they may even be able to use the device to stabilise the Commander until wiser heads can prevail. Note

however that Marcus has no interest in listening to reason on this matter. His decision to die to save Susan has as much to do with wishing to atone as it does with saving her life. Anyone who gets in his way, however well intentioned, will have to deal with a highly trained Ranger who knows Babylon 5 better than anyone but Mr Garibaldi and who can take out entire groups of security guards single-handedly.

- 5 Any ship may find itself engaged in the battle against the defence grid. Alternately, a group of characters onboard a Shadow Omega could be close enough to intervene when the defence grid turns on Earth. Can they talk fast enough to keep the liberation fleet from blowing them out of the sky if they come to help? How can they morally justify *not* coming to the assistance of their homeworld?
- 5 Any EarthForce ships loyal to Clark that were not hunted down by the liberation fleet now have a tough choice to face. The League worlds have turned against them and the government back home would like to arrest them for war crimes. They can surrender, fight to the death or try to vanish like the *Trigati*.
- 5 Earth is now completely open to attack by a hostile force (i.e. the Drakh). Right after the battle the White Stars and the League protect the planet but it will take some time before they can field a new defence grid. The battered EarthForce will be stretched thin trying to protect the colonies and homeworld. Characters involved with military or smuggling services will have their work cut out for them as they try to keep up with the sudden surge in hostile activity. Of course, the presence of the White Stars will help; a group of Rangers will have a similar job, just with more resources to carry it out.

Rising Star

Probable Start Date: November 2nd

Episode Synopsis: Susan deals with the emotional ramifications of turning away Marcus' love. Sheridan faces his own government's wrath for freeing them from terror and oppression. Delenn disbands the League of Non-Aligned Worlds to form the Interstellar Alliance, with the Centauri, Minbari and Narn as founding members. Sheridan resigns, only to accept his position as the President of the Interstellar Alliance a few hours later. Garibaldi terrorises the Martian underworld looking for Lise.

With a little help from the Rangers he frees her from the Martian Mafia.

Episode Description

The ISN anchor, now restored by doing what she obviously loves, reports on the various events of the last 24 hours. She recaps the liberation of Earth, talks about Sheridan's willing surrender and plays a segment from Acting President Luchenko's speech in which she calls upon the people of Earth to listen to the angels of their better nature rather than seek revenge against Clark's supposed collaborators. Meanwhile, Franklin urges the crew of his *White Star* to even greater speed, hoping to get to Babylon 5 before Marcus can use the alien healing device.

Unfortunately, the good doctor arrives too late to save the Ranger – but Susan is another matter. She has thrown everyone out of Medlab. He walks in to find her lying broken and sobbing on the floor. The two talk about the nature of love and of the relationship that she could have had with Marcus. She knew that he loved her. She knew he would never have hurt her or abandon her. But she did not reach out to him because of the pain in her own past. In the end, she tells Franklin 'All love is unrequited, Stephen. All of it.' With that, she allows herself to move past anger and into honest pain.

As Franklin settles down on the station to care for his soulsick comrade, Londo and G'Kar prepare to leave. Their good natured banter has grown to resemble that of a bickering old married couple. When Vir comes running up to the departure point late, they even speak to him in stereo. Vir has bad news and worse news to relate. In the bad category the Regent seems to be dying. In the worse category the Centarum wants Londo to become Emperor.





Vir seems surprised that Londo does not display more excitement about the latter as they leave for Earth.

On Earth, Sheridan sits in a room alone. When the door opens, Bester, rather than an Earth Alliance official, comes in. After Bester activates a bug jammer, the two men verbally spar back and forth for a few minutes. Bester knows that Sheridan cannot prove what he did to Garibaldi. Sheridan knows that Bester cannot really hurt him anymore. Bester also lets him know that the Corps destroyed the virus but kept the antidote around just in case. Then they get down to business; the Psi-Cop wants to know if Sheridan used his lover in the defeat of the Earth ships. Sheridan did not. As much as he dislikes the little man, he would not wish the pain of losing someone twice onto anyone. The Captain also warns Bester that Mr Garibaldi will come for him soon; the implication is that Mr Garibaldi is once again in the good graces of his friends.

Meanwhile, the aforementioned Garibaldi steadily turns Mars upside down looking for Lise. With typical cunning he decides to question a gentleman named Max, a black market accountant. Lise went to the Martian Mafia to get off the planet; that she did not show up anywhere else means that the Mafia got greedy. In turn, that means that they have a good bit of money to launder – leading Mr Garibaldi back to the frightened accountant, who needs to decide between possibly being killed and drinking his meals through a straw.

In Earth space, Delenn gives G'Kar and Londo a copy of a document. Londo becomes giddy in the presence of living history. Delenn does not think it is a

laughing matter though. She tells them that, as the leaders of the League, she wanted them to see this first. When the other League members come in, Londo tells them that Delenn has a fascinating proposal; they had best have brought a change of underwear.

On Earth itself, Sheridan continues to cool his heels. Finally, Acting President Luchenko comes in to speak with him. In her direct, amused way she tells him that he can either resign, keeping his pension and leaving with a full amnesty for himself and his crew, or stay and be court-martialled. She tells him that the bitch of it all is that he probably did the right thing. He just did it in an inconvenient way and now he must pay the price. When he asks if he can have the amnesty in writing, she agrees. Given the situation, Sheridan chooses to resign.

Back on Mars, the Martian Mafia have a very brief, one-sided encounter with a very angry Garibaldi and a handful of Rangers. The former Security Chief and his friends storm a Mafia safehouse, crushing the opposition in seconds. Garibaldi finds Lise locked in a back room.

In Earth space, Delenn speaks with Lennier. The League agreed to her proposal. Lennier mentions that he wishes that Marcus could be there with them. He was used to having him on the path with them. Delenn just smiles; he will always be with them so long as they speak his name. Given who he was, the Ranger's actions were probably the only way he could find peace. The lovelorn aide also mentions what Susan said, that all love is unrequited. Delenn reaches out and touches his face, then tells him that she was wrong. Delenn then heads to a shuttle, leaving Lennier alone.





ISN opens live on the press conference with President Luchenko and Sheridan. There, Luchenko commends him for his actions. He resigns. Then G'Kar and Delenn drop their bombshell. The League of Non-Aligned Worlds has been dissolved by popular vote. In its place, the member worlds have founded the Interstellar Alliance, a group dedicated to peace and free trade. They independently recognise the authority of the Rangers to act as guardians and protectors of the galaxy. As Delenn speaks of the Rangers, a fleet of White Stars fly overhead. The Alliance will assist those less advanced races while providing protection from raiders and outside forces. The Alliance invites Earth to join. If they do not, then the Alliance will honour their choice – but if they do, they believe it will herald a new era of galactic peace.

After the press conference, President Luchenko admits to Delenn, Londo and G'Kar that the concept of the Alliance intrigues her. However, she will need something more than promises to sell. Delenn agrees. They will share with Earth the secret of creating gravity fields, so that they no longer have to build less efficient ships that simulate gravity by rotating. That, in and of itself, is a significant advancement for any starfaring race. When she asks who she should speak to in order to continue negotiations, she receives a not entirely pleasant shock.

Moments thereafter an EarthForce general comes storming into the room where Sheridan continues to cool his heels. He demands that Sheridan return the amnesty agreement. Once again though, the canny President of the Interstellar Alliance has outwitted his foes; he has already given copies to the press and sent the original someplace safe. After amusing himself a bit with the general, he leaves to join Delenn in the corridor. There she meets his father for the first time. The three walk away arm in arm, laughing.

Sometime later, ISN reports that Earth has joined the Alliance. As part of the agreement the President has issued an executive order to free Mars. This last piece comes as great news to Garibaldi and Lise, who are relaxing together somewhere on the contested planet. They talk briefly about whether or not he will go back to Babylon 5 or marry her, then get back to the business of being in love.

ISN also reports that in his last act as Commander, Sheridan promoted Susan Ivanova to Captain. She will take one of the new Warlock Class Advanced destroyers out for a year long shake-down cruise. The report ends with rumours that Delenn and Sheridan have just been married. Londo and G'Kar,

recovering from the wedding celebration, find that fairly humorous as well. After their usual banter Londo finally admits that he would like to peek in on them. Looking intently at his friend the Centauri asks: 'G'Kar, the artificial eye that Dr Franklin gave you. Where is it?'

In another part of the ship, watched over by the valiant Narn, the first couple of the Alliance finally get some much deserved rest. The episode concludes with Delenn's statements about the next few years:

'It was the end of the Earth year 2261 and it was the dawn of a new age for all of us. It was the end of one chapter and the beginning of another. The next 20 years would see great changes, great joy and great sorrow. The Telepath War. The Drakh war. The New Alliance would waver and crack but in the end it will hold, because what is built endures and what is loved endures. And Babylon 5... Babylon 5 endures.'

The Martian Mafia

The Martian Mafia appears in this episode with very little warning. They come onto the scene as a set-piece villain, providing Garibaldi with a quick action scene and then vanish. This shows us a great deal about how the Martian Mafia works; they move fast, take opportunities when they appear and vanish before someone in authority can deal with them. They overreached capturing Lise Hampton-Edgars, a mistake that costs them several senior members.

Much like the Mafia on Earth, the Martian Mafia presents itself as a monolithic organisation to outsiders. They speak of themselves as an organisation with common goals, plans and membership. They claim direct descent from various legendary criminal organisations on Earth, using

the weight of their former accomplishments to intimidate anyone who tries to move into 'held' territory.

In reality, the Mafia acts as a communications vehicle between dozens of independent gangs. These gangs run everything from smuggling to gambling and prostitution. Most gangs specialise in a single type of operation: One sells Dust, another makes sure that the authorities never come down into the tunnels where the best games run. In addition to their primary business, a gang may have one or more related businesses. For example, gambling dens almost always have a few prostitutes around. A gang that primarily smuggles Dust may carry other drugs.

These individual gangs pay a percentage of their profits (usually termed a 'gift') to the 'made men' in the centre of the Martian Mafia. These 'made men' are members of a vicious gang that dominated the Martian underworld by force for many years. Now, custom supports what blood once enforced. In return for these gifts the 'made men' act as mediators between the gangs. They also provide money laundering, computer hacking, and other high level crimes that a smaller organisation could not easily afford. They also pay bribes to senior members of the local Martian authorities and EarthForce personnel to smooth their operations.

If an individual operator moves into Martian territory, he will first have to face whatever gang controls his chosen turf. Assuming he is successful, the Martian Mafia will then drop by to speak with him about the necessary gifts. Should he fail to pay, then he will very quickly find himself the target of a steady barrage of petty harassment. The local cops will come down heavily on them. Their criminal contacts stop speaking to them. They may not be able to buy bread at the local grocery, or ship repairs will go terribly wrong. If he still does not get the hint, the Mafia will eventually have him beaten, then murdered. Hopefully the next small-time punk will know his place.

A completely new gang receives a very different reception. The Mafia does not like change; it threatens the business. Organised newcomers suffer harsh treatment unless they find a patron. Other gangs will target their businesses at the request of the 'made men', while the legitimate authorities apply pressure on the newcomers until they go away.

Despite the common misconception that the Mafia always resorts to violence first, it really is not in their best interest to do so. Mars is a closed society with very limited access to the outside world. Acts of violence can easily spin out of control, igniting hidden hostilities. More importantly, violence interferes with the smooth operation of business.

The 'made men' spend most of their time settling disputes and negotiating settlements between the various gangs, thereby creating an environment conducive to business.

Characters who prove themselves to be sufficiently skilled at a variety of criminal enterprises (including murder, extortion and larceny) may eventually be invited to join the Mafia itself. Becoming a 'made man' grants a number of benefits; members of other gangs will defer to the character and he will get direct access to the criminal communications network. However, it also carries with it a responsibility. No-one who is a part of the Mafia may speak about its activities, on pain of death.

From 2260 to 2261, the Martian Mafia finds itself in a very awkward position. On one hand they stand to make a lot of money as basic necessities become scarce. At the same time, the Nightwatch and Clark's bloodhound units do not like 'free enterprise' that is not directly under their own control. The Mafia must then choose to either side with Clark, acting as his agents in the underworld, or to walk a much more dangerous line by supporting the Resistance while kow-towing to Clark's goons. The disagreements about exactly what to do will paralyse the organisation during the war.

They also have a serious problem with the Rangers who move through Mars on their way to various other parts of the galaxy. Rangers do not intimidate. They do what they want, when they wish to do it. They stay out of most criminal affairs but they have this damnable sense of honour that leads them to intervene when they see people being exploited or misused. Worse, they can vanish like the wind when they choose to, reappearing only when the moment best suits them.

Word from the 'made men' is to stay out of Ranger business. The unofficial word is to take them down whenever possible. Much of the Mafia's strength rests on the threat of overwhelming violence. If someone, anyone, stands up to them the threat and the business falls apart.

Games Masters may use the Martian Mafia in a variety of ways. In 'Rising Star' they act as simple set-piece villains. They may also be used as a resource for characters that need to engage in illegal activities on Mars. The Resistance in particular often finds that a sympathetic, or at least well paid, Mafia contact makes things much easier. Characters wishing to run a criminal gang on Mars or one of the other established colonies will eventually run into the Mafia, either as an opponent or as a grudging patron.

Scenarios and Campaign

Hooks

'Rising Star' leads us through the denouement of Season 4. The characters suffer the consequences of their actions: Garibaldi finds love, Delenn marries, Londo becomes the man he wishes to be and Sheridan must leave Earth for the stars. In this environment of promises fulfilled, the characters might find themselves involved with the following adventures:

- 5 A group of Rangers may work with Garibaldi on Mars. They will have to work fast to make sure the Lise does not come to harm during her captivity. The Games Master may want to make the combat at the end of the investigation a bit more difficult than the one in the episode.
- 5 Characters who work as diplomats for their race will have to sell the idea of the Alliance back home. Much like President Luchenko, they need some positive, practical gains to point to in order to get the powers-that-be back home to agree to the Alliance's requirements.
- 5 Characters who participated in the rebellion against Earth now have to pay the piper for their actions. Like Sheridan, they may be asked to resign their posts. If they led mutinies to gain control of their vessels, they will have to stand trial. Characters who were justified in their actions (i.e. mutinied in response to illegal orders to kill civilian targets) will be given the option of retiring honourably or standing trial.
- 5 Characters in the Earth Resistance face a similar problem. If they engage in illegal acts during the Clark administration they will have to answer for those crimes during the Luchenko administration. So long as no one was killed during their activities, EarthGov will probably let people off with a slap on the wrist.
- 5 The Martian Resistance finally achieved its goal. Now, they have a large number of angry paramilitary fighters with nothing to do. Many will turn their hand to politics during the coming months. Others will move out into the stars looking for a new cause. Characters who worked with the Mars Resistance may become involved with the sudden swirl of politics back home, or head out

with their more war-like cohorts to find action among the stars. This would be a perfect segue into a Ranger campaign.

The Deconstruction of Falling Stars

Probable Start Date: November 5th

Episode Synopsis: A million years in the future, a human Ranger looks back on his past. He sees the love at the foundation of the Interstellar Alliance and hears the calls of humans who think it will fail. One hundred years later, he watches Delenn face down those who would speak but do not want to know the truth. Five hundred years after the foundation of the Alliance, an ambitious technician tries to use the spirit of those who forged the Alliance to hurt his enemies. As he forces them to betray their ideals, Garibaldi initiates a series of events that leads to the scorching of Earth. A thousand years later, he watches a member of his own order guide a young man through a crisis of faith. The Ranger, posing as a monk, helps the youth to see the importance of their mission to hold onto science. In his present time, the Ranger looks back on their work so far, then goes to join the celebrations on New Earth. Sol explodes, taking 'old' Earth with it.

Episode Description

The episode begins with relatively normal shots of Sheridan and Delenn entering Babylon 5 immediately after their marriage and the liberation of Earth. The ecstatic reception they receive causes them both some embarrassment. Londo thinks that it is a bad sign as well. Among the Centauri, weddings are solemn affairs, much like a human funeral. Between parties Sheridan comforts Delenn by telling her no



one will remember then a hundred years from now. As the first couple and the ambassadors move on, the transmission breaks up due to a temporal anomaly. A computer interface appears, allowing for the playing of selected events or for autoplay. The unseen operator selects autoplay.

Date: January 2nd, 2262. ISN Nightside presents a special report on Sheridan and the Interstellar Alliance. Several political commentators have their say. Senator Elizabeth Metarie suggests that Sheridan at least deserves a chance to succeed or fail on his own. Journalist and author Lelf Tanner, a Marsie, argues that Sheridan's initial action show great promise for the future. Henry Ellis, a former speechwriter for President Clark, begins to lay the groundwork for what will clearly become the 'party line' of those who oppose the Alliance for the next few decades. He claims that Sheridan is dangerous, unstable and unable to run an operation the size of the Alliance. When his fellow commentators point out that they expect such rhetoric out of him on an election year he becomes indignant. When asked for their final comments, the three have radically different opinions: The Senator says he will face a hard year, the journalist says that he has already made enough of a difference and the speechwriter unleashes rhetoric about the need for military force to dominate the Alliance.

Date: January 2nd, 2362. Two commentators and a moderator sit in Earth Dome, fielding questions from a group of people interested in the history of the Alliance. The two commentators, both academics with lives circumscribed by the walls of their hallowed institutions, outline how Delenn and Sheridan could not have done the things ascribed to them but are personally responsible for every negative occurrence during the years of transition. For example, Sheridan's sheltering of a colony of telepaths directly precipitated the Telepath War, even though no

individual can act to change history. All of the positive stories, from Sheridan's disappearance at the time of his death, to Delenn's extended life on Minbar, exist solely as public relationship manoeuvres. Then they show a scene of Garibaldi in the hands of telepathic terrorists. When Sheridan refuses to negotiate, the telepaths draw a gun and prepare to fire.

As the commentators carry on at length about Sheridan's megalomania, the alarms in Earth Dome sound. Moments later, an ancient Delenn walks through the door. She tells them that 'Sheridan was a good man, a kind and decent man.' She came all the way from Minbar just to say that, as others came just as far to say less. When one of the commentators begs her to stay, to answer questions, she refuses. They do not want to learn. They want to speak. What they do not know, they invent. None of that matters. What matters is that Sheridan cared about the world. Delenn turns away but turns back to stare down one of the commentators when he makes the mistake of defending his lies.

Date: January 2nd, 2762. A technician walks into a holo-simulation area, where he creates reliant images of Sheridan, Franklin, Garibaldi and Delenn. He recreates the old conference room and then downloads 'personality matrixes' into the holograms. When they seem to know whom and where they are, he updates their programming with the last 500 years of history. It seems that Earth is about to go through another civil conflict. The technician's side wants to break away from the Alliance and therefore must make some 'good facts', approved by the government, to justify their actions. The technician begins to modify the holograms to create realistic simulations of events that never occurred. He has Sheridan rant about how the Alliance will build an empire on the bodies of a billion people if need be,

and then order the murder of refugees. Delenn asks if there is nothing they can do to stop this. Garibaldi points out that they are nothing but light and shadow; she replies that who they are is a matter of will, not flesh.

After finishing with Sheridan, the technician turns his attention to Franklin. He has the humanitarian describe his efforts to create a human/Minbari hybrid. After finishing his work on that, he will naturally go on to vivisection children. When the travesty ends, Garibaldi sweet-talks him into revealing the 'real facts' of the situation. The technician's people are about to launch a pre-emptive strike against





their opponent's civilian power centres on several colony worlds. The ships leave in an hour. Garibaldi advises him to bend over and kiss his ass goodbye. The hologram uploaded the entire conversation to the opposition, who probably have their missiles in the air already. As the technician runs screaming out of the room, Garibaldi wishes his old friends a restful sleep.

Date: January 2nd, 3262. A camera records the movement of an old man dressed in monk's habit. As he prepares to speak, a much younger monk in the middle of a crisis of faith interrupts him. He heard rumours that the order, dedicated to the discovery and preservation of scientific knowledge, once again failed to receive Rome's recognition. The older man, Brother Alwyn, listens with growing impatience to the younger monk's worries about how neatly laid out the legends of Blessed Lorien, Blessed Sheridan and the others seem to be. How could they be real? How can he find the answers, if they are out among the stars and the stars are barred to him? How can he believe, when the Rangers said that they would come to Earth in her hour of need but they are no where to be seen? Brother Alwyn listens, then points out that if the Rangers were on Earth they would be there in secret, since so many people still blamed technology for the Great Burn. Somewhat relieved, the young monk leaves to finish his illumination of a holy book.

The old Brother, Alwyn, relieved to finally be alone, remembers that his camera is still on. He then gives his report; nothing much new. His Brothers are about to put together a working

gasoline engine, so he needs Supply to ensure an 'old' looking container of fuel will turn up in a few days. The Brother then goes to his wardrobe, where he touches his Ranger's garb. The Rangers are still there and they will rebuild Earth – even if it takes them another thousand years.

Date: One Million years in the future: A human being stands before the computer controls. He sends the computer and its knowledge on to New Earth after the system tells him that the abnormal energy readings from Sol have increased. He smiles, transforms into energy, then enters an encounter suit emblazoned with the symbol of the Rangers. As his organic

ship flies into a jump point, Sol goes nova.

Back in Season 4's present time, Delenn and Sheridan try to get some much deserved rest. Sheridan's thoughts make it difficult for him to sleep. He tells Delenn of his question; 'Will they really remember us?' Delenn tells him that it does not matter. They did what they did because it was right. History will attend to itself. It always does.

Transformation into First Ones

All of the First Ones in the series have transformed, as a race, into partially energy-based beings. Although they still retain some organic (or silicon, or whatever the base lifetype was) components they exist at a higher energy state than other beings. This makes them effectively invulnerable to attack by lesser creatures, as well as intensely telepathic. There



are indications that this state is also somehow necessary to create or control advanced organic technology.

From *River of Souls* we know that the Soul Hunters have 'saved' three races just before they made the transition from normal species to energy based creatures. With their agreement not to engage in such wholesale slaughter again, it may be that a few races in the next million years will make the great transition.

We know that humans and Minbari both make the transition, while the Narn and Centauri do not. What criteria (other than series focus) determined this remains a mystery.

Scenarios and Campaign Hooks

'The Deconstruction of Falling Stars' creates a 'future history' for the Babylon 5 universe. After watching it we know that the Rangers survive for a million years. We know that in a 100 years the Alliance will still be going strong and that in 500 years Earth will finally get around to bombing itself back into the Middle Ages. Any of the times presented would make an excellent sourcebook or campaign. However, within the limits of this book, we can offer the following suggestions:

⑤ Rangers may get experience helping technophobic worlds before they have to deal with Earth by encountering a relatively primitive race that has access to an old jump gate. A small portion of the race would like to join the Alliance. Now, the Rangers must live up to their mandate of helping less technologically advanced races by aiding a group that still thinks of lightning as magic.

⑤ While Clark himself was an aberration, the selfishness and greed he embodied exist side by side in the human heart with our courage and compassion. To make matters worse his political party cannot simply be removed from the government. Characters involved with EarthGov during the next few years will face increasing problems from these individuals as they try to consolidate their remaining power.

⑤ The 'big lie' Clark sold to the people of Earth still remains.

There are many people who honestly believe that the aliens are out to take over Earth. This fear will lead people to do any number of crazy things, including potentially creating an 'alien free' colony somewhere near Earth itself.

⑤ The Telepath War referenced in the episode will be covered in the forthcoming *Psi Corps* sourcebook. However, Mr Edgars was correct; the Psi Corps does not want to give up its hold Earth now that Clark has allowed it to get one. An interesting campaign could revolve around the efforts of the Rangers, civic-minded characters, or even ordinary citizens to resist the slow growth of Psi Corps control.

⑤ The creation of the Rangers as a sovereign authority independent of the member states of the Alliance gives rise to an entirely new kind of Ranger. These Rangers will start out their careers as Rangers, rather than training to become one later in life. Playing through these early years of the Ranger's growth and evolution could give the characters the ability to become legendary figures in their own right.

⑤ What if the Drakh, or a similar Shadow race, discovered the secret to ascension into the status of beings like the First Ones? A campaign could be constructed around the quest for such knowledge, or the quest to keep it out of the hands of enemy races. The first race to ascend in this new era will become the central force in the galaxy for hundreds of thousands of years; the stakes could not be any higher.



Rules

Additions

This chapter introduces new rules systems that the Games Master may wish to introduce to their existing Babylon 5 campaign. They expand and enhance the systems already present in the game. While none of them are strictly essential, they add depth and interactivity to areas of the universe previously ignored. In *No Surrender, No Retreat* we present the following new options:

- ⑤ Rule systems for: Broadcast Stations, Hitchhiking across the Known Galaxy, Incorporating/Understanding Organic Technology, Interrogation Techniques and Technological Telepathic Enhancement.
- ⑤ Prestige classes for: Shadow Servant and Vorlon Servant.

Building a Broadcast Show

In the world of Babylon 5, information can be a weapon as powerful as a planet killer or a fleet of ships. In fact it might be more powerful; Sheridan defeats the Vorlons and the Shadows with an idea, not with blood and iron. Before the Voice of the Resistance begins broadcasting, characters may wish to try to spread the truth on their own. After Babylon 5 enters the information fray, independent groups grow even bolder. Characters may find that their little operations, formerly limited to local transmission and access, suddenly have access to significant resources allowing them to reach audiences throughout the sector or even the galaxy. Setting up a broadcast show requires the following process:

- ⑤ Securing a transmitter of some sort.
- ⑤ Getting the word out about the show.
- ⑤ Preparing and presenting stories.
- ⑤ Avoiding triangulation by the authorities.

Securing a Transmitter

The first step in building a broadcast network, at least from a technical standpoint, is to secure some means of getting your story out of your own camera and onto the tachyon broadcast system. For that, the character will need to either own, borrow, steal or hijack a transmitter of some sort.

A set of broadcast gear (as described in the Equipment and Ships Chapter, pg. 124) allows the character to broadcast over a very limited area. This area is no larger than a 100 mile radius around the transmitter and may be a great deal less depending on weather conditions. Resistance fighters and reporters use these systems for local communications or to gain access to a larger, more powerful network. These systems generally have enough transmitting power to reach one of the local orbiting satellites. The local satellites in turn transmit information to the planetary beacon.

A planetary beacon gathers signals from satellites in orbit around the planet. It sorts the information into channels and transmits them both locally and via tachyon relays to the target destinations. The planetary beacon also serves as a distribution point for off-world signals entering the local communications grid.

Some organisations with significant resources, like Babylon 5 or planetary governments, can put together their own tachyon transmitters. These transmitters have a range based on their available power source; a station like Babylon 5 can only transmit to a sector (without Epsilon III's aid), while transmitters used by ISN can throw their signal halfway across the galaxy.

Getting the Word Out

Regardless of characters' efforts, they cannot reach anyone if no-one knows to tune in. In order to pass information about upcoming broadcasts, the characters must make Gather Information skill checks. So long as the characters are not making an illegal broadcast they gain viewers for their next show equal to the total of all of the raw check results multiplied by 100. If they are making an illegal broadcast they get the same number of viewers, but if any of the characters' skill checks come in under 20 then they also alert the authorities to the transmission. This sparks an investigation using the Avoiding Triangulation rules.

Once characters start their broadcasts the viewers will start to spread word about the show. See the Preparing and Presenting Stories section for more details.

Preparing and Presenting Stories

Once the characters have an audience, they must put on a show. Each character involved with the show makes a skill check appropriate to their leading role:

- ⑤ The anchor (who co-ordinates the reports that make up the show) must make a Perform (oratory) skill check at the end of the show. This skill check is used to determine the overall effect of the show.

Hacking a broadcast stream

Characters, no matter how well connected, may not be able to secure a transmitter and a power source like that used by the Voice of the Resistance. Instead, they will have to content themselves with local broadcasting. Alternately, they may choose to use their computer skills to establish an illegal channel within the legitimate transmissions.

Establishing the broadcast channel requires a Computer Use skill check (DC 20). Every minute that the channel remains open the person that opened it must make another Computer Use skill check (DC 20 + 2 for each minute of operation) to avoid detection. Once the system detects an illegitimate channel, it attempts to track the originating point. Whilst the system is actively looking, the character must make a Computer Use skill check every round (DC 20 + 2 per round since the alert began) to prevent the trace.

- ⑤ The editor must make a Concentration check skill check (DC 10) at the end of the show. This gives a +1 bonus to the anchor's Perform (oratory) skill check. For every five points by which the Concentration skill check exceeds 10, increase this bonus by +1. If he fails, he gives the anchor a -1 penalty on his Perform (oratory) skill check.
- ⑤ The reporter (who presents a specific report) must make a Perform (oratory) skill check (DC 15) at the end of the particular story he reports. If he succeeds, he gives the anchor a +2 bonus on his Perform (oratory) skill check. If he fails, he gives the anchor a -2 penalty on his Perform (oratory) skill check. Note that this is the only leading role which may be used multiple times, as multiple reporters make reports/stories for the show. Each individual reporter may present only one story per show.

Additionally, characters may take any one of the following supporting roles for an individual story within the show. A character may not fulfil more than one supporting role at a time for a single show, even if it involves different stories (so the researcher for one story cannot be the writer for another).

- ⑤ The writer must make a Profession (writer) skill check (DC 10). This gives a +1 bonus to the anchor's Perform (oratory) skill check. For every five points by which the Profession (writer) skill check exceeds 10, increase this bonus by +1. If he fails, he gives the anchor a -1

penalty on his Perform (oratory) skill check. Note that if the news show contains more than one story, only the best story (the highest Profession (writer) skill check) provides a bonus to the anchor's skill check. Penalties for poor Profession (writer) skill checks will accumulate for multiple poorly written stories in a show, however.

- ⑤ The cameraman must make a Technical (electronics) skill check (DC 10). This gives a +1 bonus to the anchor's Perform (oratory) skill check. For every five points by which the Technical (electronics) skill check exceeds 10, increase this bonus by +1. If he fails, he gives the anchor a -1 penalty on his Perform (oratory) skill check. Note that if the news show contains more than one story, only the best story (the highest Technical (electronics) skill check) provides a bonus to the anchor's skill check. Penalties for poor Technical (electronics) skill checks will accumulate for multiple poorly shot stories in a show, however.

- ⑤ The researcher must make a Knowledge skill check (DC 10) appropriate to the subject of the story. This gives a +1 bonus to the anchor's Perform (oratory) skill check. For every five points by which the Knowledge skill check exceeds 10, increase this bonus by +1. If he fails, he gives the anchor a -1 penalty on his Perform (oratory) skill check. Note that if the news show contains more than one story, only the best story (the highest Knowledge skill check) provides a bonus to the anchor's skill check. Penalties for poor Knowledge skill checks will accumulate for multiple poorly researched stories in a show, however.

Once the reporters, researchers and cameramen have gathered the information, the editor, writers and anchor can prepare a story in 24 hours. They may choose to broadcast the information as soon as they receive it but doing so reduces the maximum bonus the supporting roles may give from their individual skill checks to +1.

Generally a news story or report lasts for 5 minutes. When the anchor makes his skill check, consult the Broadcast Results table to determine the result.

Avoiding Triangulation

Characters engaged in illegal transmissions (broadcasts containing subversive or banned material) that come to the attention of the authorities will have to take steps to prevent themselves from being shut down and/or jailed.

At the time of transmission the authorities make a Technical (electronics) skill check with a +10 modifier (+15 if the authorities are currently on alert for such illegal transmissions or the hijacked line is a Gold channel). Every minute of transmission the character's broadcast technician (whoever is managing the broadcast rather than participating in the show) must make a Technical (electronics) skill check with a DC equal to that result or the authorities lock in on his position. Once that happens, the authorities will send a combat team (either police or military) to deal with the situation within 3d10 minutes. If the character fails the Technical (electronics) check by 10 or more he does not realise that his signal has been traced.

If an illegal transmission falls to a government investigation it loses 25% of its following every week.

Example Broadcast - The Voice of the Resistance

When the Voice of the Resistance comes online, they benefit from the protection of the Minbari and the League not to mention the immense broadcasting power provided for them by the Great Machine on Epsilon III. These advantages allow them to broadcast all the way to Earth with relative impunity. However, they still have to obey the rules regarding broadcasting and informing and retaining an audience.

In the weeks before the first broadcast, the Rangers and various other sympathisers spread word about Babylon 5's new broadcast network. With word spreads quickly; by the time the first show comes on air they have an audience of 40,000.

Although Susan Ivanova is the anchor, she wields none of the skills she will need to successfully anchor a major broadcast. Fortunately, Babylon 5 is the centre of the resistance movement. Once word of Sheridan's intention got around, a host of talented reporters, cameramen and editors appeared from their exile.

As the anchor, Ivanova has a starting bonus of Perform (oratory) +3. On average her staff have a bonus of +14 to their respective skill checks. She has enough staff to fully cover all five roles for up to twelve stories a week. Given the dangers of trying to put together a show and the time necessary to collate information, the Games Master rules that she can put on four shows a week.

The average Voice of the Resistance broadcasts lasts for 15 minutes. This means on average they run three stories. Assuming the Voice runs fairly regularly, each story provides Susan with the following bonuses:

Broadcast Results

Check Result	Overall Show Result
1 – 9	Lose 40% of your overall audience
10 – 19	Lose 10% of your overall audience
20 – 25	Increase audience by 10%
26 – 30	Increase audience by 25%
31 – 35	Increase audience by 50%
36 – 40	Increase audience by 60%
41 – 45	Increase audience by 70%
46 – 50	Increase audience by 85%
51+	+5% for every full 5 points the check exceeds 50

- Reporter bonus: +2** The reporter achieves this by taking 10 on a DC 15 Perform (oratory) skill check with a +14 skill bonus. Characters involved with producing the story would have to make an appropriate skill check.
- Writer bonus: +3:** The writer achieves this by taking 10 on a DC 10 Profession (writer) skill check with a +14 skill bonus for a total of 24. This is 14 more than the base DC and therefore the total bonus is +3.
- Cameraman Bonus: +3:** The cameraman achieves this by using the same methods as the writer. He makes a Technical (electronics) skill check rather than a Profession (writer) skill check.
- Researcher bonus: +3:** The researcher achieves this using the same methods as the writer, but he makes a Knowledge (appropriate area) rather than a Profession (writer) skill check.

On average then each story provides Susan with a +11 bonus. If she has three reports, this comes to a total of a +33 bonus to her Perform (oratory) skill check. She also gains the editor's bonus of +3 (who took 10 on his Concentration check with a +14 modifier) and her personal +3 bonus to Perform (oratory) checks, increasing the show's overall modifier to +39. Assuming she takes 10 (the average result) her total check result comes to 49. This means that every broadcast Susan increases the Voice of the Resistance's audience by 85% on average.

In world terms, the 'average' Voice broadcast enjoys wild popularity. Word of the show races like wildfire though the Earth Alliance and within weeks they have millions of established viewers. Whether or not that number

The Voice of the Resistance

The Voice of the Resistance uses the rules above with one exception. Babylon 5 does not make any attempt to conceal its presence. Therefore they do not have to follow the rules for avoiding triangulation. If Clark would like to stop them he is welcome to send a fleet to take them captive. The last one turned tail before getting cut apart by an equal force of Sharlin Warcruisers – perhaps the next one will have better luck.

eventually stabilises is up to the Games Master. Evidence from the show would argue against it. After all, even Bester listens to the Voice from time to time.

Securing each story for the show presents an adventure in and of itself. Similarly, broadcasting it back to Babylon 5 might be more trouble than most characters bargained for. The station cannot be easily attacked. A group of reporters, in a war zone, working against the established government have no such protection.

An average Voice broadcast looks something like this:

1. Susan opens with a summary of events since the last broadcast.
2. She introduces special reports provided by her expert field crews, assuming they managed to report back in (who all roll their respective skill checks).
3. She concludes with a personal commentary about the events of the day. Behind the scenes, her editor also rolls his Concentration check before Ivanova rolls her Perform (oratory) check for the show as a whole.

Hitchhiking across the Known Galaxy

At one time or another even the richest characters may need to make their way into or out of secured space. Characters without money still need to travel the stars. Some people even enjoy the thrill of trying to get from one place to another with no clear idea how they will get there.

Hitchhiking, or hitching, is a time honoured human activity dating at least back to the first railroads. Other races, particularly the Brakiri and the Vree, also have a long tradition of picking up and moving as the wind tells them too. However, hitchhikers may come from any race so long as they have sufficient motivation.

The classical form of hitchhiking involves acquiring a 'ride' from the character's current location to a second location some distance away. This second location might or might not be the destination. With luck, it is at least closer than the character was originally. Rides may be free, or the hitcher may have to pay in goods or services. Hitchhiking takes the following steps:

1. **Find a ride:** The character must use whatever transportation is available. The more time and effort he spends on finding a ride, the closer it will get him to his destination.
2. **Secure the ride:** Not every ride wants to have a hitchhiker on board.
3. **Moving on:** Having completed a leg of the journey, the character gains a bonus to his next attempt to reach his destination.

Finding a Ride

When a character decides to attempt to hitchhike to his location he must first determine the number of potential rides available per day. This number depends on his skill at ferreting out information. The maximum number of potential rides depends on the amount of traffic going through the station.

In order to ferret out a ride, the character must make a Gather Information skill check (DC 10). Success allows him to find one potential ride. For every full five points of his success above 10, he learns about one more potential ride. To determine the maximum number of rides the character may find please consult the Finding A Ride table.

In order to determine the 'best' ride, select the target system and roll 1d6. Subtract the number of rides the character found that day *and* the number of rides he has already made towards the destination. The result ($1d6 - \text{rides}$) equals the number of jumps away from the target system the ride's destination is. The Games Master may choose from any of the acceptable targets based on his personal whim or by whatever will land the character in the most trouble – use the Major Systems and Governments Map given in the Babylon 5 core rulebook as a guide. A result of 0 on this roll means that the character has found a ride directly to his destination.

Example: Jason wants to hitch from Sol (a homeworld) to Raghesh. He makes a Gather Information skill check, coming up with two potential rides. He rolls a d6 and comes up with a

Finding a Ride

Port Type (where character currently is)	Maximum Result
Backwater Colony	1
Colony World	2
Market Colony	3
Trade Hub	4
Important Colony	5
Homeworld	6

4. His best ride will take him to a system two jumps (the roll of 4 minus his two potential rides = 2) away from Ragbesh: Beta III, Ardun, Nefua or even Centauri Prime would all be valid targets. Jason elects to hitch his way to Nefua.

Once on Nefua, Jason makes another Gather Information skill check to find his next ride, coming up with only one ride this time. He rolls a d6 and comes up with a 2. His best ride will take him directly to Ragbesh (the roll of 4 minus his one potential ride minus his one completed ride = 0).

At the Games Master's option, a character may use a Contact in his current location to generate one ride, or may use Intimidation rather than Gather Information for the skill check, though this will only generate a maximum of 2 possible rides even if the check's result exceeds 15.

Several characters may work together to try to find a ride. The primary character must use his Gather Information skill. Other characters may use the following skills to aid the primary character through the aid another action: Diplomacy, Gather Information, Intimidation or Sense Motive. Each assisting character may only make one skill check per day to assist the primary character.

Securing the Ride

Once the character determines his best ride, he must persuade the ship's captain to let him on board. The skills required to do this depend on the type of ride and what skills the character possesses.

The character rolls a d20 and consults the Ride Type table to determine what kind of vessel he is dealing with. The character may add or subtract the number of rides he generated in the first step from this roll, as he chooses. This creates a 'band' of potential ship types.

Private Flyer (Result less than 1)

A private flyer is a single person or small crew craft owned by a private citizen of some race. Persuading the

person to take the character on board will require a Bluff or Diplomacy skill check. Most races will be relatively reluctant (DC 30) but Brakiri and humans will generally take on hitchhikers (DC 20).

Private flyers are too small to sneak aboard or hide on for any length of time.

There is a 10% chance per ride that raiders will attack a private flyer at some point on its flight path.

Private Merchant (Result 1 to 4)

A private merchant will typically be a small or mid-sized transport carrying some kind of legitimate cargo. They do not mind carrying passengers but hitchhikers and stowaways are another matter entirely. Characters with 7 or more ranks in Medical or a Technical skill can gain access as working spacehands. Otherwise, the character will have to sneak on with a Hide skill check (DC 20).

Private merchants will not space a hitchhiker if they find him on board. They will, however, turn him over to the authorities at their next stop on charges of trespassing.

There is a 15% chance per ride that raiders will attack a private merchant at some point on its flight path.

Smuggler (Result 5 to 8)

A smuggler looks much like a private merchant but they carry illegal goods. Smugglers as a general rule do not carry anyone or anything they cannot make a profit from. Characters must make a Hide skill check (DC 20) to sneak onboard. Every day of the trip they must make a similar check to avoid detection. If they remain in a single room, they may make a Technical (electronics) skill check to fool the room's sensors into reporting it as empty.

Ride Type

d20 Result	Ship Type
<1	Private Flyer
1-4	Private Merchant
5-8	Smuggler
9-10	Explorer
11-14	Corporate Merchant
15-16	Mercenaries and Raiders
17-20	Military
21-25	Government Vessel (non-military)
>25	Diplomatic Courier

A character with 7 or more ranks in Medical may take employment for the duration of the trip. Smugglers do not have good medical care, so they are usually eager to have professional assistance.

Smugglers will not space hitchhikers if they find them but they will make things uncomfortable – usually relieving them of all their possessions before dropping them off at the next stop.

There is a 10% chance per ride that legitimate authorities will stop the smuggler at some point on its flight path. There is an additional 10% chance that raiders will attack the smuggler. Both may happen on the same ride.

Explorer (Result 9 to 10)

Explorers are science vessels, usually either one-person ships or larger mission vessels (25% chance of a mission vessel). One-person ships may take one additional passenger. Mission vessels can typically handle a full party.

One-person ships are generally willing to allow a well-spoken hitchhiker on board. The character must make a Bluff or Diplomacy skill check (DC 15, DC 10 if the pilot is Brakiri or human). Quarters are cramped but the travel should be relatively safe.

Science missions generally display much higher security, as well as a certain level of arrogance about 'freeloaders'. Characters will have to sneak onto the ship by making a Hide skill check (DC 25). Once on board the characters will have to continue to make Hide skill checks (DC 20) every day to avoid discovery. If they remain in one place they may make a Technical (electronics) or Computer Use skill check (DC 25 and 15 respectively) to make their living area appear uninhabited to the shipboard sensors.

Like private merchants, a science mission will not space hitchhikers if they find them but they do charge them with trespassing at the earliest opportunity.

There is a 5% chance per ride that raiders will attack the explorer.

Corporate Merchant (Result 11 to 14)

A corporate merchant works for one of the large megacorporations, or for a similar institution in a non-human society (Centauri House, Brakiri water clan, Vree Consortium, etc.). They fly very large cargo ships capable of hauling incredible amounts of goods from one point to another. These captains generally run on a lean crew, so they welcome anyone with sufficient skills and a willingness

to accept travel in return for pay. Characters with 9 or more ranks in Computer Use, Medical, Pilot, Profession (cook or dock worker) or any Technical skill may secure passage. It is notoriously hard to simply 'convince' a corporate merchant vessel's captain to take on hitchhikers when they have no relevant skills of use to his ship – the Bluff or Diplomacy check DC is 25, DC 20 in the case of a Brakiri or human captain.

Alternately, the characters may make a Hide skill check (DC 25) to sneak on board. Every day they remain on board they must make Hide skill checks (DC 15) to avoid detection. If he remains in one place he may make a Technical (electronics) skill check to fool the sensors into registering the area as uninhabited.

If the characters are discovered they must persuade the merchant not to space them. This requires the character to beat the captain in two out of three Bluff or Diplomacy skill checks, opposed by the captain's Sense Motive check. If the characters win only one skill check, they will have to come up with a solution to being marched towards an airlock. If they win two, the captain will hand them over to the authorities at his next stop. If they win all three, the captain will let them go without a hassle to avoid any unnecessary paperwork.

There is a 15% chance per ride that raiders will attack the corporate merchant.

Mercenary or Raider (Result 15 to 16)

Mercenary or raider vessels operate on the fringe of interstellar law. These large, ill-maintained ships will take on just about anyone but do not like stowaways at all.

Characters wishing to hitch on a mercenary or raider ship who have 6 or more ranks in Computer Use, Medical, Pilot, Profession (cook or mercenary) or any Technical skill may secure a berth. Alternately, they may sneak on board with a Hide skill check (DC 25). Remaining hidden will require a Hide skill check (DC 25) every day. Unfortunately, the characters cannot use their Technical skill to sabotage the sensors. The mercenary crew is quite used to having to go repair such things and regularly sweep their ships for places where the automated systems have failed to detect problems.

Characters discovered by the mercenaries will be brought before the captain. They must persuade him to either let them off at the next planet (Diplomacy DC 10) or continue to their destination with them (Diplomacy DC 30). There is a 10% chance that the mercenaries or raiders

are about to engage in an illegal activity. In this case, the characters must make a Diplomacy skill check (DC 25) or immediately have to come up with a solution to a hostile crew attempting to space them.

There is a 15% chance per ride that legitimate authorities will stop the mercenary or raider at some point on its flight path. There is an additional 10% change that other raiders will attack this ship. Both may happen on the same ride.

Military (Result 17 to 20)

Hitchhiking by stowing away aboard a capital ship probably counts as attempted suicide. None of the planetary governments look kindly on unauthorised people wandering around their most secure and technologically advanced vessels. However, hitching a ride on the vast fleets of support ships making up the bulk of any races military strength is another matter all together.

Securing a berth on a supply ship requires a Bluff or Diplomacy skill check (DC 30, DC 25 for Brakiri and human vessels). The characters can also try to sneak on board with a Hide skill check (DC 25). Each day that the characters hide aboard the vessel they must make additional Hide skill checks (DC 25) or be detected. Military vessels receive constant inspection, so disabling the sensors will not help the characters to remain hidden.

Characters discovered aboard a military vessel will have to answer to at least trespassing charges when they arrive at their destination. Some governments (notably Clark's EarthGov) will charge the character with a variety of other 'political' crimes as well.

Military vessels almost never leave their race's space. The exception to this is the League military vessels during and after the Great War. They routinely move though allied space in order to support the war effort. If the character hitches a ride with a military vessel he can, at best, make it to Babylon 5.

During times of peace a military vessel provides one of the few completely safe rides. During a war, a military vessel has a 20% chance of coming under fire from a hostile vessel.

Government Vessel (Result 21 to 25)

Government vessels include everything from small flyers shuttling support workers between colonies to large commissioned transports carrying humanitarian relief supplies. These vessels generally try to avoid taking on hitchhikers but they will do so if they think they can get

away with it. Characters must make a Bluff or Diplomacy skill check (DC 25, DC 20 for a Brakiri or human vessel) to secure a place. Alternately, the characters may attempt to sneak on by making Hide skill checks (DC 25). Once on board, government groups rarely check their vessels; the characters must make a single Hide or Technical (electronics) skill check (DC 20) to hide for the entire voyage.

Like private merchants, a government vessel will not space hitchhikers if they find them but they do charge them with trespassing at the earliest opportunity.

There is a 10% chance per ride that raiders will attack the government vessel at some point on its flight path.

Diplomatic Courier (Result > 25)

Diplomatic couriers are fast, well armed vessels that carry diplomatic personnel on special missions. Diplomat characters may use Government Resources or a government Contact to get a ride on these vessels so long as they are not crewed by a race that the character's government is at war with. For example, an Earth diplomat could ask for permission to use a Centauri diplomatic courier, although he could not get it to change its intended destination.

During times of peace a diplomatic courier provides one of the few completely safe rides. During a war, a diplomatic courier has a 20% chance of coming under fire from a hostile vessel.

Groups of Characters

When rolling for a group of characters, only one character (the lead negotiator) persuades the vessel's captain and his Bluff or Diplomacy check has the DC increased by +2 for each person beyond himself. Failure indicates that the entire group cannot get onto the ride. This skill check may not be repeated.

To aid the lead negotiator, each additional character must make a check, using either their Bluff or Diplomacy skills, with a DC of 10. Failure causes that particular character to be refused a ride, as he has offended or aggravated the captain of the vessel. Each character that succeeds on his skill check gives the lead negotiator a +2 bonus to his Bluff or Diplomacy skill check.

Note that it is quite possible for some characters in a group to automatically be granted a berth on a ship (if they have requisite ranks in certain skills), others to have to bluff their way onboard, and still others resorting to hiding on the vessel.

Riding Space – How Franklin and Marcus got to Mars

Before Franklin took up respectable practice as a doctor, he wandered the stellar lanes looking for adventure as a hitchhiker. Marcus generally does not hitchhike but he does love a good challenge. Unfortunately, Franklin is rusty and Marcus is far more used to intimidating people into giving him what he wants than he is at sweet-talking his way into a good position.

When Sheridan sends them out, he knows it will take them a while to get to Mars. After all, there's an interdiction going on, not to mention the aftermath of a massive war. However, he also knows that Clark will not expect an unknown Ranger and the medical officer of Babylon 5 to make their way into Earth space.

Franklin sets out to find a ride. He makes a Gather Information skill check with a total result of 20. This means he finds three rides: one for the success and one for every five points over 10 he achieves. While wandering around the docks and cargo bays, he hears about a three different ships that might be willing to take on some 'passengers'.

In order to discover where the one closest to his destination is going, he rolls 1d6 then subtracts the number of rides (in this case, three). The total for him is 3, so his best chance will take him to a system three jumps from Sol. The Games Master rules that this is a ship headed to Regula.

To determine the ship type, Franklin rolls 1d20 and may add or subtract the number of rides he generated on the first Gather Information skill check. His roll comes up with a 9 on his roll. By his results, the ship could be a smuggler, a corporate merchant or an explorer. Smugglers often enjoy having doctors about, so he selects that as his ship option. Since Franklin has far more than 7 ranks in Medical, he elects to spend the eight day trip over two minor space routes treating the smugglers' illnesses. Marcus spends his time hiding in the various nooks of the ship as a stowaway, handily taking 10 on his Hide skill checks to succeed, giving him a result of 22 – easily meeting the DC of 20.

Checking the *Earth Alliance Fact Book*, the Games Master declares that the human smugglers are going to the otherwise backwater system of Regula to pick up a Centauri cargo. That is more information than Franklin really wanted to know.

Once the duo arrives in Regula, Franklin makes another Gather Information skill check. His total result of 16

would ordinarily be enough to find two rides but in this case Regula is a backwater colony and therefore has a maximum of one. He rolls 1d6, subtracting 2 from the result (one for his current ride, one for the ride he just finished). His roll of 3 means he has found a ride willing to take him within one jump of Sol. The Games Master rules this system to be Proxima III, a large earth colony.

Franklin then rolls 1d20 and may add or subtract 1 from the result. He rolls a 5, meaning he may choose either a private merchant or another smuggler. Going with the theme, he selects the smuggler. He once again uses his Medical skill to gain free passage – Marcus passes on with the cargo and spends his time hiding and poking around in the cargo hold again.

When they arrive at Proxima III, the intrepid duo have two rides under their belts. They have also spent a total of 16 days onboard ships little better than garbage scows. However, Proxima III is a bustling colony watched over carefully by both its civilian population and EarthForce.

Franklin spends a day hunting around for rides. His Gather Information skill check comes up to a total of 25, enough for four rides. Proxima III, as an important colony, produces a maximum of five rides per day. Combined with his two completed rides, Franklin may roll 1d6 and subtract six from it to determine the number of jumps away from Sol his next ride will take him. Anything on a d6 minus 6 is zero, so his next ride will take him to the Sol system and Mars.

When determining the kind of ship available, he rolls 1d20, with a result of 17. He may add or subtract up to 4 from this roll. The raw result would have him travelling on a military vessel – probably not the best choice. His other options include a corporate merchant, a group of somewhat insane raiders and an EarthForce weather-monitoring ship headed back to Earth for repairs.

Stuck for time, he selects the corporate merchant. Fortunately, this merchant is a human and a Contact. He allows the good doctor and his merry companion to stake out a place in his hold, requiring only that they keep themselves out of sight. There, they meet Captain Jack and begin the next part of their adventure.

Interrogation Techniques

From time to time characters will have the opportunity to question captives. Less frequently, characters may be interrogated themselves. In either case the process can be



a gruelling, dehumanising one as displayed in the episode 'Intersections of Real Time'. In either case, unless everyone in the session wishes to play out the gruesome details, the following system may be used to replicate the effects of professional interrogation. Running an interrogation follows these steps:

1. **Set the Goal:** The characters must decide what they wish to extract from the target.
2. **Assign Character Roles:** Each character must take a separate role in the interrogation.
3. **Erode Target's Will:** Selected abuse and techniques to erode the target's will over time. Each role may use different techniques. This may continue for a number of 'interrogation rounds' equal to the subject's Con modifier +2 before the subject passes out.
4. **Determine Results:** Determine if the target breaks or continues to resist.

Set the Goal

Interrogations generally have a very focused goal. This goal may range from the mundane (extracting information) to the grandiose (breaking a person's spirit). In general, these goals fall into one of the following categories:

Conditioning to a New Personality Trait: The interrogation will proceed until the subject displays a specific character trait (usually subservience to the government) selected by the interrogation team. This is the kind of interrogation Clark's men subjected Captain Sheridan to on Mars. Once completed, the character will behave as he always did but with the new personality trait foremost in his mind.

Information Retrieval: The interrogation will proceed until the subject reveals a specific piece of information. Once the interrogators possess this information they may request additional information or choose to let the target go.

Imprint a Conditioned Response: The interrogation will proceed until the subject responds to a specific stimulus in the proscribed fashion. This kind of conditioning effectively plants an irresistible compulsion in the subject's mind. Once the stimulus occurs he will carry out the act to the best of his abilities, then forget that it ever occurred. The character will remember blacking out but not any of the activities he undertook while obeying the conditioned

response.

Each of these three goals has slightly different success criteria, defined in the Determine Results section.

Assign Character Roles

During an interrogation characters may take on one of the following roles. Each character may only play one role during a given interrogation, although they may take different roles if they begin again. Only one person may fill the Interrogator role. The roles are:

Adversary: The Adversary constantly contradicts the subject, twisting his words into knots and leading him into logical traps. He places the burden of the subject's problems squarely on the subject's shoulders. The Adversary uses Intimidation and Perform (acting) to support the Interrogator.

Advocate: The Advocate appears to take the subject's side, supporting him against the other characters and urging cooperation before he loses control of his companions. He tries to deflect the subject's burden by helping him to come to a simple accommodation. The Advocate uses Bluff and Sense Motive to support the Interrogator.

Interrogator: The Interrogator directs the interrogation. He may use any of the actions of the other four roles directly on the target. He is also the only role that can try and finally make the subject submit at the end of an interrogation round. The Interrogator typically uses Diplomacy and Sense Motive.

Technician: The Technician applies medical and mechanical technology to the subject in order to reduce



his physical resources. He uses chemicals and physical discomfort rather than the direct application of pain to achieve the Interrogator's goals. A Technician uses Medical and Technical (electronics or mechanics) to support the Interrogator.

Tormentor: The Tormentor inflicts calculated pain in order to wear down the target's will. His is the oldest of the interrogation roles and the one made famous by the excesses of the past. A modern Tormentor makes extensive use of nonlethal pain technologies to shatter the opponent's will. He uses Intimidate and Medical to support the Interrogator.

Once the characters accept their roles the effort of wearing the target down begins.

Erode Target's Will

The process of eroding a target's will requires time and effort. Each character contributes in the ways designated on the Interrogation Roles table.:

The Interrogator may use any of the above actions, or he may choose to determine the results of this round of interrogation. If he chooses an action, or chooses simply to wait, the interrogation may proceed. A subject may endure a number of 'interrogation rounds' equal to his Constitution modifier +2 before passing out. When a subject passes out he takes 1d4 Con damage.

When eroding the target's will, each character actively involved with the process may take one action. When all of the characters involved have taken an action, the Interrogator may choose to either take an action, pass or demand that the target submit. If he chooses to take an action or pass, that round of interrogation ends and a new round begins.

Determine Results

When the Interrogator chooses to he may offer the subject the opportunity to submit. When this happens the subject makes a Will save, DC 15, modified by the various torments inflicted on him. The amount by which he fails the Will save determines whether or not he finally caves in to the interrogation:

Failure by 0 to 4: The character will reveal information but managed to resist being conditioned or imprinted.

Failure by 5 to 9: The character will reveal information and can be conditioned with a new personality trait. This trait will last for 1d4 years after the interrogation session. He manages to resist being imprinted.

Failure by 10: The character will reveal information, is permanently conditioned with a new personality trait, or is imprinted to perform a specific action upon receiving a specific stimulus.

If the character succeeds in his Will save he throws off purely mental effects (those inflicted by Bluff, Intimidate, Perform or Sense Motive skill checks). Penalties inflicted on his body (via Medical and Technical skill checks) remain in play for the next interrogation.

Interrogation Example

When Captain Sheridan comes under the control of Clark's bullyboys, they waste no time in engaging in a little physical torture. However, this torment, which has no actual goal or motive other than cruelty has little to do with the interrogation he undergoes a few hours later.

The Interrogator (Bluff +10, Sense Motive +10, Perform (acting) +10, Medical +10) is a white-collar worker with only a modest amount of interest in his job. His orders are to condition Sheridan to obey the government's directives. If he can do that, he is also under orders to insert a false sense of guilt about his actions. These two count as 'conditioning a new personality trait'.

To resist these efforts Sheridan uses the following: Fortitude +7, Will +10, Concentration +11 and Sense Motive +14. The captain also has considerable physical reserves, allowing him to endure up to four rounds of interrogation before passing out.

The first round of interrogation is actually some *inflicted pain* that the Interrogator ordered to be applied before he

Interrogation Roles

Role	Action
Adversary	<i>Bully (Intimidate)</i> : Contested Intimidate versus Concentration check. If the Adversary wins, apply a –2 penalty to the subject's Int and Wis based skill checks.
	<i>Rant (Perform – acting)</i> : Contested Perform versus Sense Motive check. If the Adversary wins, apply a –1 penalty to the subject's Will save.
Advocate	<i>Console (Bluff)</i> : Contested Bluff versus Sense Motive check. If the Advocate wins, apply a –2 penalty to the subject's Wis and Cha based skill checks.
	<i>Identify Weakness (Sense Motive)</i> : Contested Sense Motive versus Bluff or Concentration check. If the Advocate wins, apply a –1 penalty to the subject's Will save.
Technician	<i>Deplete Resources (Medical)</i> : Subject makes a Fortitude save (DC set by the Technician's Medical skill check.). If he fails, apply a –1 penalty to the subject's Fortitude save and a –2 penalty to Dex and Str based skill checks.
	<i>Humiliate (Technical)</i> : Contested Technical versus Concentration skill check. If the Technician wins, apply a –1 penalty to the subject's Will save.
Tormentor	<i>Pause Pain (Intimidate)</i> : Contested Intimidate versus Concentration check. If the Tormentor wins, apply a –2 penalty to the subject's Con based skills.
	<i>Inflict Pain (Medical)</i> : Subject makes a Fortitude save (DC set by the Tormentor's Medical skill check). If the subject fails, apply a –1 penalty to his Will save.

arrived (DC 19 Fortitude save, which Sheridan failed for a –1 penalty to his upcoming Will save). He has Sheridan hauled up into a chair, where he engages in some very basic *bullying* for the second round. The Interrogator comes to a total Intimidate skill check of 18, while Sheridan comes to a total of 29 on his Concentration skill check. The second round of the interrogation does not go well for the little man.

In the third round, the little man tries to break down Sheridan's resources by depriving him of a sense of reality and his physical strength. This *deplete resources* action takes the form of purgative poisons applied to a corn beef sandwich. The captain must make a Fortitude save (DC 25), which he fails. He now has a –1 penalty to Fortitude and Will saves, as well as a –2 penalty to Dexterity and Strength checks. This ends the third round of the interrogation. Seeing that the target is still relatively stable, he decides to extend for a forth round.

In the fourth round the Interrogator tries to get at Sheridan though his love of his family and crew. This *identify weakness* action sparks a contested Sense Motive versus either the Captain's Bluff or Concentration check. The Interrogator's skill check of 24 just barely fails to beat the captain's corresponding skill check of 25. This ends the fourth round of interrogation. Sheridan will pass out next round.

In the fifth round the Interrogator chooses to determine the results. Sheridan makes a Will save (DC 15) with a –1 penalty. He rolls a 14 and adds +6 to the result, easily making it. Unfortunately the effort badly depletes him and he takes 1d4 Con damage as he passes out. The 2 points of Con damage inflict an additional –1 penalty on any Fortitude saves or Concentration checks he must make.

By the end of the first interrogation, Sheridan suffers from a –1 penalty to Will saves, a –2 (total) penalty to Fortitude saves and a –2 penalty to Dexterity and Strength checks. Since the penalties all came from physical sources (anything inflicted by Technical or Medical skill checks), they do not vanish at the end of the interrogation.

The Interrogator brings in an Advocate to help him with his interrogation – a Drazzi who pretends to need Sheridan's help. This Drazzi plays up his helplessness and despair, then allows himself to be 'killed' at Sheridan's insistence. This amounts to an *identify weakness* action pitting the Drazzi's total Sense Motive skill check result of 28 versus the captain's total skill check result of 20. The captain, horrified by his own actions and manipulated into guilt now suffers an additional –1 penalty to his Will save, for a total of –2. The Interrogator chooses to end this round with a *bully* action, pitting his Intimidate against the captain's Concentration. The captain fails this skill check as well, resulting in a further –2 penalty to his Int and Wis based skills. Thus ends the first round of this interrogation.

The second round takes place off camera, as the Interrogator starves Sheridan in an effort to deplete his resources. This *deplete resources* action pits the merciless Interrogator's Medical skill against Sheridan's quickly waning Fortitude save. Sheridan fails this check as well, resulting in a further -1 penalty to his Fortitude saves (total -3) and an additional -2 penalty to his Strength and Dexterity checks (total -4).

In the third round the Interrogator removes a torment he left on during the depletion effort. This *pause pain* action pits the little man's Intimidate against the Captain's Concentration check. Unfortunately things continue to go poorly for the Captain as he racks up another -2 penalty on his Con based skill checks.

The fourth round takes place on camera, as the little man tries to determine if Sheridan will break if offered his life. This amounts to another *identify weakness* action. In the end, it pits the Interrogator's Sense Motive against Sheridan's Bluff or Concentration. Fortunately, despite all of the battering the Captain remains a charismatic sort; he chooses to go with Bluff in this case, to avoid the -3 penalty he would suffer to Concentration. Unfortunately it is not enough; the Captain fails this check as well, gathering another -1 penalty to his Will saves (total -4). This is the last round of interrogation Sheridan can endure.

In the fifth round the Interrogator tries to break Sheridan. Sheridan makes a Will check (DC 15) with a -4 penalty. His result of 15 + 6 from his bonuses equals 20, more than enough to resist. He passes out, taking another 1d4 points of Con damage – in this case a further 2 points, inflicting an additional -1 penalty on any Fortitude saves or Concentration checks he must make.

At the end of the second interrogation Sheridan has amassed considerable penalties: -3 to Fortitude saves, -4 to his Will saves, -2 to Constitution based skill checks, -2 to Intelligence and Wisdom based skill checks, and -4 to Strength and Dexterity based skill checks. He has also lost 4 points of Con so far. Fortunately 2 points of the Will save and the Concentration skill check penalty vanish at the end of the round.

At the start of the third interrogation the Interrogator tries to *rant* at the captain, begging him to please save himself. The Captain refuses, beating the Interrogator at his own game. Thus ends the first round of interrogation.

Knowing that he only has a little time, the Interrogator chooses not to push the weakening captain. He offers the Captain one last chance to submit. Sheridan refuses, handily making his Will save.

The fourth interrogation starts immediately. The current Interrogator moves into the role of Adversary, trying to bully the Captain with a threat of death. The effort fails and a new Interrogator takes his place in a never-ending series of torments.

Telepathic Abilities

Telepaths in 2261 continue to demonstrate remarkable new abilities and tricks. These include a new manifested ability (the action block) and the ability to reprogram a person without altering their basic memories or personality.

New Telepathic Abilities

The Psi Corps reveals the following new telepathic abilities during 2261. Telepath characters may take these new abilities when they qualify for them.

Action Block

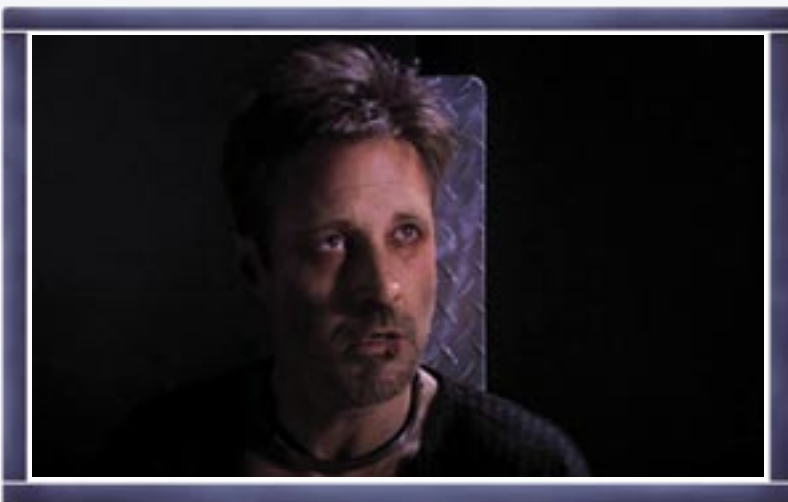
P-Rating: P8+

Prerequisite: Deep Scan

Telepathy Check: DC 25

Concentration: Yes

Multiple Subjects: No



Few telepaths, and even fewer mundanes, realise that a telepath can program a human mind to prevent it from taking specific actions. Even if they did know it, they would most likely avoid taking the idea to its logical conclusion – that telepaths can control the actions of others by forcing them to avoid specific ways of thinking. However, those telepaths who know how to establish these 'action blocks' use them liberally in their pursuit of the Corps' goals.

Implanting an action block requires at least one minute of uninterrupted concentration. The target may make one Will save every round to resist the effect. Success results in the block breaking down before it fully integrates with the target's personality.

An action block may prohibit the target from taking one general type of action, or it may prevent him from taking a specific action for a given duration. Typically these blocks take the form of 'You may not harm or allow through inaction allow harm to come to (a certain person)' – this type of action block is often nicknamed an Asimov. At most, a block can prevent a character from acting against one person or a specific location.

Personality Reprogramming

Telepaths may use the rules for Interrogation listed above but may use their Telepathy skill rather than Bluff, Intimidate, Perform or Sense Motive as appropriate. Furthermore, individuals subjected to purely telepathic interrogation do not remove the penalties inflicted by the Telepathy skill after each round of interrogation.

Telepaths use the conditioning goal to introduce the required activities. They may apply layer upon layer of conditioning, even imprinting specific conditional actions. Telepathically imprinted conditioning has a far broader scope than that installed by traditional methods, as the telepath has direct access to the subject's thoughts. Where a normal interrogator can only imprint a behaviour that manifests on a specific stimulus, a telepath may give much broader instructions.

Example: Bester imprints Mr Garibaldi with a directive to 'phone home' when he encounters a covert threat to Psi Corps; the exact nature of this threat did not need to be specified during the imprint.

Setting and Breaking Blocks

Telepaths who wish to prevent their handiwork from being tampered with by another, or who wish to lock out specific memories, may make choose to take an additional point of subdual damage and make a second Telepathy skill check after they use a telepathic ability on another character. The result of the second skill check becomes the DC for a telepath attempting to use a scan or deep scan to get at specific memories or identify the telepath responsible for the damage.

Technological Telepathic Enhancement

Stephen Franklin, in one of his fits of inspired genius, demonstrates to the world how to use technological enhancement to improve specific telepathic abilities. He did this as a way of saving thirty thousand lives; however, the implications reach far beyond this good hearted humanitarian. If he can use a technological device to extend Lyta's telepathic abilities into orbit and through thirty ships, then someone like Bester will use it for mind alteration on a grand scale.

The following system outlines the steps required to construct and operate a telepathic enhancement system. These systems are by nature rare and fitted to a specific telepath; no one else may use them for any reason. Once built, the system can only be used for its intended purpose.

Establish Pattern

In order to create an enhancement device, the telepath must work closely with a medical professional who monitors that telepath's brainwaves and the target's biosigns while the telepath executes a specific action with a telepathic ability. The medical professional must make a Medical skill check (DC 30) to work out exactly what the telepath is doing, which nerves are involved and what biochemical processes trigger throughout the process.

Create and Fit the Device

Once they have this information in hand the telepath and his cohorts may begin work on the enhancement device. The device requires one month of work and requires a Technical (electronics) skill check (DC 25) to construct. The device will only work for the telepath it was created for.

It takes 20 minutes to correctly fit the device onto the telepath, a painstaking process requiring a Medical skill check (DC 20). Failure to correctly fit the device results in the telepath taking 1d6 subdual damage from feedback every time he tries to use a telepathic ability while wearing the device. If the telepath takes damage from a source other than his own telepathic powers while wearing the device it immediately becomes unfitted.

Device Effect

While wearing the device, the character's telepathic range is dramatically enhanced when using the ability for the function the device is designed to support. He acts as if he were in hyperspace and only suffers a -1 penalty per target if he wishes to use the ability on multiple targets at once.

Using Organic Technology

Organic technology represents the pinnacle of technological development in Babylon 5. These lightweight, self-powered devices transcend the boundaries of ordinary technology, moving into the realm of 'space fantasy'. They can do anything: Transform a man into a cybernetic killing machine, slip into and out of hyperspace without opening a jump point or shatter a star.

With the First Ones' departure, no race currently wields the ability to create organic technology. However, many races possess fragments of the knowledge. They know, either by being taught or by puzzling it out on their own, how to hybridise existing organic technology into objects made of other materials. The Shadow-enhanced Omega class destroyer, with its hybridised organic/mechanical hull represents one such effort. Not all organic technology hybrids borrow so obviously from one of the greater races; the Drakh ships and the White Stars, for example, show the colouration of organic technology without being overwhelmingly obvious bastardisations.

In the years after 2261 a two-pronged arms race will develop. On one hand individual companies like IPX will scramble to find sources of organic technology for hybridisation. Rich worlds will become, in effect, mines for a burgeoning hybridisation industry. On the other hand, planetary governments and galactic power brokers will also work to uncover the secrets leading to the creation of organic technology. Although by no means a prerequisite for becoming a First One, the knowledge does insure an immense technological advantage to those who achieve it.

Creating an organic/normal technological hybrid item requires the following steps:

1. Secure an organic technology device of the same size or larger than base device.
2. Select one attribute of that device (i.e. its DR, energy system, a weapon or a special ability).
3. Make a Technical (organics) skill check (DC 30). If you fail, you kill the organic technology. If you succeed, you extract the component that you wish to use.
4. Make a Technical skill check appropriate to the base item (DC 35). If you fail, then you kill the organic component and destroy the base item. If you succeed, the two items bind together.
5. Once the two items bind together they require a significant amount of time to 'set'. Fine sized hybrid items may be used one week after construction. For every size category of the hybrid item over Fine, it takes one additional week for the hybrid item to 'set'. During the setting process the hybrid item cannot be used without destroying it.

Note that the above rules assume that the race in question does not already possess the knowledge to create organic technology. If they do, then they may create hybrids without making the Technical checks to determine whether or not they accidentally kill the organic components. Given a significant amount of time (at least a year) they can also teach a race how to perform the binding (Step 4) without requiring a Technical check.

Examples of existing hybrid designs as of 2261 include; Drakh ships, the EarthForce Shadow Omega and the Minbari/Vorlon hybrid White Stars. Both the Drakh and the Minbari share a problem with their hybrid technologies. Although they know how to bind the organics to the mechanical/crystal ship hulls they do have only a limited understanding of how to manufacture the organic components. Production of new Drakh ships, and the creation of new White Stars, will slow to a crawl until these species can work out a solution. Shadow-enhanced Omegas may or may not see further production depending on the supply of Shadow capital ship seeds available to EarthForce.

New Sub-Skill: Technical (organic)

The Technical (organic) skill is used to activate, repair and puzzle out the functions of organic technology. Characters with this skill understand how to make these objects work, although the mysteries of their creation remain elusive.

Organic Modifications

When an item is transformed into an organic/normal technological hybrid it takes on physical characteristics of the organic donor and the base item. Typically this means that the outer surface of the item develops moving patterns of various colours. Additionally, the item develops some limited life signs. A scanner looking for a living creature will detect it as a life form of indeterminate nature. Common organic modifications include:

Adaptive Armour: The item's skin automatically reacts to incoming attacks. It takes half damage from any energy-based attack, but not from being physically struck.

Attachment: The item will physically merge with the wielder. The wielder loses 2 points from his permanent hit points so long as the item is attached. He gains a +4 racial bonus to any skill check or attack roll required to use the item.

Intelligent: The item is aware of its surroundings. It has 40 points of skills with a maximum of +15 in any given skill. Points may be spent on base attack bonus as well (maximum +11). If the item is not able to control its own movements then it cannot use its base attack bonus in place of the wielders. Forcing an intelligent item to perform a task against its wishes requires the character to make a Concentration skill check with a DC equal to the item's highest bonus +15. If he fails, then the item refuses to obey.

Self-Repairing: The item heals a number of hit points per day equal to 10% of its base hit points. If the item has subsystems (like a star ship's engine or support systems) these systems heal critical hits at a rate of one level of damage per three rounds.

Self-Powered: The hybrid has an organic energy source. It never runs out of fuel. Energy weapons with this modification never need to recharge.

Organic Weapon Systems

Using an organic weapon system on a hybrid ship requires binding three separate items; a power source, a targeting system and the weapon itself. In the case of a ship like the Shadow Omega, this would mean consuming four Shadow Cruisers for every Omega (3 for the ripper beam, 1 for the hull). Considering the short supply of available materials only the most short-sighted of races will engage in this kind of wasteful behaviour.

The Shadow Servant

The Shadows were well known for gathering entire races into their service. A handful they train as agents to spread the good news of their philosophy across the galaxy. The rest, sentients numbering in the billions, are set to work in industry, science and the military. From this second pool of workers the Shadows drew their 'servants'; individuals selected for their dedication to the cause of war and their willingness to give up everything in order to embody their masters' beliefs.

A Shadow servant lives for his masters. He sacrifices his body and his soul to their divine cause. When they leave the galaxy, mostly because Sheridan told them to, he will be left adrift and alone in a world that no longer makes sense.

Armed with augmented abilities exceeding those of any of the younger races he will have to finally forge his own place in the galaxy. Given his belief in chaos and war, this place will likely be a bloody, violent one.

Each Shadow servant has slightly different abilities, tailored to his particular role in the Shadows grand plan. Some are technicians, others warriors or poets or madmen. Each is modified from his original form to better suit the Shadows' particular agenda.

Additional Hit Points: 2.

Requirements

To qualify to become a Shadow servant a character must meet the following requirements:

Feat: Iron Will.

Special: The character must be selected by the Shadows for modification. The Shadows generally choose individuals with great personal conviction and determination. These qualities, when coupled with absolute obedience to the Shadows and their goals, serve them well.

Character Levels: The Shadows only select individuals who display determination and the ability to succeed. The weak and those who cannot overcome life's challenges become just more fuel for their endless fire. Shadow servants must have at least six character levels, although they do not have to be in the same class. The Shadows value the ability to improvise more than they do rigid thinking or intense dedication.

Advancement Limitation: Advancing in the Shadow servant prestige class requires the character prove worthy of the honours bestowed upon him. He must act in the interests of the Shadows, fulfilling such missions as they give him. Additionally, the Shadows themselves must be present in the galaxy to add the additional modifications. Once they leave for the Rim, characters with this class are permanently frozen at their current class level. They may choose to take other classes if they wish.

Telepaths: The Shadows do not welcome telepaths into their numbers. Telepaths may not become Shadow servants although they may be used for other purposes.

Class Skills

The Shadow servant's class skills (and the key ability for each skill) are Bluff (Cha), Computer Use (Int), Concentration (Con), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Knowledge (any) (Int), Listen

(Wis), Medical (Int), Move Silently (Dex), Pilot (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Survival (Wis) and Technical (Int)

Skill Points at Each Level: 4 + Int modifier

Class Features

The following are the features of the Shadow servant prestige class:

Weapon Proficiency: The Shadow servant does not gain any additional proficiency with weapons.

Shadow Implantation: The Shadow servant gains his abilities from the implantation of Shadow technology throughout his body. These devices deactivate any other cybernetic system they encounter. Characters with Shadow Implantation also suffer from Telepathic Vulnerability.

Shadow Speech: The Shadow servant can understand the speech of the Shadows. He may communicate with Shadows, Shadow servants or Shadow agents within line of sight.

Telepathic Vulnerability: Shadow technology does not react well in the presence of technology. Telepaths may use the Jamming ability to automatically stun a Shadow servant within line of sight.

Servant Path: At 1st level each Shadow servant selects one of the following paths of advancement. Every odd level thereafter the character gains a new ability on that path. At 7th level the character may select a second path, gaining its base ability. At 10th level the character gains the first upgrade on this second path.

The Shadow servant paths are: Commander, Hunter, Soldier and Technician.

Commander Path: The Shadows select commanders from among the most charismatic of their servants. They further train these servants in logistics, strategy and tactics so that they may serve as war leaders. Servants on the commander path are implanted with command and control modules. When placed on this path the commander gains the power to communicate with any Shadow, Shadow servant or Shadow agent within Long range (400 feet + 40 feet per character level of the Shadow servant). As he proves his worth, the Shadows grant him the following upgrades:

- ⑤ *Upgrade I:* The Shadows extend the range and scope of the character's communications implants. He can now triple his communications range, or extend it across an entire planet if there is a Shadow Cruiser in orbit. Additionally, he may make a Concentration check (DC 25) to see through the eyes of any creature in range implanted with Shadow technology.
- ⑤ *Upgrade II:* The Shadows implant sensors to increase the character's tactical and strategic awareness. The commander may, as a full-round action, use the information provided by these sensors to grant all creatures he can communicate with a +1 bonus to their attack rolls.
- ⑤ *Upgrade III:* The Shadows install a database containing comprehensive records of their engagements over the last million years. By taking an action to access this data record and making a Concentration skill check (DC 15), the commander may help another character he can communicate with. This assistance gives that character a one round +2 circumstance bonus to attack rolls, Defence Value or a single skill check.
- ⑤ *Upgrade IV:* The Shadows install a command module, allowing the commander to override the commands given by the target's wetware. In effect, the commander may take control of the body of any character he can communicate with through his implants by making a



The Shadow Servant

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+0	Servant Path, Shadow Implantation, Shadow Speech, Telepathic Vulnerability
2	+1	+3	+0	+0	
3	+2	+3	+1	+1	Path Upgrade I
4	+3	+4	+1	+1	
5	+3	+4	+1	+1	Path Upgrade II
6	+4	+5	+2	+2	
7	+5	+5	+2	+2	Path Upgrade III, Second Path
8	+6	+6	+2	+2	
9	+6	+6	+3	+3	Path Upgrade IV
10	+7	+7	+3	+3	Second Path Upgrade I

Concentration skill check (DC 25). He uses the target's skills, base attack bonuses and ability scores rather than his own. While exerting this control the commander's own body is considered helpless. The commander will be aware of an attack on his body. He may release control of the target as a standard action.

Hunter Path: The Shadows select hunters from among the most bloodthirsty and independent of their servants. They then train these servants in infiltration, murder and terrorist tactics so that they may eliminate threats. When placed on this path the hunter gains implants that allow him to blend into the environment. He gains a bonus equal to his Shadow servant level to Hide and Move Silently skill checks. As he proves his worth, the Shadows grant him the following upgrades:

- ⑤ *Upgrade I:* The Shadows implant a sensor array. By making a Search skill check as a standard action (DC 5 + 1 per foot radius of scan desired) the character may sense the presence and number of living creatures around him.
- ⑤ *Upgrade II:* The Shadows enhance the character's cloaking implants, allowing the character to become almost invisible at will. He no longer suffers penalties to his Hide or Move Silently skill checks when being watched or when moving. Additionally, he may use his Hide skill to avoid detection by sensors (like motion sensors or pressure plates).
- ⑤ *Upgrade III:* The Shadows implant a device allowing the character to track living targets by the signs that life leaves behind. The character gains the Tracking feat if

he does not already have it. If he sees a target, he may 'set' his implant to track that target's signs, effectively allowing him to automatically succeed on any skill check required to track the target. The implant may only be set to track one target at a time and can store up to 100 signatures.

- ⑤ *Upgrade IV:* The Shadows install the final upgrade to the hunter's systems. When the hunter makes a sneak attack on a target he may add his Shadow servant level to his sneak attack damage.

Soldier Path: The Shadows select soldiers from among the most combat worthy of their servants. They look for servants who love conflict for its own sake, rather than those who revel in bloodshed. They then train these servants in the methods of mayhem developed over a million years of warfare. When placed on this path, the soldier gains the ability to self-heal by taking a full-round action and making a Concentration skill check. When he does so he heals 1 hit point for every 5 points of his skill check result. He may use this ability once per day, plus an additional use per day for every upgrade that he has on the Soldier Path (maximum 5/day). As he proves his worth the Shadows grant him the following upgrades:

- ⑤ *Upgrade I:* The Shadows implant extensive defensive devices giving the character the ability to exude a shield similar to the skin of their ships. As a full-round action he may create this shield. While protected, he takes half damage from all attacks – the shield absorbs the other half of the damage. When the shield absorbs damage equal to the character's maximum hit points, it shatters. The character may create one shield per day.

⑤ *Upgrade II:* The Shadows implant a sensor array into the character. This array gives the character blindsight out to 120 feet. He also gains a +1 bonus to all attack and damage rolls with ranged weapons.

⑤ *Upgrade III:* The Shadows install a weapons system. The character may project a beam of red light from his palms that inflicts 2d10 damage with a range of 120 feet. Each use of this upgrade inflicts 1 hit point of damage to the soldier.

⑤ *Upgrade IV:* The Shadows install the final upgrade on the soldier path, a system that enhances the character's physical attributes. He receives a +2 inherent bonus to Strength, Dexterity and Constitution.

Technician Path: The Shadows select technicians from among the most technically adept and morally numb of their servants. They then train these servants in the esoteric arts of organic technology and tending to the Shadows many servants. When placed on this path the technician gains the ability to assess the condition of any Shadow implanted creature or Shadow organic technology within Long range (400 feet + 40 feet per character level) as a free action. He can determine the creature's current hit points, its system status and if it has any conditions applied to it (i.e. fatigued, frightened or stunned). As he proves his worth, the Shadows grant him the following upgrades:

⑤ *Upgrade I:* The Shadow device implanted at this stage allows the character to heal other Shadow creatures. As a standard action the technician may touch a creature with Shadow implants and heal 1d6 hit points of damage. When the technician activates this ability he takes 1 point of damage. The technician may not use this ability on himself, although another technician may repair him. He may only use this ability a number of times per day equal to his Constitution modifier +2 (minimum twice per day).

⑤ *Upgrade II:* The Shadows implant a sensor array that allows the character to assess the status of any technological device, regardless of its origin. The character gains a bonus equal to his class level to any Computer Use or Technical skill checks.

⑤ *Upgrade III:* The Shadows install an upgraded array of nano-factories and tools, allowing the technician to work under extreme conditions. The technician no longer needs tools of any sort to perform actions with the Technical skill. Furthermore, he does not need a computer console to interface with a computer within line of sight.

⑤ *Upgrade IV:* The Shadows install the technician's final system. The technician gains the ability to remove conditions applied to a creature with Shadow implants or a Shadow organic technology object. The technician must touch the target to use this ability. When he activates this ability, the technician takes 1d6 subdual damage. He may only use this ability a number of times per day equal to his Constitution modifier +2 (minimum twice per day).

The Vorlon Servant

Unlike the Shadows the Vorlons did not gather entire races to their personal banner. Instead they selected key individuals from the races under their aegis, picking sinners and saints alike to serve their purpose. To each of these individuals they gave a sense of destiny and responsibility that kept them sane in a world that would otherwise have eventually destroyed them.

A Vorlon servant is by nature a follower who lives and dies for his masters. He may believe in a greater cause. He may simply be someone who likes following orders. Whatever the case, the Vorlons choice to walk away from the galaxy will leave these unique men and women adrift in a world that no longer makes sense. Some will gravitate to cults. Others will use their abilities to make a comfortable place in some far corner of the galaxy in which to quietly die. A rare few will take up the opportunity offered by Sheridan's actions to make their own destiny for a change.

Additional Hit Points: 2

Requirements

In order to qualify to become a Vorlon servant the character must meet the following requirements:

Commitment to Service: The character must convince the Vorlons that he wishes to serve their cause with his whole heart and soul. They look for slightly unstable personalities who believe in grand dreams and causes. The Games Master may decide exactly what it takes to impress the Vorlons. Examples of appropriate actions include; stranding oneself in space with limited supplies, performing a grand act of chaos in the pursuit of order (as Sebastian did) or becoming a martyr to their cause.

Advancement Limitation: The character may only advance to the extent that the Vorlons permit. Every stage of advancement requires the Vorlons to further alter the character, expanding his perceptions and abilities to suit their needs. When the Vorlons leave for the Rim their servants will only be able to advance one level past their

current class level before being unable to continue. They may take levels in other classes if they wish.

Telepaths: Unlike the Shadows, the Vorlons make extensive use of telepaths. There is considerable evidence that telepathy in the younger races can be traced directly to this race's manipulation of the gene pool.

Class Skills

The Vorlon servant's class skills (and the key ability for each skill) are Bluff (Cha), Computer Use (Int), Concentration (Con), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Intimidate (Cha), Knowledge (any) (Int), Listen (Wis), Medical (Int), Pilot (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), Technical (Int) and Telepathy (Cha)

Skill Points at Each Level: 6 + Int modifier

Class Features:

The following are the class abilities of the Vorlon servant prestige class:

Weapon Proficiency: The Shadow servant does not gain any additional proficiency with weapons.

Adapted: The Vorlons install basic physical modifications that allow the character to communicate with Vorlon organic technology (especially their living ships) and breathe the atmosphere of the Vorlon home world. This later adaptation gives the character a set of gills that act as a breathing mask.

Alteration Invisibility: The Vorlons go to great pains to ensure that their servants look like normal members of their species. A non-invasive medical assessment of the servant will not reveal any unusual abnormalities or alterations in the character's physiology.

Subservient: Those chosen by the Vorlons for service are, by nature, followers. A servant suffers a –2 penalty to Sense Motive skill checks to resist uses of Bluff or Diplomacy and a –2 penalty to checks to resist Intimidate skill checks.

Purpose: At 1st level the Vorlon servant chooses (or has chosen for him) a purpose that will guide the rest of his days. The Vorlons then proceed to modify their servant so that he better fills his chosen role. Every odd level thereafter the character must submit to further modification. At 7th level the character may

be given a secondary purpose, or his masters may instead choose to keep him focused on their chosen tasks. If he does receive a second purpose he receives an additional modification to that purpose at 10th level.

A Vorlon servant may select one of the following purposes: carrier, inquisitor, memory keeper or protector.

Carrier: The Vorlons select carriers from the most dedicated of their followers. A carrier must be willing to defend the Vorlon with his life, accepting death rather than permitting a fragment of a Vorlon to fall into the wrong hands. All carriers are telepaths; a non-telepath cannot take this purpose. The Vorlons boost their telepathic abilities to P12 in order to better protect the Vorlon they carry from outside interference. As the carrier proves his worth, he receives the following modifications:

⑤ *Modification I:* The Vorlons further modify the carrier's telepathic abilities. Increase the character's P level to 13. The carrier also develops the ability to sense Vorlon fragments within other people in Close (25 feet + 5 feet per P level) range.



⑤ *Modification II:* The Vorlons further modify the character's telepathic abilities. He gains the use of one telepathic feat. They also alter the character's body so that it produces more power for telepathic efforts. The character gains a 'pool' of 10 hit points that he may use to fuel his telepathic abilities before tapping into his base hit points. This pool heals concurrently with the characters base hit points at a normal rate.

⑤ *Modification III:* The Vorlons augment the character's telepathic abilities. Increase the character's P level to 14. The carrier expands his 'power pool' to 15 points.

⑤ *Modification IV:* The Vorlons augment the character's ability to pass unseen among normals. The character may appear to be any P level he wishes, including the ability to seem non-telepathic. Normal sensory perception will not detect the Vorlon servant's telepathic status if they so desire – telepaths have the DC of any Telepathy based abilities attempting to discern the servant's telepathic power by +6. The carrier expands his 'power pool' to 20 points.

Inquisitor: The Vorlons select inquisitors from among those who have tried to change the world and failed. These people may have been the wrong people at the wrong time, or may simply have had bad luck. In either case, the Vorlons grant them a chance to 'atone' for their failure by breaking those who try to stand upright against the night. If they find someone who will not break, they are supposed to report back immediately; occasional moments of overzealousness are overlooked. All inquisitors are empathic; they may take 10 on any Sense Motive check and gain a +5 bonus to Intimidate and Sense Motive skill checks. As they prove worthy, inquisitors receive further modifications:

⑤ *Modification I:* The Vorlons modify the inquisitor to give him basic telepathic powers. He may perform a

surface scan a number of times per day equal to his class level. He uses this power as a P12. Invoking this ability causes 1 point of subdual damage to the inquisitor.

⑤ *Modification II:* The next modification performed by the Vorlons allows the character to perform a quick match of a target's personality against extremely sophisticated psychological models. The inquisitor makes a Sense Motive skill check opposed by the target's Bluff check. If the inquisitor succeeds he may add his Intelligence modifier to any Charisma or Wisdom based skill he uses on the target for the remainder of the scene.

⑤ *Modification III:* The Vorlons augment the inquisitor's empathic abilities to enable him to strike greater fear in his targets. The inquisitor may use the demoralise opponent action of the Intimidate skill on a number of targets equal to his Charisma modifier (minimum two) as a standard action with no penalties, or on one target as a free action. Targets who fail to resist this skill check (by meeting or beating his check result with a modified d20 + Will + character level check) must make a second Will save (DC 15) or cower for 1 round rather than becoming shaken.

⑤ *Modification IV:* The Vorlons augment the inquisitor's ability to inflict pain. He may use the 'pain' telepathic ability a number of times per day equal to his class level. He uses this ability as a P12. The inquisitor takes 1 point of subdual damage when invoking this ability.

Memory Keeper: The Vorlons select memory keepers from among those who love order for its own sake. They take responsibility for remembering the things that have come before and from these events puzzling out the patterns of what may be. To many younger races, the memory keepers seem precognitive. In reality, they simply have access to social pattern and development data spanning hundreds

Memory Keeper Knowledge (Modification II)

DCs and Examples

DC	Type of Knowledge	Example Question
10	Common Knowledge.	Did First Ones once walk on the planet below?
20	Uncommon knowledge, known only to a small number of individuals.	What did they look like? Are they still here?
25	Obscure knowledge only to a select few.	What was their relative power compared to other First Ones? Is there a planet in this sector where the First Ones walked?
30	Extremely obscure or forgotten knowledge, virtually unknown by anyone else.	If they are still here, what is the code to attract their attention?

The Vorlon Servant

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+0	Adapted, Alternation Invisibility, Purpose, Subservient
2	+1	+3	+0	+0	
3	+1	+3	+1	+1	Purpose Modification I
4	+2	+4	+1	+1	
5	+2	+4	+1	+1	Purpose Modification II
6	+3	+5	+2	+2	
7	+3	+5	+2	+2	Purpose Modification III, Second Purpose
8	+4	+6	+2	+2	
9	+4	+6	+3	+3	Purpose Modification IV
10	+5	+7	+3	+3	Second Purpose Upgrade I

of thousands of years. All memory keepers may take 10 on any Knowledge skill. As they prove their worth the Vorlons make additional modifications to them as follows:

⑤ *Modification I:* The Vorlons modify the memory keeper to allow him to record everything that he personally encounters. He may make an Intelligence check (DC 15) to accurately remember any event he or another memory keeper encountered in the last million years. He must know exactly what he is looking for to access the stored memories of other record keepers; a general question like 'are their First Ones on the planet below?' will not generate a response.

⑤ *Modification II:* The Vorlons further modify the memory keeper, allowing him to use a variant of the lurker knowledge class ability. He may ask a question about the 'First Ones' or the history of one of the Vorlon client races and roll a d20 + Intelligence modifier + class level. The result determines whether or not the character receives an answer. The memory keeper may only roll once per question.

⑤ *Modification III:* The Vorlons augment the memory keeper's technical and scientific storage. He may now take 10 on Computer Use, Medical and Technical (any) skill checks, regardless of the circumstances.

⑤ *Modification IV:* The Vorlons perform the final argumentation on the memory keeper. The memory keeper can now give access to his databanks to anyone performing a surface scan. This allows an unmodified telepath who performs such a scan to use the memory keeper's Modification I ability through the servant.

Protector: The Vorlons select protectors from those who have an intense love of a particular place. The protector takes responsibility for managing his assigned area, bonding with it over time. When the Vorlons create a protector they scatter probes throughout a specific area no more than 1,000 square km in radius. So long as the protector remains within this area he may make a Search skill check (DC 15) to locate any moving creature within the area. As he proves his worth, the Vorlons make the following additional modifications:

⑤ *Modification I:* The Vorlons enhance the protector's combat abilities. While within his area of protection he gains +2 to all attack and damage rolls. His masters also extend his area to cover 10,000 square km.

⑤ *Modification II:* The Vorlons further modify the characters defensive abilities by incorporating a force field generator into his body. So long as he remains near the power source (in this case, within his area) he gains DR equal to his Intelligence modifier (minimum DR 1) which stacks with any armour he wears. His masters extend his area to cover 100,000 square km.

⑤ *Modification III:* The Vorlons augment the protector's ability to move though his protected area. While within his protected area the protector gains +10 ft bonus to his tactical movement and may travel overland to anywhere in the area in one-quarter the normal time. His masters extend his area to cover 1,000,000 square km.

⑤ *Modification IV:* The Vorlons augment the characters defence against telepathic intrusion. He gains the mind shield telepathic ability with an effective P level of 15.

Equipment and Ships

This chapter contains information about equipment and ships first seen in 2261. The efforts of the various races to achieve technological superiority finally reach a crescendo in this season. In 2262 everything changes forever; technological advances balance out among the younger races. The races have come as far by themselves as they will ever have to. Beyond this point, differences will be as much a matter of style as they are of access to advanced technologies.

Equipment List

The following equipment and weapons make their first appearance in 2261:

Agony Whip (*reprint from Centauri Republic Fact Book*): Also known as an electric lash or by its traditional name, the sio poro, an agony whip is normally used only by Imperial torturers and professional 'interrogators'. When used in combat it is ineffective against creatures with any kind of Damage Reduction but it can be extremely lethal against an unarmoured opponent.

Agony whips have two settings and use a kinetic field to deliver their damage. On the low setting, it can inflict 1d2, 1d4 or 1d6 subdual damage as its wielder desires. On the high setting, it builds up a constant charge as it strikes. On this setting, an agony whip inflicts real damage but inflicts only 1 point of damage its first strike against a single creature in a combat. Each successful strike after the first increases this damage by +1, to a maximum of 12 points per strike. When used in interrogation, an agony whip adds a +2 circumstance bonus to all Intimidation checks when it inflicts at least 1 point of real damage to its target.

The agony whip is a medium weapon with a 10 foot reach.

Alternate rules that make the agony whip more useful for interrogation can be found in The Galaxy of 2261 Chapter on pg. 34.

Broadcast Jumper: A broadcast jumper is a vehicle-sized piece of equipment designed to help a transmitter reach the orbital beacons or punch past jammers. A group using a jumper can broadcast over a 400 mile radius and gain a +4 bonus to skill checks to break past jammers. More powerful jumpers require civil engineering and more

resources than most characters can afford. These jumpers are usually built directly into a large van or other ground vehicle. Jumpers can remain in operation as long as the vehicle's fuel holds out.

Broadcast Gear: This portable array of satellite and radio gear fills a good size backpack. It takes 1 minute to deploy the gear for broadcasting. When operational, broadcast gear has sufficient power to transmit over a 100 mile radius for 1 hour.

Centauri Assassination Wand: These elegant, beautiful devices deliver injected poisons directly into the target's blood stream. In order to use an assassination wand the wielder must make a touch attack on an unarmoured target. If he succeeds, the wand extends a sharp needle into the target's skin, delivering a small dose of a tailored poison. Each wand stores enough poison for one use. Wands typically look like pens or other minor personal items carried by many Centauri; spotting one requires a Search check (DC 25) assuming that the noble carrying it permits such an indignity.

Centauri Scanning Wand: This hand held device consists of a small box and an extended wand that lights up when the device senses a listening device. It can detect even the most sophisticated listening devices within a 20 foot radius. Interpreting the scanner's results requires a Technical (electronics) skill check (DC 10).

Centauri Lamps: The ubiquitous Centauri lamp looks like just another monument to Centauri excess. These lamps have elaborately decorated stands and upturned bowls that

New Equipment

Item	Cost	Weight
Agony Whip	500 cr.	3 lb.
Broadcast Jumper	10,000 cr.	1,000 lb.
Broadcast Gear	1,000 cr.	50 lb.
Centauri Assassination Wand	2,000 cr.	—
Centauri Bug Scanner	500 cr.	1 lb.
Centauri Lamps	10 cr.	3 lb.
Insta-heat Meals (pack of 3)	5 cr.	1 lb.
Interrogation Table and Chair	500 cr.	120 lb.
Meal Bars (pack of 3)	2 cr.	.5 lb.
Purgative Drugs	10 cr.	—
Tranq Tabs	10 cr.	—
Video Camera	100 cr.	2 lb.

radiate light towards the ceiling. They activate or deactivate when someone passes a hand over them. However, each lamp also contains sufficient secured storage space to hide a data crystal, a part of a broken down PPG or some other small device. The storage areas are typically secured using the owner's genetic sequence; accessing this area without destroying the lamp (and therefore the contents) requires a Technical (electronics) skill check (DC 25).

Insta-heat Meals: The latest in travelling comforts from the Earth Alliance, these palm-size foil packets contain a near approximation of a normal meal, hot and ready to eat as soon as the user unseals the packet. Common flavours include beef and potatoes, macaroni and cheese and the ever-popular chicken and dumplings. The meals come in packs of three, sufficient to feed a human for one day.

Interrogation Table and Chair: This sturdy metal table contains a wide variety of read-outs tied to sensors embedded in the accompanying chair. The chair also contains restraints that, when locked, prevent the person sitting in it from rising (Escape Artist skill check DC 30 to slip free). The sensors act as a lie detector and monitor the subject's medical condition. While using the table and chair set, an interrogator gains a +1 circumstance bonus to any skill check he must make during the interrogation.

Meal Bars: A meal bar is a nutritionally complete, high-fibre bar that human beings can subsist on indefinitely. Each pack of three bars contains enough calories and nutrition to sustain a human being for one day. However, they are notoriously unappetising. Many travellers, faced with the prospect of yet another meal bar, would rather skip the meal.

Purgative Drugs: Purgatives are given to people both to flush their systems of harmful toxins and to remove any

helpful substances that might sustain them during the long ordeal ahead. A character subjected to a purgative may make a Fortitude save (DC 20) to expel the substance before it takes effect. The purgative takes effect within twenty minutes of consumption. It completely removes any toxins the character has ingested but also has the effect of 2d4 days of starvation. Purgatives may be either injected or ingested.

Tranq Tab: A tranq tab is a small, adhesive square containing a contact tranquilliser. It can be placed on an unarmoured target by making a touch attack. The target must make a Fortitude save (DC 25) or be dazed for 1d4 hours. The tab takes 2d4 rounds to take effect.

Video Camera: Video cameras come in a wide array of shapes and sizes. Technically most starfaring societies can reduce a camera to the size of a pinhead. Practically most go with handheld models for ease of use and data storage. The average video camera can store up to 2 hours of footage and has a 170 degree field of view.

Starships

The following starships make their debut during 2261:

Drakh Raider

These flower-like ships are mostly used to overwhelm smaller, less well-equipped opponents. They measure roughly 200 meters in length and use a single boresight mounted particle projector to damage their opponents. Although they come out rather well when the White Stars are running away, they are far less effective when the Minbari/Vorlon hybrids return to take the fight on a more even footing. This implies that the ships are not designed so much for going head-to-head with other warships as they are for rapid assault and retreat. The raiders also seem to be tied directly to the Drakh carrier, indicating that they lack long range capabilities and a jump engine of their own.

Colossal Spacecraft; hp 300; DV 11 (-8 size, +9 agility); DR 15; Spd 50; Acc 4, Dec 4; Han +3; Sensor +6; Stealth 28; SQ Artificial Gravity; Cargo 10,000 lb.; 1 officer, 1 pilot, 4 crew

Weapons:

Fusion Beam; 1 boresight; Attack +4 (targeting computer); Damage 20+3d10; Range 4



Drakh Carrier

This 14km long ship houses a small fleet of Drakh raiders along with a large number of Drakh personnel, both military and civilian. Each carrier acts as a command and control vessel, providing logistical assistance to its associated raider fleet. These ships, at least at this point, do not engage the enemy in direct conflict. If attacked they will make for the nearest jump gate. As things currently stand, the Drakh have relied for centuries on the protection of the Shadows. Their ships simply do not have the weapons and armament of a race that stood on its own. Later, when the Drakh have recovered from the destruction of Z'haddum, they will create motherships capable of engaging in combat, with powerful arrays similar in effect to those of Minbari.

Colossal VI Spacecraft; hp 1200, DV 0 (-20 size, +10 agility); DR 20; Spd -; Acc 2; Dec 5; Han +0; Sensor +16; Stealth 20; SQ Artificial Gravity, Long-Ranged; Cargo 2,500,000 lb.; 20 officers, 28 pilots, 3000 crew.

Weapons:

This iteration is completely unarmed. It relies on its raiders to provide cover fire while it escapes. Over time, the Drakh will adapt their carriers into powerful vessels of war.

Craft (50):

20 Drakh Raiders, 30 Drakh Shuttles

Drakh Shuttle

These small, flower-like unarmed shuttles transport a single Drakh (and his keepers) from a carrier or other base of operations to a close target. Later versions of the Drakh shuttle will more closely resemble a Minbari flyer (a lightly armed craft capable of taking care of itself for long durations).

Gargantuan Spacecraft; hp 30; DV 12 (-4 size, +6 agility); DR 8; Spd 25; Acc 5; Dec 5; Han +4; Sensor +4; Stealth 20; SQ: Artificial Gravity, Atmospheric Capable; Cargo 4,000 lb.; 1 pilot.



Shadow Omega Destroyer (EarthForce)

The statistics given for the Shadow-enhanced destroyer reflect their appearance and function in Season 4 – a modified Omega class destroyer with some Shadow technology integrated into the hull and power systems. Later events will demonstrate that the Shadow Omega is in fact a new class of ships – this more powerful ship will make its debut in the Babylon 5 tabletop miniatures game.

Shadow Omega destroyers make up the bulk of the advanced destroyer group sent by Clark to ambush the liberation fleet in Sector 300. They look structurally like normal Omega class destroyers, sharing the same boxy shape. In some cases the central ring rotates; in others it does not. The largest change seems to be in their skin; the Shadow Omegas have long spikes similar to those of Shadow vessels and their hulls display the same black sheen.

The Shadow Omegas Commander Ivanova encounters are only partially complete. Many of them have just their weapons systems and drives functioning, just enough to attack the fleet. Once they are fully operational the Shadow Omegas will demonstrate the firepower and abilities one would expect from an integrated organic technology vessel. As it stands, they are more than a match for the Earth ships they are expected to face.

For the battle in 'Between the Darkness and the Light' use the stats for a normal Omega class destroyer, increasing their DR by +10 and the damage inflicted by their weapons by +10.

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It was the end of the Earth year 2261 and it was the dawn of a new age for all of us. It was the end of one chapter and the beginning of another.

The next 20 years would see great changes, great joy and great sorrow. The Telepath War. The Drakh War. The New Alliance would waver and crack but in the end it will hold, because what is built endures and what is loved endures. And Babylon 5... Babylon 5 endures.

Delenn

MGP
3342



No Surrender, No Retreat

*It was the year of fire, the year of destruction, the year we took back what was ours.
It was the year of rebirth, the year of great sadness, the year of pain and the year of joy.
It was a new age. It was the end of history. It was the year everything changed.*

*The year is 2261.
The place: Babylon 5.*

Inside You Will Find

Personalities: Updates to all of the main characters of the series, as well as statistics for the newly arrived.

The Galaxy of 2261: In the year 2261, everything changed. The entire fourth season of Babylon 5 is detailed within this supplement with a timeline of events, as well as sections detailing all of the major and minor events of the year, new characters to the series and rules and advice on how to integrate every episode into your own campaign.

Rules Additions: Vorlon and Shadow Servants, hitchhiking across the galaxy, interrogation techniques, news broadcasting and organic technology – just some of the new rules introduced in No Surrender, No Retreat.

Equipment and Vehicles: From Centauri assassination wands to purgative drugs, the technology and new items of the series are given life and statistics here, culminating in an expansion of the ships detailed for the game, including rules for the Shadow-enhanced Warlock class destroyer.



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