



THE TROUBLE WITH DRAZI



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TRAVELLER

THE TROUBLE WITH DRAZI

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INTRODUCTION

The galaxy is filled with dozens of races, each with its own culture, its own faiths, its own achievements and its own foibles, each race viewing all the others through the prism of its own experiences, using this flawed mirror to judge the value and merit of each of its galactic neighbours. Rarely do two races view a third in the same way; while the Narn may view the Minbari as hopelessly mired in their own spirituality, unwilling to use the tools they have so readily at hand to expand and conquer, the Humans know from their own very recent experiences that the Minbari are a lethal foe if roused. There are, however, a few races for which there seems to be common consensus – and it is not by accident that this consensus is always negative. One of these races is the Pak'māra. Another, surely, is the Drazi.

Of all the races in the galaxy, the Drazi may be the most underestimated. Though the Drazi are accounted by all the races as relentless, skilled warriors, in the eyes of most other races the accolades stop there. The Drazi are a pugnacious race, aggressive and quick to anger. They have an innate love of fighting and will be happy to resolve any dispute among themselves with either single combats or massed brawls – to a Drazi they are much the same thing and they are not held back by the same concept of honour that restricts many other races. Many often presume the Drazi lack any degree of great intelligence but this is not strictly true – they just do not have a great deal of common sense. The Drazi have certainly produced their share of gifted physicians, cunning diplomats and brilliant scientists; it is simply that these people, despite their great mental faculties, see nothing wrong with taking a break from these learned pursuits from time to time to beat one another about the head and shoulders with enormous clubs. Purely for fun, of course, and to remain in fighting trim. It is their way, even if most other races view it as childish and brutal.

Despite the dim view most races hold of the Drazi, they are in fact one of the most powerful, if not the most powerful, governments within the League of Non-Aligned Worlds, claiming dominion over at least 12 systems, with a few more under contention. In fact, in terms of pure military strength, the Drazi rival some of the major races. It is only the Drazi aggressiveness and tendency toward internecine conflict that has kept them from elevating themselves above League status and becoming one of the major races in their own right. This status is something many Drazi would like to see changed – to see their race take its proper position in the galaxy and at the council table on Babylon 5. A growing movement among the Drazi to secure such a place for themselves in the galaxy has taken hold in the upper levels of Drazi society, led by a charismatic man named Drukor. Unsurprisingly, there are other races less eager

to see this come to pass, particularly the Brakiri, who have been growing in prominence within the League and like having the Drazi power to back up their words, and the Narn, who fear that their place among the major races is in jeopardy, that if the Drazi elevate themselves, the Narn will surely lose their seat at the table. Though this movement has not yet gained enough momentum to officially raise tensions between the three races, observers fear it is only a matter of time before it ends as all things involving the Drazi must – with violence. Considering the Drazi penchant to drum up a little border skirmish with the two whenever they as a race start going into battle withdrawal, it is little surprise neither the Brakiri or Narn want the Drazi to have a seat at the big table.

There is also discord amongst the Drazi as to how to seek recognition as a major race, or whether to seek such recognition at all. Eventually, the tanno-a, the head of the Drazi government (itself known as the Shadak) decreed that the issue must be decided through the In-Shala, that justice and truth through battle will reveal which is the proper plan for the Drazi to follow. Each world of the Drazi that wishes to participate must send its gorsha (a term that applies generally to virtually every role in Drazi government, but in this case means planetary governor) to Babylon 5 to participate in the Mutai, an annual no-rules fighting tournament. To prevent any one gorsha from gaining an undue advantage, all gorsha must enter Babylon 5 without any other Drazi accompanying them.

The Trouble with Drazi drops the Player Characters into the midst of this simmering mess, giving them a front-row seat for a Drazi power play and a chance to observe some of the race's best and worst qualities – and, of course, little choice but to involve themselves in the troubles swirling all about them. *The Trouble with Drazi* offers Games Masters a quick and easy way of bringing the Player Characters together for the first time. A Drazi Player Character will be difficult to include in this adventure, not only because of the restrictions on the gorsha, but because some of the humour and surprises may be compromised if a Drazi Player Character is there to provide a running commentary of explanations to his companions. To a limited degree, the same holds true of a Player Character of any race who can speak Drazi. Virtually any character class is appropriate for *The Trouble with Drazi*, though a telepathic Player Character who is not overly concerned about the niceties of unauthorised scans might spoil the scenario before its completion.

The Trouble with Drazi takes place in 2258, but it can easily be changed to occur in any year after the opening of Babylon 5 and before the formation of the Interstellar Alliance.

MISTAKEN IDENTITY

The Trouble with Drazi opens with the Player Characters as the only survivors aboard an independent civilian hauler called the *Lucky Star*. Accompanied by two Starfury fighters detached from Babylon 5 for its protection, the *Lucky Star* had been travelling through a jump corridor that has seen more than its share of raider activity of late. The passage of the *Lucky Star* proved a tempting target for the raiders, who swooped down upon the vessel as it travelled through hyperspace. The two Starfuries trailing behind charged forward to deal with the raiders, but as more and more raider vessels appeared, the Starfuries were outnumbered five to one. The battle that followed was brief and brutal, ending with both Starfuries destroyed, the *Lucky Star* a drifting wreck and the sole surviving raider ship limping off to lick its wounds.

ADRIFT IN CRIMSON

The raider attack came seemingly from nowhere, a squadron of Delta-V fighters swooping down upon you, their particle guns riddling the hull of the Lucky Star. The ship fought back valiantly, and you remember looking out of the view port to see the two Starfury fighter craft accompanying the ship dodging and weaving amongst the raider ships, creating patterns of pulse cannon and particle gun fire against the vivid background of hyperspace. In the end, though, there were too many raiders.

The two Starfuries are gone now, blasted into so much debris that has long since drifted, under its own momentum, far away into hyperspace. The Lucky Star, on the other hand, still survives, though barely. The final barrage from her overheated particle guns had been enough to drive away the last battered raider ship, and now she floats motionless in hyperspace, gasping her last.

With the rest of its passengers and crew dead, you few are all that remain, trapped within the Lucky Star's passenger quarters. Virtually all of the ship's systems seem to be out, from navigation to communications to weapons, but as there are several decompressed decks between you and these systems, and not a space suit to be found, it is impossible to know if they could be repaired. For now, life support to your deck is still functional, but the stale smell of the air tells you it will not be for long.

If the Games Master wishes, he may let the Player Characters spend as long as they like trying to repair the ship. Ultimately, however, the point is moot. Most of the ship's systems, including navigation, propulsion and communications, are utterly destroyed. Even in a proper repair bay, with tools and trained technicians at hand, they would take days to bring back online.

The first thing the Player Characters will likely wish to check for is escape pods, but all of them are destroyed. If they look for food, they will find none – the *Lucky Star*'s galley currently has a very large hole in it.

Ordinarily, it would be easiest to simply skip past all of this, but if the Games Master is using this as the Player Characters' introduction to one another, a little game time spent in pursuit of the unattainable dream of repairing the *Lucky Star* will allow two things. First, it will give the Player Characters a chance to interact, coming to know one another before they are truly thrust into the events of *The Trouble with Drazi*. Second, of course, no matter how hopeless the attempt, it will give the Player Characters an opportunity to learn what they and the others are capable of. Of course, if this is also the players' introduction to the *Babylon 5 Roleplaying Game*, it will give them some time to become used to the rules and the way their characters work within the game, without any decision being a life or death matter.

It has been two days now since the raiders' attack, two days spent floating in the maddening, undulating crimson sea of hyperspace aboard a dying vessel. Despite your best efforts, the Lucky Star's essential systems that were not obliterated in the attack are slowly degrading, one by one. Though the ship had come to a stop in the heat of battle, keeping the momentum of movement from carrying you immediately away from the hyperspace beacon, to be forever lost like the debris from the raiders and Starfuries, the constant tides and eddies of hyperspace are doing the job on their own, albeit more slowly. Without communications or telemetry, it is impossible to know for certain how far you have drifted, or which will come first – the inevitable descent into the red abyss or the failure of the last systems sustaining your life.

Suddenly, through the view port fogged with cold and condensation, you see a dark shape drift out of the hyperspace sea. Your first thought is that it is a raider ship, come to finish the job and steal whatever cargo it can find, but another glance shows you this vessel is far too big to fit that description.

Any Player Characters wishing to take a closer look at this new vessel should be allowed to make a skill check to recognise it (Social Sciences (history) +4 DM). The vessel in question is a Drazi Guardhawk Battle Escort ship, a ship specifically designed to battle fighter craft, and a plague on raiders throughout Drazi territory.

With no way to contact the Drazi ship through the *Lucky Star*'s wreck of a communications system, there is little the Player

Characters can do other than watch and perhaps wave through the window as the Guardhawk circles the *Lucky Star* carefully. Eventually, the Guardhawk's small hangar bay yawns open and a shuttle emerges, heading directly for the *Lucky Star*. The Player Characters will certainly hear the muffled bangs of impact on the hull as the shuttle achieves soft lock on the *Lucky Star*'s airlock. The may choose to open the airlock or not, but in any case the Drazis are coming aboard.

UNEXPECTED GUESTS

The inner airlock door cycles open, and a rush of fresh air pumped into it by the Drazis shuttle when it docked reminds you of how rank, fetid and breathlessly thin the atmosphere aboard the *Lucky Star* has become. Standing in the airlock, weapons ready, are four Drazis wearing pressure suits and peering warily into the ship itself. After a moment, they step forward.

Presumably, the Player Characters are anxious to be rescued and will not be picky about who is doing the rescuing. For their part, the Drazis are boarding the *Lucky Star* in a search for survivors the Guardhawk's instruments said might be aboard, intending nothing more nefarious than rescuing people from the obviously doomed *Lucky Star*. Of course, the Player Characters (assuming they are armed) have the opportunity to end *The Trouble with*

Drazis right here and now – by starting some trouble of their own with the Drazis. Naturally, this will mean they are not rescued and, while unfortunate, this might be a fitting end for a Player Character silly enough to attack his only chance at surviving his predicament.

Once the Drazis see that the Player Characters are alive and breathing without masks or space suits, they will unseal their helmets one by one as the other three keep the Player Characters covered. Once all four have their helmets off, the one who stood at the front of the group when the airlock opened will approach the Player Characters and introduce himself as Tubarak Damar. Player Characters require a Social Sciences (history) check with a –2 DM to recognise 'tubarak' as a junior officer rank amongst the Drazis, roughly equivalent to lieutenant.

Damar is the only Drazis aboard the Guardhawk with any command of English, and even his is very basic, limiting him to simple, declarative sentences full of macros. For example, instead of what he would like to say, such as 'We are pleased to see you survived; please come with us back to our ship' Damar's language sounds more like 'Aliens alive. Aliens come ship with Drazis.' Even for a character accustomed to macro-laden Drazis speech, Damar's is a bit jarring. Games Masters should be certain to keep up the strange dialect whenever the Player Characters are speaking to Damar.

Tubarak Damar	Career Path	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing
	Army (3)	11	8	8	7	6	7
Athletics (strength)-2, Computers-0, Gun Combat (energy pistol)-2, Gunner (turrets)-2, Leadership-1, Melee (blade)-2, Persuade-1, Physical Sciences (physics)-0, Pilot (spacecraft)-1, Social Sciences (xenology)-1							
Needler (1d6), Drazis Straight Blade (1d6+4), Fleet Armour (6)							

Drazis Soldier	Career Path	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing
	Army (2)	11	8	8	6	6	6
Athletics (strength)-2, Gun Combat (energy pistol)-2, Melee (blade)-2, Persuade-1, Pilot (spacecraft)-1, Social Sciences (xenology)-1							
Needler (1d6), Drazis knife (1d6+2), Fleet Armour (6)							

Mistaken Identity

FALSE FAME PROCEEDS

Damar and his fellow Drazzi are actually quite impressed with the Player Characters. The numerous particle gun scores on the hull of the *Lucky Star*, combined with the debris still floating around the ship, indicate the *Lucky Star* was attacked by as many as six raider vessels – and as the Starfury debris is long since gone or hopelessly commingled with the raider debris, they have jumped to the false assumption the Player Characters were able to hold off a small squadron of raiders with nothing but the rather unimpressive defensive systems of the *Lucky Star*. Damar's lack of English means this will translate, essentially, as an impressed-sounding 'Many raiders aliens kill!'

Having introduced himself, Damar will expect the same courtesy from the Player Characters. When one of the Player Characters (Games Master's choice), gives his name, Damar and the other Drazzi look even more impressed and chat amongst themselves. If any of the Player Characters can speak and understand Drazzi, they will understand that Damar and his shipmates have mistaken one of their number for a famous war leader of the Player Character's race. This mistake is perfectly understandable. Just as the Drazzi tend to all look alike to Human eyes, so too do most aliens (Humans included) all tend to look alike to Drazzi. Thus, if there is a famous Human soldier named Jones, and one of the Player Characters is named Jones, the Drazzi see no reason not to believe this Human who destroyed six raider ships with nothing but a cargo hauler's guns is the same individual. Given the difficulties in translation between English and Drazzi, it is even acceptable if the name comes close – the Drazzi will not register the difference between Jones and Jonas, for example. If the Games Master wants to make this case of mistaken identity even more amusing for the Player Characters involved, he could simply have the Player Character's name be the name of a fictional character within the Babylon 5 setting. For example, if there is a series of entertainment videos produced in the Earth Alliance starring a fictional action hero named McAllister, and one of the Player Characters has the same name, the Drazzi may simply assume he has something to do with the videos, perhaps even that he is the person upon whom they are based – though the Drazzi are certainly not so dense as to be unable to differentiate fact from fiction.

The Player Characters may wish to disabuse Damar and the other Drazzi about their true identity. If one of the Player Characters speaks Drazzi, this will be easy enough, though the Drazzi will be disappointed. If there is no common fluent language, it may prove difficult to express such an abstract concept. The Games Master should decide the efficacy of anything the Player Characters try.

Once introductions have been made, Damar and his fellow impressed Drazzi invite the Player Characters to return to the Guardhawk with them. It may take Damar several tries with his English, but he is offering the Player Characters safe (and free) transport to the Drazzi colony world of Fendimir, where Damar himself is heading. As there seems to be no other way off the rapidly dying *Lucky Star*, the Player Characters would be wise to accept the offer.

Damar knows that other races often have a difficult time telling one Drazzi from another. Thus, whenever he sees the Player Characters, he will point to himself and say his name. It is a little thing, but the Games Master should make sure the players are aware of it, as it becomes important toward the end of the scenario.

The Drazzi shuttle will surely be a tight fit with the addition of the Player Characters, but it is for a short trip only back to the Guardhawk. Upon docking in the hangar bay, Damar details two of his men to remain with the Player Characters while he reports to Grennar, the ship's captain. A few minutes later, Damar returns with Captain Grennar, translating for him as Grennar welcomes the Player Characters to the *Hrassun* (the name of the Guardhawk), and repeats Damar's promise to deliver the Player Characters safely to Fendimir, where they may find transport to wherever they need to go. Damar is appointed to act as liaison to the Player Characters while they are on board, as he is the only member of the crew with any command of English.

HAVING A BRAWL

Once the captain leaves, Damar tells the Player Characters he will take them to the mess while their quarters (actually an empty storage room) are prepared. The Player Characters may refuse, of course, but after two days with nothing to eat other than what they may have had in their pockets at the time the raiders attacked the *Lucky Star*, even Drazzi food should sound appealing. If asked, Damar can tell the Player Characters it will take about 24 hours to reach Fendimir. He can give them a brief tour of the ship if they request that, but it will be brief indeed, as no matter who they think the Player Characters are, they will not give them access to the ship's vital areas – and on a ship like the *Hrassun*, most areas are vital.

As you follow Damar through the cramped and needlessly circuitous hallways of the Hrassun, you begin to hear a sound of grunting and dull, flat impacts coming from ahead of you. You emerge into the ship's mess hall to see four Drazzi scuffling in the middle of the floor, a furious melee of fists, kicks and bites. Damar stops and watches the proceedings approvingly until the fight comes to an end a minute or so later, one Drazzi leaning on his knees and gasping for air while the other three lie moaning on the floor.

When the victorious Drazzi sees Damar and the Player Characters watching, he stands up straight at attention and walks over to Damar, asking him (in Drazzi) of course, which of the Player Characters is the one with the famous name. Once he receives his answer, he will choose another Player Character, the largest and strongest he sees, and tap that character on the chest once, then look back at Damar. Damar nods, looks at the Player Character and says 'This Zukeer. Zukeer want fight. Fight Zukeer with hands?' As the Player Characters will likely surmise,

Zukeer wants to fight one of them in unarmed combat. This is a challenge that will come up 1d6 more times during the journey to Fendimir, and is considered a friendly and open act by the Draz. The Player Characters may choose to accept or decline freely. Declining will not cause offence, as the Draz generally do not believe other races strong enough to challenge them in combat. Accepting the challenge, on the other hand, will cause the Player Character to gain respect from the crew. Defeating Zukeer will gain even more respect. None of the Draz will challenge the Player Character with the famous name so long as they believe that character actually is the famous person in question, not out of fear, but out of respect. If they learn the Player Character is not that person, they will gladly include him or her in any challenges.

Once Zukeer's challenge is dealt with, one way or another, the Player Characters may sit down to eat. They are served a Draz dish called dakkad, consisting of boiled meat stuffed into a vegetable husk and served at room temperature. Damar and the other Draz seem to account it quite the delicacy. Though it poses no harm to other races, it is much like munching on a dead rat in both taste and consistency.

Throughout the remainder of the journey, the Player Characters will quickly come to realise brawls are common aboard the *Hrassun*, and are viewed positively by the commanders of the vessel, who engage in them as well. As noted above, the Player Characters will have a few more offers to do battle during the course of the voyage, which they may accept or decline. If one character accepts twice, the Draz will begin to consider him a willing combatant. Though they recognise the Player Characters are guests aboard the *Hrassun*, and normally will go out of their way to make sure none of them become unintentionally involved in a brawl, once one of them has accepted and fought twice, they will start thinking of him as 'one of them' and show no compunctions about tossing a few blows his way if he strays near an ongoing brawl.

Despite the violence, the Player Characters will see that the Draz are a warm people, particularly toward those who embrace their ways. They are solicitous of their guests, Damar especially so, and clearly have no ulterior motives. By the time the *Hrassun* arrives at Fendimir, the Player Characters may well have gained a new appreciation for Draz culture, and come to understand these people, while pugnacious and aggressive, are certainly not the bloodthirsty morons so many other races try to paint them as.

Zukeer	Career Path	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing
	Army (3)	10	8	8	7	6	8
Athletics (strength)-2, Computers-0, Gun Combat (slug thrower)-2, Gunner (turrets)-2, Melee (unarmed combat)-2, Persuade-1, Physical Sciences (electronics)-1, Pilot (spacecraft)-1							

Crew Garb (4)

Mistaken Identity

THE EVE OF BATTLE

After travelling for approximately 24 hours, the *Hrassun* jumps out of hyperspace near the Drazí colony world of Fendimir. The *Hrassun* takes up an orbit around the planet and Damar escorts the Player Characters back to the shuttle bay, where they will board transport for the surface.

The world of Fendimir is, at least from space, one of the strangest-looking inhabited planets you have ever seen. Nearly 90% of its surface is covered with water – deep azure oceans encircling the world. The landmasses are mostly thin strands of rust-coloured earth strewn across the surface of the planet, and there are virtually no clouds in the atmosphere.

As the shuttle breaches the atmosphere and descends, you see that you are approaching a small island to the west of the largest landmass. Cities on the north and south ends of the island come into view, though you think you can spot, off in the distance, a tall, alien-

looking structure jutting from the red sands of the large land mass to the east. As the shuttle descends still further, you get a good look at the cities the Drazí have built for themselves here – dense warrens of narrow, twisting streets and brown buildings. The entire place seems a melding of ancient fortifications and advanced technology. Even as you swoop directly above the streets, no more than 500 feet from the ground, they still seem claustrophobically tight, choked with long shadows from the morning sun.

A few minutes later, the shuttle settles to the ground on a round landing platform and Damar opens the hatch. Standing outside is another Drazí in a slightly more impressive uniform than Damar's. Damar stands at attention when he sees the other Drazí.

'Hello', the newcomer says. 'I am Kuranphar Storan. Welcome to Fendimir.'

Fendimir

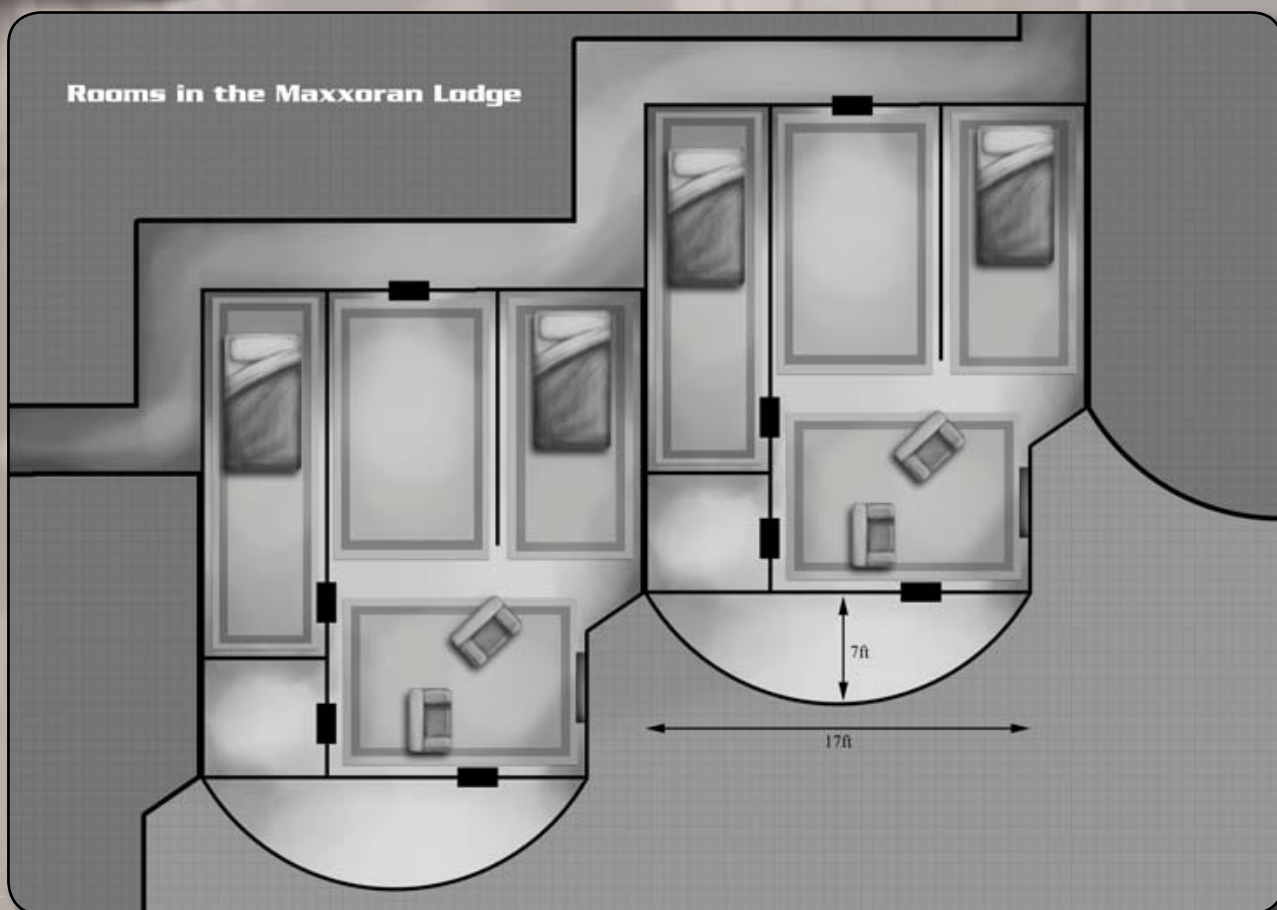
Few Drazí live on Fendimir for long and none call it their permanent home. Because of the planet's strange traits (see below), inhabitants generally cycle out after five years if they do not leave much sooner. Those that leave rarely return, though a few do after a term of residency on another colony world. Even the staff members of Fendos Base are regularly rotated, with no soldier ever serving more than three years at a time before being moved elsewhere in the Freehold.

Fendimir is a true anomaly – an example of terraforming at its most advanced. All chemical and geological evidence suggests that Fendimir should be a red, ferric-heavy planet with a carbon dioxide atmosphere and no appreciable hydrosphere. Instead, while the landmasses are still highly oxidised, there are abundant water sources and a thick atmospheric envelope capable of sustaining Humanoid life. These changes are likely related to the alien building the Drazí have dubbed 'the Fortress', but no evidence of the building's creators or how Fendimir was transformed has ever been found.

Aside from the disorientation that can come from living on a world with teeming oceans and dry red sands, Fendimir is actually a pleasant place. The weather is clement, what plant life exists is lush and edible and its mineral resources are easily mined and plentiful enough to make this one of the most important colonies in the Drazí Freehold. Those with the fortitude to withstand what residents of Fendimir describe as 'invisible eyes and faint, inaudible whispering' usually find a stay on this world very rewarding, at least for as long as they can stand to remain.

While Drazí scientists have been unable to locate the source of either strange effect, they remain convinced they are both related to the Fortress, an impenetrable metal building of alien design with no apparent means of entry. These same scientists have been able to identify that the powerful terraforming that transformed Fendimir into a viable world is still going on. Since discovering Fendimir more than a century ago, the Drazí have recorded constant changes in its soil and air, as if the planet were somehow changing to better suit them.

Rooms in the Maxxoran Lodge



The new Drazai, Storan, speaks English fluently, which is likely to come as a tremendous relief to the Player Characters. After a brief conversation in Drazai with Damar, in which he thanks Damar for bringing the Player Characters down, tells him where they will be staying and where he can find another Drazai named Drukor, he offers to show the Player Characters to their accommodations.

He is also able to answer most any questions the Player Characters may have, including when the next civilian freighter that could take them on as passengers is expected (six days) and how much their stay here on Fendimir will cost them (nothing). He can also answer any questions the Player Characters have about the planet of Fendimir itself (see sidebar), and is able to guide them expertly to their quarters, avoiding the two or three street brawls encountered along the way. The only thing Storan will not mention if asked to talk about the planet is the 'invisible eyes and faint, inaudible whispering' everyone on the planet notices eventually. He assumes it is better for the Player Characters to find out about it themselves rather than hear it from him and decide he is mad.

Storan escorts the Player Characters to a modest hotel called the Maxxoran Lodge within the city of Shulorc, telling them that their accommodations are free until such time as they can book passage on a vessel leaving Drazai space. Of course, they are welcome to remain in Shulorc as long as they like, but they will have to begin paying for their own accommodations in that case. Storan does not mention the mistaken identity issue on way or another, whether the mistake has been corrected or not. He does not see it as important, considering his job is only to escort the Player Characters to their hotel.

The rooms in the hotel are small but serviceable, and Storan has booked the Player Characters two to a room. They may, of course, decide which two go in which room. Before he leaves, Storan offers the Player Characters one bit of advice – street brawls are rather common here, even for a Drazai world, and he would caution them not to wander about outside, lest they become caught up in one.

The Eve of Battle

TROUBLE IN THE STREETS

Of course, it is entirely up to the Player Characters whether they spend the entire day in their rooms at the Maxxoran Lodge, enjoying some idle entertainment (several hundred channels of Drazis beating on one another) and ordering room service on the Drazis credit tab, or if they choose to venture out of their rooms into the streets below.

A glance over the edge of the rounded balcony at the ground 15 storeys below will show the Player Characters the same thing they saw from the shuttle – narrow, twisting streets wending their way between brown buildings. Every few minutes, the sounds of a scuffle breaking out somewhere nearby waft up to the balconies, but it is all but impossible to see anything but the street below and the next building over, just 18 feet away. The constant feeling of being watched and discussed on Fendimir is more than enough to put anyone on edge, and for a planet with a population of nearly 100,000 Drazis, ‘on edge’ can become hostility very quickly. On Fendimir, all Persuade and Diplomacy skill checks to influence a Non-Player Character’s attitude are considered Difficult (–2).

If the Player Characters do venture down into the streets, it is possible they will find an assortment of trouble to get into if they are not careful – or desire a little excitement.

The following subsections are a handful of additional interactions that the Player Characters could get involved in on the streets of Fendimir.

Drug Dealer

Narcotics and combat-enhancing drugs are not considered illegal in the streets of Fendimir, allowing shady dealers to set up small stands to peddle their wares. Most of these drugs are concocted for use by Drazis, whose metabolism is aggressive enough to process the chemicals thoroughly enough to avoid neurological damage, making the occasional deal to a ‘soft alien’ amusing to say the least.

The Player Characters could be approached by one of these dealers, offering them a number of possible synthetic narcotics.

The following table shows the types of drugs these dealers have access to, what they do for a Drazis and what they do for a non-Drazis.

Drug	Drazis Effects	Non-Drazis Effects	Cost per Dose (Cr.)
Adrenohk (aka Blur)	+2 Dexterity, +1 DM to Athletics for 1d6 hours	+4 Dexterity, –1 DM to all skill checks from distraction for 1d3 hours	100
Delta-Oxidant (aka Crashdown)	+2 Strength for 1d4 hours	+2 Strength, +2 Endurance, –4 Intelligence for 1d2 hours	50
Mysodecitone (aka M-class)	Adds bonus Minor Action per combat round for 2d6 minutes	+1 Dexterity and +3 Athletics (Dexterity) for 2d6 minutes	50
Warozine (aka The Dream)	Euphoric High and +2 Initiative for 2d6 hours	Euphoric High and Minor Hallucinations for 3d6 hours	150

These dealers do not like to haggle over price or explain themselves, preferring to name a price and be willing to fight over keeping it. In case there is an argument (read: combat) between the dealer and the Player Characters, his statistics are included here.

Drazis Drug Dealer	Career Path	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing
	Army (2), Lurker (1)	10	8	7	7	6	5
Athletics (strength)-2, Carouse-2, Gun Combat (slug pistol)-1, Melee (blade)-2, Persuade-1, Stealth-1							
Eagletalon Pistol (3d6+3), Drazis knife (1d6+2), Spacewear (2), 3d6 x 100 credits							

Illicit Trader

On Fendimir, the Drazzi see no need to regulate some items that would be considered restricted or illegal for sale aboard Babylon 5; items such as weapons and armour that may be classified as contraband aboard the station, the Drazzi see no need to regulate. If someone has the credits, they should have the ability to use whatever weaponry they choose. The crime is in the weapon's *use*, not purchase. Because of this, arms and equipment traders found in small kiosks throughout the city streets will occasionally surprise travellers with their open access to rare or dangerously illegal items.

A successful Streetwise skill test can lead a Player Character to an illicit equipment trader, allowing them to purchase the trader's wares without worrying about local legality getting in the way.

A good rule concerning these illicit traders is that they do not carry their goods on them for safety and security reasons. Rather they have secure warehouses nearby that they can access to acquire what the Player Characters want to buy from them; or at least know where to get it from on short notice.

When purchasing anything from these traders, the normal price is multiplied by a percentage based on its Technology Level. Also, some items are easier and faster to acquire than others. The following table explains these modifiers.

Technology Level of Item	Additional Cost	Time to Acquire
TL 1-4	+5%	2d6 minutes
TL 5-7	+10%	1d6 x 10 minutes
TL 8-9	+25%	2d6 x 10 minutes
TL 10-11	+50%	1d6 x 30 minutes
TL 12-13	+100%	2d6 x 30 minutes
TL 14+	+200%	1d6 hours

Labyrinthine Streets

Drazzi build their cities to accent their natural strengths and hopefully exploit the weaknesses of potential invaders. They keep their streets thin and twisting to make sure that armoured columns or organised forces will be broken up into easy-to-deal-with groups that can be attacked by the close-fighting Drazzi at every turn. Although this makes for a great planetary defence, it can be daunting to manoeuvre within for outsiders without a map.

A city map written in Drazzi costs twenty-five credits, where a map in any other language triples that price. Unless the Player Characters buy or otherwise acquire a city map before they go wandering the streets they will surely get lost at some point, wasting time and potentially getting into trouble.

Without a map the Player Characters must pass a Streetwise skill test with a -2 DM or get terribly lost. If the group gets lost, roll a die and consult the table below to see what happens to them.

1d6 Result	Event or Encounter
1	Lost for 1d6+1 hours
2	Confronted by Drug Dealer (see statistics above)
3	Found ghetto, pockets are picked for 10% of cash on hand
4	Lost for 1d6+2 hours
5	Attacked by 1d6+2 local street gang members (use Drazzi Street Combatant statistics below)
6	Lost for 1d6+3 hours

Street Brawl

Drazzi are not well-known for their social graces, especially when dealing with one another, and moving about on the crowded streets of Fendimir often results in sporadic and violent fisticuffs. It is therefore very possible the Player Characters will find themselves caught up in one of the brawls that seem to appear from nowhere, like a dust devil, and sweep down the street a distance before breaking apart again.

The Player Characters will need to pass an Athletics (strength) skill test to wind their way through a crowded street with enough physical presence to make headway, or a Streetwise test to avoid these brawls *before* they happen. If they cannot manage to get out of the way before a dust-up happens, they will have to fight their way out.

Each street brawl includes 1d6+4 Drazzi combatants (statistics below) who will fight amongst themselves and the Player Characters, attacking whoever is closest to them each round. Should the Player Characters want to simply withdraw from the fight; this will take them 1d6 combat rounds of movement to reach a safe distance away. The Drazzi will not resort to deadly force or drawing weaponry unless a Player Character does so first. At that point all hell will break loose.

Drazzi Street Combatant (1d6+4)	Career Path	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing
	Army (1)	10	9	8	6	6	5
Athletics (strength)-1, Gun Combat (slug pistol)-0, Melee (blade)-1, Melee (unarmed combat)-1, Streetwise-0							
Drazzi knife (1d6+2), Spacewear (2), 1d6 x 10 credits							

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IN THE GLOAMING

That evening, after the Player Characters have choked down another meal of Drazai cooking, there is a strong knock on the door of the room housing the Player Character with the 'famous name'.

You open the door to see a Drazai in a tubarak uniform standing there. He points once at his chest as he says 'Damar', which is a good thing, as you are not sure you would have recognised him otherwise. That done, he waits in the hallway rather pointedly.

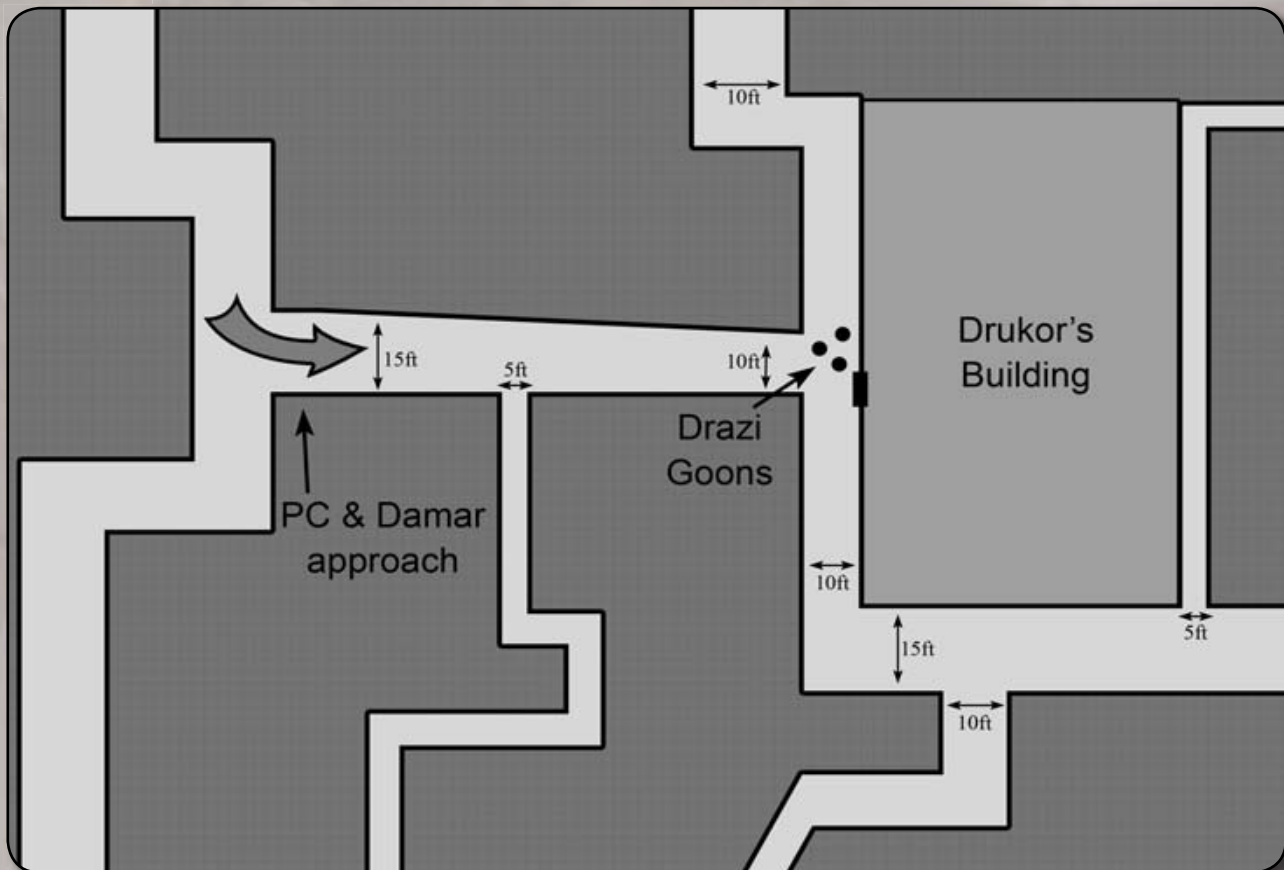
After you invite him into the room (assuming, of course, the Player Characters do so), he walks in and looks around distractedly, finally asking 'Room good?' You barely have a chance to respond before he changes the subject, turning to face each of you. 'Aliens come. Damar gesttek need speak aliens.'

Damar has come to collect the Player Characters to bring them to his *gesttek*, a Drazai word that has no direct English correlation – the closest translation would be 'grandfather', but considering the nature of the Drazai family unit, that translation falls rather short of the goal. Damar's *gesttek* is named Drukor, who, according to Damar, is a man of some influence on Fendimir. Damar cannot say exactly what Drukor wants, but he does know he and Drukor are departing the next day for 'Human Station 5' and the Player Characters have the chance to come

along for free. If the Player Characters are curious why he did not mention this before, it is because he himself has only found it out since leaving them at the landing platform. Damar will attempt to delay any more questions for now, telling the Player Characters 'Drukor English good'.

Assuming the prospect of a free trip back out of Drazai space appeals to the Player Characters enough for them to take Damar up on his offer (and thus continue the adventure), he leads them out of the hotel through the twisting, torch-lit streets of Shulorc. At the first sign of a brawl coming into view ahead, Damar will step to one side, gesture toward the melee and ask the Player Characters solicitously 'Want fight?'.

So long as the Player Characters are not anxious to engage in pointless fisticuffs with random Drazai, Damar will seek to avoid any future brawls. Damar clearly knows his way around, deftly taking the Player Characters on short detours through alleys so narrow they are almost invisible in the flickering torchlight, bringing them out safely on the other side of the occasional brawls that show no sign of diminishing with the onset of night. Though they travel slightly less than half a mile by whatever passes for a crow on Fendimir flies, the Player Characters and Damar will actually log nearly two miles of walking before they come to their destination. Pointing to a large building just ahead, Damar says '*Gesttek* there.' Which is when the first true battle of *The Trouble with Drazai* begins.



SAVAGERY AND SUBTLETY BY FIRELIGHT

As Damar leads the Player Characters toward the looming building, the Games Master should have all the Player Characters (and Damar) make Notice skill check rolls, against the Stealth skill rolls of the Drazi trying to sneak into the building ahead of them. Any Player Characters who succeed will have one round to take any actions they wish before the Drazi goons will begin to make Recon skill checks to realise the Player Characters are observing them. Naturally, the Games Master may dispense with these checks if the Player Characters do something to draw attention to themselves.

At the time the Player Characters get to make their first Recon checks, the Drazi goons are 30 metres away. As soon as they notice the Player Characters, they will attack, unless outnumbered more than two to one, in which case they flee.

Once the battle is over, the Player Characters may wish to question the Drazi, but they have no ability whatsoever with the English language. If communication is established, all they know is they were hired to break into this building and deliver a beating to the Drazi in one specific room, which Damar confirms is the room his *gesttek* Drukori is in. Damar, who has a passkey, will enter the building and immediately summon the military police to take any captive Drazi away. Judging simply by his tone (he is speaking in Drazi, after all), the attackers are not in for a pleasant evening.

As soon as the attacking Drazi are attended to, Damar will lead the Player Characters down a winding hallway in a building that could be an apartment block, an office building or both, to a doorway with Drazi writing on it, which reads 'Drukori. Gorsha'. He opens the door and ushers the Player Characters inside.

You see what must be an elderly Drazi male in this room, judging from the tint of grey flecking the edges of his scales. Seated on a reed mat in a pool of bright light, the Drazi is reading a book, which he immediately closes upon seeing Damar. Damar speaks to him in Drazi, his voice rushed, while Drukori, if this is he, nods sadly. Damar then turns his attention back to you, apparently introducing you, judging by his gestures. Drukori nods again and says something

softly to Damar, who bows slightly to you and exits the room the way he just entered.

'Welcome', the Drazi says in English. 'I am Drukori, gorsha of Shuloroc on Fendimir.'

'You', he continues after a moment's pause and a careful look, 'are not (Player Character name). Another of the same name, perhaps? Damar's mistake can be understood, but still, it is unfortunate. Come, sit. Though you are not who I had thought you to be, it ultimately changes nothing of the favour I must ask you.'

There is little in the way of furnishing in this room, only a stack of reed mats similar to the one Drukori is using. As the Player Characters arrange themselves, he will stand up and place the book he was reading on a shelf across the room. A Player Character who tries to see what the book is (and who can read Narn) may make a Social Sciences (philosophy) check (-2 DM) to realise it is a very old copy of the *Book of G'Quan*. If the Player Characters have any questions about something other than this favour Drukori would ask of them, he will do his best to answer. For example, if asked about the invisible eyes and inaudible whispers on Fendimir, he will tell them quite candidly that the Drazi have never been able to ascertain where they come from or what causes them, though they suspect the Fortress is involved somehow. If asked about the *Book of G'Quan*, he will simply tell them it is best to learn all one can about one's neighbours. When the Player Characters are ready, he will begin his larger explanation of why they were brought here.

'Drazi society is at a crossroads. We are the largest nation within the League, rivalling some of the major races, yet we are not accorded the position as a major race. Some of us gorsha believe that we should do nothing, that we are already too much involved in the workings of distant regions of the galaxy, that we should keep to ourselves and buttress our strength. Others believe we are deserving of a place among the major races, and must reach out to take that place with a mailed fist. Still others believe we are indeed deserving of such a place, but if the galaxy is to know something other than years more of relentless bloodshed, bloodshed that would likely end with the Drazi suffering much the same fate as the Dilgar, it must be done in conjunction with the major races, with their blessing and approval. I fall into this third camp.'

'We gorsha, and there are many of us, are split between these three paths. The Drazi believe in a concept we call In-Shala, which is

Drazi Hired Goon (3)	Career Path	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing
	Lurker (2)	9	7	9	5	5	7

Athletics (strength)-3, Melee (blade)-2, Recon-0, Stealth-1, Streetwise-1

Drazi knife (1d6+2), Jumpsuit (3)

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difficult for non-Drazi to understand, as it is deeply rooted in our culture and can have many meanings. The meaning which bears on us today is that through conflict will come justice and truth. To decide the best way to proceed, our tanno-a has decreed that 12 of us, one gorsha from each world, must journey to the Human station known as Babylon 5 to participate in the Mutai – an honoured and ancient trial of combat – to determine which of us is right. I do not shy from combat, but I wish there were another way. Sometimes we are too hidebound in our adherence to dogma. I am not as young as I once was, not as young as some of the more aggressive gorsha, and I fear that in this instance, the In-Shala may not be enough to prove the worth of my cause. But that is to you of little concern.

'Other gorsha also fear the In-Shala may not bear out their own beliefs, and they seek to stack the odds in their favour from the outset. The three criminals you and Damar defeated outside were an attack I was all but certain would come, and there may be more. If I am unable to compete, I clearly cannot win.

'We come now to why I asked Damar to bring you here. In an attempt to prevent – or at least make more difficult – attacks such as the one you just prevented, each gorsha is allowed to bring only one Drazi aboard Babylon 5 with him. Damar will accompany me. However, there is no ruling to prevent having aliens in one's company. When I thought you were the famous (Player Character name), I had hoped for a shield of intimidation I might wrap about me. Still, Damar speaks highly of your skill in defeating a large number of raider ships, and the name itself will count for much.

'My favour, as you may have guessed, is this: I wish you to come to Babylon 5 in my company. I do not ask you to become an advocate of the Drazi, I ask no oath of allegiance to contravene others you have taken, only your company and your assistance in the event of another such attack. In gratitude, I will give you free transport to Babylon 5 far sooner than paid passage would get you there, free lodging for the duration of the Mutai and a monetary recompense of 1,000 credits for each of you. What say you?'

The Player Characters will very likely have a host of questions to follow this, and Drukor will answer them as best he can – without, of course, giving away anything of his own plans for the Mutai.

The Mutai: A no-rules unarmed fighting tournament. It lasts for three days. The gorsha are not truly competing in the Mutai – none of them will face a foe outside the circle of 12 gorsha – but it is considered to be the best venue for the In-Shala.

The Tanno-a: The leader of the Drazi government (though in truth the military wields greater power).

Drukor believes the chances are good there will be no major attacks once aboard Babylon 5. However, he believes this chance is greater if the Player Characters are in tow in his retinue.

While it is true there are a number of Drazi on Babylon 5, those who live there and those who are simply passing through, a gorsha sent by the tanno-a will be present at the arrival of every ship containing a combatant to make sure only the combatant and one Drazi follower come aboard together. Beyond that, they are bound by the honour system, though if it is discovered one of the combatants has more than one Drazi with him on the station, they will automatically forfeit their place in the proceedings.

In case it is brought up, Drukor will forbid the Player Characters from taking any action against the other gorsha, saying that to do so would be to dishonour the Mutai.

The other 11 gorsha and their beliefs:

Ramtar: Conflict
Kurrer: Diplomacy
Brantir: Withdrawal
Partak: Withdrawal
Kurnock: Conflict
Strevar: Conflict
Harrerek: Diplomacy
Astran: Withdrawal
Slurrek: Conflict
Trelloar: Diplomacy
Farounar: Withdrawal

Ultimately, this is the best deal for the Player Characters. They get a free trip out of Drazi space, they get a nice monetary reward and they get to continue the adventure. Whether they agree to it or not, however, Drukor will ensure that any wounds they may have sustained in the fight with the three Drazi outside his building receive professional medical treatment, free of charge. As Shulorc is the primary spaceport for Fendimir, there are medical professionals at hand with knowledge of alien medicine. The Games Master may assume any Medical skill checks that need to be made in the course of treatment are successful.

The statistics and background for Drukor is as follows:

Drukor

Drukor	Career Path	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing
	Army (3), Scholar (1)	10	7	10	10	8	11

Athletics (dexterity)-1, Athletics (strength)-2, Deception-1, Diplomat-1, Gun Combat (slug pistols)-2, Melee (unarmed combat)-2, Persuade-2, Social Sciences (history)-1, Streetwise-1

Tru'far (2d6), Porstet Nine Thunder (4d6+2), Fleet Armour (6), 750 credits

Drukor has always known he is meant for great things. Incredibly intelligent for a Drazi, he nevertheless eschewed the scientific pursuits in favour of the physical and the political.

Fiercely nationalistic, Drukor realised years ago that the Drazi were every bit as deserving of a place among the major races of the galaxy as are the Narn and the Humans, and set his considerable intellect toward making that happen. Giving multiple fiery speeches and insightful appearances on news programs throughout the Freehold, Drukor soon cemented a position for himself not only as a gorsha, but as a leader of the pro-diplomacy movement to establish Drazi legitimacy among the major races of the galaxy.

THINGS LEFT UNSAID

For all the spit and polish of Drukor's words, he is not telling the whole truth, but he is counting on the general prejudice regarding Drazi intellect to cast a further cloak of shadow over his plan.

The three Drazi outside Drukor's building were actually hired by him, simply the first domino in a long stand to bring him what he wants – victory and power. By staging this early attack on himself, he hoped to make the Player Characters more amenable to his plan, and create a shield against any suspicions that might fall upon him later – he was the first attacked, after all.

Drukor is not the only one to have thought of bringing aliens along to circumvent the one-Drazi rule. His greatest rival, both politically and physically, is Kurnock, who is already on Babylon 5 with a Narn bodyguard named G'Kran in tow. G'Kran, however, is Drukor's man, a loyalty earned through knowledge of the *Book of G'Quan* and several false promises. Drukor has dark work in mind for G'Kran upon arriving at Babylon 5. As for the Player Characters themselves, he intends to use them as unwitting false witnesses to shift blame for G'Kran's actions upon another of his rivals, Astran.

The plan, elegantly complex yet simple enough to work, involves G'Kran and a changeling net. On Babylon 5, G'Kran will use the changeling net to disguise himself as Damar, slip into Kurnock's quarters and kill him, making sure he is witnessed going to and from the scene of the crime. Drukor intends for the Player Characters – by all lights impartial observers – to be instrumental in clearing Damar's name.

There is another wrinkle to the plan. The Gorsha Astran is older and frailer than any other of the gorsha participating in the Mutai, and he too thinks G'Kran is working for him – in fact, he recruited G'Kran through the Brakiri, with whom Astran has been working to keep the Drazi at their current status. Of course, it was Drukor who initially placed G'Kran with the Brakiri.

Making use of the changeling net once again (which Astran actually procured for this purpose), G'Kran is intended to disguise himself as Astran and enter the Mutai in the old Drazi's place against Drukor. Though Astran intends for G'Kran to win, and G'Kran

thinks he is supposed to throw the match, Drukor has another outcome entirely in mind, one that will leave Astran discredited and put Drukor in position to become a leading voice in Drazi society, perhaps spearheading the Drazi initiative to be included amongst the major races, or potentially becoming tenno-a himself.

KNIVES IN DARKNESS

Assuming the Player Characters agree to help Drukor, he will be elated. He summons Damar back into the room and confers with him in a low voice for a few moments. If any of the Player Characters wish to use this time to take a surreptitious look about Drukor's office, now may be the best time.

A line of bookshelves along one wall hold literally hundreds of books from at least six cultures. Drazi predominates, of course, with Narn coming in second, including the previously mentioned *Book of G'Quan*. Trailing distantly are Brakiri, Minbari, Centauri and Hurr. On a table near where Drukor and Damar are speaking in Drazi is a pile of papers, atop which is a note written in Narn. The note itself is folded several times, and all that is visible, for those who can read Narn, is 'I have made'. If the Player Characters ask about it, Drukor will only say it is unrelated business, an attempt on his part to buy a very old copy of an obscure Narn text. They may certainly attempt to steal it if they wish, but the players should be warned this will be very difficult, considering how close the note is to Drukor and Damar. Stealing the note requires a Stealth skill check (–4 DM). If they attempt to take it, and are noticed by either Damar or Drukor, the two Drazi will be angry. Drukor will not renege on his offer to the Player Characters, but Damar's friendly attitude will evaporate.

Full Text of the Note in Drukor's Room

'I have received your last correspondence regarding the purchase, and I am glad to tell you we are ready to proceed.'

'I have made all necessary arrangements according to your instructions. We can conclude our transaction when you are ready.'

'I look forward to future business with you, and hope you are fully satisfied with your purchase.'

After conferring with Damar, Drukor tells the Player Characters that the ship to Babylon 5 will not be leaving until the following afternoon, and that Damar will escort them back to their lodgings and come to get them

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when it is time to leave. So long as the Player Characters have no other questions, Damar will take them back to the Maxxoran Lodge. So long as he is not angry at the Player Characters (see above), he will offer to stay at the lodge with them if they wish the protection.

Later that night, the Player Characters will come under attack again, this time by an assassin who attempts to slip into one of their rooms. The Games Master should randomly determine which room the assassin targets.

The assassin will descend from the roof of the Maxxoran Lodge on a thin line to land on the Player Characters' balcony. He will bypass the simple lock on the door stealthily (though this will give the Player Characters in the room a chance to roll their Notice skills against his Stealth to realise he is there). He is

actually here on Drukor's orders, to make the Player Characters think they have been targeted by Drukor's enemies, and is not supposed to actually kill anyone unless he must. Therefore, once he has bypassed the lock on the balcony, he will stop being stealthy. If the Player Characters wake up and try to confront him, he will run back to the balcony and use the descending clamp on the line to zip down to the street below in one round, vanishing into the night. If none of the Player Characters wake up to the sound of him walking, he will 'botch' the assassination attempt on one of them, causing 1d3 points of damage with his knife, before fleeing as planned.

The Player Characters may attempt to follow the assassin if they like, but without the right equipment, they must either shimmy down the assassin's line or take the stairs. Either way, he is sure to be long gone before they reach the ground.

Drazi Assassin	Career Path	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing
	Agent (3)	11	12	7	8	7	6
Athletics (co-ordination)-2, Gun Combat (energy pistol)-3, Melee (blade)-3, Melee (unarmed)-2, Stealth-3, Vacc Suit-0 PPG (3D6-3), Knife (1d6+2), Vacc Suit (5)							

The Player Characters (or the management of the Maxxoran Lodge, for that matter) will likely call for Shulorc's military police, who will arrive and take statements, but who have little or no chance of finding the Drazi assassin. Once this incident is ended, the Player Characters may no more interruptions before Damar collects them and takes them to meet their shuttle the next day.

Once again, any Player Character injured in the assassin's 'attack' will be treated to professional medical care.

OUT OF THE FREEHOLD

The afternoon following the assassin attack, Damar once again arrives at the Player Characters' rooms, once again pointing to himself and saying his name to make sure they identify him. He tells them the shuttle will be leaving soon, and once again escorts them through the winding, narrow streets of Shulorc to meet their ride.

Upon arriving at the shuttle pad, the Player Characters find Drukor waiting for them, a single bag at his feet and the man himself full of apologies for the attack in their rooms the night before. He offers his thanks that all the Player Characters survived the cowardly attempt on their lives, and reassures them that the ship they are about to board, a War Talon escort carrier called the *Grathar*, is crewed by men of honour, men loyal to Fendimir, and that the Player Characters will have nothing to fear while aboard. A few moments later, it is time to put that theory to the test, as a shuttle settles to the ground nearby.

You board the shuttle, settling into seats that, made as they are for Drazi, are just slightly smaller than they should be for comfort. There is a rushing whine as the shuttle's thrusters take it aloft, and moments later you are soaring away from Fendimir, its azure oceans and crimson islands falling away beneath you as you take the first step of your journey home.

Suddenly, you realise that despite the roar of the engines and the tearing sound of the air breaking before the shuttle's passage, there is, below it all, a silence. No longer do the inaudible whispers of Fendimir mutter in your ears in a ceaseless, maddening monotone. The invisible eyes are gone, left behind on the surface of the planet below you, and despite the cramped quarters of the shuttle's cabin, you feel somehow blissfully alone, as you have not felt since the shuttle deposited you here yesterday.

Ahead, the ferocious silhouette of a Drazi warship gleams in reflected sunlight, waiting for you and your Drazi companions to take you out of the Freehold and back home again.

ABOARD THE GRATHAR

The *Grathar* is an enormous ship, one of the largest in the Drazi fleet. Lean, deadly and built for fighting, it seems a perfect allegory of the Drazi race itself.

The journey to Babylon 5 will take 63 hours, during which time the Player Characters enjoy a much greater run of the ship (being as they are Drukor's guests) than they did aboard the *Hrassun*. Presuming the Player Characters have done nothing to offend Damar (such as getting caught stealing the Narn note in Drukor's room, for example), he will spend most of his time with them. Although he is a member of the Drazi military, he is officially on leave for the duration of the Mutai tournament, and has no particular functions to perform aboard the *Grathar*, leaving him plenty of time to enjoy the company of his new alien friends, practising his English and learning about alien customs.

The crew of the *Grathar* is much like the crew of the *Hrassun*, or, indeed, any particular bunch of Drazi. They fight, they laugh, they tell bad jokes and eat food that most other races would label roadkill. The most palatable dish from a Human perspective is called 'chess', which is almost exactly the same as the Earth dish Swedish meatballs.

The Drazi aboard the *Grathar* do seem to be in a slightly worse mood than most Drazi, however. If the Player Characters ask Damar about it, he can give them a very simple explanation – the crewmen of the *Grathar* know they are going to Babylon 5, and they know the Mutai is being held there this year. Despite this, because of the In-Shala of the gorsha, they are not allowed to debark and watch it for themselves. Keeping a large number of Drazi away from the Mutai is always a recipe for cranky Drazi.

The crewmen of the *Grathar* have dealt with their misfortune by brawling more than usual, and have even staged their own

Out of the Freehold

very informal Mutai on the ship. As before, the Drazi will not automatically assume the Player Characters are willing participants in their brawls, and will certainly assume the Player Characters are not interested in taking part in the hastily arranged fighting tournament. Indeed, many Drazi believe Humans have no business involving their soft skins and thin skulls in something like this, but if any of the Player Characters do want to participate, Damar will insist the crewmen of the *Grathar* include them.

The *Grathar* Mutai will function as follows: There are 16 slots available on the bottom rung of the contest, where the Player Characters will be placed if they insist on competing. The remaining four Drazi crewmen (a number that will increase if the Player Characters compete) are given byes until the second round. The 16 will be divided into pairs, who fight until one yields or is knocked unconscious. The eight victors will be joined by those who were given byes, and another set of pairs randomly determined. If there is an odd number, one randomly determined combatant is given another bye. The process of elimination continues until only one combatant remains.

Aside from the impromptu Mutai, there is little enough happening aboard the *Grathar* during its journey to Babylon 5. Although Damar is easy to find, Drukor keeps himself locked away in his cabin during the voyage. If the Player Characters ask Damar about it, he will simply say that Drukor is gathering his strength for the contest to come.

Of course, the Player Characters may wish to simply observe the impromptu Mutai, rather than become participants in it. As exciting as it may be to watch in person, hearing a series of fights described by the Games Master does not make for a good roleplaying session, and the Games Master may wish to simply boil it down to who wins. If the Player Characters do not participate, Damar will. Considering his rivals, he has a 50% chance of winning the entire thing.

Another part of the fun of a fighting tournament like the Mutai is the opportunity to bet on the outcome. In the actual Mutai, oddsmakers and bookies will have a whole host of percentages to make bets by, depending on the individuals involved in any particular match. Aboard the *Grathar*, however, things are much more informal. Any bet a Player Character makes on any one match will either cost him his entire bet or double his money.

Drazi Fighters (16)	Career Path	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing
	Army (1)	12	11	8	7	6	8

Athletics (co-ordination)-2, Athletics (strength)-1, Melee (blade)-3, Melee (unarmed)-2

Drazi Fighters (4)	Career Path	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing
	Army (2)	14	8	8	7	6	8

Athletics (co-ordination)-2, Athletics (strength)-1, Melee (blade)-3, Melee (unarmed)-2, Physical Sciences (electronics)-1, Stealth-1

AND INTO THE FIRE

BABYLON 5

After a little more than 60 hours spent in the swirling red void of hyperspace, the *Grathar* makes its jump into the Epsilon Eridani system, home of Babylon 5 itself. Drukor emerges from his cabin at last; looking oddly tired for a Drazi, and joins the Player Characters and Damar in the shuttle bay, where the *Grathar*'s crew has assembled as a show of respect for Drukor.

Drukor and the captain of the *Grathar* exchange a few words in Drazi, then he, Damar and the Player Characters board the shuttle that will take them into the great station itself.

Even for those of you who have seen it before, Babylon 5 is an awesome sight. The second-largest thing ever built by mankind, it hangs in the eternal night, the centre of a buzz of activity and, in some ways perhaps, the birthplace of the future.

Five miles of steel and polymer, the station rotates slowly, deceptively peacefully. Home to more than a quarter of a million intelligent beings, it is a massive structure with hundreds of decks, hundreds of square miles of space crammed into a long tube.

Babylon 5 is more than a space station, more than a mighty outpost, more than any sum of its parts. It is a testament to the steadfast determination of the Human race, that this, the dawn of the third age of mankind, might be spared the blood and tears of the first two. It is a place of diplomacy and peace. Now, of course, it is also a place where the future of the Drazi people might be decided in a furious battle of fists and teeth. No one ever said Babylon 5 would be perfect.

The Player Characters' shuttle hangs there in space for the better part of an hour, waiting for its turn to dock before the Babylon 5 C&C finally gives the craft clearance and it flies into Babylon 5's massive docking portal. The station's central computer takes control of the vessel, directing it through multiple turns until it comes to rest in a docking berth. Standing up, Damar opens the airlock hatch of the shuttle, looks around for a moment, then steps outside.

With the Player Characters in tow, Damar and Drukor lead the way out of the docking ring toward the dorsal customs station. Another Drazi, dressed in an impressive set of clothing, waits just inside the customs area, and Damar leans closer to the Player Characters, pointing at this newcomer and saying 'Drazi talker on station'. The Drazi ambassador (for that is who this person is) exchanges a few short words with Drukor

in Drazi, concerning who Drukor has brought with him and where Drukor's quarters will be. Though Drukor and Damar are considered to have diplomatic status aboard the station for this visit, the same cannot be said of the Player Characters. They will have a half hour wait to get through customs. Drukor tells them his quarters are in Brown 3-42, Room 42-503, and asks them to meet him there when they get through.

SPARTAN QUARTERS

Once the Player Characters are past customs, they have the run of the public areas of the station, including the Central Corridor, Red Sector, the Gardens and Brown Sector. Of all of these, Brown Sector is by far the least attractive, given that the majority of it is taken up by the vast machines that power much of the station's infrastructure, from waste water treatment to life support. However, it is also the sector containing the majority of the area known as Downbelow, where the Mutai is being held. Sandwiched between Downbelow and the massive industrial centre of the sector are a few decks of low-quality housing and sub-par businesses.

The few residential and commercial decks of this sector are cramped, dimly lit places, populated by people living a hand-to-mouth existence, and by others willing to exploit the poverty of their neighbours. No housing more luxurious than a 'cheap room' can be found in Brown Sector, while slightly more than half the housing is of subsistence quality. Many of the rooms available in Brown Sector have something wrong with them, and while station maintenance is tasked with fixing such problems as surely as it is with repairing imperfections in the ambassadorial quarters of Green Sector, it is a simple fact of life that there are only so many maintenance workers on the station and only so many hours in the day, meaning problems in Brown Sector tend to get bumped to the bottom of the work list, and may go for months before any repairs are done. It is not uncommon to rent a room in Brown sector only to find that the BabCom terminal is missing or the toilet is broken.

The first thing you notice when you debark the lift on Brown 42 is the smell. A thoroughly unwholesome scent of unwashed bodies, engine oil and sewage chokes the air here, and while it is not intolerable, you fear it will be difficult to wash from your clothes. A few feet away, leaning against a bulkhead, is a single Drazi, whom you have seen often enough to easily recognise as Damar. When you step off the lift, however, he still points at his chest and identifies himself for you.

'Big place Brown is', he says, his English slightly improved from time

And into the Fire



spent in your company. 'Drukor send Damar to watch for friends. Friends could get lost. Damar did.' It strikes you that this is the first time Damar has referred to you as friends, not as 'aliens'.

Damar offers to help carry any luggage you have with you, then sets off through Brown Sector. It is a wholly depressing place. You know that the truly impoverished of Babylon 5 live in Downbelow, but it is difficult to imagine the people making their homes in Brown sector are much better off. You can hear a constant hum from the machinery at the sector's core, punctuated by an assortment of dull banging noises that rise and fall with no discernable pattern. The corridors here are dimly lit and cramped. Here and there you pass a group of men engaged in manual labour, here and there you step over someone passed out drunk in the corridor, his pockets turned inside out by the thieves who descended on him. Damar walks easily through all this, and the denizens of Brown Sector step back from the path of a Drazi in a uniform walking through their midst. Something about the setting reminds you of the streets of Shulorc, though there seem to be fewer brawls and more drunks here.

After about 15 minutes, Damar turns into a long corridor, both walls studded with dozens of close-set doors. He punches the call button to the side of one, and a moment later Drukor admits you.

Drukor is staying in a cheap room, the best housing available in Brown Sector, but hardly a commodious setting. Still, he will invite the Player Characters inside and ask them to make themselves as comfortable as possible. Drukor is now wearing diplomat's attire, while Damar is dressed in a jumpsuit.

Drukor's first order of business is to tell the Player Characters where their quarters are – two corridors over in the same housing block as his. Like his, they are cheap rooms, though he has reserved one for each Player Character. If asked, he will explain that this area of housing was chosen for its proximity to Downbelow, where the Mutai is to be held, and he had no idea until he arrived here of the seediness of the surroundings (which is only partially a lie). As for the Mutai itself, it is to begin the next day at noon, though the gorsha matches, which are taking place outside the actual Mutai heirarchy, do not begin until 15:00.

With that, he will ask the Player Characters to rejoin him the next day at noon to venture into Downbelow for the Mutai. In the meantime, they may do as they please, though considering the tenor of Brown Sector, he would suggest none of them go anywhere alone, lest another of the gorsha attempt to strike at them while vulnerable. To that end, he assigns Damar to keep the Player Characters company for the rest of the night (it is currently about 17:30).

As Drukor said, the Player Characters may do whatever they please until it is time to meet him the next day. Babylon 5 is full of diversions, and if the Player Characters cannot have fun

on the station while in the company of a curious Drazi who is anxious to see all he can, they simply are not trying.

After the Player Characters and Damar leave Drukor's quarters and travel a short distance, but before they get involved with any Brown Sector events, they will notice Damar tense up noticeably at the sight of a Drazi in an open area ahead of them. This new Drazi is accompanied by a wary-looking, thickly built Narn. If asked, Damar will identify the Drazi as Kurnock, an enemy of Drukor. He does not know the Narn with him, but assumes he is on the station in the same capacity as the Player Characters.

Once this little run-in takes place, the Player Characters and their Drazi chaperone are allowed to explore Brown Sector.

BROWN SECTOR EVENTS

Once the Player Characters are given free reign to spend the evening wandering Brown Sector to bide their time until meeting Drukor, they can become involved with a number of interesting events that could take place on Brown Sector. These are not essential pieces of *The Trouble with Drazi*, merely entertaining distractions that the Games Master could choose to add to his campaign if he wishes.

Artful Dodger

The Player Characters cross paths with a very skilled con artiste in the halls and vacant rooms of Downbelow. He sees the 'we have just come aboard' look on their collective faces and makes them for easy targets to fleece out of their hard-earned (or maybe not so hard-earned) credits. The only question for him is 'how?'

The con man will not hesitate to come up to the character that he perceives as having the most cash on hand, often represented by the character with the highest Social Standing (but not always). Once he has decided who he will target, he will study the character for several minutes. During that time the Player Characters can attempt a Recon skill test with a -4 DM to see that someone is eyeing them up. If caught, the con man will move along; it is always easier to make an unwary mark.

If he manages to study the Player Character for enough time (2d6 minutes is enough), he will then have a good idea how to best separate him from his money. This is represented in game terms by setting the type of introduction based on the character's lowest physical Characteristic. Essentially, the con man will adjust his opening line and story based on what the targeted Player Character is the worst at. He will then try to call the target Player Character away from the others and begin his scheme.

The following are the opening lines:

Lowest Characteristic**Con Artiste's Story****Strength**

I am researching a new chemical muscle reactant that will enhance organic muscle mass in days instead of weeks of exercise. All I need is the funds to get my kit out of customs.

Dexterity

Dangerous combat drugs are not worth taking to enhance reflexes, but I am working on a natural solution based on adrenal hormones. Totally safe. For just a few spare credits I can get my samples shipped here...and I would love to give you the first dose if you would help me.

Endurance

Have you heard about the lung fever going around? It's really nasty, from what I have been told. Lucky for us both they make these new ultra-vit pills, right? What...you don't have any? Well, for a small fee I'd sell you a few of mine. Here, I can get more up in MedBay.

Once the con artiste delivers his opening line, the Player Characters may simply decide to give him some credits to get involved in his scheme, find out potentially more, or simply shut him up. Whatever the case, if the Player Characters give the con man any credits without him pushing the issue, he will tell them where he will meet them later (even though he will not be there) and then scamper away happily.

Should the Player Characters need a little more convincing of the con man's cause, he will produce an assortment of forged prescriptions, water wafer pills, customs receipts and so forth to drive home his lies. After he shows them these bits of evidence he will then give them another chance to donate, with the same results as above if they do.

If the Player Characters remain ardent about donating to his cause, he will rattle on some kind of scientific or legal jargon that he has made up to try and convince them. He will then roll a Deception skill test (based on Intelligence) that will set the bar for what the Player Characters will need to test an applicable Physical Science skill roll against. If they can roll higher than the con artiste, they will see through his academia-babble. If not, they will surely see he has something special and donate 1d6 x 5% of their current cash wealth toward his cause. If even a single Player Character present in the conversation rolls higher however, they can dissuade the others.

The atmosphere in Brown Sector is perfect to hide an assortment of interesting activities, and one of the easiest to profit from is gambling. Dice, cards, electronic games and such are easy to arrange room for; paying short-term rent on a storage facility until security gets too close – or until arrests are made. The Player Characters can choose to find and join in with one of these gambling dens in order to try to make some quick credits if they are lucky or skilled enough.

If the Player Characters want to make an attempt in one of these dens, all they have to do is pass a single Streetwise skill test and pay at least 100 credits each to enter the collective games they can find there. What exactly these games might be is up to the Games Master, but the rules for attempting to win are the same.

The first step is for each participating Player Character to decide how much money they wish to risk and the margin of victory in the game. The required skill check has a Dice Modifier based on the amount of profit the character wishes to try to make. +0 DM to break even, -2 DM to earn +10%, -4 DM to earn +50%, -6 DM to earn +100%.

Once decided, they must then decide how they plan to win their funds: bluff, skill or luck. The actual skill test rolled to represent one hour's worth of gaming depends on the method used to gamble.

- ③ Bluffing the way to victory requires the Player Character to pass a Deception skill test.
- ③ Using skill to achieve victory requires the Player Character to pass a Gambler skill test.
- ③ Basing victory on sheer luck requires the Player Character to pass a basic 2d6 die roll with the appropriate DM from the profit desired. Note this means that it is not possible to double a character's wager through luck alone, as an 8+ cannot be rolled on 2d6 with a -6 DM.

Each Player Characters can play a number of hours in the gambling den equal to their Carouse or Gambler skill (whichever is higher) plus their Social Standing modifier. As the characters reach the end of their allotted time they can remain around to watch their friends and allies gamble, but they will no longer be able to wager.

Mugging

Con Artiste	Career Path	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing
	Rogue (2)	7	9	6	10	7	5
Advocate-1, Carouse-2, Deception-2, Gambler-1, Melee (blade)-0, Persuade-2, Stealth-2							
Knife (1d6), 1d6 x 50 credits							

Illegal Gambling Den

And into the Fire

And into the Fire

The Player Characters may find themselves doing several things at once during their time in Brown Sector, leaving at least one of them alone or separated at some point. This makes them a potential target for opportunistic muggers who want to simply rush in, knock the target unconscious and steal their credits.

This is a simple ambush type encounter that includes two armed and drugged-up thugs that will target whichever Player Character can possibly be found alone.

The statistics for the muggers are as follows:

Drugged-Up Mugger (2)	Career Path	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing
	Rogue (2)	8 (10)	7 (9)	7 (9)	7	5	5
Athletics (strength)-1, Carouse-1, Gambler-1, Melee (blade)-1, Melee (bludgeoning)-1, Stealth-1, Streetwise-1							
Club (1d6+2), Knife (1d6+1), 1d6 credits							

Underworld Agent

On Babylon 5, Downbelow is where much of the station's criminals meet to do their business – especially those with connections to the organised crime syndicates that thrive there. It is quite possible that the Player Characters might accidentally (or perhaps on purpose) interact with an agent of one of these syndicates. Such a meeting could be very good...or very, very dangerous.

The nature and current goal of the agent can be randomised on the table below. Roll once on each column below to work out the exact encounter.

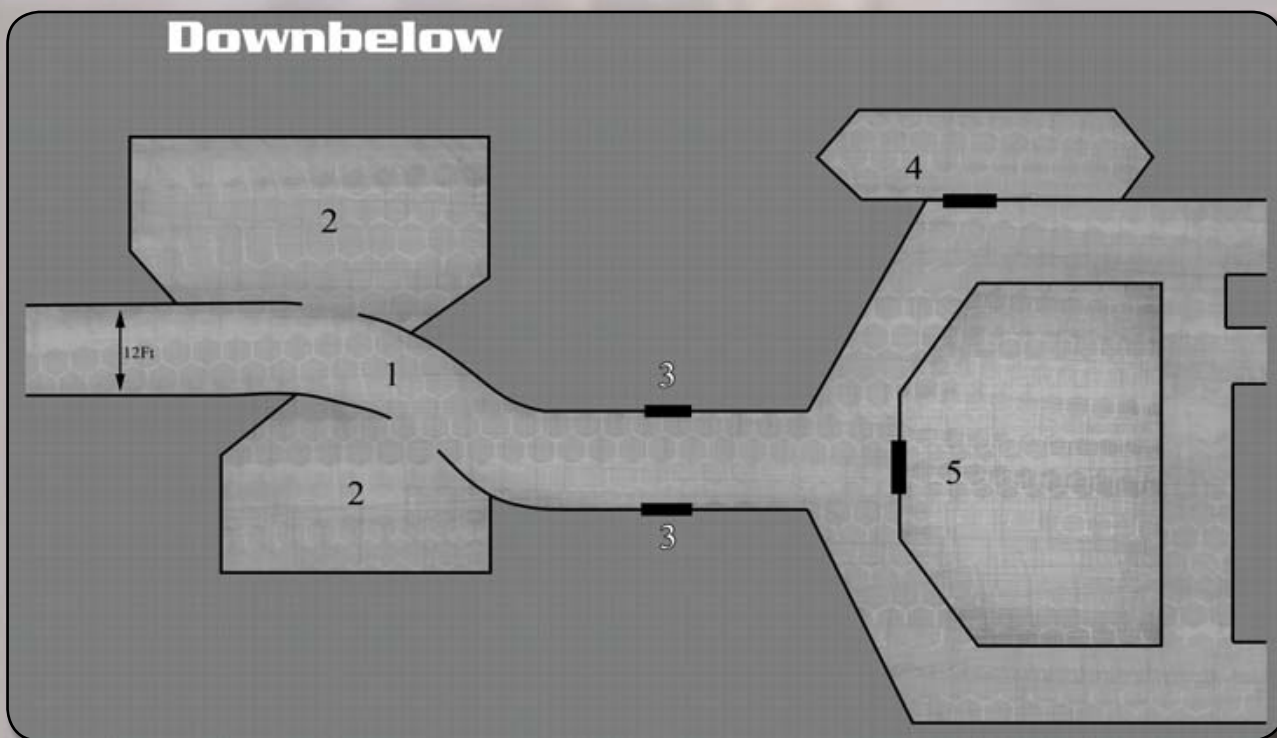
1d6 Result	Agent Works For...	Agent Wants the Characters to...	Potential Profit (Cr.) ¹
1	Alien Government	...die! (Combat encounter with the Underworld Agent)	1d6 x 10
2	Alien Criminal Organisation	...watch out for security while he conducts business. (Investigate skill +2 DM)	2d6 x 25
3	Local Gang Boss	...smuggle a package past security. (Deception or Stealth skill -2 DM)	3d6 x 50
4	Underhanded Diplomat	...meet with a drunken diplomat and give him a message. (Carouse or Persuade skill)	4d6 x 100
5	Martian Mafia	...'uncover' a piece of incriminating evidence on a rival or enemy. (Advocate or Investigate skill)	5d6 x 150
6	Black Ops Government Agency	...rough up someone who owes him money. (Combat encounter with basic civilian)	6d6 x 200

The statistics for the Underworld Agent are as follows:

Underworld Agent	Career Path	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing
	Agent (3), Rogue (1)	9	12	8	10	8	7
Advocate-2, Athletics (dexterity)-1, Carouse-1, Deception-2, Gun Combat (energy pistols)-2, Gun Combat (slug pistols)-1, Melee (blade)-2, Recon-1, Stealth-2, Streetwise-2							
PPG (3d6-3), Knife (1d6+2), Credits to cover the Potential Profits ¹							

THE MUTAI

Downbelow



The next day brings with it the opening bouts of the Mutai, and the fabled fighting contest is on the lips of everyone aboard the station. As the Player Characters make their way to Drukor's quarters, they will notice a small trickle of people moving through Brown Sector toward Downbelow, apparently eager to watch the matches set to start just a few decks below their feet.

BLOOD ON THE DECK IN DOWNBELOW

After the Player Characters meet up with Drukor and Damar (who spent the night in his quarters next door to Drukor), Drukor will lead them to a lift tube and down into the area of the station known as Downbelow.

Characters who have never had the dubious pleasure of visiting this place are in for a surprise, as even by comparison to the impoverished and industrial areas of Brown Sector, Downbelow is a vision of squalor. The corridors are cluttered with debris and sleeping people wrapped in rags, the air itself heavy with smoke and the stink of thousands of unwashed packed together in this desolate place.

Many, both Human and alien, come to Babylon 5 hoping for a new start and a new life

among the stars but, for most, their dreams fail to come to reality. Trapped on the station, they are forced to take part-time jobs for low pay and when these dry up, they are ejected out of their rented quarters. With no money remaining to return to their homeworlds, they are forced to become lurkers in the undeveloped parts of the station known as Downbelow, sleeping rough and scavenging for food just to survive. The strongest and most intelligent lurkers can make a good living in Downbelow, however, and there are several illegal brothels, drug emporiums, bars and other diversions. In addition, the extortion rackets that plague the smaller traders of Brown and Red Sectors from time to time are usually run by criminal gangs based in Downbelow.

Drukor is following a crude map, leading the Player Characters and Damar through this warren of hopelessness, when the attack Drukor said he doubted would happen aboard Babylon 5 comes. Unlike the others, this one was not engineered by Drukor, but by Slurreck, another of the gorsha competing here.

1. Attack Point. When the Player Characters are here, the thugs will attack, one from either side. They will concentrate on Damar and Drukor, which is for the best, as those two are better prepared than the Player Characters to deal with them. Drukor is unarmed save for a knife, but Damar has a Gurnash handgun and a knife.

The Mutai

The Mutai

Thugs (3)	Career Path	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing
	Lurker (3)	9	8	10	7	7	7
Athletics (co-ordination)-2, Melee (bludgeon)-2, Persuade-0, Stealth-1, Streetwise-2							

Club (2d6)

2. Empty Rooms. These two rooms have doors that have somehow been removed, leaving them forever open. Piles of rags and food scraps on the floor inside indicate they may be frequently used as sleeping quarters, but the usual tenants were no doubt evicted by the two thugs.
3. Sealed Door. Whether through disuse, vandalism or shoddy construction, this door is sealed shut and will not open.
4. Storage Room. This room was originally intended to be a storage facility, but has been converted into sleeping quarters.
5. Blacklung Bar. Closed at the time of the attack, the Blacklung Bar serves grain alcohol and little else. Its patrons are primarily Lurkers who come up out of Downbelow to Brown Sector every day in hopes of finding day labour somewhere in the station's industrial centre.

Drukor has no interest in capturing and interrogating these thugs, and will simply let them go if they survive the battle, with a warning to take to other Lurkers that he will not be so merciful next time.

TWO ENTER, ONE LEAVES

Approximately ten minutes after the fight with the two thugs, you arrive at the site of the Mutai. It is not hard to tell that is exactly where you are, as few other places in Downbelow can boast such an eclectic crowd. People in rags mix with people dressed in finery, as a dozen oddsmakers and bookies work the crowd, taking bet after bet on the day's matches. As you look around, you see Humans, Centauri, Narn, Drazi, Brakiri and at least a dozen other races. A loud voice and a wide crest of hair bobbing through the crowd might well belong to Centauri ambassador Londo Mollari.

'We have some time before reporting to the gorsha battle circle,' Drukor tells you. 'As for me, these are the battles I have been looking forward to. I thought you might enjoy them.'

The Player Characters have nearly two hours to spend however they like before Drukor will need them again, though it is most likely they will spend it watching the spectacle of the Mutai. If they like, they may bet some credits on the matches, but a complete list of all the matches and the accompanying odds is beyond the scope of *The Trouble with Drazi*. Games Masters may resolve such bets in any way they wish, from creating Non-Player Characters to fight it out to simply flipping a coin to determine if the Player Character loses or doubles his money.

The Games Master should describe the atmosphere around the Mutai as electric. Fighters from across the galaxy have come

to pit their skills against one another in a brutal contest that, coincidentally, is the first time a Human, Walker Smith, has taken part in the central combat circuit. Many alien races are strongly opposed to the inclusion of Humans, but others are smugly confident this will be the first and last time a Human takes part.

The Many Galactic Fighting Styles

In an interstellar martial arts circuit that traditionally spans generations and dozens of races, there are many different and interesting styles of unarmed combat that will be represented. Anyone watching a few bouts of the Mutai will get to see several of them in use; perhaps they might even be using one themselves!

These styles each have their own strengths and weaknesses, should a Games Master decide to allow his Player and Non-Player Characters to specialise their Melee skill into them. The following is a short list of the more popular alien martial arts styles that characters could choose as their specialty, taking the listed benefits and drawbacks as well (ie. – Melee (Tronno) instead of Melee (unarmed)).

Eyssari (Abbai)

Based on their instinctual connection to the ebb and flow of water, the Abbai use momentum and leverage to toss or flip their foes, causing them to injure themselves. The peaceful Abbai believe that this form of fighting remains within their pacifistic ways, despite how effective it seems to be over prolonged battles.

Eyssari pupils can only ever inflict a single point of damage with their unarmed attacks, but *always* does so to a target that wears less than 15 points of Armour Protection.

Onh'l Domo (Minbari)

An art of pressure-point striking that was born out of the Minbari Religious Caste's wishes to incapacitate targets without necessarily killing them, Onh'l Domo uses specific hand gestures and fingertip positions. Very few Minbari would ever dare teach an outsider this skill, but it is said that some human Rangers can use it well enough.

Onh'l Students do not add their Strength DM to their attacks, but are allowed to choose which physical Characteristic their attacks damage when they successfully hit.

Tronno (Centauri)

A fighting style of well-aimed kicks and flamboyant leaps, tronnis often wear metal-tipped boots to inflict terrible damage with a single leaping toe-jab. All kick-based, an expert tronnist is said to fight best with a drink in each hand and twice as many in his belly.

Tronnists receive +1 Initiative after they perform a kicking attack and inflict 1d6+2 damage, but cannot move in the same round in which they attack.

Var'Tok (Narn)

Var'Tok is a brutal art based on powerful hand strikes that developed from the Narns' time as slaves; unable to bear arms against their Centauri masters but still preparing for their impending revolution. Using open hands with splayed fingers curled like the claws of some kind of predator, the Narn wrenches and twists muscle groups painfully upon his enemies.

Var'Tok specialists inflict 1d6+1 unarmed damage with a successful strike, but must always apply their damage in the following order of Characteristics: Endurance, Dexterity then Strength.

Zhashalla (Drazi)

Part spiritual teaching, part focus of raw strength; zhashalla is the Drazi art of single powerful blows. By aligned every muscle in the user's body to add to the impact of his punches, the zhashallan monk reduces even armoured targets to splintered bone and torn muscle.

Zhashallan monks always reduce their Initiative by -2 per attack, but may spend up to four consecutive Minor Actions to focus their strength. For each Minor Action spent in this way prior to a successful attack, the Drazi will inflict +2 points of damage with his unarmed attack.

THE BATTLE CIRCLE

After some two hours of watching the Mutai battles, Drukor announces it is time to proceed to the gorsha battle circle. Located a few hundred yards away from the Mutai, this lesser-known but ultimately more important contest has no thronging crowds, no oddsmakers and bet-takers. Two Drazi standing at the door to this round room collect weapons from each of the gorsha as they enter, though those in the gorsha's following are allowed to keep any weapons they have.

Inside the room itself are three Drazi observers, sent by the tanno-a to judge and record the battles. Of the four doorways leading into this room, two are sealed shut and the third leads to a single adjoining room where the non-combatants, as well as those gorsha whose turn has not yet come, may wait. The Games Master may feel free to populate this room however he wishes, as several of the gorsha aside from Drukor have brought alien followers with them to the Mutai. Perhaps the Player Characters might know or have acquaintance with some of the others in the room, giving it more depth and a chance to roleplay.

At 15:00, one of the observer Drazi steps into the centre of the circle and begins to speak in Drazi, a long speech which Drukor says is simply a reiteration of why they are all here, and a list of who will be fighting who. There will be six matches today between the 12 gorsha, winnowing the number of potential winners by half.

During the match between Astran and

The Gorsha Matches

Ramtar vs. Harrerek – Harrerek victorious
Astran vs. Strevar – Astran victorious
Kurnock vs. Brantir – Kurnock victorious
Kurrer vs. Partak – Partak victorious
Drukor vs. Farounar – Drukor victorious
Slurrek vs. Trelloar – Slurrek victorious

Strevar, the Games Master should allow the Player Characters to make Melee (unarmed combat) skill checks at a -2 DM, based on Intelligence instead of Dexterity or Strength. If successful, they realise Astran, while fighting with the Drazi martial art of Zhoshalla (see above), seems to be using slightly different stances and attacks than the other combatants. Clearly, some of the Drazi have noticed it as well, as there is some muttering and whispering amongst the assembled gorsha and their followers. If they ask Drukor about it, he will simply say it looks as though Astran has studied some alien martial arts as well, possibly Narn or Centauri. Of course, the reason his fighting style looks different is that Astran is actually G'Kran, a student of Var'Tok.

Drukor's match is a particularly rough one, stretching on for nearly five minutes before his opponent Farounar lies unconscious on the deck. Drukor himself is clearly winded from the exertion, limping out of the circle and favouring one arm.

After the matches are over, the combatants are told to return the next day at 15:00, when the new matches will be held and the remaining combatants winnowed down to three. The opponents for the next day are also announced. That done, the Player Characters are free to return to Brown Sector with Drukor and Damar.

Gorsha Matches Second Day

Harrerek vs. Partak
Astran vs. Kurnock
Drukor vs. Slurrek

FALSE IDENTITY

After the combat, Drukor and Damar will return to Drukor's quarters so the old Drazi might rest and prepare himself for the next day's combat, while the Player Characters are turned loose to do as they will.

Later that evening, as the Player Characters make their way

The Mutai



through the corridors near their quarters, they will spot Damar coming toward them, wearing his uniform. He says nothing, merely nods in greeting as he passes, which should strike the Player Characters as strange. If they stop him to talk, he will speak with them in his usual broken English, explaining that he was summoned to the quarters of Gorsha Kurnock for reasons he does not know. If the Player Characters offer to come with him, he will decline. At no point during the conversation does he identify himself to them, as this is not Damar at all, but rather G’Kran making use of his changeling net, and he does not know of Damar’s habit of helpfully identifying himself to the Player Characters. This information should not be handed easily to the Player Characters, but if they are having no luck figuring it out on their own the Games Master should allow them a difficult Investigate skill test (–2 DM) to recognise something is different about the masqueraded ‘Damar’.

The Player Characters may try to follow G’Kran, in which case the Games Master should keep G’Kran’s Recon and Stealth skills handy. He will attempt to evade the Player Characters if he sees them following him, even going so far as to slip around a corner and use the changeling net to completely alter his appearance. His job is to be seen by witnesses as Damar entering and leaving Kurnock’s quarters, not to have the Player Characters trail him there.

Once he leaves the Player Characters, G’Kran will go to Kurnock’s quarters, and once he gains entry and the door is closed, deactivate the changeling net. As Kurnock thinks G’Kran is here on the station in his employ, G’Kran can easily take him by surprise and kill him.

The statistics and background for G’Kran is as follows:

G’Kran

G’Kran	Career Path	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing
	Army (2), Agent (2)	10	9	11	8	7	7

Athletics (dexterity)-1, Athletics (endurance)-2, Deception-2, Gun Combat (energy pistols)-1, Investigate-1, Jack of All Trades-2, Melee (blade)-2, Melee (unarmed/Var’Tok)-3, Persuade-2, Recon-2, Stealth-2

Drazi knife (1d6+2), PPG (3d6-3), Cloth Armour (4), Changeling Net, 200 credits

G’Kran, though he only truly comes into his own at the end of the scenario, is an essential part of *The Trouble with Drazis*. G’Kran is everything the Centauri say about Narn made flesh, whose only redeeming quality is his pride in his people. It was that pride that first led G’Kran into the company of Drukor, when he was working as a mercenary along the border between the Narn Regime and the Brakiri Syndicacy.

G’Kran came to realise that the Drazis were strong, very strong, and that there was a very real possibility they would attack the

Narn Regime to prove they were more deserving of the title ‘major race’. Drukor convinced G’Kran that while he advocated major race status for the Drazis, he wished to attain it without violence against the Narn. Drukor eventually hired G’Kran, who will never be accused of genius, to be his eyes inside the Narn Regime, all the while convincing him that this was the best way to insure there was no war with the Drazis, all the while grooming him for the time when he would need the services of an amoral brute like G’Kran.

DIPLOMATIC INCIDENT

If the Player Characters go to Drukor’s quarters any time after this, they will find Damar there, but it will be far too late to do anything to save Kurnock. Otherwise, they will not find out about the murder until early the next morning, when Drukor comes to their quarters to tell them Damar has been arrested.

As Damar has diplomatic immunity for the duration of this stay (and this stay only) aboard Babylon 5, he cannot be charged and tried for murder, as much as Mr Garibaldi would no doubt like to do so. However, he is being held in the brig in Security Central in Red Sector until the Drazis can come and get him, thereafter to be permanently barred from entering Babylon 5.

Finding evidence to prove Damar’s innocence should not be too difficult, as Drukor had no desire to see his relative suffer the punishment due to murderers in the Drazis Freehold. However, by having G’Kran take Damar’s form, he was able to effectively plant the idea in everyone’s head that whoever is actually behind this intended the blame to fall upon Damar, and by extension, upon Drukor, who has a long history of enmity with Kurnock.

On the other hand, proving Damar’s innocence is not child’s play either. When he comes to see the Player Characters, Drukor is determined they find some way to prove Damar did not do this. He will tell them he has already spoken to Security (he

has) and told them Damar was in his quarters at the time the attack took place, but this is hardly enough to convince Security he had nothing to do with it. The Player Characters may also have anecdotal evidence it was not Damar they saw in the corridor heading to Kurnock’s quarters, but again, this is hardly convincing evidence. Still, Security has only the testimony of witnesses who saw Damar enter Kurnock’s quarters and leave again a few minutes later to go by.

Drukor will tell the Player Characters that their only responsibility now is to find a way to free Damar – Drukor can take care of himself today at the Mutai.

A QUESTION OF SCALE

In a place like Babylon 5, it is difficult to predict how the Player Characters will go about freeing Damar, considering the number of options available to them.

They may hire a telepath to probe Damar's mind, confirming that he did not do it, but this in and of itself is not enough to free him, though it would certainly be valuable in conjunction with other evidence (such as the tissue under Kurnock's claws).

If they ask Security, they will be able (with some prodding from the Drazi ambassador already done) to get a list of the witnesses who placed Damar at the scene of the attack. Finding and speaking to each of these five witnesses (all of whom are Human) will take most of the day, and all will say essentially the same thing. They saw a Drazi in uniform enter the quarters and leave again a few minutes later. Under questioning, however (Persuade at -2 DM), they will admit they recognise only the uniform – they cannot tell which Drazi was wearing it.

The Player Characters will not be permitted to see the crime scene. The door to Kurnock's quarters is now sealed (Physical Sciences (electronics) skill check (-2 DM) to bypass the lock), but it contains nothing of note.

If the Player Characters wish to, however, they may speak to Dr Stephen Franklin in Medlab One, the station's chief doctor and the man responsible for officially noting the cause of death. Dr Franklin is a busy, busy man, but will take a few minutes of his day to speak to the Player Characters about the murder. Though he had intended to make the examination of the body a quick and simple process, a Persuade skill check (+2 DM), will be enough to convince him to take a closer look at the body. It will not take him long to find tissue under Kurnock's claws, likely ripped from his attacker in the final moments of his life. Intrigued, Dr Franklin will examine the tissue's genetic structure and determine it came from a Narn.

If the Player Characters are able to happen upon the tissue evidence, they will be well on their way to freeing Damar. They cannot do it on their own, however, as the wheels of the Babylon 5 justice system do not move that quickly – not without a little diplomatic grease. However, if they have the genetic evidence to offer, Drukor and the Drazi ambassador will be able to apply enough pressure to free him before the day is out.

Of course, the real question facing the Player Characters is this: if Damar did not kill Kurnock, who did? Drukor thinks he has the answer. If the Player Characters recall seeing Kurnock and his Narn follower, they might as well.

As for G'Kran, he spent the day at the Mutai, disguised as Astran. Once the battles were over for the day, he retreated to Astran's quarters, where he hides out with the changeling net deactivated.

A SNAKE IN THE PIT

After the day's bouts are over, only Drukor and Astran remain in the competition. Whether Damar is free or not, Drukor will come to speak with the Player Characters at the end of the competition.

Drukor's plans are nearing their fruition, and he intends to handle this conversation with the Player Characters very carefully. He, of course, knows exactly what is happening, but he wants the Player Characters to figure out about half of it and conclude that is the end of the story. In other words, he wants the Player Characters to put together the facts to conclude that Astran has a ringer – a Narn he has managed to disguise as a Drazi to save his old bones from fighting and assure he is ultimately victorious. Perhaps because Kurnock was accounted such a dangerous enemy, Astran sent his Narn follower, again, disguised as Damar, to kill him. Who this mysterious Narn is remains unknown, but no one can report having seen Kurnock's Narn follower since the previous day.

Indeed, this is Astran's plan; he simply does not know his tool G'Kran actually serves another master. While Astran believes G'Kran will face and defeat Drukor the next day, he does not realise G'Kran's plan is to throw the match, allowing Drukor to win. Drukor, in his turn, has a third plan, as he does not want a Narn running around who knows what he has done.

The tactic Drukor intends to follow in this conversation is to feed small guesses and remembered details to the Player Characters, allowing them to put the picture together themselves. This will take a bit of finesse on the part of the Games Master, especially since the players should truly be the ones to figure everything out, and having the answers obviously spoon-fed to them will likely diminish their enjoyment of the adventure. The greatest leap Drukor is likely to take will be the mention of a changeling net as the means of disguise. Once the Player Characters have hashed out what has been happening, and come to the conclusions Drukor wishes them to find, he will tell them to meet him in his quarters in the morning.

FINAL BLOW

The last day of the Mutai tournament finds the Player Characters nearly at the end of *The Trouble with Drazi*. Assuming they keep their appointment with Drukori, he will be waiting for them in his quarters, a breakfast of nearly raw meat laid out for the Player Characters to help themselves to, should they so desire.

PIERCING THE NET

Once the Player Characters have settled themselves, Drukori will dive immediately into his plan. After leading the Player Characters to some factual (if incomplete) conclusions the night before, Drukori returns to the topic of the changeling net, saying he has a way of dealing with it, but will need the Player Characters' help to do so.

Drukori's plan is simple. He will enter the circle and face off against the Narn disguised as Astran. He expects it to be a difficult battle, but one that he can win. No matter how the battle progresses, however, the Player Characters' role remains the same.

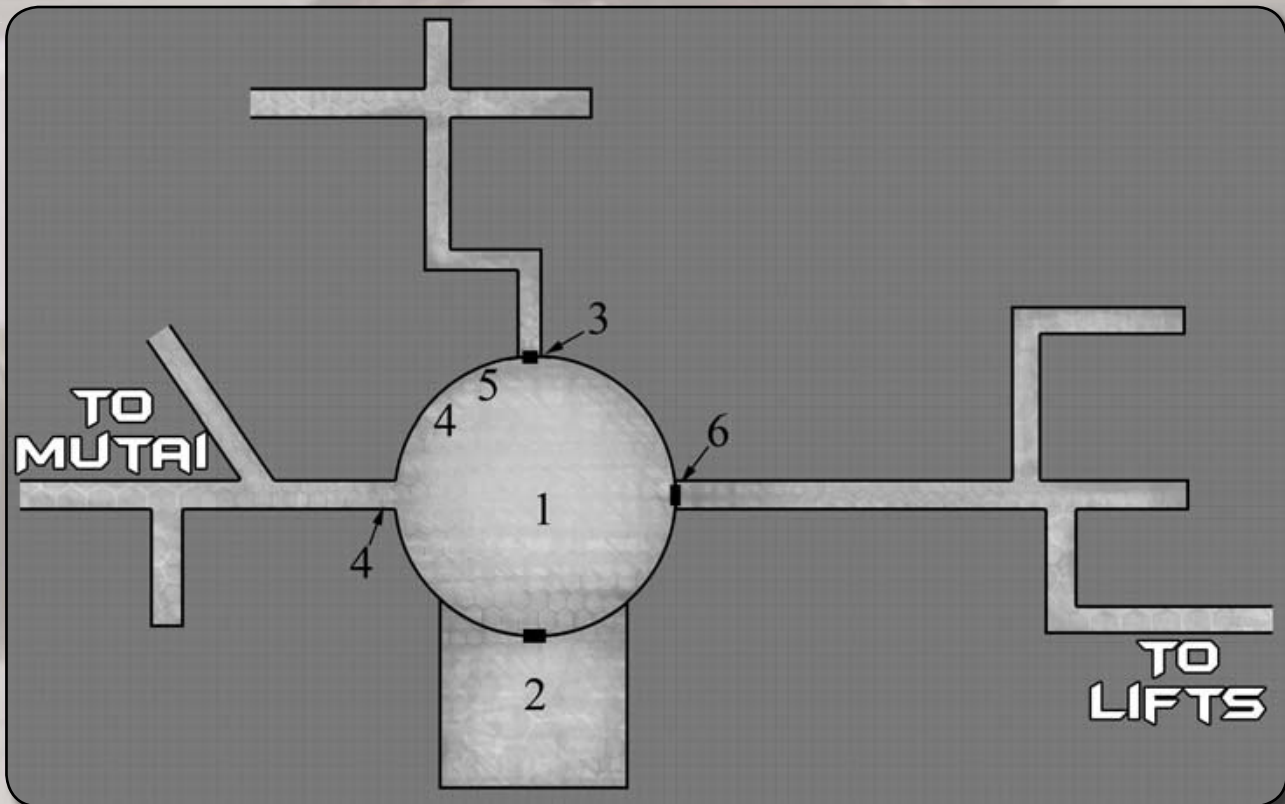
Drukori reaches into a bag that was not here last time you were in his quarters and pulls out a silver-coloured rod about two feet

long. 'This weapon releases a charge of electricity when it strikes something', he says. 'The jolt is not deadly, but it should be enough to disrupt the changeling net the Narn is wearing. If I can unmask him there, in the midst of the Mutai, posing as a gorsha, this will all come to an end immediately. The trouble is I cannot bring any weapons with me. I need you to bring this into the Mutai and throw it to me when I signal. I will also need you to stand ready, as the Narn may try to run and I may be too injured to stop him. It will be up to you. My friends, can you do me this last service?'

Even if Damar is free at this point, Drukori will still ask the Player Characters to perform this job. Though Drukori does not mention it, he hopes that G'Kran does not run, as he suspects the Narn will be torn to shreds by angry Drazi once the subterfuge is discovered. The weapon Drukori is giving the Player Characters, of course, is a shock stick.

THE THIRD ROUND

When the Player Characters arrive at the Gorsha Battle Circle, they will find the place much less crowded than it was the first day, as those who have been eliminated are not allowed to remain to see who will be favoured of In-Shala and determine the policy of the Drazi Freehold.



After another speech in Drazi, one of the tanno-a's observers summons Drukor and Astran to the circle. A moment later, the match is underway. The match is indeed brutal, as Drukor is not bothering to pull his blows and G'Kran is putting on a good show as Astran. However, the Player Characters may make Investigate skill checks against G'Kran's Deception skill check with a +2 DM to notice the Narn is ignoring openings and failing to press advantages as well as he might.

The match goes on for three minutes before a blow from Drukor staggers G'Kran, and the Drazi throws his foe to the ground. He turns to the Player Character holding the shock stick and calls out 'Now!' The Player Character must pass an Athletics (dexterity) with a +2 DM to throw the shock stick to Drukor, who swings it once and strikes G'Kran.

At the impact of the shock stick, currents run back and forth across the body of Astran. A moment later, the body has a Narn face, a moment later, a Human's and a moment after that, Damar's. Cries of shock and anger rise up from the tanno-a observers, cut short a moment later by the sudden and very close sound of an explosion.

Your ears ring and the air is choked with dust, but you are uninjured by the blast. However, across the room, you see the tanno-a's three observers lying twisted and broken. Through the dust, you see movement, as the disguised Narn, now in his natural form, leaps to his feet and runs through a door that was supposed to be sealed.

1. The Battle Circle. This is the arena where the gorsha battles are fought.
2. Observers' Gallery. This is the room where non-combatants may observe the fights.
3. Sealed Door.

4. Judges' Seats. The three tanno-a observers sent to judge and record the battles sit here.
5. The Explosion. This is the point of the explosion triggered by G'Kran.
6. Unsealed Door. This door, supposedly sealed, was actually opened by G'Kran as an escape hatch, should he need it.

G'Kran himself set the explosive and unsealed the door before the first bouts of the gorsha Mutai began, in case he needed a means of escape, as he so clearly does now. He is making for the lifts he knows he will find down the passage, though he is slowed to a speed of 4.5 metres by his injuries and it will take him ten combat rounds to get there.

Some 45 metres down the hall, beneath a pile of trash, G'Kran stowed a multi-part PPG pistol, which he will stop and retrieve as he makes his escape. If the Player Characters have no firearms, they may choose to grab one of the Gurnash handguns the tanno-a observers had. Two of them are immediately visible; the third is being grabbed by Drukor. If Damar is there, he will certainly have his own Gurnash handy.

G'Kran does not want to be captured, and will fight ferociously to get away, but if it is clear he cannot, he will decide capture is preferable to death. However, Damar, with his short temper, is unwilling to let it end that way. Unless the Player Characters intervene, he will kill G'Kran if given the opportunity. Drukor, trailing three combat rounds behind the Player Characters, will likewise kill G'Kran without hesitation, as he certainly does not want the Narn speaking about what he knows.

If, somehow, the Player Characters manage to take G'Kran alive and question him, they will discover a whole new layer to what has been happening, a layer that will destroy Drukor if it comes to light and one which he will kill the Player Characters and, if it comes to it, Damar as well to keep concealed.

CONCLUSION

By the end of *The Trouble with Drazi*, the Player Characters will certainly have gotten to know this misunderstood and fascinating race much better than they did before, and discovered that, while they may love their battles, there is significantly more to the most powerful member of the League of Non-Aligned Worlds.

The following are closing statements concerning the major players, plot elements and events of *The Trouble with Drazi*, allowing Games Masters to move further in their own stories using them if they wish.

DRUKOR

Provided that Drukor's plans go off as he intends, his star will certainly be waxing in the Drazi Freehold. He will return to his people to begin the long diplomatic process of urging the acceptance of the Drazi as one of the major races.

If, on the other hand, the Player Characters manage to pierce the veil of Drukor's plans and secrets, he will be ruined. His property confiscated and his name cursed, he will be taken back to the Freehold to stand trial for his crimes, and the question of how to address the Drazi desire for recognition will remain open. Of course, if the Games Master is of a mind to, he might have Drukor escape his captors on the way back home and remain at large, a clever and implacable enemy for the Player Characters.

DAMAR

Following the events of *The Trouble with Drazi*, Damar will take his leave of the Player Characters to return with Drukor to the Freehold, where he will resume his duties as a tubarak. He will consider the Player Characters his good friends, however, and they will always be able to count on him if their fortunes take them to the Freehold once again.

If Drukor is exposed, however, Damar will be shaken to the core. He all but worshipped the man for his insight and intellect, believing him to have only the best for their race at heart, and knowledge of what Drukor did will devastate him. If this comes to pass, he may even go so far as to resign his commission and remain on Babylon 5, potentially even becoming a Player Character himself, if any casualties were suffered during the course of this adventure.

THE DRAZI MOVEMENT

With the end of *The Trouble with Drazi*, the movement for recognition as a major race either has a clear goal or is reduced to worse shape than when the scenario began. If Drukor returns from Babylon 5 in triumph, he will immediately begin lobbying with the other races for acceptance of the Drazi as a major race. If he is exposed, the movement will flounder, leaderless, until someone else takes it up and it proceeds down one of the three paths championed by the gorsha in the Battle Circle.

In any case, with the end of *The Trouble with Drazi*, it moves beyond the reach of the Player Characters and resides now in the purview of the diplomats.

G'KRAN

If the Player Characters managed to keep G'Kran from getting killed during the events of *The Trouble with Drazi*, he will be put into the custody of localised security forces overnight for questioning. By morning however, he will have been released through questionable politicking on behalf of a ranking officer in the Narn Regime. He is freed and placed in *their* custody on the basis that the Narns will be judging their own 'criminals', although everyone knows that this was more of a move to keep a seasoned Regime agent out of Drazi hands.

G'Kran is a mercenary and a patriot, and if he lives through the scenario he will go on to become a major thorn in the side of the Centauri during the forthcoming war and oppression by them. He will not soon forget the faces and names of the Player Characters (especially if *any* of them are Centauri), and will resurface later in their lives to try and foil their plans and schemes as they had a part in foiling his.

THE MUTAI FIGHTING CIRCUIT

The interstellar martial arts tournament circuit that takes place in *The Trouble with Drazi* revolves solely around the decisions and championing of the gorsha, but there is a great deal more going on behind the scenes of the Mutai. While the characters were running around as pieces in the Drazi's game, another monumental event took place in the centre ring. Walker Smith, professional pugilist and the first human being to be allowed to fight in the Mutai at all, defeats the reigning champion and makes interstellar history. Walker goes on to become a travelling inspiration for fighters of all races, showing that anyone can make a name for themselves if they have the skills, the will and the opportunity. Popularity for the Mutai swelled and the number of viewers, promoters and diehard fans grew in proportion to it; as did gambling, cheating and profiteering off of it. 2258 was the most historic year ever for the Mutai, but it was the beginning of its moral weakening and the cheapening of its traditional honour.

BABYLON 5

The Drazi have never been too cherished as a populace on the Babylon 5 station; a diplomatic station tends to suffer when a large population of aggression-based aliens take up residence. After the events of *The Trouble with Drazi*, when word begins to spread about the unauthorised use of a changeling net to infiltrate a sanctioned religious event (the Mutai) and commit several crimes, the Drazi are looked at with even greater scrutiny for several months thereafter. Any Drazi connected with the martial art monastic teachings of Zhashalla that came through security are placed on a 'potential problem' list by Michael Garibaldi and are placed under surveillance.

DRAZI EQUIPMENT

This section is dedicated to the sorts of equipment that can be found in the Drazzi Freehold. They are sometimes available outside of the Freehold, but few non-Drazzi would ever have reason to seek them out. We have included them to add extra flavour to this adventure, or other *Traveller: Babylon 5* campaigns.

Melee Weapons

The Drazzi enjoy close quarters combat more than most races, and these new traditional weapons reflect this. The ability to inflict major organ damage with a single stroke is important to a Drazzi, which is why their weaponry tends to have stout blades, spikes or even hooks.

Drazzi Melee Weapons

Weapon	TL	Range	Damage	Heft	Mass (kg)	Cost (Cr.)
Drazi Knife	1	Melee (small blade)	1d6+1	—	0.5	50
Drazi Straight Blade	2	Melee (small blade)	1d6+3	1	1	120
Fore-rippers	2	Melee (unarmed)	1d6+1	—	0.5	500
Tru'far	1	Melee (small blade)	2d6-1	0	1	750

Drazi Knife (TL 1): Made from an assortment of dense materials such as bone, stone or even crystal, the traditional Drazzi knife is unique to its owner/creator. Each Drazzi is expected to create his own knife by the age of fourteen, as a rite of passage into adulthood. Because of this background in Drazzi domestic policy, these knives are considered legally protected by the laws of the League of Non-Aligned Worlds. So long as a Drazzi does not use it to break further laws, carrying the blade is protected.

Drazi Straight Blade (TL 2): A short, stout blade made of tempered alloys similar in nearly every way to a Centauri coutari, the otherwise unnamed 'straight blade' is a military weapon carried by dress marines, officers and trophy-fighters. It is standard for a Drazzi to punch polyhedral holes into the blade as kill markers – one for each heart punctured by its point.

Fore-rippers (TL 2): Strapped to the forearm in a leather gauntlet, fore-rippers are curved blades and hooks that turn the wearer's unarmed combat strikes into a deadly flurry of slashing and tearing. The use of fore-rippers are instinctively easy for the pugilistic Drazzi, allowing them to use either their Melee (Unarmed Combat) or Melee (Blade) skill when attacking, and always with an additional +1 DM to hit.

Tru-far (TL 1): The traditional punch-dagger of the Drazzi, the tru'far is a triangular wedge of hardened alloy with a diamond-angled edge. It is a favourite amongst soldiers, especially those who wish to have a good secondary weapon on hand at all times. The weapon allows the wielder to use either their Melee (Unarmed Combat) or Melee (Blade) skill when attacking.

Firearms and Grenades

Most Drazzi will not dare pass up an opportunity to test their physical mettle against a foe in close combat, but they are not genetically aggressive enough to *not* design some ranged weaponry of their own. With a predication toward heavy-bore projectiles, these weapons are as unsubtle as their designers.

Drazi Equipment

Slug Throwers

Weapon	TL	Range	Damage	Auto	Recoil	Mass (kg)	Magazine	Cost (Cr.)	Ammo Cost (Cr.)
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Pistols

Briar Pistol	12	Ranged (pistol)	3d6-4	—	-1	2	30	800	80
Eagletalon	10	Ranged (pistol)	3d6+3	4	1	3	40	1,100	100
Porstet Nine Thunder	11	Ranged (assault weapon)	4d6+2	—	2	3	5	900	45

Rifles

Tyanmar Rocketgun	11	Ranged (rifle)	5d6	—	3	3.5	6	3,500	120
Yoonash Steelstorm	12	Ranged (assault weapon)	3d6-2	6	1	4	90	2,800	150

Briar Pistol (TL 12): Advanced for Drazi sciences, the briar pistol uses localized magnetics to hurl ferric-impregnated crystal flechettes at high speed and accuracy. It lacks the stopping power of most Drazi weaponry, requiring the user to take careful aim to inflict serious enough damage upon armoured targets.

Eagletalon (TL 10): The Drazi Freehold's standard sidearm for military types, the Eagletalon is a powerful automatic handgun that hurls bursts of high-calibre rounds at a target at a modest range. It is built with no single-firing mechanism however, and must always use one form of Automatic fire (Burst or Full-Auto) when making an attack. It is designed to vent much of the propellant gases however, keeping its Recoil set at the listed amount above no matter the firing mode.

Porstet Nine Thunder (TL 11): One of the heaviest of revolvers, the Porstet Nine Thunder launches a .70 calibre round with each pull of its trigger. It is named and adored by the Drazi for the thunderous boom it makes whenever fired, which is said can be heard for nine kilometres.

Tyanmar Rocketgun (TL 11): What is essentially a 'rocket rifle', the Tyanmar loads shaped fragmentation charges into a cylindrical breach, primes them, and fires them like a common rifle would a standard bullet. These charges are designed to detonate forward on impact, inflicting significant damage upon the target. Reloading the rocketgun requires three consecutive Minor Actions.

Yoonash Steelstorm (TL 11): Using a newly-designed magnetic triggering system and firing pin, the Steelstorm is a powerful assault rifle that is prized by Drazi infantry and mercenaries. It burns through too much ammunition in a short amount of time to be terribly cost efficient, so most Drazi use the integrated bayonet attachment as soon as they can to reserve rounds.

Energy Weapons

Weapon	TL	Range	Damage	Auto	Recoil	Mass (kg)	Magazine	Cost (Cr.)	Ammo Cost (Cr.)
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Pistols

Gurnash Handgun	12	Ranged (shotgun)	4d6-3	—	-2	1.5	21	700	75
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Rifles

Bur'at Charge Rifle	13	Ranged (assault weapon)	3d6+1	—	—	2.5	—	1,550	—
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Gurnash Handgun (TL 12): Firing a localised projectile of irradiated plasma, the Gurnash was built for the Drazi Freehold by the plasma engineers amongst the pak'ma'ra Civility to test some of their own theories in man-portable plasma weaponry. Although it is lightweight and does not require a large energy pack to operate, it does pass on 1d6–2 rads to the firer each time it is used without adequate environmental gear.

Bur'at Charge Rifle (TL 13): A remarkable weapon developed for Drazi scouts and hostile-terrain explorers, the Bur'at is a self-contained kinetic-generator that uses motion to generate electrical discharges. A few quick and vigorous shakes and the rifle is ready to loose a crackling bolt of high-output electricity. These bolts are not only physically damaging, but they also impose a –1 DM to all skill rolls made by a successfully damaged target for the following turn. The weapon does not have ammunition; rather it takes two consecutive Minor actions to 'charge up' the rifle for a single shot, which must be used within a minute of being charged or it will dissipate.

Grenades

Weapon	TL	Range	Damage	Mass (kg)	Blast Radius	Cost (Cr.)
Shockwave Grenade	13	Range (thrown)	Special	0.5	9 metres	600

Shockwave Grenade (TL 13): Built by the Brakiri to originally pacify Drazi assault teams, the Drazi modified and claimed the weapon as their own – putting it to much more direct use. The grenade explodes in a ring-shaped pulse of gravitic force, sending anyone caught in its area of effect flying away to the edge of the pulse. Other than knocking a target prone, the grenade does no damage to the targets themselves. Damage only occurs if the recoiling person runs into an object more solid than they are (wall, cargo, etc.). If this occurs, the target can attempt an Athletics (Dexterity) skill test at –2 DM to avoid taking 1d6 damage plus the number of metres travelled by the grenade (round up).

Armour and Clothing

Despite the fact that all Drazi have thick scales that protect them, most like to layer on additional protection in the form of armour when the situation calls for it. A thickly armoured Drazi might not be as fleet of foot as his other brethren, but he will surely be a juggernaut of resilience.

Armour

Armour Type (TL)	Protection	Required Skill	Cost (Cr.)	Mass (kg)
Crew Garb	4	None	800	5
Fleet Armour	6	None	950	4
Infantry Armour	8	None	2,500	4
Spacewear	2	None	100	2

Crew Garb (TL 8): Long-sleeved reinforced uniforms that clasp at the wrists, ankles and neck to form a stylish and useful outfit that is surprisingly resistant to damage; crew garb is standard issue for most Freehold space travellers.

Fleet Armour (TL 10): Issued normally to naval personnel and Freehold officers, fleet armour is designed to be perfect for spacefaring Drazi. It is padded and plasticised over all of the Drazi vital organs, tear resistant and flame retardant. It also comes standard with an integrated pistol holster and knife sheath.

Infantry Armour (TL 9): Heavy woven fibres around ballistic plastic plating, infantry armour is the standard Freehold issue to all ground forces. It offers excellent protection while also containing minor radiation shielding (reduces rad emissions by –2) and integrated holsters for one rifle, one pistol and a sheath for any bladed weapon.

Spacewear (TL 5): Plastic threads spun into the common clothing of travelling Drazi, this collective classification for Freehold-tailored textiles is priced per single outfit. The Drazi's collective ambivalence toward matching colours or patterns means that a few outfits can be mixed and matched for nearly countless combinations. Due to this clashing of fashions, wearing spacewear imposes a –1 DM to all Carouse skill checks made toward humans, Centauri and Brakiri.

Drazi Equipment



THE TROUBLE WITH DRAZI

The Drazi. For millennia they have fought... and fought... and fought.

After being rescued from a crippled ship, a group of strangers is thrust into the middle of this simmering hotbed of violence, and given a front-row seat for a Drazi power play and a chance to observe some of the race's best and worst qualities. A case of mistaken identity leads to danger and adventure on the Drazi planet of Fendimir; assassins lurk around every corner and death awaits in the shadows as these strangers are forced to rely on their wits and brawn to survive on a planet where martial prowess is a way of life.

The Trouble with Drazi is a start up adventure using the Traveller system. You will require the Traveller rulebook and The Universe of Babylon 5 to play this adventure.

To use this supplement, a Referee will require the Traveller core rules.



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