

Abbreviations:

DSX = Deep Space Exploration, a division of Earth Force

EAS = Earth Alliance Ship

EEC = European Economic Community

EF = Earth Force, the Earth's military

IPX = Interplanetary Expeditions, an Earth corporation attempting to find and market alien technology

UTC =?, an Earth corporation

Season 1**15 November 2253****EAS De Soto: An Explorer Class Ship**

- Captain: Capt. James Greenhalge (Great Britain, EEC)
- XO: Comdr. Benny Fagan (Florida, United States)
- Security Chief Le Clerc
- Dr. Powers: Botswanan doctor in charge of Medlab 1

Occupants of EAS De Soto:

1. Homeguard members: monitoring Earth's "interests"; covert, militant
2. Rogue telepaths: only a few, enlisted and joined DSX to escape Psi-Corps
3. Latent telepaths: 1 or 2 depending on plots
4. UTC: a corporation
5. IPX
6. 1 commercial telepath assigned to each major corporation
B.T. Lin is IPX's commercial telepath(?)
7. 2 Starfury squadrons
8. EF Security Unit
9. EF Ground Forces: a "Pioneer" battalion
10. No aliens
11. DSX units with liaison officers

Player Characters:

1. Roger Meese (David Sisson)—Entertainer, general contractor
2. Trav Traveller (Lisa Markus)—Pilot of IPX-66 shuttle, IPX
3. Briza Taylor (Lynn Eckert)—Archaeologist/Collector, IPX
4. Lt.Cdr. Steven Roth (Mike Eckert)—Lt.Cdr. EF Fleet, DSX, corporate liaison officer

Enroute: Earth to Turagesh 27**Dec '53—Jan '54**

Escorted by EAS Orion

Turagesh 27 (according to Centauri charts)**21 Feb '54**

Planet 3:

- Earth-like
- 0.5 atmosphere O₂-N₂
- no satellite
- 26 hour day
- temperature = +37C/-20C

De Soto stays here to build jump gate

23 Feb 54

- Traces of Q-40 found in “crater” = remains of ancient missile used to destroy ancient Vorlon city
- PCs found: subterranean chamber made of green marble –like material. Inside is a red “marble” egg that is ancient star chart.
- Terence Yatsu (IPX laborer assisting PC’s) experiences a “mind burst”. BT Lin insists Yatsu be turned over to Psi-Corps.
- Site belongs to IPX; Q40 belong to EF. Q40 scarce and only found in crater
- Hugh McIntyre: IPX lab tech leader researches egg
- Dr. Powers treats Yatsu
- Yatsu disappears—abducted by Vorlons
- Le Clerc investigates
- Nurse 1: Frank (male)—on earlier shift before Yatsu disappeared
- Nurse 2: Taylor (male)—came on duty 00:00; noticed Yatsu had D-wave anomaly at about 04:30; noticed Yatsu gone at 04:55
- IPX geologist: Sarah Treves (f)
- Mysterious ship detected (the Vorlon cruiser) but not identified

26 Feb—8Apr 54

Assemble jump gate @ Turagesh 27 and explore local hyperspace.

22 Mar 54

De Soto Com: all links, civilian and military tied into De Soto Com. This allows anyone with a link to be roughly located on the ship.

Gozamar 12 (according to Centauri charts)**8 Apr 2254**

- Closet planet to Turagesh 27 that is on the alien “egg” star map.
- 7 planets in system:
 - 1.
 - 2.
 - 3.
 4. Venus-like methane planet; very hot (700 C)
 5. Earth-like but with ammonia rain
 6. Gas giant
 7. Gas giant

Planet 4:

- 10 continents
- Oceans have large amounts of ammonia
- vegetation:
 - giant dark green spongy, lichen like bushes
 - ground cover is dark green/gray spongy grass
- fauna:
 - Land Crab: 10-15 m. diameter; big shiny green teeth

PCs discover catacombs.

12 Apr 54**Explore catacombs:**

Meese is stunned, “brain wiped” and “hyperspaced” (he sees into hyperspace)
4 pink robotic creatures captured

14 Apr 54

Does Roger Meese keep his hyperspace vision? He found a hyperspace route to the next adventure planet.

De Soto traveled to hyperspace (making frequent drops out of hyperspace for navigation purposes) until:

Unknown World (dubbed “Meese”)**20 May 54**

- Dense jungle world
- Standard O₂-N₂ atmosphere
- ‘standard’ earthlike plants
- K-type star
- Easily noticeable ruined cities

The ruined city picked by the PCs has a definite starport/landing field. Landing field is littered with about dozen pink snail shells and is paved with red “marble”.

Minbari warrior platoon plus equipment for listening post. They’ve been here 11 years and don’t know the Earth-Minbari war is over. Minbari in basement of ruined building about 6 km from starport. Building is pink “marble” ruin. Minbari camp is in basement of ruined building. Warriors led by Warleader Febriri.

Warriors hold PCs hostage until PCs convince them war is over. EAS De Soto gives them ride back to space.

End Season 1**31 July 54**

Season 2**15 November 2254**

EAS De Soto in deep space—refitted with material for 10 jump gates

Minbari Non-player Characters:

1. Minbari War Cruiser Victroati
 - Commanded by Warleader Febri—same Minbari from “Meese’s World”
2. Renegade Minbari Freighter Qubateri
Searching for “The Dragon”
 - Captain: Jikat (f)—Spiritual caste clan leader who commandeered the Qubateri.
 - Pilot: Fudierre (m)—worker caste, dead
 - Navigator: Hullian (f) worker caste
 - Chief engineer: Cullen (f)—worker caste
 - Engineer: Lunion (f)—worker
 - “Security”: Cuulen (m)—warrior caste, looks like a rough sort; also looking for “The Dragon”

IPX-66 (shuttle carrying the PCs) is surveying 5th and 6th planets in a system in Sector 914 (89x44x9)

System:

- 9 planets
- 1 gas giant with one cold moon
- 5th planet has one cold moon

Victroati hijacks IPX-66 on way to 6th planet

Febri tells PCs about Jikat and her search for some “Dragon”. He gives them a data crystal with information about possible “dragons”.

NOTE: Minbari “Dragon” myths (clues PCs will find):

1. Dragon = invincible powerful mythical creature
2. Is a Minbari war cruiser that mysteriously disappeared after a war against an unnamed enemy 1000 years ago. Febri’s crystal contains names of two systems Dragon battled in.
3. “Dragon” = male Minbari nickname
4. If PCs role boxcars while studying Febri’s crystal: Minbari dragon has “spiritual” connotations (like Earth’s Chinese dragons)—that is, creatures of light that appear from the sky in hidden form to deliver guidance
5. From a worker caste member: Valen was visited by a “green” dragon
6. Like the Chinese, the Minbari name 3 colors of dragons: green, red and a more powerful white dragon from religious myths
7. Occasionally, Minbari (like the Chinese) use “Dragon” in their names—from old records. No one named “Dragon” was associated with Valen.
8. Minbari names for dragon = Chinese names for dragon (perhaps a Vorlon influence?):
 - Fa: green—worker caste association
 - Chun: red—warrior caste association and name of ancient Minbari war ship on Febri’s data crystal (MWS Chun)
 - Pai: white—spiritual caste association and name the Jikat would use
9. An alien “Dragon” is a doomsday weapon

NOTE: what about currency outside of human space?

T’Lad’Tha (Gaim world)**18 Nov 54**

Methane atmosphere

Jikat was here 3-4 Oct 2254 (6 weeks ago), filed a flight plan to Tiree

Encounters:

1. Gaim landing clerk
2. Gaim customs clerk
3. Brakiri money changer

Jump gate to planet trip takes 2 days

Space Encounters:

- Gaim patrol corvette
- Markab freighter
- Brakiri cruiser
- Earth freighter
- Narn transport

Starport: jet-black landing field with yellow lights

Currency: Gaim use pouches of squirming “eggs” for currency

Departed to Tiree Transfer station...

Tiree Transfer Station

21 Nov 54

Orbiting station—bright pink and blue color scheme

Jump gate to station takes 6 hours

Qubateri was here 6-13 Oct 54; purchased starship controls and computer

Na’Gen: female Narn harbor master and administrator

NOTE: Brakiri coinage: florins = 1000 stars, stars = 50 points, points = basic unit of currency

Erebuk VII (Brakiri transfer station)

no date

Orbiting an ice world.

System is off map in TBP

Qubateri didn’t file an exit flight plan—didn’t have to
Brakiri corvette patrolling system informs players:

1. Orbiting station is main port
2. Visitors are free to move about system but there is a network of satellites monitoring their movements
3. They can even go down to the planet but the captain ‘can’t image why’

The planet is inhabited by a primitive savage race (similar to goblins) called “Grotogs” by the Drazi.

The base or the corvette can provide dates (16 Oct-21

November = 35 days!) that the Qubateri was here and

the location son the planet that it visited: 6 mountainous sites; and, the Qubateri left directly from the last site.

The Qubateri’s last site is a 1000-year-old Minbari fortification (from the last Shadow war). The Qubateri spent only 1 day here (compared to several days for the other sites).

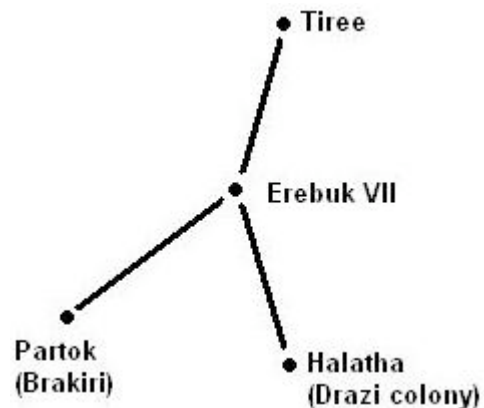
CLUE: A human “collector of antiquities”, whose ‘business’ is on the Drazi home world, searched the ruins. There are some empty ration cases left in the ruins with an Earth-Drazi bill of lading attached.

Drazi home world is four jumps away. Qubateri takes about 72 hours per jump (it’s an old ship).

IPX-66 can gain one day per jump.

Qubateri schedule on Erebuk VII:

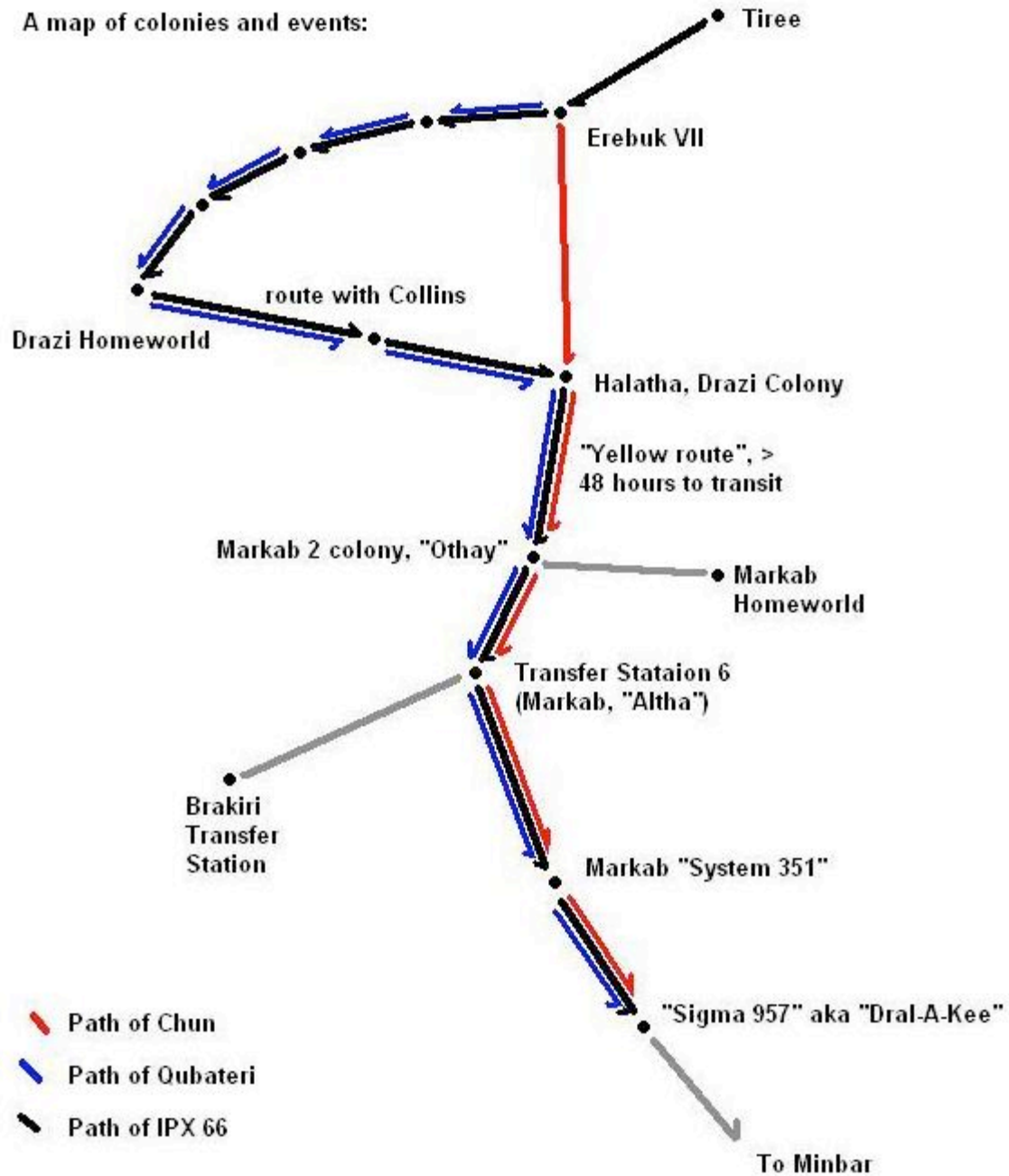
1. Jump gate to planet = _ day
2. 3 days orbiting station to refuel and re-supply
3. 6 days at each of the 5 of the mountainous sites



4. 1 day at the last site and then left immediately!

I lost track of a lot of the notes from this part of the game, but here's what I can reconstruct:

A map of colonies and events:



Halatha:

- Drazi colony
- Collins killed here
- IPX 66 loses two days due to arrest and interrogation by Drazi police.

Yellow route (>48 hours to transit in hyperspace): IPX 66 will require extra fuel, loses 1 day for this.

Markab 'System 351' hosts a Minbari monastery.

□957, also called "Dral-A-Kee" is site of Big Final Scene involving Chun, Qubateri, White Dragon, "The Pocket Dragon", and PCs.

The Minbari freighter Qubateri is pursuing the "Dragon".

The "Dragon" could be the Minbari War Ship Chun that was lost 1000 years ago.

Collins is also pursuing the MWS Chun; using his undercover position on the Drazi home world.

MWS Vitroati is pursuing the Qubateri, using the PCs.

Whole of next session takes place on Drazi colony Halatha. Don't tell players that at start.

Halatha

unknown

The next game session was played with an interesting format: each "Chapter" of the session started with a Drazi interrogator asking a captive PC on question about an event that led up to the murder of Major Joe Collins, EF Military Intelligence. Joe Collins was played by a guest: Joe Cochran of Chameleon Eclectic, who was visiting David Sisson.

Joe: has one bit of information he can provide to PCs if they mention the Minbari "Dragon" or 'Chun':

"Which dragon? The Minbari have three," and he can share the following information:

1. Green dragon: 'Fa', associated with worker caste. A mythical bringer of knowledge.
2. Red dragon: 'Chun', associated with warrior caste. A mythical invulnerable beast.
3. White dragon: 'Pai', associated with religious caste. The oldest and wisest of dragons.

Drazi Security Police on Halatha arrests the PCs. Joe Collins was murdered at a ruin site on Halatha after the PCs had traveled to the Drazi home world. Collins had hired them, under his cover as an artifact dealer. He wanted their help to find the Dragon. He gave them an encrypted data crystal that leads to the Dragon. The crew of the Qubateri stole the original data crystal.

Chapter 1

Drazi Interrogator: "I hope that you slept well in your cell last night. Let's review what you told me yesterday. Why were you looking for Collins? How did you find him?"

Now, with directed role-play, the PCs discover the events of the story.

1. Talat, a Minbari pilgrim looking for a ride: "Qubateri left 12 hours ago. I don't know where they were going. I tried to book passage but they wouldn't tell me. They left in a hurry when a warrior caste arrived."
2. Drazi don't require flight plans.
3. IPX 66 traveled to Drazi home world. Tracked Collins from bill of lading to a city a 2-hour flight from starport by commercial flyer.
4. PCs arrive at Collins' shop a few hours after he discovers theft of data crystal. He won't contact police but he will hear the PCs story. When they mention the "Dragon", Joe will deliver the first sealed message.

Joe Cochran: Knows he is playing an EA agent. Can tell PCs if necessary. Told that the discovery of the "Dragon" is vital to EA's survival. Has encrypted but not labeled the "Chun/Dragon" data crystal with appropriate data. Knows Qubateri was probably after MWS Chun crystal but stole the wrong crystal. They stole the 'Project Dragon' crystal—a doomsday virus black project.

Chapter 2

Drazi Interrogator: "What did Collins say was stolen? Why did you steal it?" Interrogator shows the questioned PC the MWS Chun/Dragon data crystal.

1. Joe can offer PCs the Chun data crystal as payment for the PCs help.

2. PCs will catch up to the Qubateri at Halathi Star port. It is locked up and Qubateri crew will have rented a shuttle to visit ancient Minbari ruins.
3. When PCs arrive at Minbari ruins—easy to find as only one high mountain on Halatha—they will be separated from Joe during a Drazi attack at night. Chapter 2 only has start of fight and Collins is separated from PCs. Yes, the Drazi Secret Police are also after the Chun.

NOTE: PCs will probably deduce that interrogation takes place on Halatha colony by now.

Joe: Can suggest the Minbari observation post ruins at 1 of 2 mountain sites to get to his NPC's death scene.

End Chapter 2.

Chapter 3

Drazi Interrogator: "Before you killed Collins, what information did you torture from him?"

Fight at the ruin continued: Collins is separated from group and killed by the Drazi. The Drazi will use a Minbari knife to make it appear otherwise. The PCs will come across Collins as he dies.

The Qubateri crew will make their escape.

Joe: Must deliver his sealed death message: "Trust...you...Pro...ject Dragon...doomsday virus...planet Dral-A-Kee...ugh" and then die.

End Chapter 3

Chapter 4

Drazi Interrogator: "What do you know about the Dragon?"

It doesn't matter what the PC says, the Drazi let the PCs go after secretly placing a tracking device on IPX 66. They know MWS Chun crystal is nothing they are interested in, but they are interested in something (another Dragon?) that Collins was looking for.

NOTE: Drazi are now another antagonist.

PCs leave Halatha. Story continues.

Leave Halatha (Drazi colony)**10 December 2254****Markab 2 Colony****13 December 54**

Qubateri left on 7 December.

Markab Transfer Station 6**17 December 54**

Qubateri is 7 days ahead.

Transfer station's moon was shattered 1000 years ago in battle between Minbari fleet (including MWS Chun) and Shadow fleet.

Station is old and run down.

Markab System 351**19 December 54****Minbari monastery:**

A Minbari monastery is set up in an ancient Minbari military outpost (from 1000 years ago). The monastery has an old Markab shuttle and a small fuel purifier. The Qubateri was here one week ago and bought all of their fuel.

Monastery spiritual leader: Aumlen (m), speaks English OK.

Thellan (f), speaks English poorly.

About 25 other monks (male and female) are here.

Qubateri is 6 days ahead at landing, 9 days ahead at take off (due to need to wait for fuel).

Leave Markab 351 on 23 December 54.

Dral-A-Kee**24 December 2254**

Planet:

- Mostly sandy, dry dark brown desert
- M-type star

Arrive in orbit with 65% of fuel and 20% of battery power—after appearance of Pai.

Scanned and discovered location of Qubateri and crashed freighter ('Pocket Dragon')

Drazi Sunhawk approaching.

IPX 66 crash lands after appearance of Pai. 30 km NE of Qubateri

Sensors: basic 5+ to repair

Briza and Meese's legs are injured in crash.

Drazi land 10 km SSW.

25 December 54

Qubateri been here 9 days

Visit "Light Dragon"(Pai) cave. Trav and Roger toasted. Dragon was sitting on pile of Q-40.

Pocket Dragon:

- EA freighter
- Crashed here on 23 October 2252
- Spotted city to NW and managed to survive there by salvaging supplies from Chun (which crashed into ruined city)
- Captain: Amanda Jacobs (f)
- Engineer: Ken Smith (dead)
- Pilot: Paul Stevenson

Pai tells group location of Qubateri

26 December 2254

Attacked by Drazí flyer in desert

28 December 54

Ferdierre was killed by Drazí attack
Group: Jikat, Hullian, CPT Jacobs, Stevenson and PCs
On city wall: Cullen, Lunion, Cullen

Drazí group:

- Ship
- Flyer
- 20 Drazí

Expedition: Lunion, Jikat, Briza, Roger
Guard City: Roth, Trar, CPT Jacobs, Hullian, Cullen, Cullen

3 Drazí in their camp, 1 is wounded pilot; 4 in flyer; 13 on ground
Drazí attack city
Briza captured and held hostage by Drazí in their camp.

30 December 54

Roger Meese returns to city.
Drazí offer to trade Briza for Chun (which is crashed inside the ruined city)

31 December 54

Nothing happens

1 January 2255

Febriri shows up and toasts everything: Drazí, Chun, "Pocket Dragon"!
Pai helps IPX 66 escape Febriri's fighters and ship
Jikat makes deal with Cmdr Roth to not tell of secrets found in Chun.

End of "Season 2"!