

# DRAZI HUNT!

## Whispers in Darkness, part 2



### GENERAL PLOT

This adventure was written as a sequel to the *Whispers in the Darkness* adventure in the first issue of *Signs & Portents*. However, it can also be run as a stand-alone adventure with a few changes. If it is played as a sequel, it is assumed that the Quantum Paired Transmitter (QPT) has not been found but is known to exist. If it is to be played otherwise, an artefact of interest must be introduced on Babylon 5 and the characters linked to it somehow.

In *Whispers in Darkness*, a traitor leaked information to the raiders using a rare piece of technology called the QPT. In this adventure, the characters are told that the traitor had an accomplice. This accomplice must be found. He may have the device or know its location.

Eventually, through gathering information with contacts onboard Babylon 5, the characters will identify the accomplice. Torath Sakar is a Drazi lurker, known criminal and suspected raider agent. The

investigation will lead the characters to the bowels of Babylon 5's Downbelow and off-station to a remote world in Drazi.space called Erukor.

If the players did not play in the *Whispers in Darkness* adventure, this adventure is a simple acquisition. Babylon 5 wants a criminal captured. He has something Earthforce, Babylon 5 Command or someone else wants badly.

### GETTING THE PLAYERS INVOLVED

This adventure assumes the players are not playing any of the major characters from the Babylon 5 TV storyline. It is intended for a group of four or five adventurers at 2<sup>nd</sup> or 3<sup>rd</sup> level or a smaller group of 4<sup>th</sup> or

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5<sup>th</sup> level adventurers. Each character should be fully fleshed-out with a background, connections and contacts on Babylon 5 as well as secrets, and motivations. Like the TV show, a Babylon 5 RPG adventure should have strong and dynamic characters.

If this adventure is being run as the sequel to *Whispers in Darkness*, then the characters are already tied in. Babylon 5 security simply wants the characters' help in tracking down the accomplice. See below for specific character class hooks. Babylon 5 security will cooperate with anyone linked to Earthforce, a corporation or an ambassador.

### NOTES ON THE QUANTUM PAIRED TRANSMITTER QPT

This plotline advances the significance of the QPT considerably. Optionally, the Kalren is presented here as a new alien species and 'owners' of the QPT technology. They want the device back. The raiders acquired it from Universal Terraforming and once it was used, the Kalren sent an Archon Infiltrator to track it down. Regardless of whether the Kalren are used or not, the QPT is the primary link and motivation into this adventure.

The QPT is a device that allows its user to transmit undetectable communications instantly using photon entanglement between a transmitter and a receiver. Each paired set is unique and can only be used together. No single transmitter can work with any single receiver except for the one it is paired with. They are not considered one of a kind but are very rare. They are not produced by any known species. Refer to *Signs & Portents 1* for more information.

Universal Terraforming originally found this device on a remote world out on the Rim. After acquiring it from Universal Terraforming, the raiders figured out what it was and how to use it. They then realised it would serve them better as an intelligence-gathering device than selling it on the black market. If the Kalren option is used, using the device alerted the Kalren who immediately sent out their infiltrator. Their homeworld is a considerable distance away and they have only recently arrived on Babylon 5.

The QPT can be replaced with any alien device the Games Master sees fit.

## The Kalren Option

**Background:** The Kalren is presented here as an option for the Games Master to use to link to a larger and more expanded campaign. The QTP was stolen from the Kalren, a very secretive species. Very few other races realise the Kalren are real but many have legends of myths about them. Most of the major species associate them with 'ghosts' and 'poltergeists' and some literally call them the 'Ghosts in the Shadows.' They consider themselves the watchers of the universe. They are experts of stealth and disguise, and their technology reflects that.

The Kalren once served the Shadows. Their desire to never be enslaved by the Shadows again has driven them into hiding and secrecy. They use technology left behind by the Shadows, which they in turn improved upon, to hide and watch. The Kalren's technology is highly advanced in the area of stealth and intelligence gathering. Not unlike the black light camouflage suits, this technology has now been integrated into their genetics. More than just a chameleonic skin, they are able to extend a field around their body that bends light away (allowing them to wear clothes).

**Appearance:** Kalren are somewhat reptilian humanoid in appearance, usually wearing cloaks. They are shorter than humans with constantly shifting colours in their skin. They have a mouth with many razor-sharp teeth and a series of short (two to four inches long) mandibles along their face, neck and chin. They have fiery-red eyes and strong wills with tempers to match.

**Philosophy:** The Kalren are watchers, chronicling the second coming of the Shadows. They protect their technology religiously. The Kalren societal religion is based around the 'Master Gods and the Gifts they left behind' as well as 'watching for the return and the time for hiding.' Their doctrine dictates '...the Gifts left by the Master Gods (the Shadows) shall not be used for any other purpose other than to watch for their return...' They see it as rightfully theirs, inherited from the masters, and only they have the right to use it. They fear the Master God's retaliation for misusing what they left behind. Their Archon Infiltrators (see below) are trained to retrieve any lost technology by any means necessary.

### Kalren Archon Infiltrator (Medium Sized Humanoid Alien)

5<sup>th</sup> level Alien Specialist

**Hit Points:** 16

**Initiative:** +3

**Speed:** 30 ft.

**DV:** 17 (+1 Dex, +6 Cyber Enhancement), DR 1

**Attacks:** +8 Melee, +7 Ranged

**Special Qualities:** Attack from Above (Kalren like to climb on the ceiling cloaked and drop down on their opponent) +4 to attack, Natural Camouflage (+20 to Hide), Sound Dampening Field (+8 to Move Silently), Wall-Crawler Cyberware (+10 to climb. Able to climb along vertical flat surfaces like bulkhead walls), Limited Telepathy (40ft range with Kalren only)

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

**Abilities:** Str 15, Dex 13, Con 11, Int 12, Wis 12, Cha 10

**Skills:** Climb +4, Concentration +4, Listen +2, Hide +4, Move Silently +4, Spot +4, Technical (Space Travel) +2

**Feats:** Weapons Focus (Kalren Force Stick), Skill Focus (Move Silently), Kalren Telepathy, Alertness

**Weapons:** Sonic Pulse Weapon (1d6 subdual unless Critical), Kalren Force Stick (Fort DC 18 or stun)

**Damage:** Unarmed 1d4

**Another Option - The Vree & The Kalren:** The Vree know more about the Kalren than any other species and have a highly secret division within their government that hunts down knowledge about them and other creatures like them. The name of the group is unpronounceable; however it is, basically, a paranormal investigation team. This group can serve as another contact for the characters or perhaps another stumbling block. They may not even come into play in this adventure but might be a bouncing off point for a long-term campaign involving them and the Kalren.

The following is a list of hooks to tie certain classes into the adventure:

**Agent:** Any agent representing corporate interests might be interested in Torath Sakar. The item he has (the QTP) or the information he holds

could be valuable to any faction or corporation.

**Diplomat:** The raiders may have affected a particular people's shipping and they want to know why they were targeted, or the item or information

may be of particular interest to a species; so its ambassadors dispatch an assistant to observe and help.

**Lurker:** The obvious tie-in for a lurker is a job or possible way off Babylon 5. Other connections can

be more personal, like connections to Downbelow or the Mutai.

**Officer:** Any Earthforce or Earthforce Intel Officer could be assigned to look into the matter and help hunt down Torath Sakar. What is so important about a Drazi lurker? The officer does not have to necessarily ever know.

**Scientist:** The item (the QPT) could be linked to a suspected alien race thought to be lost or wiped out. The rumours of the Kalren (if used) may have circulated and independent scientists could be hunting them down.

**Soldier:** Soldiers working for Earthforce or another government organisation may simply be ordered to do this job. Independents may be hired as mercenaries or bodyguards.

**Telepaths:** Psi-Corp has a vested interest in this device considering its ability to transmit communications across long distances. Optionally, there could be a telepathic element to this particular QPT. Independent Psi could have a link to the device, the Kalren or a secret organisation that is investigating their existence. One way a character can try and find a hidden Kalren is through the use of psionics.

## ADVENTURE OVERVIEW

Through whatever means the Games Master sees fit, the characters are set on the trail of Torath Sakar, a known Drazi raider agent who is now linked to the recent intelligence leaks from Babylon 5 and a device used in these leaks. This device, the QPT, has still not been recovered. Babylon 5 security assumes Torath Sakar knows something about its whereabouts and where the traitor got the device.

The adventure will lead through Downbelow and into Brown Sector, searching the lowest levels of the worst sections of Babylon 5. Torath Sakar, hidden in a raider safe house in Brown Sector, is looking to get off Babylon 5. Once he gets word that

## Torath Sakar

4<sup>th</sup> level Drazi lurker

Hit Points: 12

Initiative: +7

Speed: 30 ft.

DV: 12, DR 1

Attacks: +4 Melee, +4 Ranged

Special Qualities: Lurker's

Knowledge, Multi-Skilled,

Survivor's Luck

Saves: Fort +6, Ref +2, Will +0

Abilities: Str 13, Dex 12, Con 15,

Int 10, Wis 9, Cha 12

Skills: Bluff +4, Concentration +4,

Computer Use +2, Escape Artist +6,

Hide +6, Intimidate +4, Pick Pocket

+4, Sense Motive +6, Spot +6

Feats: Improved Initiative,

Improved Unarmed Strike, Dodge,

Mobility



Torath is a Drazi agent working with the raiders. He also is an escaped member of a Drazi Monastery/Penal Colony on Erukor. In order to make money on Babylon 5, Torath used his martial arts skills to fight in the Mutai. However, he was kicked out for illegal drug use. He still has a few friends on the Mutai as well as in Downbelow. He has done muscle work for some of the crime-lords and extortion kingpins.

He also has enemies – those he has had to muscle around, defeated opponents in the Mutai and the Mutai officials that kicked him out. One particular enemy is a gang of thugs he used to work with and abandoned for a better deal – the raider deal. This gang is called the Bloody Rust Stain gang. This gang can be used as an ally or a source of information for the characters.

As mentioned, Torath is an escaped prisoner from the penal colony/monastery Erukor. His brother is still a prisoner there. Some in the Mutai knew about his brother and the monastery, especially some fellow Drazi members.

## Information about Torath found in Downbelow:

- Torath arrived on Babylon 5 several months ago and laid low. He only had a few run-ins with security, mostly over bar fights or being questioned about a murder they could not link him directly to.
- Torath was a Mutai fighter for some time with moderate success. However, he was kicked out due to his drug use. He still has some friends within the Mutai (mostly Drazi) and a few enemies (defeated opponents).
- Torath has also worked as muscle for several bosses and gangs Downbelow, including the Bloody Rust Stain gang.
- Torath still has a bad drug habit. He is addicted to a drug called Flash.
- Torath has a brother who is serving time on a monastery/penal colony on Erukor (remote Drazi world).

the traitor has been captured or killed, he will get the QTP from its hiding place and start working his way to his hidden shuttle-pod. The characters will encounter some of Torath's friends from the Mutai, as well as interesting hazards of Brown Sector and Downbelow.

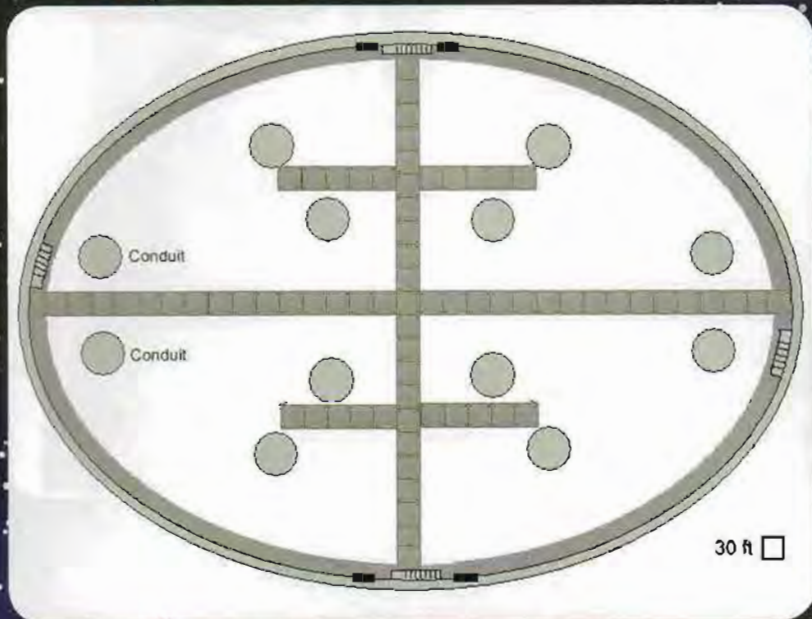
**Kalren Option:** In their investigations, the characters will at times feel like they are being followed. A Kalren infiltrator is following them and will either help or hinder them. His goal is to retrieve the QPT.

Despite all their efforts, Torath will escape in a hidden shuttle to a remote Drazi world. Through one way or another, the characters will have to follow him to the remote world which is a monastery and penal colony, where the characters will have to fight Mutai-style to get the QPT back.

## ACT 1: THE SEARCH

### BEGINS

Knowing that Torath Sakar is a suspected raider agent and wanted criminal, the characters are directed to Downbelow. In their search they find out some background information about the fugitive Drazi. The Games Master may pick and



choose the information he gives out and may elaborate on anything he likes (see *Torath Sakar*).

### Safe House Locations

The characters can obtain information about the Safe Houses from contacts in Downbelow. Two locations are presented below in such a way that Torath is found there. They can also be used as subsequent locations as he runs from one location to another. Torath must retrieve the QPT from its hiding place and then get to his shuttle. Two locations are listed below. The first location is the setting of the safe house and the second is

the QPT hiding place as well as Torath's access to his shuttle.

#### Location 1 - Hidden maintenance room for one of the waste treatment tank systems:

The safe house is hidden high up a spiralling staircase/catwalk matrix along the walls of a vast tank high above several boiling treatment tanks. The door the characters walk through initially opens out to a catwalk that looks down into the vats 300 feet or more down. The catwalks criss-cross between huge conduit-columns that pump waste from one vat to the next. Gas and horrid smells assault the senses of the characters, who almost have to wear rebreathers in some places. It is so hot and humid; over-exertion may have an effect on the characters' actions (-1 to -3 to physical attributes). Shots fired may punch holes in conduits sending noxious bases into the faces of the characters.

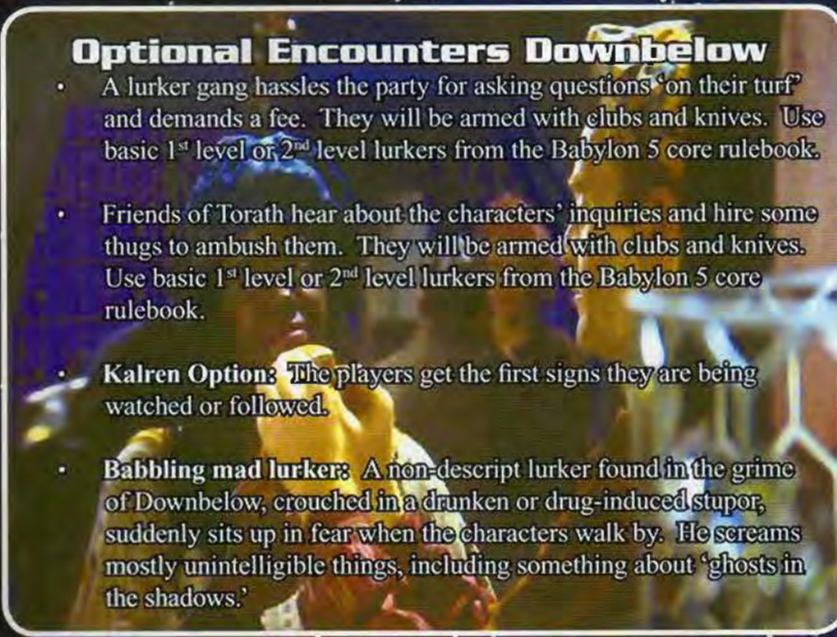
Along the way, Mutai-buddies of Torath will disrupt the characters, armed with clubs, knives and occasionally a slug-thrower (very rare). See *'Thugs covering Torath's back.'*

#### Location 2 - Unfinished chemical processing area near the outer hull:

Through a winding series of air ducts and maintenance passageways,

### Optional Encounters Downbelow

- A lurker gang hassles the party for asking questions "on their turf" and demands a fee. They will be armed with clubs and knives. Use basic 1<sup>st</sup> level or 2<sup>nd</sup> level lurkers from the Babylon 5 core rulebook.
- Friends of Torath hear about the characters' inquiries and hire some thugs to ambush them. They will be armed with clubs and knives. Use basic 1<sup>st</sup> level or 2<sup>nd</sup> level lurkers from the Babylon 5 core rulebook.
- Kalren Option:** The players get the first signs they are being watched or followed.
- Babbling mad lurker:** A non-descript lurker found in the grime of Downbelow, crouched in a drunken or drug-induced stupor, suddenly sits up in fear when the characters walk by. He screams mostly unintelligible things, including something about 'ghosts in the shadows.'





Torath will work his way to where he hid the QPT and his shuttle. This area is very cold and the life support is weak. There are incomplete hallways, tight air ducts, scaffolding, hanging conduits, live wiring and claustrophobic ventilation shafts. There are holes in the flooring opening up to a 90-foot drop and empty storage containers thrown all about. Torath has set up booby-traps here as well as left a few thugs here, are waiting for the characters.

**Booby traps:** Throughout either location, Torath may have laid crude booby traps – trip wires with spikes,

pit traps, small explosives, etc. It is advised that the Games Master get creative with the traps. Base them on the abilities of the characters.

**Thugs covering Torath's back:** The thugs can be based on your basic Non-Player Character thug found in the Babylon 5 core rulebook. They are armed with knives, clubs and even a sword or two. All they know is that their friend needs help and they are here to do just that. They were told to stop anyone from finding him. They are not directly associated to the raiders and may not even know that Torath is a raider spy.

## 1<sup>st</sup> level Thugs

**Thug's Species:** Roll 1d6: 1-2 = Human, 3-4 = Nam, 5-6 = Drazi.

**Hit Points:** 7

**Initiative:** +1

**Speed:** 30 ft.

**DV:** 10

**Attacks:** +4 Melee, +5 Ranged

**Special Qualities:** Lurker's Knowledge

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

**Abilities:** Str 11; Dex 12, Con 13, Int 10, Wis 12; Cha 10

**Skills:** Bluff +3, Gather Information +3, Intimidate +4, Listen +3, Search +3, Spot +4, Hide +4

**Feats:** Improved Unarmed Strike

Within *Location 2* (see map of *chemical treatment area*), the QPT is hidden in a construction locker in one of the storage rooms. Also in this location, the shuttle is moored in an empty escape pod bay.

## Escape and Pursuit

**Hidden Shuttle Pod:** Torath paid a lot of money to obtain jump-gate sequence codes. Once he has launched away from the Babylon 5 hull, he will take the jump gate straight to Erukor at the earliest opportunity.

## Customised Shuttle Pod

**Huge Spacecraft;** hp 30; DV 12 (-2 size, +4 Agility); DR 3; Spd 40; Acc 5; Dec 4; Han +3; Sensors +0; Stealth 22; SQ: Atmosphere Capable, *Customised Stealth Package*, *Limited Fuel Capacity*

Through their investigations, the characters should have been able to track Torath's brother to Erukor. If not, a background check from Babylon 5 security might turn it up.



**Planet:** Erukor

**Climate:** Temperate-Warm, Hot around the equator

**Weather Average:** Windy Storms (40%), Mild (30%), Storms (15%), Severe Storms (15%)

**Tech Level:** Advanced (Wardens) to Agrarian (inmates)

**Native Sentients:** None (Drazi and other species inmates)

**Dominant Government:** The Monastery High Priests

**Planet Notes:** A warm, thin-aired planet with primary deserts, windblown canyons, a few large lakes and some rivers. The landscape varies from savannahs to desert and canyons to rough mountains.

**Kalren Option:** This may be a good time for the Kalren to appear to a character or the group in some private situation. He can reveal that he seeks Torath as well, befriend and allying with the characters in their common goals. He will not reveal that he seeks the device to prevent anyone else from obtaining it and using it.

**Kalren Option:** The Kalren will join the characters on their shuttle, either out in the open as their ally or hidden if he has not been revealed. In route to Erukor, if the Kalren has not revealed himself, he can appear now and ally with them (without actually revealing his interest in the QTP).

The characters can easily track Torath. The only settlement on the planet is obvious to sensors: A harmless old satellite system tracks incoming and outgoing traffic. The prisoners are kept on the planet by the belief they have implants that explode in their arteries if they leave the planet. Decades ago, the original prisoners did have these implants, but now they do not. Through an elaborate ruse, the administrators create the illusion that the prisoners have these implants and drop them on this world. The monastery leaders

know of this ruse and help keep the lie alive. This is why Torath is not welcome back to the monastery. He is proof that the implants are a lie.

However, Torath does have supporters in the form of the Unfaithful. The Unfaithful are a group of prisoners who do not believe the implant story and are not totally sold on the "rehabilitation" ideas of the monastery. The Unfaithful will defend Torath to the death now that they have proof that the implant story is a fake.

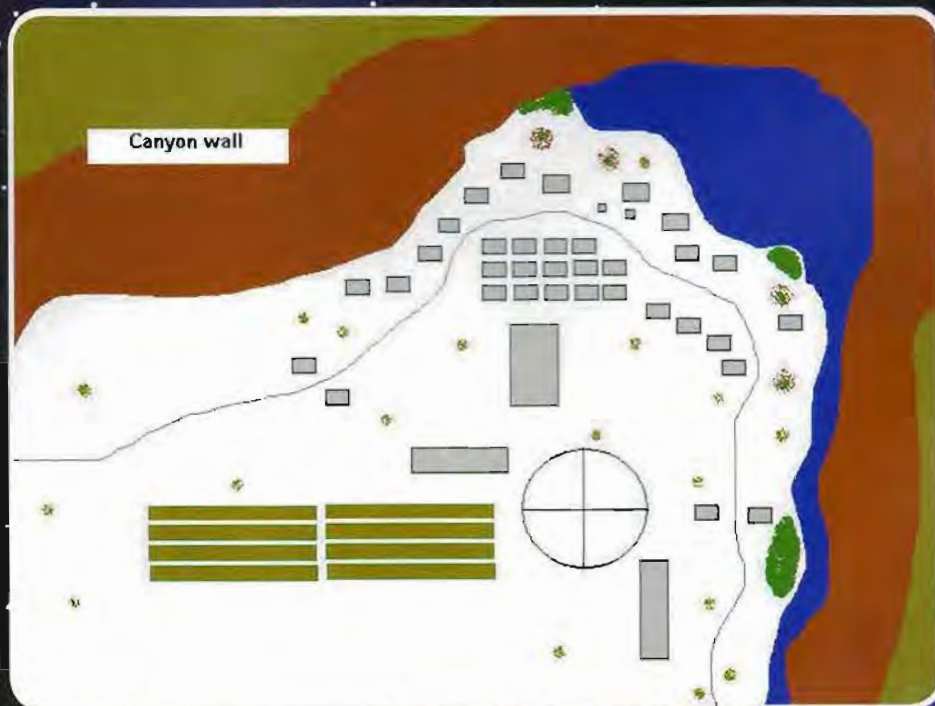
Before entering orbit around Erukor, Torath sent an encoded-communication (maybe using the QTP) to the nearest raider outpost asking for a pick-up. Torath then landed his shuttle pod away from the settlement, disguised himself as a monk and contacted his brother. He told his brother that he wants to lie low. He just wants to hide until the raiders arrive. He does not want to act as the proof his brother needs. He feels that he left the politics of this hole behind and does not want to get involved in it again, despite his brother's insistence otherwise.

## Act 2: Prison Monastery Planet

### Erukor

Torath has escaped Babylon 5 and jumped to a remote world in the Drazi region called Erukor. It is an old penal colony run by monks of an obscure faith, the main tenet of which can be translated as *The Way*. They combine extensive meditation, accountability group therapy and martial arts training to 'rehabilitate' the convict. It is a strict discipline and most inmates are very dedicated to it. Some earn their way off the planet; however, most stay in the monastery because it has become their home.

Upon landing, Torath hid his shuttle pod far from the settlement. Realising there are many in the monastery that would be very interested in such a vehicle, Torath disabled the shuttle and is carrying the essential parts with him. The shuttle would not get someone very far, however, because it is low on fuel and was meant for only this trip.





### Master Horak Jorn 3<sup>rd</sup> level Lurker/ 2<sup>nd</sup> level Diplomat

**Drazi**  
**Hit Points:** 13  
**Initiative:** +8  
**Speed:** 30 ft.  
**DV:** 13, DR 1  
**Attacks:** +4 Melee, +5 Ranged  
**Special Qualities:** Lurker's Knowledge, Multi-Skilled (Knowledge – The Way), Survivor's Luck, Contact  
**Saves:** Fort +4, Ref +3, Will +5  
**Abilities:** Str 12, Dex 14, Con 13, Int 14, Wis 12, Cha 11  
**Skills:** Appraise +5, Bluff +5, Computer Use +3, Gather Information +7, Intimidate +6, Listen +6, Knowledge (The Way) +4, Search +4

**Feats:** Alertness, Improved Initiative, Lightning Reflexes, Improved Unarmed Attack, Improved Trip

### Ugokor Sakar (Torath's brother)

3<sup>rd</sup> level Drazi Lurker (prisoner)  
**Hit Points:** 10  
**Initiative:** +7  
**Speed:** 30 ft.  
**DV:** 12, DR 1  
**Attacks:** +4 Melee, +4 Ranged  
**Special Qualities:** Lurker's Knowledge, Multi-Skilled, Survivor's Luck  
**Saves:** Fort +6, Ref +2, Will +0  
**Abilities:** Str 13, Dex 12, Con 15, Int 10, Wis 9, Cha 12  
**Skills:** Bluff +2, Concentration +6, Escape Artist +6, Hide +6, Intimidate +6, Pick Pocket +4, Sense Motive +6, Spot +6

**Feats:** Improved Initiative, Improved Unarmed Strike, Dodge

**Motivations:** There is no love lost between the two brothers. They show each other honour and respect and help each other out when they can, but Ugokor is still bitter about his brother leaving and being the one to have the courage to prove the implant story wrong. Both brothers look out for themselves first.

### Monastery

At the foot of a steep canyon wall, the Monastery Prison is a simple

town with shacks for living quarters, a temple, hydroponics gardens and a landing strip for supply ships. Its population is less than 200; most of them are Drazi although there are other species in the population. This prison monastery is a choice given to those most heinous criminals in Drazi society, so most are serial killers, psychotics and megalomaniacs. The devoted monks of the monastery (inmates themselves) engulf the inmates in religious practices as well as intense martial arts training. Every year, a transport ship delivers supplies. Visitors are allowed since prisoners cannot leave (so they believe). The satellite system is supposed to log the transponder signal of each ship leaving and coming; however, that system has not worked in a long time.

The monastery is lead by Master Horak Jorn, an old Drazi with an entourage of several large Drazi always following him. If the characters attempt to contact someone in charge, they will be lead to him. He is a honourable man who sees the monastery as proper atonement for the sins of the inmates. He is a very spiritual man, following in the footsteps of many masters before him who also had faith in this monastery.

The characters can approach the monastery as they see fit. Their goal is to find Torath and bring him back to Babylon 5 for questioning. It will not be easy. The Unfaithfuls will not let him go. Master Jorn and his loyalists do not want his story to get out amongst the general population, so they will want him dead.

The characters' search will lead them to the Unfaithfuls lair deep within the canyon wall where they are holding their own version of a Mutai arena fight (considerably more deadly). Torath, playing the low profile, is there in the audience and if he sees that he is being watched, chased down or the like, he will call upon a tradition that allows him to challenge the characters to an arena fight. He will call up as many champions to his side as players want to fight. See 'Base Arena Fight Thug' below and modify as the Games Master sees fit.

### Base Arena 1<sup>st</sup> level

#### Thugs

**Thug's Species:** Roll 2d6: 2-3 = Human, 4-5 = Llort, 6-10 = Drazi, 11-12 = Nam  
**Hit Points:** 8

**Initiative:** +1  
**Speed:** 30 ft.  
**DV:** 10  
**Attacks:** +4 Melee, +5 Ranged  
**Special Qualities:** Lurker's Knowledge  
**Saves:** Fort +2, Ref +1, Will +1  
**Abilities:** Str 11, Dex 12, Con 13, Int 10, Wis 12, Cha 10  
**Skills:** Bluff +3, Gather Information +3, Intimidate +4, Listen +2, Knowledge (The Way) +2, Search +2, Spot +4, Hide +4  
**Feats:** Alertness

## Ending

There are two possible endings:

*The arena fight ends with the characters victorious and Torath unconscious.* In this case, the Games

*The arena fight did not go well and the characters are captured by the Unfaithfuls.* If the characters are captured, Ugokor is going to easily determine that they are off-worlders and will want to know where their shuttle is. During this time, the Games Master can use the *Raiders Arrive* option or devise some other way the characters can get out of this.

*Raiders Arrive*- Raiders arrive following Torath's personal locator beacon. If characters are still at the arena fight, the raiders interrupt the arena fight and attempt to retrieve Torath. If elsewhere, the raiders violently interrupt that. They are here to get Torath out. They will be heavily armed. However, the Unfaithfuls will put up a fight to protect one of their own (and those

**DV:** 12  
**Attacks:** +3 Melee, +2 Ranged  
**Saves:** Fort +2, Ref +0, Will +0  
**Abilities:** Str 12, Dex 15, Con 11, Int 12, Wis 11, Cha 10  
**Skills:** Hide +4, Spot +4, Listen +4  
**Feats:** Alertness, Weapons Focus (weapon)  
**Weapons:** Roll 1d6: 1-2 = Slugthrower, 3 = PPG Pistol, 4-5 = Narn Stun Gun, 6 = PPG Pistol.

**Important Note:** The idea is to avoid the raiders. The raiders will only attack those that try to stop them from retrieving Torath. Many of the raiders will engage the Unfaithfuls, so the characters will only have to deal with one or two.

*Ugokor's Gambit* - Not really concerned about his brother or his fellow Unfaithfuls, once Ugokor learns that off-worlders are after his brother, he and a few of his minions will search for the shuttle he knows the characters came in. He will either ambush them at the shuttle or, if he cannot find it, ambush them in-route.



Master can allow them to walk out with Torath with minimal trouble. The tradition Torath called on gives the characters that right. A few Unfaithfuls attempt to stop them, but only a few actually know who Torath is. They may also encounter something else on their way to their shuttle (See *Raiders Arrive* or *Ugokor's Gambit*).

that know who is protecting their proof). In the fog of battle, the characters can make an attempt to get Torath.

**Raider**  
**1<sup>st</sup> level Soldier**  
**Hit Points:** 10  
**Initiative:** +2  
**Speed:** 30 ft.

**Kalren Option:** If the Kalren has not been revealed yet, anytime during this part of the adventure would be good. His goal is to retrieve the QTP. Torath has hidden it. The Kalren will have to kidnap Torath and interrogate him until he is able to find the QTP. The Kalren can help during

the Raider attack or during Ugokor's ambush.

Once Torath Sakar is captured and the shuttle is secure, the characters can return to Babylon 5 and return the fugitive.