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The Point of No Return



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Babylon 5 Created by J. Michael Straczynski



War is the continuation of diplomacy by other means

- Carl Phillipe Gottfried Von Clausewitz, On War

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Introduction

'No boom today. Boom tomorrow. There's always a boom tomorrow.'

Commander Susan Ivanova

For two years, the crew of the Babylon 5 station have fought to stave off the pressures of the galaxy. Minbari aggression, a war tearing apart everything in the embattled space between two major races, and the shadowy movements of an ancient enemy returning to the galaxy have sorely tested the mettle of these men and women. Until now, they have always dodged the bullet and come out ready for the next challenge.

The Earth Year 2259 slipped past with the margin of safety between the coming war and the chance of peace growing ever smaller. Despite the best efforts of peacemakers and soldiers on all sides, the Narn suffered horrendous losses with the orbital bombardment of their homeworld and the Centauri once more reached out their hand with an imperialistic eye towards their neighbours. Aggressions have grown between all the races of the galaxy, both the major powers and the minor planets of the League of Non-Aligned Worlds. The men and women of the Babylon Project have been through dire conflicts in the last two years; from the death of an Emperor to the devastation of war, they have been tested and tempered.

They are still not ready. The Earth Year 2260 brings with it new darkness, new battles, and threats too terrible to be imagined. Shadows of death leave the darkness and take forms so terrifying, the galaxy will tremble before their passing and entire worlds will cease to exist. In the course of this assault, there will be no shelter, no safe place of refuge, and even the hull of Babylon 5 will not provide a haven for long. The Great War sweeps the races of the galaxy into a deadly struggle from which the people of the universe, regardless of their race or politics, will emerge either united or not at all.

The Point of No Return

The Point of No Return is a sourcebook for the Babylon 5 roleplaying game, exploring in detail the personalities and events of 2260. Used in conjunction with Chapter 8 of the main rulebook, Signs and Portents, and the previous sourcebook in this series, *The Coming of Shadows*, Games Masters can now accurately extend their campaigns and story arcs beyond 2259 to include the dramatic galaxy-rendering events detailed here.

Every episode of the third season of the Babylon 5 television show is fully covered in *The Point of No Return*, along with numerous scenario and campaign hooks that will make it easy to integrate them with ongoing story arcs already unfolding in current games. As described in Chapter 9 of the main rulebook, Campaigns on Babylon 5, players can witness or even become directly involved in these events, engaging in story arcs of their own that may put them at the centre of the galaxy alongside the heroes of the television show. This sourcebook also includes the main personalities found on board Babylon 5, updated from those that appeared in the main rulebook in 2258 and their more recent versions in the 2259 sourcebook, as well as featuring a few new faces. New rules additions, equipment and vehicles are also featured, expanding the Babylon 5 roleplaying game no matter where or when the Games Master chooses to set his story arcs and campaigns.

The Earth Year 2258 set the scene for players new to the Babylon 5 roleplaying game. *The Coming of Shadows* took those personalities and backdrops and began to show the true powers of darkness and light move at the edge of the galactic stage. Now, this sourcebook will take those games fully into the shadows, showing Players and Games Masters alike that, sometimes, there is no turning back once the events unfolding all around you reach *The Point of No Return*...

Personalities of 2260

This chapter updates and revises the characters found in Chapter 6 of the main rulebook, as well as including some new faces that begin to have an effect on the galaxy in the Earth year 2260. Games Masters may use these personalities in their own scenarios, utilising the characteristics and personality notes for each individual detailed below. It should be noted that the characteristics and abilities listed in this chapter describe the personalities at the beginning of 2260. Future sourcebooks will update these personalities and introduce new ones throughout the entire five year saga of the Babylon 5 television show.

Captain John Sheridan 'You can't deal with problems by pretending they don't exist.'

13th Level Human Officer (fleet)

Hit Points: 33

Initiative: +2 (+2 Dex)

Speed: 30 ft.

DV: 18 (+8 Reflex)

Attacks: +14/+9/+4 melee or +15/+10/+5 ranged

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

Saves: Fort +6, Ref +8, Will +9

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

Skills: Bluff +9, Computer Use +9, Concentration +11, Diplomacy +15, Drive +3, Intimidate +10, Jump +6, Listen +8, Medical +4, Pilot +15, Sense Motive +12, Spot +6, Technical (space travel) +16

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

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

Captain Sheridan has weathered his first year aboard Babylon 5 extremely well, all things considered. He has been framed for murder, captured by aliens, held under the close and callous scrutiny of his own government, and been mentally contacted in dreams by a Vorlon. He has managed to fight off Centauri incursions, keep his command in the midst of a galaxy-spanning war between two violently opposed races, organised a resistance against an even greater war that is coming, and learned for the Vorlons things about himself that he still does not understand.

He has a lot of challenges ahead of him in 2260, many of which he can only glimpse in the bits and pieces that powers far above him will allow to be seen. Fortunately, he has been given joint command of a private army, the most advanced ship the younger races of the galaxy have ever seen, and sits at the centre of the galaxy's only real hope for survival. He may not know what he is truly up against but he has his diplomacy, military genius, and a host of allies to see him through it.



Commander Susan Ivanova

'If I live through this job without completely losing my mind, it will be a miracle of Biblical proportions.'

10th Level Human Officer (fleet)

Hit Points: 26

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

Speed: 30 ft.

DV: 15 (+5 Reflex)

Attacks: +10/+5 melee or +12/+7 ranged

Special Qualities: Branch Specialisation (fleet), Rallying Call, Way of Command

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

Abilities: Str 10, Dex 14, Con 12, Int 13, Wis 12, Cha 16

Skills: Bluff +12, Computer Use +10, Concentration +12, Diplomacy +10, Drive +3, Intimidate +10, Medical +4, Pilot +13, Sense Motive +10, Technical (space travel) +10

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

Standard Equipment: EarthForce wrist link.

Susan Ivanova has gone through many changes during her time on Babylon 5. Not only has she gone up in rank with the removal of Sinclair as Commander, but her personal interactions with many of the members of the command staff have changed. Some of these have been for the better, as she opens up more now following the death of her father and her acceptance of his life. Emotional bonds formed in

the heat of battle and the cold silences between meetings with her 'fellow conspirators' in the Army of Light have brought her closer to her comrades than she might have ever thought possible. Unfortunately, she still bears the scars of her aborted relationship with Talia Winters, a romance that died on the vine before it could truly bloom.

Security Chief Michael Alfredo Garibaldi

'I try never to get involved in my own life, too much trouble.'

5th Level Human Officer (fleet) / 6th Level Soldier

Hit Points: 35

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

Speed: 30 ft.

DV: 16 (+6 Reflex)

Attacks: +14/+9/+4 melee or +14/+9/+4 ranged

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

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

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

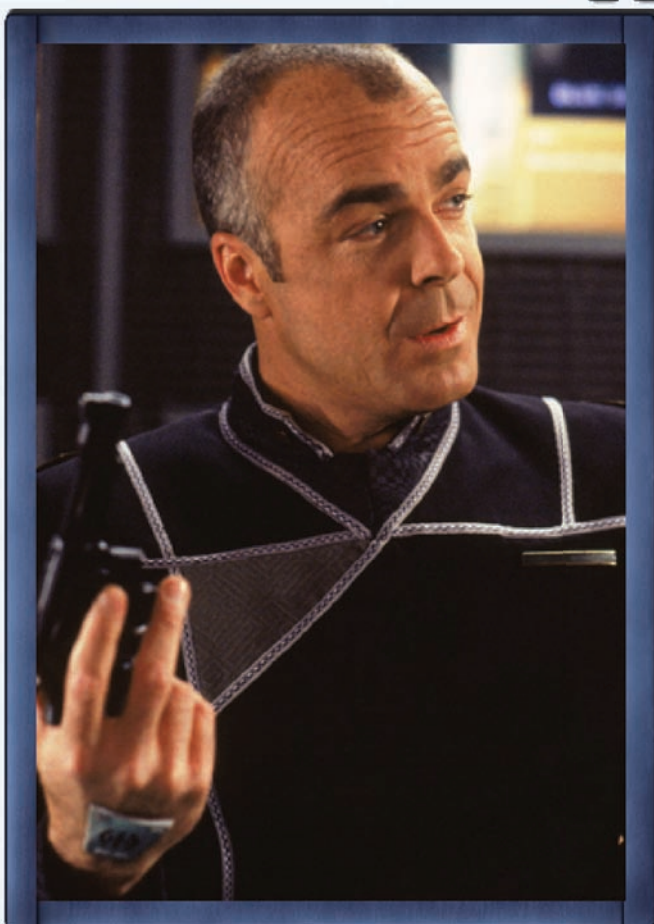
Skills: Balance +5, Bluff +8, Climb +4, Computer Use +10, Concentration +6, Diplomacy +4, Intimidate +9, Listen +5, Jump +5, Pilot +8, Sense Motive +10, Spot +9, Survival +4, Technical (space travel) +5

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

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

2259 was a very rough year for Michael Garibaldi, and the future for him in 2260 does not look much brighter. His wish for a single day with nothing to do shows no sign of coming soon. In addition to all of his duties as the station's Chief of Security, he is also a central lynchpin in the command staff's ability to process information and ensure their work with the Army of Light against the Shadows is not discovered or reported. As a man used to working under pressure, he is perfectly suited for the responsibility, but enough stress can make anyone crack.





Unfortunately for Mr. Garibaldi, his fracture points are all too vulnerable to the level of pressure his life is suffering. A recovering alcoholic, he has already wavered in his resolve on Babylon 5 and before the worst of 2260 is past him, he will slip again and find himself at the bottom of a bottle.

Doctor Stephen Franklin

'Life is life, whether it's wrapped in skin or scales or feathers. Now if you respected these beings instead of trying to murder them, you'd appreciate that.'

8th Level Human Scientist

Hit Points: 13

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 13 (+3 Reflex)

Attacks: +4 melee or +5 ranged

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

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

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

Skills: Appraise +5, Bluff +7, Computer Use +12, Concentration +9, Diplomacy +8, Gather Information +8, Knowledge (alien language) +14, Knowledge (alien life) +14, Knowledge (biotechnology) +7, Knowledge (xenobiology) +18, Medical +16, Profession (ship's doctor) +11, Sense Motive +5, Spot +8, Technical (electronics) +10

Feats: Alien Anatomy, Iron Will, Skill Focus (knowledge – xenobiology), Skill Focus (medical)

Note: Doctor Franklin has the Xenobiology specialty as listed in the Rules Additions chapter

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

Many of the members of the Babylon 5 crew owe their lives to the perfectionist-driven medical skills of the station's Chief Medical Officer, Doctor Stephen Franklin. Meticulous to a fault and dedicated to the ideals of a true physician, Doctor Franklin has proven time and again during his tenure that he is willing to go the extra kilometre and work for hours on end to tend to the injured and infirm. His professionalism is beyond reproach and his work ethic is undeniable. From soldiers caught in the crossfire of the Narn/Centauri War to homeless vagrants in Downbelow, he never turns away anyone in need of his services.

His devotion comes at a terrible cost. A relentless man of medicine, he is often harsh to his staff, driving them as hard as he drives himself. Pushing everyone involved to breaking point and willing to succumb to anything short of physical collapse, he has even found a way to beat exhaustion- stimulants. When his reliance on them becomes a true dependence, his resolve is deeply shaken. 2260 will see him tested to the core of his very being as he must confront this weakness and either become stronger for it or be consumed in a fire of his own making.



Lieutenant David Corwin

‘Well, there goes my faith in the Almighty.’

3rd Level Human Officer (fleet)

Hit Points: 10

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 11 (+1 Reflex)

Attacks: +2 melee or +3 ranged

Special Qualities: Branch Specialisation (fleet), Rallying Call

Saves: Fort +1, Ref +1, Will +6

Abilities: Str 9, Dex 11, Con 10, Int 13, Wis 12, Cha 11

Skills: Computer Use +7, Concentration +5, Diplomacy +4, Listen +8, Medical +3, Sense Motive +6, Spot +7, Technical (space travel) +7

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

Standard Equipment: EarthForce wrist link.

An iconic figure in Command and Control, David Corwin has grown into his assumed position as the unofficial liaison to Commander Ivanova. Gaining the role mostly because he is one of the few individuals not completely intimidated by the forceful female officer, Corwin's ability to communicate clearly and concisely during pressure situations serves him in good stead as the universe becomes a more dangerous place. His collected demeanour during interactions with Susan Ivanova likely springs from an unspoken but growing attraction to the Russian officer.

Lyta Alexander

‘I’m not with the Corps anymore. That means I am not bound by their rules. So if someone were to turn me in, I’d find him, and before they took me, I’d plant a nightmare deep in his mind, where nobody else could find or remove it. And that person would spend every night for the rest of his life screaming!’

1st Level Human Lurker/10th Level Telepath (P12*)

Hit Points: 24

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 17 (+7 Reflex)

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

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

Saves: Fort +5, Ref +7, Will +11

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

Skills: Bluff +8, Climb +6, Computer Use +6, Concentration +15, Diplomacy +3, Hide +5, Intimidate +7, Jump +3, Knowledge (telepathy) +14, Listen +4, Move Silently +5, Sense Motive +14, Spot +4, Telepathy +15

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

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

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





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

Few characters in the unfolding saga of Babylon 5 are as changed by the events of 2259 and 2260 as the telepath Lyta Alexander. Effectively a rogue telepath and technically wanted by Psi Corp, she finds a place on Babylon 5 after returning there from a visit to Vorlon space. Under Kosh's protection as an unofficial attaché, she proves to be of considerable use to the command staff of the station and the Army of Light. Augmented during her time in an area of space that no one has ever been known to return from, the exact extent of her abilities are unknown, even to her.

* Lyta has been subjected to Vorlon augmentation, performed when she entered their area of the galaxy. These augmentations have resulted in her much improved telepathic P-rating and allow her to carry the essence of a Vorlon inside her without dying. She also has the physical equivalent of a breather mask in regards to the special atmosphere Vorlons require to breathe; manifesting as gills that are all but invisible when closed. Other abilities may exist for Lyta, but these will be revealed as they appear throughout the years.

Ambassador Delenn, of the family Mir 'One is foolish, the other frightened.'

12th Level Human-Minbari Hybrid (religious) Diplomat

Hit Points: 18

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

Speed: 30 ft.

DV: 18 (+8 Reflex)

Attacks: +6/+1 melee or +8/+3 ranged

Special Qualities: Contact x6, Government Resources, Improved Diplomacy x 3

Saves: Fort +7, Ref +8, Will +11

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

Skills: Appraise +12, Bluff +15, Computer Use +12, Diplomacy +24, Gather Information +14, Intimidate +16, Knowledge (alien life) +14, Knowledge (human society & culture) +14, Knowledge (Minbari history) +15, Knowledge (star systems) +12, Listen +12, Sense Motive +19

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

* This feat comes from the *Minbari Federation Fact Book*.



Ambassador Delenn is a being truly reborn on Babylon 5; a mixture of human and Minbari brought about by the incredible powers of the Triluminary and ancient technologies. Hoping to form a bridge between the two cultures, Delenn has had mixed success in this endeavour, instead occasionally drawing ridicule from both the humans she wishes to understand and the Minbari who see her change as a mockery of their own perceived perfection. A diplomat and patriot to the core, she perseveres despite the problems she has had adjusting to her new form and role in the government of her people. Her position in the greater concerns surrounding the Shadow War takes precedence, as it must, over such matters.

Ambassador G'Kar
'It's a strange thing, but every sentient race has its own version of these Swedish meatballs. I suspect it's one of those great universal mysteries, which will either never be explained or which would drive you mad if you ever learned the truth.'

5th Level Narn Diplomat / 3rd Level Officer (ground forces) / 4th Level Soldier

Hit Points: 27

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 13 (+3 Reflex)

Attacks: +13/+8 melee or +10/+5 ranged

Special Qualities: Branch Specialisation (ground forces), Contact x3, Covering Fire, Improved Diplomacy, Low-Light Vision, Rallying Call

Saves: Fort +8, Ref +3, Will +10

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

Skills: Climb +8, Computer Use +8, Concentration +10, Diplomacy +12, Gather Information +7, Intimidate +13, Listen +8, Pilot +7, Sense Motive +7, Spot +6, Survival +7

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

There are times when the universe, moving as it seems in a predictable direction, suddenly turns and surprises everyone with what it has wrought. In the case of G'Kar, proud and noble member of the Narn race, the surprise of the universe comes in what becomes of him in 2260. He begins the year as a broken man in many respects. He is stripped of title, rank, and all but his dignity; his homeworld is in ruins and his people are once again the slaves of the Centauri. Pushed to the breaking point, he has often come within a hair's breadth of slipping into a homicidal rage and ending his days on Babylon 5.



The transformation that takes place in G'Kar during the coming year is perhaps even more profound than the one that reshaped Ambassador Delenn or the shadowy corruption that threatens to destroy what little good might remain in Londo Mollari. For the phoenix to arise, however, it must first burn into ashes.

Ambassador Kosh
Naranek
'Good.'

No human had any official contact with Vorlons until Ambassador Kosh arrived on Babylon 5 but his presence has done little to unveil the mysteries of this reclusive race. Kosh does not even pretend to hide behind diplomatic immunity when interfering with the younger races on board the station, secure in the knowledge that he is to all intents and purposes invulnerable to any assault upon his person or objectives. The high technology and sheer strength of the Vorlon Empire is known and feared by all races and none are prepared to move openly against them, even when provoked. During his first year on board Babylon 5, Kosh has consistently ignored meetings of the Babylon 5 Advisory Council, ended any



chance the human race had for immortality when he organised the slaying of Deathwalker, violated Talia Winters, and confronted Mr Morden.

Kosh has also shielded fugitives, provided vital information, begun coming to council meetings whenever Sheridan is attending them, and spoken more since the changing of the station's commanding officer than he has ever done before. He seems to be taking an interest in the affairs of the universe again, especially those involving Humans, the Minbari, and the fate of the younger races as the Shadow War looms closer.

The full rules for using Ambassador Kosh will be detailed in the forthcoming *Vorlons and Shadows* sourcebook. For now, Games Masters may use the rules for Kosh detailed on p140 of the main rulebook.

Ambassador Londo Mollari

'Only an idiot fights a war on two fronts. Only the heir to the kingdom of idiots would fight a war on twelve fronts.'

9th Level Centauri Diplomat / 1st Level Officer (fleet)

Hit Points: 19

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 14 (+4 Reflex)

Attacks: +5 melee or +6 ranged

Special Qualities: Branch Specialisation (fleet), Contacts x5, Government Resources, Improved Diplomacy *

Saves: Fort +7, Ref +4, Will +8

Abilities: Str 11, Dex 12, Con 14, Int 13, Wis 10, Cha 16

Skills: Appraise +11, Bluff +10, Computer Use +8, Diplomacy +16*, Gather Information +13, Intimidate +9, Knowledge (noble houses) +5, Pilot +6, Sense Motive +9, Technical (electronics) +2

Feats: Data Access, Great Fortitude, Nerves of Steel, Spacecraft Proficiency, Toughness, Weapon Focus (Coutari)

Londo has benefited from, or as those more observant might say, suffered from, a complete reversal of fortunes. Placed on Babylon 5 as a forgotten ambassador of a crumbling Republic, the scion of House Mollari has seen his name rise in power and his contacts swell to bursting point within the courts of power on Centauri Prime.

He has the ear of the Emperor, command over elements of the fleet and the respect, or at least bitter envy, of the most politically affluent of his race. For a man who espouses the value of money and prestige, Londo Mollari would seem to have everything he could have ever desired at the beginning of 2260.

Only when he is alone, or on rare occasions around the few beings in the universe he respects or trusts, does the tired old diplomat express his concerns over his rising star and the powers of the Shadows who have elevated it. Knowing that his ascension will come at a great price has not kept him from accepting the aid but, in his soul, he knows how wrong his choices have been.

Lennier, of the Third Fain of Chudomo

‘A darkness carried in the heart cannot be cured by moving the body from one place to another.’

6th Level Minbari (religious) Diplomat

Hit Points: 12

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

Speed: 30 ft.

DV: 15 (+5 Reflex)

Attacks: +5 melee or +6 ranged

Special Qualities: Contact x3, Government Resources, Improved Diplomacy

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

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

Skills: Bluff +4, Computer Use +6, Diplomacy +9, Gather Information +7, Intimidate +5, Knowledge (probability) +7, Knowledge (history) +9, Knowledge (human society & culture) +9, Medical +4, Listen +7, Sense Motive +7



Feats: Great Fortitude, Improved Initiative, Silent Tread, Toughness

Deleenn is not the only Minbari to transform during 2259. Her aide, Lennier, also undergoes a metamorphosis, though his is mental and spiritual in nature. From a quiet, almost reluctant assistant, the young religious caste member becomes a true friend and companion to the ambassador he serves. In so doing, he becomes an important part of Deleenn's life and vice versa; this bond will hold for years to come and bring out the best, and tragically the worst, in both. During the tragedies and triumphs of 2260, Lennier's unassuming presence becomes the unwavering support Deleenn so desperately requires.

Vir Cotto

‘So is that what it's about, pride? It's not enough that we have beaten them, we have to break them?’

4th Level Centauri Diplomat

Hit Points: 9

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 13 (+3 Reflex)

Attacks: +0 melee or +1 ranged

Special Qualities: Contact (House Cotto), Improved Diplomacy

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

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

Skills: Bluff +5, Computer Use +7, Diplomacy +8, Gather Information +7, Knowledge (Centauri noble houses) +8, Knowledge (political etiquette) +11, Listen +8, Sense Motive +8, Spot +2

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



About as un-Centauri as a Centauri can be, at least to all appearances, Vir is a man of strong moral convictions beaten down over years of court etiquette and ridicule from his family and superiors. Never really one to fit in or take a stand for himself, the Centauri ambassador's aide begins to show some of his indomitable will and desire to do the right thing as his resolve is tested through the travails of his employer and friend, Londo Mollari. The only person on the station to recognise the level of threat, if not its nature, that Mr. Morden poses to Centauri Prime, Vir's foresight comes too late and too softly to avert the ambassador's fate.

Alfred Bester

'You know, if this keeps up, I'm going to start thinking the people around here just don't like me.'

8th Level Human Psi Cop/9th level Telepath (P12)

Hit Points: 46

Initiative: +2 (+2 Dex)

Speed: 30 ft.

DV: 20 (+10 Reflex)

Attacks: +14/+9/+4 melee or +16/+11/+6 ranged

Special Qualities: Black Omega Squadron, Contact x2, Extend Defences, Maintain Concentration, Quick Scan, Superior Defensive Block, The Corps is Mother, The Corp is Father

Saves: Fort +11, Ref +10, Will +14

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

Skills: Bluff +9, Computer Use +6, Concentration +15, Diplomacy +10, Intimidate +17, Knowledge (telepathy)

+18, Listen +8, Pilot +10, Sense Motive +13, Spot +9, Telepathy +24, Technical (space travel) +6

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

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

A continual, if intermittent, thorn in the side of Babylon 5's command staff, Alfred Bester became a source of more than just irritation during the events of 2259. As the web of secrets and agendas becomes more complex

for the Army of Light and those who secretly lead it, the risk of accidental (or very intentional) exposure through the efforts of one over-zealous Psi Cop makes Alfred Bester a security leak that threatens to expose and destroy everything Sheridan and his allies have worked so hard to build.

Mr Morden

'I thought we had a deal. We carved up the galaxy, you and I.'

3rd Level Human Scientist/6th Level Shadow Agent

Hit Points: 31

Initiative: +0 (+0 Dex)

Speed: 30 ft.

DV: 11 (+1 Reflex)

Attacks: +3 melee or +4 ranged

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

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

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

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

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

As a point of contact and a spokesman of the Shadows, Mr. Morden has a great deal of skill at manipulating others and playing every side against itself in webs of political, military and personal intrigue. His direct manipulations as seen during the events of the Narn-Centauri War show him to be guileful, dedicated to the cause of his 'associates', and ready to strike whenever any opportunity to further their ends comes up. Willing to use anyone or anything, he is as much a puppet master as he is, ultimately, a marionette himself.

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

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

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

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

Never Alone: Mr. Morden is never alone. Two Shadows, mysterious creatures with abilities that make engaging them in combat a ludicrous concept for any mortal being, are present at all times to advise him and protect their collective interests. The Shadow companions remain invisible but are under no control – if anything, they will require Mr. Morden to perform tasks. Under no circumstances will these terrible creatures reveal themselves before 2260; there is too much at stake.

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

Zack Allen

'Standing here in front of the stars like this, looking out, down, up, all at once, kind of makes you feel naked in front of the universe.'

5th Level Human Soldier

Hit Points: 21

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

Speed: 30 ft.

DV: 15 (+5 Reflex)

Attacks: +6 melee or +7 ranged

Special Qualities: Covering Fire

Saves: Fort +6, Ref +3, Will +3

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

Skills: Balance +2, Bluff +4, Climb +4, Computer Use +4, Concentration +2, Diplomacy +3, Intimidate +6, Listen +4, Jump +5, Sense Motive +9, Spot +6, Survival +2

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

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



Zack is Garibaldi's right hand man. His good judgement, strong character and conviction that doing what his instincts tell him is correct serve him well during his term of service in Babylon 5 security. In addition to the flaw he shares with his commanding officer Garibaldi, an inability to watch his own back at times, his strong sense of morality can fade in the face of his devotion to duty and obedient nature. Only when Zack learns to question authority does he begin to recognise his own capacity for wielding it.

Marcus Cole

'The Minbari taught me delight. Respect. Compassion. That for your actions to be pure they must proceed from direction, determination, patience, and strength. I am afraid I am still working on patience.'

6th Level Human Soldier/3rd Level Anla'shok Ranger

Hit Points: 30

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

Speed: 30 ft.

DV: 17 (+7 Reflex)

Attacks: +10/+5 melee or +11/+6 ranged

Special Qualities: Covering Fire, Places Unseen, Fearless, The Application of Terror, Die For the One

Saves: Fort +1, Ref +10, Will +7

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

Skills: Balance +5, Bluff +7, Climb +4, Computer Use +4, Concentration +2, Diplomacy +6, Hide +11 (+12), Intimidate +6, Listen +4, Jump +5, Medical +2, Move Silently +11 (+12), Sense Motive +10, Spot +6, Survival +2

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

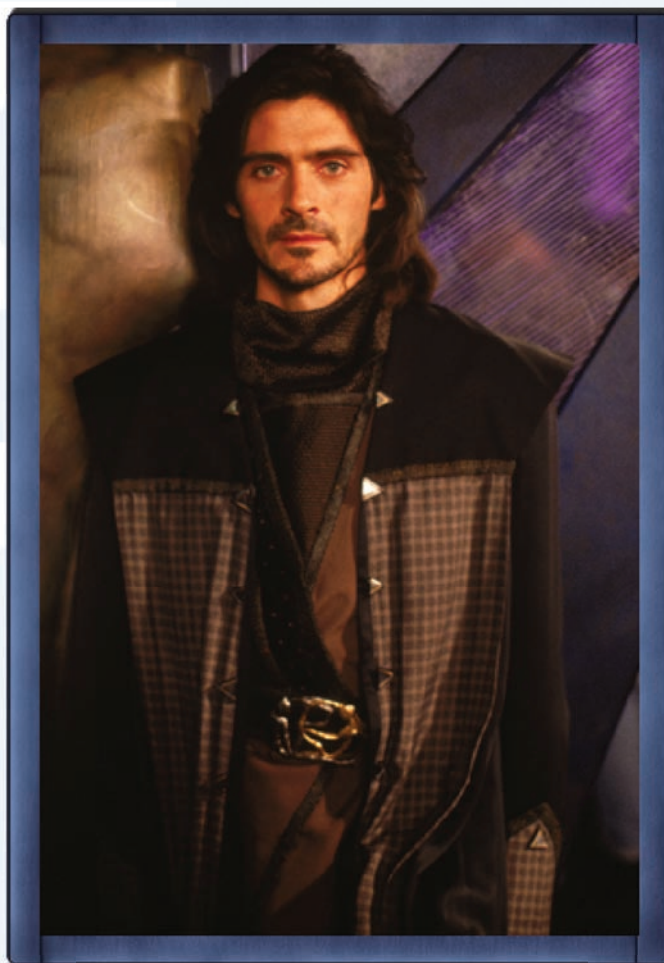
* This feat comes from the *Minbari Federation Fact Book*.

Standard Equipment: Ranger's Robes, Anla'shok Pin, masterworked Denn'bok, EarthForce wrist link (once arriving on Babylon 5).

When Marcus Cole arrives half dead at the beginning of 2260, very few people on the station know what to make of him. His status as a ranger, confirmed after a brief conversation with Lennier and Ambassador Delenn, gives him their instant trust and a tacit level of acceptance by Garibaldi and Captain Sheridan. The always cynical Commander Ivanova distrusts him intensely, but that may be more a statement of her extreme dislike for anyone having any authority without being clearly defined in her chain of command.

What little is known about Marcus Cole lends to him the image of a witty, if occasionally sullen, rogue with a noble heart and a quick smile. He apparently joined the Anla'shok as a form of atonement for not believing when his brother came to him with news of the Rangers. His brother died defending the mining colony Marcus was at from a Shadow attack; this compelled Marcus to pick up where his brother had left off. Reluctant to say more about his motivations than this, Marcus simply bears the mantle of a ranger well, willing (perhaps too willing) to lay down his life in service to the Anla'shok cause.

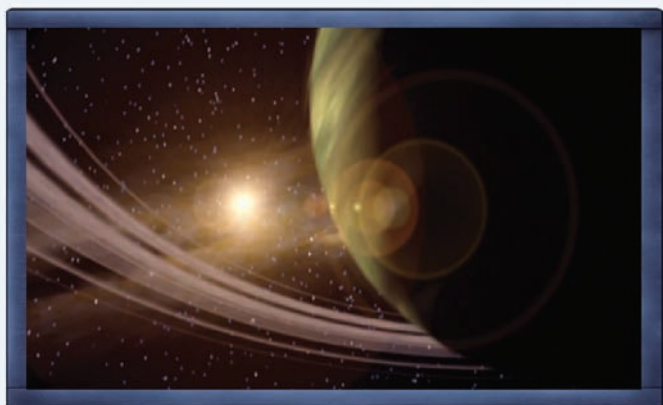
His skills at hand-to-hand combat, coupled with a great deal of skill wielding the Denn'bok (Minbari fighting pike), make him one of the most combat capable individuals on the station. This does not endear him to Ivanova either but his skills are certain to be of great use in the turbulent days of the Shadow War.



The Galaxy of 2260

This chapter features a complete episode guide to the third season of the Babylon 5 television show, covering the Earth year 2260. Games Masters utilising the Signs and Portents chapter of the main rulebook to define their own campaigns can use this book and its preceding sourcebook, *The Coming of Shadows*, to extend the same story arcs beyond 2258, allowing players to mirror the crew on board the Babylon 5 diplomatic station. Those exploring other regions or timelines of the galaxy will also find much of use in this chapter, either as background material to events of the past or future, or to give an insight into specific locations and characters that will feature in the campaign. Chapter 9 of the main rulebook gives all the advice a Games Master will need to bring the events detailed here to his own scenarios in a meaningful way that will lend a greater impact to the campaign he is portraying for his players.

The theme of the year 2258 (Signs and Portents) was very much to set the scene for the story of Babylon 5, allowing players to come to grips with the galaxy and the races that inhabit it, as well as give the feeling that great changes were coming. In *The Coming of Shadows*, set in 2259, those changes begin to swing into action, shaking the lives of billions – it is an interesting time to live, to be sure. By the end of the year, the players will believe they know exactly what is happening in the galaxy and what they need to do to fulfil their own ambitions and goals. Games Masters should strive to give their players the feeling that there is a great deal of work ahead of them, but that the end may well be in sight. This all turns out to be far from the truth, however, as the entire galaxy is turned upside down and plunged into a war for its very survival in *The Point of No Return*, detailing the year 2260. Planets burn, races teeter on the brink of extinction, and when the war ends, those who survive will think the worst must be behind them. For many, it will be, but for those who chart their destinies by a human star, they



will have to endure *The Wheel of Fire* in 2261. The galaxy-shaking events surrounding Babylon 5 continue...

Each episode of the television show's third season is arranged chronologically in this chapter by the date within 2260 that it occurred, allowing Games Masters to structure their campaigns around these great events. Each episode begins with a detailed synopsis that provides everything necessary to base scenarios around it, followed by any necessary game or background information unique to the episode and not provided for in other chapters.

Matters of Honour (January 1st, 2260)

On Babylon 5, work continued around the clock to repair the core shuttle rails damaged in the bombing attack that nearly cost Captain Sheridan his life. Below the tangled beams of steel and flying repair robots, Sheridan confronted Kosh, once again back in his enigmatic encounter suit, about his miraculous rescue. He spoke as if simple gratitude were hardly appropriate for the Vorlon's gift, and expressed concern that Kosh had not answered any of his calls since the incident. Kosh replied that being seen by so many was a great strain to him, suggesting the effect of being something different to everyone present was somehow an active and exhausting effort.

Sheridan revealed that though Kosh had been seen by several dozen humans and aliens, none of them knew it was the Vorlon. Instead, they had all seen something from their home planet's legends. He knew that Kosh had taken a great risk in rescuing him, especially since the Vorlon had always been so careful to hide himself from others. He had to know why.

Kosh's answer was neither reassuring nor helpful; the alien only stated that his action had been necessary. While it was not at all useful, the answer was at least everything Sheridan had come to expect from the Vorlons. Before the encounter-suited mystery could leave, Sheridan asked him how he could be sure that the Kosh he was speaking with was the same Vorlon that had been here before. Kosh's answer, that he had always been here, echoed the message Sheridan received in his dreams on the Streib ship a year before.

Many light years away from Babylon 5, a Drazi Sunhawk was fighting to escape the orbital rings of Zagross 7. With laser fire raining in from behind it, the Drazi pilot spoke briefly to his passenger, making sure he was ready for launch separation. Though the voice of the passenger implored the pilot to eject his shuttle and not risk destruction, the Drazi insisted on staying with him until they passed outside the deadly ring of satellites firing on them. Once past the barrier and after sustaining heavy damage, the pilot finally



relented and ejected the shuttle into open space, buying time for the passenger, a human, to escape to the stars. As the satellites finally tore through the Sunhawk's hull with their laser batteries, the passenger said goodbye to his friend and plotted a course at the shuttle's maximum possible speed. His destination was Babylon 5.

At the station's main docking bay, Sheridan and Ivanova were waiting for an arrival of a different kind. While Ivanova stood, as she always did, practically at attention, Sheridan paced and fumed about the number of unannounced visits the station had been getting in recent days from important personnel who never explained their identities or itineraries before arriving. This time it was David Endawi, a member of EarthForce Special Intelligence. His business was very private and he asked for a secure room immediately upon arrival. As they walked, he looked around, a circumspect expression on his face as he watched for anyone who might be eavesdropping on their conversation. He earnestly, but quietly, requested that the Minbari ambassador, Delenn, also be present at this meeting, insisting that what he had to tell them was for their attention and no one else's.

While Sheridan and Ivanova prepared their secure meeting place, MedLab was anything but quiet and private. Garibaldi stood behind Doctor Franklin as he worked, letting him know about the new patient two aides were wheeling in on a full-body stretcher. According to the security chief, the ship the man was on had all but turned off its life support in an effort to get him here. The man was nearly dead, with life signs well below normal. As Garibaldi told Franklin that the ship's logs had all been wiped, he commented about the new MedLab – the new facility, though located only a few hundred yards from the old, was larger than Franklin was used to. After letting Garibaldi know that his assistant, Doctor Sanchez, would be doing a full workup on the new patient, Franklin examined his latest admittance into MedLab. The human was dressed in an elaborate long coat with a strange blue, gold, and silver lapel brooch. After seeing it, Franklin turned around to call Sanchez up to MedLab. When he turned back to the stretcher, the human was gone. Despite exhaustion, dehydration and oxygen

deprivation, the man had somehow found the strength to not only leave but to do so without making any noise at all.

In the Zocalo, at an open café outside of an emporium called Dariel's, Londo Mollari sat with an idle drink in his hand, waiting with a look of disturbed urgency on his face. He was obviously worried, as the glass he was holding was half full of something he did not drink often – water. He did not have to wait long, as Mr. Morden arrived in moments and sat down, greeting him cordially. Londo's intention with Mr. Morden was one of ceasing business with his associates permanently. He did not wish to continue his people's dealings with Mr. Morden's associates, believing the Centauri had a destiny they could achieve without anyone else's aid. Morden's associates had done their part and now Londo wished them to disappear as quietly and efficiently as they had arrived. Mr. Morden urged him to reconsider, mentioning that the Centauri were still moving against other races around their borders, but ambassador Mollari's mind was made up. There was no dissuading him, a fact Morden could see clearly for himself. Mr. Morden relented, but he had a few stipulations of his own. As he sat listening to Londo, eating crackers and nuts from a silver tray on the café table, he explained this to the Centauri noble. At the cryptic and nearly inaudible urging of his shadowy keepers, he asked if it would be possible to meet in Londo's quarters later in the day. As long as that meeting marked the end of their association, the ambassador was only too happy to agree.

'There are beings in the universe billions of years older than any of our races. They walked among the stars like giants. Vast. Timeless. They created great empires, taught the new races, explored beyond the rim. The oldest of the ancients are the Shadows. We have no other name for them.'

Ambassador Delenn

From a planned meeting to one in progress, Endawi circled around a table in the secure EarthForce section of the station. He expressed his intention to talk with each of the other ambassadors on Babylon 5, but he wanted to talk with the Captain, Commander of the Station and the Minbari ambassador first in deference to their rank and, in Delenn's case, to her race's status as one of the oldest and wisest in the galaxy. He was looking for information about something that had bewildered the best minds back on Earth – the footage from Lieutenant Keffer's gun camera in hyperspace, the one with a clear image of a Shadow ship.

For ten days after yanking the footage off ISN, EarthForce's research department and Intelligence division had been going over the film, trying to figure out what this massive, powerful vessel could be. He asked about the pilot's qualifications and authorisation, seemingly convinced by Sheridan's truthful admission that Keffer had been searching hyperspace against his direct orders and without first contact clearance. As this mystery vessel had attacked and killed an EarthForce pilot and remained completely unknown, the government and military of Earth were understandably concerned and frightened. Delenn apologised and lied to Endawi, placing the greater good of the galaxy before her own honour by breaking with Minbari tradition. She professed to have no knowledge of the ship and though her eyes looked troubled, Endawi appeared to believe her admitted ignorance. It helped that she was not lying when she said that it was the first time she had ever seen a ship of its kind. That was true; she knew legends and stories in addition to what Kosh had told her, but Delenn had never seen a Shadow vessel before. Disappointed but apparently understanding, Endawi asked that his presence on the station be kept off the record and left with Ivanova to begin setting up interviews. Once he was gone, it was Sheridan's turn to begin asking questions. He joined Delenn over by the BabCom monitor, its screen flush with the blood red of hyperspace and the black, spider-like ship at its centre, and asked if it belonged to the ancient race she and Kosh had told him about. She nodded, proclaiming the vessel to belong to the Shadows. She called it a nearly invincible ship, tireless in its pursuit of its target, whatever unfortunate that might be. 'Take a good look and remember it well,' she told him. 'That is the face of our enemy.'

Endawi's first interview was with Ambassador Mollari, befitting the new non-aggression treaty between Earth and Centauri Prime. He asked Mollari if he had any knowledge of the ship on Keffer's gun camera, but the reply he got back was less than helpful. Mollari had indeed seen the vessel in question, but only in a very disturbing dream. While he thanked Londo for this information, Endawi left the ambassador's quarters knowing little more than when he had arrived.

Summoned by Lennier bearing the same brooch seen by Doctor Franklin earlier in MedLab, Delenn went with her aide into the depths of Downbelow. Wearing a shawl to hide her identity, the Minbari entered a dank and crowded bar to meet with her contact who had recently arrived on the station. The man arrived bearing drinks (without alcohol) and urged them to drink rather than raise suspicions from the others in the establishment. The man introduced himself as Marcus and his first request was

the return of his pin. As he took it back, he expounded on its origins. According to what he had heard, each pin was forged in white-hot flame, then cooled in three bowls. One was filled with holy water, the other two were filled with blood; one human, the other Minbari, symbolising the pact between those two races to keep the ancient enemy at bay. The legend went on to say that when a ranger dies, the figures on either side of the pin shed three tears – one of water and two of blood.

On their way out of the bar to talk in private, they drew the attention of human lurkers. Sensing wealth on them, the lurkers ambushed them just outside. Marcus fought valiantly with an expanding quarterstaff of antique design. Even Delenn defended herself against the lurkers and their cronies, at one point taking the quarterstaff up with an expert hand. This weapon, which Delenn called a Minbari fighting pike, was a gift to Marcus from, as he called it, a 'friend'. Practically exuberant about the combat, Marcus led them somewhere more private to talk.

Shortly thereafter, Ivanova walked into Sheridan's primary meeting chamber. The room was full, with Delenn, Lennier, Garibaldi, Sheridan himself and Marcus. The Captain apologised to Ivanova about his inability to inform her of some recent events before now, but this was his chance to update her. He told her about the rangers, but before he could expand on it, Susan revealed that she knew all about them and even that Garibaldi was acting as liaison between them. With her usual efficiency, Ivanova had been keeping tabs on everything going on around Babylon 5 and its crew, even without being told. The reason for the meeting was for more than just catch up. Marcus had come from a Drazi colony on the planet Zagross 7, a ringed world on the edge of their territory and the location of one of the rangers' largest training camps. With the recent expansion of the rangers to include other races as members, more facilities had to be established besides the one on Minbar. Two weeks prior to this meeting, the planet had been surrounded



by Centauri blockade mines. Marcus was here to plead for Sheridan to help him break the minefield and help the other rangers escape. Garibaldi's objections of needing a warship and a crew were answered by the ranger saying that he had the means if Sheridan had the will to use them. Ivanova had a different argument. With Endawi onboard, his leaving would raise a great many questions. Despite this, Sheridan's will was all that Marcus could have hoped for and more. He had taken a serious responsibility for the rangers by agreeing to lead them. He was not about to turn his back on them now just because it would be inconvenient or dangerous to rescue them. Come hell or high water, he was going to save the rangers on Zagross 7 no matter the cost.

As they left Babylon 5, a meeting of a much darker nature was taking place in the ambassadorial apartment of Londo Mollari. Mr. Morden lined out for him the terms of his separation from the Shadows. With an incredibly small hologram generator and a pointing pen, Morden divided a spinning map of the galaxy with a line of blazing fire. The much smaller section of the galaxy was left to the Centauri. They could conquer as much of it as they wanted; no questions would be asked. The remainder of the galaxy belonged to Mr. Morden's associates and no intrusion would be tolerated. There was one world on the border of what would be Centauri space, Zagross 7, that Morden had asked Lord Refa to secure. This came as a surprise to Londo but, as Morden put it, if Mollari wanted nothing more to do with the Shadows, others were not so reticent. With what amounted to a polite warning, Morden urged Londo to tell the Centauri force to leave the mines but withdraw their ships from Zagross 7. The Shadows would soon be coming for it.

Before they could reach Zagross 7, Delenn had a surprise in store for Sheridan and his people – a ship of ethereal grace and alien beauty. The marriage of Minbari and Vorlon technology, the vessel was called the White Star and it was unlike anything they had seen before. Fast, powerful, and elegantly deadly, the new ship was the first gesture of hope in a long time and, in Marcus's own words to Captain Sheridan, she belonged to him as the leader of the rangers. Delenn took them all on a tour through the inside of the Whitestar after their shuttle docked inside it. The corridors were brightly lit and coloured in Minbari style, while along the main conduit hallway, twin columns of flickering energy travelled behind them into an engine core that was as arcane in appearance as it was powerful. Among the new ship's special qualities were artificial gravity and the ability to open its own jump point, a hyperspace feature unprecedented in a ship of relatively small size. While the White Star was technically a warship because of its armament and dedicated purpose, it was the smallest vessel of that classification in the Minbari fleet. As Delenn showed the crystalline and contoured vessel to Sheridan, he marvelled over it like a child with a wonderful new toy.

Because of recent problems with the Minbari warrior caste, the crew of the White Star was drawn entirely from the religious caste, many of whom were on the design team for the ship itself. The existence of the White Star, which looked sufficiently different from Minbari vessels not to be recognised as one, was a secret not shared by the non-religious members of the Grey Council. This gave the new ship an unprecedented level of anonymity to act in secret, something vital to the current war effort.

Elsewhere, David Endawi was not responding well to the disappearance of the Captain but Garibaldi was running an excellent game of interference. After confusing him sufficiently with how security worked in his own inimical style, Garibaldi convinced Endawi to talk unofficially with G'Kar about the strange ship. The Earth/Centauri treaty technically prohibited this, but Endawi was desperate enough to try it anyway. In so doing, he was walking outside the line of the law and thus not as likely to ask official questions about the Captain, which was just the way Garibaldi wanted it. The meeting with G'Kar told Endawi more than he could possibly have imagined. Grateful that someone would finally listen to what he had been trying to say for months, the former ambassador showed the EarthForce agent a page of his ancient scripture and matched a drawing on it to the black ship in hyperspace. He told Endawi that the race who built that ship had come to the Narn homeworld more than a thousand years ago. His people's greatest spiritual leader, G'Quan, was alive in that age and he believed the race was engaged in a dark war elsewhere in the galaxy. The race had built a base on Narn's southern continent and effectively ignored the Narn while they were there. This was disturbing to Endawi, who was curious why this strange race, for which he still had no name, would just vanish for a thousand years only to return now. G'Kar considered this, saying that for all things, there is a time. With war creeping in on all sides and engulfing the many races of the galaxy, this could indeed be the dark race's time to re-emerge.

On the way to Zagross 7, Ivanova learned why Marcus was in the rangers. His brother had joined the organisation six months before he did. He had called his brother a fool for trying to go off and fight legends, but when his brother died defending the mining colony Marcus lived in, he felt a duty to finish what his fallen sibling had started. This mirrored Ivanova's own family tragedies greatly, and the sympathy in her eyes towards his plight was obvious.

The White Star emerged from hyperspace and, proceeding carefully so as not to get caught in a crossfire with Centauri vessels, opened fire on the blockade mines. Though the mines fired back, ineffectually due to the White Star's incredible agility, there were no other vessels in the area. That worried both Sheridan and Delenn, though the more battle savvy Captain knew that something was not right with the scenario. He was proven right when a Shadow ship, just



like the one from the Keffer's camera footage, emerged from space and moved into an attack position. Though stunned by the sight of it, the crew and commanders of the White Star reacted quickly. Even as the screech of the dark ship echoed in their thoughts and souls, they took evasive action and kept destroying mines. The Shadow ship streaked towards them, firing its beam, missing them by scant metres. This was surprising to Delenn, who announced that the Shadows never missed. Sheridan knew better now, and that knowledge gave him hope that they could survive this encounter. As he considered the tactical ramifications of this, the last mine was cleared and the ranger fleet left the planet's surface, bolting for safety.

Behind them, the White Star kept the Shadow's attention. Knowing that the Shadows would not recognise their ship, Sheridan played upon that uncertainty by luring the enemy vessel into a trap. After jumping using the local gate rather than reveal that they had the ability to open a point themselves, the White Star sped towards the Markab system. A dead world because of the devastating plague that killed the entire race in 2259, the system's jumpgate was only being used by looters and grave robbers. Sheridan tricked the Shadow ship into coming out of the gate with them and, while it was still in vortex, detonated the gate itself with the White Star's own jump engines. The resulting hyperspace energies tore the black vessel apart, doing what most thought could not be done. Sheridan had faced his first legend and, miraculously, destroyed it.

Amid the sparks of welding torches as work crews repaired damage to the landing bays of the station, Sheridan and Delenn returned to find Agent Endawi and Garibaldi waiting for them. Endawi had discovered fraudulent entries in the BabCom logs regarding Sheridan's destination and wanted to have the matter clarified. Another convenient

and necessary lie about towing a Minbari shuttle on a diplomatic mission covered the truth, but it was obvious from Endawi's expression that he did not entirely believe the story this time. However, he had everything he needed and after bidding them good day, the Intelligence agent boarded his shuttle and returned home to Earth.

The shuttle later landed at EarthDome in Geneva, the seat of Earth's political power and central government. There, Endawi handed his report directly to his superior, a Senator in EarthGov. She

asked him if anyone on Babylon 5 had any knowledge of the ship and, though he mentioned that some individuals had strange stories dating back a thousand years, no one had anything worth mentioning. Once he left the room, two figures entered. One was Mr. Morden, who was happy to hear that the ship was a mystery to everyone on the Station and the representatives of the galactic races assembled there. The other was a Psi Cop, who did not agree with Mr. Morden that this could all be dismissed as an isolated incident. Instead, while basking in the cheery light of a bright Swiss day, the telepath in black suggested that the matter be used to heighten tensions and bring into play more serious governmental sanctions. This was just the sort of fulcrum the Psi Corps could use to increase its own power.

In a darker room full of brighter hearts, Sheridan was holding a meeting of his own. With Ivanova, Delenn, Lennier, Garibaldi, Franklin and Marcus all in attendance, he explained that the time for secrets between them was over. Instead of just a few knowing what was happening with the return of the Shadows and the truth behind Z'ha'dum, he wanted 'all the cards on the table', so to speak. To accomplish this, he laid out the formation of a War Council and suggested bi-weekly meetings to disseminate everything they had learned from each other. It was a bold new step, but one that would prove vital in the dire days ahead.

The Bonehead Manoeuvre

Named for the slang term of the Minbari used by humans and because of how stupid and suicidal an idea it turned out to be, the Bonehead Manoeuvre involved opening a jump point while inside the vortex of another. The result was a staggering amount of unstable energy that, once engaged, inevitably and swiftly built to an explosive point, destroying everything nearby. This procedure was tried as a

possible weapon against the Minbari during Earth's war with them and was abandoned swiftly because no EarthForce ship was quick enough to escape the blast radius before being blown to pieces.

To perform the Bonehead Manoeuvre, a ship capable of generating a jump point on its own must do so while in the vortex of an active jumpgate or a autonomous jump point created by another vessel. This takes a full round action and a Technical (space travel) check (DC 20). Once finished, the manoeuvre creates a field 5 squares in radius from the centre of the original vortex. Everything within this area is destroyed, regardless of hit points or Damage Reduction. Even incredibly powerful vessels like the ships of the First Ones, the Vorlons and the Shadows are subject to destruction from this incredible discharge.

The only way for a ship initiating a Bonehead Manoeuvre to survive it is to accelerate to a speed that will carry it outside the blast radius of the explosion. This kind of speed is not common outside the navies of the Minbari, special ships like the White Star, and vessels of the First Ones. As such, even when the manoeuvre works against one of these deadly enemies, it is unlikely to succeed again. A spacecraft requires an Acceleration of 11 or more to escape destruction.

In addition, ships that do survive a Bonehead Manoeuvre and are within 15 squares of the detonation are struck by such a powerful blast of disruptive energy that their systems are all taken offline for 1d6 rounds, leaving them dead in space. During this time, they proceed on their current heading at their previous speed and may not use sensors, fire weapons, use special qualities, or change their course or flight speed. This can threaten them with a collision or leave them defenceless against ships that escape this disruptive effect.

David Endawi

'What I have to say is for your ears only. Where can we talk?'

5th Level Human Diplomat/2nd Level EarthForce Intelligence Agent

Hit Points: 10

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 15 (+5 Reflex)



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

Special Qualities: Contacts x3, Improved Diplomacy, Cross Training (Lieutenant), Agent Specialty (Intelligence) +2, Dark Privilege

Saves: Fort +3, Ref +5, Will +8

Abilities: Str 11, Dex 12, Con 12, Int 14, Wis 15, Cha 14

Skills: Bluff +5, Computer Use +8, Diplomacy +10, Gather Information +12, Interrogate +10, Knowledge (politics) +5, Sense Motive +8

Feats: Data Access, Skill Focus (diplomacy), Skill Focus (gather information), Skill Focus (interrogate)

David Endawi is an example of a typical EarthForce Intelligence agent with a job to do and an agenda to keep. While he may have orders that he must keep secret, even during the course of his investigations, he is as forthright and honest as he can be during his daily affairs. Even in an era where most of EarthForce is being corrupted from within by contact with Psi Corps and President Clark, the majority of the government and its agencies are made up of honest, talented people like David Endawi.

Scenario and Campaign Hooks

- ⑤ In EarthForce, as well as in many other alien militaries, there are specific individuals qualified to conduct missions dubbed 'first contact'. These meetings with new alien races have to be handled very carefully so as not to instigate a dangerous and possibly devastating incident. As illustrated poignantly by the Earth/Minbari War, a first contact situation can be a delicate and confusing affair, with one race's culture coming directly at odds with another race's mode of conduct. In a story arc or scenario, first contact can be an exciting mission to play, with the players as the very first members of their race to meet and parley with aliens the like of

which the galaxy has never experienced before. This new race could be friendly or hostile, apprehensive or warlike, and their disposition throughout the rest of the campaign may hinge on the actions of the players during their initial encounters.

- ⑤ Markab looting, a profitable business for smugglers and pirates all over their sector of space, will take a great hit to their livelihood with the destruction of the jump gate in this sector. The Markab jumpgate was not of any use to commercial traffic, but it saw considerable use by those who felt like braving the remote possibility of contracting the Markab plague for a quick haul of technology or treasure from the doomed world and its system colonies. With the loss of the jumpgate, the only people still able to loot the Markab system will be those who can generate their own jump point into that area of space. A story could be told from any angle about this possibility, from pirates looking to find such a ship to continue their plunder to crew members on a ship of that kind having to defend it from pirates after the same prize.
- ⑤ The War Council just begun on Babylon 5 is not likely to impact on the players but their decisions very well might. If the players are involved in events that could suggest Shadow or alien activity in known space, it is very possible that rangers will be sent to investigate and report back to one or members of the Council anything they find. The players might get involved in any aspect of this investigation from being behind the event, as Shadow Agents hoping to lure out the forces of their enemies and learn what they know, or perhaps even as rangers themselves having to survive all of the above. Even in passing, the War Council and its decisions will have an effect on business, conflicts, and diplomacy in surrounding systems from its formation until the end of the Shadow War much later in 2260.

Convictions (January 16th, 2260)

It was shaping up to be a long day for Zack Allen and Garibaldi. Missionaries from a dozen different worlds were lined up in the Customs area as far as the eye could see. Each group had come to Babylon 5 to bear witness to the appearance of a legendary figure from their religious history. The Drazi, for example, saw the visit as a blessed sign from their chief divinity Droshala. Garibaldi now knew, because of the War Council, that the figure had actually been Kosh but, unable to say anything to that effect, he had to humour the aliens as they arrived in droves on their pilgrimages. Even Zack Allen, besieged by aliens



wishing to poke and prod him to share in his blessings by their deities, could do little more than tolerate the harmless but incessant attention.

Garibaldi escaped the missionaries only to be embroiled in something far worse. According to Ivanova, a message was coming in to Command and Control every hour on the hour saying, 'Chaos is coming'. Each message, which was coming from an untraceable public line, shortened the countdown. By the time Garibaldi heard of this, 'chaos' was only two hours away. For an unlucky lurker searching for something to sell in Downbelow, chaos was much closer at hand. After crawling into a trapped crate and dying in a massive explosion, it was clear that the words on BabCom were not just empty threats. Zack Allen directed security down to Downbelow to work crowd control during the investigation of the bombing, but his attentions were diverted to another group of religious figures. This time, the devotees were human – a group of monastic priests under the direction of Brother Theo. A grey-bearded man with a friendly smile and calm demeanour, Brother Theo had received permission by means of a missionary licence and his connections back on Earth to set up residence for himself and his men on the station.

Clean-up and security work continued in Downbelow. As Sheridan arrived on the scene, one body was being taken away while another was being checked for any sign of life. Though Garibaldi was quick to mention that with the loose wiring and bad pipes all over Downbelow, something accidental could easily have happened, he was not ruling out foul play. His only confusion on the subject was the fact that most bombings are politically motivated and frankly, there was nothing worth blowing up or making a statement about in Downbelow. However, he was covering the situation with his typical ruthless efficiency.

In a much safer part of the station, in one of Babylon 5's executive meeting chambers, Brother Theo greeted Ivanova as she entered the room. He explained to her that he and his order were from New Mallory back on Earth and that

they had applied for permanent residence status on Babylon 5 with EarthGov and the Archbishop Francis. Ivanova's argument of the station being unsafe at the present time fell on deaf ears. Brother Theo's order chose Babylon 5 because it was perfect for their calling. They were seekers of knowledge as well as teachers; they wanted to see the many faces of God through the eyes of aliens and hear the many names those disparate races called the Almighty. Learning all of this would take centuries back on Earth but on Babylon 5 the task might only take a few decades, time they were more than willing to commit. Brother Theo's people were used to taking their time in their endeavours, as many of them were illuminators of manuscripts and programmers of complex computer systems. They had no intention of harassing anyone on the station; they merely wished to be present for those who wanted to talk or listen. Either was fine with them. Much as Ivanova wanted to deny the petition, Brother Theo was very convincing. He did not wish to take up rooms in the crowded parts of the station; Downbelow would suit his order just fine. His people were renowned experts in a variety of theological and scientific fields, more than skilled enough to earn their keep aboard the station. Like him, they believed in their cause enough to deny themselves the life that these skills could earn in favour of the enlightenment of their souls. Faced with this, Ivanova gave in to Theo's request and allowed his group to stay as they wished.

In Downbelow, Garibaldi and his assistant Mareshi were combing the scene of the explosion. Garibaldi located the blast point and noted that it was too far away from a structural point to have been an accident. That meant a bomb; It was going to be a very long day indeed.

In Customs, Lennier was beset by a human who, while very friendly, was a little too much so. A brief and regrettable lie about a contagious disease later, he was left alone with the need to do some penance for his transgression. He would not have been there at all, but he was waiting for the Minbari liner *Zafal* and its important passenger, Delenn. He met her as she disembarked, surrounded by humans waiting for their own ships, and escorted her to the bay's exit. On the way there, they came across Londo Mollari seconds before a series of explosions rocked the entire area. After throwing Delenn and Londo to safety, Lennier lost his own means of escape as a transparent blast door slammed down, closing off the bay. The two ambassadors could only watch as flying debris and flames threatened to take the young aide's life.

After a quick bout of triage medical aid in the ruined Customs area, Franklin moved Lennier and other critically injured patients back to MedLab. The Minbari was in a dire condition, but there was a chance of saving him. As Franklin raced after the wounded, urged by Mollari to save the aide's life, Garibaldi was in a security conference room, going over

data compiled on the explosions. The bomb in Customs and the one in Downbelow had been verified by forensics as the exact same kind of explosive, linking them to a single perpetrator. Because of their placement in highly trafficked parts of the station, he was obviously targeting people, not places. The bombs were based on a highly volatile form of duridium nitrate, an explosive compound common enough to be found through any number of commercial providers. However, since all chemical explosives had a molecular code for identification purposes, the perpetrator could possibly be found through his own tools. Though the bombings might have been a political statement from Free Mars or Homeguard, Garibaldi felt instinctively neither of them were responsible. To date, the bombs had killed seven people and left nineteen more, including Lennier, injured. If they were not stopped soon, those numbers seemed certain to spiral.

In MedLab, Delenn was pacing around the treatment bed where Lennier lay, unconscious and connected to several medical monitors. He was stable but, as Doctor Franklin explained, he had been hit very hard by the concussive force of the explosion. Only his skull ridge protected his brain and spine enough to withstand the shock of the detonation. Delenn lamented the idea that anyone would perpetrate such an attack without reason, a sentiment Franklin's expression silently agreed with. Before they could continue their conversation, Delenn was called away to meet with the next of kin of other Minbari killed as they disembarked from the *Zafal*.

As Garibaldi walked from Security to Command and Control, he was followed by G'Kar, listening to his accusations against the Centauri for the bombing attacks. A Centauri had planted the bomb that almost killed Sheridan above the garden, but there was no evidence to suggest that these bombings were in any way related to that one. Irrational to the point of being almost comical in his statements, G'Kar's vitriol was summarily ignored by Garibaldi as he moved on to more important matters like entering the Eclipse bar for a much needed drink – even if it was only water.

In the executive meeting hall, the same one that the War Council was now using secretly for their gatherings, Londo was regaling Sheridan and Ivanova with similar accusations aimed squarely at the Narn. Though it made little sense for the Narn to damage one of the only places they could still gather safely, the hatred between the Narn and the Centauri could hardly be described as rational, nor could Londo's allegations. Though Londo denied trying to use the bombings for his own political advantage, Sheridan thought otherwise.

Once they were alone, Sheridan and Ivanova compared notes on the station's situation. People were becoming afraid to leave their quarters and no one had stepped up to claim

responsibility for the attacks. The bombs had everyone terrified and while Sheridan agreed that a bombing spree usually meant someone had a message they wanted to send, he was at a loss to understand what that message might be.

Londo went from his meeting with the Captain directly to MedLab, got approval to stay with Lennier while he slept, and stood by the Minbari's bedside. He knew that sometimes, it helped an injured person heal for someone to talk with him while he recovered and while the bombings might be outside his control or ability to help, he was a master at talking. He also felt obligated to be there, as no one had ever saved his life before. Thus, Londo Mollari, ambassador and hero of the Centauri Republic, found himself making idle chatter and telling jokes to a comatose Minbari. Hardly stately or dignified but it was perhaps the most open and honest he had been with anyone in a long while.

A third bomb detonated, this time in Brown 7, but Garibaldi's security teams managed to find it before it went off and cleared the area. Aside from a couple of minor injuries, there was no real damage. The randomness of these attacks finally prompted Sheridan to make the deduction that the message in them was simply one of fear. Instead of a political statement, the bomber, who was likely not a professional by the primitive look of the bomb, seemed to want everyone on the station to be terrified. Professional or not, the bomber was at least experienced. Molecular coding on the explosive used in the last attack matched explosives stolen from an ice mining operation in the Vega system. The same material had then been used in a series of bombings on Proxima 3, suggesting that the same terrorist was now on Babylon 5 using more of the stolen goods. This gave Sheridan and the others a lead; the Proxima bombings were recent, so it was likely the bomber had just arrived from Proxima 3. By checking manifests on passenger ships, they might discover his identity.



Ivanova had another thought; terrorists interested in fear might like to view the effects of their work. By checking station video logs for a period of two to three hours before and after the explosions they might find the perpetrator. Though Garibaldi rightly pointed out how many man-hours that kind of work would take because of the limits of pattern recognition and computer matching, Ivanova had a solution already in hand – Brother Theo and his group of devout experts.

Leaving MedLab to take care of an errand, Londo opened the door to a transport tube and found G'Kar waiting in it. Neither looked happy to see the other and they stood, locked in their own thoughts and hatred of one another, for a long moment. As Londo turned to wait for the next tube, an explosion rocketed down the corridor outside. With nowhere left to go, he leapt into the tube next to G'Kar and they weathered the storm of the detonation together. The tube turned and shook from the blast, plummeting downward and crashing into the superstructure below. Pinned beneath the wreckage of the transport tube, surrounded on all side by fire, they were both prisoners in a ruined fist of solid steel.

The explosion destroyed most of Red 15 and three transport tubes, trapping upwards of 20 people inside the area. The wrecked bulkheads made rescue attempts difficult, as the detonation had neatly sealed itself in shattered metal. Franklin was heading up the medical side of the effort, with work crews bathed in red emergency lights cutting their way through the tortured deck plating as quickly as they could. With fires raging out of control, the survivors, who included G'Kar and Londo, were likely to die of oxygen deprivation before help could arrive for them. Once he regained consciousness two hours later, this was of grave concern for Londo, but G'Kar seemed blissfully unmoved by their plight. Indeed, this was a fortunate occurrence in his eyes, as the Centauri punishment for a Narn killing a Centauri was brutal – 500 Narn were executed for every one Centauri slain. Here, in this rapidly baking death trap, all he had to do to ensure the demise of Londo Mollari was to remain silent and hope that no rescue workers found them in time. With a giggle and a song on his lips, G'Kar waited for the end.

In Security, sitting and working at a dozen different terminals, Brother Theo's devotees had done their work well. A quick cross-reference with the station's ship manifest for vessels arriving from Proxima 3 revealed that the same man, a Robert J. Karlson, had arrived on one of those ships and been hired on by the station's Engineering and Structural Maintenance department earlier that month. Armed with a face and a name, Garibaldi departed with a full tactical team to Karlson's personal quarters located in Blue 95.

He met with Sheridan on the way down to Karlson's quarters. A full squad of Security personnel in body armour carrying PPG rifles marched up behind them. According to the personnel file on Karlson, he was a quiet loner with a temper and several disciplinary actions taken against him by his supervisor due to lack of attention to his work. Even as they were moving into the area, the lights suddenly cut out and a bomb tore through the hallway ahead of them. Karlson had seen them coming and had a number of surprises waiting for them. No one was injured, but this would not be a simple capture operation. In his quarters, Karlson spoke to the security team through an outside patch to the BabCom speakers in the hallway. He told them that he was holding a deadman's switch to a bomb big enough to blow the whole station. Even if he was lying, there was no reason not to believe he had a bomb of some kind ready to go and even a small hull breach could be disastrous. He called for Sheridan and despite Garibaldi's attempt to cover his presence, the Captain admitted to being there.

Karlson demanded that Sheridan join him in his quarters or he would let go of the switch and kill everyone aboard Babylon 5. With little choice, Sheridan left his gun and did as the terrorist demanded. Instead of dropping his link, he hid it in his trousers and went to meet with Karlson. While he did, Sheridan left Garibaldi in charge of finding the bomb and putting an end to this 'explosive' situation. In Karlson's quarters, Sheridan saw dozens of sketches of the station and access points, indicating that a lot of planning had gone into the planting of the terrorist's bombs. Karlson did not come out until Sheridan, watched closely over a closed video link, took off his jacket and opened his shirt to prove he was unarmed and not carrying a communications link. Only then did he come out carrying a PPG pistol and the deadman's switch, ranting over his demands – if he was not escorted to a ship, he would let go of the switch and the whole station would be destroyed in an explosion as bright as the sun.

The man's declaration gave Garibaldi an idea as to the location of the explosives. Nothing the man had been carrying could generate that kind of destructive power, but a crack in the station's fusion core certainly could. He told Mareshi to scramble a zero-gravity search team to the core as fast as possible to locate and disarm the deadly device. While they searched, Sheridan bought time for them by talking with Karlson. The man was deranged, calling the people aboard the station his 'audience' and himself an artist teaching them a valuable lesson in fear. Karlson had lost his wife, his home and his job on Proxima to what he called 'the times'. Everyone who had walked all over him had told him it was nothing personal, just a sign of the times, so now what he was doing was nothing personal. It was just the times.



Somehow, Sheridan did not appear to be impressed with this justification.

It took several long, stressful minutes with the Captain desperately trying to keep Karlson talking for the bomb sweeper team to locate the device. Exactly as Garibaldi's hunch had figured, it was a large bundle of duridium nitrite set right up against the wall of the reactor. The team gambled that the bomb was not set with vibration detectors and attached a propulsion pack to the bomb. They separated its connection from the fusion core and moved it as quickly as they could into open space. In Karlson's chambers, time had run out. While ranting at Captain Sheridan, the terrorist forced him into a chair at gunpoint. Sitting down on the link in his trousers caused it to open a channel, emitting the characteristic tone. Hearing that he had been duped, Karlson screamed in frustration and, after a brief and brutal fistfight, dropped the switch. The bomb, on its way into space but not entirely free of the station, detonated. The blast buffeted Babylon 5, but it failed to rupture the fusion core and no one was injured. Karlson's gambit had failed and it was Sheridan's distinct pleasure to put him down for the count with a left cross to the jaw.

In MedLab, twenty minutes later, Delenn watched Franklin work on Lennier through a plate glass window. She came around it, inquired as to the condition of her aide, and let the doctor know that the human responsible for the bombings had been caught. Franklin admitted that he was at least happy it had not been a Centauri, noting that with all the recent trouble, that would only make things worse. Seeing that his comment only made Delenn more worried, he tried to cheer her up by starting a joke about how many Centauri it took to change a lightbulb. Lennier, who had heard it in his coma when Londo told it to him earlier, finished the joke. He had just come around and though his voice sounded weak, he was going to pull through just fine. The amazing endurance of the Minbari had shown itself again, saving Delenn's aide from making Karlson's kill total one higher. Delenn informed him, her voice rich with gratitude for his recovery, that Centauri Prime was grateful for his rescue of

Mollari and that they would probably give him a medal for his actions. He looked dour at the thought, saying that what he had done was out of his belief that all life was sacred. As the recipient of his actions did not apparently share that belief, he was worried that he had done a disservice to the future by saving someone who possibly did not deserve to be preserved.

Elsewhere, the recipient of Lenier's act of kindness was being rescued, much to the vociferous objections of G'Kar. As a medical rescue team pried into the lift car where they had been roasting to death, Londo gloated that he would live after all. G'Kar, resigned to the truth in this, lamented over the imperfect nature of the universe. They traded insults with each other, too exhausted to move and too furious with one another to do anything else. Life on Babylon 5, it seemed, was back to normal again.

Babylon 5 Emergency Procedure (Terrorist Activity)

By Executive Order of the Commanding Officer of the Babylon 5 diplomatic station, certain procedures and limitations can be imposed on the personnel and residents of Babylon 5 during any prolonged threat of terrorism. This Emergency Procedure can be appealed by any member of the command staff of the station or by unanimous vote of the Security Council members of the ambassadorial delegates and the League of Non-Aligned Worlds. Such an appeal must be forwarded to EarthDome for ratification, a process that can take up to three days but until such approval is given, the Executive Order is expected to be obeyed.

The terms of this Order are severe and are not imposed lightly as it places serious stress on the security and administrative personnel of the station. While a Terrorist Activity Executive Order is in effect, the following changes in station policy are in force.

- 5 Residents and personnel except for Security details are not permitted to travel in groups larger than ten. This is enacted to prevent terrorists from taking large groups hostage or targeting them with mass damage or loss of life.
- 5 All Security details are doubled in size and sent on patrol through every major section of the station. These increased patrols triple the availability of guards and make it less likely for terrorists to be able to move unseen about the station.
- 5 Checkpoints are placed at every intersection between Sectors of Babylon 5. All those passing through these checkpoints are required to present their identicards and provide an explanation for their business in another part of the station. Those

without proper authorisation will be subject to arrest and questioning. This action logs traffic in Babylon 5 and makes it unlikely for terrorists to escape notice.

- 5 All non-essential bulkheads and passages on the station are closed and can only be opened by executive or security overrides. Each of these is logged, allowing station personnel to track any access along routes not guarded by checkpoints and other measures.
- 5 Any suspicious or improperly authorised package coming aboard the station will be confiscated and subjected to a full scan of its contents. This procedure doubles the normal time required by cargo and merchant vessels to complete docking and loading/unloading procedures, but it greatly diminishes the possibility of contraband, explosives, or weapons making their way onto Babylon 5.

Scenario and Campaign Hooks

- 5 For religious minded characters, Babylon 5 should be a stop of great importance for them to make at this point in 2260. With the rumoured appearance of so many divine messengers and representatives, it is too noteworthy to miss for any character capable of making the journey not to do so. Even for games that do not feature players of a religious nature, the mass exodus of believers to the station could have some bearing on the campaign. Ships might be chartered by dignitaries of various alien churches, vessels might be hijacked for the same purpose, as not every missionary is necessarily a peaceful or kind individual, and a great deal of galactic travel will be disrupted for a short time by delays at the critical Epsilon 3 jump point guarded over and maintained by a woefully overtaxed Babylon 5. Of course, the after-market possibility of selling real and fraudulent station items that were 'present and therefore blessed at the time of the great <insert name of icon here>'s coming' could be very brisk indeed for any merchants savvy enough to act on the craze quickly enough. Droshala lights the way... to serious credits.
- 5 The terrorist lock-down of Babylon 5 has wide-reaching effects that go far beyond the station itself. Of course, players aboard Babylon 5 will have their lives disrupted by the terms of the Executive Order listed previously, but these terms will also affect passing ships, cargo vessels, and EarthForce personnel with an interest in the station. A scenario might be based around the need to get something of 'questionable' legality to sources inside the station and the many tribulations of accomplishing this during the heightened state of inspections and quarantine. If a player with a criminal past or

forged credentials has to move around the station, such activity could be problematic in the extreme. Outside Babylon 5, smugglers and pirates will have a slightly easier time of things as most of the patrols from the station will be concentrating their efforts on ships immediately around Epsilon 3. This will prevent them from making focused strikes against criminal activity in nearby sectors until the crisis is averted. Once the bombings stop and things return to normal, those criminals should be long gone. In addition, this action will likely touch off similar acts of violence against establishments and icons of EarthForce power in the galaxy. The times are turbulent in the first part of 2260, with a number of human installations and colonies feeling the crunch of tighter regulations and stricter interpretations of Earth law. President Clark's iron fist is beginning to crush the freedoms of those outside his direct control and this will spark a number of terrorist reprisals. The activities of the Free Mars movement will be echoed on other planets, making life difficult for any players serving EarthForce and very profitable for those who might supply said terrorists with the bombs and guns they need.

- 5 With Brother Theo and his order present on Babylon 5, a number of highly technical services become available to a select group of individuals on the station. While they will offer their services without hesitation to the command staff of Babylon 5, they will also extend their aid to anyone who will come to them personally and request it. This help, which can cover virtually any scientific and academic need due to the varied skill sets of the group, does not necessarily come free, as even living in Downbelow is not without its costs. However, their services will never be denied to good folk in need simply because they do not have the wealth to pay for it. This can be the basis for a number of scenarios, including players serving as some of Brother Theo's disciples or a group needing to barter the order's assistance for a matter of great complexity and secrecy. These law-abiding monks will not willingly or knowingly break the law but they do respect the need for privacy and will not automatically report all of their projects to the command staff unless they see a clear and present need to do so.

of transport ships waiting to get cleared for arrival and departure. Ships like the *Dionyseus*, an Earth transport laden with a huge tank of Quantum 40, had to wait upwards of an hour outside the station just to get clearance to dock. The weapon screening policy was necessary but terribly inefficient.

Inefficiency was the word of the day, even in the Transport Association's meeting on Babylon 5 itself. With Ivanova and Sheridan presiding, the room was a madhouse of shouts and cries of outrage. Eventually, the Russian officer had to let out a high pitched whistle just to get everyone to shut up for a moment. She expressed concern and sympathy over the delays they were experiencing in customs but claimed that the projected length of those additional delays were no more than ten to fifteen percent. This news did not meet with much enthusiasm. Indignation was a more appropriate term, and pandemonium even more accurate than that. One transport captain in particular had an opinion he was not afraid to share. He stated he thought the real reason for the new policies was so Sheridan could control all the weapons in this area. He called the Captain out, saying that only a gun made Sheridan a big man and without it, he was nothing but a coward hiding behind his rank and his guards. Whatever he was expecting as a response, he certainly did not get it.

Instead, Sheridan walked right up to the loud-mouthed spacer, shoved a PPG pistol in his vest pocket, and stepped back, daring the man to do something to back up his boasts. Faced with having to do something about his bragging and threats, the spacer folded and lost all the momentum his words had built up in the volatile crowd. Sheridan took back the gun, returned to his seat, and suggested that the meeting be adjourned until the next day when people might have a chance to calm down. Once the room cleared, Ivanova worriedly asked Sheridan to never give her an ulcer like that again. In response, Sheridan showed her the energy cap he had taken out of the gun before giving it to the spacer. He had wanted to make a point to the group, but he had no intention of getting shot to do it.

A Day in the Strife (January 20th, 2260)

Problems like the bombing incidents and previous difficulties with weapons and illegal goods trading had forced Babylon 5 to institute new policies for dealing with prohibited items. The laws made things safer for the station and its residents but caused a massive backlog



As they talked, a pair of Narn joined them at the presiding table of the chamber. The one in the lead introduced himself as Councillor Na'Far and explained that he had just arrived from the Narn homeworld where he had been empowered by the Centauri government to replace the now citizen G'Kar in his previous role as ambassador to Babylon 5. Until now, G'Kar had been staying on the station as a matter of sanctuary, but it seemed the Centauri had not forgotten about him after all.

Later, in Sheridan's office, Na'Far explained his appointment and the reason for his urgent mission here. When the Centauri conquered Narn, they disbanded the government and set up an interim one of their own. G'Kar was the last member of the old ruling body, the Kha'ri, remaining. As he spoke, his bodyguard, Ta'Lon, looked on impassively. The trouble with G'Kar remaining free on Babylon 5 was the authority he still possessed with his fellow Narn, authority that the Centauri suspected he was using to form a resistance to their control of his homeworld. This could not be allowed to continue, and so he was here on Babylon 5 to convince G'Kar to return to Narn and put an end to that resistance. Though Na'Far asked for Sheridan's aid in returning G'Kar to Narn, the Captain refused. He had been the one to offer G'Kar sanctuary in the first place and he was not about to repeal that gesture now. Though he would not prevent G'Kar from leaving, he would not take any action against the Narn's desire to remain here now. It was an act of loyalty that Na'Far did not appear to appreciate but, with little political room to manoeuvre, it was one he had to provisionally accept.

Garibaldi, Ivanova, and Franklin were taking in a late dinner at the Fresh Air restaurant overlooking the central garden of the station. As the core shuttle passed overhead, Franklin yawned tiredly as Garibaldi incessantly talked shop about security in the Alien Sector and his many tribulations in dealing with it. The doctor excused himself to the bathroom after nearly passing out at the table following twenty hours in MedLab without a break. When he returned, ready to work another shift in two hours, he was completely awake and enthusiastic about taking in a little nightlife first. While he was happy to see his friend so refreshed, the suspicious part of the Security Chief's mind began to wonder about the sudden recovery.

While Franklin was away, Garibaldi admitted to Ivanova that he had taken an illegal look through Captain Sheridan's personal record. While she was upset about his breach of protocol, she was also curious about what he had discovered. According to the EarthForce record, Sheridan was an excellent tactical thinker. He had a knack for taking an inferior force and making it capable of taking on a superior enemy successfully. With skills like that, Garibaldi figured he was the perfect person to give them any chance

of success in the upcoming war with the Shadows. Ivanova had to agree.

Na'Far went to Londo Mollari's quarters after reporting to Sheridan, as he had been instructed to do. While he was there, the Centauri ambassador asked him several painful questions about the labour camps and the executions back on his world while Vir stood by, appalled by Londo's cruelty. After the indignant, but submissive new Narn ambassador left, the aide confronted Mollari about his behaviour. Londo explained to Vir that if they were ever going to truly defeat the Narn, the Centauri had first to break their pride.

Back in Command and Control, a strange new object was up on the main tactical readout. An unidentified object had just entered Babylon 5 space and begun slowing down 5,000 kilometres away. The station sent out a maintenance bot to check on the craft. As the live feed from the bot came over the BabCom screen in Command and Control, the Captain saw that it was unlike anything they had encountered before. If the object was carrying any passengers or transmitting back to its senders, Babylon 5 had a First Contact situation on its hands. The probe came to a stop after another thousand kilometres and broadcast a recorded message to the station. It did not carry any weapons the crew in Command and Control could identify, which led Sheridan to deduce it was merely a science probe of some kind. This was confirmed by the message itself; a difficult broadcast to translate that, once cracked, proved to be a language code that allowed translation of another message – an offer of a number of medical and technological breakthroughs to the station if the people on board could prove their worth by answering a series of very complex scientific questions. With the promise of advancements far beyond what Earth could achieve with decades of constant research, Sheridan gave the go-ahead and his staff began assembling the answers. There was, however, a catch; to ensure that the probe did not give its information to a race unworthy of the data, the answers had to be given within 24 hours or it would vaporise itself and anything within the immediate vicinity. With this threat hanging over their heads, the race was on to



answer the probe's battery of tests before it detonated and took Babylon 5 with it.

In Delenn's quarters, surrounded by the harmonious and tasteful decorations in the Minbari style that the ambassador had arranged to remind herself of her homeworld, Londo spoke to Delenn about the rift that had grown between them since the Narn/Centaury War. He felt as though he had lost her as a friend, a sentiment she did not deny. Even so, he was there to collect on a favour he had done her at the end of 2258. Londo wanted Delenn to see that his embassy on Minbar, closed for seven years due to some trouble with the last delegate sent there by Centaury Prime, be reopened and Vir put in charge of it as their new ambassador. Though it was highly irregular and very sudden, Delenn sensed his urgency and agreed. Londo did not want Vir near him during these dark times, and even though Delenn urged him to keep the kind Centaury close to him for the sake of Londo's own soul, the bitter old ambassador refused, saying that he found Vir an annoyance better kept out of his way. Neither of them really believed what he was saying, but Delenn acquiesced and let the matter drop. Londo seemed determined to fight his inner battles on his own.

Garibaldi's mind had not let the oddity of Franklin's previous behaviour go. He made a thinly veiled attempt at a neutral meeting by inviting his friend over for pasta; a ruse the astute doctor saw right through. Still, he accepted and they sat down to a meal and some light discussion. At first, the discussion was how alike they both were, how perfectionist and obsessive compulsive they acted in their work and in their private lives but, in his typical heavy-handed fashion, Garibaldi moved the topic to Franklin's instant recovery in the restaurant before. Franklin immediately got defensive. Garibaldi's mention of stims only made matters worse, with Franklin denying he had any problems. Out of friendship, Garibaldi backed off on the subject but the question still remained. Though Franklin did need to stay awake and aware at his job, he was doing more than he needed and the Security Chief was concerned that his friend had a real problem on his hands. Michael understood better than anyone else on Babylon 5 the grip an addiction could have and though Franklin obviously did not want any help, he knew he had to do something before stims became something he would have to get official about.

In a less awkward but more public setting, Sheridan met with the new Narn ambassador's bodyguard. Ta'Lon was the same Narn he had rescued from the Streib ship in 2259 and the alien warrior had recovered well. Over one shoulder he wore a ka'toc, the honour blade of his people and a statement of great tradition and fighting spirit. They shared a pair of tequila sunrises and talked over the past and the future. Ta'Lon, after returning to Narn to heal, joined in the war against the Centaury and ended up assigned to Na'Far as a guardian. He was not sure who the greater threat to

his charge was, the Centaury or his own people eager to kill what they saw as a sympathiser. He was happy to be back on Babylon 5, though, and he expressed his intention to repay Sheridan for saving his life. The Captain was not sure what his superiors would think about him suddenly having a Narn as a bodyguard, but Ta'Lon was. In his opinion, those who saw Sheridan would think that he was a man of great importance, one who would live to a very old age. That genuinely amused Sheridan.

He needed the cheering up. The probe outside had already begun its internal countdown to explosion. Experts in every field on the station and back on Earth were trying desperately to find the six hundred answers the probe demanded, but it would be a close thing to beat the time limit it imposed. If they could not do so, a nuclear force of 500,000 megatons would obliterate the station. That kind of threat did not sit well with Sheridan at all but there was little he could do about it. The probe's hull was seamless and any attempt to diffuse or destroy the probe would result in immediate detonation.

In a spartan meeting chamber in the Alien Sector, Na'Far tried to reason with the former ambassador. The resistance back home was making life unbearable for the Narn. They were shooting down Centaury relief ships and mining the roads, killing Narn and Centaury alike and necessitating thousands of executions. He accused G'Kar of causing untold damage to his people, a statement that pulled G'Kar out of his chair and into Na'Far's face with an emotional outburst about the real damage being done with asteroids and mass energy weapons fired by the Centaury. It made Na'Far back off with an apology, a gesture that returned some civility, if not agreement, to the conversation. They argued over the usefulness of G'Kar's resistance movement, with Na'Far claiming that he could not do the Narn any good while the former ambassador claimed that resistance was the only option his people had left. After proclaiming that G'Kar's defiance was about his own selfish pride and asking that he postpone the resistance's efforts for a short time, Na'Far asked G'Kar to return with him to Narn. He then levelled the real threat behind his words, saying that if G'Kar did not do so, the Centaury would begin harassing the families of the Narn supporters he had on Babylon 5. With those innocents threatened directly, G'Kar was faced with the difficult decision of staying on Babylon 5 or being responsible for the imprisonment and torture of hundreds in his name.

In MedLab, Franklin was on the verge of losing his patience entirely. Always a harsh taskmaster over his staff, he was irritable and overworked. Being harried for answers from Bethesda Dome and other medical centres in Earth territory did not help his mood at all. After snapping at one of those experts over the interstellar BabCom link because she felt he was being rude over her refusal to interrupt a doctor on

vacation for one of the answers he needed, Franklin was clearly getting out of control.

Distress was not confined to MedLab, as Vir's worried voice showed in Londo's quarters. He did not want to go to Minbar and was not, for once, afraid to make his opinion on the matter known. He did not want to be away from Londo, no matter how much the ambassador tried to paint a pleasant face on the new appointment. His arguments were in vain; the decision was already made and Vir's departure was already arranged. Confronted by his aide's refusal to go, as Vir argued that his leaving would mean Londo would be alone, Mollari dismissed the thought, saying, 'I have always been alone.'

'I don't want to get killed because of a typo. It'd be embarrassing.'
Susan Ivanova

In one of the hallways of Red Sector, Ta'lon and Na'Far were confronted with several Narn coming out of the shadows on all sides. They saw the new ambassador for what G'Kar thought they would, a sympathiser and a puppet of the Centauri government. One of them had been informed that his brother had been arrested and would only be released when G'Kar returned to Narn. Enraged by this cowardly act by the Centauri, the mob was looking to take their anger out on Na'Far, even if that meant going through Ta'Lon to do it. As Ta'Lon moved to stop one of the Narn from stabbing Na'Far in the back, another raised a pistol to shoot the bodyguard. His shot missed because G'Kar rushed him and ruined his aim. Distraught at his people fighting each other, he tried to convince them that this aggression was exactly what the Centauri wanted from them all. Refusing to be a tool that divided the Narn, he told them all that he would be returning to Narn and handing himself over to the Centauri, even if it meant his death. Casting aside the weapon he took from the Narn dissident, he stalked away in disgust over the dishonour in both the Centauri and his own people.

In G'Kar's own quarters, Garibaldi came upon him packing. He did not want to believe that G'Kar was returning to Narn, knowing just as he did that the Centauri would kill him as soon as he got there. G'Kar was doing as he felt he must, but Garibaldi was determined to talk him out of it. Touched that the human would go to this trouble over him, G'Kar said good night to Garibaldi and kept packing for his journey.

In an impromptu meeting in one of the halls of Red Sector, Na'Far spoke to the assembled Narn of Babylon 5. He told them that while G'Kar had spoken to them of rebellion and resistance against the Centauri, the time was not yet right for those things. He promised them that all those things would be theirs, the most

important thing now was the safety of their people back on Narn. Ta'Lon did not agree and said so openly, speaking forthrightly to Na'Far for the first time since they had arrived on Babylon 5.

Elsewhere, the fate of Babylon 5 was unfolding. With only three minutes to go on their test from the probe, Sheridan had his doubts as to its true mission. Nowhere in its message had it given any idea where it was from or who had sent it. Worse still, it claimed to have valuable information yet would only give it to those who practically had that level of information to begin with. Something did not add up for him, and Sheridan decided that the probe was in fact a 'berserker', a bomb sent anonymously out to find advanced races and destroy them before they could become a threat to its creators. Playing on this hunch, he ordered Ivanova not to send the compiled answers of its test. Breathlessly, the time limit passed and the probe, rather than detonating, turned and started to head back into outer space. Not wanting to have it seek out some other hapless civilisation and do the same to them, he had a remote bot send the last of the answers to it. Safely away from the station, the probe went critical and detonated. The blast was tremendous but was little more than a blinding flash of light to those on Babylon 5. Sheridan's hunch was right, and it had saved them all from nuclear annihilation. Unfortunately, Sheridan noted sardonically, it meant he would have to go back to the Transport Association meeting after all.

On his way off the station, G'Kar encountered a lone Narn on the steps leading between Red and Green Sector. The Narn tried to talk him out of going, but he knew that his presence here was a threat to his people back home. At the base of the steps, more Narn were waiting for him. They also told him that they could not let him go. He was valued by them and needed on Babylon 5. He was obviously moved by their devotion, but they did not understand that he did what he had to do for all their sakes. Moving past them, he finally came upon Ta'Lon with all the other Narn behind him. While the warrior watched, silently, they told G'Kar the same thing the others had, adding that the only thing



more important than the Narn's safety back home was their freedom. Still not convinced, G'Kar had one more protester to face. Ta'Lon now stepped in his way, drawing his ka'toc as he did so. In his own words, if Ta'Lon let G'Kar leave now that he had decided to stay and help the other Narn himself, that situation would become extremely uncomfortable. It was a thinly veiled threat, though G'Kar misunderstood its intent. Thinking himself threatened, he questioned Ta'Lon's honour, pointing out that a ka'toc, once unsheathed, could only be returned to its scabbard once it tasted blood. He asked if Ta'Lon truly meant to fight him over whether or not he would stay. Talon shook his head, saying that all he had was his ka'toc, while G'Kar was armed with both his heart and his mind. This kind of unfair advantage was more than Ta'Lon could face and he asked the former Kha'ri member to be fair and step down. G'Kar understood that the threat was to Ta'Lon himself and, seeing this kind of devotion in a Narn he had only just met, he relented and agreed to stay. Relieved by the decision, Ta'Lon privately placed his blade against his palm, cut swiftly, and sheathed it after giving it the blood that honour demanded.

Down in one of the station's many bars, Garibaldi and Franklin shared a drink and talked about Babylon 5's brush with death. Garibaldi sounded a little guarded but he apologised about jumping the gun and accusing his friend of stim abuse. Franklin accepted the apology gracious but lied about his not using the stims during the whole ordeal. In fact, he had used a stim less than an hour before, the pressure of his patients and the impending probe detonation more than he could take.

Elsewhere, some people wished they could leave and others only wanted to stay. While Sheridan and Ivanova were up to their ears in screaming protests and angry pilots, Vir was standing at the end of the main station's docking bay, looking sadly back at Mollari as the ambassador gestured for him to go. His ship was waiting to take him to Minbar.

Scenario and Campaign Hooks

- 5 The growing resistance on Narn is a perfect opportunity for roleplaying Narn characters fighting for the freedom of their homeworld, arms dealers and mercenaries getting involved in the battle on all sides, and characters of any race peripherally connected through proximity to Narn space, passengers that might be part of the resistance, or Centauri sympathisers looking to aid the once-great galactic power in what to all appearances is their rapid ascension back into the historical spotlight. An entire story arc could be based around characters penetrating Babylon 5's security and trying to extricate citizen G'Kar from the haven of its sanctuary. The

order to do so would be shrouded in layer upon layer of secrecy, but tracing it back might lead to the highest levels of the Centauri court and cause an interplanetary diplomatic incident because of the legal breach. Conversely, Player Characters involved in the station's operation might have to foil just such a plot, getting involved on G'Kar's behalf.

- 5 The business of the Transport Association can easily become the focus of a scenario, story arc, or even a full campaign. With players acting as pilots and crew members aboard a merchant ship or fleet of ships, commerce in the galaxy and the effects of wars and border disputes become a primary concern for them. With players involved in politics, financial decisions and closed-door meetings where the fate of trade routes and tariff levels are decided, game play touches on almost every aspect of galactic events. This kind of involvement can only widen the scope and appeal of the campaign, allowing players to interact with individuals at all levels of power and influence. Even military interest can occur, with players taking the role of escort fighter pilots or military liaisons assigned to protect a merchant vessel and its cargo.

- 5 The 'berserker' probe may have been detonated outside Babylon 5 but there could be more of them, crossing the vast distances between stars in search of other threats to their faceless masters. The players might encounter one on their travels, intercepting it accidentally en route to an alien world. Dealing with it and the threat it poses could be a very difficult scenario but common sense and quick thinking will likely prevail. In a variation of this, players could be hired or assigned to the mission of hunting down these probes, using telemetry data gathered by Babylon 5 from the first one, and dealing with them before they can endanger other civilisations. If the new probes can react in unexpected ways to being hunted down, the task of taking them all out could become very difficult and challenging indeed.



Passing Through Gethsemane (January 25th, 2260)

Ivanova watched as something dangerous unfolded before her. She felt that the situation was doomed. A human dressed in the brown robes of a monk disputed her opinion, telling her that there was always hope and that 'he' had been through much worse. The 'he' in question turned out to be Brother Theo, the man who had recently brought a brotherhood of religious devotees to Babylon 5. The 'situation' was a chess game between Theo and Captain Sheridan, and it seemed the Captain was winning.

At least, that was the Captain's opinion of the game. Brother Theo commented on not being surprised at Sheridan's viewpoint, coming as it did from someone with no clearly defined pattern of faith or belief. Sheridan believed himself to be instead 'eclectic' and 'open-minded'. Regardless of the truth of that matter, Sheridan was also the loser of the chess match. Brother Theo quoted Deleenn's phrase, 'Faith manages,' and pulled one unforeseen move and surprised the war hero with an upset victory. Ivanova was unable to stay and suffer the smug look of Theo's monastic companion for long. She was called away to Bay 13, the docking bay set aside for Ambassador Kosh's private Vorlon transport. He had just docked with the station and, in what had to be a rare occurrence for the enigmatic alien, asked for her to meet him there.

As the Commander left, Brother Theo mentioned that not only was his chess move divinely inspired, but that his companion, Brother Edward, was also acting for the divine. He convinced Edward to show the Captain what he meant. Edward reached into his robes and took out a crystalline sculpture of an abstract nature, something he had apparently been making himself. Sheridan thought the small object was quite lovely, a sentiment Theo agreed with and thought would fetch an excellent price if sold. Edward, wanting nothing to do with selling the sculpture when giving it away could bring so much more joy, offered to give it to Sheridan once it was finished.

Elsewhere, in Bay 13, Kosh's ship glided to rest in its docking cradle. Ivanova stood on the gantry, watching the patterns of the ship's hull shift and change. Behind her, Kosh slipped in quietly. He informed her that she needed to be present for 'formality and ritual'. Ivanova enquired what



such rituals involved; to this Kosh only replied, 'returning.' The side of his ship pulled back from around a circular opening and a figure stepped out. It was Lyta Alexander, Babylon 5's first commercial telepath.

A few minutes later, Lyta was in Sheridan's office with Ivanova, the Captain, Doctor Franklin and Garibaldi all eager to find out where she had been. Her story was an extraordinary one. She had been to the edge of Vorlon space, stranded by her own design in a lifepod, sending out telepathic calls for five days. Just before she ran out of life support completely, a ship arrived and rescued her from certain death. This was all a little extreme, especially from a woman who had seemed wiser and more cautious than this, but she had been inexorably called to Vorlon territory since making contact with Kosh more than two years ago.

Now, she had returned from the Vorlon homeland, attached as an aide to Kosh himself. This was all, by her own admission, her choice and she seemed genuinely excited about the possibility of working for the Vorlons. She could not tell anyone about her experiences in Vorlon space, not that she thought what she could say would be believed in any case. Lyta agreed to a full medical workup and did not seem worried about Ivanova's observation that the Psi Corps would be coming after her now that she was back. She felt perfectly safe, stating that she would be under Kosh's protection. Once she left the office, Garibaldi recounted that no one had ever been to the Vorlon homeland or even returned from entering Vorlon space. The fact that Lyta had just done so and was now on Babylon 5 as good as new with no apparent trauma or worries had him very nervous. This was an apprehension the rest of the command staff shared.

Down in the Zocalo, Brother Edward was sitting with a potential client for the monks, talking with her about the advantages of his order working with her company on the transcription of their data files. She was apprehensive but he explained their work was a religious concern and they were



driven by their devotion to make sure every aspect of the transfer was done correctly. This was enough for her, and she accepted Brother Theo's terms for business. Such an arrangement would enable the order to continue their holy work – seeking the many faces and names of God from the different races of the galaxy. As they rose to part ways, the woman noticed a black rose fall from Edward's bag. Though she thought it was a unique good luck token, she had never seen such an object before. She told him that perhaps it meant he had a secret admirer and went on her way, leaving the perplexed monk to figure out where the strange flower had come from. As he pondered it, whispers seemed to creep in around the edges of his thoughts, like memories that would not yet reveal themselves. He stood wondering for a moment but they faded away into nothingness.

In his office, Garibaldi watched ISN, obviously eager for some broadcast to begin. Delenn entered the room in one of her elegant ambassadorial dresses and crossed quietly over to him. She asked if he could arrange for special security for a Minbari trade delegation arriving at the station in a week's time, a request the Security Chief had no problem agreeing to. Just as he did, an ISN news update began. The story Garibaldi had been waiting for mentioned the murder trial of Lester James Monroe, a man accused of the murder of seven other humans over ten days in New Vegas. The successful conviction thrilled Garibaldi. While he was not quite as happy to hear that Monroe would suffer 'death of personality' for his crimes, Delenn was curious just what it entailed. Garibaldi, obviously preferring the old days of the electric chair or lethal injection, explained that it was an extended form of telepathic mind wipe. Victims were erased of all personality and memories, then would have new ones implanted through a difficult and painful procedure. The resulting personalities would be suited to public service, a task they would then fulfil for the rest of their lives. Delenn found this very distasteful, but she seemed to like it better than Garibaldi's idea of 'eye for an eye' justice.

Down in MedLab, Franklin found some very incongruous results during Lyta's examination. Compared to a full bodyscan before she left for Vorlon space, she was in the

best shape of her life. There were no signs of oxygen deprivation, stress, or fatigue, and all of her congenital and pre-existing health problems were gone. He desperately wanted to know how this was possible but Lyta evasively told him that she had no idea and did not want to keep Kosh waiting. With no good reason to keep her in MedLab, he reluctantly let her go.

Brother Edward entered his quarters, still puzzling over the black rose that had somehow found its way into his bag. The lights were off in his room but there was enough ambient light from the corridor outside to illuminate a message on the far wall. 'Death Walks Among You' was scrawled over the wall in wet, red letters. Shocked and upset, he went immediately to Garibaldi but when they returned to his chambers, the message was completely gone. Garibaldi, not wanting to believe the monk had played a prank on him, arranged for Edward to be moved to other quarters and had a security forensics team go over the room in the morning.

That night, while Brother Edward was sleeping fitfully in a new room, Lyta made her way to Kosh's quarters. Before she got to the Vorlon, Londo Mollari intercepted her. The Ambassador tried to be pleasant and disarmingly friendly but Lyta was having none of it. Unusually hostile, she rebuffed his playful banter and tried to ignore his offer to pay her for a description of the Vorlon homeworld. What she could not ignore was his thinly veiled threat to turn her in to the Psi Corps if she did not help him. Instead of being intimidated, she retaliated by letting the Centauri diplomat know that before she was taken away, she would find him and force a nightmare so deep in his mind that he would spend every night from then on screaming. Though it left him shaken, he admitted that the way his life had been going, he would hardly notice a new one.

The next morning, Edward began his day by interviewing Delenn and Lennier about Minbari beliefs. Recording the conversation, he was regaled by their views that the universe is an unknowable living entity and that all life is a way for that entity to understand itself and seek its own meaning. To that end, souls were not actually part of the body but rather a projection of the universe into all known living things. Curious how Edward saw his own beliefs, Delenn asked him what his defining religious moment was. He thought about this for a few moments, then told her of his favourite passage from the Bible. In it, Jesus was in the garden at Gethsemane, his own faith tested. In Edward's eyes, the choice Jesus made, to stay in that garden and await the coming of the Roman soldiers to take him to be crucified, was the perfect example of a fragile human moment and the power of faith through sacrifice. The passage was visibly moving for Delenn, who thanked him for sharing it with her with a simple, quiet smile. Too tired to continue the discussion with them, despite Lennier's enthusiasm for discussing Valen, the 'Minbari not born of Minbari',

Edward entered the nearest lift and headed down to Brown sector. The lights of the shaft car went from green to white, signifying the change in Sectors, and he emerged into the dimly lit area near Downbelow. Just outside the lift, he was bumped into and held for a few moments by a Centauri stranger, one that then entered the lift and left immediately. Confused by the man's behaviour, Brother Edward kept going, though he was interrupted again a few seconds later by a woman's scream. He rushed to the sound as quickly as he could but nearly collapsed as a terrible headache erupted in his mind. With the words, 'Death Walks Among You' appearing again on a nearby wall, the voices returned in his thoughts. This time, they were screams and shouts, saying the name, 'Charlie' and accusing him of murder. Overwhelmed, he fled blindly into the depths of the station, shrieks and howls echoing in his mind.

In his thoughts, the station had become a flooded city street, with fog all around. He fell into the water and, crawling to the sidewalk, found a dead woman's body with a black rose stuffed in her mouth. Now in a blind, terrified panic, he ran as far and as fast as he could, trying to leave the madness behind. He had long since dropped his satchel but he was far too shaken to notice.

Brother Theo found him sometime later, his thoughts occupied with momentary flashes of the hallucinations in Brown Sector. Just before Theo revealed himself by greeting Edward with a hand on his shoulder, Edward saw a new image, himself with a shadow of beard growth and wearing strange clothes. He was cutting the bloom from a dyed black rose with a butcher's knife. Theo listened with great concern as Edward recounted the events to him, his eyes widening with alarm at the thought of Brother Edward possibly having memories return that he might have forgotten. Edward, trying to shrug off the experience, turned in for sleep but Brother Theo now looked more troubled than he ever had been.

While Edward requested a cross-reference of the things he had seen from the station's computer records, a program search that would take four hours to perform, Brother Theo was in one of Babylon 5's small garden nooks. There Captain Sheridan, who had come at his request, joined him. Theo revealed that he was deeply troubled by what was happening to Brother Edward, the best of their order since he had joined eight years ago. He wanted Sheridan to look into Edward's past and determine if the memories were just delusions or if there were any substance to them.

Regardless of the truth, Edward was already suffering from them. Garibaldi found him in Brown Sector again, touching the wall where the words had been and muttering to himself. While Edward tried to stay pleasant as the Security Chief asked about him and Theo, he was visibly shaken and

having a hard time staying focused on anything other than his flashbacks. Garibaldi told him that the lab had not found any trace of blood in his quarters, but they would keep looking. He told Garibaldi not to bother, since he doubted an uneasy conscience would turn up in a chemical analysis. Concerned but wary, Garibaldi accepted that and backed away, leaving the disturbed monk to his thoughts.

In his quarters later, Edward soon received the results of his computer search. On the 3rd of April, 2251, in the third colony of the Orion system, a man by the name of Charles Dexter had been sentenced to the death of personality. Also known as the Black Rose Killer, Dexter had been responsible for nine ritualistic killings of young women. In a piece of archived news footage, Edward saw the face of Charles Dexter and knew that it had been him.

Garibaldi had learned the same thing, though it took him four hours later to do so. After the death of personality, Dexter had been moved to an interim facility on Earth but a fire there had left him presumed dead. The man obviously escaped the fire but with his new personality driving him to public service, he had joined a monastery. That brought him to Brother Theo's group and Babylon 5 where, it seemed, the mind wipe was breaking down.

There was enough of Brother Edward left to see Theo one last time. Talking to him through a wall, Edward told his mentor that his mind might have forgotten its sins but his soul was still stained with the blood of innocents. Knowing that he had to wash that blood away before he could face God, he knew justice had to be done. Theo tried to convince him that he was a good and kind person but Edward felt he had the soul of a murderer. Seeking atonement, he stepped away and, tears on his face, disappeared into the darkness.

In Sheridan's quarters, Ivanova and the Captain learned the truth of what was happening to Edward from Garibaldi. Brother Edward's bag had been found when someone tried to sell it off. Inside was his recorder, which had been left on after Delenn's interview. On it were the sounds Edward thought he had hallucinated. A check of the station's log revealed that the Public Address system in that hallway had been tapped into. A chemical had also been found on Theo's wall, one that resembled blood but disappeared after a few minutes. It would seem that someone was trying to break Brother Edward's mind wipe, but Ivanova noted that it would also take a telepath to do so. Since no human telepath would likely do so because of Psi Corps rules, it was likely a non-human. Recalling Edward mention a Centauri in Downbelow, a place no Centauri would generally go, they guessed how it had been done.

The why and the how were resolving themselves elsewhere on the station. In Brown 42, a dark, remote part of the

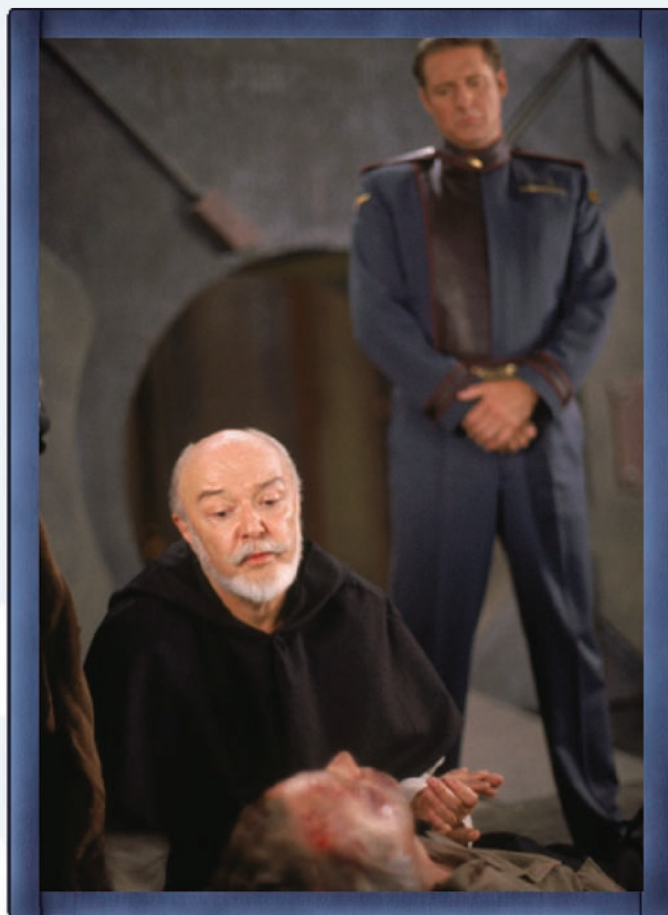
station, Brother Edward knelt in prayer until several figures came into the shadow-filled chamber with him. Immediately, he knew who they were – the family and friends of his nine victims. He had waited for them here, knowing that justice had to be done. It had taken nine years to find him but they had finally succeeded. With an expensive Centauri telepath and some scientific tricks, they had broken down the walls of his mind and forced him to accept who he really was. However, all but one of them could not go through with their dark plan of revenge on Charles Dexter, the monster.

In one of Garibaldi's interrogation rooms, Sheridan and the Security Chief tried to get the recently detained Centauri telepath responsible for Edward's remembering to tell them what he knew. Arrogant and disdainful of their lack of jurisdiction, he refused to co-operate, citing that Psi Corps would never let them pull the information from his mind and they were not going to get it any other way. Fortunately, Lyta was on hand to rip it painfully out of his mind. She was obviously winded from the effort but she did so with ease, letting the EarthForce officers know where to go. They both rushed out of the room in a desperate bid to save the gentle monk's life.

They arrived too late. Though they pulled Edward down from the deck scaffolding upon which he had been tied, arms outstretched, and beaten severely, the Trauma team would not arrive in time to save him. He was conscious enough to tell Brother Theo that he now knew that he would have had the courage to wait in the Garden of Gethsemane but he died while Theo, tearful at his friend's passing, recounted the last rites over his broken body. Nearby, Zack Allen found the man who had killed him and had to physically restrain Sheridan from attacking the unrepentant murderer.

Several days later in the docking bay, Ivanova welcomed Lyta back from an ambassadorial trip. She looked haggard and drawn but was in good spirits. The telepath was grateful for the docking bay being cleared and for Ivanova keeping the trip off the station logs. She enquired about Edward's killer, curious what had become of the man.

In the station's garden, amid white lilies and colourful hibiscus, the Captain found out. Brother Theo gave him Edward's little crystal statuette, still and forevermore unfinished, and recounted pleasant thoughts of the man. Just then, another monk came into the chamber and took down his hood. Theo introduced the Captain to the new monk, a Brother Malcolm by name, and Sheridan recoiled from the man's offered hand. It was the same man who had killed Edward. Having suffered the death of personality, the man was now joining the monastery by Theo's personal request. This was a hard lesson in forgiveness, but Sheridan accepted it, and Malcolm's outstretched hand, reluctantly.



Elsewhere, while Brother Malcolm's difficult journey was just beginning, Lyta Alexander's latest voyage was coming to an end. She stood before Kosh's empty encounter suit, her face unprotected by a breather mask. Instead, thin gill slits opened on the sides of her neck and her eyes and mouth were filled with light. The radiance poured from her into the suit, leaving her exhausted and shaken once it passed. Despite the strain, she had a look of pure adulation on her face for she had been carrying the essence of the Vorlon inside her body while she travelled.

Brother Edward, Cloistered Monk of Theo's Order

6th Level Human Worker

Hit Points: 12

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 13 (+3 Reflex)

Attacks: +4 melee or +4 ranged

Special Qualities: White Collar, Salary Increase

Saves: Fort +7, Ref +3, Will +4

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

Skills: Appraise +4, Computer Use +11, Concentration +8, Knowledge (religion) +10, Knowledge (alien cultures) +5, Listen +5, Profession (transcription and illumination)

+9, Profession (sculpture) +5, Spot +4, Speak Language (Minbari – grey, Narn), Technical +5

Feats: Alertness, Data Access, Hobby (speak language), Skill Focus (computer use)

Though the life of Brother Edward was tragically cut short, he touched the lives of many people and was apparently of great aid and comfort to those around him. This character is presented here because he might have been an important figure to players looking for solace or technical services before his death. His characteristics can also be used as a basis for other prominent members of Brother Theo's order. While he was certainly one of the highest level characters in the order by Brother Theo's own admission, there would likely be others with abilities similar to his own. The Games Master is encouraged to take this character as a template and alter skill levels, feat choices, or even ability scores to represent another member of the order whenever necessary in a scenario.

Scenario and Campaign Hooks

- ⑤ The Death of Personality can form the basis for a single game, a story arc, or even an entire campaign concept. Players may have to endure the slow re-emergence of past memories, be the victim of what occurred with Brother Edward (Charles Dexter) in this episode, or discover things about themselves they never knew before. Though the death of personality sentence is rare, it is done often enough in the universe of Babylon 5 to warrant its inclusion in the game. Two interesting variations for the death of personality have been listed here, but creative Games Masters can surely come up with many more.

- ⑤ **Revenge:** One of the players learns that the man who murdered a loved one of his has been sentenced to the death of personality and already undergone the procedure. Tracking the killer down and making him pay for his crime might become a very dark and dangerous story line. It is however rich with roleplaying possibilities, which might include learning to forgive, or plunging into the ethical darkness of murdering a man who does not remember his crimes.

- ⑤ **A Forgotten Life:** In this variation, a player is given a character with several levels in the Worker class and a pre-generated personality. During the course of the game, this unassuming character begins to get glimpses of doing things he never did and using skills he does not have. One by one, the class levels he possesses are replaced with levels in one or more other classes to represent a life that had previously been

lost to the death of personality process. Just why the character suffered the mind wipe in the first place and why it is now failing is a matter for the campaign to decide.

- ⑤ Lyta's return to the station will have more than Londo Mollari poking around into her comings and goings. Various governments and private sources, from secretive links back to the Shadows to people who might wish to sell her out to the Psi Corps, will be digging into her personal affairs. While it is safe to assume that such things happened during the official history of the show and were quelled either by station security or indirect interference by Kosh, the players might also get involved at some level. While the Games Master does not need to inform players why they have been ordered to track down and detain a Brakiri merchant trying to flee the station, the fact that they are keeping him from selling a copy of her MedLab data to a human agent contracted by the Centauri Republic will remain part of the campaign's plotline.

- ⑤ Brother Theo's group will have suffered something of a loss in the death of Edward but they will still remain the most effective means of data translation and transcription on Babylon 5. With so many merchants and diplomats coming through the station, they will certainly have their monastic hands full keeping up with the ever increasing work load. This might be an opportunity for others with their skills to 'pick up the slack' and take jobs the order simply cannot accept due to overworked conditions or less than reputable clientele. Even criminals need to keep their books and maintain records efficiently, and some data simply cannot be handled without trained personnel. The idea of a 'black market accountant' as a player concept is an interesting one, as is the idea that a campaign might be based around a group of less-than-legal bookkeepers happening upon information wanted by forces allied with the Shadows. Criminals having to accept (or even seek



out) the aid of station security and staying alive long enough to benefit from it could make for an intriguing story arc.

Voices of Authority (February 13th, 2260)

Zack Allen and Garibaldi were walking through Blue Sector, talking about the latest in a seemingly endless series of weekly meetings. Frustrated and uncomfortable, Zack complained about the fit of his uniform. No matter how many tailors he took it to, it never seemed to fit right. Concerned that it was making him unattractive and comical, he even asked the Security Chief to feel his shirt lining, a proposal Garibaldi turned down immediately. As they were talking, Ivanova reached Garibaldi on his wrist link, saving him from Zack's fashion tirade. She needed him to meet her immediately, citing Code 7-R. He took note of the designation and excused himself from the lift they were boarding. Zack was naturally curious about what a Code 7-R was, since he had never heard of that designation before. Garibaldi shrugged the question off, citing new regulations and ducked out to follow up on the summons.



The meeting was with Sheridan, Ivanova, Marcus Cole and Ambassador Delenn. The Minbari had called them all together to discuss the coming war with the Shadows and their pressing need for powerful allies. With the forces of the Shadows being so much more powerful than those the Minbari and Babylon 5 could field themselves, the side of Light would need far more than their own might to see them through the rough times ahead. Her suggestion was to somehow entreat what First Ones remained in the galaxy to aid them.

Contacting the First Ones, if indeed there were any left, would be a difficult proposition at best, especially as the First Ones were tired of getting involved in the affairs of lesser races and might be dangerous to approach. Some of them, as Marcus told the assembly, could easily smash Babylon 5 out of existence and not even be aware of having done so. Since just sending a signal would not be enough to get the First Ones' attention, and since avoiding them as the rangers had been instructed to do was no longer an alternative, Delenn had a plan for making contact. This involved the intervention of an old friend, namely Draal, the keeper of the Great Machine on Epsilon 3. He arrived by means of hologram to the meeting room, greeting them all with a visage that seemed decades younger than his previous appearance back in 2258. He expressed excitement over the idea of contacting the First Ones, though his descriptions of the horrible fates that likely awaited anyone attempting such communication left everyone else in the room distinctly uncomfortable. He also relayed the fact that his computer records contained reports of ancient ruins, vast tracts of unmapped space, and dark places in the galaxy where the First Ones might still dwell. Each area contained its own form of warning against anyone approaching them.

In Green 17, Zack Allen was on hand to greet Julie Musante, a new attaché from the Ministry of Peace. Sheridan was technically supposed to welcome her aboard but his presence in the undisclosed war council meeting left him impossible to contact directly. She expressed concern over his absence but made do with what, and who, she had. She was rather brusque with Zack but her attractiveness kept the irrepressible bachelor in Mr. Allen from getting too upset by her behaviour. Later, she asked him to tell her things going on around the station that no one else would inform her of. This made him very uncomfortable but he complied since, as an officer in the Night Watch, she had tacit jurisdiction over him.

Ambassador Delenn was in the Zocalo a few hours later when G'Kar caught up with her. He inquired about her health while she bought prickly fruit and perused body chains from another kiosk. G'Kar, seeing that small talk would not work with the evasive Minbari, came right out and asked about the closed meetings she had been having with Captain Sheridan. When she would not tell him the

nature of those meetings, he asked her bluntly what she knew about 'rangers'. That gave her pause, because outside of the war council and Minbar itself, no one was supposed to know of the group. He went on to reveal that his 'sources' had mentioned the rangers in context with both humans and Minbari, something he found very curious indeed as the two did not normally work together. She would not confirm his comments and excused herself. As she left, G'Kar mentioned that since she could not help him, he would just go on digging on his own. Deleenn left the Zocalo extremely worried, since G'Kar had proven very resourceful in the past and any breach in the group's security meant the possibility of the Shadows discovering them before they were ready to be seen.

Julie Musante was already in Sheridan's office when the Captain arrived after the war council meeting. The blonde liaison officer was going through his commendations and commented to him about the impressive display. Among the objects were such awards as the EarthForce Silver Star, given to him after his destruction of the *Black Star* during the Earth/Minbari War. She commented that except for the EarthGov seal on his wall, there was little in the room that conveyed the sense of its being the heart of Earth's authority on Babylon 5. Sheridan countered with his preference for a more informal office, making the point that it was *his* office. She retreated from her point, mollifying him by saying that she was just trying to help in her newly appointed role as the station's Political Officer. Sheridan was understandably upset by this, as there had never been a Political Officer on Babylon 5 before. Unfortunately, Babylon 5's charter did not exclude the possibility of there being one and by direct authority of the Babylon 5 Senate Oversight Committee, Ms. Musante had been assigned to the role. She had no intention, so she said, of trying to make policy; she was merely there to advise and correct any behaviour on Sheridan's part that might shed an improper light on their government back on Earth. There was a great deal of intent behind her words though, and Sheridan saw that immediately. After a brief and inconclusive argument, Musante ended the debate by quoting an old phrase regarding the positions of legislation and martial powers, 'the government proposes, and the military disposes.' Left with nothing to say in the face of Musante's unyielding opinion, Sheridan simply stated that he had no intention of sharing his presidentially granted authority with an unqualified civilian. Musante was visibly offended by the comment but assured him that she was just there in an advisory capacity. The discussion ended there.

Unfortunately, it was only postponed. Knowing that there would be grave circumstances if he did not meet with Musante for dinner as she suggested, Sheridan was left unable to make his appointment to meet with Draal in two hours. As such, he had Ivanova take his place. She agreed, and after a bit of schedule shuffling of her own, departed in a single shuttle toward the planet below.

On Epsilon 3, in the Great Machine's complex, Ivanova was confronted by Draal, who was upset that Sheridan had not come himself. After awkwardly apologising for surprising the Minbari by explaining how much she loved surprises, she amused him sufficiently to be accepted. Draal called her trouble, a comment she took as something of a compliment. Once accepted by the Machine's keeper, she was shown to the heart of the complex and attached to the Great Machine's matrix directly. Only in this way could she harness the device's great power to see, record, and locate the elusive and enigmatic First Ones.

During dinner back on the station, Sheridan was also learning something new; he was seeing just how bad things had become back home on Earth. Clark's regime had taken to rewriting sections of Earth Law and even misnaming terminologies like 'homeless' and 'poverty' to make it seem like problems were being taken care of when really they were just being hidden. Every problem Sheridan could think of, Musante had some double-speak answer for. The more he heard, the more worried Sheridan became. The most worrisome thing about Musante's rhetoric was that, to hear her tell it, she really believed that hiding problems and 'redefining' embarrassing situations was the best way to solve them.

It did not take long for Ivanova to interface with the Great Machine and begin envisioning the long space journey to the place Draal wished to show her. He had cautioned her not to stray from the program's path and at first she had no trouble complying with that warning. The stars unfolded in her mind's eye, showing her a distant sector of the galaxy. She followed a path, forged from, as Draal told it, a connection between all life in the universe. The path took her even farther away, to the world of Sigma 957. There, she should feel the presence of one of the First One races. They had been there and, as she sensed their echoes, she was able to tell when they would return. As she felt when they would be back, the images suddenly became very dark. She was not alone in the void, nor was she alone in her mind. In the nearby space of Sigma 957, the image of glittering eyes, the malevolent gaze of a Shadow creature, manifested itself. Panicked, Ivanova strained to tear herself free of its presence and flee back down another path.

As she returned to her body, Ivanova saw another image. This time, she glimpsed the past. As she watched, EarthForce One detonated over the transfer point on Io, killing President Santiago. Though the incident had been declared a tragic accident, she also saw a strange broadcast with the face of then Vice President Clark stating that he had wanted Santiago dead for a long time and asking if 'it' had been done. A voice answered that it had been arranged and greeted Clark as President. Draal was amazed that Ivanova had been able to see the past at all, as a normal human mind

should not have been able to. At her fatigued request, he made a video copy of the broadcast.

Ivanova used Draal's holographic system to tell the Captain of what she had discovered, only to find him in his quarters with a surprisingly unclothed Ms. Musante. The Political Officer, obviously thinking that intimacy might be a good icebreaker, was trying to convince the reticent Sheridan to indulge in some personal 'dialogue'. Once he untangled himself from her and moved to a private room, he learned of Ivanova's knowledge and reluctantly sent her to make the rendezvous with the First Ones.

In the corridors of Blue Sector, G'Kar managed to catch another member of the war council – Garibaldi. He asked about the private meetings again but the Security Chief managed to be as evasive as DeLenn. Incensed, G'Kar asked him to stop avoiding the truth and let him in on what was going on, but Garibaldi could not do so. If not for his own people, G'Kar offered, then perhaps he could be included to help others. Garibaldi admitted that he had no idea how G'Kar could be of any help, something that seemed to deeply offend the proud Narn. Sullen, he left Garibaldi to consider his proposal.

Ivanova and Marcus stood aboard the bridge of the White Star. Ivanova was not thrilled with the idea of the ranger being there but Lennier was unavailable and the ship needed someone who could translate her commands into Adrenato, the grey language of the Minbari religious caste, for the crew. They were in Sigma 957, waiting for the arrival of some of the First Ones as she had foreseen. They did not have to wait long. Ivanova was saved from Marcus trying to get to know her as a person, something she had a hard time letting anyone do, by the sudden arrival of an unidentified ship. It was the same vessel that had nearly killed Catherine Sakai nearly two years previously simply by passing too close to her ship. Massive, with a dome-shaped section and an outgrowth that looked a great deal like skeletal hands reaching out of its centre, the ship turned to regard the White Star with an eye of incandescent blue and black energy.

Ivanova transmitted a recognition signal given to her by Draal. Moments later, after an energy drain nearly incapacitated the ship, a holographic image appeared on the bridge. It resembled a many-faced tribal totem carved of stone, with living fire roiling within. Ivanova tried to greet the idol, but it ignored her entreaty until she mentioned the word Vorlons. Then, it spoke angrily in an unknown language and vanished. Unwilling to let her first attempt to gain an ally against the Shadows end in failure, Ivanova told the retreating ship that the Vorlons had told her they had essentially won the last Shadow War without anyone else's help and that the other First Ones would probably just run away. Apparently, pride is not something this First One race had evolved past. Returning, the idol face informed Ivanova

that when she needed them, they would come. Elated, and also terrified, Ivanova ordered the White Star to return to Babylon 5 immediately.

In a small conference room back on the station, with banners on the walls proclaiming the Night Watch and the Ministry of Peace, Zack Allen learned of the changes in EarthGov policy along with every other member of Night Watch on the station. Ms. Musante explained that it was now illegal for any member of EarthForce to publicly criticise any action of the government and that the group's members were to report any civilian doing so immediately.

These changes, which affected everything from due process to rules of evidence and investigation, showed just how many freedoms were being 'abridged' in the course of Clark's tenure as President. She also revealed that in the next few months, a number of senators and government officials would be 'purged' of their positions to make Earth 'safer' and 'ideologically pure'. Suddenly, Zack's jacket was fitting even worse than it had been before.

Things were only going to get more uncomfortable. Despite Garibaldi's concerns that the signal recorded by Draal would be seen as a fake, Sheridan could not just dismiss it. He revealed that every EarthForce transmission had a carrier signal attached to it on a higher frequency to prevent false orders. Certain that the signal would prove the authenticity of the broadcast, he forwarded it to General Hague in the hope that his ally would forward it on to the right people. When ISN broadcast its report of 'disturbing evidence' appearing that linked Clark to the possible assassination of President Santiago, his hopes were justified.

Unfortunately, the proof was not conclusive and had only sparked several Senators to call for an in-depth investigation into the allegations. This was enough to make things difficult for station security on Babylon 5. In a special staff meeting, Garibaldi cautioned his officers to try and keep things as calm as they could. He also explained that Ms. Musante was being recalled to Earth to help deal with the crisis in public morale that the evidence going public had caused. Just as the meeting broke up, Zack Allen asked Garibaldi if there was something wrong. Garibaldi told him there was, indicating the Night Watch band around Zack's arm. After getting shot in the back by a man he trusted when the President was assassinated, it had been hard to trust anyone again but he had thought he could trust Zack. Now, after seeing Allen meet with Musante, Garibaldi was not sure he could even do that anymore. Zack, not one to avoid the truth, confronted him with the fact that there was no new Code 7-R. The conversation ended with both of them upset and very little resolved.

Later, in docking bay 18, Musante was seen off the station by Mr. Allen. Just before she boarded the Earth passenger

liner *O'Keene*, he asked her if she had ever heard of Code 7-R. She had not, though when she pressed him for details on where he had heard it, he pretended not to know. His opinion about whether to trust Garibaldi had not yet been made, and he did not want to endanger anyone.

That night, as Garibaldi lay sleeping in his quarters, an insistent door bell roused him. It was G'Kar, looking earnest and alert. With very little preamble, he pushed a book, the Book of G'Quan, into the still sleepy Security Chief's arms and told him to read it. They would, the Narn told him, talk later. To Garibaldi's argument that he did not read Narn, G'Kar told him bluntly to learn the language. Bewildered, Garibaldi was left in his quarters holding a holy text he could not understand.

Julie Musante

3rd Level Human Diplomat/ 2nd Level Agent

Hit Points: 12

Initiative: +1

Speed: 30 ft.

DV: 15 (+5 Reflex)

Attacks: +2 melee or +3 ranged

Special Qualities: Contact x 2, Security Systems

Saves: Fort +1, Ref +5, Will +6

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

Skills: Bluff +8, Computer Use +7, Concentration +2, Diplomacy +10, Gather Information +10, Knowledge (politics) +6, Listen +9, Search +5, Sense Motive +8, Spot +9, Technical +7

Feats: Iron Will, Skill Focus (diplomacy), Skill Focus (gather information)

Julie Musante, while remarkably aggressive and attractive, is a representative of the new face of the Ministry of Peace for the year 2260; affluent officers with the right face and the right words to try and maintain order during the chaos of galactic events surrounding Earth. Her forceful personality makes her the perfect individual to try and infiltrate the power structure of Babylon 5's command staff, and it was only providence that a scandal back home got her recalled before she could work her way in deeper.



The statistics given for Julie Musante can be used whenever a liaison between the Ministry of Peace and the players or other command structures is needed. While Ms. Musante's character level is not very high, it is representative of the average experience of a person in her position. More powerful or effective personnel are rarely seen in the spotlight, preferring to work towards the same goals but in a far less visible way. It can be assumed that characters like Julie Musante continue to work for President Clark through the rest of his time in office, attaining two or three more levels of experience in Diplomat, Officer, or even Agent depending on where their duties take them.

The Traveller

Ivanova's contact with the Traveller, the spaceship sighted by the Narn long ago at Sigma 957, marks the first peaceful contact with a First One race other than the Vorlons in centuries. The Traveller, approached by a lesser race and finally taking notice of it, may act more cautiously for the rest of its time in the galaxy. Expecting contact again when it is needed to aid in the Shadow War, the Traveller will not be as dangerous to passing vessels in this sector of space as it has in the past.

Any race looking to exploit this behaviour in the Traveller will have to contend with the ship's ability to drain power first. Any ship within 2 squares of the Traveller will lose all power immediately unless its power source is based at least partially on First One technology (such as the Vorlon-inspired engines of the White Star). Capital class vessels will regain their systems within 1d4 hours once they are no longer exposed to the Traveller, but smaller vessels will have to have their power systems completely replaced before they will function again.

Scenario and Campaign Hooks

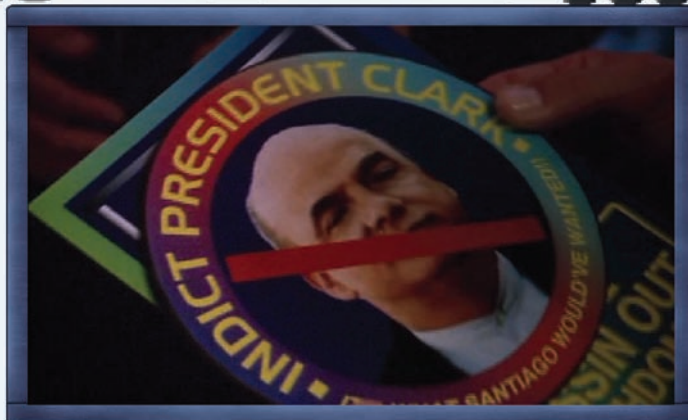
- 5 While further episodes do not go into much detail about Ivanova's searching for the First Ones, it can be assumed that she and the White Star are not the only ones assigned to do so. With the wide variety of First One races that exist in the Babylon 5 universe, there are numerous opportunities for campaigns or story arcs based on the search for them and making first contact. Rangers and their allies are the most likely people to be assigned this all important duty, though anyone in a position to be trusted by the command staff of Babylon 5 might be called on as time grows short before the beginning of the Shadow War. An alternative plotline might have players set against the search, whether knowingly or unknowingly, by the Shadows and their agents. Players trying to sabotage the efforts of the Army of Light could make for a dangerous and exciting campaign.

5 Sheridan's comment about Gold Channel transmissions being impossible to fake might not be entirely true. Any transmission that can be electronically created can logically be forged given the right resources and the proper skills to do so. A player with high enough Computer Use and Forgery skills might be able to accomplish it, though this ability could be the basis for an unfortunate turn of campaign events. Immediately following the release of the transmission recorded by the Great Machine on Ivanova's behalf, Clark will be looking for a scapegoat and a skilled forger with the ability to duplicate a Gold Channel signal might be just what he needs. The Ministry of Peace could come crashing down on the player in the form of Night Watch loyal security personnel and more clandestine 'agents' of the government. Life could get very interesting for the player and any of his allies during this time period.

5 Increased pressure by the Night Watch on its members will force many people to start making some serious ethical choices. Where does extreme behaviour cross the line between honest loyalty and blind fanaticism? When does a law become more unjust than the crime it is intended to prevent? Players in positions of authority will have to wrestle with these decisions, especially if they are human and tied directly to EarthGov or EarthForce. Even alien players will have to deal with the consequences of this turbulent period in Earth's history, as regulations become tighter and treatment of aliens grows increasingly hostile. Travel authorisations may be revoked without warning, business contacts on Earth might suddenly disappear, and even sympathetic human characters might have to avoid their alien friends for fear of being marked as a sympathiser. Games Masters are encouraged to bring political agendas into their games in 2260, as this reflects the tide of public opinion on Earth turning away from the ideals of equality and brotherhood that the Babylon Project was founded on.

Dust to Dust (February 21st, 2260)

It had been a quiet day when Captain Sheridan came upon an argument in the Zocalo between a security guard and a shopkeeper. The shopkeeper, an older human male, was calling the guard a thug and trying to take back several small signs the guard had taken down from his store walls. After intervening, Sheridan learned that the guard was removing the items on ground of sedition. The placards proclaimed Clark as a traitor and an assassin, with the shopkeeper citing the latest ISN report as their source. In Sheridan's



judgement, the signs were an opinion, not sedition, and ordered that they be left where they were. This did not please the guard, but he did as he was told and left the shop.

The guard was not the only person about to be displeased. In Garibaldi's office, Ivanova learned from the Security Chief that her least favourite person in the entire world was coming to Babylon 5 and that he was on the BabCom link waiting to speak with her. She turned the screen back on and there was Alfred Bester, the Psi Cop that had given Babylon 5 so many problems in the past. He informed her that he would be arriving at Babylon 5 in seven hours to pursue a dangerous criminal and that he would need the entire command staff assembled when he arrived. While previous trips to the station had been under less than honest circumstances, this one was possibly legitimate. As Ivanova, Garibaldi and Bester were conversing on the link, a lurker in Downbelow was caught in a fit of violent delusion. Screaming about a 'mountain falling on him', he staggered through a steam-filled corridor and shoved people out of his way. Finally, near collapse, he wrenched a wiring conduit pipe out of the wall and began beating the nearest person with it severely, begging for the mountain to stop. Clearly, Babylon 5 had a problem.

This was a problem for many different reasons, not the least of which was that it had drawn the attention of Bester, a Psi Cop who had always shown a keen interest in the dealings of the Babylon 5 command staff. As he was a telepath, this threatened everything they had been doing for the past few months. Not only were they preparing for a war that would rage out of control if the Shadows discovered how much they knew before they were ready, but Ivanova and Sheridan were the source of the transmission that was causing so much turmoil back home. If Bester, a very strong telepath, scanned them, they could be looking at charges of treason. Captain Sheridan laid this out for the command staff in their meeting chamber. There was the alternative of killing Bester before he could reveal their secrets, but aside from Ivanova, with reasons to hate him of her own, none of the assembled war council condoned such an action.

Looking troubled, Delenn offered another alternative, but she mentioned that it would carry a risk of its own.

Down in the passenger docking bay waiting area, Londo Mollari greeted Vir, who had returned from the diplomatic mission on Minbar for a vacation on Babylon 5. He had with him his observations and reports on the Minbari for the Royal Court back on Centauri Prime and was looking forward to submitting them to the Emperor, but Londo, always looking for a reason to celebrate anything in these dark times, was more interested in having a drink with his former aide and hearing about Minbar.



In MedLab, the crazed lurker was still rambling, even under sedation. As Doctor Franklin raced to try and stabilise him, his assistants brought in another human. This one was comatose, but they thought she might be a related case to the first lurker because she had been found just down the corridor from where the first went crazy. According to her charts, she was a geological surveyor who had been caught in a landslide and nearly killed. Franklin saw the relevance – the mountain had fallen on her – and ordered the first lurker checked for traces of a chemical he hoped he would not find. If he was right, the man was on Dust.

Outside the station, Bester was preparing to come on board. His personal shuttle waited outside Babylon 5's docking aperture for clearance. Ivanova, seeing the man that could ruin everything she and the others had been doing for months, ordered the crew to leave Command and Control. Once alone, she wrestled with her conscience. In a moment of weakness, she ordered the station's defence grid to target the shuttle. Then, knowing full well that it would be murder and the end of her career, she gave the command to fire. Before the station computer could comply, Sheridan belayed the order. He understood Ivanova's concerns, but he was not about to become as bad as the enemies he faced. Ivanova pleaded with him to let her do what had to be done, but he refused. Reluctantly, he gave Bester clearance to dock. He knew that at some level, Ivanova was right, but there was another way to beat him.

When Bester, irate and convinced that he had just been in great personal danger, arrived in Sheridan's office, he discovered what Delenn's solution was – Minbari telepaths. With the four of them continuously jamming any use of telepathy in the area, there was no way for him to use his powers. Sheridan did not trust Bester at all, something he was all too happy to tell the Psi Cop directly. Bester seemed to understand, and was even reticent about some of his organisation's indiscretions. He mentioned that although what had happened to Talia Winters previously had been

regrettable, her dissection had proven useful. This comment pulled Garibaldi into a rage, but Ivanova calmed him by saying that the Psi Cop was only trying to provoke him into strong emotion, something that would make the Security Chief easier to read. The Minbari telepaths were there to block Bester's abilities and keep just that from happening. He refused to speak with the command staff while there were outsiders present, but Sheridan and the others had planned for that. Doctor Franklin offered Bester a choice; he could leave the station immediately or he could agree to take a dose of the same chemical that suppressed telepathic abilities in those who refused to join the Psi Corps. Bester, saddened that he had to resort to something like that to get the station's command staff to trust him, agreed to the injection.

'Nothing like a level playing field to ruin a Psi Cop's day.'

John Sheridan

In one of the station's diplomatic meeting rooms, there were tensions of another kind brewing. Vizak, an ambassador for the Drazi, was trying to negotiate a peaceful settlement with the Centauri in regards to 'buffer zones' the Republic was carving out of Drazi space along their mutual borders. Londo Mollari was reluctant to talk about such things in front of Delenn and Lennier, but the Drazi insisted on having them there as mediators. The talks did not go well, with Londo leaving the table after demanding seven colony worlds from the Drazi and obliquely threatening a much more costly military solution if that 'request' was not fulfilled.

Four hours later, after the sleeper chemical had been in his system long enough to deaden his powers, Bester explained the reason for his visit. The Psi Corps was after one of the biggest suppliers of Dust, a synthetic compound capable of awakening the dormant telepathic centres in the brain, and had tracked him to the station. Franklin verified that this

could be true; there had been three cases of Dust victims in the last few hours. The problem was real, but Bester's next piece of information only made it worse. According to his sources, the manufacturer was going to sell mass quantities of Dust to foreign governments.

In G'Kar's office, the manufacturer in question was trying to close that exact deal. The human, Mr. Lindstrom, negotiated a price with the irate Narn. G'Kar was upset that some of the Dust had been dealt on the station already but Mr. Lindstrom was unapologetic; he was a businessman and the point of business was to make money. Seeing that he would not be able to keep the Dust all to himself without closing a deal, G'Kar demanded to see if the product was as good as purported. Lindstrom gave him a sample packet to see for himself. There were no Narn telepaths, but the race could have the genetic potential – since the drug had never been tested on Narn, there was no telling what it might do.

In the Zocalo, Garibaldi was escorting Bester. The Psi Cop was still adjusting to not having voices in his mind from the subtle, subconscious use of his powers. Garibaldi's dislike of the telepath was evident, but Bester was unconcerned. He told Garibaldi that though their methods differed, he was no less loyal to the Earth and humanity than Garibaldi. Like him or not, Bester was just as dedicated to protecting his people as the Security Chief. Garibaldi appeared unconvinced by this argument, but the conversation did quiet him for a while. A short time later, the two of them were called to an interrogation room with a human fence named Ashi. The human had the reputation of owning a piece of every illegal smuggling operation that took place on the station. Though Ashi pleaded ignorance at first, a few minutes of good cop/Psi Cop loosened his tongue quickly. He professed to know a human with a dozen fake identicards who had come to him looking to move many crates of Dust through Babylon 5. As far as Ashi knew, the human was still on station in a room in Red Sector.

That was all they needed to set up a bust. With the station's Screamer defence system online and awaiting his command, Garibaldi crouched behind a cargo crate with Bester and waited for Mr. Lindstrom to meet with his suppliers. When all of the perpetrators were in one place, Garibaldi kicked on the sonic system, drove everyone to their knees, and made arrests. Unfortunately, while Lindstrom had been captured, his damage had already been done. He would not be supplying G'Kar with crates of Dust, but the one sample he had given the Narn would be trouble enough for everyone involved.

In his quarters, Londo Mollari was going over Vir's report on Minbar before forwarding it to the Royal Court. He was not pleased with the wording of the report, as it was too complimentary and not politically astute – in his opinion. Over Vir's protests, he rewrote sections of the missive



to reflect the current political trends on Centauri Prime. These were not outright lies, but they were enough to put a completely different spin on what Ambassador Cotto had been trying to report. Vir complained that Londo was trying to drive him mad, but Londo told him the universe was already quite mad. Any further effort on his part would be redundant.

Before the conversation could continue, Vir was called to the door and struck unconscious by an enraged G'Kar. Maddened because of the Dust he had consumed, the Narn had already wrecked his own apartment and had now found the subject of his delirious hunt – Londo. Unable to fight off a drug-crazed G'Kar, Londo fell before the Narn's physical assault and the ruthless mental invasion that followed. He saw into Londo's most secret thoughts. He saw Mollari had originally been given the position on Babylon 5 because no one else wanted it. Essentially assigned to the station as a joke, Mollari's diplomatic origins were no honour, but rather an expedient way for the Royal Court to be rid of him. In Londo's mind, G'Kar's laughter rang out like mocking thunder. His amusement faded as his new telepathic powers revealed Mollari's first meeting with Mr. Morden and the Shadow's part in the destruction of Quadrant 37. Suddenly, G'Kar had his proof that Mollari was at the centre of the whole war against his people. He had to know who these allies of the Centauri were and if Mollari would not give it to him, G'Kar would take it from his mind by whatever means necessary, even if that meant ripping apart Londo's psyche.

In a flood of maddening images, G'Kar learned everything, all that Londo had done and seen in the last two years.

Only a strange, calming voice from the darkness stopped G'Kar before he could go any further. He saw his father, hanging from his wrists from a tree branch. G'Kar saw him again for the first time since he had watched his father die as a young child. His father repeated the words he had spoken then, leaving G'Kar to grieve once more. As he did, another Narn appeared. This one called into question G'Kar's honour and his motives in continuing the bloodshed surrounding his people. In the words of this new Narn, no one would care who was right and who was wrong in their race's struggle against the Centauri if all of creation was torn down as a consequence. There was a greater war, a greater purpose, than that which G'Kar could see in his blindness of hate. The Narn implored G'Kar to understand what he was trying to say; the Narn were not alone in the universe. All the races of the galaxy were bound together and for some to be saved, others would have to be sacrificed. G'Kar, still reeling from all he had seen and heard, did not understand, but he tried to accept what he was being told.

As he struggled with these new revelations, G'Kar's face was bathed in light. In his mind, he saw the angelic figure of G'Quan rising up into the heavens. He had been given a second chance, an opportunity to become something nobler and greater than he had been before, but the choice was his. His eyes showed the majesty of G'Quan, but within, he beheld the majesty of what the universe was offering him. Humbled and silenced by it all, his Dust induced fever broke and he returned to himself and the horrors he had wrought. As he sat weeping, the silent figure of Kosh moved, unseen, away from him.

Later, in the Judiciary Court of the station, G'Kar was found guilty of the premeditated assault and seizure of Londo Mollari and the purchase and use of an illegal substance. He had confessed to these charges and declined council, all with a serene look of acceptance on his face. The sentence was confinement for 60 days in the station's holding facility, but he did not seem concerned. He even declined Garibaldi's offer to return the Book of G'Quan to him, feeling that he was now somehow closer to the writer of the work.

In the station's docking bay, Garibaldi escorted Bester and the prisoners from the Dust arrests to their transport. Bester expressed a certain sense of appreciation for his time working with the Security Chief, an opinion that was completely unrequited. As another member of Psi Corps approached, Garibaldi took his leave. Once alone, Bester revealed to the other Psi Cop that he had always considered their Dust 'idea' unworkable. The Corps had spent five years developing the drug and it had not produced any telepaths of acceptable strength among the human race. He

was, however, pleased that they had managed to keep it out of the hands of aliens.

Alone in his cell, G'Kar finally had the time and solitude to think over what he had seen. A man of great honour and courage, he had now seen the truth of his beliefs and was becoming deeply spiritual. Much of what had been said to him was troubling, but he sought peace in meditation. 'Some of us must be sacrificed if all are to be saved.' The Narn in his mind had spoken those words. Now, it was up to him to determine what they meant.

Ashi - Smuggler, Fence, and Criminal Contact

6th Level Human Lurker

Hit Points: 20

Initiative: +2 (+2 Dex)

Speed: 30 ft.

DV: 16 (+6 Reflex)

Attacks: +4 melee or +4 ranged

Special Qualities: Lurker's Knowledge, Survivor's Luck, Multi-Skilled

Saves: Fort +7, Ref +6, Will +3

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

Skills: Appraise +8, Bluff +6, Computer Use +5, Knowledge (alien life) +4, Knowledge (law) +5, Knowledge (mercantile) +5, Knowledge (streetwise) +10, Listen +5, Profession (dock worker) +4, Sense Motive +6, Spot +4, Speak Language (Drazi), Technical +5

Feats: Alertness, Contact (Security guard on his payroll), Lightning Reflexes, Skill Focus (knowledge - streetwise), Run, Toughness

Ashi got his start in smuggling at a young age, helping his father unload 'special cargo' off freighters in the Proxima transport bays. When his father was killed during a turf war between two rival smuggler's groups, the young Ashi began hopping ships that would take him as far away from the Earth colonies as they would go. Proving himself an able spacehand, especially around the cargo bays, he worked for his passage until fortune brought him to Babylon 5 and a job with the Dockers' Guild.

He managed to stay out of real trouble until the Dockers went on strike in 2258 and forced him to make a few hard choices about his life. Unwilling to risk his life if the Rush Act was called into effect, he resigned from the Guild and put his other talents to work for him. Within a few months, he was an enforcer and 'collections agent' for N'Grath. His comfort level at dealing with aliens made him an excellent go-between for people who wished to do illegitimate business for the insectoid alien but had no desire to do so in person. Over time, his position in N'Grath's organisation improved until he was the crime lord's most trusted lieutenant.

When N'Grath fled the station following the assassination of President Clark, Ashi was left as one of the only people on Babylon 5 qualified to fill the vacuum of power. 2259 was a turbulent year for him, but after surviving the dangers of Downbelow, dealing with a few pretenders to his throne did not prove to be difficult. By the end of 2259, Ashi has assumed a great deal of N'Grath's former position and the contacts that come with it. His criminal connections are legion and if something exists on Babylon 5 that should not be there, it is a safe bet that Ashi either knows where it is or who else might know – for a price.

Dust

A telepathic, chemical menace that has for the most part been limited in its range of effect to Earth and its colonies, this narcotic substance is a colourless crystalline powder with the special ability to heighten neural processes and awaken the telepathic gene in most sentient creatures. This telepathic power is a very focused one, taking the form of a potent mind scanning ability that forces itself into the mind of another being and reveals many of their innermost thoughts and memories. Dust is usually melted over an open flame until it assumes a liquid form and then air injected, but the substance can also be inhaled and absorbed through the thin tissues of the nasal cavities. The power it provides only lasts for a few hours and does not tend to linger thereafter, but the effects of telepathically 'raping' someone's mind can take a lot longer to fade. Telepaths are extremely sensitive to the invasion this drug can cause; a telepath who suffers an assault by someone on Dust rarely regains consciousness after the experience and will likely be permanently insane even if they manage to recover. As such, Psi Corps heavily polices the drug and the penalty for trafficking is extremely harsh. Dust convictions carry a mandatory 10-year prison sentence under EarthGov law.

Ironically, Dust is a Psi Corps invention and was designed as a way of unlocking the genetic code of a human being in order to force the creation of measurable telepathic ability in someone who would not otherwise manifest it. In this regard, it has failed, but its potential as a way of providing situations where the Psi Corps is given jurisdiction to investigate cases of its use in areas they would not otherwise have access to has more than justified the trouble it has caused them.

Scenario and Campaign Hooks

- ⑤ Garibaldi said that Ashi had a piece of every illegal dealing that transpired on Babylon 5. As such, he has likely replaced N'Grath as the station's contact point for smuggling and dirty deals, though he has fewer resources. This makes him a likely character for the players to have to come through if they need things done 'off the record'. Garibaldi keeps Ashi watched pretty closely, but clever players can probably set

up a meeting with him if they are willing to take the time, credits and Gather Information checks it might take to accomplish it. Since Ashi revealed that he had not set up Lindstrom's Dust connections for him, the fact that the stuff made its way onto Babylon 5 anyway suggests that Ashi does not have the exclusive market on smuggling. This opens up the possibility of rival characters vying for control of the illegal shipping lanes; players willing to get involved in such things could stand to make a lot of money (and infuriate Mr. Garibaldi in the process).

- ⑤ Dust is a plot line or story arc waiting to happen for any Games Master wanting to incorporate it. Not only does the chemical provide an excellent way for a character to become invasively telepathic for a single game without having to worry about the long term consequences of psychic powers, it can be used to explore the many side effects Dust can have on non-human characters. Trafficking in Dust or trying to prevent Dust trafficking can also provide plots for a campaign, as it ties the players at least indirectly to the Psi Corps. Having Psi Cops get involved with the game is bound to have a lasting effect on players, especially if any of them are telepaths themselves. Ashi, a person who admittedly will deal in virtually any illegal substance in the galaxy, will not touch Dust because it is 'nothing but trouble'. Players should take that warning to heart.

- ⑤ G'Kar's unprovoked attack on Londo Mollari will raise tensions between the Centauri and the Narn to an all-time high. The brutal nature of his assault will only make things worse, though the Dust factor will certainly not become public knowledge. Still, the Centauri will likely learn of it eventually and when they do, the risk to any state secrets Mollari might know will force them to act in some way. This opens up a number of roleplaying opportunities for players with any connection to either side in the conflict. Lesser Centauri nobles might have more authority and responsibilities placed upon them as the Royal Court shies away from Londo for a time. Narn operatives and Babylon 5 security forces will have their hands full staving off attempts on G'Kar's life while he is under incarceration.

Exogenesis (March 11th, 2260)

It was the end of another long day for the officers in Command and Control. Their last shuttle for the work rotation had just docked and was moving through the station to the debarkation platform. The *Dyson* eased gently into its docking clamps and arrived at its scheduled gate just as two humans arrived on a gantry overlooking the bay. They were



The Zocalo was not the only place to purchase goods on Babylon 5, though it was certainly the cleanest. There were parts of Downbelow where anyone with credits and the strength to hold onto them could buy just about anything. It was here that Marcus Cole tracked down an old friend, a lurker and small-time trader named Duncan. Their brief discussion about Scottish plays from the old days of Earth and Duncan's sleepy demeanour was suddenly interrupted by a coughing fit on the lurker's part. Knowing that his friend needed the money and hoping that he would use it to go to a doctor, Marcus purchased a small trinket from Duncan and went on about his way in peace.

eager to meet the people coming off the shuttle, though their tone suggested this trip might not be for pleasure.

In Earhart's, the officer's lounge and bar, dozens of station personnel were gathered for something considerably more festive. David Corwin, formerly a Second Lieutenant, had just been promoted for his hard work and dedication to EarthForce. Now a full Lieutenant, he appeared more than a little embarrassed at all of the attention and the party thrown in his honour. At a nearby table, the entire command staff drank to the new Lieutenant's good future and the hope that tomorrow would be as calm and peaceful as today.

At that moment, in Downbelow, the two lurkers who had watched the *Dyson* dock were busy proving them wrong. As they looked on in excitement, another human dressed in rags crawled on the metal floor in utter agony. His shirt was torn open across the back, and a small alien creature was burrowing into his flesh. As one of the lurkers spoke soothingly to him, telling him that it would all be over soon, the creature settled under his skin and the marks of its intrusion mostly faded. Unfortunately for the victim, these words proved false. For some reason, whatever the creature was trying to do failed and, as they watched, the lurker died. Unable to remain because security was approaching fast, the two lurkers reluctantly fled the scene.

In Command and Control, Captain Sheridan drew Ivanova out for a private meeting. Now that Corwin had been promoted, it was inevitable that he would get involved in the command staff's secret dealings. While Sheridan did not begrudge the Lieutenant his new position, he had to know where the young officer stood in regards to EarthForce and what was transpiring with President Clark and the Ministry of Peace. He suggested Ivanova set up a subtle interview later with Corwin, something she had no problem agreeing to. She did express concern about the secrecy, saying that it was the part of their war council she really hated.

In the MedLab staff meeting room, Doctor Franklin briefed his staff on various medical concerns and emergencies on the station, including a shortage of Drazi blood supplies. He asked if there was anything that needed his immediately attention and an EarthForce medical officer named Harrison brought up a Dead On Arrival case. Doctor Morris, the attending physician on that one, wanted Franklin's help pinpointing a cause of death because the intact condition of the corpse did not offer one of its own. Later, in MedLab One's isolab, Franklin examined the corpse, a human male in his early thirties and found no cause of death he could determine. There were traces of prior drug use, including Dust, but nothing that would have killed him. After a computer scan found a strange mass wrapped around the human's spinal cord, Franklin decided to perform an autopsy. What he found was astonishing – the human's spine was covered in a mass of clear tendrils, some of which seemed to be alive. Analysis confirmed that the mass was genetically neutral, enabling it to coexist in any form of life.

In the Dark Star lounge, Marcus met with another ranger privately. He had a message from Ranger One on Minbar, telling Marcus to go on a heightened state of alert following increased pressure coming from Earth. He also told Marcus of Shadow vessel activity in Sector 800. The Shadows were creating a sizable blockade force on the edge of Centauri space. His last news for Marcus was that the 'package' he wanted had left Mars and would arrive within the week. After asking him to drop a long range scanner in Sector 800 on his next supply run, Marcus dismissed the disguised ranger and asked after his usual liaison, Samuel. He was told that Samuel had decided he had more important things to do than work with Marcus, something the canny ranger found hard to believe. He decided to visit Samuel for

himself and left the bar, but he was observed doing so by the male lurker from the *Dyson's* docking bay.

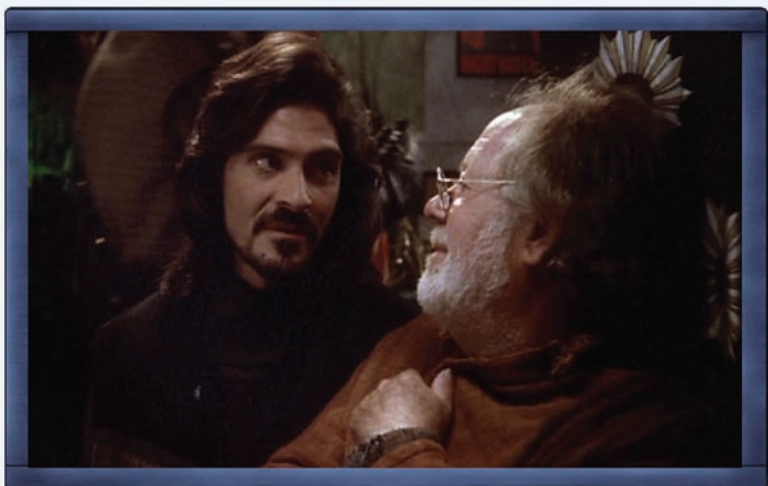
He found Samuel with over a dozen people in the docking bay. Samuel had a strange, almost distant look and a vacant expression. Marcus tried to find out why Samuel had decided to stop working for him, but the man would only say that he had other things to do now. Not wishing to have a confrontation in the dingy Downbelow corridor, Marcus backed off, but he definitely did not like what he had seen. Everyone in the hallway had the same expression as Samuel, as if they were listening to something Marcus could not hear. After he departed, the lurkers all gathered in the room at the end of the corridor and watched as another human lay on the ground in agony. This time, it was Duncan.

In Command and Control, Ivanova asked Corwin if, now that he was promoted, he would like to meet with her for a private conversation about where he saw himself a few years in the future and what he thought of his career. She was trying to be subtle about things, but her subtlety let the Lieutenant completely misread her intentions. By the time she was finished, she had set a time to meet in her quarters after the work shift and Corwin was left with the mistaken impression that he had just been asked out on a date.

After finding out that Duncan had moved all of his things and given up his space in the Downbelow market, Marcus went to try and get Garibaldi to investigate. After being rebuffed by the Security Chief because nothing illegal was apparently happening, he seized on Garibaldi's off-handed suggestion that he go see a doctor about the odd behaviour instead of him. That was exactly what Marcus did; he went to MedLab One and talked with Doctor Franklin. After almost, but not quite, lying about Garibaldi's recommendation and interest in the missing person case, the ranger convinced Franklin to take the hour his medical computer would need to finish an analysis of the biomass and come with him to Downbelow. Pushy but triumphant, Marcus took his weary ally and headed off in search of his friend.

After finding a resin-covered hole eaten through the solid metal wall of a chamber in Brown Sector, Franklin and Marcus followed a similar trail of holes to a section of the station's superstructure where a human lay writhing on the floor. His back was bulging, as if something large was under his skin, wrapping itself around his spine. Franklin tried to reach MedLab on his comm link, but before he could more than identify himself, he and Marcus were surrounded by the lurkers from before. This time, their expressions were as focused as the aim of their PPG pistols. A few minutes later, as they peered out through the bars of their cell, Franklin and Marcus discussed their situation. In the Doctor's opinion, the creature in the lurker's back was the same kind of thing he found during his autopsy – an alien parasite capable of taking over the nervous system. He thought it might be part of a plot to take over the station, but Marcus saw that doing so was not facilitated by taking over lurkers. Lurkers had no tactical value or authority, leaving them less than helpful to an invasion force. One of the possessed lurkers approached their cage and identified himself as having been Matthew Duffy. He explained that the two of them would remain locked up until the lurkers were through. Despite Franklin's attempts to reason with him, Duffy was uncooperative and left them in silence. Franklin remained optimistic, thinking that since Garibaldi was involved, he would find them soon. Once he learned from a very sheepish Marcus that the Security Chief was not really part of the operation, his optimism and his hopes waned.

Later, Marcus's friend Duncan arrived at their cell. He was smiling and looking healthier than before. He told them that he was now two beings and one being at the same time. The part of him that was Duncan remembered Marcus being kind to him, while the part that was Vindrizi had made him whole and well again for the first time in years. The corpse Franklin had in MedLab had died because his blood was tainted with chemicals that caused the merging to go badly. The Vindrizi were here to merge with hosts and would tolerate no interference. That meant hurting or even killing Franklin and Marcus if they had to, though it did not sound like the alien symbiotes' first choice.



In Ivanova's quarters, Lieutenant Corwin was sitting uncomfortably while the Commander talked with him. After having already denied bringing her a dozen roses he had purchased earlier because he thought they might seem too forward, he was very nervous about making any further 'mistakes'. Ivanova tested his reliance on orders by revealing that she had broken regulations and set aside a small part of the hydroponics garden to grow her own coffee beans. He did not have a problem with that, but he was truly loyal to Earth and did not believe that anyone should actually disobey their orders. This attitude was commendable, but it was

not precisely what Ivanova had wanted to hear.

Meanwhile, Marcus and Franklin sat in their cell, discussing their situation and, at Marcus's request, Ivanova. Franklin could not believe the ranger would choose this as a time to discuss romance, but Marcus could not think of a better time than at the possible end of his life. Their conversation was cut short as the lurkers and Duffy came to pull Franklin out of the cage. The lurker they had seen merging with a Vindrizi was dying and they needed the doctor to save his life. The threat in their words was clear; if the lurker and his parasite died, so would Franklin. While the doctor was in the other room, Marcus set his escape plan into motion. After tricking one of his guards into knocking himself out with a suddenly extended fighting pike, he grabbed the other one and forced the weapon from his hand. He grabbed the pike, loose PPG and the doctor's link, but was unable to get the communication device to accept his genetic scan as an authorised user. Frustrated, he charged out of the room into the corridors of Brown 84. If he could not summon help, he would save Franklin on his own.

Two minutes later, he and Franklin were trapped behind a pair of packing crates in a dark room full of angry alien-possessed lurkers. Trying to bluff his way out of the situation, Marcus accused the aliens of ruining and endangering the lives of the lurkers they took over. Duncan came out of the shadows and told Marcus that the aliens had not forced anyone into a merger. They had all volunteered. Talking through several different lurkers as a kind of hive mind, the lurkers spoke for their Vindrizi symbiotes. They had been created half a million years in the past as a form of living record, keeping an account of everything they have experienced through their host bodies. They had been to distant parts of the galaxy too far away to describe and witnessed ancient wars too terrible to imagine. They pleaded with Franklin and Marcus to believe that they meant no harm but only wished to continue their purpose of recording the wonders and tragedies of the universe. Unfortunately for the Vindrizi, there was no reason to trust them. Duncan, knowing that Marcus would trust his friend but not the alien within him, willingly separated from his symbiotic companion and, nearly dying from the strain, told him that everything they had been told was true. The Vindrizi existed to keep the knowledge of the past and present in trust for a time when all records were lost and the galaxy became bereft of its history. The Vindrizi did not want to hurt anyone, but needed to maintain their existence and fulfil their purpose. Moved by Duncan's sacrifice, Franklin agreed to help the aliens in their cause. His conditions were that he be allowed



to monitor the merging process at all times and ensure the safety of all their volunteers.

This was good news for the Vindrizi, but sad news for Duncan. The process of merging with a Vindrizi was a once-only proposition. Trying to recombine with the alien would kill him, so all of the wonderful images and memories he had shared were now lost. He understood the need, as had his symbiote, but he could never rejoin them again. Instead, Duncan chose to leave Babylon 5 to experience some of the galaxy for himself. It would be a pale echo of the wonders the Vindrizi had shown him, but it was enough.

At his station in Command and Control, Sheridan silently asked Ivanova about her approval of Corwin. Looking sadly after the young officer, she shook her head. He was a good man, but he could not be trusted to keep their secrets; so many of them would simply violate his sense of duty to EarthGov back home. Depressed by this news, Captain Sheridan sighed deeply. They needed allies in the upcoming Shadow War, but it did not look like Lieutenant Corwin would be one of them. The Vindrizi could not reveal themselves, as the risk to themselves from outside forces wanting to use or destroy the knowledge they possessed would be too great. Another day had passed, and the forces of Light were no greater than they were before.

The Vindrizi

An organic form of record keeping, the Vindrizi have eidetic memories and are effectively immortal but have a strange biology that only allows them to live for more than a few hours if they have merged with the bodies of sentient humanoids. They do this by entering the body near the spinal column and incorporating themselves into a writhing mass of organic tendrils. These wrap themselves around the spine and attach in multiple places along the spinal cord. By doing so, a Vindrizi can live for as long as the host does, becoming one entity for the lifespan of that sentient being.



Who created them is a mystery and one the Vindrizi themselves will not reveal. They are part of a collective intelligence that maintains contact with its component organisms through telepathic communication. In this combined memory are the experiences of every Vindrizi that exists, a vast storehouse of knowledge about the galaxy, its people, and the hundreds of thousands of years the Vindrizi have existed. They have a biological drive that keeps them searching for new experiences, taking their hosts along on the journey to act as their limbs and their senses. Together, Vindrizi and hosts alike become a living tapestry of the past and present.

By themselves, Vindrizi are a very imperfect organism, but when linked to a host, they become a very efficient form of life. Capable of remarkable acts of physical control, a Vindrizi can force its mass into a host creature and heal the wounds of its entry within moments. Some of that regeneration is passed to the host creature after the merger, making possession by a Vindrizi a not altogether undesirable occurrence.

Vindrizi

Tiny-size Alien Creature

Character Level: 2 (6 hp)

Initiative: - (-1 Dex)

Speed: 5 ft. (cannot run)

DV: 8 (+2 size, -4 Reflex)

Attacks: Pincer -3

Damage: Pincer 1d3-4

Special Qualities: Eidetic Memory, Hive Mind, Symbiotic, Vulnerability to Toxins

Saves: Fort +0, Ref -4, Will +9

Abilities: Str 4, Dex 3, Con 10, Int 20, Wis 20, Cha 10

Skills: Knowledge (alien life) +10, Knowledge (alien language) +10, Knowledge (history) +10, Knowledge (star systems) +10.

Feats: Iron Will

Eidetic Memory: The Vindrizi remember everything that they have ever seen or experienced, even through the senses of a host body. This level of acute, exacting memory detail provides them a +1 on any Intelligence-based skill check (already figured into the skills above) and allows them to take 20 on any Knowledge skill check without increasing the amount of time the check would normally take and regardless of any distractions.

Hive Mind: All Vindrizi are capable of sensing each other at a range of one light year and can pinpoint the exact location of any member of their race within one mile. All Vindrizi within 100 feet of each other can share their experiences and thoughts through a constant, effortless form of the telepathic power Communication.

This mind link goes far beyond the concept of words and allows for instant transmission of thoughts, memories and sensations. Members of a Vindrizi Hive Mind, including their host bodies, share the highest Intelligence or Wisdom-based skill ranks of any one member of the group. Hive Minds can be disrupted by the telepathic power Jamming, but it instantly resumes when the interference ends.

Symbiotic: Unable to live for long outside a host creature, the Vindrizi can merge themselves with any willing, sentient humanoid being with a spinal cord. They do this by moving onto the creature's back and entering their body over a period of 1d4 minutes. This process is incredibly painful and will result in the death of both the Vindrizi and the host if there are any foreign chemicals or acute diseases in the humanoid's system. As a side effect, any diseases in the host's system are instantly and completely purged. The process dissolves the Vindrizi's normally insectile body into a series of long neural fibres and leaves no visible wounds or trace of the merger afterwards. Details on the result of a Vindrizi merger can be found in the Rules Addition chapter.

A Vindrizi can leave a host body at any time, but its doing so will catastrophically damage the physical integrity of the bonded creature. Once a creature loses its Vindrizi symbiote, it can never host one again and its Constitution score is reduced by 1 point permanently. The former host loses all of the benefits it gained from the Keeper of Memory template, but they gain a permanent immunity to normal diseases as an after-effect of the merger. This does not stop artificial diseases such as bio-engineered plagues or other created ailments.

Vulnerability to Toxins: The Vindrizi suffer a -4 circumstance penalty to all Fortitude saves made against poison and do not receive a secondary saving throw if their primary save fails. Poisons that reduce Constitution automatically affect Vindrizi without benefit of a saving throw, making them dangerously effective against these alien creatures.

Keeper of Memory Template

When the Vindrizi possess a host body, they bring with them several advantages and benefits, such as improved health and lifespan, and access to a wealth of knowledge almost too vast to imagine. This can have profound effects on the being agreeing to the merger. Personality changes to match both the host and the distant, alien viewpoint of the ancient Vindrizi. The sheer power and complexity of the Vindrizi mind tends to completely overwhelm the much younger psyche of the host, leaving the original personality as little more than an echo of behaviour and memory in the face of countless millennia.

These merged beings call themselves the Keepers of Memory and take it upon themselves to try and experience the whole of sentient life in the galaxy. They have been around in various incarnations since their creation by beings unknown 500,000 years before the last Great War. Keepers of Memory are dedicated to their cause and will do whatever they must to continue their travels and their existence. If they must, they will kill, steal, or commit any kind of criminal act, but they tend to be peaceful creatures with an interest in quiet co-existence.

This template can be added to any non-telepathic humanoid sentient being. At the time of merger, the host creature may not be under the effects of any drug or poison. Disease is not usually an issue because of the Vindrizi's healing capabilities, but any active drug or poison in the host's system will overwhelm the symbiotic alien; this is usually terminal to both host and Vindrizi. If a Keeper of Memory ever becomes telepathic (even temporarily due to Dust or other condition), the mental input will force the Vindrizi symbiote out of its body immediately and painfully.

Hit Points: As host + 4.

Speed: As host.

DV: As host.

Damage: As host.

Special Attacks: The host retains all of its previous special attacks.

Special Qualities: A Keeper of Memory retains all of the host's special qualities and gains all those of the Vindrizi, as detailed above. The host also gains the following.

Fast Healing: Keepers of Memory have a phenomenal healing rate and can recover from devastating injuries in a short amount of time. As long as a Keeper of Memory has not died outright from damage (brought to -10 hit points), it heals 1 hit point every round from any kind of damage. This quality is always active but does not permit the reattachment of limbs or regeneration of organs. Sensory organs *will* regrow and typically do so in 1d3 days.

Coordinated Action: Keepers of Memory work better in groups. For every other Keeper of Memory within 100 feet, a Keeper of Memory gains a +1 morale bonus to skill checks, attack rolls, and saving throws to a maximum bonus

of +5. This bonus is only gained from conscious Keepers of Memory; unconscious or comatose Keepers of Memory cannot contribute or benefit from it.

Saves: As the host. Keepers of Memory always succeed at any saving throw against disease, as the presence of their Vindrizi symbiote buffers their physiology against the effects of biological agents of any kind.

Abilities: Keepers of Memory gain the Intelligence and Wisdom scores of their Vindrizi symbiotes, usually 20 in each. Their Charisma scores always changes to 10 because of the detached, dispassionate nature of their personalities after the merger.

Skills: As the host. The Keeper of Memory also gains an additional 1d20+20 ranks in skills which may be applied to any skill. All skills are considered to be class skills for the Keeper of Memory.

Feats: As the host.

Artificial Botanicals

It is incredibly expensive to ship real plants of any variety to Babylon 5 because of transportation and packaging costs. For the most part, people outside the few Earth Colonies with a breathable atmosphere and arable soil have to make do with synthetic duplicates. These low cost alternatives are usually of a noticeably poorer quality than authentic goods, but such is not always the case. While no truly effective replacement for organically grown coffee exists in Earth space, some things have been effectively duplicated. For the most part, only items that are not consumed can be replaced without the user of those goods being able to tell they are synthetic. This opens up a wide market for items like synthetic cotton, linen and other non-comestibles. Chemical-based fabrics are common in the stores of Babylon 5, with real materials only available for a huge (x10 or more) mark-up on their cost when they are available at all. Over time, spacegoing humans have become used to the differences in synthetic items and now only view authentic goods as an expensive (and often foolish) luxury.

As an example, synthetic roses cost somewhere around 50 credits a dozen, depending on the vendor. Mima's Floral, the Zocalo's best-known florist, sells red artificial flowers indistinguishable from the real thing for 40 credits a dozen to EarthForce personnel in uniform. By comparison, the Earth Boutique only has real roses in stock a few days each year (5% chance of them being available at any given time) and sells them for 65 to 85 credits each. There are no discounts given for bulk purchases.

Scenario and Campaign Hooks

- ③ The Downbelow market featured here (and one of several on the station) is owned and operated by a human lurker named Mackie. During a Babylon 5 campaign, criminal connections may be found in this area and illicit goods purchased in secret from

some of Mackie's vendors as long as no trouble or official attention is brought into the area. Mackie pays his dues to Ashi and his enforcers every cycle, which ensures that no one tries anything foolish in the market. Those that do will have to deal with a dozen or more human and alien lurker thugs who like to keep things in the marketplace 'peaceful'. Players may use the market as a contact point and setting for their own stores or illegal activities, and Games Masters can introduce new plotlines in the form of odd goods found on sale or trouble in the market spilling out into the rest of the station.

- 5 Corwin's 'interview' with Ivanova marks a paranoid time for the command staff of Babylon 5. Desperately needing friends and confidantes among their peers, the staff will be feeling out the loyalties of everyone in the station's chain of command. This may impact on the lives of players associated directly with Babylon 5, especially if they hold any rank with EarthForce or have had personal dealings with the main characters on board the station. Even Garibaldi will be looking for people he can trust within his own security force and in his usual group of contacts. Wearing a Night Watch armband will be an instant barrier to this kind of trust, but not an insurmountable one. Players looking to work both sides of the fence will get their chance during this time period, but doing so will have dire consequences for anyone caught trying to betray a trust.
- 5 The Vindrizi offer a unique opportunity for a Games Master wishing to run an exploration-style campaign. Possessed players might very well band together for protection and use any means at their disposal to secure transport on their quest to experience the infinite facets of the universe. A group of these players in a stolen ship, racing through unexplored places in the galaxy could make for a unique and interesting game, especially if one or more alien forces have learned of their existence and wish to capture them for their own ends. A single Keeper of Memory could provide a fascinating member of a group, along for the ride while they go about the adventures of their daily lives. Always watching and listening, such a character might be a passive witness or an active participant, as interested in making history as watching it.
- 5 With the loss of Samuel to the Keepers of Memory, Marcus will be looking for a new

liaison with his contacts on and off the station. A player could be introduced to a campaign set on or around Babylon 5 in this way. In all likelihood, this character would not be a fellow ranger, as their tasks will generally take them off the station for extended periods of time. A lurker or professional on Babylon 5 would be best suited for this role, preferably one with contacts, interpersonal skills like Diplomacy and Gather Information, and a sizeable Charisma modifier. Marcus will probably not accept a new liaison immediately, taking to heart the Vorlon and Minbari philosophy that the right people have to be doing the right thing for the right reasons. As such, any player looking to serve the rangers in this way will have to undergo an extended period of personality and integrity testing. For Games Masters, these are scenarios just waiting to be written.

Messages From Earth (March 18th, 2260)

Garibaldi did not mind that he had not had a vacation in 3 years. He did not mind that the pay for his job was lousy. He did not even mind the stress that came with being Babylon 5's Chief of Security. What he did mind was having to eat the same food for breakfast every day. In contrast, as she sat there listening to him complain about his meal, Ivanova was surprised by a covered tray from Marcus. It was a plate of real bacon and eggs, something that Garibaldi thought were impossible to get to Babylon 5 before they spoiled. The breakfast was a gift for the Commander in gratitude for getting Marcus an identicard - apparently, a more extravagant one than the ranger really knew. Garibaldi and Sheridan were stunned, while Ivanova was simply embarrassed. While Ivanova ate her eggs, entertaining ways in her mind to make Marcus pay for the embarrassment, there were people



in Downbelow doing it for her. Marcus and a blonde human woman were running through the bowels of the station, thugs on their heels. Surrounded and outnumbered, Marcus beat back the tide of attackers. He shouted to the woman to flee. Collapsing the corridor behind him to stop their pursuit, Marcus evaded his opponents and charged another one just as one of the humans was raising a PPG pistol to finish off the now unconscious woman.

In the Zocalo, the mood was business as usual. A BabCom screen on the wall near one of the market's open caf  s explained that new evidence from President Clark's personal physician had surfaced, casting doubts on the legitimacy of the illness that had taken him off EarthForce One just before it exploded. While the evidence was being decried by Clark's supporters, ISN also revealed that EarthGov was aware of an alien race in hyperspace, and that extreme measures might be required to protect Earth.

In MedLab, Marcus paced by the woman's bedside. As Doctor Franklin noted that the woman did not have significant internal injuries or a concussion, he asked who had attacked her. Marcus let him know that the men were bounty hunters, and that the woman was on a list of people that someone would pay good money to see did not survive another night. What she might have done in the past did not seem nearly as important as what she might do; that was the reason she was being hunted.

G'Kar was sitting in his quiet, dark cell when Garibaldi came in to see him. While some might be upset or stressed at their incarceration, G'Kar actually seemed content. He had been meditating, thinking and even singing since being imprisoned. The latter had convinced many of the other prisoners that he was being tortured, something the calm Narn found extremely amusing. A true artist was never appreciated in his own time or his own cellblock, it would seem. G'Kar invited Garibaldi to sit with him for a moment. The Security Chief had been trying to read the Book of G'Quan, but a translated version would have been much easier - unfortunately, it would have been a sacrilege to translate the book, according to G'Kar, so Garibaldi would just have to struggle through it as best he could. There would be more for him to read later, as G'Kar was writing down everything he knew about the war with the Centauri, his people's mistakes, and what they would have to do to correct them. He expected to have it finished by the time his eight week incarceration was finished.

You can learn much from silence.'

Ambassador G'Kar

Garibaldi might have stayed longer to talk with G'Kar, but a Code 7-R had been called and he had to meet with the other

members of the command staff. Marcus had arrived with a 'package' he had been waiting for. Seven years ago, on Mars, Garibaldi had seen something horrible he could never prove. That was, until now.

The woman Marcus had brought to the station was Mary Kirkish, a scientist with Interplanetary Expeditions. She had risked her life coming to Babylon 5, but what she knew was too important for her to do otherwise. In the meeting chamber set aside for the war council's gatherings, Ms. Kirkish told her story. She had been working for Interplanetary Expeditions for eleven years, several of those on Mars looking for lost artefacts. She had never found anything but false leads until seven years ago, when her team's sonic probes picked up something 300 feet beneath the surface of Syria Planum. Its depth marked it as having been there at least a thousand years, a time frame the command staff knew was the end of the last Shadow War. The timing was exactly correct; Ms. Kirkish described the thing she had half unburied from the Martian soil and everyone at the table knew what it was - a Shadow vessel. The mere sight of half of it had given Mary Kirkish nightmares for the rest of her life. It also proved that Earth had known about the appearance of the Shadow vessels years before they saw it on ISN. Sheridan suspected that EarthGov might be using the mystery of the ship as an excuse to tighten up planetary security and control information in an effort to deflect the truth about the Shadows and Clark's complicity in President Santiago's murder.

All of this was alarming, but it was not nearly as distressing as what else Ms. Kirkish had to say. Finding the one ship had only been the beginning. Everyone else who had seen what she had were either dead or missing, but before she died too, she had to tell someone of what had happened next. After informing Earth Central of their discovery, her entire team were ordered to a heavy bunker two miles away. This was after one of the workers had touched the ship with his bare hand and been killed instantly, the life simply drained out of him.

For six days, Kirkish's team sat in bunkers, waiting for the unmarked shuttles to stop coming into and out of the distant dig site. Then, as quickly as they had come, the shuttles and communications stopped. A second Shadow vessel arrived on the scene and blasted into the dig site with its beam weapon. From the spray of sparks and molten rock, Kirkish had thought it was destroying the other ship, but twenty minutes later, a psychic scream echoed across Syria Planum - the birthing cry of the other ship as it lifted off into space with its kindred vessel. After that, her team was broken up and assigned to various other projects across space so no one could talk to each other. Garibaldi's involvement in the affair on Mars had to do with a shuttle accident that left him and another man stranded on Syria Planum. Trying to get back to civilisation, he had seen some of what Ms. Kirkish

described. He had gone into the crater to investigate things, but the ships were already gone and the only thing he could find was a half-slugged Psi Corps pin. It was enough to turn the stomachs of everyone at the table, especially Sheridan and Ivanova.

There was still more to Ms. Kirkish's tale. She had just been assigned to a new dig, this time on Ganymede. Interplanetary Expeditions had found another Shadow vessel, but this time they had no intention of giving it back to the Shadows. Instead, they were going to take it back to Earth, study it, and use the technology against anyone who stood in EarthGov's way. That was why Ms. Kirkish had risked her life; someone had to know what was happening before it was too late.

Assigning Lennier to take Ms. Kirkish into Minbari space and protect her, Delenn extended her resources. Once Lennier and Kirkish left, the rest of the war council conferred over what they had learned. Franklin, stunned by this news, found it all too big to deal with. How could they possibly hope to fight the Shadows, Earth, and the Psi Corps? Sheridan did not have any answers for them. He needed to think about what all this meant. Dismissing all of the others except Delenn, he sat alone despite her company and pondered what this new emergency meant for the future and for their chances in the war to come.

In the Security office, Zack Allen sat going over the night's reports. One of his peers, another member of the Night Watch, came in and asked him if he was going to the latest meeting that evening. This was the fourth meeting in as many days, something Allen was finding very tiring. 'Eternal vigilance is the price of freedom,' the Security guard quoted and left the room, leaving a very nervous Allen behind him.

On the observation deck, Sheridan looked out among the stars. With a lot of regret in his eyes, he reached up and took the Earth Alliance lapel pin from his jacket. Delenn

approached him slowly and let him know that Lennier was back and that things were ready for him to proceed. It was time to tell the others of his plan, something he knew but was obviously not comfortable with. She asked if he was sure he wanted to go through with what he had in mind, but his will was set. This had to be done. In the conference room, Sheridan outlined his plan to the others. President Clark could not be allowed to have the power inherent in a Shadow vessel. Knowing this, he had decided to move against the ship on Ganymede and destroy it with the White Star's weapons while it was still on the ground. This presented the problem of Earth's own defence fleet being alerted to his presence when he opened a jump point near Jupiter, but the decision was made. One way or another, he would come back successful or not at all.

It was a two day jump to Earth space from Babylon 5 on the White Star. To make sure nothing could be traced back, Sheridan left behind everything that might identify him as an EarthForce officer. He took only the Minbari he would need to crew the White Star and Delenn. A false story was set up in case he did not return, but everyone hoped it would not have to be used. While the White Star was on its way through hyperspace, the Night Watch had convened their meeting. The man Allen had been speaking with was the Night Watch's liaison to Babylon 5, a position that gave him a lot of authority with the station's members. According to him, the 'lies' about President Clark were all part of a massive conspiracy against Earth by many of its own people, including government officials, private enterprises, and news correspondents. In light of this, the Night Watch was now authorised to completely ignore personal freedoms and rights in an effort to dig up information on anyone who might be a traitor to Earth.

All of this made Allen even more nervous. The rights and laws he believed in were being swept aside. The liaison at least admitted that members of the Night Watch would be automatically assumed to be loyal, but other officers and personnel would be suspect. Another Security guard spoke up at that point, noting that if that was the case, then the fact that Captain Sheridan had not been seen for at least a day would certainly qualify as suspicious behaviour.

In the depths of hyperspace, prosecution by the Night Watch was the least of Sheridan's concerns. After being sent to bed by an insistent Lennier, he found strangely angled platforms in the ship's barracks. According to Delenn, who was also there for some rest, the Minbari slept at an incline because lying down horizontally was akin to tempting death. Extremely uncomfortable, Sheridan was uncertain if he would be getting any sleep at all, being in great danger of rolling off the platform. In a surprisingly



intimate moment, Delenn told him that she would watch him while he slept and, if he fell, she would catch him. That, and the sudden sound of rain that Delenn made happen for him over the room's speakers, soothed him into a deep, much needed slumber.

High above Jupiter, the White Star came out of hyperspace, setting off the planetary forces' long range scanners. Knowing that he would not have much time to act, Sheridan raced to Ganymede. A signal from the planet told them that a 'subject' was approaching the shadow vessel. This was, as Delenn explained, how the ships operated. A living creature formed the central core of the vessel, making it fully functional once they merged. Knowing he had to act before that happened, Sheridan tried to get there first. There was now reason for haste beyond wanting to attack the ship while it was defenceless. If the person going inside the vessel was not properly prepared for the merger, the results could be unpredictable or disastrous.

Unfortunately, the worst had already happened. As they neared the moon's orbit, the transmission they were listening to dissolved into a hideous screeching that sounded like it had come straight from Hell. Calling out in Valen's name, Delenn told Sheridan what he already knew - the vessel was now awake. Out of control and insanely lashing out at everything in its path, the Shadow ship destroyed the Ganymede research installation in a matter of moments. Knowing that any Earth ship in the area would have no chance of stopping the mad behemoth, Sheridan swooped down on it, guns blazing. The volley of laser and particle fire caught the Shadow ship's attention but accomplished very little damage against its ebon hull. The abomination turned around and focused its attention on the newcomer. This was all Sheridan had wanted; he had the thing's undivided attention and could get it to follow him. Knowing he was no match for the other ship, Sheridan lured the Shadow vessel into a clever trap involving the gravitational mass of Jupiter and its dense cloud layers. It was a risky gamble, as the White Star was only slightly more enduring against the tremendous force of gravity itself.

The Shadow ship's energy weapon ignited Jupiter's hydrogen atmosphere around the White Star when it fired, making the journey both crushing and burning. Things did not look good for their survival. As the hull of the Shadow ship buckled and it crushed in on itself, Sheridan ordered the White Star out of the atmosphere, managing to pull away in the nick of time. Sheridan's desperate gamble had paid off and accomplished the seemingly impossible; they had survived a direct encounter with a Shadow vessel.



Unfortunately, there were still the EarthForce ships in the area to contend with. Particularly, the *Agamemnon*, Sheridan's previous command before coming to Babylon 5, was over Jupiter, opening fire on them. They had not been identified, as the White Star was an entirely new class of ship, but Sheridan was not prepared to attack people he had once served with. Delenn, sensing his distress, took matters into her own hands. Together, they worked out a plan. By opening a jump point just after coming to the upper edge of the atmosphere, they created an energy eruption in the plasma that shielded their escape. Again, it was risky, but they had little choice. The plan worked and damaged but triumphant, they escaped into hyperspace without having to attack the *Agamemnon* in the process. It was the first atmospheric jump Sheridan had ever heard of, and certainly the only one he could imagine having been successful, but it was enough. The Shadow vessel was destroyed, they had not been identified, and they had survived to return to Babylon 5. Sheridan knew that someday soon, he would have to come back this way to finish what had been started, but for now, it was enough.

It was not a total victory, however. As revealed in an ISN news bulletin two days later, the White Star was being blamed for the destruction of the research centre on Ganymede. The attack was being used as an excuse to tighten security and give President Clark even more power over Earth. It was a twisted version of everything the White Star had done and why but, as Garibaldi noted, at least they had gotten away with it so far. This was little consolation to a very angry Sheridan.

In security, the Night Watch representative had called Zack Allen to a private meeting. He had gone straight to the Ministry of Peace with word that the Captain had been missing for four days; something Zack did not think should have been done without his approval. The liaison did not

need his permission, as his new rank within the Ministry gave him the tacit authority to make reports on senior officers without going through the usual channels. The Ministry needed more information, and they wanted Zack to provide it for them. Torn between duty to Earth and his strained friendship with Garibaldi, Zack found himself in a very awkward position.

Things were about to get worse. ISN was giving an emergency broadcast, declaring that because of threats to planetary security, Earth was now under Martial Law by executive order of President Clark. The peace the command staff had hoped to preserve had been broken.

Atmospheric Hyperspace Jumps

Because a hyperspace point is opened by a massive expenditure and redirection of energy, it is usually only safe to do so within the empty vacuum of space. The tremendous power released in an opening jump point is more than enough to ignite any flammable gas, and the more volatile the atmosphere, the more risk is involved in such an ignition. As such, most vessels capable of opening a jump point have regulators on their generators prohibiting them from doing so within an atmosphere of any kind. These regulators can be manually bypassed, but only at great risk to the vessel and crew.

Any ship with the ability to open a jump point can, unless the Games Master specifically prohibits it, choose to do so in an atmosphere. This manoeuvre requires a Technical (electronics) check (DC 20) to overcome regulators if they are present, and will always require an additional full round action because of the intricate calculations that have to be made by the ship's jump computer. This manoeuvre is also suicidal if done in the lower atmosphere of any planet with an envelope of flammable gas (hydrogen in the case of most gas worlds like Jupiter, but even Earth's nitrogen-oxygen mixture counts). Only if done within 5,000 feet of a vacuum is there a chance for the initiating vessel to make it out of the flaming maelstrom fast enough to reach the safety of hyperspace.

When an atmospheric jump point is opened, it instantly creates a fireball effect that explodes outward for a distance of 10 squares in all directions. If the jump point is within 5,000 feet of a vacuum, this will cause the line of squares between the initiating starship and the point itself to be relatively free of fire for one round. The ship must be able to close the intervening distance in one round or it will take the full damage listed below each round that it remains in the radius of effect. The jump point will automatically collapse due to the stress of its atmospheric manifestation 1d4 rounds after it opens.

Any ship caught in the fireball effect takes 100+10d10 hit points of damage each turn that it remains there. The fireball will burn itself out if the jump point closes, but it lingers for 1d6 rounds thereafter and will inflict its full damage during this time. Even capital ships will likely be destroyed by the heat if they stay in the fireball's area of effect for too long. If a starship is in the 'clear corridor' as mentioned above, the damage is just 50+1d10, but this safety only lasts for a single round.

Interlac and Language Issues

Despite its commonality in places like Babylon 5, English is far from the dominant language of the galaxy. It has become the effective central language of trade and diplomacy on Earth and because of Earth's role in the design and construction of Babylon 5, it features heavily on the station as well. It is the accepted diplomatic language among the Babylon 5 Security Council races, though few in the League of Non-Aligned World can or do speak it. The Drazi are an exception to this.

English is a difficult language to speak, so the language of Interlac was developed. It is much like Esperanto, only it takes its many root words from several of the main galactic dialects, including English and the Centauri common language. Interlac itself is very basic, able to express simple messages but with very little precision. This is as much a result of its design as any real flaw with the language, since it is specifically used to provide a basis for communication between many dissimilar races. Because Interlac has a limited vocabulary and sentence structure, it only costs 2 skill points to develop fluency in (as opposed to 4 for other languages).

Scenario and Campaign Hooks

- 5 Martial Law on Earth is a very serious step for President Clark to take. It is one that gives him almost total executive power, since he directly controls the military of EarthForce and can now make policies that immediately affect any Earth city or colony. This allows him to effectively do away with personal rights and legal freedoms, making it possible for him to imprison any Earth citizen, seize any property, or declare war against 'enemies' of the state without Senate approval or supervision. Considered an extremely rash action, this will not go uncontested, but the struggles of EarthGov against itself will take some time to sort out. While this happens, all humans and aliens who interact in Earth-occupied space will have their lives directly impacted by the imposition of Martial Law. Having to deal with extremely restrictive trade routes, increased taxes, and the presence of EarthForce vessels and personnel in far greater numbers than

before may make life hard for everyone touched by Earth, especially if they are in some way associated with Babylon 5 or one of Earth's colonies.

⑤ The pressures Night Watch bring to bear on people on Babylon 5 (and in the rest of Earth-controlled space through their many chapters) will be at a fever pitch at this point in 2260. Freed of any legal responsibility for the rights of those they investigate, the Night Watch can now initiate wire taps, question without due cause, and even arrest human individuals for nothing more than suspicion of seditious behaviour. While this authority does not extend to aliens, the general mistrust and hostility suggested by the mandates of the Night Watch do nothing to mollify conflicts that might erupt between them. The Games Master can use this antagonistic atmosphere to set up conflicts that might not otherwise occur in the campaign. For instance, players in Security, arriving on the scene of a typical brawl between Narn and Centauri, might have both sides suddenly turn on them because the aliens are afraid the guards are there to persecute them for 'not being human'. This attitude will become increasingly common as Martial Law on Earth and the widening powers of the Ministry of Peace change the face of politics and commerce throughout the galaxy.

⑤ Doctor Mary Kirkish is an interesting character, who might figure in campaigns after her departure into Minbari space. As an archaeologist and trained scientist, she will have several skills of interest to the Minbari, who may put her to work with a team of Minbari and possibly other humans (this provides a ready-made opportunity for players) studying the many ruins on Minbar and its surrounding colony worlds. The other scientists who served with Kirkish during her time with Interplanetary Expeditions are also a source for some interesting roleplaying, as not all of them have turned up dead. The missing ones might also be on the run, providing Games Masters with story arc ideas and players with scientist class characters to play.

Point of No Return (April 8th, 2260)

In his quarters, Londo Mollari went over Vir's latest report to the Royal Court on Centauri Prime. His former aide and now ambassador to Minbar had just arrived from the Minbari homeworld with his latest round of dissertations on their people and culture.

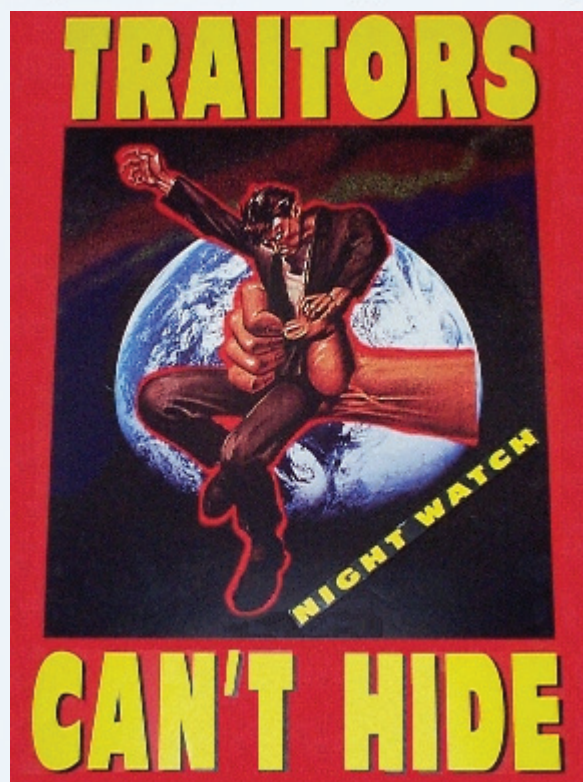
Londo was unsure if the honesty in Vir's reports would be appropriate for the political climate back home and, as he had done before, set about rewriting the documents. Vir, used to Londo's actions as he was, just let the cynical old diplomat do as he pleased. Before he could excuse himself to get some much needed sleep, Vir was interrupted by a BabCom message from the Royal Court. Lady Morella, the late Emperor Turhan's third wife, had agreed to Londo's request and would be stopping by the station on her way to a goodwill visit to Ragesh 9. Londo Mollari had called in a number of favours to convince Lady Morella to stop for a tour of the station, even citing Centauri's recent treaty with Earth as a reason for her stay. He did not reveal why he wanted her on Babylon 5, but he needed everything to be perfect for her visit.

The universe did not agree. As Londo started making his preparations, the commotion outside his quarters drew his attention. He stepped out to see dozens of Centauri and aliens rushing back and forth down the corridor. Stopping a passing Minbari, he asked what was going on and was stunned by the reply. The Earth Alliance had just declared Martial Law.

Things were no less chaotic on Earth. In a BabCom secure channel broadcast, an EarthForce general informed Sheridan and Ivanova of what was happening there. President Clark had wasted no time with his new authority, using it to issue an executive order dissolving the Senate. Senators and other government officials were either holed up in offices trying to evade capture or on the run. After letting them know that General Hague had gone missing on his way back from a trip to Io, the general received a message that the Elite Guard had opened fire on the Senate building. He had to go, but he left Sheridan with Hague's final message to Babylon 5. 'It's all gone to hell, John. You are on your own.'

A few minutes later, Sheridan and Ivanova strode into Command and Control. Through the front view port, the





Starfuries that had been on patrol since the decree of Martial Law could be seen flying past. As per Ivanova's orders, one squadron was stationed outside the station at all times, just in case any alien government decided to take this as an opportunity to move against Babylon 5. The Martial Law order had already reached Orion and Io, and it was only a matter of time before it came to the station as well. Sheridan appealed to every member of the Command and Control staff to stand with him in this time of crisis, asking if there were any questions. The only person to ask one was the newly-promoted Lieutenant Corwin. He asked a question Captain Sheridan simply could not answer; 'What did we do wrong?' Knowing the truth – that Clark was a traitor and a murderer who was using the power of the Psi Corps and his Shadow allies to subvert EarthGov would only make matters worse, Sheridan could only shake his head and hope for the best.

The best was nowhere to be seen. Out in the corridor, Sheridan and Ivanova were intercepted by a nervous and worried looking Garibaldi, the bearer of more bad news. Earth had just put out a nine-system alert for the arrest of General Hague. Word on the Security grapevine was that Hague was trying to rally enough support from other officers in EarthForce to march against the President personally. Ivanova did not think such an assault could work, and Sheridan reluctantly agreed. If Hague was captured, his knowledge of Sheridan and the war council would expose them all. At some level, they already had been exposed. In the new Night Watch Central chamber, a room previous set aside for Security, Zack Allen watched

an ISN report about President Clark offering 'amnesty' for any Senators who surrendered themselves. Babylon 5's Night Watch Liaison, the same man who had asked Zack Allen to spy on Garibaldi only a few days earlier, cut off the broadcast. According to him, the Night Watch was about to have a very special meeting – one Allen could not afford to miss. He was also asked to bring extra ammunition caps for his PPG, suggesting that by the time the meeting adjourned, something violent might take place.

With all the trouble on the station, the last thing Garibaldi needed was to be worrying about G'Kar in his holding cell. Though the Narn still had three weeks to serve on his assault conviction, Garibaldi turned him loose early. G'Kar was grateful and seemed genuinely concerned about the growing problems within the Earth Alliance. Cryptically offering some kind of aid in the near future, G'Kar hurried out of his cell and back to his quarters, assuming he could get there safely.

In the midst of all this madness, Lady Morella's shuttle emerged through the station's distant jumpgate and glided towards Babylon 5. In the docking bay's reception area, Londo paced, nervously rambling about how many promises this had cost him and how many assurances he had made for her safety. He needed the Lady to use her gift of prophecy for him, to see if the destiny he kept dreaming of was guaranteed or merely a possibility. Vir thought that Londo simply wanted a reassurance that his dreams would come true, but what Mollari really desired was to find out that they would not. As Lady Morella arrived to greet Mollari and Vir, she noted that ranking members of the Babylon 5 command staff were not there to greet her in return.

Instead, they were in the war council conference room, listening to a transmission from General Smits in EarthDome. Stressing that they all needed to follow the chain of command, the general explained that the Political Office back on Earth had assigned authority for all off-world security to Night Watch personnel exclusively. Garibaldi was outraged by this, knowing that it meant Clark effectively had control of his entire Security staff now through the Ministry of Peace.

G'Kar returned to find his quarters guarded by Ta'Lon, the Narn Captain Sheridan had rescued from the Streibs a year earlier. The Narn bodyguard was standing outside his quarters, where he had been waiting since the former ambassador's incarceration five weeks ago. Ta'Lon had sensed a chance to repay his debts, both to Sheridan and G'Kar, and he did not want to miss it. G'Kar, grateful for the expert assistance, invited Ta'Lon into his quarters. They had much to discuss.

In Lady Morella's quarters, Londo Mollari was impatient to start her tour. While she had every intention of seeing her



people on the station, she wanted to know the real reason for him calling her here. After trying to evade the question, he finally admitted his desire for her to use her powers of prophecy on his behalf. To his great surprise, she agreed to do so, but only at a time of her choosing before she left Babylon 5.

Down in Security Central, Allen was helping the liaison officer hand out new Night Watch armbands to everyone who wanted one. With the change in regulations, only members of the Night Watch could work for Security on the station, so joining the group was now a matter for people's careers. In the war council's meeting chamber, Sheridan tried to keep Garibaldi from going to the Security office and putting a stop to the Night Watch once and for all. If he went in hostile, he might give Night Watch exactly the justification they needed to throw him out of the force, but Garibaldi did not care. It had taken him three years to build a Security team he could trust, and he was not about to let anyone sell them out now. Before Garibaldi could get to the Security office, Zack Allen intercepted him in the hall. Begging him to reconsider and at least wear the Night Watch armband, Allen pleaded with his superior not to go into the office and make a scene. Zack was genuinely concerned for Garibaldi's safety, but the Security Chief was too incensed to listen. He came storming into the Security office and tore armbands off of his own men, telling them that they did not work for the Night Watch; they worked for him. The liaison officer did not see it that way and presented Garibaldi with the choice of either joining them or stepping down. When he refused defiantly, the liaison officer relieved him of command and put a very reluctant Allen in command of Babylon 5 security.

The atmosphere in Security was one of conflict, quite in contrast with the almost serene air in G'Kar's quarters. As he lit candles, G'Kar explained to Ta'Lon that he had experienced a moment of pure revelation, one that had

transformed his heart and his soul. While that did nothing to explain to Ta'Lon what G'Kar now understood that he had not before, G'Kar did offer as an answer a few pages of handwritten notes. These were G'Kar's revelations as he had transcribed them in his cell. They were not finished, nor might they ever be, but he had tried to write down what he had seen and what it meant to him.

Ta'Lon still did not understand, so G'Kar tried to explain further. In order to save the Narn, they would have to be willing to sacrifice the Narn for the fate of the galaxy. The destiny of all the known races was linked to that of the Narn, and if G'Kar's people kept fighting for their own reasons, they would be destroyed without meaning or memory. Only by fighting for others, by dying in their millions if necessary, could his people have any meaning at all.

The newly appointed Night Watch guards were busy breaking up groups of larger than three in the Zocalo when Lady Morella and her escort arrived for this part of her tour. As a ranger slipped into the shadows, avoiding the authorities, the Lady's attention was called to a human pointing at one of the BabCom terminals. On the screen, EarthForce ships were firing on each other. The battle was between the *Alexander*, an Omega destroyer under the command of General William Hague, and two allied ships against a complement of EarthForce craft loyal to President Clark. Against the urging of Night Watch guards to break up the gathering, the people in the Zocalo cheered as the *Alexander* managed to escape through a jump point, leaving the ambush behind.

The Night Watch personnel, not as skilled at keeping order as Garibaldi's hand-trained crew, started a riot while trying to clear the Zocalo. In the midst of the fighting, Captain Sheridan came on the BabCom screens all around and read the general order of Martial Law, calling for everyone on Babylon 5 to remain calm. This occurred even as Vir took a blow to the head trying to defend Lady Morella from some flying pottery and her entourage quickly departed. The Zocalo was fully gripped in a state of panic; the Night Watch 'guards' were completely overwhelmed.

After making the announcement, Sheridan sat in his office, revulsion at what he had just done catching up with him. Doctor Franklin, trying to help his state of mind, told him that he was doing everything he could and that there was no way to fight the chain of command. That phrase gave Sheridan an idea. There was no way they could continue to support Hague and work against Clark while Night Watch

was in charge of security, but there was a way around that. General Smits had tried to tell them what it was.

While the command staff prepared to implement Sheridan's bold plan, the Lady Morella was tending to Vir's head injury. Reaching out for a new cloth to stop Vir's bleeding, she accidentally came into contact with Londo's hand and, in that instant, was taken over by a sudden vision. She saw the many dark things that plagued Londo's dreams, chiefly the image of him as an old man on the Emperor's throne.

In the Security office, Zack Allen approached the Night Watch liaison with a disturbing report. He had been met in his quarters by Garibaldi, G'Kar, Ivanova, and Sheridan. They were planning to bring in two-hundred Narn from one of their colonies to replace the Night Watch as security guards, and they had wanted his help. Instead, Zack turned them into the liaison officer, who excitedly told him that they would all be waiting in Bay 9 for the ship to arrive. This would be the chance the Night Watch needed to catch the command staff in an act of sedition.

The scheduled time of the ship's docking approached and both groups were on the move. The command staff of Babylon 5 strode down one corridor, PPG pistols on their belts. Across the ship, the entire station's complement of Night Watch Security approached fully armed and armoured, PPG rifles and flak jackets at the ready. The Security team got to Bay 9 first and moved in, taking up flanking positions to catch the Narn as they disembarked from their ship. Zack Allen, in the back of the group, waited until all of the Night Watch members were in the bay. As soon as they were, he dropped the blast doors down on either end of the room and leapt through the doorway as it sealed, locking the Night Watch inside. His betrayal of the command staff had been a ruse set up by Captain Sheridan to get the Night Watch right where he wanted them. Now that they were not going anywhere, he explained the justification for his actions to the trapped personnel over the Bay's Public Address system. In accordance with his authority as the duly appointed military governor of Babylon 5, he was placing the Night Watch members under arrest for conspiracy to mutiny and failure to obey the chain of command. Their mandate to take over the station's Security forces had come from the Political Office, a governmental body that had no authority to make military decisions on the station. Only the Executive Office and the military hierarchy of EarthForce had that power, making their mandate – and their authority – null and void.

'Always plant a lie inside the truth. It makes it easier to swallow.'

John Sheridan

By confining Night Watch to Bay 9 until revised, legal orders came through, Babylon 5's security patrols were going to be cut in half, but that was not as big a problem as it might have sounded. G'Kar's vision had provided the solution to that problem. He had asked and his people had answered; the two hundred Narn replacing the Night Watch had only been a partial lie. Dozens of Narn stood ready to defend Babylon 5 in their absence, with more on the way from every colony with manpower to spare. It might be a change from the way things were used to working on the station, but for once it was a change for the better.

In Londo's quarters, Lady Morella was finally willing to go through with her promise. After telling the ambassador that what she was about to say was for his ears only and that if asked about her vision, she would deny ever having one. In her prophecy, Mollari had three chances left to avoid damnation. He had to save the eye (or perhaps 'I') that cannot see, and not kill he who was already dead. If he failed in these tasks, there was one last chance; he could surrender himself to his greatest fear, knowing that it would destroy him. Londo did not understand this foretelling, but Morella was unconcerned. Few understood the ways of prophecy.

There was more to her vision, however. The future had spoken; Londo Mollari would be Emperor; he could not avoid that fate. Vir was excited for him, but Lady Morella had one more pronouncement. Vir would be Emperor as well. They could not be Emperor at the same time, of course, but Morella had an answer for that. One would become Emperor only after the other was dead.

Walking back to his office, Sheridan thanked G'Kar for the help of his people. Since they had taken over Security for Babylon 5, there had been a drop in the crime rate and even their dealings with the Centauri had not become out of hand. Extending his gratitude to G'Kar, Sheridan offered anything he could do in repayment. G'Kar indeed had a boon to ask. He had known for some time that there was a gathering of forces on the station, but no one would tell him of it. He wanted in, something Sheridan said he would have to ask the others about. G'Kar understood, but cautioned him not to take too long. He had all the time in the universe to wait, but doubted if anyone else did.

Alone on one of the garden balconies, Sheridan's thoughts were interrupted by Ivanova. She came to tell him that four of the five cruisers that had defected with General Hague had been shot down in various engagements. The coup they had been hoping for was not looking likely, leaving their efforts in buying time wasted. Even in the light of their new hope, things looked darker than ever. They knew President Clark would come after them next.

Centauri Death Customs

As opposed to the royal custom on Earth or in some other monarchic governments in the galaxy, the Centauri reserve the use of the pronoun 'we' for a very special instance. When an Emperor dies and is survived by one or more of his wives, those female Centauri are given the honoured role of speaking for the dead Emperor from beyond the grave. While the accuracy of this death speech is debatable, the surviving consorts and wives are given leave to speak of themselves as 'we', symbolising that wherever they go, the spirit of the Emperor goes with them.

Hague's Defection: The First Day

General William Hague, who served as Captain Sheridan's command link to the forces gathering against President Clark since his appointment to Babylon 5, instigated a military coup against EarthGov immediately after Clark's proclamation of Martial Law. This act drew the immediate attention of EarthForce, and the few ships Hague could convince to join his flagship, the *Alexander*, were quickly overwhelmed and had to retreat in order to regroup.

Their first point of contact was the transfer point on Io, where the *Alexander* came out of hyperspace to meet with the first two ships agreeing to join his coup. Unfortunately, a third ship that had agreed to the action was in fact an EarthForce loyal vessel, the *Schwartzkopf*, and it signaled to a waiting ambush fleet as soon as Hague came out of hyperspace. So soon after jumping, the *Alexander* could not immediately open another jump point and a firefight ensued. It was only the actions of a Hague loyal supporter aboard the *Schwartzkopf* that sent a message to the *Alexander* just as the trap was being sprung that kept the ambush from being a one-sided slaughter.

While the three allied ships managed to avoid being destroyed in the battle and escaped once the *Alexander* could take them into hyperspace, the damage the two smaller ships suffered led to their destruction in the next engagement against EarthForce ships hounding them from Sol. Twenty-four hours after the coup began, the *Alexander* had lost all four of its allied ships and disappeared. Hague's daring attempt to overthrow President Clark seemed doomed almost before it had truly begun.

Scenario and Campaign Hooks

- 5 The decree of Martial Law will cause unrest and uprisings across the Earth Alliance, Babylon 5 included. For any campaign set in or touching on Earth-controlled space, this time is full of possible plots and story arcs, from players drawn into the attacks on the Senate building to traders having to deal with EarthForce ships, flush with increased

authority, abusing their power and making life difficult for anyone not willing to 'show some support' for the cause. This goes both ways, of course. Players can suddenly find themselves very unpopular if they side with those against the President. Military officers all over Earth and its colonies will have to make the decision whether to throw in with Hague or stay loyal to the President. Neither answer is clearly right, leaving it purely a matter for roleplaying and circumstance. Alien characters will be impacted by this choice as well. Those with human friends may have to choose whether to stand by them or get out of the situation brewing within the Earth Alliance.

- 5 G'Kar's call to his people will affect any Narn character during this period of history. From the work camps on Ragesh 9 to the refugees hiding in Minbari or Earth space, every Narn that can get the message will get the message; 'Humans are the key to our survival, and together we will turn that key.' While G'Kar, being on Babylon 5, will be focusing his efforts here, other Narn will find other ways to help. With their contacts and what few resources they possess, Narn all over known space will turn up to support humanity in this time of need. Games Masters can bring in ships full of Narn to suddenly bail the players out of a disastrous space battle with raiders or have a piece of equipment they desperately need suddenly donated to them by a passing Narn with no explanation. Player Narn should be encouraged to participate in this galactic movement among their people, possibly earning extra experience points for actions taken for G'Kar's cause.
- 5 Security on Babylon 5 will be disrupted for a few days during the transition of power between Garibaldi's loyal team to the Night Watch and then again to Ta'Lon and the other Narn brought in by G'Kar. During this time, it will be relatively easy to get away with any kind of illegal activity as long as it is done quietly and away from any politically sensitive part of the station. During this time, players may be affected by this shift in power, either to their benefit as criminals themselves or their detriment if they have to contend with an increase in crime. After three days after these events, the new Narn personnel have settled in their roles and, with a motivated Garibaldi guiding them, all crime on the station will drastically decline.

Severed Dreams (April 13th, 2260)

Things had gone from bad to worse, especially for Londo Mollari. Not only were the usual diplomatic lanes of travel closed due to the rumours of war in the Earth Alliance, but his home – Babylon 5 – was now under the watchful eye of Narn security forces. He considered them tragically inefficient, an attitude they were only too happy to reinforce whenever they were dealing with him. Things had been difficult on Babylon 5 before where Londo was concerned, but now, they were quickly devolving into madness.

The crew of the *Alexander* must have been thinking the same thing as they battled desperately against EarthForce ships in an attempt to escape again into hyperspace. As their Starfuries were detonating all around them from blocking incoming fire, the Omega destroyer suffered hit after devastating hit from the *Clarkstown*, a Hyperion class cruiser chasing them relentlessly. Unwilling to leave his Starfury pilots stranded by making a jump without them, the *Alexander's* acting commander, Major Ryan, reluctantly opened fire with his ship's aft batteries. The powerful weapons destroyed the damaged *Clarkstown* in a single volley, giving the *Alexander* time to collect its fighter screen and jump into hyperspace.

Once away, the crew of the *Alexander* had a chance to breathe and come to terms with what they had just done. Ryan had actually known the Captain of the *Clarkstown*, the man he had just killed. He had been introduced to him years earlier by General Hague, and knew that the man had a wife, children, and even an Abyssinian cat named Max back on Earth. That was what made this war different from anything in EarthForce's history; they knew the faces of everyone they fought. There was no safe haven in this bloody civil war, but the *Alexander* needed repairs and supplies. They had no other choice; they had to jump to Babylon 5.

Sheridan let his people know as soon as he got the news. In five hours, the *Alexander* would arrive at Babylon 5. In the war council's meeting room, Ivanova and Garibaldi cringed at the thought of Hague's ship coming there. It meant that, as soon as it arrived and they did not turn it in to EarthForce, their position against President Clark would finally be revealed. Still, there was nothing to do about it. The *Alexander* needed repairs and no matter what the cost, they would not be turned away. Still, Sheridan was not about to simply broadcast the *Alexander's* arrival back to Earth. As soon as the ship arrived, Garibaldi had orders to cut off all communication channels leaving the station. There might not be any

way to completely block people from informing EarthForce of the *Alexander's* position, but Sheridan was determined to at least give the destroyer all the support he could.

Doctor Franklin was doing the same for Lennier in Downbelow. A Minbari ranger was slumped, nearly dead, against a wall of shipping crates in one of the sector's unused bays. The Minbari had been on his way back from an intelligence gathering mission to the outer worlds of known space when he had been attacked. Franklin needed to get the ranger to MedLab or he would die, but as Delenn pointed out, security was very tight around the station and even the Narn might not be completely trustworthy. They did not know who to trust, but G'Kar did. Emerging out of the shadows just when he was needed most, he picked up the ranger and carried him to MedLab personally.

ISN continued to broadcast the state of affairs in the Earth Alliance over all of the BabCom terminals. Xavier Montoya, the provisional governor of Mars Colony, had refused to implement the Martial Law order given five days earlier by President Clark. In response, EarthForce troops were moving on Mars, treating it as hostile territory. As Sheridan sat at his console in Command and Control watching this report, Ivanova approached him. It was almost time.

Lieutenant Corwin, unaware of what was about to happen, informed them that the jumpgate had just been activated. A single ship came through – the *Alexander*. Sheridan ordered Garibaldi to kill the station's outgoing communication systems. As the crew of Command and Control sat uncomfortably looking up at him, Sheridan explained that Babylon 5 would render full humanitarian aid to the *Alexander*. Being human was what had put the Earth Alliance into their current predicament, and only being human could possibly get them out of it again.

In MedLab, Franklin had managed to stabilise the Minbari ranger. Regaining consciousness, the Minbari gave his



report to Delenn, knowing that no one in the galaxy was safe any more. As he had seen, many of the races of the League of Non-Aligned Worlds had allied themselves with the Shadows. At first, these races were allied for defence against the possibility of conquest by the Centauri, but now that defence had grown into a desire to become conquerors themselves. With the Shadows as their allies, several of the League worlds were on the brink of dragging the entire region into a war of its own. In response to this, the ranger told Delenn, the Grey Council on Minbar had stated that the concerns of other races were not their own. There was to be no involvement, no support at all, by the Minbari in resolving these conflicts.

A shuttle left the *Alexander* and docked with Babylon 5, carrying Major Ryan aboard. He met with the command staff of the station immediately, bringing terrible news and a desperate request for aid. The *Alexander* had been ambushed coming back from a meeting with EarthForce officials on Orion 7. In that conflict, the ship had suffered heavy damage and General Hague had been killed. In his absence, Ryan was trying to keep up the coup but without allies and with a stunned crew too battered to fight back effectively, there was little he could do.

Back home on Earth, the decree of Martial Law was actually being welcomed in some areas. It had the effect, mostly because of shock troopers out in force everywhere, of cutting crime to almost nothing. On the surface, things looked peaceful, but Sheridan knew that was only the peace of the gun. ISN had not shown any of the brutal aspects of the Martial Law mandate because they had to walk a fine line. If they pushed too hard or revealed too much, Clark would shut them down. Ryan and the command staff discussed the reasons for Clark's success at keeping EarthForce under control, citing things like the President's placement of loyal figures in leadership roles and his arrest of anyone speaking out against his orders. With the threat of arrest and possible execution hanging over their heads, it was easier for EarthForce officers to stay quiet and carry out his edicts. Sheridan and the others saw just how far that could go when their conference was interrupted by a message from the *Alexander*. EarthForce had just started bombing Mars.

In the middle of all this chaos, Ivanova managed to somehow get Delenn clearance to use the jump gate ahead of other passenger and commercial liners. She had to return to Minbar and see if she could convince the Grey Council to see reason. The Council had too long sat on the sidelines and let the universe dissolve around them. It was time that someone made them remember the words of Valen and their sacred duty in the coming war against the Shadows. Taking Lennier's words of caution and a much improved opinion of G'Kar with her, Delenn boarded her Minbari flyer and raced into hyperspace on her way back home. She had no



idea what welcome awaited her there, but the Grey Council would see her. She had no choice, and neither had they.

As Delenn's jump point faded, another opened. A second Omega class destroyer appeared from hyperspace, the *Churchill* according to its identification. Major Ryan had been waiting for that ship and her Captain, Sandra Hiroshi. Captain Hiroshi had some grave news for all of them, something she did not trust to an open link.

At ISN, things finally went past breaking point. While one newscaster, Cynthia, officially stated that there had been no reaction from other colonies to the bombing of Mars that had left hundreds of civilians dead, a second one cut into her report. Desperate and obviously pressed for time, Rick gave viewers the truth as quickly as he could. Proxima 3 and Orion 7 had both declared their independence, breaking away from the Earth Alliance in protest over Clark's attack on Mars. There was more, much more that Clark did not want made public, but there was no time to tell it. Clark's troops were already marching on the ISN broadcasting building in Geneva where this transmission was taking place. Before Rick could tell the viewing public anything further, there were sounds of gunfire and the ISN feed went dead. ISN was officially off the air.

ISN was not the only thing in trouble in the Alliance. Every Earth Alliance colony was about to be attacked and seized by the military under Clark's orders. That included Babylon 5. On her way in, Captain Hiroshi intercepted attack orders to the *Agrippa* and the *Roanoke*, two Omega destroyers. They were already rendezvousing with heavy reinforcements and would soon be assaulting the station. Major Ryan suggested leaving to draw off the attack, but his ship was still too badly damaged. Faced with this news and the lives of a quarter million humans and aliens, not to mention the crews of the *Alexander* and the *Churchill*, Sheridan knew what he had to do. He also knew that it was not a decision he could make alone. He had promised Delenn he would draw a line against the darkness, no matter the cost. The cost, they could now see, was defying their own government and going up against their own military. Sheridan knew his choice, but he left it to the other members of the command staff to decide. Ivanova, Garibaldi and Franklin each answered as their hearts and minds demanded. It was unanimous. Babylon 5 would stand and fight.

Decisions were easy. Preparations were harder. From ordering two full squadrons of Starfuries in rotation around the station at all times to having every patient that could be moved out of MedLab to make space for inevitable casualties, Sheridan went into full command mode. He had a lot to do and very little time to do it in. As the massive attack fleet moved towards Babylon 5 in

hyperspace, everyone scrambled to make all of his orders happen. The station had to be defended by Garibaldi's Security troops and the Narn in case of a likely boarding attempt, and every available ship needed to be outfitted and ready to attack. Sheridan himself had a few things to handle on his own. He needed full communications back on line and access to Draal's holographic system on the planet below – he had an announcement to make.

While Babylon 5 was preparing for war, Delenn was beginning a private one of her own. On the Grey Council's cruiser, she made her way to the same chamber where, months before, she had been removed from the Council and replaced by a member of the warrior caste. Now addressing them as the leader of the Anla'shok and as the former chosen of Dukhat, she tried to make them see that the time of prophecy foretold by Valen was upon them. They would not listen. In their eyes, clouded by fear and arrogance, Delenn spoke merely out of misguided pride. She did not blame them for wanting to stay apart from the rest of the galaxy, isolated in their shame. They had known this time was coming and had chosen to do nothing. If the warrior caste would not fight against the Shadows, then the religious and worker castes would. Asking them to move with her now or not at all, she stormed out of the Grey Council chamber after shattering the staff of the Triluminary, the Council's icon of leadership. Five figures, the leaders of the religious and worker castes, followed her out of the shadowed hall. The Grey Council was broken, as prophecy had decreed.

Before he made his announcement, Sheridan allowed himself one personal moment. Using the Gold Channel access he still had to reach Earth, he contacted his father, David Sheridan. Talking with him made John Sheridan feel both more at ease and more nervous than he had before. His father had been following ISN until it went black; he knew what was happening. He also trusted his son to make the right decisions. He had taught John to never start a fight, but to always finish it, and he knew that lesson would serve him in good stead now. Knowing that John did not need to worry



about his parents back on Earth, David Sheridan told him to put them out of his mind. They would be safe, staying with neighbours if they had to until the crisis was over. It was the relief John Sheridan needed to do what had to be done.

That finished, he made his way to Command and Control to explain what he was about to do to the crew. As he spoke, every Starfury on the station launched in formation to defend Babylon 5 and every Security guard took up defensive positions around the airlocks and landing bays. In response to the unconstitutional actions taking place all over the Earth Alliance, Captain Sheridan had a message for EarthGov, Babylon 5, and all of Earth's colonies.

'In the last few hours, we have learned that war ships are coming this way from Earth. Their orders are to seize command of Babylon 5 by force. As commanding officer and military governor of Babylon 5, I cannot allow this to happen. President Clark has violated the Earth Alliance Constitution, by dissolving the senate, declaring Martial Law and personally ordering the bombing of civilian targets on the Mars Colony. He is personally responsible for the death of hundreds of people. Following these attacks, Orion 7 and Proxima 3 have broken away from the Alliance and declared independence.

Babylon 5 now joins with them. As of this moment Babylon 5 is seceding from the Earth Alliance. We will remain an independent state until President Clark is removed from office. At the end of the current crisis, any who wish to leave for Earth are free to do so. Meanwhile for your own safety, I urge everyone to stay in your quarters until this is over. That is all.'

It was done. Babylon 5 was now an independent state, and the incoming fleet would have no choice but to open fire on them.

Worried about Lieutenant Corwin, Ivanova asked if he was all right with this. As much surprised by it himself as she was, he answered in the affirmative. He could handle this, though it had come as a shock. Her last concern satisfied, Ivanova went, over the Captain's objections, to command the fighters from a Starfury of her own. She was not out of Command and Control a minute before jump points opened and the EarthForce fleet entered Babylon 5 space. Led by Captain Dexter Smith on the *Agrippa*, they immediately moved into an attack vector and called for the surrender of the station and all renegade ships.

Sheridan appealed to the sense of justice in Captain Smith, asking him to realise that his

orders were illegal and assuring him that while they did not want a fight, they would defend themselves. The *Agrippa* broke off communications and, as Babylon 5's fighters joined with those of the *Churchill* and the *Alexander*, it opened fire. The war had begun.

Space erupted into deadly combat all around Babylon 5. Fighters swarmed around other fighters, with no way to tell who was on what side. They strafed the big ships and the station, with only Babylon 5's defence grid and its Starfury squadrons to support it. Interceptors blazed on every vessel, deflecting some fire but not nearly enough. On the *Alexander*, a strafing run cost it the integrity of decks 14 and 15, while on the station, enough damage had been done to the defence grid to let a boarding pod slip in and attach to the hull outside Brown 95.

That was Garibaldi's concern. He knew that his people and the Narn had to stop the incoming forces before they reached the open sections of the station and had a chance at shutting down Babylon 5's defences or storming Command and Control. They raced through the station, making it to Brown 95 just as the breaching pod was slicing its way in through the hull. What followed was a terrible firefight, one that took its toll on both sides. Narn threw themselves into the fray, inspired by G'Kar's words, dying for the safety of Garibaldi and his men. Desperately fighting against the better-armed and better-trained EarthForce soldiers, they defended the station at a very high price in lives and in blood.

Things were no better in Command and Control. A collision with a damaged fighter rocked the command centre of the station and sent the crew sprawling to the ground. Recovering just in time to avoid more attacks, they prepared to focus all of their fire on the *Roanoke*. It proved to be unnecessary. The *Churchill*, critically damaged and beyond repair, redirected what was left of its engines and in an act of sacrifice rammed the *Agrippa* amidships. The resulting



explosion along with supporting fire from Babylon 5 destroyed both ships, killing Captains Hiroshi and Smith along with everyone else aboard.

With the *Roanoake* taken out by the combined fire of Babylon 5 and the *Alexander*, battle seemed to be past. The station's hull integrity was questionable at best and there was still fighting in Brown Sector, but the fighting had stopped before things got too bad for Babylon 5. Sheridan breathed a sigh of relief, one that was cut short by Corwin's announcement of another attack fleet coming through the jump gate. This time it was Captain Drake ordering the station and the *Alexander* to stand down and surrender.

With little left to fight with, it looked like the end of Babylon 5's short-lived independence. Before Drake's fleet could open fire, a quartet of jump points opened up directly over the station. It was Delenn at the head of a fleet of Sharlin cruisers. Turning to aim their deadly weapons at the Earth Alliance forces, Delenn informed them that the only man to successfully defeat a Minbari warship was behind her. They were, tragically, in front of her and if they valued their lives, they should be somewhere else. The intimidation worked brilliantly. Knowing that they stood no chance against the Minbari fleet, Drake ordered his EarthForce vessels to retreat.

In the aftermath, Sheridan went over his losses with Major Ryan. 30% of Babylon 5's Starfuries had been destroyed or disabled in the fight against EarthForce, and there were not going to be any replacements from Earth coming any time soon. Ryan suggested that, in Hiroshi's memory, the station could take on the *Churchill's* stranded pilots and fighters; this was something Sheridan was proud to do for them. Because both the *Alexander* and Babylon 5 would be targets now, Ryan suggested that he leave this area of space and convince Earth not to concentrate too much force in one place. There were other allies out there; he just had to go find them and keep the coup attempt alive.

Sheridan left his EarthForce uniform jacket in his office before going outside to meet with Garibaldi. He did not feel right wearing it after having just had to defend himself against his own military. The Security Chief noticed the absence, but did not say anything about it. He was sporting a cane, having taken a nasty leg and arm wound during the fighting in Brown Sector. He had come to tell Sheridan about Ivanova, who had been injured in her Starfury but was making a full recovery in MedLab. He also showed the Captain all of the people that were being shipped back to Earth. Some of them just wanted to get out of the fighting,



but most were Night Watch personnel. Garibaldi and Sheridan both knew that they could not have found all of the Ministry of Peace's agents and that sabotage would be a problem for a while. Before Sheridan could dwell on that too much, Delenn came walking down the bay.

She had just arrived from the White Star, which was now out on patrol around the station. Sheridan saw her and his eyes lit up. Her rescue had come in his darkest hour and he was more moved than he might have believed possible when he saw her face. After thanking her for doing what she did, knowing that it must have come at a great personal cost, he lifted her hand to his lips. She was delighted at the gesture, something the Minbari had no analog for, and admitted that no matter what the cost might have been, Babylon 5 was the only home either of them possessed.

Franklin and Ivanova joined them before the intimate moment could turn awkward. The Commander was up and around, much against the insistence of her doctor, but there was something she had to show Sheridan before she could get any rest. She led them all to the Zocalo. The marketplace was filled with hundreds of people, all citizens of Babylon 5. Some alien, others human, they were all there for a singular purpose. As Sheridan looked on in amazement, they applauded his efforts. Babylon 5 had just been thrust into an epic conflict against its will, but at least the Captain knew that he and the others were not alone.

Martial Law in 2260

The Constitution of the Earth Alliance, based primarily on the document of the same name held by the United States of America on Earth, had no cause or definition for Martial Law until the Earth/Minbari War. Then, in the aftermath of the chaos caused by that struggle and the rebuilding that had to take place afterwards, the Constitution was amended to provide the President of the Alliance with certain provisional powers in the event that standard laws and rights

had to be suspended to ensure the safety of Alliance citizens. These powers were wide-reaching, applying to every facet of military and civilian life, but they were imbedded into the executive branch of the government with strict checks on their application. This was done mostly because of Martial Law's most notable suspension- habeas corpus, the right of fair trial and legal recourse. Chief among these necessary limiting factors was a complete Senatorial review, one that had to take place and be passed before any action could be taken using the expanded military authority created by a declaration of Martial Law. In 2260, when President Clark issued his order for Martial Law, he bypassed this review and commanded EarthForce to begin carrying out his orders directly. These included the arrest and detainment of numerous government officials, the dissolution of the Senate, the transfer of all primary legislative power to himself and the use of military force against any outpost, country or colony unwilling to recognise his authority.

It was this action, coupled with the suspicion and later confirmation that Clark had been responsible for the assassination of his predecessor, Louis Santiago, that convinced General William Hague to initiate his military coup against EarthGov. Under the terms of Martial Law as stated by Clark in his declaration, the newly formed Ministry of Peace was given judiciary authority to approve legal actions against the citizens of the Earth Alliance and all outside threats as defined by the Ministry and their enforcement arm, the Night Watch branch. By concentrating the judicial system into a single political entity answerable only to him, Clark effectively took over all governmental power through the auspices of lesser agencies. His later actions, the bombing of civilian targets on Mars and his assaults on Alliance colonies declaring independence, only compounded the unconstitutional nature of his actions, forcing an inevitable conflict with military elements unwilling to carry out his illegal and inhumane orders.

Scenario and Campaign Hooks

- ⑤ With Garibaldi wounded and security on Babylon 5 at an all time low, it would seem like this time period would be perfect for crime and vice on the station. Undoubtedly, there will be those who try to take advantage of this situation for their own ends, but the majority of people on Babylon 5 – even the lurkers in Downbelow – will be united by the common cause against President Clark. Aliens will be the least affected by this camaraderie, but even they will get swept up in the group movement against the oppression of the Earth Alliance over time. Games Masters can use this for their own story arcs, setting up scenarios involving unrelated groups of people on Babylon 5 banding together to help the station fight EarthForce (a perfect way to gather a group of players). The many battles both on

the station against saboteurs and in space between loyalists and secessionists can provide sessions after session of action-packed scenarios. The starship combat rules in the Main Rulebook can be used to play out the epic struggles taking place among the stars in Earth-contested space.

- ⑤ The other races of the galaxy are not being complacent. As reported by the rangers and their allies throughout the galaxy, the League of Non-Aligned Worlds have been getting into minor skirmishes and major wars with one another, all spurred on by fear of the Centauri war machine and hidden alliances with the Shadows. These smaller conflicts can form the backdrop for a campaign of any size, from a single scenario involving players caught behind enemy lines in League space to a full wartime epic with the players involved in some way with one or more races' fight for freedom, conquest, or mere survival.
- ⑤ The episode marks, in many ways, the true turning point for Babylon 5. The station has gone from being the showcase of diplomatic efforts for the Earth Alliance into something far grander – a rallying point for all those opposed to the corruption of Earth's government. It will grow even more in later months, but for now, it serves as the perfect backdrop for a unique perspective on the events of 2260. An interesting campaign concept made possible by the shift in power on the station is that of EarthGov loyalists hidden on Babylon 5. With their support light years away and virtually every citizen and transient on the station against them, the players must try to find a way to support their cause without betraying their location or making matters worse for Earth. This does not have to be a terrorism-based campaign, though it easily could be, since an effective way to support Clark might be to try and rally diplomatic and mercantile support through quiet meetings with other sympathisers and the inevitable neutral parties undecided in their loyalties. While the 'official' timeline of Babylon 5 has the station continue its support of the coup efforts against Clark, no roleplaying campaign should be forced to adhere to that end. Even if the overall end of the campaign has Babylon 5 remain seceded, the amount of trouble a group of determined EarthGov loyalists could create makes an exciting story arc in any case.

Ceremonies of Light and Dark (May 1st, 2260)

On Babylon 5, things were nowhere close to being back to normal. The last of the Night Watch and civilian shuttles were away, bound for places like Earth, Proxima, and Orion, but Sheridan and Ivanova both knew they had not found all of the subversive organisation's members. While things were fairly quiet on the station, there was some concern over when the command staff would authorise bringing StellarCom back online for civilian use. Unfortunately, Sheridan could not do that yet. Until they figured out the codes that Earth Central had placed in their computer systems, they did not dare risk opening any channels that might carry passwords into the station and override their controls. Garibaldi, sporting a black cast and arm sling, compliments of his fractures during the fighting in Brown Sector earlier, had isolated what he thought were all of the access codes and would soon have the computer safely locked away behind protection from all outside Earth interference.

That was exactly how Sheridan felt, locked away. Knowing that he needed to be out among the residents of Babylon 5, assuring them of his control over the situation through his presence, he went against Ivanova's and Garibaldi's concerns over his safety and left Command and Control to do just that. He also left behind his EarthForce jacket - his hypocrisy only went so far. While he was ostensibly fighting against EarthForce, he could not in all conscience wear his uniform.

In an ambassadorial meeting room, Delenn thanked representatives of the four Minbari Sharlin cruisers that still patrolled outside the station. Telling them that history would remember their brave captains and crews, she dismissed them to return to their vessels. Sensing that Lennier was troubled, she asked him for his opinion on her recent actions. He answered only that prophecy had come to pass and that his opinions did not enter into the equation. Delenn was worried by this answer; she knew that not all of the prophecies of Valen were good ones. Some ended in fire and darkness. There was no guarantee that anyone she knew, including herself, would survive the coming battles.

As Sheridan walked among the people in the Zocalo, he was unaware of the PPG rifle aimed at him from an overhead balcony. Just as the electronic scope on the rifle read that it



has locked onto its target, the sniper was pulled up to his feet and the rifle taken away from him. The sniper, a human with cold, passionless eyes, was told by another that if he killed Sheridan now, it would only make him a martyr. Their time would come, but they had to wait.

There was something just as serious on Delenn's mind as she met with Marcus in one of the station's landing bays. With the Minbari ships on patrol, it would be some time before Earth could amass a large enough force to try and take out Babylon 5 again. That bought them the breathing room they needed for something Delenn wished to do; the ancient rite of the Nafak'cha. This rebirth ritual, symbolic of letting go of the past and embracing the future, was just the thing in her opinion to focus her allies on what was to come and help them release the things they could not change. Marcus was unsure if this was a good time for the Nafak'cha; in his opinion, people might be too busy with rituals of their own.

He was right, at least about others having rituals of their own to attend. In the forward observation room, with a window behind them showing the vast reaches of space, Sheridan spoke before the assembled operations crew of Babylon 5. He knew that the road ahead of them all was a difficult one, but their cause was a just one. That singular truth honoured the fallen soldiers and crew of the station even as he did so now, committing their caskets to the void. 'From the stars, we came,' he said reverently, 'and to the stars we return.'

Londo Mollari was also engaged in something important of his own, a meeting with Lord Refa. He had called Lord Refa to him all the way from Centauri Prime, something the nobleman did not much appreciate. The reason for the meeting had to do with what Londo had seen in the many war reports from his people's front lines. Namely, he wished to talk about why there were so many lines in the first place. He did not think the Centauri should be fighting

so many small wars in so many large areas; it was a waste of resources and lives. Worse, it threatened to expose the Centauri to a vulnerability Refa had not yet considered - the Shadows themselves. Refa, unmoved by Londo's arguments, told him the wars were necessary to create buffer zones around the Republic and that they would continue. He was not worried about the Shadows. Londo *was* worried about them, however, and if Refa would not listen to reason, he would have to be moved by force. Londo explained that the drink Refa had been enjoying contained the first part of a two part poison. If Refa did not do as he asked, Londo would have the other half introduced back on Centauri Prime. Things had been done this way for centuries in the Royal Court, and Londo was, as always, a traditionalist. This left Refa furious, but he was powerless to retaliate and had little choice but to do as Londo wished.

Deleenn explained her plans for the Nafak'cha to Captain Sheridan. She had done a small part of the ceremony two years earlier when Commander Sinclair held a festival of religious beliefs on the station. Now, in this time of darkness, she felt it essential to hold the complete rite. She intended to invite the entire command staff and a few surprise guests, including Londo Mollari.

In a storage room in the depths of the station, the sniper from the Zocalo, the man who stopped him from shooting, and several other humans were holed up together for a meeting of their own. They were all Night Watch and they now had their orders, delivered from the Home Office via a spy that had just come onto the station. Their time of retribution against the 'traitor' Sheridan and his people was almost at hand. Until that time, every member of the Night Watch still on the station was to keep a low profile. That did not include those in the meeting. Their leader, Boggs, had been given authorisation to proceed with a new mission. The station was untouchable while the Minbari cruisers were present, but Night Watch had a way to remove them. Their information about the state of political affairs on Minbar was very accurate; Night Watch knew Deleenn was walking

a fine line with her own people. By killing her and making it look like Sheridan's fault, the Ministry of Peace hoped it would make the Captain lose the support of her people.

The target of their plot, Deleenn, was at that moment in the Dark Star, meeting with Marcus. She had been concerned about his reluctance at the rebirth ceremony and needed to talk with him about it. The Nafak'cha had been part of his ranger training, but Marcus had managed to skip it through excuses back then and was now trying to avoid it again. He professed to have no fears other than spiders, but the patient Minbari could see the fear in his eyes. He then excused himself swiftly, leaving her to her worries.

Deleenn was having little luck at getting others to attend her ceremony. Londo was already attending to his past in his own way and found the idea of what passed for fun to the Minbari something he would rather avoid. G'Kar seemed regretful, but he was simply too busy ensuring the usefulness and position of the other Narn on Babylon 5. While Marcus seemed hopeful that this would be the end of her Nafak'cha plans, Deleenn was more determined than ever to hold the ritual. She was also determined to talk to Marcus about his reluctance to participate in it. The approach of a shuttle carrying one of the captains of the Sharlin cruisers to the station gave her the perfect excuse to have him accompany her down to the docking bay. Once there, Marcus finally gave in to the insistent ambassador. He admitted that he did not want to go through the Nafak'cha because he simply did not have anything left to give up. It was one of the traditions of the rebirth ceremony to give away something that was precious and, aside from his clothes and his denn'bok, he had nothing. Everything he had once owned was destroyed when the Shadows destroyed his colony and killed his family before he became a ranger. Looking into his eyes, Deleenn saw the one thing he still had that he desperately needed to give up - his pain over the loss of his former life. Before the conversation could go further, the shuttle carrying Captain Lennan arrived and Marcus left to tell station security of his visit. Deleenn went ahead into the boarding corridor to greet Lennan. As she did, the blast door sealed behind her. Boggs and his Night Watch stepped out of hiding and opened fire. Lennan's two escorts were gunned down and as he ran over to protect the ambassador, the Night Watch took them all into custody.

Back in their hideout, the Night Watch patched into the monitor lines and gave their demands. Garibaldi recognised Boggs instantly, but he could not place where the communication was coming from. Boggs demanded that the Minbari cruisers immediately depart from Babylon 5 space or he would kill his hostages. Just to show them he was serious, the sniper from before dragged an almost dead escort from





the back of the room and, with Delenn screaming for him not to do it, fired a PPG pistol into his head at point blank range. Enraged at what he saw as his failure, Marcus ran from the conference room where he and the command staff had been watching the communication.

He did not go far. In the Dark Star, there was a group of criminals who stayed there as contacts for Ashi's syndicate. Marcus had a non-intervention treaty of sorts with them, but he was about to break it. When they would not tell him what he needed to know about Boggs, he beat every one of them unconscious. This posed the problem of having to wait for one of them to wake up before he could question them, but at least he had worked through a lot of repressed anger. While he was waiting, another figure moved up behind him. Marcus whirled and almost punched Lennier, a mistake he would have regretted when Lennier lifted him up off the ground with one arm. Lennier had wanted to discuss the rebirth ceremony with Marcus and, when the ranger refused to even talk about such a 'trivial matter', the normally calm Minbari attaché became as enraged as he was. Another tradition of the rebirth ceremony was that its participants agreed to tell someone something they had never revealed before. With this as good a time as any, Lennier chose to reveal to Marcus the true source of his anger.

He loved Delenn. It was not, he professed, a romantic kind of love as humans would know the term. Instead, it was a pure form of love, something he had grown into slowly over the many months that he had spent with Delenn acting as her aide and confidante. The thought of her upset or hurt infuriated him in a way he could barely express. Kindred spirits in the cause of that fury, Marcus and Lennier left the bar in search of the unfortunate fools who had dared to earn their wrath.

Meanwhile, Sheridan, Garibaldi, and Ivanova were working as fast as they could to locate Delenn and Lennan. By processing the background sounds from Boggs' untraceable transmission, Command and Control had managed to pick out a strange rhythmic vibration. Garibaldi recognised it instantly. He knew it as part of the cooling system for the station's fusion reactor. That system was confined to Grey Sector, narrowing the area of the station they would have to search. It was not much, but it was a start. Then Marcus came in with even more, he told them to check Level 14 in Grey Sector. One of the people he had 'questioned' in the Dark Star had told him the syndicate had delivered parts

needed to make untraceable communications to that area. Ivanova checked the station logs and found that 14a in Grey Sector had been sealed off by Garibaldi's orders, an order the Security Chief did not give. Now they had the where, but the place was too dangerous to try a frontal assault. Once again left with no options, Sheridan found one.

The first part of their plan involved using the leak in Security Garibaldi had just identified. He was fed a false story involving the Minbari leaving the station because of Delenn's capture. Thinking they had won, the Night Watch terrorists relaxed and sent word to their contacts back on Earth to send in the troops. Then, just when they thought victory was in their grasp, a coolant line to Reactor 7 'blew', venting deadly chemicals into the nearby section. This drove the Night Watch and their hostages out into Grey Sector where Sheridan and Garibaldi were waiting in ambush. The leak had been a ruse, one that Boggs fell for completely. The firefight was brief and intense, with Boggs and most of his men going down in the first volley. As the sniper fell, Lennan worked his way free and released Delenn. The sniper pulled a throwing dagger out of his boot and took aim for Sheridan. Delenn saw this and, running to save him, took the blade in her back. She fell into Sheridan's arms, unconscious and dying. The sniper took his opportunity and ran as fast as he could.

It was not fast enough. Now Sheridan's turn to become enraged, he chased the sniper down and beat him senseless with nothing but his fists. He was tired of the Night Watch. He was tired of people taking hostages. He was tired of the lies. It all ended, right here and right now. The sniper tried to fight back, but the Captain was unstoppable. With one last blow, Sheridan sent the sniper to the ground with a broken jaw and deep concussion.

Sometime later, the culprits captured or dead and things back to some semblance of peace, the command staff made their way to MedLab where Delenn was recuperating. According to Lennier, the rebirth ceremony had to be performed within a certain timeframe after preparations had begun and that time was nearly passed. Not wanting Delenn's work to be wasted, everyone decided to bring the Nafak'cha to her instead. First in was Sheridan, who laid his EarthForce uniform on the chair in her isolab. It was the most precious thing he had and so he was giving it up as she had asked. His secret was that when he saw her hurt earlier, he had been ready to kill the sniper with his bare hands. Delenn had become very important to him, so important that he could no longer imagine his life without her in it.

Then came Garibaldi, uniform in hand. He laid it down on top of Sheridan's and told Delenn that sometimes, the pressure inside him to do something extreme gets to be almost more than he could bear. Someday, he was afraid that he would explode from it. Ivanova came in next, laid aside her uniform, and admitted that she had loved Talia Winters, the telepath who had unknowingly betrayed them the year before. Doctor Franklin was last. He placed his uniform on top of the pile and said, in a low voice, that he thought he had a problem. Though he did not say so, this likely referred to his growing dependence on chemical stimulants.

The ceremony complete, the command staff walked back into Command and Control. Their former uniforms gone, they were now clad in new ones made for them at Delenn's request. The design was a striking combination of Minbari and human elements- mostly black, but trimmed in geometric lines of silver and white. Reborn into new possibilities, Babylon 5 was ready to face whatever the future held in store.

Mulnavi and Oltura - The Deadly Twins

Poison, the weapon of choice for court intrigue in the days of the old Centauri Republic, is still in use by those with a desire to maintain lost traditions and kill without getting their hands dirty. Always chief considerations among the elite of the Centauri Royal Court, deniability and ease of use have fuelled the poison crafters of Centauri Prime into making deadlier and more complex poisons for their illustrious clientele. Some of these are simply lethal toxins, each more effective than the last, but others fulfil special needs, such as the one handled by Mulnavi and Oltura - concealment.

These two poisons are a binary toxin; they are harmless by themselves but become a virulent combination when they meet inside the body of their consumer. The first of the Deadly Twins, as

they are called in the courts of the Centauri, is Mulnavi - a chemically mimetic formula that combines with alcohol and has no effect at all on the imbiber. Mulnavi bonds itself to the intestines, remaining dormant for as many as ten years before the body finally passes it completely. Mulnavi's mate, Oltura, is an odourless, tasteless liquid that can be mixed into any food or drink. Also harmless by itself, Oltura reacts to the presence of Mulnavi in its victim and attacks the cardiovascular system. Death usually occurs instantly thereafter.

When combined with Mulnavi, Oltura has a Fortitude saving throw DC of 18, and inflicts death as its initial damage. The secondary damage from Oltura is 2d6 Constitution. Unlike other poisons, purging Oltura out of a victim's system does not completely counteract the poison. Mulnavi cannot be removed from the intestinal walls once it bonds, meaning that anyone consuming Mulnavi will remain vulnerable to Oltura for ten years minus one year for every point of Constitution modifier they possess. This duration is calculated from the victim's base Constitution at the time of ingestion and is not adjusted afterwards due to any modification to the ability score.

Babylon 5's New Command Uniforms

Delenn's gift of new uniforms could not have come at a better time for the command staff of Babylon 5. The garments were much more than just a symbol or clothing, representing an end to the doubts of loyalty that had plagued them and why they were fighting against their own government. The command staff's EarthForce uniforms were an ideal, the truth they were trying to defend against the lie they had become, but their time had ended.

Made through Delenn's contacts with the Minbari worker caste, the command uniforms incorporated many of the same materials used to craft the battle dress worn by the warrior caste of her people. Resistant and inlaid with fibres



woven from energy-deflective crystals, these uniforms protected more than just the pride and spirit of their wearers. Each uniform was tailored to the officer it was presented to, and their availability is extremely limited.

Scenario and Campaign Hooks

5 The EarthForce fleet tradition of committing the dead to the stars is an ancient one, dating back to Earth mariners and their burial at sea. The practice provides an excellent opportunity for roleplaying scenarios. These can range from seek and find missions where a body interred in this way is suddenly needed for a medical or personal reason and the players are charged with the task of searching space for it; to having to deal with a diplomatic incident when a previously unknown alien race wants to know why their flagship was struck by a flying casket in deep space. If other alien civilisations have a similar tradition, but their caskets are not recognisable as such, the discovery of one of these bodies could mark the beginning of an interesting story arc as the players have to deal with the consequences of disturbing the honoured dead of another race. Personal skills and diplomacy will be far more effective at defusing the anger of an indignant alien race than guns could be, giving non-combat oriented characters a chance to take centre stage.

5 The end of this episode also marks the end of the 'down' period for Babylon 5's services. Most traffic has been re-routed away from Babylon 5 due to the crisis that began with EarthForce's attempted takeover and exacerbated by the risky nature of trying to fly anywhere near Earth or Centauri occupied space. As such, this crisis may not have been long lasting, but it represents a golden opportunity for anyone in the shipping or ship services industry with the ability to capitalise on it. Players can make a fortune operating refuelling shuttles or secondary markets, especially when places like Babylon 5 cannot provide the same in a timely manner. While most merchants near Epsilon would prefer to use Babylon 5's facilities over anything less established, a ship low on fuel and critical supplies cannot afford to be so discerning.

Sic Transit Vir (July 3rd, 2260)

It was another day, not that there was any difference between day and night on Babylon 5, and Commander Ivanova was in Command and Control going over the day's manifest. There were several new ships awaiting docking and offloading, including Drazi, Vree, and even a couple of Centauri liners. It was not where they had been a few months ago, but it was a start. Glancing around, she noticed that all of the crew were staring at her, some of them shocked. Looking down, she saw why. She had walked into Command and Control completely naked. Then the dream, or rather nightmare, ended. With all the stress over uniforms and duties, her subconscious had dredged up a classic vulnerability dream.

On Centauri Prime, Vir Cotto felt just as uncomfortable. The Prime Minister had caught him touching the Imperial throne. Luckily, the old noble did not seem upset by it. He let Vir know that although Emperor Cartagia had enjoyed his report on Minbar, there were passages that read as if Mollari had written then. The Prime Minister told Vir that in the future, he should use his own judgment instead. He then told Vir a joke, one the young ambassador laughed at visibly but did not think was funny once his back was turned. 'What is more dangerous than a locked room full of angry Narn? One Narn with the key.'

Prophecy was typically the province of women on Centauri Prime, but the Prime Minister's words proved hauntingly accurate when Vir returned to his quarters and found them filled with Narn. Their faces looked hostile as they ushered Vir in and closed the door behind him. In a palace full of people, Vir was suddenly very alone.



That morning, in the station's officer's mess hall, Ivanova gave some of the details of her dream to Captain Sheridan, though she left out the nude part. Sheridan understood immediately what had triggered it. Like other dreams involving uncomfortable situations, it was referring to the new, uncharted territory they were in now. Ivanova had joined EarthForce in 2247, making her a career military officer with 13 years of service. For her to suddenly be out of uniform and working against EarthForce placed her in a virtual maze of unknown behaviour and expectations. At least, he told her, she was not in real psychological trouble. If she was, she would be doing things like dreaming about coming to work naked.

Londo Mollari was no more comfortable than Ivanova. In his quarters, he was crouched behind a countertop, weapon in hand, looking as if he was hunting something or it was hunting him. He called Maintenance on his BabCom terminal, complaining again about the brown thing with eight legs in his room. The station's maintenance staff had been too busy to help him, but that was unacceptable. The sounds of the insect grew louder and, needing to defend himself, Mollari reached for the coutari on his wall and fought back against the little horror. When he brought up his blade, the tiny roach-like insect impaled on it, he beamed as if he had just single-handedly saved the entire station for the skittering menace. Just then, a chime at his door preceded a beautiful Centauri woman in a noble's dress. Hiding the dead insect, Mollari welcomed her in with a well-polished smile.

Delenn met with Sheridan on a walk through the Zocalo. Things were quiet on the Earth front for the command staff. There had been very little activity towards Babylon 5 since the station had come under the protection of Minbari cruisers. The calm might not last, so Sheridan wanted to make the most of it. He asked Delenn if he could see her tonight, a phrase her cyberlinked language skills did not entirely understand. He clarified, asking her to dinner by candlelight. He told her of the Earth saying, 'Eat, drink, and be merry, for tomorrow we may die.' Delenn thought that only showed that humans could be a very depressing people, but since Sheridan was only that way if he got turned down for a dinner date, the tactful ambassador decided to accept the invitation.

Back in Mollari's quarters, Vir arrived to answer Mollari's invitation. He was not sure why Londo had invited him to lunch, but he did not understand much of what Mollari did of late. That confusion was only increased when Londo unveiled the Centauri woman and presented her to him as his new fiancée, Lyndisty. Obviously, this came as a total surprise to Vir, who tried to hide behind Londo from the lovely face of the new woman. They sat talking later, Vir and Lyndisty, about how this had happened and where she had come from. Their engagement had been arranged by

Vir's uncle and Lyndisty's mother, Lady Drusella. His star was in Ascendance on Centauri Prime, with his reports in good favour and his appointment to Minbar making him a prime candidate for a good political marriage. While Londo complained about the insects in his quarters evolving and developing language skills, Vir told Lyndisty that he wanted to marry for love. Delighted by what she called his radical beliefs, she told him that if he gave her a chance, their marriage would be for love.

Later, in a walk through one of the garden side rooms, they discussed their future. Lyndisty, hoping it would not take Vir long to fall in love with her, told him of the many almost-complimentary things his uncle had said about him. Wanting things to go quickly from courting to romance, Lyndisty kissed Vir so passionately that if kisses could kill, hers would have levelled several small towns. Lyndisty was deliriously beautiful to Vir, but he had always considered delirium something to avoid. Caught between flight and fancy, he gave in to Lyndisty's charms for a short while in the lovely surrounds of the garden.

In Command and Control, Zack Allen came in to speak with Ivanova. He was rarely in Command and Control, as shown by his reaction to the amazing view through the front port. He had a stack of travel orders from Garibaldi, but there was something odd about them he wanted her to see first. The authorising name on the forms was Abrahamo Linconi. Even more surprising than that very odd name was the office the authorisation came through - the Centauri embassy on Minbar.

After Vir's encounter with Lyndisty, he came to Ivanova's office to speak with her. He had been hoping to tell her about Abrahamo Linconi before she found out, but it was too late for that. The transfers for the Narn were to get them off Narn and onto Centauri Prime, something that provided them homes and shelter. The Narn wanted to come willingly, but few Centauri wanted to provide for them in that way, so Vir had forged a name to make the transfers happen. It was a deception, but he assured Ivanova that it was for the good of the Narn who were transferred.

In Sheridan's quarters, his candlelight dinner with Delenn had begun. He had tried to cook Flarn, a Minbari dish that required great preparation. The state of his kitchen could attest to that fact, but Delenn was not there for the décor. After one bite of the incredibly bland Flarn, she realised she was not there for the food either. After liberal salt and pepper, the meal was at least palatable. She did not have to worry about eating it for long. After the second bite, a message came in over Sheridan's link. An assault was in progress in Green 2, right next to Londo's quarters. Sheridan, only a level away from that, raced down just in time to stop an angry Narn from attacking Vir and his bride. Shouting 'Murderer!', the Narn was lunging at the couple even as

Sheridan knocked him aside. Before the Narn could do any more damage, Zack Allen and his security team arrived. They levelled PPGs at the Narn and told him to surrender, but he shouted 'No ta Chon-Kar!' and rushed forward. Zack and the others opened fire, killing him instantly.

Later, Ivanova went over the attack in her office. The Chon-Kar was a blood oath, sworn by a Narn and considered binding by every member of his family as a matter of honour. They were never sworn lightly, but for anyone - even a Narn - to want Vir dead was hard to believe. After Vir came to her office to discuss the matter, she gave him even more to worry about. There was another Narn on board, a relative of the one that attacked him. Now that the first had fallen, the second would likely take up the Chon-Kar. It seemed like every time Vir showed his face on Babylon 5 lately, someone hit him.

He did have something to discuss with Ivanova that did not involve the attack. His experience with intimacy in the past had never gone beyond one, a phrase she found confusing. It referred to the six sexual appendages a male Centauri possessed and how many of them came into contact with a loved one - the higher the number, the greater the levels of pleasure and intimacy for both partners. Knowing that she did not want to have this conversation, she ushered him out of her office immediately. Helping the diplomats of the station was part of her job, but that did not include helping them with their love lives. She was amazed at the concept of six, but tried not to give it any further thought. Her bemusement quickly faded as she started digging into why anyone would swear a blood oath against Vir. What she found was important enough to pull Sheridan out of a quiet moment alone with Delenn and have him meet her in Londo quarters. It seemed that the deceased Narn had a family member get transferred to Narn on Vir's behest. Unfortunately, that Narn, along with at least two thousand

more, were not on Narn. Instead, they were reported as dead. Londo was proud of Vir for taking care of excess Narn in this way, but Vir seemed only embarrassed and mortified about the whole affair.

As Ivanova and Sheridan looked at him with shock and resentment, Vir could take it no longer. He told them that the Narn were not dead. They had all been transferred to Minbar or other worlds, received medical care and food, then filtered to freedom through Babylon 5. It was all he could do to preserve something of Narn's culture and people; they were dying on their homeworld. The Centauri had bombed them, starved them, and only cared about abusing them further. He had jeopardised his position on Minbar, but he had to do something for them.

This pleased Ivanova and Sheridan, but their pride in his actions did not make Londo feel any better. He had pushed for Vir's assignment, something that would make him look bad should the truth come out as it always did. He would have to deal with the matter and his former aide personally now, something he did not look forward to at all. None of this explained why, if the Narn were not dead, why one of them would want to kill Vir.

The answer, as Vir soon discovered, rested with Lyndisty herself. She found Vir in the same garden nook they talked in before, brooding over his actions and their consequences. After a short conversation, she told him that whatever he was upset about, she should have known a Narn was involved. They were inferior creatures in her eyes, genetically lazy and slovenly. The sooner they were dealt with, the better off the galaxy would be. Vir was shocked by her attitude, but she took his indignation as playfulness. She could be playful too, and she wanted to prove it. Taking him by the hand, she led him to her quarters. There, when she let him open his eyes, he saw a bound, unconscious Narn. Lyndisty

had set a trap for the Narn, catching him before he could kill her. Vir was very confused by all this, but Lyndisty explained the situation. This Narn and his brother had escaped one of the villages burned by her father, a noble in charge of 'pacification and culling the herd' back on the Narn homeworld. She had personally put hundreds of Narn to death and, as she presented him with the Narn's weapon, she wanted to see him do the same for her now. It would be a testament to their marriage vows, a token of her love for him, and in Vir's



haunted eyes, an expression of just how insane his bride-to-be really was.

Insanity was the theme of Vir's life right now. It continued when he went to discuss the events on Minbar with Londo. Ambassador Mollari had spent an hour using his friends and contacts on Centauri Prime to erase all mention or record of Vir's indiscretions and repeal his authority as ambassador to Minbar. He was reassigned to Londo's side for further training in what it was to be Centauri. His wife would be returning home; their marriage was being 'reconsidered'. Londo suggested that Vir go and try to make this all up to her; she was a good woman and a true Centauri. Regretfully, Vir had to agree.

In Command and Control, Sheridan found Ivanova sitting at his terminal. She apologised, but she needed his security clearances to finish up a quick project of hers. She felt guilty for spoiling the project Vir had set up and since Londo knew nothing about Abrahamo Linconi, she decided to flesh him out a little and keep him around to continue saving Narn as he would have wanted. It was not as efficient as Vir's setup had been, but if even one Narn was rescued, it would be a victory.

On the docking bay, Vir saw Lyndisty off the station. She had been his first engagement and while their wedding was still undecided, she seemed as devoted to him as ever. He was sure she could change in time; she felt the same way about him. Rather than be upset by the events on Babylon 5, she held his face in her hands and promised to wait for him until they could finally be together. They shared one last kiss and she left to board his ship. Vir was more than a little confused, but he obviously did not want to give up on her. After all, what relationship did not have its occasional troubles?

Centauri Wedding Traditions

Most Centauri marriages are arranged, especially among the houses of Centauri Prime and its Imperial colonies. The need to forge new alliances along with the pervasive politics that affect every level of a Centauri's life create an atmosphere where every possible transaction, including that of wedlock, is considered another tool in the endless game of station and rank. The patriarchal nature of Centauri's imperial government ensures that in all but the finest marriage opportunities, women are considered valuable political property to be traded in whatever fashion makes for the best arrangement between two families. While weddings among Centauri commoners vary widely, the recognised standard among upper ranking nobility for what constitutes a true wedding ceremony remains fairly standard. The rituals will be described in greater detail in the Centauri Republic



sourcebook, but a basic explanation is provided here for use by Games Masters and players in passing.

A noble wedding is a two day affair, with the first taken up by a massive festival thrown by the family of the bride. This gala event is usually quite elaborate, with dancing girls, wine, feasting, and all manner of distractions and delights. Most families with more than a single daughter use this as a chance to get their other females out in circulation, hoping to attract interest from other families with an eligible male child looking to get betrothed. The bride is present at this party, but the groom is not. He is cloistered for this time and given a chance to mourn his lost freedom. Tradition demands that the bride's family throw the first party so that if the wedding does not take place as planned, the groom's family has not had to go to the expense of a 'wasted' celebration.

The wedding is a surprisingly brief event, paid for equally by both houses by ancient decree and continuing tradition. After a brief benediction given by a court noble appointed to the task, the couple are declared wed and their families joined in political wedlock. The married couple walk down a long processional flanked by members of the Centauri Royal Guard, passing under their upraised swords and through a series of flower-strewn boughs. Once they emerge on the other end, the marriage is completed and their union given the blessing of the Emperor (usually by a couriered message, as the Emperor rarely attends weddings personally).

The Linconi Underground

In his tenure as the fictional nobleman invented and controlled by Vir Cotto, ambassador to Minbar from the Centauri Republic, Abrahamo Linconi managed to provide shelter, food, and medical attention to over two thousand Narn, most of them women and children, and aged males on the brink of death due to starvation, disease, and the atrocious conditions left on their homeworld. Once events on Babylon 5 left Ambassador Cotto in no condition to

continue his duties on Minbar, the future for Lord Linconi seemed very uncertain. Through manipulation of public records at the hands of Commander Susan Ivanova of Babylon 5, Abrahamo Linconi was given a false picture, more credentials, and linked directly to the Centauri Relocation Bureau, a civil office on Centauri Prime that saw little use and even less legal scrutiny. By legitimising the fictional individual, Commander Ivanova was able to set up a virtual office through which thousands of additional Narn could be spirited away from the Narn homeworld and cared for.

Between 2260 and 2262, Abrahamo Linconi would prove responsible for the rescue and survival of more than 10,000 Narn before meeting with an unfortunate 'accident' and the subsequent removal of his position and the existence of the Bureau altogether. While the truth about Linconi, namely the fact that he did not exist, never came to public light, his efforts had the tacit approval of Centauri Prime's Regent, Londo Mollari once he learned of them near the end of the Bureau's history. Linconi's 'death' was simply a ruse applied to avoid embarrassment for all involved. The office was dissolved because Mollari's policies involving the Narn no longer required a false front to provide for them. Instead, the Republic divorced itself from them, leaving them to rebuild their homeworld in peace and returning most of their colony worlds as reparation for damages done.

Scenario and Campaign Hooks

- ⑤ Players may have been involved at some level in Vir's Linconi ruse. While the diplomatic mission on Minbar may have been able to aid a few Narn directly, it would hardly have been big enough to handle the two thousand Narn he relocated during his appointment there. Instead, he would have needed a vast array of minor contacts and economic arrangements with other facilities and colonies for the Narn's safety. Games Masters could run a story arc dealing with players hired to intercept Narn 'morgue' transports, remove their passengers, and take them to select debarkation points through known space. Since Vir would have to keep these points far apart and not use them too often, this offers a campaign involving adventure, space travel, exploration, and humanitarian work for a people desperately in need of it. Certain Centauri nobles, unaware of the full extent of Vir's 'treachery' but discovering the ships of missing corpses, could serve as antagonists in these campaigns, with players having to stay one step ahead of them if they wish to continue supporting the Narn.

- ⑤ Babylon 5's period of quiet in July is not destined to last, but while it does, it offers an excellent opportunity for 'down time' roleplaying. Every player has some kind of personal life, even if they do not often get the chance to pursue it. This time period may be used by Games Masters to let their players do some free form roleplaying to enrich their characters and better define their personalities. Going on dates, relaxing in the Dark Star lounge, or spending time alone in the Cobra Bays going over an assigned Starfury just for the joy of doing something technical are good ways to add depth to a character and connect him to the overall campaign. The Vorlons ask, 'Who are you?' This offers players a chance to find an answer for themselves.

A Late Delivery From Avalon (July 12, 2260)

There were a few universal truths. One of them seemed to be that no matter where one was, even on Babylon 5, the Post Office was always the same. All Garibaldi wanted was his package, a shipping bin full of Italian foodstuffs destined for his kitchen where his gourmet skills could turn it all into some fabulous meals. Unfortunately, the difficulties in maintaining deliveries to the station had caused postal rates to triple since their break with the Earth Alliance. If he wanted his package, he would have to pay the Post Office 100 credits, something he considered outright extortion.

On the *Asimov*, an incoming Earth transport ship, someone was having far more serious problems. A man, asleep on one of the liner's bunks, was tossing fitfully. In his dreams, he was running down an infinitely long tunnel filled with doors. One of them opened and threatened to pull him through it, as if the doorway led into the cold of deep space. Fighting to close it, he fell backwards into another one. This one concealed a room full of storms and lightning. He raced away from it and ran terrified down the hallway. At its end,



which it did not have before, there was a bright white light shining down from the invisible ceiling. In the beam of light, a sword hovered above the ground. He looked up its length, amazed by the beauty of the silvery blade. Reaching out to hold it in his bare hands, the light flared around him and the dream ended.

In Downbelow, Doctor Franklin had his hands full with a sudden outbreak of Banta Flu, a nasty disease caused by the consumption of certain kinds of alien food mixed in with human consumables and allowed to ferment. The sharp-eyed Marcus Cole had seen some lurkers eating out of a garbage bin and, recognising some of the food as the kind of things he'd eaten on a Drazi colony, thought they might get ill. He hated the fact that lurkers had to live like this at all, but he was certainly not going to let them die of illness while they had to do it.

In MedLab, Marcus watched on as Franklin treated the two worst cases of the illness. The pin Marcus wore, an item common to all rangers, interested Franklin. He took it off and handed it to the Doctor, telling him that the two figures on the sides represented the humans and the Minbari, coming together to fight their common enemy. The blue-green jewel between them was called the Isil'zha, a jewel that stood for a brighter tomorrow and infinite possibilities. Franklin was deeply impressed by the word and its meaning, remarking on how lovely Minbari was to hear. Marcus agreed, calling it a subtle language for a subtle people. He was referring to the religious caste language, the grey tongue of their people. It had taken him a year just to learn the basics, and longer to gain any real grasp of its nuances. The Minbari had taught Marcus that language was as much a part of war as battles and that understanding was the key to victory in all things. He learned from them how to live, how to fight, and how to die. Through their ranger teachings, he had also learned terror – how to deal with it in himself and how to inflict it upon others. He seemed very disturbed by this last one and when Franklin mentioned wanting to learn more about it, Marcus told him that no he did not. It was a friendly, if dire, warning.

A shuttle from the *Asimov* docked and its passengers came aboard Babylon 5. One of them, the man from the dream before, was dressed in a full-length brocaded cloak and a chainmail girding around his throat. When Security scanned him at the gate, they picked up an unusual weapon under his cowl. They tried to detain him, but he threw aside the cloak, telling them that he was Arthur, son of Uther Pendragon and King of the Britons. No man, he announced, would take Excalibur from him and live. Franklin and Marcus walked into the bay on those words.



Before the altercation could come to violence, Marcus rushed forward to try and salvage things. Kneeling before the man, he begged 'Arthur's' indulgence and forgiveness. No one, he said, had been informed of his arrival. Arthur knew that he was very late, but he insisted that he had returned and that he was not mad. His general hostility made Security raise their weapons again but Franklin, willing to back Marcus' play, convinced them to let him take responsibility for the stranger. Arthur did not trust Franklin at first, disliking doctors and their 'leeches', but Marcus told him that the station's Captain required examinations of all visiting dignitaries. He admitted to being a Briton, several generations removed, and treated the apparent madman like royalty. It was risky, but it did eventually calm him down.

A few hours later, Franklin was no closer to discovering who the stranger really was. He had no identification and his items were all of indeterminate make with no way to trace them. He questioned Arthur, revealing under the man's insistence his doubts about his identity. The last thing Arthur remembered, seventeen hundred years after his disappearance in England, was sailing to the island of Avalon to rest and heal. He had been told by the Nine Sisters of that grand place that he would sleep for a time but that when he was needed most, he would return. Now, in this place, that time seemed to have come at last.

Franklin did not really believe what he was hearing, a sentiment that Captain Sheridan shared when Marcus related the story to him in the war council. Though they discussed the possibility of him actually being who he said he was, no one in the room really believed it except for, maybe, Marcus. The Vorlons, he reminded them, had been to Earth and on occasion had removed people back to their homeworld for storage until they were required. This fitted the pattern of the Avalon story perfectly, something Franklin had not really considered. Still, he was not convinced. The man's speech patterns and vocabulary were all too contemporary for someone from Old England seventeen hundred years ago. Still, while Sheridan was more interested in working

up the much needed treaty for Babylon 5's defence, the question remained of what could drive a normal man into such a delusion. What terrible event could so scar someone that their mind had to flee nearly two millennia into the past to find peace?

Unfortunately, they would not be able to easily ask Arthur himself. While they had been talking, Arthur had slipped past the Security in MedLab. Gathering those of his things he could find, Arthur had made his way into Downbelow. He came upon an old lurker woman, crying against a bulkhead. He stopped, knelt beside her, and asked the reason for her sorrow. She told him that a group of thugs had taken all she owned, including an expensive frame with a picture of her dead husband in it. He dried her tears gently and asked where he might find the hooligans responsible.

Nearby, G'Kar was meeting with an unsavoury contact of his. While he had indeed changed for the better, he still had no love for the Centauri or their blockades around his homeworld. This man had the ability to get messages back and forth from there; that talent made him a very wealthy man and kept him in G'Kar's good graces. Before they could finish negotiating the price for the latest communication crystal, the sound of a scuffle nearby drew the Narn's attention.

A circle of ruffians were beating up an older man for not paying 100 credits he 'owed' them. Before they could hurt him further, Arthur walked calmly into the middle of them, called them cowards for preying on the weak, and demanded that they turn over the many things they had that did not belong to them. He suggested they begin with the picture frame, but his royal command was refused and the group attacked him. In a dazzling display of swordsmanship, he dropped the five of them and held Excalibur to the throat of their leader. He called for the man to yield and surrender, but the thugs had allies - friends who were coming into the corridor as they spoke.

Emboldened by this display, G'Kar leapt down from a stairwell above Arthur and landed at his side. Telling the assembly of bandits that he was there in allegiance to Arthur, the Narn dropped into a savage fighting stance and together, they rushed the villains.

Several minutes later, the two of them were sitting at a table in the Dark Star, with G'Kar raving about how good it was to finally just have a fight with no moral quandaries. They were the heroes, the thugs had been the bad guys, and they had trounced them in the name of good over evil. Arthur had never seen any man like G'Kar, but the truth of his noble heart and priestly bearing reminded him of the Knights of the Round Table. Camelot had been about the just ruling the many, not the strong ruling the weak, and as G'Kar had lent his arm to the cause, he would have a place at the new

Round Table. Drawing Excalibur, he dubbed a grateful G'Kar 'Sir G'Kar, the Red Knight.' After several drinks, G'Kar asked Arthur why the sight of those thugs preying on the weak had been such a personal insult to him. Arthur explained that at the Battle of Camlan, his fallen knights had been looted while they lay dead and dying. They had been his responsibility. The mention of responsibility brought back images of his dreams to his mind, but the 'storm' inside the doorway was a scene of combat between a Minbari Nial fighter and Starfuries. Arthur, or whoever he was, was a very troubled man.

Security was combing the station, looking for Arthur. They considered him very dangerous because of his ability to escape a locked isolab and for the three feet of steel he was carrying on his hip. Marcus saw them passing and knew that he would have to find Arthur first or something terrible might happen. Garibaldi was not with the search teams, as he had something more personal to attend to in the Post Office. Along with a reticent Security guard, he tried and failed to get his package from the lock up. Now he was out 120 credits, 20 of which went to the lock he ruined, and he was still no closer to a good meal.

Marcus found G'Kar and Arthur in Dark Star. He deeply respected what Arthur had done for the people of Downbelow, but he knew Garibaldi would not stop until he was found. Arthur, tired after his efforts and more than a little sleepy from drink, agreed to come with him and avoid the trouble that might come with a Security detail. G'Kar offered to accompany them and vouch for Arthur's character and actions, but after standing, the intoxicated Narn took two steps and collapsed onto the floor. Arthur was not surprised. Gawain, he told Marcus, had the same problem. After a hard night's revelry, he was often called 'The Green Knight' in the morning.

Sheridan was pacing the floor of the Council Chamber, trying to appeal to the ambassadors of the League of Non-Aligned Worlds. Babylon 5 could not keep depending on the Minbari for its support, especially as the League Worlds were still using the station for their own ends and contributing nothing back for its upkeep. In answer to this, Sheridan proposed the Babylon Treaty. The station still had a lot to offer the League, including the trade benefits it had always provided and a peaceful place for negotiations between adversaries among their many worlds.

While the League of Non-Aligned Worlds discussed the new treaty, Marcus came to MedLab to speak with Franklin. Doctor Franklin, disturbed and worried, showed Marcus what he had discovered. By taking a genetic sample from Arthur and typing it against EarthForce records, he had identified who the man really was. One look at the screen made Marcus beg Franklin not to tell Arthur the truth. 'Better the illusion that exalts us than ten thousand truths,'

he said, quoting Alexander Pushkin. Franklin could not agree, knowing that the only way for the man to begin healing was to confront the truth about himself, no matter how horrible that might be.

Arthur sat in one of the station's conference rooms, staring at a BabCom unit. He was very tired, having had horrible dreams about Minbari warships and destruction all night. Franklin knew why. His real name was David McIntyre, a 52 year old veteran and recipient of the Silver Star for Valour. The truth of his identity, and the reason for his break with reality, was his service before that point. He had served on the *Prometheus*, the EarthForce vessel that made first contact with the Minbari. When the ship's Captain gave the command to open fire on them, it had been McIntyre's hand that triggered the first volley. In his mind, the horrors of the Earth/Minbari War were his fault alone. The pain of his actions back then had sent him into years of depression and therapy, though a review board from EarthForce had cleared him of legal responsibility for his actions. He had been taken back into active service and volunteered for the Battle of the Line even though it had been a suicide mission. In his eyes, David's eyes, he did not deserve to live and when he survived the Battle of the Line, he suffered a mental breakdown. The horror of the war, of the pilots dying all around him, was too much for him. The thought of being David McIntyre, the Gunnery Sergeant responsible for the Earth/Minbari war, was just too painful to accept. Better that David McIntyre die and someone else, someone pure and shining, take his place. In that instant, he had been reborn as Arthur, with the weight and responsibility of Excalibur to shoulder. Now, having it all stripped away, was too much for him. His mind broke again, this time driving him into an unresponsive state. Franklin tried to talk him back, but in his mind, David had been struck with a sword, cut down for his horrible crimes. He went catatonic, staring blankly into the distance.

In MedLab, he was laid out in an isolab and given back Excalibur. As he lay there, open-eyed and frozen in the trap of his own mind, Franklin and Marcus discussed what was wrong with him. He had come to Babylon 5 for a reason, especially since this was the fifteenth anniversary of the *Prometheus*' attack on the Minbari and the start of the Earth/Minbari War. He could not rest until he returned Excalibur to the Lady of the Lake, an analogy they figured meant giving his pain and burden of guilt to someone who could absolve him. Unfortunately, knowing this brought them no closer to figuring out how to help the man. If Franklin had been cast in the man's delusion as Bedevere, the King's brother and the man Arthur had asked to return his sword to the lake from whence it came, then who was the Lady of



the Lake? Who could absolve David McIntyre of his crime against the Minbari, especially on Babylon 5?

The answer came to them at the same time and as soon as they could get her to MedLab, Delenn came walking slowly through the portal to his isolab. She crossed over to the comatose man and laid her gentle hands over his, the latter still wrapped around the hilt of his sword. In his mind, David saw the Lady of the Lake, come for her sword. He awoke at her touch and handed over his burden, his long years of pain, into the forgiveness of Delenn, the symbol of everything he had sinned against. She took the sword, accepting his sorrow, and took his hand. It was the symbol his delusion needed to break, shattering like a fever that had burned itself out.

In the station's Post Office, Garibaldi had given in. He paid the hundred credits the postal worker wanted for his package and took possession of it at last. As the postman laughed, telling him that it was never wise to mess with the Post Office, Garibaldi had one parting shot to fire. Before the station broke away from Earth, the rent on the Post Office and the postman's quarters had all been subsidised by the Earth Alliance. Now that Babylon 5 was independent, no one was handling those expenses. Realising that he had just been out-done by the Security Chief, he paid Garibaldi 101 credits to call the whole thing even.

In Customs, David McIntyre had a transport to catch. His mind and soul knitted together, he was fully healed and ready to set off on a new journey. G'Kar had provided the transportation; his people had need of a man like David McIntyre and he wanted to help them as best he could. With a worried but understanding Franklin behind him, David boarded the transport and left Babylon 5 and his troubles behind him. One voyage had ended, and now a new one helping to lead the Narn Resistance, lay ahead.

‘And they taught me terror. How to use it and how to face it.’

‘I think I would like to hear more about that.’

‘No you wouldn’t.’

Marcus Cole and Stephen Franklin

As he left, Marcus came in, just a few moments too late to see him off. He hated goodbyes, but had to at least see Arthur off. As Franklin incredulously walked back to MedLab, Marcus regaled him with similarities between Arthurian figures and their present situation. Sheridan was certainly Arthur, he was Galahad, being sinless and all, Franklin was Percival, Kosh was definitely Merlin, and so on. But who was Morgana Le Fey?

Babylon 5 Postal Service

Even in deep space, with most communication handled through electronic messaging and goods shipped by registered courier and transport vendors, there is a call for the basic utility of the Earth Alliance Postal Service. Reliable and dependable, the Postal Service operates by Earth Alliance charter and is still the single most continuous department of its government, maintaining uninterrupted operation even in the middle of Babylon 5’s break from the Alliance and Earth’s Civil War. Using official Earth Alliance Postal Transports during normal operation and whatever vessels it can lease space on when these ships are unavailable, the EAPS moves millions of pieces of mail and parcels through Earth occupied space and neighbouring systems each year, maintaining its customer base through ease of use and relatively competitive rates. Standard postage has long since been solely limited on mass and size, with the concept of a letter rate abandoned when personal letters and documents became nearly obsolete due to electronic storage and transmission.

For campaign purposes, postage rates for the Babylon 5 Postal Service to anywhere in the Earth Alliance is 5 credits per pound. Each pound is allowed a cubic mass of 10 standard centimetres, with a surcharge of 1 credit for every cubic centimetre thereafter. This results in a typical letter-sized document costing 5 credits, as items below the basic limit are charged a 5 credit minimum delivery charge. During times of crisis, the EAPS is authorised to increase its rates in order to remain in operation. An example of this would be the triple increase set into effect by the Post Office on Babylon 5 during the secession crisis of 2260.

The Babylon Treaty

Once Babylon 5 broke away from the Earth Alliance in 2260, it inherited a massive operational debt and the problem of how to defend itself against the inevitable encroachment of raiders and alien interests looking to disrupt its ability

to conduct free trade in a safe environment. The problem became exacerbated by the drop in commercial traffic that resulted in the unsafe area of contested space that surrounded the station. With fewer ships getting through to Babylon 5, its revenue dropped commensurately, making the operational costs of the station increasingly difficult to meet.

A solution to this problem had to be found before the station effectively went bankrupt and could no longer afford to remain in service. This answer took the form of the Babylon Treaty, proposed to the League of Non-Aligned worlds in July of 2260. Ratified by the member nations of the Babylon 5 Security Council before coming to the League for acceptance, it listed levels of financial support and military patrols based on each race’s projected use of Babylon 5 facilities. The treaty took into account the current state of the galaxy, noting that because many of the League worlds were engaged in various border disputes, they would never have to patrol around the station at the same time with any force their own militaries were currently aggressive toward. This arrangement granted the member worlds greater diplomatic powers and access to station benefits they had not previously had, including preferential shipping and docking treatment based on contributions and repair support for military vehicles damaged in the line of duty.

While the Treaty had a number of positive aspects, it did call for an increased monetary expenditure on the part of each government represented on the station. As such, several League members refused to sign the treaty when it was first proposed, acting through their nominated committee leader, the delegation from the Drazi Freehold. Despite their organised objection, these dissenters were not influential enough to convince the majority of the League to reject the proposal.

Scenario and Campaign Hooks

- 5 With the signing of the Babylon Treaty, military action involving several of the other races will occur with greater frequency outside the station. This may not always be calm and co-operative, as the changing state of warfare in the League of Non-Aligned Worlds could literally have two sides that were not at war suddenly beginning hostilities while ships from both sides are on patrol. This might lead to a firefight outside Babylon 5, something the Minbari cruisers and the station’s defence grid would have to contend with if it went too far. Such possibilities can be used by Games Masters to set up virtually any combination of alien ships in conflict around Babylon 5 if it is required for a given story arc. This does not just facilitate space combat; players might get involved in boarding actions, find their commercial transport caught between the angry

guns of a Vree battlesaucer and its Abbai target, or find themselves in the unenviable position of having to talk opposing sides down from engaging in a full scale war. Diplomacy and combat could have equal billing in such scenarios, all brought on by the galactic tensions the Shadows have encouraged so successfully.

Ship of Tears (July 20th, 2260)

It had been days since the station had any news from Earth. As Vree and Drazi ships flew outside on patrol, a remarkable occurrence given the Drazi's initial refusal to sign the Babylon Treaty, the command staff walked to the Zocalo, talking about how there might finally be some sign of change back home. ISN was coming back online after weeks off the air. The areas in front of all the marketplace's BabCom screens were packed with curious residents, all wanting to know if the new transmissions heralded a return to the peaceful days of the Earth Alliance.

They did not. As the network returned its service to the Alliance's more than two thousand colonies, stations, and outposts, the command staff learned the truth of its renewed broadcasts. ISN had become another tool of propaganda for President Clark. The newscaster, in an almost sickly sweet voice, 'explained' that saboteurs intent on disrupting Earth communications had broadcast a fake news report making it seem like the government was acting against ISN. It was a very apparent cover up and lie, but only to those who knew better. As Franklin pointed out, he who controlled information controlled the world. At that moment, the man in question was President Clark. It made Ivanova ill to think about it, and she felt even worse about how Sheridan would react.

At that moment, Sheridan had not felt as good as he did now in weeks. Back behind the controls of a fighter again, he was testing out one of the new Thunderbolt fighters Babylon 5 had inherited from the Churchill. An enhanced Starfury with an elongated cockpit and greater firepower, flying it was a much needed rush for the stressed Captain. The new fighter's greatest advantage against older Starfury models was its ability to unfold wing extensions and enter an atmosphere - something previous models could not do. Sheridan knew he needed all the advantages he could get; these new fighters would be very valuable in the future.

As he eased into the atmosphere of the world Babylon 5 orbited, he received a call from Command and Control they were getting a distress call from an Earth vessel at the outer reaches of the Epsilon sector. Sheridan decided to take a look for himself. Taking his wing men with him, the Captain closed on the source of the signal. It was a single Starfury, marked with the dreaded symbol indicating it was part of the Black Omega squadron. Its pilot was none other than Alfred Bester himself, Babylon 5's telepathic antagonist. Sheridan's flight rendezvoused with Bester - the Captain was shocked to see the Psi Cop out here, all alone, drifting in a shut down Starfury. Sheridan richly wanted to fire his four new unidirectional pulse cannons at the Black Omega ship and blast Bester into the stars, but his conscience and his curiosity got the better of him. Even though Babylon 5 was now an independent state and had no legal reason to put up with the Psi Corps or Bester's games, the fact that the Psi Cop had come all this way and said he 'had something' for Sheridan was reason enough to bring him back to the station.

In a Green Sector corridor, G'Kar intercepted Ivanova on her way to Command and Control. He had kept his end of the bargain with Sheridan, providing Narn for the station's Security forces and keeping the peace, but his reward was yet to be given. All he wanted was to be in on the war council, a group he knew was forming but had not given admittance to him. He had done so much for Babylon 5; it was now time for the station to give something back and let him join its Alliance of Light.

Bester flew his Starfury into the docking bay, flanked by Sheridan and his wingmate. Getting out, he was greeted by an armed escort of Security personnel. He was not at all surprised by the harsh treatment. He was beginning to think that no one on Babylon 5 liked him very much. That was being proven in Sheridan's office, where the command staff discussed locking him up indefinitely



or sealing him under the brig, a reference to finding a dark hole to put him in and forgetting about him. Unfortunately, no one in the room with the exception of Ivanova would really support such a plan.

That animosity was exactly why Sheridan needed to talk with Ivanova alone. Bester might have been on the level about needing to be here with his powers intact to 'help them', but he had his doubts. Since Ivanova could instantly tell if she was being scanned because of her latent telepathy, she was the perfect person to test Bester's sincerity. If she went in and he scanned her, Sheridan would know Bester could not be trusted. If he did not, they would hear him out. Trust would still not enter into the equation. Ivanova did not like the idea, but she had to accept that it was the best one they had. She entered Bester's cell where he was pacing and looking pensive. He played his usual mind games with her, talking about her mother and how she took her own life. That had not been the Corps' fault in his opinion. When he mentioned that Ivanova had her mother's eyes, she slapped him hard enough to break the skin. He smiled and proceeded to the point of his visit.

Back on Earth, the Psi Corps and Babylon 5 had a common enemy. President Clark was not really in power any longer. He was merely the puppet of another power. He did not know who they were, but he knew they were not human. The only name he had for them was Shadows, a word he suspected Ivanova knew more about than he did. He knew they would not fill him in on any details, but that was not why he had come. He had plans for 'his' telepaths, 'his' Psi Corps, and the aliens infiltrating it and running Earth was not part of them. He would not tolerate anyone jeopardising what he had spent his life working towards. Telepaths were the next step in evolution, the reason why normals like Ivanova hated his kind, and he had no intention of letting the Shadows interfere with their eventual rise to supremacy. Ivanova was not at all interested in Bester's dreams of tyranny, but he did have something she might be interested in. He claimed that he knew a way to hurt them. Since the enemy of his enemy was his friend, he was willing to share that information.

In Sheridan's office, Bester laid out his plan of attack against the Shadows for them. Very soon, a convoy of ships would be travelling along a hyperspace beacon through Sector 500. At the centre of the convoy, a ship carrying supplies for the Shadows was flying with a six fighter escort. Bester insisted that by capturing the ship, they could deprive the enemy of some very valuable weapons. He was needed for the rest of the plan because he knew the location of the ship's route and his telepathy could pinpoint them out to an attack force. Sheridan and Ivanova did not like the thought of flying anywhere with Bester, but he was right about his necessity. With hyperspace

awash with energy fluctuations, competing beacon signals and gravitational anomalies, they would never find the convoy without him. Bester's attitude toward smundane humans, those without telepathic gifts, became very evident during this meeting. When he revealed that hyperspace amplified a telepath's range and abilities, something they had kept from the military to keep themselves off the front line, Bester explained this as self-preservation. Telepaths were not expendable. Mundanes, he said, were; something everyone present, especially Garibaldi, found extremely offensive.

Offensive or not, his usefulness found him standing on the bridge of the White Star; it was the only ship Babylon 5 had that could catch the convoy already en route. It raced through the stars on its way to catch the Earth transport and its escorts, a sextet of small, deadly Shadow fighters. He was obviously impressed with the design and capabilities of the vessel, something Sheridan did not find comforting in the least.

There was little comfort to be had anywhere, even back on Babylon 5. Delenn was meeting with G'Kar to uphold Sheridan's promise. She had to explain to G'Kar the truth behind what they had known when his race engaged the Centauri. The Narn were defeated because of the Centauri's Shadow allies, something the Minbari knew at the time but chose to remain silent about. Had they revealed the truth about the Shadows, that dark race would have obliterated Narn and begun the Great War before anyone would be ready to oppose them. Their silence bought the Narn a chance at survival, but at the expense of the million that died under Centauri occupation. This truth was of little comfort to G'Kar, but in his heart he knew Delenn's words to be right. 'Some must be sacrificed if any are to be saved,' was as much an echo of the past as it was a warning to the future. He could see that now, something he never would have accepted beforehand. Delenn saw how much the Narn had changed and accepted him fully into the new alliance. She also asked his forgiveness. He said that one day he might be able to give it, but the pain of her silence and what



it had cost was too deep for now. He left her quarters, both of them caught in the tragedy of memory.

In Sector 500, battle was joined. Though dangerous, the six Shadow fighters were no match for the superior firepower of the White Star. After slicing through its escort screen, Sheridan captured the transport ship and took it into custody. Moments after capturing the ship, the White Star's sensors picked up the presence of the Shadow cruiser that had been flying in hidden escort nearby. Instead of attacking, it turned onto a new heading and fled the area. Even Bester did not know why the superior vessel had not engaged them; as far as he was told, the convoy only held weapon supplies.



In a sense, that was true. The hold of the transport was filled with dozens of metal suspension chambers, each one the resting place of a human in some kind of cryogenic storage. The controls of the chambers were laid out in a language unlike anything known in the archives of the station. The people inside showed the signs of having been in great pain when they were frozen. On the casing of each chamber was a Psi Corps logo.

Back on Babylon 5, the pilot of the transport was brought out and examined. It was an alien of unknown type, horribly disfigured from a burst of acid it had used to take its own life rather than be captured. Doctor Franklin scheduled a complete autopsy of the body, but it would have to wait until after he saw the cryogenic chambers. To get to them, Ivanova and an engineering team had to cut their way in with laser torches. The ship had been sealed up and resisted all of their attempts to access it manually.

Bester was no more tractable. Even in the direct evidence of his lying to Sheridan and the others about knowing the telepaths had been on board, he did not bend. He had been told they were weapon systems initially and had not learned that meant his telepaths until much later. The transport was not one of the Psi Corps', but if he had told Sheridan the mission was to rescue Psi Corps members, he had feared they would have declined. From the irritated look on the Captain's face, he might not have been wrong. Still, the telepaths had been going to the Shadows, and Sheridan needed to know why.

In MedLab 1, Franklin had one of the cryogenic chambers in the isolab. The only identification on the female telepath inside was a bracelet with a Psi Corp rank number and P11/P12 rating, indicating that she was nearly as powerful a telepath as Bester. She had cyberweb implants on either side of her skull, covering her temples and making contact

with her cerebral cortex. As he leaned in to examine the woman, she suddenly awakened and began beating on the glass to get out. Franklin released her, but she became delusional and violent. The woman had to be sedated to calm her down.

In Sheridan's quarters, the Captain questioned Bester about the bracelet that had been found on her wrist. He told Sheridan and Franklin that it marked the unknown woman as a 'blip', a telepath who chose to run rather than join Psi Corps or take sleepers to keep her powers dormant. The serial number showed that she had been captured and taken to the holding facility Psi Corps ran on Mars. The bracelet also gave the woman's identification number, but as Bester deciphered it, he suddenly grew very silent. Demanding to see the woman, Bester left with the two of them to go to MedLab. Before they could reach it, the woman woke up from dreams of three strange aliens probing her with instruments and drills. Screaming, she reached out to the nearest computer console and its lights began to blink. Within moments, the systems in MedLab shut down and the alarms went off. Sheridan and the others rushed to the facility to find Security outside and MedLab's shielded doors tightly shut. On Franklin's authorisation, they went inside and found the woman suspended from the ground where her isolab bed used to be.

They approached the woman in her cocoon of wires slowly. She seemed to recognise Bester, calling him Alfred, but her gaze went from pleading to furious when she saw his Psi Corps insignia. Garibaldi pushed Bester out of the way fast enough to keep him from getting struck by a blast of electricity from her fingers. All around the room, systems flickered on and off. In Command and Control, they were tracing a huge energy surge in MedLab. The station's automated systems were starting to go down, being interfered with by the woman through MedLab's link to the rest of Babylon 5. Knowing that if he did not act quickly the woman would be a threat to the station, Franklin eased



to please take care of Carolyn. If he did, Bester would do anything in his power to help in the war against the Shadows. They had just become his enemy as well.

It was an auspicious day for the Babylon 5 War Council. It had seen an alliance of mutual non-aggression with Alfred Bester and the arrival of a new member, G'Kar. It also saw the first day of operation for the war council's new facilities. The council had moved to a much larger chamber, one with comprehensive tactical displays and room for a hundred allies if need be. The Narn was moved by the trust and respect that his admission

himself toward her. He had a concealed hypo sprayer behind his back with a very powerful sedative loaded into it. While Garibaldi distracted the raving woman's attention by throwing Bester's Psi Corps pin on the ground, Franklin slipped past her guard and drugged her into unconsciousness. Just as she passed out, she called for 'Al' again and they made mental contact. He saw her dream of the strange aliens and, as the contact broke, a second vision. It revealed something terrible about the Shadow vessels; at their core, the Shadow cruisers were controlled by a living being like the woman in the wire web.

Later, after he had recovered from the vision the blip had given him, Bester explained how she had known his name. Carolyn, the woman in the web, was his lover. He had a wife and daughter back home, but that was an arranged marriage with no love in it. Carolyn had been brought into the re-education centre and when he first saw her, he had felt 'awakened' for the first time. They spent time together and eventually, they fell in love. When he found out she was pregnant four weeks ago, he begged her to go on the sleepers or join the Corps. She would do neither; she was a very stubborn woman. His insight into the vision Carolyn gave him was a vital clue to what the telepaths in cryogenic storage were to be used for. The Shadow ships were organic technology that used a living being as their core. The command staff of Babylon 5 already knew that from what they had been told by Delenn. Now they saw the shape of that 'core' - people with metal implants and the ability to fuse with computers and machinery. They had been modified to merge with a Shadow cruiser. Just as Bester has said, they were weapons.

This particular 'weapon' was precious to Bester. He had promised Carolyn he would look after her and the baby. It was the only promise he ever cared about, and she was the only woman he had ever loved. He asked Captain Sheridan

to their number suggested. He looked around the room and was honoured to be in their company.

In Command and Control, Sheridan watched Bester's Starfury fly away into the distance. 'The enemy of my enemy is my friend,' he recalled Bester saying to him. Ivanova still did not trust the Psi Cop and never would. She was certain that when the Shadow War was done and his vested interest for helping them had faded, he would turn on them whenever it suited his needs. Sheridan knew she was right, but for now they had a powerful ally back in Earth space. Even if he was an unreliable sort who would betray them as soon as he no longer needed them, it was more than they had before.

In Garibaldi's quarters, the Security Chief looked up words in the Book of G'Quan. He was trying to learn Narn, but the language was a difficult one for non-natives and the information in the book was too important for him to wait until he was fluent. When he finished his translation of the relevant passage, he called the war council with an immediate Code 7-R. Carolyn's reaction to the Psi Corps pin had given him an idea and the Book of G'Quan had just proven it true.

Once the others joined him in the War Room, Garibaldi told them what he had learned. The Narn had no telepaths now, but a thousand years ago, there had been many. That was also when the Shadows used their world for a base of operations. According to the Book of G'Quan, the Narn telepaths of the time had been slain by the Shadows, with the few survivors among them driving the Shadows from Narn afterward. Carolyn had said, 'The sign hurts us. We cannot hear the machine,' when she attacked the Psi Corps pin in MedLab. Garibaldi suspected that meant that telepathy somehow interfered with the way Shadow vessels operated. It possibly explained why the Shadow cruiser in Sector 500

left the White Star alone with Bester on board. It was a start - a potential weapon to use against the Shadows.

They would need all the weapons they could get, and they needed them soon. According to ranger reports, the Shadows had begun attacking targets in Brakiri space. Unlike previous attacks, these were open. The Shadows were on the move – The Shadow War had begun.

The Effects of Earth's Martial Law in 2260

While those who value freedom and democracy would find the concept of full Martial Law in the Earth Alliance reprehensible, it was not entirely propaganda when ISN reported the 'popularity' of the edict on Earth. With crime and anti-alien sentiment at high levels during the beginning of Clark's tenure as President of the Earth Alliance, the military force and police actions empowered by the decree of Martial Law have made the majority of people on Earth and on some of its colonies feel safer. Crime is at its lowest rate in decades and President Clark's approval ratings are extremely high.

Unfortunately, these factors are only the surface of the Martial Law effect. Crime is down because personal freedoms are also nearly non-existent. Police forces are given greater jurisdiction and there is no legal recourse for citizens of the Earth Alliance if their civil rights are violated in the course of an arrest or interrogation. Sheridan called this period of suspended civil liberties the 'peace of the gun'. He was not wrong; the Earth Alliance is peaceful during the period of time in which it is under Clark's Martial Law, but the peace is a deceiving one. Citizens who act within the strict guidelines of the Ministry of Peace are allowed to continue their daily lives, but those lives are constantly more curtailed in the scope of what they can consist of. Communication, education, freedom of speech and work place behaviour are all regulated heavily under Martial Law. While these infractions of personal rights may be tolerated to a point, Earth history has shown that a repressed people will not tolerate such behaviour for long before an uprising occurs. In truth, by the time Babylon 5 decides to break away from the Earth Alliance in the middle of 2260, there have already been several minor revolts against Clark's doctrines. Each has been met with violent suppression and the evidence of the attempts kept from the media to discourage similar incidents.

Scenario and Plot Hooks:

- ⑤ The first wave of the Shadow War means big trouble for the Brakiri, but it will not stop there. Several outposts and colony worlds will fall in the first few days of fighting, as the Shadows make a massive push to strike at the Brakiri and break their

military strength before it can be rallied effectively in their defence. Other systems bordering the Brakiri Syndicacy will be in similar peril, with neighbouring worlds suffering reprisal attacks and raids by the desperate Brakiri looking to abandon their besieged worlds. This can set the stage for a campaign or story arc set in the zone of conflict and Brakiri players may have to deal with tactical decisions, starship combat, and the exodus of transport ships filled with the survivors of a dozen Shadow attacks along their borders. Whether the players have command roles in this crisis or are private businesspersons and civilians trying to make do in a galaxy at war depends on the kind of campaign the Games Master wishes to run.

- ⑤ G'Kar's admission into the Babylon 5 war council opens up many possibilities for Narn characters to take an active role in the Shadow War. His connections with his race are extremely thorough; any Narn looking to get involved with the war or its related incidents will eventually come to his attention. The Games Master can use this as a method of introducing Narn players into an existing campaign or founding new ones around a core of Narn and Narn allies assigned to various tasks of importance throughout the galaxy. The Shadows moving against Brakiri space will necessitate a lot of effort in other sectors to prepare for the worst and a redoubled effort back on the Narn homeworld. If the Shadows turn on their Centauri allies, the Narn homeworld is a likely place for the aliens to strike, but evacuations and preparations for resistance fighting will require all of the support they can get.

Interludes and Examinations (August 3rd, 2260)

It had been ten days since the Shadows had begun moving openly along the galactic rim. They were hitting minor powers and a few members of the League of Non-Aligned Worlds. Their attacks were seemingly random, a series of deadly strikes that did not appear to serve any kind of military agenda or tactical purpose. What the Shadows were accomplishing was fear. Babylon 5 was more active and more hectic than ever before, with panicked people coming in as refugees or fleeing in the hopes of getting somewhere peaceful again. This made it difficult to keep people on staff to handle the heavy traffic. Without their typical resources back on Earth for full background checks, Babylon 5 ran the risk of getting someone on the Security or Operations staff that could not be trusted. As a Security officer helped Mr. Morden avoid the boarding identicard check, this risk became a reality. Ever since Sheridan had identified



Morden as a possible threat, he had found it necessary to come aboard Babylon 5 through 'alternate' routes.

Morden and the Shadows were the last thing on Londo's mind as he stood in his quarters having tailoring work done to one of his best outfits. He asked Vir to rent the biggest suite on Babylon 5 and fill it with flowers. Vir's mind boggled at the cost, but Londo did not care. Nothing in the universe was too good for Adira, his one and only love. A Centauri dancer that had been at the unwilling heart of a plot to steal his private files some time ago, Adira was finally coming back to Babylon 5 to be with him. For the first time in many months, he was genuinely happy.

Ivanova knew that there were troubles in the galaxy and that those troubles would be spreading to Babylon 5 if they had not already done so. She read the reports from the front lines and kept track of the ambassadors and their dealings. Most disturbing was the fact that no one had seen Kosh or Lyta since the Shadows had begun their attacks. When the Vorlon went to ground, there was usually a good reason to be concerned. Even so, she was confident that as long as nothing else went wrong, Babylon 5 would manage.

Morden was busy trying to make sure that something else went wrong. After killing the security guard who had helped him through customs, he found an empty meeting room and called forth his Shadow keepers. They manifested around him - black, spindly and menacingly insectile. From the look on Mr. Morden's face as they appeared, his visit to Babylon 5 would not bode well for anyone on board.

In his office, Sheridan sat with ambassadors from the Brakiri and the Gaim. Brakiri space was the first and hardest hit by the Shadow's recent open wave of attacks. Their military

was overwhelmed, their colonies failing, and they did not expect to survive much longer if the onslaught continued. They needed help, but Earth was in no position to grant it. Sheridan thought that given how scattered and defenceless all of the races were from fighting each other, this was probably what the Shadows had intended all along. The Gaim ambassador Sheyla was present because four worlds on the border of Brakiri space had pledged their support

to their efforts against the Shadows on the condition that the Gaim get involved. Sheridan appealed to Sheyla to do so, but the ambassador declined. She told the Captain that her government had no intention of getting involved in a war that had not touched them yet. Sheridan knew that sooner or later, the Gaim would get attacked, but he had no proof of this. The Gaim thought that if they stayed quiet, the Shadows might not strike what they did not see. The Shadows had great power, Sheyla said. If Sheridan could show that he had equal power, they would move with him. Otherwise, the Gaim would bide their time and not get involved.

In MedLab, Doctor Franklin was on the edge. His assistant was questioning his medical judgement on a respiratory failure case, Garibaldi was asking him to see a critically injured Security guard, and the rest of his lab was full of emergencies that would not wait. Not even the stim he had taken a few hours before was keeping him from collapse and his nerves were shot. Advising a medical technician in the isolab to ventilate a patient's lungs over the objections of his assistant, Franklin tried to hold it all together just a little longer. Unfortunately, it all came apart. He advised too great a pressure on the ventilation in the stress of the moment and the strain nearly killed the patient. His recommendation was 9 pounds per square inch of pressure, but the alien's lungs needed 13. He screamed at everyone in MedLab that he had said 13, but even he knew the truth. Garibaldi knew what he was seeing, but he did not want to countermand his friend in front of his subordinates. He left, and a few minutes later, so did a mortified Doctor Franklin.

Life was much calmer in Londo's quarters. He sat quietly, remembering with joy his memories of Adira. He often felt like a hollow man, living only for the appearances that he

gave others and the mask that society and politics forced him to wear. Adira made him feel young and whole again, like a man who could be free to live as he chose. He had given Adira a beautiful pin before she left, one that only a free woman could wear. Adira had been a slave, but Londo had freed her and now she was coming back to be with him again. It was almost more joy than his old, cynical hearts could bear. Vir's voice brought him back to the present. Adira's suite was ready and he had to go make sure it was perfect. With a spring in his step, he left to examine the quarters that would make her smile the way she did for him. In the scaffolding between his level of Green Sector and the suite, Londo was suddenly caught in a corridor of darkness. The lights around him flickered out and a red emergency light provided the only illumination. At the end of the hallway, Mr. Morden appeared. They had a score to settle, one brought about by Londo's manipulation of Lord Refa into backing away from his arrangement with the Shadows. Londo felt that what he did with his part of the galaxy was his own concern, but the Shadows needed a voice in the Centauri Royal Court. Londo thought he knew why; the Shadows needed his people to be agents of chaos for them. The Centauri were a convenient distraction from their unknown agenda, one they could not afford to lose. Morden stressed to him that there would be dire consequences if Mollari did not work with him again, but the old ambassador doubted it. He walked away from Mr. Morden, informing him that there was nothing even the Shadows could do to him that had not already been done. As he did, a Shadow manifested to Morden and suggested killing Londo right there, but the wily agent disagreed. They needed Londo alive, and there were other ways to bring him back over to their side.

Garibaldi came to Franklin's quarters later, expecting to find him asleep. Instead, Stephen Franklin was freshly showered and getting dressed in his medical uniform again.

The Doctor's schedule had ended only a half hour earlier, but he was intending to head back in to work. Garibaldi did not think his friend could handle the stress again and was concerned that Franklin was slipping back into his stim habit. He had been acting increasingly erratic, something that risked the lives of his patients. That made the matter something official - something Garibaldi would have to deal with on the record. He did not want to do that, which brought him to Franklin's quarters. He appealed to Stephen to let him help, but the doctor was not receptive. He insisted that he could keep things under control,

but they both knew the truth. Garibaldi was not going to push, but he knew that if Franklin did not come to him as a friend, then the Chief of Security would have to move against Babylon 5's Chief Medical Officer when a mistake occurred and someone paid for it with their life. Neither of them wanted that to happen.

Garibaldi located Franklin's assistant sitting at a Zocalo café filling out paperwork. He approached her about the bad call Franklin had made in MedLab. He had checked the tapes and she had been right; if the medical technicians had not caught Doctor Franklin's error in time, the alien patient would have died. He needed her help in pulling Franklin's blood tests for the last twelve months and checking them for chemical abnormalities. She refused. She liked Franklin despite their constant disagreements and she did not want to see him hurt. He did not want that either, but he would have to go through channels to get those tests now and if he did, Franklin's medical career would be over.

He made his way to MedLab with the file numbers he would need to get the tests for himself. Using his Security override, Garibaldi began to pull up the data he needed. Just as he was about to request the numbers that would show him the truth about Franklin's addictions, he hesitated. He knew the truth already; seeing the numbers would only make things official. He looked up from the console to see Franklin standing in the doorway. Franklin had come by beforehand to run the tests for himself. He had wanted to show Garibaldi that he had been wrong, but the numbers were not on his side. A certain amount of stimulant in the bloodstream meant an addiction and he was way over that value. He was an addict, something he had been trying to convince himself against for months. Now that he knew, he had a hard decision to make. The tension between him and Garibaldi dissolved, but Franklin had a new conflict to deal



with. Could he go on as Chief Medical Officer, knowing that he was a stim addict?

Delenn found Sheridan just as troubled in the War Room. He was poring over the reports, trying to find a reason for the Shadow attacks. They were senseless, jumping in and jumping out without bothering to secure their victories. They left only devastation in their wake, leaving the major powers of the galaxy confused and disoriented just as they had done a millennia earlier. The League needed answers, but more than that, they needed a victory. Delenn, quietly supportive, knew that Sheridan would think of a way to do just that. He was a tactical strategist of the first order, and if he could just think of a way to strike at the Shadows, the other races would fall into line behind him.

There was only one way that was going to happen. He had to convince the Vorlons to get involved. He tried to convince Kosh of the need for his government to fight just one battle with the Shadows. Their technology was at least as good as the Shadows, and one victory could rally the other races to the cause of Light. It was a logical argument with only one flaw, Kosh refused to help.

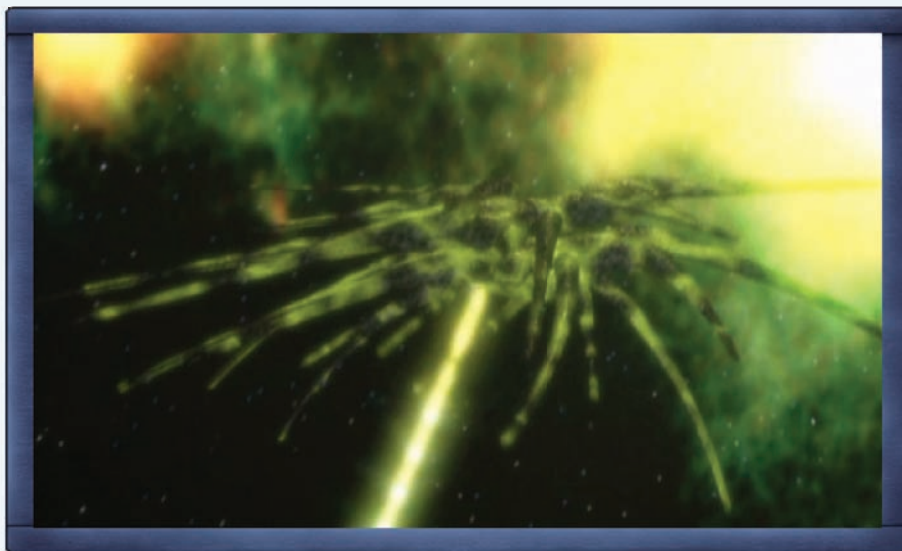
That was not enough for Captain Sheridan. For three years, the Vorlons had pulled everyone's strings and done nothing visible to help the war effort. This was their fight too, and Sheridan was tired of doing all the work. He demanded that Kosh do something to help, telling him that he was sick of the Vorlon just standing around looking cryptic while other people shouldered the weight of the war. In Command and Control, Lieutenant Corwin detected a massing, non-localised energy surge coming from somewhere on the station. Sheridan had awakened Kosh's wrath. That irritation took the form of a blast of energy that pinned Sheridan to the wall in a flash of light. Kosh called Sheridan impudent and tried to walk on, but the Captain was not about to stop now. He had nothing left to lose. Even after Kosh's

next attack staggered him and left a bleeding slash along his cheek, he did not stop getting in the Vorlon's way. EarthGov wanted him dead and losing the Shadow War was just as fatal. The way he saw it, the Vorlons were the only hope of getting the other races united in a common cause. If he had to risk his life in the face of Kosh's fury, then so be it. Understanding was a three-edged sword. That was a Vorlon saying, but humans had one of their own. Put your money where your mouth is.

Kosh relented in the face of this argument. It was not yet time, he argued in a voice tinged with regret. Sheridan could not accept that. He did not know who decided such things, but they were surely wrong. The galaxy was on the brink of collapse. No one race could stop the Shadows, and all of the races were divided and squabbling in a thousand small border wars. If they united, there was a chance. If they did not, no one would survive the coming fire. Kosh finally accepted Sheridan's words and agreed to do what he could. He could arrange for the Vorlons to attack the next time the Shadows moved, but there would be a price. He had told Sheridan that if he went to Z'ha'dum, he would die. That was now irrevocably true. Sheridan did not understand, thinking that Kosh meant he would not help Sheridan when that time came. Kosh was resigned to the course Sheridan had set now, and the truth of his final proclamation would not become clear until much later - when it was far too late to change things.

In the War Room, the diplomatic council gathered in the wake of a new attack in Brakiri space. It had been going for an hour with no sign of anything changing; the Shadows were once again completely overrunning what token resistance the Brakiri military could offer. As the council and Sheridan waited breathlessly, new jump points opened above the battle and Vorlon ships descended out of the stars. Cruisers, fighters, and a massive dreadnought of Vorlon design entered the fray, blasting Shadow ships apart as they came. Within minutes, it was over. The Vorlons retreated back into space. The Shadows, for the first time since their aggression started, had been turned back. In the War Room, the Gaim ambassador turned to the Brakiri and nodded her agreement. Sheridan's gambit had worked.

In the debarkation corridor, Londo's heart was filled to bursting. With a bouquet of star laces, he stood beside Vir and waited for Adira to come off the shuttle from Centauri Prime. In the years to come, some small part of him would be waiting for that shuttle forever. People came past them, but Adira did not. He stopped a human



on his way into the station, but there was no one behind the man. Something was terribly wrong. Londo discovered what a few minutes later. Adira was dead with no sign of what might have caused it. Londo's heart broke at the news, images of his own poisoning of Lord Refa springing darkly to mind. He instantly knew how she had died and he suspected why - revenge.

In a nearby service corridor, Mr. Morden paid off the man Londo had stopped with a palm-full of diamonds. His contact had done his deadly work well. Morden looked satisfied with the day's events until another contact came to him with the disturbing news of the Vorlon's counterattack. There had always been tension between Mr. Morden and Kosh since the day the Vorlon ordered him off the station. Now, things had finally crossed a line the Shadows could not forgive.

Vorlon intervention had spurred up a groundswell of enthusiasm among the League of Non-Aligned Worlds. All of their ambassadors were now willing to sign the Babylon Treaty and pledge their support to the coming War. Sheridan knew that he had Kosh to thank for that, but it was late and the demands of the day forced him to rest first. As Ivanova told him, 'Good news can wait, and bad news will refuse to leave.'

In his dreams, Sheridan had the meeting with Kosh that he would never be able to keep in the morning. He dreamed of his father, meeting with him in their home back on Earth. Sheridan's father said he did not have much time but he wanted to apologise for what he had done earlier. John was right, he told him, about needing to fight the war his way. When a man gets to be as old as he was, he tended to get set in his ways. The words were David Sheridan's, but their meanings were from someone altogether different.

In Kosh's quarters, Mr. Morden had brought three Shadows in to finish what the Vorlon had started. As the Shadow agent watched, the Shadows tore at Kosh through his encounter suit. Their deadly claws and energy attacks overwhelmed the Vorlon, though it took three of them to be a match for him. Light and darkness flared through the room, weaving a blinding battle as they bore Kosh down and put an end to his interference once and for all. As the Vorlon finally died, his last words in Sheridan's dreams were that as long as John Sheridan was here, he - Kosh - would always be here.

Then the alien enigma expired, and the radiant psychic wave of his death swept over the station. Wherever they were, the people aboard Babylon 5 were caught in the echo of his death knell. Sheridan sat up, suddenly awake, Kosh's name on his lips. It was too late for the Vorlon, but he had done what he knew was right. Kosh's sacrifice was complete, but it would not be in vain.



Garibaldi's team went over Kosh's chambers in the morning, but they found no signs of a body. Sheridan and the Vorlon government both knew the truth; Kosh was dead. They also knew that the alliance their intervention had spawned was too fragile to survive any open news of Kosh's demise, so they requested that the matter remain a secret. Sheridan, still stunned and grieving, agreed. Kosh was regularly missing for weeks at a time in any case, so the Vorlon government would have time to assign a replacement for him. This was a tragedy, but the reality of the war had to take precedence. The Vorlon government had one last request to make. They asked that all of Kosh's personal effects be placed in his transport. The ship, a living extension of Kosh, could not survive long without him. It would make one last journey, carrying all that was left of its master. Sheridan and the others complied. They watched as the beautiful, alien ship unfolded its wings and flew into the distant sun, there to burn to ashes as Kosh's funeral pyre.

In his quarters, Londo met with Mr. Morden. He had just received the medical report on Adira. It was indeed poison, as he had suspected. Everyone in his life died except for those who truly deserved it. That was about to change. Mr. Morden had offered to leave until such time as Londo sent for him again. Now, Londo was sending, and as long as he got revenge and the safety of his people, he no longer cared if the rest of the galaxy burned around him. The darkness that had threatened to consume him for so long closed around him once more.

In MedLab, Franklin had the most difficult decision of his life to make. He had a problem with stims, but they were just the symptom. The cause of his illness was his lost identity. He had been doing 'the job', running MedLab, for so long and under such stress that he no longer knew who he was any longer. He had to get out of it and find himself again before the job overwhelmed him and Sheridan was forced to take it away from him. He packed his things, shook a shell-shocked Sheridan's hand, and left MedLab. He did not know if he could go home, but he could not stay there.

The Shadow War – The Opening Volley

After the discovery of their intention to use captured human telepaths as the cores of their vessels, the Shadows have moved openly in the galaxy. Setting their alien sights on the relatively defenceless worlds on the edge of the Brakiri Syndicracy and neighbouring systems, they have struck with their seemingly invincible ships and slaughtered thousands in a very short amount of time. The terror and panic these lightning strikes have caused only serve to leave the victims of their assaults disoriented. As such, those the Shadows prey upon are too disorganised to raise an effective line of defence or negotiate arrangements with possible allies, most of whom are just as scattered and afraid.

This tactic is one the Shadows have used since their conflicts with the galaxy began thousands of years ago. Trading in terror and feeding on the hopelessness of their overwhelming force, the Shadows prefer to attack in hit and run engagements, never remaining long enough for survivors to fire back. Despite their superior technology and vastly more powerful weapons, they do not initiate long battles and seem to have no desire to take on even inferior opponents in anything approaching open warfare.

These rapid strikes form the basis for the Shadow War's opening volley. This period of shock attacks ends when Sheridan convinces the Vorlons to get involved in the war effort in August of 2260. The Shadows, handed their first defeat by their ancient enemy, recoil for a time and re-examine their tactics. When they finally do retaliate, it becomes clear that their reluctance to face opponents in a straight fight should not be confused with cowardice or an inability to do so. The Shadows' opening volley may have ended, but they have the will and the weapons to continue the War for as long as it lasts.

The Babylon Alliance

Sheridan's forcing of the Vorlon's hand may have cost the life of Kosh Naranek, but it convinced the League of Non-Aligned Worlds that they could stand against the Shadows and win with the forces at their disposal. This was an expensive lesson, but it was one that had to be taught. The ambassadors of the League, under the guidance and direction of their respective governments, have seen the wisdom in mutual co-operation. If they do not work together to fight the Shadows, none of them will remain by the war's end.

As a result, the League has unilaterally agreed to the Babylon Treaty. Every government in the League of Non-Aligned Worlds is now taking up a share of the upkeep for the station and contributing ships to its defence. This also provides the new alliance with a number of different militaries to choose from, allowing Sheridan and the war council to plan their strategies for the upcoming battles of the war with a much

greater pool of resources to draw from. The League and Babylon 5 still do not have the firepower they need to secure a victory, but the formation of the Babylon Alliance gives them something they did not have before – hope.

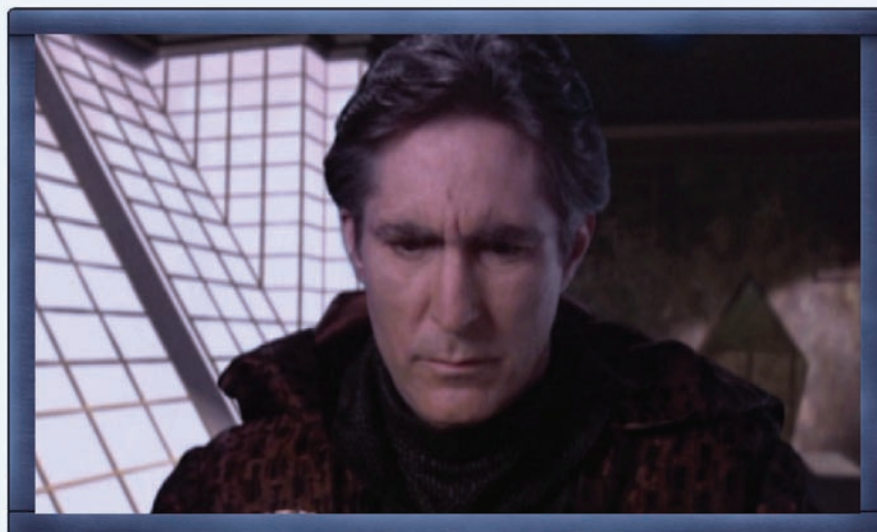
Scenario and Campaign Hooks

- ⑤ For any players on Babylon 5 serving as Security or on the medical staff, this time is one of constant stress and change. Security will have its hands full, both with handling the increased traffic to and from the station and watching for traitors in their own ranks from the new hires they need to maintain. MedLab is in much the same predicament, but while they do not need to worry as much about sabotage and betrayal, they do have to contend with suddenly losing their Chief of Staff. The loss of Doctor Franklin to his stim addiction is going to make things chaotic and difficult in MedLab for a long while. Franklin had others below him with authority, but he was a hard taskmaster and demanded a lot of respect and compliance. The power vacuum he left behind will not be easily filled.
- ⑤ The intervention of the Vorlons will have a major effect on the face of the Shadow War and on the galaxy in general. For generations, the Vorlons have been an enigmatic race with no real identity. They had given no true indication of their strength aside from no military force of exploration group ever coming back from their area of space. Now, with one battle group of their ships wiping out a Shadow attack fleet when no weapon or vessel of the younger races was able to do so, the Vorlons have proven their true power beyond a shadow of a doubt. Word of this battle will reach every corner of the known galaxy. Even places that have never heard of the Shadows or the coming war will be drawn into the conflict in one way or another. For Games Masters, this is the perfect opportunity to introduce elements of the Shadow War into campaigns even if they are unrelated to the overall galactic plot. Players may be called home to their respective governments to serve in the armies amassing against the Shadows or, in the case of humans, caught in a conflict of loyalties. This single moment can completely change the face of a Babylon 5 campaign.
- ⑤ Though the Vorlon government wishes to keep the death of Kosh a secret, the psychic shock of his demise was felt all over the ship. Non-telepaths will have no idea what occurred, but anyone on Babylon 5 with any telepathic ability - even latent - will have some idea of the depths of this tragedy. What comes of this knowledge could provide an avenue of adventure for such players, as they may find themselves getting contacted by Delenn, Sheridan, or even the new Vorlon ambassador when he arrives.

They have a secret they must keep, but the knowledge may bring them into the greater plot line of the Shadow War if the Games Master wishes to do so.

5 The rangers will be very busy from this point on, not that they were not already overworked to begin with. The new alliance between the worlds of the League and Babylon 5 will open up avenues of travel and information they did not have before. Rangers will not have to be quite so clandestine when travelling the outer rim for information, but this new access will also increase their workload. Many more fronts will emerge in the war, making their job of keeping tabs on the League worlds and the Shadows that much more complex. Rangers and their allies will have to keep up the frantic pace of galactic events if they hope to make a difference for the greater good. Games Masters can use this increase in activity as the basis for dozens of adventures involving League worlds and espionage.

5 On Centauri Prime, things have been in a constant state of turmoil since the death of Emperor Turhan. Cartagia, a puppet Emperor under the command of sometimes conflicting nobles of the court, has not managed to unite the Centauri people, and the intentional chaos bred by the Shadows has done little to help. The Centauri war machine has been both incredibly active and then suddenly withdrawn as Refa and Londo have manoeuvred back and forth against each other. With Londo's willing support of the Shadows' true agenda, Centauri ships will be striking along their borders again with greater force. This offers a number of possible campaign ideas involving the Centauri Royal Court and the Republic's grand fleet. Games Masters could run military scenarios with the Shadows guiding elements of the fleet to destabilised worlds before their own ships swoop in for the kill. Games involving court politics and intrigue will also find fertile ground in this environment of distrust and political confusion. Many nobles may feel the way Londo did about fighting so many border wars and weakening Centauri Prime's defences. How they go about trying to keep more than a token force protecting their homeworld will be a matter for diplomacy, blackmail and base treachery – all the hallmarks of what it means to be Centauri.



War Without End (August 13th, 2260)

It was an idyllic day on Minbar, the homeworld of the Minbari Federation. Waterfalls poured down over buildings of crystal and rivers of rushing water. Birds flew in the clear sky and plants of a hundred different types blossomed and grew beside breathtaking architecture. On one of the walkways connecting buildings of the planet's capital city, a pair of rangers – one human, the other Minbari – bowed deeply at the approach of a man in a full, hooded cloak and the garb of the Anla'shok. He walked past them, only slightly acknowledging their greeting, but he stopped when another Minbari ran after him, calling out Entil'zha as if it was his name. The Minbari was carrying a small silver chest. He had been instructed that on this day, he was to go into the crypt where it was kept and bring it forth. Those instructions had come from Valen himself more than nine hundred years in the past. The hooded figure pulled back his cowl as the chest was opened. Jeffrey Sinclair was the Entil'zha, and the casket contained a letter addressed to him.

In Command and Control, Ivanova was trying to deal with an equally perplexing mystery. Lieutenant Corwin had located a distress call coming from Sector 14, the area of space where Babylon 4 had been before its disappearance. There was no physical source for the signal, but it existed nevertheless. Corwin brought it up on the console's speakers and Commander Ivanova heard her own voice. The distress call was apparently from Babylon 5, though she had never sent one, and from what this other Ivanova was saying, the station was under attack.

On Minbar, Jeffrey Sinclair sat in a crystal lined corridor, deeply lost in thought. A Minbari approached him and offered to hear what the letter had to say that might trouble

him so badly. Sinclair declined, appreciating the gesture but knowing that the burden of the communiqué was his alone to bear. He thanked the Minbari, calling him Rathenn, and told him that no matter what happened, he was grateful for Rathenn's trust and friendship. No one had trusted him when he first arrived on Minbar, but by Delenn's request, Rathenn had been the first. It was through Sinclair and Rathenn's guidance that the rangers were what they had become. He knew that even in his absence, Rathenn would keep the Anla'shok on the path they walked. Nothing could be allowed to interfere with their work, but he felt they were in good hands. Saying goodbye as if he did not intend to ever return, Sinclair folded the letter, tucked it into his pocket, and walked into the night. As he did, a Vorlon approached Rathenn slowly. 'He is the closed circle,' the Vorlon told the Minbari. 'He is returning to the beginning.' 'The beginning of what?' asked Rathenn, but the Vorlon gave no answer.

Garibaldi suspected that the distress call was not a fake, but that it came from the future. He told Sheridan that ever since he and Commander Sinclair had gone into Sector 14 to rescue people from Babylon 4 when it reappeared 2 years ago, time had never worked right in that area. He had a lot of experience with the Sector, having experienced a time vision where Babylon 5 was being invaded by something terrible. He thought that knowing something about what they were facing in the future might help them prepare for it, a sentiment Sheridan agreed with. He authorised Garibaldi to fly a recon mission to Sector 14, a trip that would take 3 hours and would have him back within the day.

As seemed to be his curse where his friend Sinclair was concerned, Garibaldi was leaving the station at the same time Sinclair arrived. They missed each other again in transit. Sinclair came to Babylon 5, greeted Zack Allan by name, and told him that the length of his stay on Babylon 5 would be something of a complicated question. He had much to do and very little time to do it in.

Lennier stepped into Delenn's quarters, finding them far darker than the ambassador normally liked to keep them. Delenn was sitting in the dark, looking at an unlit taper and crying softly. She knew what Lennier was going to tell her - Jeffrey Sinclair was on Babylon 5. He was her friend, and she knew something about his future that disturbed her greatly. She lit the taper, saying softly, 'We are grey. We stand before the candle and the star.' Sinclair was her friend and she regretted whatever tragedy was about to befall him. She wished she had more time, she told her aide, but now time was all she had. They left the room together, leaving only the burning candle and a letter addressed to her in the same handwriting as the one in Valen's crypt.

As Delenn met with Marcus, Sheridan and the recently arrived Sinclair in the War Room, a communication from Garibaldi revealed that the time rift that had lingered in Sector 14 since the disappearance of Babylon 4 was now twice as big as before. Its increase in size was caused by a stream of tachyons emitted into the heart of the rift by the Great Machine on Epsilon 3. Draal, for reasons unknown, was expanding the rift, though doing so took all of his concentration. Whatever his reasons, the situation had to be very dire to warrant so much effort.

Using the widened rift and as much power as he could draw from his Starfury to boost his sensors, Garibaldi managed to pull in the distress call and get a visual feed. The signal was indeed from Babylon 5, spoken by a battered and near dead Ivanova. According to the continued signal, the Shadows were striking at Babylon 5 directly. The Captain of the station was dead, Garibaldi had rigged the fusion reactor to blow, and they had evacuated everyone they could. As he watched, the signal from the future ended with Shadow ships slicing the station apart.

Delenn revealed to the war council just what the reason for Draal's interference was once they boarded the White Star. She told them all that near the end of the last great war with the Shadows a thousand years ago, the Minbari and the Vorlons defeated their enemies at a terrible cost.

The Minbari's greatest star base, the centre of their war effort, had been destroyed by the Shadows and without it, they would have lost against those dark forces. Then, at the moment of their greatest need, a new base of operations appeared. Delenn showed them an image given to her by Draal. It was a thousand year old visual record of the appearance of the new base - Babylon 4. Earth had always assumed that the station had been spirited into the future, but instead it had been taken to support the war effort a millennia in the past. As shocking as this was to Sheridan and the others, there was more. Six years prior to the start of the current Shadow War, the Shadows' allies recognised the newly completed Babylon 4 as the station that had led the Minbari



to victory a thousand years earlier. They struck at it with a massive fusion weapon and would have succeeded in destroying it if not for one thing.

The visual record continued, showing the Shadow fighters and their bomb nearing Babylon 4. Then, the screen showed a new ship arrive and defeat them before the station could be attacked. It was the White Star. Delenn revealed to them all that it was the people on the ship with her that travelled back in time to stop the Shadows and steal Babylon 4 for the Army of Light a thousand years in the past. If they did not now do exactly that, the circle would be broken, the Shadows would emerge from the last war much stronger than they were now. They would have three times as many ships in their fleet, and all hope would be lost. The dark future of Ivanova's mystery distress call would come to pass.

With an argument like that, and a report from Garibaldi that the time/date stamp and channel priority codes on the transmission were legitimate, Sheridan was left with little choice. Along with Ivanova, Marcus, Sinclair, and Delenn, he would have to go through time to save and then steal Babylon 4. Once they picked up a small shuttle from Epsilon 3 carrying the equipment they would need for their trip through time, they were ready to take their first steps into history. For the time control devices from Draal to work, they would have to place a homing beacon on the main power core of Babylon 4. Then, the Great Machine could guide the massive station on its trip through the temporal rift. To help Sheridan and the others set everything up properly, Draal had sent them one of his assistants, a strange little alien named Zathras. Zathras was more than a little off-putting, talking in something akin to rambling riddles, but he seemed to know what he was doing. They would need all the help they could get for this project, so he was accepted despite his mannerisms.

They passed Garibaldi as they entered Sector 14. Sinclair asked Sheridan for a favour; he needed the Captain to order Garibaldi back to the station and not tell the Security Chief that he was on board. Sheridan did not understand, but he did not understand much of what was going on right now. He did as the ambassador to Minbar requested. Sinclair wanted desperately to talk to his old friend, but he knew that if he did, Garibaldi would

want to come with him. Where he was going, his friend simply could not follow.

As they paused at the temporal rift, Zathras passed out fist-sized devices for everyone to attach to their clothes. These were time anchors, intended to keep people from getting swept away by the waves of temporal distortion in to other times and places. It was an important consideration; when Babylon 4 had appeared two years earlier, the pilot sent to investigate the disturbance had died of old age before returning to Babylon 5. Once they were outfitted with the devices, Sheridan sent everyone to their places and ordered the White Star into the rift.

‘Cannot say. Do not know. Not knowing cannot say.’

Zathras

The first part of their trip through time went easily enough. After enduring the brilliant waves of light and energy for what seemed like hours, they made their way to the other side and detected the fusion bomb the Shadows were going to use to destroy Babylon 5. The White Star intercepted them and took out the bomb's fighter escort before dealing with the device itself. Once that was out of the way, they could focus on the real task at hand; stealing Babylon 4 would prove much more difficult than saving it had been.

It would prove even harder because of the damage that managed to get through the shields and hull of the White Star when the fusion bomb was destroyed. Sheridan's time stabiliser was hit, leaving him 'unstuck in time'. As he vanished, the pieces of his anchor were left behind. Zathras could fix it, but the mission had to come first. As Sheridan, Ranger One of the Anla'shok, told them, everyone was



expendable; the mission was not. The only way to save Sheridan was to put time back on track and finish what they came all this way to do.

That was small comfort for Sheridan, who suddenly found himself thrust forward in time to the future. He was laying on an unfamiliar floor in the Imperial Palace on Centauri Prime. He was kicked in the stomach and then forced onto his feet by several Centauri guards. In front of him, a much aged and bitter looking Londo sat on the Royal throne. Speaking to him in angry tones, Emperor Mollari told the disoriented and confused Sheridan that he had woken up just in time to die for his 'crimes'. In response to Sheridan's confusion, Londo had him dragged to a window and shown Centauri Prime in flaming ruins. The Shadows had been defeated, but their allies had come to his homeworld in retaliation. Londo sent Sheridan away after telling him this. The next time the Emperor sent for him, Sheridan would be executed.

The nuclear blast that had flung Sheridan through time had also blinded the sensors of Babylon 4. That gave the White Star enough cover to let it come in close and grapple to the station's hull. Ivanova suggested burning their way through and slipping onboard undetected. Sinclair agreed. He told Delenn that he knew what was coming and that he was not afraid. Sheridan would be all right, he said to her, and he would be as well. Marcus, watching from a nearby terminal, was not so sure. There were questions he did not have answers to, and he did not like where this mission was headed.

Once inside, Ivanova realised quickly that despite its similar construction, Babylon 4 was not laid out the same as Babylon 5. Still, she figured the design was similar enough to find her way. They needed to get to the main reactor, but the lack of time meant they would have to split up and try to locate the core as fast as they could. With Zathras handling all of the toting and mechanical services, the crew of the White Star went their separate ways in very unfamiliar territory.

In Babylon 4's Command and Control, the station's competent crew tried to trace the origin of the explosion that had knocked down her sensors and left it vulnerable to invasion. The Captain of Babylon 4 knew that the explosion was thermonuclear in origin, but he had no idea why it had been directed against his station. Until he knew for sure, he wanted all guard patrols doubled. This was the perfect time for an unknown attacker to try and breach the station's hull.

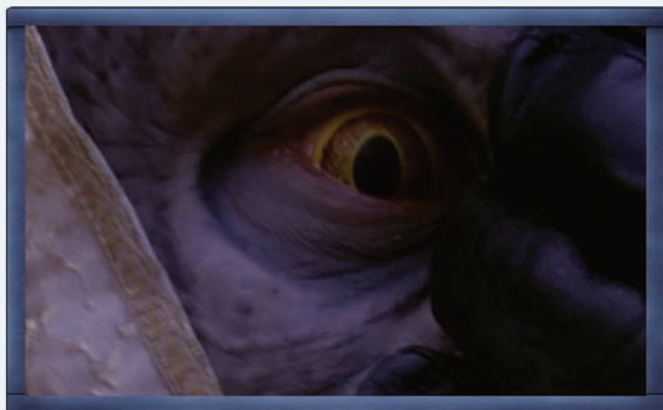
Correctly enough, that was just what Ivanova and the others had done. Alone with Marcus as her back up, Ivanova was searching for access panels that might lead to the reactor core. Normally, access panels would be sealed up when a station went operational, but its recent completion meant

that a few might still be available. That would have involved luck, something Marcus did not believe in. His lack of faith was proven correct when Ivanova was captured by Security personnel. Marcus managed to avoid being seen, but the Commander was almost taken into custody. Only a quick battle and a pair of unconscious guards kept the mission from ending before it had begun.

In the future, Sheridan knelt in his Centauri cell. The time distortions were back, causing him to flicker back and forth painfully to his own time. Before he could fully manifest in the past again, the doors to his cell opened and a woman was pushed in with him. It was Delenn, looking older and very worn. She held Sheridan tight, knowing from his stories in the past what was happening to him now. She did not think they would have much time together, so she told him that their son, David, was safe. They had accomplished all they had wanted in the Shadow War and created an enduring legacy, but it all came at a terrible price. He held her close, unsure if he would be lost in time again or dragged back to Londo and executed before that could happen.

Back on Babylon 4, Sinclair needed a diversion if he and Delenn were going to get past a group of maintenance workers near the reactor. As he signalled Ivanova to start tampering with the station's systems via a fortuitously found access panel, Delenn got a haunted look in her eyes. She could somehow sense what was happening to Sheridan and it unsettled her greatly. Before she could dwell on it, Ivanova simulated a hull breach and the reactor area evacuated. They would have an hour of uninterrupted time to do what had to be done, so Sinclair drove them to finish planting the homing beacon as quickly as possible.

The guards came for Delenn and Sheridan. They took them both to a private audience chamber in the Royal Palace and locked the gates behind them as their Emperor had instructed. Londo was incredibly intoxicated, so much so that he could not stand or even hold his wine goblet. He told them that they all had their keepers; his was just a little more literal than others. His death threats to Sheridan before had been an act to placate the thing that wanted him dead, but now that Londo was drunk, he was finally in control of





himself. Leaning forward, he showed them the creature attached to his neck. One baleful eye, closed in slumber, rested along the side of his throat. When it awoke, which it would do soon, it would force Londo to have Sheridan and Delenn executed in retaliation for his victory against the Shadows, but Londo had other plans. He had secretly prepared a spaceship to take them away from Centauri Prime, but they would have to hurry to reach it before the keeper overcame its alcohol induced stupor and ended their lives and his. He asked Sheridan to remember his world and someday save Centauri Prime the way he was saving him now. Then he dismissed them, praying to the Great Maker that they reached their ship safely.

There would be no escape for Londo Mollari. He knew that when the keeper awoke and saw his treachery, its tendrils would choke the life from him. Instead of sacrificing himself to that fate, he called in an old acquaintance. He had to be dead before the keeper could alert others in the palace to Sheridan's escape and there was only one way to accomplish that. At his behest, a war-scarred G'Kar emerged from the shadows. Fulfilling the prophecy of his own death that Londo had seen his entire life, he and G'Kar clutched at each other's throats, strangling the life from one another.

Once Londo lay dead on the floor of the chamber, his old adversary beside him, a third figure emerged from the curtains draping the room. Vir Cotto stepped into the dim light of the throne area, saw Londo dead by his own hand and by that of G'Kar, and knelt beside them both to pick up the Imperial Crown. Lady Morella's prophecy had come true. Londo had given himself over to his greatest fear and been destroyed by it, but perhaps he had gained redemption in the end. As for Vir, Lady Morella's vision would hold with that as well. Londo was dead. Now Emperor Cotto would take the throne.

On their way out of the palace, now protected by the death of Londo Mollari, Sheridan was suddenly wracked with the pain of temporal distortion trying to take him back into the past. Delenn, knowing that they only had seconds, told him to take her words into the past with him. She told him to remember to savour every moment of his life and above all else, not to go to Z'ha'dum. Then, he was gone.

Back on Babylon 4, the time mission was going as quickly as it could. Zathras was busy doing something else, something just as important. He rigged a pressure suit to use its power supply to bolster a new time stabiliser.

His hope was that it would pull Sheridan back, if only for a brief time. He might well have been as insane as Marcus suspected he was, but Zathras was also a mechanical genius. As Marcus and Ivanova discussed Valen - the Minbari not born of Minbari - and his role in Minbari history, the suit filled out and began moving. Sheridan had returned from being adrift in time.

He was not likely to remain in this time much longer unless they left the past soon, so attaching the beacon to the central power core of Babylon 4 became an even greater imperative. He met with Sinclair, who was wearing a similar pressure suit for the vacuum walk they would have to take to reach the core, and left with him to get the job done. Sheridan also saw Delenn briefly, but while he wanted to tell her everything he had seen in the future, there was no time to do it just then.

As Sheridan and Sinclair set the time beacon onto the station's reactor, Ivanova set Babylon 4's sensors to detect a false power drop and meltdown in its reactor. The hope was that it would convince the crew to evacuate the station. Instead, the station's Captain ordered the reactor's output increased to try and compensate for the loss in energy. The sudden surge triggered the beacon prematurely and sent the station hurtling through time before anyone was ready. The backlash also cut Sheridan adrift through time again, overwhelming him with tachyon particles.

The station rematerialised four years into the future. This placed Babylon 4 exactly when it had appeared to Commander Sinclair and Michael Garibaldi in 2258. Unfortunately, the time jump also disrupted the beacon. It would have to be adjusted before the station could get pulled into the past where it needed to go. Sinclair also called the crew down to where he was. There had been

another problem, one he did not want to discuss over their communicators.

As Delenn left the White Star to join him, she was caught in a tachyon burst of her own. She walked through what seemed like a memory, one in which she was watching Sheridan sleep in his quarters on Babylon 5. In the midst of this peaceful, intimate moment, the doors to his quarters opened. Whoever was standing there was enough to stun and horrify Delenn, because she dropped an ornament she was holding. The stress of the visitor also shocked her back to her own time. According to Zathras, this had been a time flash, a vision of the near future brought on by the unstable temporal field they were in.

Compared to the side effect that had hit Sinclair, the time flash was nothing. He had physically aged forty years. This was in response to the incident in 2258 when he and Garibaldi had been exposed to the original time field around Babylon 4 without any kind of protection. The closer he got to his own time, the older he would become now, but there was nothing to be done about it. They had one last chance to get the station back into the past and they could not afford to waste any more time. Zathras needed tools to make the adjustments to the time beacon, but he did not have them with him. Ivanova remembered finding a workroom while she had been in Babylon 4 earlier. They headed to that area of the station while Sinclair went into the reactor area again and Marcus stayed aboard the White Star to monitor the tachyon fluxes. Only with everyone working together would this last ditch attempt succeed. While they were working, Lennier detected several ships approaching the station. This did not surprise Sinclair; he had been wondering when they would arrive. The ships were his own from the time when he and Garibaldi had led an evacuation fleet of shuttles to try and pull everyone they could off Babylon 4. Zathras was going through the workroom Ivanova had led him to

when the new ships arrived, bringing station crews out into the hall. This was bad news for Zathras, as a Security team found him rummaging through their supplies.

Ivanova, who had been scouting the nearby hallways, evaded capture, but without Zathras, it would take too long to make the needed adjustments to the time field. She had an idea that might shave some much needed time off the repair – she could make some of the adjustments from Babylon 4's Command and Control centre. It would be risky, but if she could get there unseen, it might be the edge they needed to complete the beacon's recalibration. The attempt was made harder by there now being two Sinclairs and a Garibaldi on board. She had a hard enough time trying to stay out of the station crew's way, but avoiding her own people would be even more difficult.

When Ivanova finally made it to Command and Control, she found it deserted. The station's second in command had rigged the docking bay systems to run the entire evacuation, so there was no longer any need for anyone to be in there. This was a stroke of luck, no matter what Marcus said, and she was happy to capitalise on it. After overriding the station's main controls, she began doing her part to get the time beacon stabilised. In the reactor core, Sinclair got the data he needed from her and, between them, the time jump began to take shape. Once he was done, he evacuated the core. Ivanova turned the reactor back on and began siphoning power to the beacon.

In the central corridor of the station, Zathras escaped from his captors and ran out to meet Sheridan, who had materialised again inside Babylon 4. Zathras handed him a time anchor and as soon as he had it, Sheridan vanished completely. Zathras knew that Sheridan was back in his proper temporal place and, as the lights all around them dimmed, he knew the time jump was about to take place. He told the Sinclair

and Garibaldi that had come from 2258 to leave the station quickly. It was not their destiny to come with Babylon 4 back in time and if they did, it could change history. A sudden shift in the station caused a support beam to fall after Zathras spoke, pinning him to the deck. Sinclair did not want to leave him, but Garibaldi dragged him away to get to the escape shuttles.

Marcus came back into the White Star and found Sheridan lying against the wall with a new time stabiliser. The figure in the blue pressure suit on Babylon 4 had not been him, but if that was the



case, who was it? The second suit was Sinclair, still drifting outside the station away from the reactor. He tried to open a communications channel to Garibaldi in the rapidly departing shuttle. There was so much he wanted to warn his friend about, but the ship was out of range. All he could do was finish what he came here for.

Back aboard the station, a figure in a blue pressure suit came to rescue Zathras. When it took off the concealing helmet, it was Delenn. She had given Sheridan her functioning time stabiliser and taken his place. Near the White Star, Sinclair was also removing his helmet, watching the shuttles go past in dismay. Everything was happening just as he had remembered. President Santiago would be assassinated, his friend would be shot in the back trying to prevent it, and the galaxy would go to war. He had wanted to do something to warn them all, but it was too late. Time had run out, and for Sinclair, it was about to do so as well. In Command and Control, Ivanova has integrated the beacon's time shifting controls so that the time jump could be run from there. Sinclair offered to set the system off and then join the rest of them back on the White Star, but Marcus saw the lie in his words. The system was not automatic; whoever used them would be stuck in the past along with Babylon 4. Sinclair tried to deny it to them, but he could not. It was the truth, and it was something he had to do himself.

He had been the one who wrote the letter in Valen's chest, and the one who had written the letter to Delenn. He had gone into the past before and he was the one who would have to go into the past now. If he did not, history would change and everything they had done would be for nothing. Ivanova tried to protest, but his mind was made up. If he tried to return to his own time, the stress from his temporal distortions would probably kill him. This was the only choice for him now.

He had one last thing to say to Delenn and Sheridan in private. Once they were alone, he asked Zathras why he had kept calling him the One and then also called Sheridan and Delenn the One at other times. Zathras was not so good at 'explainings', but he did so to the best of his ability. Sheridan, having come from the past was the One That Was. Delenn, with all her work in the present with the Grey Council and her people was the One Who Is. Lastly, Sheridan was destined to lead the galaxy against the Shadows, making him the One That Would Be. The Minbari respected the number three; they were the Three Who Were One - The One.

Zathras was the oldest living caretaker of the Great Machine and at 110 years of age knew things that even Draal did not know yet. He had seen all three of them and knew their destinies. He had a destiny as well; he belonged with the One Who Was - Sinclair - in the past. Sheridan and Delenn had a heartfelt farewell with Sinclair and then left. The

White Star flew sombrely away from Babylon 4 as it flew through time.

Safe on the White Star, Delenn told the others what would become of Sinclair while they returned to 2260. If the Minbari had found a human aboard the station in the past, they never would have trusted it and the war might have been lost. Just as she had used a technological artefact to transform herself into a semblance of humanity, Sinclair would do so to become a Minbari. This would make him a Minbari not born of Minbari, fulfilling the title most often attributed to the historical figure he was to become - Valen.

Centuries in the past, Babylon 4 appeared just as it always had. Minbari came aboard, cautious and suspecting the mammoth station of being some kind of Shadow trick. They slowly approached the central corridor of the station and found Zathras waiting for them. He was there to introduce Sinclair, now the Minbari holy figure Valen, and a pair of Vorlons flying radiantly over their encounter suits. Valen greeted them in the name of peace and brotherhood, telling them that there was much work ahead of them. The Great War, which he was destined to win, was about to take a turn for the Light.

Tachyon Waves and Time Travel

The principles behind time travel have been known for decades by the time the Great Machine on Epsilon 3 uses its power to make the abduction of Babylon 4 possible. The Minbari are the most advanced 'younger' race in this regard, with technology capable of actually manipulating time fields, but their abilities do not extend to truly large or unstable rifts like the one located in Sector 14. Only the immense and ancient knowledge found in the Great Machine can accomplish that and even so, the power drain and difficulty in keeping the time passage stable are nearly incalculable.

Time travel is effected by passing a stream of tachyons through a dimensionally unstable area of space. The frequency of the tachyon pulses determines the direction of time travel (past or future) and the intensity of the stream generates the length of the journey. This is fairly simple to grasp in concept but incredibly dangerous to attempt because of the unstable energy field involved in the process. The tachyon stream generates a number of wave fronts because of their interaction with the dimension rift. These wave fronts are essentially uncontrolled time streams, each with their own direction and distance but with no motivational force behind them. These can have unforeseen side effects, ranging from sending those exposed to them back to periods of their past or forward into their own futures. This form of time drift (also referred to as being unstuck in time) is very unstable and can snap back to the person's true present at



any moment. Another far deadlier side effect is biomorphic time drift – unnatural aging due to the body's absorption of a standing tachyon wave. In order to counter such effects, it is possible to generate a benign tachyon state through the use of a time stabiliser (or time anchor). These suffuse a person with a tachyon wave that constantly resets itself to the user's true present, keeping them from drifting or aging unnaturally due to exposure to other time fields. In effect, the false tachyon stream of the stabiliser is already affecting the user, preventing other tachyon wave fronts from doing so.

Babylon 4 – Earth Alliance Diplomatic Station

Brought online in 2254 after a spate of cost overruns and technical difficulties that left the station almost abandoned during construction many times, Babylon 4 seemed to be a cursed venue from its very beginning. This curse carried itself to its logical conclusion when, 24 hours after becoming operational, the station's sensors were blacked out by an unidentified nuclear explosion and its reactor went critical. This was not the end of its problems. While the station was being evacuated, it was caught in an unexplained tachyon burst and sent forward in time four years to 2258. Its crew was then evacuated through the efforts of the Commander of Babylon 5, Babylon 4's successor built three years after its disappearance. The crew managed to get off Babylon 4 before a second tachyon storm plunged it through time again, never to return.

Unbeknownst to anyone but the Minbari Grey Council, Babylon 4 was moved back through time one thousand years to replace a lost star base at the time of their greatest need. Engaged in a war they could not win against the Shadows, the Minbari found Babylon 4 flanked by a pair of Vorlon transports. The station, a gift from a mysterious Minbari of

no apparent descent named Valen, marked the turning point in the Great War and allowed the Minbari and their Vorlon allies to strike a telling blow against the darkness, banishing it back to Z'ha'dum for a thousand years.

In many ways, Babylon 4 was a superior station in terms of size and capacity to Babylon 5. The latter was built as a last chance project with what funding remained from the Babylon 4 accounts along with a sizeable donation from the Minbari government. The Earth Alliance had no intention of having a fifth tragedy wipe out so much effort, so the Babylon 5 design was less

ambitious and more centred around the reduced trade that would flow through the Epsilon system. Sector 14 had been a major junction in space, though the temporal instabilities of the region after the disappearance of Babylon 4 forced traffic to find alternate routes (ironically pushing Babylon 5 past its capacity at times).

Babylon 4 Technical Specifications

Length: 9,300 metres

Diameter: 1,100 metres

Solar Panel Span: 2,200 metres

Displacement: 3.4 million metric tonnes

Gravitation: 0g – 1.41g

Typical Gravitation: 0.9g – 1.35g

Cargo Capacity: 25,000 metric tonnes per 24 hour period

Dock Workers: 2,750 (none at time of disappearance)

Station Personnel: 6,500 (2000 at time of disappearance)

Transient Population: 500,000 optimal (none at time of disappearance)

Scenario and Campaign Hooks

- ⑤ The concept of time travel is always a difficult one to work into a campaign. For it to be done as effectively as seen in the War Without End, the Games Master must set elements of the temporal plot up weeks or months in advance and leave the players wondering as to references, encounters and comments from others until such time as they are finally explained through the events of the time travelling scenario. This can also reach into the future, letting the Games Master set up scenarios with no explanation or connection to each other and have the players thrown into them with only their wits and whatever presents itself to them at that time to work things out. Time warping is never

easy for the Games Master, and it can be extremely disorienting for players. This relegates the plot device to an occasional incident or two at best unless the entire campaign is going to be based on time travel. These can be done, as long as the Games Master and players are all prepared for the confusion and complication they are letting themselves in for.

- ⑤ On Minbar, the loss of Ranger One will make life among the Anla'shok a little unstable for a while. Sinclair had been leading them extremely well as their Entil'zha, but with Rathenn left in charge, the rangers will be unsure of the structure of power and their leadership roles for a while. They still answer directly to the Grey Council, but with the breaking of that government body, they will come to depend heavily on Rathenn and on themselves for a time. This may lead to player rangers taking more responsibility upon themselves; this is not necessarily a bad thing if they live up to the ideals of the Anla'shok. Some will not, leaving others in the organisation to move against these rogue elements. A story arc could be formed around the internal strife of the Anla'shok and the possible hunts that must be performed to bring rogues down before their secrets can be betrayed to other governments or even the Shadows themselves.



she wanted to know if anyone had been talking with him or saw him at the time of his demise. Once she learned from the new temporary Chief Medical Officer that no one had been in contact with Kosh that she knew of, Lyta frowned and departed.

There was to be an evening meeting of the war council to discuss the ongoing conflict and the arrival of the new Vorlon ambassador. Garibaldi told Ivanova of this and was informed that the Vorlon transport was already approaching the docking portal. She was going to inform the Captain, but that would prove difficult. He was taking an extravehicular walk outside the station on the forward cargo stabilisers of the station. It was a relaxing way to unwind, at least as far as Sheridan was concerned. As he stood, gazing at the star, the Vorlon Transport deviated from its docking vector and come up beside him. Patterns on the side of the ship morphed and changed, displaying characters he could not understand. Sheridan only understood one thing about the Vorlons - he would never understand anything about the Vorlons.

Walkabout (November 10th, 2260)

Londo was outraged. A Narn heavy cruiser was on patrol outside Babylon 5 as part of the Babylon Treaty's mutual defence pact. Londo Mollari found this intolerable, noting that his government's treaty with Earth ensured that all Narn ships were to be turned over to his people immediately. However, Babylon 5 was no longer part of the Earth Alliance, making that treaty non-binding in this area of space. Garibaldi assured Londo that the cruiser outside would no sooner open fire on an approaching Centauri vessel than a Narn would slip into the ambassador's quarters and slit his Centauri throat. This did not leave Londo feeling in the slightest bit comforted about either possibility.

Lyta walked into MedLab, slipping out of the way of the facility's latest emergency patient. She was looking for Doctor Franklin and became disheartened when she found out that he had taken a personal leave of absence from his role as Chief of Staff. She just wanted some details about Kosh's death, having been off the station when it happened. She knew he was dead, and she would not say anything about it because it needed to be kept a secret, but

A difficult test lay ahead for G'Kar. A war hero of his people, Na'Kal of the cruiser *G'Toc*, was in his quarters enjoying a wonderful meal of Swedish meatballs. He noted with some amusement that they were exactly like Breen, a delicacy back on the Narn homeworld. G'Kar noted that every sentient race seemed to have their own version of the dish; it was a mystery that would never be explained or would leave someone mad if they ever figured it out. The levity vanished as their conversation turned to the state of the Narn military. Only ten warships were still functional since the war with the Centauri. Many other vessels were only disabled and they were slowly being repaired through cannibalisation and whatever parts the Narn could find from the markets of other races. The *G'Toc* would have been one of those disabled or destroyed ships, but Sheridan's protection of them at the end of the war had saved them. Now, Na'Kal wanted to know; when would they strike back at Centauri Prime?

G'Kar knew the answer to that question, but convincing Na'Kal of the need to set aside their blood feud with the Centauri would not be an easy task. Knowing that the bitter war leader would not understand the nature of his revelations, G'Kar bought time by saying that they could not strike until the fleet was at full strength. For now, he told Na'Kal, the most important thing for any Narn to do was to protect Babylon 5. If it fell, they all would fall with it.

In Bay 13, the spot inside Babylon 5 set aside for Kosh's transport, the new Vorlon vessel had arrived. Ivanova and Sheridan stood at the entrance to the bay, waiting for the ambassador to come aboard. Garibaldi was going to join them, but he had learned that Stephen Franklin had not used his quarters in several days. Sheridan was as worried about Franklin as Garibaldi was, but the Security Chief could free up the time to go look for him. That was something the Captain did not have the luxury of doing, much as he might have wanted to.

He was busy attending to affairs of the station, and that included welcoming the new Vorlon aboard. As per the instructions of the Vorlon government, everyone on Babylon 5 with any reason to interact with the ambassador was to call him by Kosh's name. That protected the fragile Babylon Alliance from any disruption that might occur if the other races discovered Kosh's death. Only the Babylon 5 command staff and a few medical personnel knew the truth. Sheridan wanted to know what the new ambassador's real name is. The Vorlon, a much darker creature with an encounter suit decorated in purple and black, replied only in sounds and gestures. Sheridan pushed for an answer and received, 'Kosh.' Ivanova asked the same question and was told, 'We are all Kosh.' One thing was certain – the newcomer was definitely a Vorlon.

Garibaldi managed to catch up with Franklin near the end of the Zocalo. Franklin had been using his credit chip to buy food and supplies, so Garibaldi simply extrapolated a straight line using those purchases as a guide that the line

had led him here. Franklin was not surprised to see his friend, but he also had no intention of going back to the rest of the station. He was here on walkabout, an ancient Earth tradition taught by the Foundationist religious sect he belonged to. According to Foundationism, it was possible to lose one's self in the world. When that happened, the only way to heal and become whole again was to simply wander until one eventually caught up to what was lost. That was walkabout, and that was what Franklin intended to do until he found himself again. No one was going to talk him out of it, not even a very concerned, very stubborn Michael Garibaldi.

The new Vorlon ambassador met with Lyta as soon as she could catch up with him on the station. He was not at all gentle with her, paralysing her with his powers and examining her closely to see if any of Kosh's essence remained within her. She had left Babylon 5 on his orders and had not been carrying even a piece of Kosh, something she deeply regretted. The ambassador, disappointed and angry, let her go and called her a failure. Lyta was crestfallen, but accepted the blame for Kosh's loss. Upset, the Vorlon commanded her to follow him back his quarters. Hesitating for just a moment, Lyta obeyed her new master.

Later, she met with Sheridan in his quarters. He was concerned about how she was getting on with the new ambassador and could tell that she was not as content as she had been with Kosh. She covered for this by saying that the Vorlons had gone centuries without one of their number dying. They were taking the loss of Kosh very hard – something that did not come as a surprise to Sheridan. He asked her if there were any problems, but Lyta heard the words as if Kosh had said them. She was startled and turned to face him, but it was only Sheridan standing there. While she was disoriented by the voice, Sheridan revealed that he needed something, something only she could help him with.

The Dark Star was not just a drinking establishment; it also had the occasional entertainment to offer its patrons. Franklin arrived at the bar on a special night. A beautiful woman, Cailyn, was singing on the Dark Star stage and her song entranced him completely. As people of a dozen different races went about their lives around him, Franklin lost himself in her soulful tones. The song was hypnotic, but no more so than the woman singing it.

While Franklin listened to the music, the command staff gathered in the War Room to discuss the Shadows. As Garibaldi had uncovered in the Book of G'Quan, the ancient malevolence had a potential weakness - their vessels could not endure telepathic contact. Because this was



potential, not fact, the theory would have to be tested. He intended to take the White Star out with Lyta Alexander and wait in hyperspace until the Shadows attacked a nearby target. He would need some heavy firepower to make this experiment work, so G'Kar conditionally volunteered the *G'Toc* and Delenn agreed to send along a Sharlin cruiser and Minbari telepaths to back Lyta up if necessary. None of the other races volunteered any ships, which disappointed the war council but did not surprise them. Sheridan did not like the risks of that many coming with him, but he was outvoted. The plan would proceed as outlined.

The music stopped, the people from the bar departed, and Franklin was left all alone at his table when Cailyn came up to see if he was waiting for someone. He said he was, and that she had just arrived. It was a good line, one that convinced her to sit with him and talk for a while. She had noticed his attention while she was singing and said that she had really enjoyed it. He told her he was a doctor, something that seemed to amuse her. She asked his name and cringed when she learned it was Stephen. An old boyfriend by the same name had torn her heart up once, so she renamed him Steve. Franklin could live with Steve, especially if it meant Cailyn would stay and talk with him for a while.

G'Kar had to convince Na'Kal to lend the *G'Toc* to Sheridan's experiment. Na'Kal knew that his ship would be needed as the flagship for the Narn armada when it came time to seek vengeance against the Centauri, so he refused. G'Kar knew that if the *G'Toc* did not go, the chances of Sheridan's returning from his mission were considerably smaller, but Na'Kal was determined. This was a fool's mission and he would not commit his ship to it.

Alone with the Minbari cruiser under Delenn's command, Sheridan proceeded to Sector 90 by 110 by 47, the site of the last three Shadow attacks, all occurring over the previous week. Odds were good the Shadows would strike there again, giving him the perfect opportunity to test his theory. He desperately wanted to have a few more ships along, but he would have to go with what he had and hope for the best.

That was not good enough for Garibaldi, who visited G'Kar while he was sleeping to return the Book of G'Quan. If G'Kar did not care about it, and judging by the fact that the *G'Toc* was still outside Babylon 5 he did not, why should a human? When the *G'Toc* had come to Babylon 5

for repairs, Sheridan risked life and limb to protect it. The fact that the ship was not willing to do the same now was an insult to Sheridan, to the Alliance, and to everything G'Kar had claimed to believe in. The Narn could only stand there mutely as Garibaldi left indignantly. He was right, and G'Kar was shamed to admit it.

Stephen, or as Cailyn would rather have it, Steve, had returned to her apartment and spent the night after a long conversation about souls, motivations, and their lives. He was, for a few moments, very happy. She was a beautiful, sensitive woman and very loving. As they talked the night away, he remarked about how she could be doing so much better than a tiny apartment and singing in a dive. She had a wonderful talent, and he wanted to help her any way he could. Unfortunately, what she wanted was Metazine, a narcotic. The drug helped her sleep, or so she said. Disturbed, Franklin refused. Getting Metazine without a prescription was a crime, as was supplying it. She tried to let it blow over, but the incident bothered him.

Sheridan's vessel emerged from hyperspace after getting a reading on a Shadow attack in the vicinity. They were still underpowered, but he had not come all this way for nothing. Lyta had just finished learning from him about the dream he had been having when Kosh woke him up, when a signal from a relay post in the target quadrant caught Lennier's attention. They left the Minbari cruiser on standby and rushed to the attack. Lyta came into line of sight and tried to make contact with the Shadow vessel, but something went dangerously wrong. She collapsed, screaming at the darkness that was trying to invade her mind.

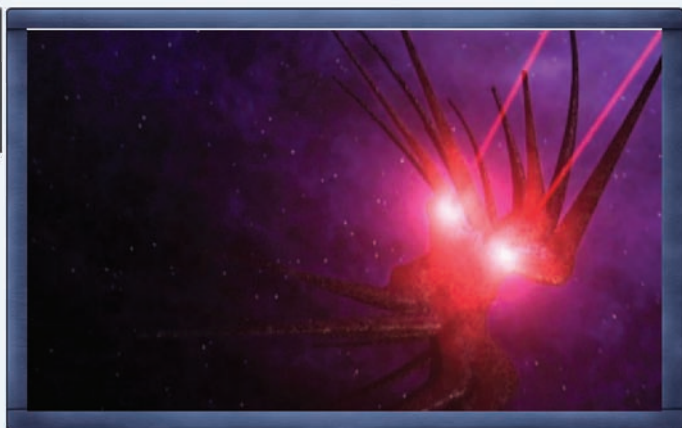
Her telepathic contact had gained the ship's attention. It changed course and came at the White Star, ready to attack. Sheridan knelt at Lyta's side and tried to pull the telepath to



her feet. As he did, she reached out and made contact with his hand. Suddenly, her mind was filled with the images of Kosh's death. She saw the Shadows tear the Vorlon apart and felt his agony as if it was her own. Now furious, she got to her feet and focused all of her rage into the Shadow ship. 'Burn, you bastards,' she told it as her powers slammed into the deadly vessel. It stopped. The power of her will froze the ship in place. The strain of doing it was enough to make her eyes bleed, but she could keep it up for a few seconds more. That was all Sheridan needed. Though the White Star had to take its jump engines offline for the power to do it, the ship's forward weapon burned straight through the Shadow vessel, ripping it asunder and leaving it to drift dead in space. The experiment had been a success; Shadow vessels could be stopped by a combination of telepaths and heavy firepower.

The Shadows knew about the experiment as well. Before the ship had been destroyed, it got off a distress call. Ten minutes before the White Star could build up its jump energy again, four more Shadow cruisers came out of hyperspace. With no other option, Sheridan ran. The Minbari ship came to their rescue, but with only three telepaths on board, there was no way to stop all of them. Lyta was exhausted; try as she might, the fourth ship was too much for her. The White Star could not fire back and it could not jump. They were trapped.

Just as it seemed the Shadow ship would catch them, another jump point opened and the *G'Toc* came out. Its forward batteries opened fire and pinned the Shadow vessel in place. The White Star whirled around and together, they blew the black ship into dust. G'Kar had come, but he was not on the *G'Toc*. Instead, he was at the head of a huge fleet of ships from all of the Non-Aligned Worlds. Brakiri cruisers, Vree saucers, and tiny Abbai fighters came pouring through another jump point behind him. Seeing this, the three Shadow vessels turned and fled into hyperspace. As victories went, it was one for the entire Alliance to be proud of.



Back on Babylon 5, Franklin was awakened by the sound of someone hitting the floor outside. It was Cailyn, a vial of Metazine in her hand. She had stolen his identicard to get some from a local dispensary, then collapsed back in her apartment. Franklin rushed her to MedLab as quickly as he could and learned the truth about her condition. She was suffering from terminal neural paralysis and had been for over two years. The Metazine was just for the pain, but she had not even opened it when she passed out. Judging by her condition, the beautiful singer had six or seven months left before the ailment killed her.

She stayed on Babylon 5 for these two years because singing in Downbelow gave her a purpose again. She could make people happy and bring them hope; that was worth doing for as long as she had left. Franklin wanted to send her back to Earth for better treatment than she could get on the station, but she needed to stay. He bowed to her wishes, and used his connections to make sure she would have everything she needed for as long as she needed it. It was all he could do for her, but it would be enough.

Sheridan and Lennier walked with Lyta back onto the station. Sheridan was worried about Lyta, but the telepath assured him that she was fine. Seeing the new Vorlon near the entrance to the docking bay, she excused herself and went to him. She did not have a piece of Kosh, but in what she had seen and felt from Sheridan, she suspected that he might.

Walkabout

walkabout [woku'bawt] *noun*

- ⑤ a periodic nomadic excursion into the Australian bush made by a native Australian
- ⑤ a walking tour
- ⑤ to wander through the bush
- ⑤ (informal) to be lost or misplaced
- ⑤ (informal) to lose one's concentration

Stephen Franklin's excursion into the depths of Babylon 5 was an expression of his need to find himself again when his identity had been lost in the stress of his life. As he told Garibaldi, his work had become so much of what he was that when he looked in the mirror, all he saw any longer was the job. He was not really a person any longer; he was just Doctor Franklin, Medical Chief of Staff for Babylon 5. He had reached a fork in the road, mentally speaking, and he had been so distracted by all the things in his life that he went left and the rest of him went right. He needed to find that part of him, the really important part of him, and that meant leaving the rest of his life behind and just walking until he 'met himself'. Then he could sit down and talk with himself about all of the life decisions that had brought 'them' to that point, staring at each other as separate people. Once all the words were exhausted, the real work could commence. The

important part of the process could happen then, since all the really important things in life defied the concept of words. When that was done, if he was lucky, he could just look up and see himself again. All of the divergence between the person he was and what the stress of life and work had turned him into would be gone.

This was not a literal journey, of course. Walkabout is a metaphor, though it usually did involve a literal walk through the wilderness to achieve, taking time to reflect on one's self. The concept is a valid one, dating back to the aborigines of Australia and their rites of passage. By divorcing oneself from all that seems important in life and departing on a journey of exploration, a person can get away from what he or she thinks defines them. That only leaves what is inside, which can be a remarkably different person.

Scenario and Campaign Hooks

⑤ Sheridan's telepath experiment will have a galvanising effect on the militaries of the League of Non-Aligned Worlds. Suddenly, the value of telepaths in all of the races will increase. While the risk of using such rare and precious talents for war is severe, the necessity of the Shadow War will cause many societies to rethink their policies where telepathy is concerned. For some, such as the Abbai and the Brakiri, their telepaths will have to adjust to the concept of being front line fleet soldiers, something they were never permitted to do before. Telepath players will be a valuable commodity and if they are known to any military force, it will be difficult for them to stay out of the Shadow War. This may pull them and their friends into the War and as much of a military campaign as Games Masters wish to run. This can have a much darker effect on campaigns as well. In the Great War a thousand years ago, the Shadows tried to eradicate telepaths wherever they found them. Now that they know the younger races are aware of their weakness, they will likely increase their efforts to kill telepathic characters. This can make life very dangerous for telepaths, something Games Masters can use as the basis for scenarios involving bounty hunters and desperate fights to stay alive.

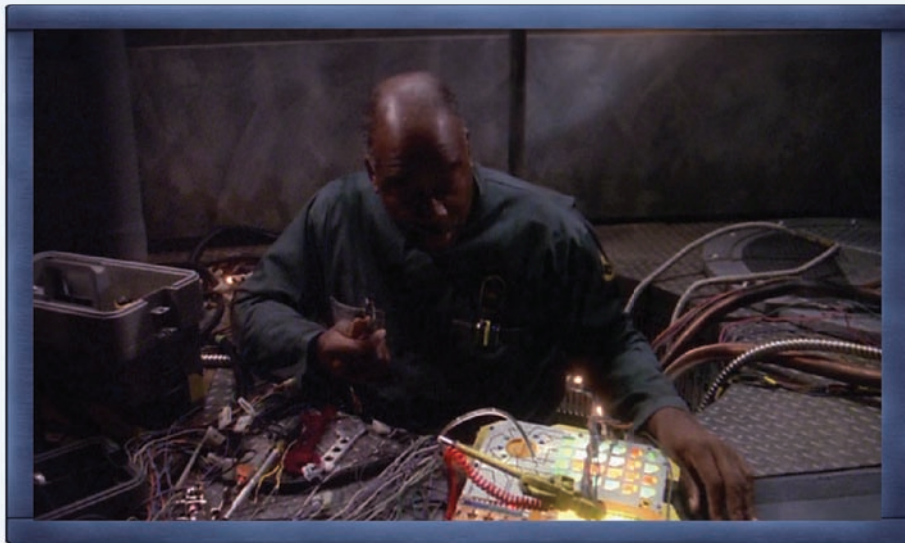
⑤ Foundationism is one of the Earth Alliance's more common religions. As such, players may be adherents to its ideals, and a walkabout could become a story arc or the basis for a protracted scenario. Players

in a Babylon 5 game are encouraged to explore their character motivations. A walkabout similar to Franklin's might be exactly the way to frame such an exploration, letting the character see how he or she would react to situations when normal resources and allies are unavailable. Best suited for solo play, a walkabout scenario could be used to fill an evening when no other players can make the scheduled game time or a single player wants to take some time to get to know their character better. This works out for the Games Master as well; the character traits revealed during a walkabout can be used later in the campaign to tailor events to that character or create plotlines broad enough to interest the other players as well.

Grey 17 Is Missing (November 21st, 2260)

Zack Allen, always uncomfortable around large groups of people, was in a place he despised. He was sitting in a conference room going over applications for telepath positions in the new Alliance. Since Sheridan had proven the Shadows were vulnerable to telepathy, they needed all the telepaths they could get. Ivanova and Sheridan hated being this open about recruitment, but their fledgling alliance did not have time to be subtle. At least the screening process was working, as Allen proved by ejecting a charlatan looking to get an 'easy job' by pretending to be a telepath.

They were in desperate need of anyone with mental powers, so much so that it occurred to Sheridan to try using Franklin's telepath underground railroad to locate them. Unfortunately, this presented two problems. Stephen had proven before his willingness to destroy his own notes to keep them from being misused. He was also still on walkabout, which made finding him difficult, but not





impossible. As Ivanova told Sheridan, people could not just disappear for long on Babylon 5.

Unfortunately for a maintenance worker in Grey Sector, she was about to be proven wrong. Station engineering had sent him down here to fix a dead power relay in Grey 16, but all of the wires he could find were still hot. It took actually crawling half into one of the floor access hatches to find the real problem. Before he could fix whatever it was he found, there was a sudden pull on his legs. As the sound of shredding clothes drowned out his screams, the man was dragged below the deck of Grey 16 and disappeared into the darkness below.

Delenn and Lennier were on Minbar, summoned there at Rathenn's request. Lennier went over Sinclair's chamber in the Anla'shok temple, finding only the chest from Valen's tomb filled with what few possessions he cared about. These included his Battle of the Line medal, his Silver Star for Valour, and his ranger pin with the Isil'zha stone at its heart. Rathenn remarked that Sinclair had seemed like a man only visiting this life, not wanting to be overly burdened by it. Delenn, still distraught over the loss of her friend, looked at Sinclair's things like lost treasures of a past age.

They were not just here to take possession of the Entil'zha's effects. There was still the matter of who would follow Sinclair into the position of Ranger One, head of the Anla'shok. Rathenn had been appointed to the role temporarily by Sinclair, but he did not feel comfortable in it. It was not an easy decision for her to make, but Delenn knew that in her heart, she wished to do her friend the honour of picking up where he had left off. Rathenn felt that the rangers would not rally behind anyone but her, and where she was, they would be. Faced with that request and the logic behind it, Delenn could not help but accept.

Garibaldi was in Security Central, examining an old Earth style revolver. Zack came in to give him a strange report that had come in from Grey Sector involving the missing maintenance man. He saw the old slugthrower and admired

it. Garibaldi told him that it had belonged to his grandmother back when she worked with the police department in Boston on Earth. He had been missing Earth since Babylon 5 broke away from it, but the handgun connected him to a solid piece of his past. Zack was interested, but he was not there for a history lesson. He gave his boss the report about dead power relays and the maintenance man going missing. It was an oddity, since they found the man's gear but no sign of him. Zack offered to take the case, but Garibaldi had been looking for something to do all day. He hated Grey Sector, since something mysterious was always going wrong in it, but he was up for a good challenge. He likened the area to the Centauri Triangle, but he packed up and left all the same.

Ivanova went everywhere she could find in Downbelow, drawing a lot of attention because of her uniform. She had to find Stephen, no matter where he had hidden himself. She almost missed him, sitting alone in a curtained booth near a lurker bar, but the sharp-eyed Franklin spotted her first. He told her to go away, that he could not do what he had to do with her and Garibaldi following him everywhere, but she did not have a choice. She had to have his files on the telepaths if they still existed. They did, since Franklin kept a backup in his personal quarters BabCom system. The file was codenamed Harriet, but she could only have them if she swore not to send anyone else after him. She did not want to make that promise; Franklin was her friend and she thought he would get into trouble down here. Franklin, shuddering and ill from stim withdrawal, would comply no other way, so she had to make the promise and leave.

Garibaldi went over the entire Grey Sector incident with one of the Maintenance foremen. The whole area was mostly industrial, so it was not surprising that no one had seen what happened to the worker. The access hatch had been covered when an inspection crew came to check on the missing man, so he had obviously finished what he had been doing and moved on. At least, that was how it appeared. The foreman Garibaldi talked to had examined every one of the 29 Grey Sector floors personally, but the man was nowhere to be found. That confused Garibaldi, because the station blueprints showed 30 levels to Grey Sector. According to the foreman, who had counted them herself several times, there were actually only 29 levels. The blueprints were mistaken. Garibaldi did not like 'mistakes', so after the foreman left him to continue his investigation, he climbed into a lift and started counting them himself. He counted the amount of time it took to get to each level, and found a two-second disparity between what appeared to be levels 16 and 17. Somehow, the real level 17 was missing; the lift and floor indicators had been altered to hide the errant level. By forcing the doors, Garibaldi was able to access the floor that did not exist.

While he was doing this, Sheridan and Delenn discussed her possible appointment to the role of Ranger One. He was all for it; she was a natural to replace Sinclair as the Anla'shok's spiritual mentor and tactical leader. Natural, perhaps, but Delenn was not sure she would be a popular choice. She did not say whom she thought might object, but she was sure that she wanted the initiation ceremony held on Babylon 5. The rangers would soon be making a public appearance as their role in the galaxy changed to meet the needs of the Shadow War. Sheridan accepted that and gave his blessing for the ritual to take place on the station.

He had to leave to answer Ivanova's communication about the files they needed, but Delenn was not alone. As he left, another appeared to offer his congratulations. The newcomer's tone was not as pleasant as the Captain's had been. It was Neroon, a prominent member of the Minbari warrior caste. He was sworn to stop what his caste saw as a religious zealot, propelled by prophecy into disbanding the council, creating a vacuum of power, and then taking up the reins of power by leading their people at the head of her own private army. Delenn had no such ambitions, but Neroon did not believe her. He would do whatever he must to stop Delenn from taking command of the rangers. If she would not turn over command of the rangers to the warrior caste, she would have to suffer the consequences of that decision. Before their conversation could take an ever-darker turn, Lennier appeared and Neroon vanished. Delenn knew he would return, and that his reappearance might mean her death. Later, in her quarters, she made Lennier swear not to tell the Captain of Neroon's threat. The Grey Council had been disbanded and all of the old rules were gone. This meant that a Minbari might well be willing to kill another, something that had not occurred in a thousand years. Still, she was not willing to bring Sheridan in on what was purely an internal matter of her people.

Lennier needed to save his mentor, but his love for her and his honour would not let him break his promise. The only thing he could do was go to Marcus and ask him to intervene. He needed to prevent a civil war between the castes back on Minbar – something that would happen if any Minbari tried to kill another from a different caste. It was unthinkable, but Lennier suspected such could actually occur. That brought him to Marcus, who might be able to delay Neroon long enough for the irrevocable Anla'shok ceremony to conclude. It would be dangerous. Neroon was one of the best of the warrior caste and well trained in the art of killing humans, but it had to be done. Marcus knew the seriousness of the situation and volunteered to do it without hesitation.

Garibaldi found himself on an abandoned level of Grey Sector strewn with the detritus of years of neglect. The real level 17 had not been accessed since the station had gone operational, but from the stripped condition of the electronics around him, someone lived down here. He missed his chance to go back into the lift and with no box on the outside to call it back, he was effectively trapped. He investigated the level a little deeper and found a talking manikin surrounded by junk. It told him he should not be here, but before he could respond, its eye lit up and fired a poison dart into his arm. Garibaldi tried to call for help on his link, but the sleep toxin overwhelmed him before he could get out more than a few words.

Garibaldi woke up, shrugging off the effects of the toxin groggily. He was lying where he had fallen, but his link and PPG were missing. There were lurkers in rags all around him, and a human man wearing glasses standing at a podium nearby. The man addressed him, calling himself Jeremiah. He rambled about how all of creation could be found in the 'wonders' of the human hand. Garibaldi knew he was in deep trouble, outnumbered and alone. He really hated Grey Sector, and now he had another reason why.

Garibaldi listened to Jeremiah ramble about his philosophy, which was strikingly similar to the way the Minbari viewed the universe. He told the Security Chief that all of life was just pieces of the universe broken up for self examination. The struggle for humanity to understand its own nature was really just the universe exploring its own diversity in some galactic quest for enlightenment. That, Jeremiah told him, was the only way the 'door' would open. He spoke about it like a metaphysical doorway, but Garibaldi was not so sure. The pressure doors were all welded shut, but there had to be a way to get out of Grey 17.

While he was searching for escape, others were working towards a gathering. The assembled Anla'shok prepared a large conference hall for Delenn's initiation ceremony.



During the initial preparations, a Minbari approached Lennier and told him where Neroon was staying. That was all Marcus needed to track him down and intercept the warrior caste Minbari on his way to disrupt the proceedings. The only way he could do that, unfortunately, was to challenge Neroon to the Denn-Shar, a duel to the death. Neroon, also a devotee of the same fighting style as Marcus, had no choice but accept and they began to fight. Both had learned the art of the Minbari fighting pike from Durhan, the style's current master. Neroon had the weight of years of experience on his side, having killed 50,000 humans during the Earth/Minbari War. His style was perfect, but Marcus was determined to stop him from reaching the ceremony, even at the cost of his own life.

Mortality was on Garibaldi's mind as well. He needed to find a way out of Grey 17, even if he had to trick and beat his way out to do it. After listening to Jeremiah talk about how the universe was still caught up in its design flaw of killing everything it creates, the Security Chief could not take the prattling any more. He waited until the preacher finished relating the coming of the next big bang, when the universe would finally know how to do things perfectly, and then overpowered the guard with him. He forced Jeremiah to show him the way out of the level, but even though there was a door, Garibaldi had one more little problem to overcome – a zarg. Zargs were incredibly dangerous aliens, so deadly that it was illegal to traffic in them anywhere in the Earth Alliance. They were native to the sector, but the thought of one on Babylon 5 was almost unthinkable. Knowing that the beast was between him and escape gave Garibaldi the courage to face the zarg. Thinking quickly, he used a steam pipe and a handful of bullets from his grandmother's revolver. The impact of the heat-detonated bullets tore through the creature's tough hide, killing it and winning his way past to freedom.

Marcus had not been so fortunate. ceremony reached its conclusion with the presentation of the Entil'zha's robe to Delenn and the speaking of ancient litanies by Rathenn, Neroon burst into the ceremony and demanded that everything cease. He hurled down a bloody pike at Delenn's feet, a sure sign that the human ranger had lost the Denn-Shar. Then, he spoke, and in words of quiet shame declared Delenn Entil'zha.

Delenn met with Lennier over Marcus' bedside in MedLab. The doctors had been able to stabilise him and it appeared that the ranger would make a full recovery. Delenn did not think that anyone should have been risked so badly for her sake, but Lennier knew better. It

As the transfer

was the one fact about leading the rangers that Delenn had not fully accepted. For the dream to live on, some would have to die or be harmed in its defence. Neroon joined them there, asking to speak to Marcus alone. Though the ranger was unconscious, Neroon admitted that the death in their duel had been his own. The fact that a human could be more of a Minbari than he was in the moment of his own death shamed him to his soul. If such a man could choose to follow Delenn, then he had to accept her eminence as well. As he turned to leave, Marcus awoke. He asked him slowly, in words laced with pain, if the next time the warrior caste Minbari needed a revelation, could he possibly find a way to have one that was not so uncomfortable. In the other room, Lennier and Delenn were bewildered to hear the deep, echoing laughter of a bemused Neroon.

PPGs versus Slugthrowers

While the commonly available civilian model of the PPG is only a marginally better weapon than an average ballistic pistol, the latter is not as useful in starship operations. The solid projectile that a handgun puts out, also known as a slug and the origin of the term 'slugthrower' used to denote weapons of this type, can rupture the hull of a spacecraft, causing extreme levels of damage due to depressurisation. As such, EarthForce has moved to only using PPG weaponry aboard its stations and vessels. To keep regulations even across every level of the military, slugthrowers have been phased out, even on ground installations.

Ballistic weaponry still exists, though by 2260 they are relegated mostly to antique dealers, private security personnel, and police forces without the budget to upgrade to PPGs. Ammunition is still available, though it is quickly becoming a speciality market with a limited customer base. At the current rate of declining usage, projectile weapons will likely become completely obsolete by 2280. Commercial ammunition will no longer be available, and only those with the skills to make their own or who have



stockpiles of previously manufactured bullets will be able to own and operate them with any regularity. Technology changes and the face of combat must change to match it.

The Zarg

The cult of Grey 17 led by Jeremiah believed that the only way to return to the universe as a pure, transcendent being was to be consumed by a perfect predator in an act of succumbing to the predatory nature of reality. To do this, they would enter an isolated section of the level and be hunted by a zarg, the perfect example of this 'pure predator' they spoke of. Zargs are a dangerous bipedal alien from a planet in the Epsilon sector. Feral and only marginally sentient, they are deadly hunters and skilled at tracking their prey by means of heat detection and a sensitivity to motion that borders on the preternatural. While they are not difficult to kill at range, they are extremely lethal in hand-to-hand combat and can rip open a human-sized target with a single swipe of their over-sized talons.

Medium-size Alien Creature

Character Level: 7 (42 hit points)

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

Speed: 30 ft.

DV: 19 (+9 Reflex)

Attacks: 2 Claws +8

Damage: Claw 1d6+5 (19-20/x2)

Special Qualities: Damage Reduction 5, Predator's Senses, Razor Talons

Saves: Fort +8, Ref +9, Will +1

Abilities: Str 20, Dex 17, Con 18, Int 4, Wis 10, Cha 6

Skills: Climb +10, Hide +8, Jump +10, Listen +8*, Move Silently +8, Spot +8*

Feats: Lightning Reflexes, Weapon Focus (claw)

* Zargs receive a +4 racial bonus to Listen and Spot checks.

Predator's Senses: Zargs can see in any kind of lighting because of infrared sensing structures in their eyes and sensitive light vision. They are treated as having Darkvision and Blind Sight, both at a range of 60 feet. These gifts can be temporarily negated by suffering heat damage of any kind. This overloads the zarg's senses and makes it impossible for the creature to see anything for 2d4 rounds. Zargs usually retreat if this occurs rather than try to fight blindly.

Razor Talons: The bone spines that make up the entire end of a zarg's manipulative fingers, extending eight inches beyond them, are incredibly sharp. Zargs regularly rub them together, making an eerie keening sound that carries for several hundred feet around them in all directions. This behaviour keeps the talons sharp, improving their critical range to 19-20 when used in combat. Any strike with a zarg's talons that successfully inflicts hit point damage

also causes massive bleeding that drains the target of an additional hit point of blood every round after each wound. This can quickly leave a victim bleeding to death from a zarg's assault. Once a victim drops below 0 hit points, successful stabilisation by any means also stops this bleeding damage.

Scenario and Campaign Hooks

5 The cult of Grey 17 will have to be cleared out of the area now that the zarg is dead and Garibaldi knows about them. They may not wish to go, fearing to taint the 'purity' they have attained through their self-imposed exile in the forgotten level, but station Security is sure to insist. The fact that so many rangers are on Babylon 5 at the same time might provide an excellent opportunity for the station's Security teams and the Anla'shok to work together for a common goal - clearing out Grey 17. Space is at a premium on Babylon 5, so the addition of a formerly forgotten level, even one in the middle of an industrial area, will be a boon to the station. Players allied on either side can engage in a search and clear style scenario in Grey 17, working against the dug-in zealots who do not want to move. This will likely lead to combat, especially as the cultists have access to at least one PPG, but a diplomatic solution might be found if the players wish to try that avenue. Players wanting to try a lurker character could introduce them in this scenario as former members of the cult.

5 The situation between the castes on Minbar will only grow more broken and distant after the appointment of Delenn as the leader of the Anla'shok. The warrior caste had been willing to let Sinclair lead the rangers because he was a human and not fated to do so for long. Their desire to command the Anla'shok has now been denied, something that will not sit well with their leaders. While Neroon may have seen the wisdom in Delenn becoming the new Entil'zha, others in his caste will not show the same understanding. Players of the warrior caste will have to find their own path in this troubled time, while Minbari players of other castes may have to deal with reprisals from the warriors up to and possibly including attack as the tensions between them grow over the coming weeks.

5 The rangers have now gathered on Babylon 5 for the first time as a whole. While not every member of the Anla'shok was present, many of them attended the initiation ceremony and were seen by other races for the first time. This will lead to a period of revelation among other groups as the Anla'shok partakes of an inadvertent public appearance. Games Masters looking to bring rangers into their games as either plot devices or as a player choice can choose this

Z Minus 14 Days

time to do so, with new players of the Anla'shok staying behind after the ceremony concludes or coming into contact with other players and following them on adventures of their own making. The rangers will also have revealed themselves openly to their enemies, who may now take a greater interest in their activities. For good or ill, the existence of the Anla'shok can no longer be kept a secret in the campaign, assuming Babylon 5 plays any part in it.

And the Rock Cried Out, No Hiding Place (December 7th, 2260)

It was Z minus 14 days, two weeks before the face of the Shadow War and the lives of everyone aboard Babylon 5 would change forever. Garibaldi was busy shipping out telepaths to the races that had signed the Babylon Treaty. The telepaths would serve aboard the ships of those races, acting as their only chance against the Shadows in the battles to come. Sheridan had been down in the War Room for days, hardly leaving even to sleep or eat, and though he did not show it much, the fatigue was getting to him. Franklin was still on walkabout, and Ivanova hoped he could find peace soon and return to his post in MedLab. Though she did not share their beliefs, the Commander was glad Brother Theo and his monks were aboard. Their faith was a beacon in these dark times, giving hope to the thousands that had none. She found him annoying and yet very comforting, a description she could apply to someone else on Babylon 5 – G'Kar.

G'Kar had decided that every telepath shipped to the other races would be given a Narn bodyguard. Ivanova did not see the need, but G'Kar did and his will was final. As a full member of the war council he had the right to make that decision, and though Ivanova could try to override him, she chose not to. G'Kar was right; his people had sacrificed much to protect them and if this was what he wanted for his people, who was she to stand in his way?

Londo did not have the same sense of propriety. In his quarters, Mollari informed Vir Cotto that he had decided to no longer tolerate the Narn's interference. As the only remaining member of the Narn government still free, his presence had been a constant insult to the might of the Centauri. As long as G'Kar was on Babylon 5, he was under Sheridan's protection of sanctuary. Fortunately for Londo, he had a plan that would lead G'Kar back to Narn where he could be captured and executed for his crimes. Much to Vir's dismay, Londo's plan involved his help as well.

Ivanova had a duty to attend to that she was not looking forward to. Several dignitaries from Earth Alliance churches were coming to the station for a much needed revival of faith and hope, something she did approve of, but she had to be the one to welcome them all into the same room. Reverend William A. Dexter of the True Gospel Mission Baptist Church was the first to arrive, followed quickly by Rabbi Meyer, Chong of the Buddhist Sect, and the Muslim Rashid Abdul. They all seemed to enjoy sniping at each other verbally, but while they did not seem to take any true offence at it, the chatter gave Commander Ivanova a headache from the noise.

Delenn found Sheridan in the War Room, right where Ivanova said he had been for nearly two days straight. The Captain, a tactical genius, was struggling to discover the logical reason behind the seemingly random attacks by the Shadows lately. The attacks were tactically sound once they occurred, but they seemed to happen without reason or pattern, something he could not understand. Delenn was not concerned with that; the Shadows would be defeated. She had faith in that. What she did not have faith in was Sheridan's ability to take care of himself while he planned the war all alone. Knowing that he would need help, she had committed him to having dinner with her and the religious leaders that evening. She made him promise her that he would come by tricking him into a tangle of Minbari honour. Delenn did not fight fair when it came to those she cared for. He agreed reluctantly, but it was enough for the concerned new Entil'zha.

Vir came to tell Londo as soon as he found out – Lord Refa had arrived on Babylon 5. Mollari already knew this; indeed, he had been planning for the visit. Refa had brought Minister Virini with him, under protest, because the feud that had been brewing between Londo's family and Refa's was threatening the stability of the Royal Court. Londo seemed rather unconcerned, and while he was headed to a meeting with them, he had another task for Vir to take care of. He needed Vir to pass on information to G'Kar about his former aide Na'Toth. According to this lie, Na'Toth had been captured and kept in a cell on Narn, deep in the tunnels under their capital city. Vir knew this was a trap for G'Kar, and initially refused to do it, but Londo maliciously explained how badly it would go for him and his family back



on Centauri Prime if he did not comply. Practically in tears, Vir agreed and set off to regretfully do Mollari's dark deed. Once G'Kar heard even the rumour that Na'Toth might be alive, he would surely leave and, using his capable contacts, find a way to reach his homeworld. There, Londo's forces would capture him and deal with the thorn in Mollari's side once and for all.

Lord Refa saw Minister Virini to his quarters and apologised for how small and cramped they were compared to his rooms back on Centauri Prime. Virini certainly did not approve of the décor, but he was here to deal with the division between two of the Court's oldest houses. Refa accused Londo, who was not present, of no longer being suited to life back on Centauri Prime, but the Emperor was undecided in who he would favour. Virini's word could swing the balance of Cartagia's opinion, but he was not yet certain who he would give that word to as of yet. Once Mollari arrived, Refa left the room without another word.

Londo agreed that the feud had to end. The endless accusations of poison and murder served no useful purpose in the Royal Court. Unlike Refa, he was willing to let actions do what words could not. Vir arrived, letting him know that G'Kar had gained the information that would lure him to Narn. That accomplished, he assured Virini that he would be handling a problem that had been a source of constant embarrassment for the Emperor and the Court. Londo and Vir took their leave, though the young aide stopped him a few yards from the suite to complain about how petty this all was. Londo assured Vir that he would understand things soon enough. They left, but Vir had let enough about the plan with G'Kar slip accidentally that a guard at Virini's quarters overheard the basics of the plan. As Londo and Vir departed, the guard turned and left his post in a hurry.

At dinner, the true purpose behind the religious convention on Babylon 5 was revealed. With ISN providing nothing but propaganda for President Clark, Sheridan and the others could not get reliable reports about what was going

on back on Earth. The religious leaders had taken it upon themselves to gather all the real news from resistance leaders and government figures and bring it to Babylon 5. Brother Theo had organised the whole affair, but everyone did their share of the work. On Earth, ISN had declared Babylon 5 a home to pirates and criminals working to subvert EarthGov, but even if the network had been right, Reverend Dexter and the others were willing to take that chance to do their part for truth and freedom.

In Security, G'Kar needed to ask a favour from Garibaldi. Once before, Garibaldi had used his connections to get a message to Narn. Now he needed the Security Chief to get a package there – a roughly G'Kar sized package. Garibaldi knew that if G'Kar was caught, he would certainly be captured and killed, but the Narn's stubborn mind was made up. Seeing as he could not change G'Kar's mind, he told him he would see what he could do. They both knew that one way or another, Garibaldi would accomplish the task and G'Kar was grateful to him for it.

Vir walked back to his quarters alone. He was sullen over what he had done to G'Kar, but that was nothing compared to the trouble he was about to face. At the silent command of a Centaurum guard in the lift with him, several humans rushed Vir and dragged him kicking and screaming into a dark apartment in Green Sector. There, illuminated by a single lamp, Refa informed him that unless he revealed Londo's plans, he would not leave the room alive. Vir, a very loyal soul, would not break under Refa's pressure, but the canny courtier had other ways to get what he wanted. Under the piercing gaze of a Centauri telepath, Vir unwillingly revealed everything about G'Kar, Na'Toth, and the waiting troops on Narn.

Later that night, while Vir languished as a prisoner waiting for Refa to finish his business with Londo, Reverend Dexter found Sheridan sitting alone in a dark room of his own. Sheridan was worried about all the stress that had been piled up on him, but he was not willing to share any of that burden with others, especially Delenn. The Reverend could see that Delenn loved Sheridan very much, and he urged Sheridan to let her help him. It was not just for him, Dexter told him – it was for both of them. God created Eve for Adam not because he wanted her, but because he needed her. There was a lesson in that. Dexter had served as a chaplain in the Earth/Minbari War and he had seen a lot of officers there that reminded him of Sheridan. They were good people, just like him, but they were so worried all the time that no one wanted to burden them further. The conversation made Sheridan uncomfortable, but he knew Reverend Dexter was right. His 'worry tank', as Dexter called it, was full and



there was only one person on the station he trusted and loved enough to help him empty it.

G'Kar arrived on Narn; word of his arrival had spread to the resistance and they were there to meet him. He looked out over the ruins of his beloved world and wept for the past. The buildings of their cities were in ruins and it would take years for all the particulate matter to come down out of the sky. The days and nights were colder than ever before and nearly all life on the surface had choked itself to death. Narn was dead and would stay that way for decades. But Na'Toth was not dead and G'Kar was determined to find her no matter what the risk. He gathered a force of his people and led them into the Kha'Ri tunnels to find her hidden cell.

Elsewhere on Narn, Lord Drigo of the Centauri Royal Court was preparing a replica of the inner chambers of the Palace back on Centauri Prime for the Emperor's eminent arrival. Refa, who had just arrived by the fleet's fastest ship, needed seven of his best guards to accompany him into the tunnels under the city. He intended to capture G'Kar himself and make a gift of the last of the Kha'Ri to Emperor Cartagia along with Londo Mollari's head on a silver plate. The feud between their houses was certain to end soon – in blood.

In the War Room, Delenn and Sheridan finally broke the riddle of the Shadows' seemingly random attacks. They were driving the refugees from each attack into one area in the centre of the sector. That area had been purposely left untouched, concentrating a huge number of desperate survivors with nowhere to run. The attacks were as much about terror as territory. When the Shadows did finally get around to striking that part of space, the effects would be demoralising. The fact that Sheridan could appreciate the tactical value of such a horrible manoeuvre and that it had happened so many times in Earth's past concerned Delenn greatly, but she had to agree with his assessment.

Londo freed Vir himself, punching out the guard left to watch him. Vir was grateful for the rescue, but he knew he had given up too much information. That inadvertent betrayal was already taking shape on Narn where Refa and his borrowed guards were stalking G'Kar's troops through the shadows of the resistance's underground tunnels. As G'Kar neared his goal, Refa came out of hiding and aimed a Centauri gun at the last surviving member of the Kha'Ri. His trap was in place, or was it?

'Hello, Refa. If you are seeing this message, it is because in a very few minutes you will be dead.'

Londo

On Narn, instead of looking hunted, G'Kar returned Refa's gaze with the look of a hunter. He took a small hologram generator and played the image it held for the Centauri noble. It was Londo, who revealed that the whole incident had been staged for his benefit. The men with Refa were actually loyal to Drigo, who was loyal to House Mollari. They would no longer assist him. To buy G'Kar's help, he had bartered the lives of thousands of Narn, but the price had been worth it. Here, in these tunnels, Refa would die. It was a fitting thanks for the life of Londo's beloved Adira and the agony Refa had brought to Centauri Prime in the course of his own ambition. With those words, the Centauri Troops withdrew and the Narn descended on the terrified noble. He fled, as fast as he could run, but the Narn were everywhere. They had rage of their own to pay Refa with, all the hostility that had come with the death of their world by his orders. He had organised the mass driver bombing of Narn, a fact they would never forget. G'Kar made sure they left his head intact and placed a data crystal in Refa's pocket to be found later, but the noble's life was theirs. As G'Kar watched impassively, they took that life with all the fury in their hearts.

On Babylon 5, Reverend Dexter held a much needed prayer service. He talked about who the true enemy was for all of them, alien and human alike. It was fear, because fear drove them against other, and hate, because hate would turn against them and destroy them in the end. The whole chapel, even the Minbari among them, stood up and sang a spiritual entitled, 'No Hiding Place'. It was hauntingly appropriate, given that it was being sung at the same time Refa was being beaten to death on Narn.



Londo met with Minister Virini, handing him the crystal found on Refa's horribly broken corpse. The crystal was stained completely red, a testament to the violence of his death. It contained valuable information that would have been useful to the Narn resistance. It appears, he told the Minister, that Refa had been on Narn trying to play them off the Centauri. Virini had a hard time believing that, but in the face of all the evidence and no living Refa to dispute it, he had to accept it as the truth. The feud was over and, as Refa had suspected, it ended in blood. Of course Vir was furious at being used in this way, but such things would pass. Vir was young and naive; Londo was old and cynical.

Delenn knew Sheridan needed hope, and she had just the thing to give it to him. She took him in the White Star that night to a hidden location in Minbari space. There, the worker caste had been toiling day and night to finish the first wave of ships for their army. He looked out among the stars and saw dozens upon dozens of White Stars, all identical to the ship he was in – the White Star was never intended to be unique; the rangers under his command would pilot them. It was hope, but more than that, it was a real chance against the Shadows. His heart swelled to see them all and in the emotion of the moment, he swept Delenn into his arms for their first true kiss.

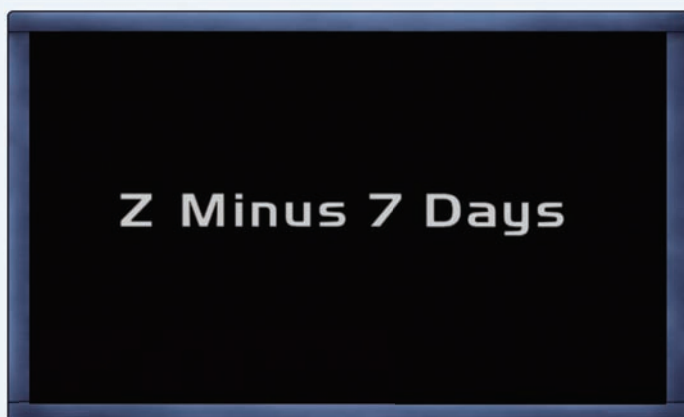
Scenario and Campaign Hooks

- ⑤ All over the galaxy, the plight of resistance fighters grows worse during this time. From the pressures of President Clark's campaign of misinformation and terror to the crushing might of the Centauri forces occupying Narn, those who fight for freedom are having trouble even staying alive, much less winning any kind of victory over their oppressors. For campaigns set in this era with that kind of theme, things should become harder and more dangerous at this point – making it seem like all could be lost with the next desperate battle. This is the dark before the storm, with the raging winds of change coming right behind. New enemies may

appear and old allies might get swept aside by the force of the players' opponents. One of the themes of Babylon 5 is that the heroes always win, but the war is never really over. Sometimes the odds seem insurmountable, and good has to strive with all its might to forge on. As long as a Games Master remembers that there should always be a glimmer of hope, however slight, in any situation, a campaign will always capture the spirit of Babylon 5.

⑤ The greatest weapon in any war is information and an entire campaign or story arc could be dedicated to players finding ways to gather news during the height of Clark's crackdown on information sources in 2260. Players could find good roles for themselves in this epic struggle fought with computers and cameras instead of PPGs, against data banks and security tapes instead of soldiers. Of course, there would still be room for plenty of action in a campaign of this nature, since the media is never censored unless someone has something to hide. Some of the reporters working for ISN before Clark's takeover of their studio might still be alive, doing what they can to get the truth to anyone who will listen. Conversely, a darker plotline might involve EarthForce soldiers and agents dealing with rogue news hounds before they can release damning information about the truth behind Clark's assassination complicity and his dealings with the Shadows.

- ⑤ Political games, especially those set in the Royal Court of Emperor Cartagia on Centauri Prime, will be rampant after the events of this episode. For players of Centauri nobles, the turbulent waters that are Imperial politics will get a little more placid following the death of Refa and the discrediting of his family, but not much. Instead of a feud to deal with, there will be the massive groundswell of support going over to House Mollari and the



constant battles between families dedicated to the Republic's war efforts as guided by the Shadows and those concerned with their homeworld's security. Somewhere between these two extremes is Emperor Cartagia, whose influence through his direct supporters can swing the tide of any political debate, if it is courted properly. As time goes on, Cartagia will become more erratic, but for now he can be a valuable ally if treated carefully and a dangerous opponent if mishandled.

Shadow Dancing (December 14th, 2260)

Though the representatives of the League of Non-Aligned Worlds did not know it yet, only seven days remained before history would be made on the distant world of Z'ha'dum. They were in the Council Chamber, deliberating Babylon 5's most serious request of them to date. The war council had a target in mind – a mission that would take the war to the Shadows – but to strike effectively they would need a vast number of ships. The League worlds were hesitant to dedicate that many ships to the cause, since doing so meant weakening their own defences around their homeworlds. It was a serious consideration, but the Minbari were willing to contribute several cruisers and the fleet of White Stars that none of them knew about yet. The decision was a hard one for each government, but Delenn hoped they would not take long to choose.

Ivanova was in her quarters, in a private meeting with Sheridan and Marcus. For two months, refugees from all the League worlds hit had been flooding into Sector

83 just as the Shadows seemed to want them to do. Since the numbers of fleeing ships had declined drastically in the last few days, it was the Captain's guess that the Shadows would strike soon, possible within the day. The only way for the Alliance to strike the Shadows when they did attack would be to get a warning as soon as the dark aliens appeared out of hyperspace. That meant having a single ship in the area of conflict to provide that warning.

It was up to Ivanova and Marcus to man that ship, the first White Star, and give the fleet the signal they needed to move in on the Shadows. They were not to engage the enemy, since their role was as a first warning only, and neither had any illusions of their chances. Even with the fastest ship in the Alliance, they only had a 50% chance of making it back from this battle alive.

After the Drazzi ambassador gave Delenn the approval of the League to go ahead with her fleet plans, she told Sheridan to send the White Star on to Sector 83. He did so, sending with Marcus and the Commander an old Egyptian blessing to speed them on their way. As they headed off into hyperspace, Ivanova relayed it to the ranger. 'May God stand between you and harm,' she told him, 'in all the empty places where you must walk.' It was a comforting thought, especially as they very well might be on their way to a swift and certain demise.

Zack Allen caught up with Garibaldi on his way back to the Security office. Zack noticed that his boss seemed more depressed than usual. Garibaldi was concerned about Franklin; his friend was not back from walkabout yet. Zack was right when he said that Franklin needed to get his head on straight and no one could do that for him, but Garibaldi was still worried. He had walked away from a lot of things in his life that he should not have, and he had a feeling that Franklin was one of them. Still, there was not much he could do for his friend now, wherever he had ended up in the station.

The where for Stephen Franklin was Downbelow in the area's largest market,



and Garibaldi had been right about him being in trouble. Still suffering from withdrawal from stims, he was sitting alone in a room full of people. A couple and their daughter, touring the station from Earth, discussed the political situation back home as they passed him. The woman of the group, a domineering sort with a very low opinion of other people, said that according to President Clark, the homeless were a result of social problems, not economic ones. It was obvious propaganda, but some apparently believed the lies. Franklin knew the truth, but he also knew the futility of trying to explain it to people like her.

The White Star had spent a day in Sector 83, and still no sign of the Shadows. Ivanova and Marcus were taking 4 hour turns at the helm of the ship, watching for any sign of the enemy. Ivanova came in to the barracks to relieve Marcus for his turn, and he ran a weapons check for the ship verbally before he left. She commented on his fluency with the Minbari language. He offered to teach it to her, but she did not think it would take less than a year to learn the tongue. He asked her how much older she would be in a year if she did not learn Minbari – an argument she had no counter for. He informed her in Adrenato that she was the most beautiful woman he had ever seen, but lied when asked for an explanation and told her that it was a simple greeting. He then left her to try and get some sleep on one of the barracks's oddly angled beds. That was, sadly, a losing proposition that ended with her in the floor instead.

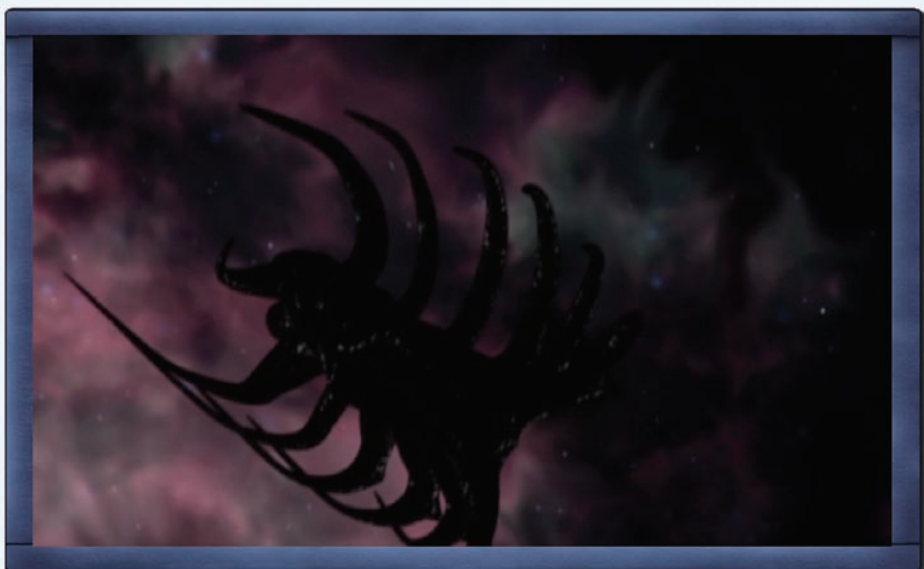
On Babylon 5, Delenn brought Sheridan the latest ship reports from the League militaries. They were all holding back the bulk of their forces, showing that they did not have much faith in this strike succeeding. He needed more ships, but these would have to do. It was taking all of their political pull just to keep the ships that had been volunteered, so getting more was likely a lost cause. Sheridan was on his way to the *Trigati*, a newly commissioned Sharlin cruiser, with Delenn to rendezvous with the fleet outside Sector 83.

Sheridan did not like the thought of Delenn being with him, but that was what she wished. She also wanted to come back with him afterward and spend the night together in the Minbari tradition of Three Nights. This meant that the female watched the male sleep, waiting for his true self to be revealed to her as the

mask he wore during the day faded away. If she liked what she saw, she would stay for two more nights. If she did not, she would leave and they went their separate ways. The thought of it made Sheridan nervous, but he knew that getting involved with a Minbari would have its complications.

In the darkest tunnels of Downbelow, Franklin heard a scuffle going on. He went down to investigate and came across two people beating up a third, all of them human. The two wanted the bag the other was holding, and they were roughing him up pretty badly. Franklin tried to stop them, but was pinned to a wall and stabbed in the gut for his trouble. As he sat against the bulkhead bleeding, the man he had rescued scurried past him. The bag was full of drugs and if he called for Security, he would be arrested. He abandoned Franklin to his wound, leaving him for dead in the shadows of the station.

Just as Ivanova had finished making a bed for herself out of the triangular pillows from the reclining palettes, Marcus called her to the bridge. The White Star had picked up a small Shadow vessel of unknown configuration coming into the sector. It was a scout ship, very similar to the White Star in function, and as soon as the moon they were hiding behind moved out of eclipse with them, it would detect their presence. No sooner was this said than it happened, and they were revealed to the enemy. Before it could get off much of a signal, Ivanova had its transmissions jammed and tried to catch it before it could flee. It was a desperate chance, but if it warned the Shadow fleet, all of this would be for nothing.



On the *Trigati*, Sheridan and Delenn headed to the ship's Tactical Centre, a chamber at the heart of the ship where holographic displays allowed military leaders of the Minbari to guide battles using massive images of the various ships involved and many different angles of view. It was an amazing sight, especially as they had multiple cruisers at their disposal, each with a telepath aboard to help slow the Shadow vessels they would be engaging as soon as they got the signal to proceed from Ivanova.

In Downbelow, Stephen Franklin had received his wish. He was going into shock from blood loss and although he had managed to drag himself from the spot where he had been stabbed down the corridor, he was at the base of a ladder leading into the rest of the station and he did not have the strength of will to climb it in spite of his agony. It was now, at the probable end of his life, that Franklin met himself at last. He saw a vision of himself in full uniform, sitting at the top of the ladder staring down at him. If he wanted to talk, it would have to be quick; he was not likely to survive much longer.

Ivanova and Marcus were in the same predicament as they chased the Shadow scout through Sector 83. They opened fire, knowing that they could not afford to let the ship get away. They sliced off several of its manoeuvring legs with their weapons, but the thing turned around and rammed them. The White Star survived the impact, but it damaged their engines and took their jump drive offline. That was the least of their problems. The scout had done its job; a massive fleet of Shadow vessels began to manifest from hyperspace less than 5,000 kilometres from their position. If they signalled the fleet, it would alert the fleet to their presence, but if they did not, the Shadows might move on to attack the fleet in hyperspace without warning. Marcus was quite happy with the idea of living forever, but he was willing to do his part for the cause. He sent the alert signal to the fleet, and then braced for some desperate evasive manoeuvring. They could not outrun the Shadows, but they could still dodge.

'I was defining myself by what I wasn't instead of by what I was...When I did that I was missing the moments.'

Dr. Stephen Franklin

Franklin's hallucination kept talking to him while he sat bleeding to death at the base of the Downbelow ladder, and from what he was saying, Franklin did not like himself very much. All of his life, he had run away whenever things got too tough. He could not face his father, so he left home to go to medical school. He did not have the patience for a long internship, so he went hitchhiking on starships to trade his medical skills for passage. In the Earth/Minbari War, he had run away again by burning his notes on Minbari physiology. His walkabout was just another example of running away from everything, and if dying was more important than getting up and fighting for what he believed in, his hallucination urged him to get on with it. He did not care one way or the other any more. Franklin was merciless with himself, but the berating talk did accomplish something. It broke him out of his shock and made him angry – angry enough to get up off the floor and crawl his way over to the ladder. Fighting every moment just to stay conscious through the pain, his hallucination yelled at him to keep going while he chanted again and again that he wanted to live his life again. To do that, he would have to make it up the ladder and out into an open corridor. To live at all, he would have to stay conscious long enough to get help. Several excruciating minutes later, he tumbled out of a hallway into the marketplace, covered in blood and barely alive.



Ivanova and Marcus did not have to dodge for long. The fleet had received their signal and arrived just in time to save them. It was a huge armada, the largest ever collected from multiple races in the history of Earth or the Non-Aligned Worlds and they would need every ship. The Shadows had positioned escort vessels such as fighters and scouts to put distance between the Alliance's telepaths and their capital ships. The Alliance fighters, mostly Starfuries, Nial and Frazi class ships, were commanded to clear a path through these so their cruisers could get close enough to the main Shadow fleet to be of some use.



Sheridan gave orders from the Tactical Centre, watching the battle unfold all around him. He guided the medium class ships like the Drazi Sunhawks to provide cover for the fighters. The rest of his fleet was given orders to break and attack. A tight cluster was just an easy target for the Shadows with their scything energy beams, so Sheridan dispersed the bulk of his resources. This made the Shadows come to him and minimised the effectiveness of their screening ships. It was a gamble, but they had no other chance. The Shadows were manoeuvrable and fast, but Sheridan understood their tactics now. Every time they tried to outflank him, he had a wave of ships ready to cover it. When they cut off part of his defensive line, he pulled other lines around to engage the attackers. It took every ship he had, and many of them were torn apart by the terrible weapons of the Shadows, but after a long, exhausting battle over several hours, what few Shadow ships remained pulled back into Hyperspace and fled. It had been costly, but the Alliance had won their first major victory. Battered and bloodied, the survivors headed home.

It was a fight all the way from Downbelow to MedLab to keep Franklin alive. He was in a critical condition, and the medical technicians who treated him thought it was a miracle he could have walked as far as he did. They worked around the clock to treat his injuries, but he was by far not their only patient. The shuttles carrying the injured from the battle in Sector 83 had arrived. Most of the people on them were suffering from radiation burns and concussions, but they all needed help and they needed it immediately.

Sheridan was worried about the pilots, but he shared Garibaldi's greater concern. Now that the Shadows knew they could be hurt, even if the exchange rate was one of their ships for every two in the Alliance fleet, it would not be long before they decided to bring the fight right up to Babylon 5's proverbial doorstep. In the depths of hyperspace at that very moment, a single Shadow vessel travelled through hyperspace, intent on doing just that. From its depths, a strange triangular shuttlecraft emerged and headed off on its own. The Shadows would be coming to Babylon 5 soon enough, but not with an armada.

Garibaldi sat up with his friend for as long as he could. Whenever he would fall asleep, one of the doctors would find him a corner to rest in since all of their beds were filled with the wounded and the dying. It took more than a day, but Franklin finally woke up. With his typical luck, Garibaldi lost a 30 credit bet since he had been sure his old friend would come out of his coma before this. Still, it was good just to see Franklin awake. That meant he would pull through the stabbing, even if it still hurt. Franklin needed to rest, so Garibaldi left him with a warning never to do this to him again. It was touching, knowing how much someone cared about him, but as Franklin looked out from his bed at all the pilots and crew injured in the rest of MedLab, he saw just what his 'revelation' had cost the people he was not out there helping.

In his office with Ivanova and Delenn, Sheridan recalled the dream images Kosh sent him a year before. Ever since the Vorlon died, he had been remembering them with greater frequency. He remembered Ivanova's asking if he knew who she was, and calling him the 'hand'. Garibaldi

had been in them as well, saying that the man in-between was looking for him. Sheridan disliked looking to signs and omens for ideas about how to proceed, but if the man in-between was his equal but opposite number among the Shadows as Deleenn and Ivanova suggested, that person was sure to be coming soon. They had just handed the Shadows a defeat and that would not likely be forgotten easily.

In MedLab, as soon as Franklin could sit up he was directing the place again. He was not officially back, but he could not just lay down and do nothing. Sheridan had heard that he was up and about, so he came to MedLab to offer him his position as Chief Medical Officer again. Franklin knew he wanted the role and he knew that this time, he could do a much better job than before. The stims had helped him do more work, but what he really needed to do was better work. It was a hard lesson, but he had learned it well.

In Sheridan's quarters, the ritual of Three Nights had begun. Deleenn stood beside his bed, watching his true face emerge while he slept. From her smile, she obviously liked what she saw. She walked around his quarters and looked at the many memories of his life back home. She picked up a snow globe with a lighthouse in it and shook it, delighting in the little coloured pieces of glitter that flickered inside it. Just then, the door to Sheridan's quarters opened and a woman walked in. It was Anna Sheridan, John Sheridan's supposedly dead wife. The snow globe fell from Deleenn's hands and shattered.

The Alliance Armada

The Battle of Sector 83 showed the League of Non-Aligned Worlds that Sheridan's leadership and their own people, in combination with trained telepaths, could score a military victory of their own against the Shadows without the help of the Vorlons. This last element was critical. Not only did the Vorlons not offer their aid in the battle, but they were not even approached before the desperate battle took place. Even when Sheridan did not think he would have enough ships to pull off the offensive, he did not go to the new Vorlon ambassador and request assistance. The reasons for not doing so were two-fold. The first was Sheridan's awareness of what the last round of aid from the Vorlons had cost. He was unwilling to expose the new Kosh to the same fate as his predecessor. The other reason was even more important; the Alliance needed a victory they could call their own. While the Vorlons had vastly superior technology, the League Worlds could not depend on them

and Sheridan had no wish to perpetuate any military arrangement that did so.

Instead, he built up a fleet of ships from the member worlds of the League and supplemented them with his own wave of White Stars and Minbari cruisers. The latter were crewed by the worker and religious castes of the Minbari only, as the warrior caste was still refusing to fight in the Shadow War. This reticence was costly, as the Alliance desperately needed the aid of those trained fleet soldiers, but it could not be helped. Instead, Sheridan planned around what he did have – a small portion of the total military force of several younger races. Between the Drazzi, the Brakiri, and the Vree, he had a strong battery of medium-to-large cruisers, and with every ship he could glean from the dismantled military of the Narn, he had fighters and heavy cruiser support in the form of the *G'Toc*.

The fleet that descended on the Shadows in Sector 83 was the largest assembly of ships from separate galactic militaries in the history of any race involved, and while the victory they tore from the stars that day was a costly one, it was inspiring to learn that the Shadows were vulnerable to a coalition of mutual defence among them all. It cost two ships from the Alliance Armada for every one Shadow vessel they destroyed, but the gain in morale was worth the sacrifice.

Scenario and Campaign Hooks

- 5 For any campaign focusing on the military battles of this time period, the Battle of Sector 83 is not to be missed. Games Masters can run the players through a small arc of the battle, concerning them just with their continual field of vision and the targets that come across it in a rolling combat that lasts until the Shadows flee the area at a predetermined point. Alternately, the entirety of the battle could be played out over the course of what might be several nights of battle. In this case, the players might take the role of different commanders, ordering small sub-fleets in battle and fighting until the Shadows are brought down to a certain number of vessels and retreat. Either way, the Battle of Sector 83 offers the chance for a number of combat scenarios and non-stop action. If a Games Master prefers, smaller reciprocal battles in the area could be fought instead. The bulk of the Shadows' fleet hit Sector 83, but that is not to say that other engagements were not also being fought at the same time. Players might be responsible

for ensuring that these lesser engagements were dealt with quickly before they could endanger the success of the primary Alliance mission.

- 5 For Anla'shok players, this period marks the first assignment of White Stars among their order. Unless there is a good reason for them not to receive one to command, every active ranger will be assigned a White Star to lead in the Battle of Sector 83. Games Masters can then either recall the ship for repairs or reassignment if having a White Star in the hands of the players does not fit into their current campaign or make adjustments to accommodate its presence. In any case, the White Stars will become synonymous with the rangers for a time, though not every member of the order will remain in command of one after the Battle of Sector 83. Many will return to their espionage and intelligence gathering roles, while others will be needed to handle missions that would be compromised by a high profile ship like the White Star. In any case, rangers will not own their White Star vessels any more than EarthForce commanders own their warships.

- 5 The fallout of the Battle of Sector 83 will be felt throughout the known galaxy. From wounded pilots and crew flooding every major starbase and outpost in the League of Non-Aligned Worlds to mercenary forces being contracted as fast as their rates can be paid to bolster the defences of alien homeworlds, opportunities abound for players to get involved at some level with the war effort. Players on Babylon 5 will have a hard time not getting swept into the war in whatever way their skills best suit them to active duty, while those in other parts of the galaxy will have to travel a long way to not at least hear about the conflict. Centauri characters will have an especially hard time at this point in history; their homeworld is still considered part of the Babylon 5 Security Council

Z Minus 2 Days

but none of their ships aided the Alliance Armada in Sector 83. This will not go unnoticed, but for now none of the League Worlds will take them to task for it. Individual Centauri players might catch some unofficial repercussions in the form of angry pilots talking in bars or officers passing them in the hall and calling them cowards.

Z'ha'dum (December 21st, 2260)

Delenn watched in horror as Anna Sheridan walked into the Captain's quarters, interrupting her ritual of Three Nights with John. Sheridan came out of his room, awakened by Anna's voice but not believing what he saw. Embarrassed and flustered, Delenn fled the chamber almost in tears. John Sheridan wanted to go after her, but Anna stopped him. This was a moment that should just be between them. She was sorry that it had been five long years since she had



seen him, but there had been no way to get any word to him on Babylon 5. She had been completely out of touch. She also made it sound like Delenn had known where she was, though Anna did not say that directly. She knew that John would have questions and that he did not understand any of what was going on. She had all the answers he wanted, and would take any test he liked to determine her identity as his wife. The only thing she asked was that to get his questions answered, he would have to come with her. He asked where he had to go, but he already knew the answer. Anna wanted him to come back with her to Z'ha'dum.

'Humans have a saying: What's past is prologue...Minbari also have a saying: What's past is also, sometimes, the future.'

Delenn

In one of the cargo bays aboard Babylon 5, Ivanova was inspecting G'Kar's and the Gaim's latest contribution to the war effort. Early in their history as a spacefaring race, the Gaim used nuclear devices as part of their spaceship weapons complement. Now, they were delivering the remainder of their stockpile to the Alliance. Ivanova considered the possibility of using these to mine an area of space the next time they learned where the Shadows would be striking. G'Kar was certain the 600 megaton devices would make a most satisfying boom when they were detonated.

Down in MedLab, Anna was undergoing a complete suite of comprehensive physical examinations. She seemed in good spirits about the whole affair, smiling and waving to Captain Sheridan as she endured the endless tests. Franklin

came to him with the test results as soon as he had them all. Her dental records and DNA sequences all confirmed that she was Anna Sheridan, his wife. Sheridan could not believe it. He had forced himself to make a new life and accept her death so recently that her return had everything in his world upside down. Franklin had noticed some epidermal scarring on the base of her neck, but it would take a few more tests to confirm what that was. Sheridan authorised them; he had to know.

He needed answers, and he could think of only one person to get them from – Delenn. In the old war council room, he questioned her about Anna. Delenn and Kosh had assured him that those aboard the Icarus that had not served the Shadows had been killed; they knew that beyond question. Sheridan could not believe his wife would have served the Shadows, so that left only two options; he was wrong or he had been lied to. He could not bear to believe either, but one of them was the truth. Delenn tried to make him believe she was telling the truth, and he wanted to. It just was not that easy. He still loved Anna, and had been fighting off that love every day he was with Delenn. He loved her too and wanted to build a life for them together, but this changed everything. Delenn could not have permitted him to go to Z'ha'dum after the hope that Anna was alive, so she and Kosh had hidden the fact that she might possibly be alive and working for the Shadows from him. He crumpled into a chair, unwilling to accept any part of this. It hurt him deeply, and that hurt Delenn as well.

Pain was a consistent theme for everyone on Babylon 5 that night, but others had their own way of coping with it. While John and Delenn suffered in the depths of his confusion and her guilt, Londo Mollari sought another drink at the

Dark Star. He was drinking heavily because of some bad news from his homeworld. He shared the news with Vir when his aide came to see him – he had been promoted to the position of Advisor to the Emperor on Matters of Planetary Security. Vir thought this would be good news, but Londo knew better. It was a leash, not a reward, and it had come because people on Centauri Prime were afraid of him and his associates, the Shadows. Almost as if coming when called, a business acquaintance of Mr. Morden's walked up to the table where Londo was seated and





delivered a warning to him. If Londo valued his life, he would leave the station at once. The man seemed very sincere, and urged him to hurry. Londo knew that tone, and he knew the look in the man's eyes. Whatever was about to happen to Babylon 5 would not be pleasant at all. He might leave as the instructions had directed, but first he was going to have another drink.

In Sheridan's quarters, Anna was looking over her wedding photos on John's shelves as if she was seeing them for the first time. Her look of confusion became a warm smile when she heard Captain Sheridan enter the room behind her. He wanted to know what she had been doing on Z'ha'dum all this time. Anna could only say that it was important work, but promised him all the answers he was wanted if he would go with her to Z'ha'dum. He suspected a trap, but she assured him that he would be safe. The Shadows just wanted to talk, or so she told him. All the Shadows desired was a chance to tell their side of the story. If he would not go, there was no threat involved. The Shadows were not making an ultimatum; they only wanted him to talk with them and hear what they had to say. If he would not come, Anna would go back without him. John Sheridan did not believe that for a moment, but he needed answers and it became increasingly clear that Anna did not have them and neither did Delenn. He was only going to get the truth if he went with Anna to Z'ha'dum. Before he left, he had one condition – he wanted the truth about what had happened with the Icarus on Z'ha'dum. The story Anna told him went back several years to the discovery of the first Shadow ship on Mars by Interplanetary Expeditions. When they dug it partially out of the red soil and exposed it to daylight, the ship had sent out a coded transmission.

IPX worked quickly under the orders of EarthForce New Technologies Division. They analysed the half-buried ship, took pieces of it to study, and planted a homing device inside. When the second ship came for it three days later, the two vessels left a beacon trail that IPX could follow all the way to the outer rim of the galaxy. That was where Anna had become involved at the request of the Icarus' Captain and lead researcher for Interplanetary Expeditions, Doctor Chang. He had requested her specifically because of her extensive skills

in alien linguistics and archaeology. It had been the find of a lifetime, but it would also be her last. She had been there ever since, working for the Shadows that they had awakened with their arrival. The destruction of the Icarus had been an accident, not some attack by the aliens. They did not even call themselves the Shadows. The real name of the race was an unpronounceable word ten thousand letters long. The aliens were approachable, and their technology would change Earth forever. With what Anna and the others had discovered on Z'ha'dum, the Earth Alliance could have energy and vehicles a thousand years more advanced than anything it might have developed on its own.

According to Anna, Delenn, Kosh, and the Minbari had been misleading him for years. It was time he came to Z'ha'dum and learned the truth. He was obviously concerned by exactly what the truth meant any more, but he agreed with her. It was time. He would come with her to Z'ha'dum and see what the Shadows considered the truth. It pleased Anna to hear that, but Sheridan was nowhere near happy. Still, this all gave him an opportunity to accomplish something that no one else could do. He was not about to let the chance pass him by. To do it, he would need help, and there was one person on the station he would depend on to handle any job, no matter how sensitive or bizarre without fail. He asked Garibaldi to have all the White Star crew brought aboard for Identocard processing and entrance to the station's records. That left the White Star abandoned and on auto-pilot, but it could handle that for a few hours. He also gave the Security Chief a data crystal with a few additional tasks on it. They were confidential, and when Garibaldi saw what they were, he understood why. Sheridan appealed to him to just do

them, to not ask why, and to 'talk about the weather' if they had been accomplished. Garibaldi agreed, but he was not at all happy about what his Captain wanted him to do.

In his quarters later, Sheridan stood alone and prepared himself for the journey ahead. He tucked away a hidden PPG pistol and stared into the mirror, trying to build up the courage for what he knew he had to do. For a moment, Kosh was standing behind him, warning him in the Vorlon's raspy voice, 'If you go to Z'ha'dum, you will die.' When Sheridan turned around, there was no one there. Knowing that it might have been nerves but thinking it could be more, he moved to his BabCom unit. He had a message for Delenn, but he needed her to see it only after he left with Anna.

Sheridan left with Anna, quietly making his way to the landing bay. A shuttle waited for them there to take them to the White Star. Garibaldi was there too. He informed the Captain that according to a weather report from Earth, winter had come late but it was finally snowing in New York. That was the prearranged signal Sheridan had been hoping for. He said farewell to Garibaldi, calling him Michael and shaking his hand as if he might never see him again. Garibaldi did the same, a troubled expression far deeper than the he normally wore on his face. They went aboard the White Star and Sheridan activated its controls. He had been watching the crew handle it whenever they had gone out and as long as they did not run into any problems, he could get them where they were going. Anna assured him that the Shadows offered safe passage, so they set off for their destination. Anna was smiling, but John Sheridan was inwardly worried. Their next stop was Z'ha'dum – the planet where he was destined to meet his destiny.

Because the Shadows believed that they would all die if anything remotely Vorlon ever touched the surface of Z'ha'dum, Sheridan agreed to take an Earth Alliance shuttle down to the surface to the planet. The White Star was based on a

mixture of Minbari and Vorlon technology, so the aliens would not allow him to bring it down for a landing on its own. When they arrived, they did as he had promised; the shuttle landed safely and the two of them walked to a hidden entrance near the same ruins Anna had discovered here five years ago. But there was a problem with Anna, and Sheridan knew it. Franklin discovered he had gone with Anna, and he told Ivanova what it was. From the medical tests he had done on Carolyn Sanderson, Bester's lover and one of the telepaths they had rescued from the Shadows, he had determined that the abrasions on Anna's neck were exactly the same kind as the ones he had found on her. The Anna Sheridan that had come to Babylon 5 had previously been a living core for one of their ships. No matter what or who she pretended to be now, there was no way the mind in that woman could possibly be Anna's.

Whatever she was, Anna led Sheridan into the heart of the Shadow complex. There, in a lavish and comfortable looking sitting room, two other people were waiting to meet with him. One of them he already knew – Mr. Morden. Anna handed Sheridan's PPG to him, and Morden tucked it away in his belt. The other man was older and walked with a bit of a limp. He introduced himself as Justin, and invited Sheridan to sit and have some tea with them. 'Justin' explained that there was a group of people on Earth that made all of the decisions involving people's lives that happened transparently, such as the length of a workday or the handling of currency. He was with them, but he belonged to a different department. Justin did not explain himself further, but he did ask Sheridan to sit down before



the tea got cold. The Shadows were very keen to tell him their side of the galactic story and since he was here, what better time than the present?

As John was sitting down, Delenn discovered his message back on Babylon 5. In the message, Sheridan told her that when she heard it, he would be on Z'ha'dum with Anna. What he wanted more than anything was to stay alive and be with Delenn, but this was about more than what he wanted. In the future, he had seen the fall of Centauri Prime and been warned not to go to Z'ha'dum. He had been wondering since that if perhaps by going there, he could alter that future and end the Shadow War. He might be able to save a lot of lives, and if there was even the slightest chance of doing that, he had to try.

Justin gave Sheridan a history lesson about the Vorlons and the Shadows. A million years in the past, there had been forces in the galaxy too vast to comprehend. While most of them moved on to other parts of the universe, two had stayed behind to shepherd the other, less advanced races. Both wanted to help the other races grow and evolve, but they had completely different philosophies on how to accomplish it. The Vorlons were like parents, Justin said. They had a strict idea of how evolved races should act and needed the younger races to obey that code. They set rules and boundaries, helping others evolve by teaching order and discipline. The Shadows believed that growth only came through conflict. Kick over an anthill and the ants scurry around, lost for a while, but the hill is rebuilt stronger and more efficient than before. War and opposition were tools to the Shadows, strengthening the survivors of each battle and culling away those too weak to evolve in the first place. It was a compelling argument. As Mr. Morden argued, the entire history of the human race was replete with thousands of years of wars, but because of them sonnets had been written and, great advancements had been achieved. The Shadows considered the human race to be one of great promise and with their support, humanity could come out of this war on the top of the anthill. They would be the first to rebuild, and the galaxy could be remade in whatever image

humans wanted it to be. There had originally been a balance between the Shadows and the Vorlons, but the latter race had drawn together the aid of other races and created telepaths to use as cannon fodder for the current war. The Shadows had enlisted the aid of the Psi Corps to help balance out that advantage, and now the only thing standing in the way of victory was John Sheridan himself. They offered him the ultimatum he had been waiting for. He could either work for them, or they would remove his ability to wage the war.

As Justin said these words, the truth in them began manifesting all around Babylon 5. Dozens of Shadow cruisers and hundreds of fighters shimmered darkly into view, all well within firing range. The station's defences scrambled to cover them all, but the fleet surrounding Babylon 5 was just too vast. They had not opened fire yet, but when they did, the station would certainly be torn apart.

'You're important. You're what they call a nexus. You turn one way and a whole world has a tendency to go the same way.'

Justin

The Shadow ships were waiting to see how the conversation between their agents and Sheridan went back on Z'ha'dum. Mr. Morden commended Sheridan on his ability to bring the galaxy together to fight the Shadows. It was a commendable effort, but totally against what the Shadows wanted. Every time they began their conflicts, there was always someone like him who tried to organise



the other races the way Sheridan had. They could not just kill him; that had been tried before. It only created martyrs, and those were just as bad. They needed him on their side, one way or the other. Sheridan knew what the 'other' way was. He knew that Anna had been placed in one of the Shadows' vessels and though they pulled her out as soon as they realised who she was and what she meant to Sheridan, a person who has been the central processing unit of a Shadow ship is never quite the same again. Justin talked about this as if he had experience of the same thing, but he also knew that people did what the Shadows told them to do, just like Sheridan would. Unfortunately for the Shadows, Sheridan had plans of his own. As the door behind him opened and a Shadow moved into the room, Sheridan pulled his hidden PPG and opened fire. A few minutes later, he was crawling along the wall to a balcony overlooking the entire vast Shadow city, all hidden under a dome of glass. He was bleeding and wounded, almost dead, but he had made it this far. He just had one last thing to do. He used his link to signal the White Star above him for one last flight. His link also sent a coded signal to the surprise the ship had in its hold.

The secret project he had assigned Garibaldi had been to secrete two of the Gaim fusion devices aboard the White Star and rig them for remote detonation. With nowhere to run and Anna behind him, Sheridan stood on the ledge of the balcony and called down his wrath on the whole city. As Anna tried to convince him to come back with her, the White Star began its descent. She told him that she could love him just as much as the real Anna ever could. He had heard enough. As the White Star shattered through the dome above him, Kosh's voice echoed in his mind. 'Jump!'

Without questioning, he did so. John Sheridan, the Captain of Babylon 5 and the leader of the Alliance against the Shadows plummeted to the bottom of the building and down into a dark shaft at the heart of the Shadow city. As he disappeared into the darkness, he brought blinding, cleansing light to the rest of the city above. The blast from the two bombs ripped apart the White Star and levelled everything for dozens of miles in every direction. The main city of Z'ha'dum vanished in a blast of thermonuclear fire.

On Babylon 5, Sheridan's decision impacted more lives than he could know. In Delenn's quarters, she played the last of his transmission. Before he said goodbye, he told her that he loved her. Delenn collapsed in tears even as Ivanova's latent telepathic link with her friend and Captain told her with absolute certainty that John Sheridan was gone. The Shadows fled from around Babylon 5, running home to discover why all communication had suddenly ceased. Before they left, they took something with them. Alone in his Starfury, Michael Garibaldi was engulfed by a Shadow ship and carried away.

That moment marked a sudden and unexpected pause in the Shadow War. The Darkness pulled back to its places of power to cope, mourn, and prepare, while the forces of Light did much the same. No one knew when the next battle would take place, or even if there would be another conflict. The war had paused, at least for the moment, and while there would certainly be more to do in the coming days, the year 2260 ended not in fire, but in silence.

Scenario and Campaign Hooks

- 5 The end of 2260 marks a distinctly low-key time in the ongoing struggle between the Babylon Alliance and the Shadows. Even in campaigns where the Shadow War is not the main focus, the impact of lessened hostilities should be felt. Trade will, for a short time, be safe again, and planets that were cut off because of the military placement of the Shadows can be accessed again and either evacuated or shored up for the rest of the war to come. Players in the last days of 2260 should feel the entire galaxy 'hold its breath', so to speak, as no one in any position of power knows exactly where they stand. Games Masters can use this time to run scenarios not related to the rest of their campaigns as a way of highlighting how outside the norm



this period of time seems. While the major action of the Shadow War is yet to come, none of that will happen for a little while, giving players a chance to move around in the meantime and do anything they have the means to accomplish.

- 5 The nuclear devices of the Gaim being delivered to Babylon 5 by G'Kar are a major statement for both that race and the Narn who brought them to the station. The fact that the Gaim were willing to disarm themselves says a lot about the trust they hold in the ability of the Babylon Alliance to fulfil their mandate of mutual protection. G'Kar's providing them to Babylon 5 instead of keeping them for his own use against the Centauri shows his devotion to the Alliance and his understanding that the Shadows are the true threat in the galaxy. Games Masters can use both of these attitudes as scenario hooks involving the Alliance. Enemies of the Gaim may decide to try and capitalise on their disarmament by moving against them behind the scenes. G'Kar's legend and status among his own people has already begun to rise, and players may get swept up in that legend either by serving him directly as Narn or allying themselves with those who do so. G'Kar's efforts among the other races can provide ways for players to connect with the greater plotline of the Shadow War and all of the lesser plots that support it.
- 5 On Earth, the destruction of the Shadow city under Z'ha'dum's ruins will provide a sudden relief from President Clark's allies among that dark race. The

Shadows will be recalling all of their agents across the galaxy to re-examine how to deploy them and how best to continue the war. Throughout the Earth Alliance, opponents to Clark's oppression will finally have the chance to act without the watchful eye of Shadow-supported spies tracking their every move. This freedom to act will not last long, but every advance the forces of revolution can make in this time will bring them closer to freedom when the Shadows return more oppressive than ever. To a lesser extent, this opportunity will also extend to the Centauri, though Emperor Cartagia's allies and hidden forces will make plotting among the Court's nobles a little more difficult to conduct in safety.

- 5 The Babylon Alliance will take a serious blow to morale by what will be seen in a few days as the death of Sheridan. While the Babylon 5 command staff will try to hide his disappearance from the others, the loss of Garibaldi to the Shadows will keep them from having the security and espionage experience needed to mask this information effectively. Players involved in the war at this level will have to deal with the loss of Sheridan's leadership in their own way, while Games Masters should show the allied alien militaries starting to come apart at the seams. This degeneration will occur slowly, but the strain will be visible in a lack of co-operation, confused orders due to ineffective communications, and losses in the allied fleet as the League worlds begin pulling their forces back to protect themselves at the expense of Babylon 5.



Rules

Additions

This chapter introduces new rules systems that Games Masters may choose to add to their sessions of the Babylon 5 roleplaying game. They expand and enhance those of the main rulebook and while none are essential to run a game, they will add a new dimension to scenarios if the choice is made to include them.

In addition to new rules and variant methods of handling certain situations that may arise in a game, this chapter also includes new races and prestige classes. Players may adopt any of these for their characters or Games Masters may use them to flesh out the personalities within their own scenarios and story arcs.

Death of Personality

This much debated procedure has become relatively commonplace on Earth by the year 2260, though few alien races have even heard of it, much less implemented something similar. Considered the human alternative to the death sentence, it is the default punishment in cases of murder or heinous acts of criminal malice. Only treason still carries the death penalty under EarthGov law any longer, that sentence carried out on terrestrial bodies by lethal injection and by exposure to vacuum ('spacing') in space.

The death of personality is a lengthy procedure that requires the victim to be thoroughly scanned by a licensed Psi Corps telepath beforehand. Few Psi Corps telepaths make a regular practice of this, mostly because the memories and mind of a convicted killer are usually so appalling that they leave a lasting echo in the thoughts of the telepath scanning them. The stress is such that some telepaths refuse to ever do so again (such as Talia Winters, Babylon 5's second commercial telepath, following a death of personality scan on Mars). Psi Corps fully endorses the death of personality program, however, and always ensures that a telepath is available to perform the needed scan.

Once the scan is completed, the subject of the procedure is taken to a medical facility and administered a powerful soporific agent. This forces the subject into a deep, dreamless sleep that they, or at least their personality, will never awaken from. A neural alteration device is then placed over the subject's face and interfaces with their thoughts via the optic nerves. The device resembles a cybernetic neural net and operates in much the same way, except that instead of making its subject recall memories, it

seeks them out and erases the neural pathways containing them.

The process takes more than a day, and the body of the subject has to be placed on life support in order to keep from going into shock or suffering from fluid deprivation. The subject has no form of motor control and during the last few hours of the process must have his autonomic functions performed mechanically.

Once the mind is emptied, the subject is scanned a second time by the same telepath who performed the first procedure. This is considerably less harrowing, and is usually referred to in telepath parlance as 'listening for an echo' due to the empty state of the subject's mind. Assuming this scan goes well, the mind is then telepathically kept open and receptive to the next step of the process. The telepath is not physically required for what comes next, but many stay to monitor the procedure in any case.

The neural alteration device is then used to upload a carefully selected set of false memories into the subject. These are typically taken from volunteers who offer their memories as a public service, but are also often fabricated using the latest in behavioural psychology and neural pathing technology. The memories have some basic skills associated with them, and the subject is left with a deep and abiding desire to enter some form of civic duty as their vocation. A third and final telepathic scan ensures that no trace of the original being remains and that the new personality has taken hold of the mind successfully.

The subject is now a completely new person, programmed to serve in society and generally very docile. They are moved to an interim facility for anywhere from one week to six months for vocational training and then assigned to some private sector where they will not inadvertently come into contact with anyone from their past.

For game purposes, the death of personality can simply be assumed to occur correctly, but if it should become important from a rules stand point, detailed guidelines for performing a death of personality can be found below.

5 Step One – The Scan: The subject is exposed to a deep scan, which must be performed by a single telepath without aid. Every ten minutes, the victim may make a will save as if resisting the power, but each failure (which may be intentional if the subject does not choose to resist) results in the target losing one point of Wisdom. When the target's Wisdom score reaches 3, the mind scan is complete and the subject is left in the proper state of mind for the process to continue. The risk to the telepath is significant; every successful save inflicts one point of subdual damage on the telepath and forces him

to make a Will save against a DC equal to 5 plus the target's Charisma attribute. Failure leaves the telepath with echoes of the target's mind and an irrational phobia against ever performing a scan of this nature again. It will not prevent the telepath from doing so if pressed, but this aversion should be considered during game play in the future.

⑤ **Step Two – The Sundering:** The victim is then subjected to a powerful sleep agent (poison; DC 24, initial damage 1d3 Constitution, secondary damage unconsciousness). Once under its effects, a neural alteration device (see the Equipment chapter) erases the subject's memories so thoroughly that they no longer exist for the conscious or subconscious mind. This takes 24 hours plus one hour for every year of age over 20 and every point of Will save the victim has remaining after the penalty for a Wisdom of 3 has been applied (this cannot reduce the time required, only increase it). If the victim can somehow make a Will saving throw at a DC 22 at the end of this time, the neural alteration device fails, the subject regains his lost Wisdom points, and the entire death by personality process must begin again. The victim gets to make a new Fortitude save against the sleep toxin as well; success allows him to regain consciousness.

⑤ **Step Three – The Rebirth:** The victim undergoing this stage of the death of personality has each of his class levels replaced with levels in the worker character class. All skill points are recalculated and half of them are spent immediately in any combination the Games Master chooses to allocate them. Hit points are rerolled and recalculated as well, which may result in a total above or below what the subject originally had. Once this is finished, the neural alteration device is removed and the subject is scanned again. This process only ever fails on a natural roll of 1 on a d20, though there is usually nothing stopping the procedure from starting over at Step Three until it is complete. A victim who is not successfully 'reborn' effectively is a mindless corpse sustainable only on life support until the process finishes.

⑤ **Step Four – Rehabilitation:** The newly reborn character is moved to a vocational training centre and taught basic and/or advanced work skills. This takes 1d4 days per remaining unspent skill point from Step Three and is also under the direct control of the Games Master. During Rehabilitation, there is a very slim chance of true reversion. Once each week, the subject rolls a d20. On a 1, there is a chance of 'memory recursion'. The character has a dream that night of something from his past. In the morning, the character rolls another d20. On a second 1, the dream is remembered (and may influence some skill point selections or other behaviour, as the Games Master wishes); otherwise it is completely forgotten. If the subject ever remembers three dreams during Rehabilitation, the personality erasure fails and the subject regains his mind once again. *(This has never been known to occur in the history of the death by personality programme, though Psi Corp may be aware of its possibility.)*

⑤ **Step Five – Reintegration:** The subject is pronounced graduated from the program and sent one last time to be scanned by a psychological expert at Psi Corps. This scan is a routine check to see how the implanted personality is settling in and also forms the final and most important link in the process. At the end of this scan, the subject is 'locked'. This procedure forms a powerful bond inside the subject's mind, ensuring that the old mind can never again reassert itself. This process cannot be resisted, but if the subject has managed to regain his mind, it cannot work in the first place. The 'lock' makes the mind very resistant to scanning afterward, but this is a side effect rather



than the goal of the procedure. In game terms, the character gains a virtual Resist Scan feat, but must have been successfully subjected to the death of personality process. If the character ever regains his former memories, the free feat is lost immediately.

Breaking the Death of Personality

The penalty for any human telepath attempting this is the death of personality applied to them instead, a fate worse than death where most of them are concerned as it will not only lead to a loss of any rank or telepathic powers they might possess but also means a life spent taking Sleepers to suppress their gift. Thus, only alien telepaths are generally ever available to try and bring forth the erased but still organically available neural patterns that make up deep memory.

This requires a brief but intense period of telepathic contact with the subject. The telepath doing so must have both the Deep Scan and Nerve Stimulation powers and must succeed at using the former while in direct physical contact. The latter power is not actually used during the breaking of a death by personality procedure, but knowledge of how to manipulate nerves and mental impulses is vital to succeeding at unlocking repressed memory. The telepathy check for this process is 30, and cannot even be attempted by anything less than a 6th level telepath regardless of their Telepathy skill check.

Once the check is made, the inevitable erosion of the false personality begins. The lost memories come flooding back in images, dreams, and hallucinations. This takes 1d3 days, though intelligent characters may figure out what is happening to them much sooner than this. Even once the old memories have fully returned, the resulting character (who has now regained all former character levels, replacing levels of worker to do so, and retained any that have been earned since) is generally a combination of the person they were and what the process made them afterward. How this is dealt with in-game is excellent material for roleplaying.

Telepathic Target Acquisition

In hyperspace, the rules for range involving telepathic powers change as noted on page 103 of the main rulebook. This alteration gives line of sight powers an effectively



unlimited range; if the telepath can see his target, it can be affected by that kind of power. Since the power of Surface Scan can be used at line of sight, hyperspace offers an intriguing possibility for telepaths – they can use their telepathy to locate targets in hyperspace that normal instrumentation cannot.

This is a well kept secret from both the public and from military forces, at least where humans are concerned. The Psi Corps is not a military organisation, though they do have ties to EarthForce, and their relative value in comparison with the average pilot or soldier makes placing them on the front lines of any war extremely risky. Even so, Psi Corps telepaths with any experience in hyperspace know this secret and can use it to their advantage during spaceship combat in the wild reaches of hyperspace when sensors and tracking computers fail them.

When a telepath uses the Acquire Target or Sensors actions in hyperspace, he or she may choose to use Surface Scan instead of his ship's instruments. This uses the telepath's Telepathy check against the target vessel's Stealth score. Because having some familiarity with space combat and travel are helpful in making determinations about enemy vessels and their relative locations, this check gains a +2 synergy bonus if the telepath has the Spacecraft Proficiency feat and an additional +2 synergy bonus for 5 or more ranks in the Technical (space travel) skill.

When doing this as a sensor action, the telepath follows all of the rules laid out for making a sensor check on page 73 of the main rulebook. The ship's sensor bonus does not apply, as the interference of hyperspace makes the instruments less than helpful in determining the location of other spacecraft. When the telepath is trying to acquire a target, the rules for that action apply as well but a telepath can choose to maintain a successful acquisition for as many rounds as he wishes, treating future rounds as if he



had used the Acquire Target as a free action. If the telepath wishes to choose a different ship for this action, it must be rolled again as a standard action.

In neither case does the target vessel's speed modifier have any bearing on the Telepathy check or its Stealth score. Telepathy is not affected by the speed of the target as the telepath is searching for minds, not the silhouette of a moving ship. Automated vessels with no living creatures aboard are immune to this ability, and if a ship is crewed entirely by telepaths, the pilot attempting to locate them with Surface Scan must first overcome their Will saves to resist the power. Even one failure to resist the scan will reveal a ship's location to the telepath looking for it.

Using Babylon 4

The Babylon 4 diplomatic station is too large to be represented as a spacecraft as detailed in Chapters 3 and 4 of the main rulebook. Its use in a tactical situation would be limited to scenarios involving the last Great War one

thousand years before the time of Babylon 5. The Shadows would certainly have a keen interest in destroying it since Babylon 4 was brought in as a replacement for the Minbari starbase the forces of darkness had just annihilated. Actually destroying Babylon 4 would be extremely difficult. However, it is certainly possible for an attacking spacecraft to cause serious damage and even breach the hull. Though automatic pressure doors would close to minimise the affects, and repair crews be assigned to patch the damage, the loss of life and facilities would certainly be noticeable to residents on board.

Damaging the Station

Every section of Babylon 4 is assumed to have Damage Reduction 20 and 250 hit points. Once this damage has been scored, an area of the hull will be breached. However, Command and Control can close blast doors to protect the station's most vital systems, such as the Observation dome itself, Docking Portal and fusion reactor, increasing the Damage Reduction score to 25 in these locations.

Sensors

Boosted by the navigational network, the XP-5 tracking units on board Babylon 4 grant Command and Control a Sensor score of +4.

The Defence Grid

The Earth Alliance was well aware of the hazards an outpost may face when situated in the midst of sometimes hostile alien governments in neutral territory. The Defence Grid of Babylon 4 is therefore a formidable deterrent to any would-be attackers and while it does not have the capability to take on a major warship, few are willing to try their luck.

As most weapons are mounted on the rotating sections of the station (the motion of which is automatically compensated for by the targeting systems), Babylon 4 is assumed to be able to fire those listed below into multiple facings simultaneously. For example, an attacking cruiser in the left fire arc could be fired upon by ten particle beams in the same round as another cruiser in the right fire arc was fired upon by another eight particle beams. However, Babylon 4 does not have a front or rear fire arc, instead using the fire arcs shown on the diagram below.

The Defence Grid on board Babylon 4 in 2254 had the following weaponry.

- ⑤ Two quad-linked Particle Beams; Attack +2 (targeting computer); Damage 10+3d10; Critical 20; Range 3
- ⑤ Ten Particle Beams; Attack +2 (targeting computer); Damage 5+2d10; Critical 20; Range 3
- ⑤ Four Mk I Interceptors; Attack +3 (targeting computer); Damage 15+2d10; Critical 20; Range 1; Rapid Fire

After the first four months of the Great War once battle was joined with the Shadows, the Minbari completely upgraded the station's defence grid. Using the heavily armed nature of Babylon 4 as a model, they implemented the following weapons in each arc.

- ⑤ Ten Neutron Lasers; 4 Front, 4 Rear, 2 Left, 2 Right; Attack +5 (targeting computer); Damage 150+5d10; Critical 18-20; Range 8
- ⑤ Five Fusion Cannon; 3 Front, 2 Rear; Attack +5 (targeting computer); Damage 10+3d10; Critical 18-20; Range 2
- ⑤ Electro-Pulse Gun; Boresight; Attack +5 (targeting computer); Damage special; Range max. 1

- ⑤ Four Mk I Interceptors; Attack +3 (targeting computer); Damage 15+2d10; Critical 20; Range 1; Rapid Fire

Spacecraft Complement

Babylon 4 has the following spacecraft permanently assigned to it, either kept within docking bays, the Cobra Bays, or parked in a safe orbit at a distance from the station.

40 Starfuries divided into Alpha, Delta, Gamma and reserve squadrons (none of these were onboard when the station vanished from 2254)

12 Heavy Shuttles

10 Cargo Loaders

50 Maintenance Bots

25 Maintenance Pods

After the Minbari took possession of Babylon 4, these vehicles were replaced with Minbari equivalents where necessary. The Cobra bays were reconfigured to hold 36 Nial heavy fighters, 9 of which were on patrol around the station in three squadrons of three at all times.

The Shadow Heart Template

Shadow technology is primarily of an organic nature, like that of many of the older races of the galaxy. Their deadliest vessels are biological constructs with weapons and flight capabilities that come from their alien physiology, but their systems require a neural system capable of processing the overwhelming amount of information their operation requires. To handle this vast amount of data, all Shadow vessels larger than their fighters have a living, sentient creature at their core. These beings are slaved to the ship, staying there for the rest of their lives unless their Shadow masters find some other use for them.

To make a sentient being compatible with the alien consciousness of a Shadow vessel, the Shadows have to alter their neural pathways and implant several small devices throughout their brains and bodies. These act as links to the ship and can process a wide spectrum of electronic information. The implants also carry a recorded set of mental instructions - a form of primitive but overwhelming artificial Shadow intelligence that guides the sentient in the use of the technologies he or she comes into contact with.

Typically, Shadow Hearts are kept in suspended animation until they can be brought into physical contact with a Shadow vessel. Those that are brought out of their



cryogenic sleep early seek out and merge with the first electronic system they come into contact with, riding any links that system might have until they are in control of whatever might be connected to it. In this way, a Shadow Heart could conceivably take over an entire spacecraft or station if given enough time and access to do so. Unfortunately, Shadow Hearts are programmed to handle the components and systems of a Shadow vessel and usually act erratically when merged with something else. This takes the form of insane, typically violent behaviour and renders the vessel they have taken over ineffective and erratic.

Shadow Hearts are not intended for players and are poor choices for their use in any case because of their lack of physical control over their actions. It is possible that over time or with external modification, a Shadow Heart might learn to control his abilities. The abilities imparted by their Shadow implants would make such characters very powerful, though they will always retain a special set of vulnerabilities brought about by their condition as well. Games Masters should consider the ramifications of allowing this template for player use very carefully before doing so.

This template may be added to any sentient being. Telepathic creatures can take this template, but they must make a Fortitude saving throw (DC 15) at the time of implantation or die from the shock if the procedure. Alterations in the template when applied to a telepath are noted in the description.

Hit Points: As host.

Speed: As host.

DV: Shadow Hearts are rarely mobile, as their physical reactions have been mostly supplanted by the machines inside them. All Shadow Hearts suffer a -2 to their Defence Value because of this decline in their bodily mobility.

Damage: As host.

Special Attacks: A Shadow Heart retains all of its previous special attacks unless that attack came from a previous biological or cybernetic implant (see the Shadow Implantation Special Quality below). In addition, a Shadow

Heart gains the special attacks listed below:

Electrical Surge: Shadow Hearts with physical access to a power source of sufficient capacity can channel electricity through their bodies and use it as a ranged or melee weapon. As a ranged attack, Electrical Surge has a maximum range of 30 feet and inflicts 3d6 damage (electric) with a critical score of x3. When used in melee, Electrical Surge is a melee attack that inflicts 3d6 damage (electric) with a critical score of x3. To use this power, the Shadow Heart must be within 30 feet of a power outlet or heavy generator; batteries and power cells are insufficient to charge this attack. Electrical Surge is a full round action, taking the place of the Shadow Heart's normal attack and/or movement in a round.

Engulf: A Shadow Heart can subsume any electronic device it can touch. This takes one minute per device and pulls it apart into its component pieces if at all possible. The pieces of the machine become part of the cocoon of wiring and parts that surround the Shadow Heart and he or she gains access to its functions. Engulf requires a Technical (electronics) check with a DC of 10 for simple devices (calculators, clocks, etc.), 20 for moderate devices (hand computers, medical or scientific scanning equipment), or 30 for complex devices (spacecraft controls, supercomputers). If Engulf fails, it can be used again without penalty until the check succeeds. This takes one full minute for each attempt. Sentient machines gain a Will save to resist Engulf; the DC is 15 + the Shadow Heart's Charisma modifier (if positive). When a successfully engulfed device is linked through a network or by physical connections to another device, the Shadow Heart will automatically attempt to Engulf the next device in the chain unless he or she is under physical attack. Engulf will keep going from linked system to linked system until it brings everything electronic around the Shadow Heart under control.



Special Qualities: A Shadow Heart retains all of the host's special qualities and gains the following additional ones.

Cocoon: A Shadow Heart that has used its Engulf power at least once on a machine of medium or larger size builds a cocoon of wiring and components around itself. These are necessary to maintain their control of the machines they have subsumed. The cocoons also offer a level of physical protection, granting a DR of 4 and immunity to electrical attacks. Cocoons also render the Shadow Heart immobile. It takes a full round for a Shadow Heart to disengage itself from a cocoon and be able to move around, but this rarely occurs once a cocoon has been created.

Fast Healing: Because of their critical nature as the heart of Shadow vessels, Shadow Hearts have several small devices implanted along their bones and organs to facilitate rapid healing. A Shadow Heart constantly heals 1 hit point every round when wounded. While this ability does not provide for the reattachment of lost limbs, it will restore critically damaged or even missing organs.

Never Alone: The Shadow intelligence implanted in a Shadow Heart's brain constantly talks to him, updating current environmental information and keeping contact with every device under the Shadow Heart's command. This generally drives the Shadow Heart completely insane and renders them docile and compliant in the Face of any direct command from a Shadow or one of their accepted allies. A character with at least 5 levels in the Shadow Agent prestige class can command a Shadow Heart merely by speaking with them and being within line of sight. Shadow Hearts may never make Will saves where Shadows, Shadow technology, or Shadow Agents are concerned.

Shadow Implantation: A Shadow Heart gains his abilities because of the implantation of cybernetic devices throughout the body. These are atavistic implants, driving out or rendering dormant any other machines the creature might have installed unless they are also of Shadow manufacture. Any creature implanted with Shadow devices suffers from Telepathic Vulnerability as noted below.

Telepathic Vulnerability: Shadow technology does not react well to the presence of telepathy. Telepaths may use the

Jamming ability to automatically stun a Shadow Heart, as detailed on p142 (using the Shadow Heart's own Will save). Telepaths who acquire this template lose access to all of their powers except the following. They retain Sense Telepathy, Mind Shield (and use of this power *does* allow the Shadow Heart to make a Will save against unwanted contact and telepathic manipulation), and Danger Sense.

Telepathic Sense: Because of their vulnerability to telepathy, Shadow Hearts can detect the presence of a telepath within 100 kilometres. This is usually enough to make them hostile, but Shadow Hearts are also aware of their weakness where the talent is concerned and often choose flight rather than direct confrontation. This ability offers no more information than that at least one telepath is within

its range of effect.

Saves: Base saves are the same as the host, applying a +2 to Fortitude saves.

Abilities: A Shadow Heart gains a +2 bonus to its Intelligence and Constitution scores.

Skills: As host, plus Technical becomes an automatic class skill.

Feats: As host. Shadow Hearts gain Skill Focus (technical - electronics) as a bonus feat in addition to any others they might have.

Prestige Classes

The following prestige classes are available to players and the Games Master's characters.

The Anla'shok Ranger

It is easy to see a ranger as a warrior or a secret agent, since they certainly fit both descriptions and will be called upon during their lives to act as both many times. However, thinking of them in such limiting terms fails to grasp the truth of what it means to be Anla'shok. Dealing with the misconceptions many of the Younger Races have about these shadowy figures can shed light on the truth of these elite men and women - 'those who walk in the dark places no one will enter'.

The rangers are not soldiers. They may be called upon to fight, to defend, to attack and even to die, but they are not soldiers. A soldier is a being whose true purpose is to engage in conflict. A ranger's purpose is to act in all ways for the goal of seeing that conflict does not occur. Soldiers exist for war, while the rangers exist to ensure that wars never start. The sad truth remains that many times, avoiding a war means fighting any number of smaller battles, but such is often the price of peace.

The rangers are not spies. Though the distinction is a fine one, the rangers do not serve as spies in the strictest sense of the word. Spies exist to gather other people's secrets and ensure that they are never revealed without good cause. The rangers gather the truth, wherever it might be hidden, and bring it into the light for all to see. The only people who need fear the 'spying' of the rangers are those who cannot bear to have their secrets exposed to the light of day. Spies walk in the shadows and live to remain hidden; rangers walk hidden and live to return to the light.

The rangers are not alien. This has not always been true. Once the Anla'shok were strictly the secret hand of Valen; specially trained Minbari who worked tirelessly to see that, when the time of prophecy was at hand and the Great War returned to threaten the galaxy, their people would be ready. In many ways, they failed in this mission. Slowly, over time and not without great unrest within the rangers themselves, the organisation opened its doors to the humans some members of the Religious caste believed were the other half of the Minbari race.

There are of course many truths that can be stated about the rangers, though these will vary depending on who is asked about them. Even among the upper ranks of those governments that have dealings with the Anla'shok, little is known. The rangers serve as couriers, messengers, guardians and agents. They can be called upon to learn hidden truths and to protect the innocent. When their deaths serve the needs of the Anla'shok, they will gladly sacrifice themselves; however, they will never throw their lives away needlessly.

It is not easy to become a member of the Anla'shok, and those who do are a breed apart. Driven by honour and idealism, the rangers have no room in their ranks for the jaded, the callous or the undisciplined. Founded on Minbari beliefs, fuelled by the twin human passions of building a brighter future and striving for what is right, the rangers are a singular organisation whose members can be justly proud of the burnished pin they wear and the fighting pike that rests at their side – a symbol of their willingness to bend when they can and break what they must.

The road to becoming a ranger has a single difficult step; finding the road in the first place. There is no clear way to joining the Anla'shok. The organisation does not actively recruit new members, preferring to handle such things in a Minbari way – those who are meant to join will find a way to do so. In truth, existing rangers who see their potential or believe that the path is right for them to walk bring most



new rangers into the fold. The tradition of mentoring a new ranger is a sacred trust among the Anla'shok and those who do so may earn great honour in a gifted pupil or face grave loss if their ward fails to live up to the exacting standards set by Valen a thousand years in the past.

Training to become a ranger is, in truth, harder than finding a way to be accepted for teaching at all. Many long hours of meditation, soul searching and religious memorisation face a prospective ranger; these lessons may seem pointless to those not of Minbari birth, but they are at the cornerstone of the ranger's organisation.

As the Vorlons are said to believe, it is not enough that the right person do the right thing. They must also do it for the right reason, otherwise the work is tainted at its source and no good can come of it. The spiritual beliefs of the rangers may not be shared by all of its members, but they must at least be actively studied; no ranger graduates from their training ignorant of the standard for purity that the Anla'shok demand.

The trials and tests do not cease once a potential ranger becomes fully accepted into the fold and given his garb and equipment of station. If anything, the real education of the Anla'shok begins at that point. Orders are given with no explanation because those who give them have no time or ability to explain. Threats with no name hound the Anla'shok for things done in the present, the past and the future. Plagues ravage whole worlds, aliens with no names seek their destruction without pause or chance of peace and the only reward they can expect for their hard work and devotion is another desperate day of survival and a new mission in the morning. So, why then would any sane being wish to be a ranger? Why would anyone with good sense endure so much anguish for so little glory

or gratitude? Those are questions many potential rangers ask themselves during their arduous training. Those who cannot find an answer that satisfies them are given leave and blessing to pursue other callings.

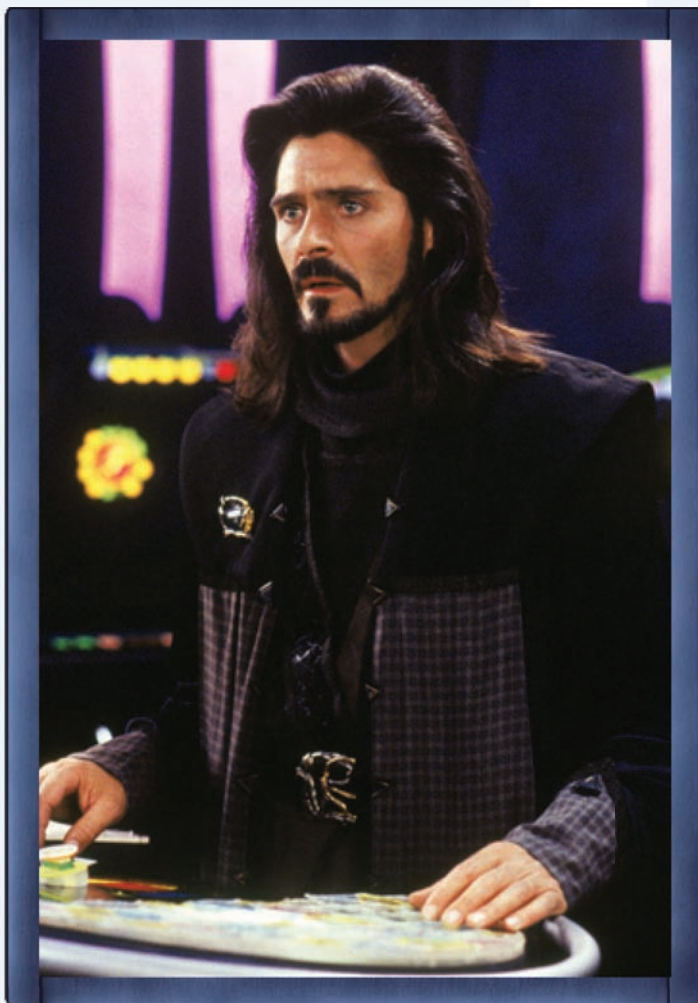
Additional Hit Points: 2.

Requirements

To qualify to become an Anla'shok ranger, a character must fulfil all the following criteria.

Race: Human or Minbari.

Special: Must be accepted by the Anla'shok for training. In game terms, the Games Master must approve any player wishing to take levels in the Anla'shok ranger prestige class. Rangers accepted by the Anla'shok during campaign play will be unavailable for at least six months of intensive training; Games Masters are encouraged not to make special allowances for these characters during play during this time as the Anla'shok is a commitment, and part of that commitment is the willingness to be out of play for as long as it takes to train for their new life.



Character Level: The masters of the Anla'shok need to see commitment to a person's path in life before they will accept the candidate for training. No character may take this prestige class unless they are of at least 5th level, three or more levels of which must be in a single class. Characters who jump around from vocation to vocation are not considered disciplined and dependable enough to be made part of the holy trust that is the Anla'shok.

Telepaths: The Anla'shok are extremely hesitant to place telepaths in the kinds of situations that the rangers must deal with. Not only are telepaths vulnerable to many of the alien threats that the rangers must be ever vigilant against but few telepathic characters come without mental or personal baggage of their own (loyalty to the Centauri Emperor, Psi Corps, etc...). As such, a Games Master must personally approve any character with telepathic ability (be it levels in the class or the Latent Telepath feat) and is strongly encouraged to reject any such potential candidate. Only the most extreme of circumstances should allow a telepath to become a ranger.

Advancement Restriction: Rangers only advance in this class by acting like rangers and maintaining a level of commitment to the Anla'shok and their duties as rangers. The Games Master must authorise a character to take additional levels of this prestige class, granting them only if the majority of the experience points earned since the character's last level increase were gained in a manner consistent with the behaviour and responsibilities of the Anla'shok. If a level of advancement is not approved by the Games Master when a new character level is earned, it must be taken in another class of the player's or the Games Master's choosing instead.

Class Skills

The Anla'shok ranger's class skills (and the key ability for each skill) are Bluff (Cha), Computer Use (Int), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Hide (Dex), Listen (Wis), Knowledge (any) (Int), Move Silently (Dex), Pilot (Dex), Profession (any) (Wis), Search (Int), Sense Motive (Wis), Speak Language (none), Spot (Wis) and Technical (any) (Int).

Skill points at each level: 6 + Int modifier.

Class Features

All of the following are class features of the Anla'shok ranger prestige class.

Garb of Honour: All rangers receive, as part of a ceremony that lasts for two full days after their graduation from the months of training they endure, three things that, by their nature, mark him as a true member of the Anla'shok. These are their ranger robes,

a Denn'bok (Minbari fighting pike) and a special pin forged of white hot metal on Minbar and cooled in three ceremonial bowls. These items are a mark of the respect the Anla'shok has for their dedication and a token representing the sacred bond between them and their order.

These items may never be sold without deep and lasting shame befalling the ranger doing so, though one or more of them might be loaned or bartered if the situation forcing the act were truly desperate enough to warrant such a thing. If any of these items are destroyed, the Anla'shok will replace them free of charge but the ranger will be expected to travel to the city of Tuzanor on Minbar to receive them. Lost items are the responsibility of the ranger, who should do all within his power to track them down as soon as responsibilities and circumstances allow.

Places Unseen: Rangers are expected to be able to hold their own in virtually any situation. As such, they are trained in ancient fighting arts, including the use of the Denn'bok, and then educated in many ways to avoid having to use those skills. At the first level of the Anla'shok ranger prestige class, a character receives the Exotic Weapon Proficiency (Denn'bok) and Improved Unarmed Strike feats for free to reflect their enhanced talents in combat. To show their education in the arts of stealth, they gain a +1 competence bonus to all Hide and Move Silently checks.

Fearless: Rangers become quickly inured to the dark places where no one dares to go. Their mandate takes them into situations that would freeze the blood of hardened soldiers and make even brave men weep in fright. At 2nd level, the ranger becomes immune to any mundane situation that would normally require him to make a Will saving throw or suffer any effects of fear or terror. A ranger has a job to do and he does it, no matter how suicidal or fearsome it might be.

The Application of Terror: As part of a ranger's psychological training, he is taught both how to master his own fear and how to heighten it in others. Using this technique, a ranger can attempt to 'attack' a foe's mind through carefully manipulated events, words and actions. Application of Terror takes one hour per character level of the opponent being fought to set up, and the ranger must have control over the area where the battle will take place and at least passing knowledge of the foe itself. This limits the ability to only the most controlled of circumstances,



such as a duelling ground or an ambush planned in advance.

Once the area is arranged and the time is spent in reflection and preparation, the opponent will suffer the ranger's Wisdom modifier (if positive) as a penalty to all attack rolls and skill checks while engaged in combat with the ranger who initiated Application of Terror. An opponent is always free to surrender or flee but while the battle continues, the penalty to attack rolls and skill checks remains. Application of Terror is in-depth and mentally exhausting enough that it can only be performed once per day and can only benefit a single character once per day.

If the target opponent for an Application of Terror is in a starship or commands troops directly, the penalty from this ability affects any equipment, vehicle or characters under his command. This makes the Application of Terror a very potent, if seldom used, ability and one of the most important weapons in a ranger's arsenal. The Games Master is the final arbiter over what constitutes an acceptable use of this ability and how many individuals it can affect through its use against a 'commander'.

Die for the One: Rangers do not fear death, or at least that is what is taught in the academies of Tuzanor. By the time a character reaches 3rd level in this prestige class, he has likely faced death many times and begun to truly understand that it is not a thing to be terrified of. Only a death without meaning and without honour is to be avoided; a life spent for a cause is something to take pride in. Rangers of this level gain the ability to push themselves far beyond their normal limits when their own deaths are imminent. Once a ranger with this ability reaches 0 hit points, he may continue to act without penalty (though one hit point is still lost each round as normal) until death occurs at -10 hit points.

Once this ability is used, a ranger cannot stabilise and gains no Constitution bonus for others attempting to stabilise him. He is literally burning his life force away in order to continue fighting for what he believes in. A ranger can choose to not use this ability when he reaches 0 or fewer hit points, but this choice must be made immediately upon suffering the damage that brings him to this point. If a ranger chooses not to use this talent so he can stabilise normally, he cannot then choose to invoke Die for the One and act until he first reaches a positive number of hit points.

Bonus Feat: At 3rd, 5th, 7th, and 9th level, the ranger gains a bonus feat. This feat may be freely chosen from any the character normally meets the requirements for. Rangers are highly trained individuals, capable of many feats that set them apart from more mundane individuals. However, ranger training is also exceptionally diverse, allowing members to find their own talents and specialisations.

A Ranger's Authority: Rangers have contacts and allies scattered among the stars, each one cultivated carefully and used in secret whenever possible. At 4th level, a ranger becomes privy to this support network. Trusted more than

lower level members of the Anla'shok, the ranger can always find aid in the form of 1d5 x 100 credits, a ticket on a transport to any neighbouring planet or system or a small size or smaller weapon of any type available in the surrounding area no matter where he is. This ability is subject to temporary revocation if it is abused; contacts are not servants and should never be treated as such. It takes no less than one hour to use A Ranger's Authority.

In addition, unless the Games Master has a reason to deny the character this boon, the ranger will have reached sufficient rank to be granted command of his own ship. A 4th level ranger will be provided with a crew and vessel of appropriate type and capabilities for the campaign; the Games Master is in full control of how far this perk extends, though it is common in times of war after the Earth Year 2260 for the ranger to be given command of a White Star.

Denn'bok: At 4th and 8th level, the continued training a ranger receives with a Minbari fighting pike increases the amount of damage he can inflict with it in combat. In the hands of a skilled ranger, a denn'bok becomes more than just an extending metal staff; it is the focus for all of their

The Anla'shok Ranger

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+1	+1	Garb of Honour, Places Unseen
2	+2	+0	+2	+2	Fearless, The Applications of Terror
3	+3	+1	+3	+3	Die for the One, Bonus Feat
4	+4	+1	+3	+3	A Ranger's Authority, Denn'bok (1d8)
5	+5	+1	+4	+4	Live for the One, Bonus Feat
6	+6	+2	+5	+5	Between the Darkness and the Light
7	+7	+2	+6	+6	Bonus Feat
8	+8	+2	+6	+6	Standing on the Bridge, Denn'bok (1d10)
9	+9	+3	+7	+7	Bonus Feat
10	+10	+3	+8	+8	Heart of Isil'zha



martial training and becomes capable of striking deadly blows with blinding speed. At 4th level, a denn'bok inflicts 1d8 damage with a successful attack instead of 1d6. At 8th level, this improves to 1d10.

Live for the One: Any ranger can proclaim the creed and vow of the Anla'shok but most of them never really consider the implications of what those words really mean. The best and brightest of the rangers recognise that death is one way to serve the One and the cause of the Anla'shok but it is by no means the only way. A 5th level ranger has taken this revelation to heart and, while he may have come to this realisation early in his career, he can now finally put his insight to use.

A ranger with this ability can stabilise normally while using Die for the One, granting his Constitution modifier as normal to Medical checks made to stabilise him, and can spend a permanent Constitution point to automatically succeed at a reroll of a failed stabilisation check at -9 hit points. 5th level rangers are very hard to kill; their dedication to the One and all they care for keeps them going long after others would have given up the fight.

Between the Darkness and the Light: Rangers are asked to do some very dangerous things, often with no promise or possibility of support from outside forces. As such, they are expected to be self-sufficient and may be placed in situations where only their personal skills stand between success and failure. Rangers are given a wide variety of skills to train in, but every member of the Anla'shok exhibits their own aptitude during the course of that training. At 6th level, a ranger may choose from one of the following options. Once made, this choice cannot be changed and the ranger gains the benefit of the chosen ability.

Security Systems (Agent class feature), Improved Diplomacy (Diplomat class feature), Lurker's Knowledge (Lurker class feature), Rallying Call (Officer class feature), Primary Area of Study (Scientist class feature), or Weapons Training (Soldier class ability). If any of these skills accrue benefits or improve over a number of levels, they do not do so for the ranger, providing only what benefit they might grant at their basic level.

Standing on the Bridge: Rangers are a stubborn lot, and that defiant streak is cultivated in higher level rangers with training that allows

them to endure even the greatest of hardships and still persevere. This level of endurance training extends into every discipline, from the physical to the purely mental, with each lesson designed to bring out the true nature of a ranger under the most stressful of situations. Very few manage to pass these tests, but those that do achieve something great within themselves.

Once per day, a ranger of 8th level can automatically succeed at a single failed saving throw. The effort involved inflicts one point of subdual damage on the ranger for each point the saving throw was missed by.

Heart of Isil'zha: At this level, a ranger reaches the pinnacle of Anla'shok training and has passed every test of ability and character set forth by Valen and the many that have been added to the regimen in a thousand years. While not every member of the Anla'shok's leadership council has 10 levels in this prestige class, any 10th level Anla'Shok ranger has the right to join the council, ruling the organisation alongside them from their headquarters in Tuzanor on Minbar.

This level of authority comes with its own rewards; when a Heart of Isil'zha (the honorific given to a 10th level ranger) goes out on field work, he or she can effectively take anything she needs from the combined resources of the Anla'shok and the Minbari Federation. This is effectively a more wide-reaching form of the ranger's Authority class feature, but with fewer limits. If a Heart of Isil'zha believes that a fully crewed Sharlin cruiser with an escort flight of White Stars is required for a given mission, they are typically given over to his command without question.

Denn'bok: One of the traditional exotic weapons of the Minbari is the Minbari fighting pike, or denn'bok.



The denn'bok is a collapsible quarterstaff composed of mnemonic ferricite that expands from a six-inch grip to over five feet. Anla'shok Instructor Durhan is considered the modern master of this weapon and is currently training both Minbari and deserving humans in the City of Sorrows on Minbar. Very few are produced yearly; most pikes are passed from one generation to the other. Fighting pikes rarely fall into the hands of non-Minbari. Some pikes do end up on the black market, often fetching 5,000 credits or more. The listed price in the chart below is what legitimate owners outside of the Anla'shok can expect to pay for a replacement.

Rules Expansion - The Denn'Bok

While the denn'bok is effectively a quarterstaff, the fact that there are very few people in the year 2260 trained in such a weapon (as noted by the lack of it from the standard weapons list in the Main Rulebook) places it firmly in the realm of an exotic weapon. Its ease of use as a bludgeoning weapon, however, means that even individuals not specifically trained in its use should be able to wield it with some degree of skill in combat.

If a character does not have the Exotic Weapon Proficiency (denn'bok) feat, a denn'bok acts as a club and cannot be used as a double weapon. This simulates that while anyone should be able to strike at an enemy with an extended fighting pike, it takes a certain degree of trained skill to use it to its fullest potential.

Ranger's Robes: Following the Minbari custom that things should be both beautiful and functional whenever possible, the flowing nature of a ranger's traditional clothing makes them almost seem to flow by themselves when the

wearer moves. The materials a ranger's robes are made of resemble the same ballistic and energy resistant weaves that the Minbari warrior caste use. These robes can blunt the impact of a weapon enough to save a ranger's life without being so obvious and bulky that they might cause an altercation by making the wearer appear heavily armoured. Their cut and design also help a ranger move unheard when he walks, imparting a +1 equipment bonus to Move Silently checks.

Item	Cost	Weight	DR
Ranger's Robes	n/a	8 lb.	2

The Prophetess

Certain forms of telepathy, namely the gift of clairvoyance, are more common among the Centauri in their females. While male Centauri can be very effective and powerful telepaths, the females of the species seem to have a predisposition for the various forms of 'sight' that the talent can produce. While the most notable of these are the telepaths trained from birth in groups to serve the Emperor

Weapon	Cost	Damage	Area of Effect	Critical	Ammo	Range Increment	Size	Weight	Type
Melee Weapons									
Denn'bok (double weapon)	950 cr.	1d8/1d8		19-20/x2	-	-	Special	1.5 lb	Bludgeoning

directly, there is another blessing that a few rare female Centauri can manifest - prophecy.

While prophetic powers are very potent and all Centauri recognise the value inherent in any female with the gift, few seers are appreciated in their lifetimes. Prophecy rarely touches on the good things that can happen in life, centring more often on war, death and disaster. The Centauri, who normally prefer to avoid life's unpleasantness in pursuit of pleasure and personal edification, have a hard time accepting a prophetess in their midst and only those who are truly high ranking for some other reason ever achieve any kind of fame or glory. Even then, this usually comes from noble birth or a political marriage rather than from any public acclaim involving their powers.

Episode References: Signs and Portents, Point of No Return.

Additional Hit Points: 1.

Requirements

To qualify to become a Prophetess, a character must fulfil all the following criteria.

Race: Centauri.

Gender: Female.

Skills: Concentration 6 ranks, Telepathy 8 ranks.

Feats: Ability Focus (danger sense).

P-Rating: P8 or higher.

Class Skills

The Prophetess' class skills (and the key ability for each skill) are Bluff (Cha), Computer Use (Int), Concentration (Con), Diplomacy (Cha), Intimidate (Cha), Knowledge (politics) (Int), Knowledge (telepathy) (Int), Listen (Wis), Sense Motive (Wis), Spot (Wis), and Telepathy (Cha).

Skill points at each level: 4 + Int modifier.

Class Features

All of the following are class features of the Prophetess prestige class.

Flashes of Tragedy: When a prophetess first begins to hone her foretelling abilities, they are still raw and unfocused. Unable to make the visions come when she wishes them, a prophetess must simply hope that fate will speak through her when it has something that needs to be said. This class ability works like Dire Fate below, but occurs only when the prophetess is

touching someone, making skin to skin contact, and only has a small chance of actually happening.

Every time the prophetess touches someone in this manner, she must make a Telepathy check. The DC for this check is 5 + the Charisma modifier and level of the character touched. If this check is failed, the prophetess immediately has a vision as described under the Dire Fate power. If the check succeeds, the prophetess does not have a vision, even if she wants to have one. This check is only made once every 24 hours per individual touched, regardless of how many times the prophetess makes contact with a given subject during that time.

Because the power of prophecy has little to do with the mind of the person been touched, the -4 penalty normally applied to Telepathy checks involving aliens does not come into play for any of the prophetess' class abilities. Also, the stress of enduring a prophetic vision inflicts 1d6 points of subdual damage on the prophetess, causing some to faint from the exertion forced upon them by their newfound powers.

Dire Fate: The core of a prophetess' powers, Dire Fate is the glimpse she can make into a subject's future. When Dire Fate is gained at the 2nd level, it becomes controllable enough for her to actively use. This is a different check from that of Flashes of Tragedy, which must still be rolled for every time a prophetess makes contact with a living, sentient being. When a prophetess willingly uses Dire Fate, she touches the subject with both hands and meditates for five full minutes. Both the prophetess and the subject must remain perfectly still during this time. Any loss of contact or verbal communication will ruin the attempt and force the prophetess to begin again. A Telepathy check (DC 25) is required for success, and any attempt will inflict 2d6 points of subdual damage.



The Prophetess

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Flashes of Tragedy
2	+1	+0	+0	+3	Dire Fate
3	+1	+1	+1	+3	Avoidance
4	+2	+1	+1	+4	Divination
5	+2	+1	+1	+4	True Seer

This power requires a great deal of forethought on the Games Master's part, as the true fate of any character is typically undecided and only comes out during game play. The Games Master is encouraged to be vague and imprecise with anything this power can reveal, leaving both seer and subject to wonder what the meaning of the vision might be. At the same time, this power should in some way be useful, offering at least a valuable clue how the subject might avoid some upcoming disaster or prepare for a campaign plotline about to emerge.

Avoidance: As a side effect of the prophetess' emerging precognition, she is rarely ever in danger. This Avoidance is not generally under the seer's control, occurring at a subconscious level. The prophetess simply chooses to avoid a certain section of the floor, for example, not actually knowing that it has been weakened by age and will collapse. This is treated as a +1 circumstance bonus to all saving throws the prophetess must make.

If an allied or neutral character is within 5 feet of the prophetess when a ranged attack would strike her successfully, there is a 50% chance that character will take the blow instead. This ability is also constant and not under the control of the prophetess. This particular quirk of the power of prophecy among Centauri women have rightfully given them a reputation for not being safe to be near. Unlike her other powers, this one does not inflict subdual damage on the prophetess when it comes into play.

Divination: Eventually, the constant exposure to fate and the destinies of others opens a prophetess' eyes to the future in a way that focuses on places and events as well as people. Once a prophetess gains the power of Divination, she no longer needs to make contact with a person to receive visions. Once per day, she can choose to divine a prophecy involving a person, place, or object, even if the subject of her ability is light years away. This power requires a Telepathy check as with Dire Fate, but the DC is set value as determined by the following chart:

Subject is:	Telepathy DC:
A living or recently deceased being	15
A physical location (planet, city, starship, etc.)	20
An object (royal jewels, weapon, clothing)	25
Associated with the prophetess in some way (subject involves the Centauri, has been held by her in the past, the prophecy involves her in some way, etc.)	-5
Involved in epic or extremely sweeping events (a war, a plague, or a turning point in history)	-5
Only known to the prophetess by a name or a written or verbal description	+5

True Seer: The height of the prophetic arts, the power of a True Seer is incredible and terrifying to behold. While a prophetess at this level can still accidentally read the future of someone she touches, the chance of doing so becomes very slim due to her increased control over her skills. Any time a failed Telepathy check would result in an accidental reading, she may reroll the check.

In addition to this, a 5th level prophetess becomes immune to the subdual damage normally associated with her powers. Divination is still somewhat draining, inflicting 1 point of subdual damage, but Dire Fate and Flashes of Tragedy can be used freely. These powers are also considerably clearer for a True Seer to use, allowing her to get a better idea of what her visions mean. This is still under the Games Master's control, but the clues given by any prophecy made by a True Seer should be somewhat easier to interpret. They may be vague and confusing, but a True Seer's prophecy can be a powerful glimpse of the future.

The last advantage given by this level of power is an additional +1 to saving throws as granted by the Avoidance class feature, for a total circumstance bonus of +2 to any saving throw the prophetess might have to make.

Equipment and Vehicles

Technological development continues at a high pace throughout the galaxy, as every race tries to gain a commercial, scientific and military edge over its rivals. The Earth year 2260 saw many governments begin gearing up for wide-ranging conflicts, driving the need for new weapons, spacecraft and technologies, all of which opportune players can take advantage of if they know where to look.

This chapter details new equipment and vehicles that become available in 2260, greatly expanding the options players and Games Masters have when developing their characters.

Bomb Sweepers: These small, handheld units are based on medical technology used to detect toxins and airborne pathogens. Bomb sweepers are used to detect the aerosol emissions that most forms of explosive give off, using these to track the location of a hidden device. While these items are more effective in a vacuum, they can be set to factor out background gases and can be used in any kind of atmosphere. A character with a bomb sweeper adds a +4 circumstance modifier to Technical checks when trying to locate an explosive device of any kind in a vacuum. This bonus drops to +2 in an atmosphere and may be reduced to +1 or even negated entirely if the surroundings are sufficiently polluted or disruptive. Bomb sweepers have a range of 100 feet but cannot penetrate walls or doors, making their effective range often much shorter.

Neural Alteration Device: A related machine to the insidious cybernetic neural net, this government-sanctioned device is used for the difficult process known as the death of personality. Considerably lighter and cheaper due to its legal construction and extremely focused functionality, this device targets the memory centres of the subject and either erases them entirely or overlays them with a new matrix of experiences and thoughts, depending on the setting used. A neural alteration device requires a well trained technician to operate; the person using such a device must have at least 5 ranks in each of the following skills, Knowledge (psychology), Medical, and Technical (electronics). A second character can provide the ranks of Technical (electronics) as an assistant but the primary operator must have the first two at the proper levels in order to use the machine correctly.

Screamer: A sonic security system installed in key locations of Babylon 5 and other high profile EarthForce vessels and stations, the screamer generates a high-pitched disorienting pulse of constant aural vibrations. This pulse disrupts the inner ear's ability to maintain balance and can incapacitate anyone caught in its area of effect. A screamer system is usually installed as part of a station or vessel's public address system but smaller units do exist. These smaller screamers are

portable, though they require a Technical (electronics) check (DC 15) and five minutes to set up. Full size units can affect a single room of any size while portable Screamers can be set to affect any area up to 100 square feet.

Victims of a screamer system have to make a Fortitude saving throw or be completely incapacitated. They are not technically unconscious, but they cannot take any action and are treated as flatfooted against any form of attack. The DC for this save is 18 for an installed system, 15 for a portable one, and must be made every round the victim remains in the area of effect regardless of the result of any previous save.

Rumours abound of a black market version of the screamer that actually inflicts sonic damage on anyone within its area of effect. This device, called a shrieker, would be extremely illegal if it existed at all, and would only be found in a portable variety. Shriekers inflict 1 point of lethal sonic damage on any target in its area of effect in addition to the effects listed above, ignoring any Damage Reduction. Ear protection (such as the stillpiece listed below) will limit the damage to one point every three rounds but cannot negate it entirely.

Stillpiece: A small electronic earpiece that generates a counter harmonic wave capable of negating the effects of a Screamer sonic defence system, the stillpiece is a metal earplug with a loop attached over the back of the ear and a single red light to indicate its operation. When active, the stillpiece imposes a -1 circumstance penalty to all Listen checks but renders the user immune to the effects of any sonic based weapon such as the screamer. Stillpieces are standard issue to all command and security forces on EarthForce stations and vessels. Earth law prohibits their ownership or sale in any other regard.

Syntheplast: A chemical duplicate of blood, it is often kept on hand in medical centres and as part of field surgical kits as a blood substitute. Used only in emergencies, its application causes the loss of -1 Constitution due to anomalies in its chemical make up. This Constitution loss cannot be healed by any normal means and will only fade after 30 days (when the body replaces the false blood with real) or after a full transfusion. Its major advantage is its ease of creation, being simple to synthesise for virtually any alien species and cheap to mass produce. Using syntheplast grants a +1 circumstance bonus for Medical checks made for long-term care if the Games Master rules that having an appropriate type of blood on hand would do so.

Syntheplast also has an unpleasant secondary market; that of fake blood for dramatisations and practical jokes. When mixed with a chemical catalyst, syntheplast only lasts for 2d10 minutes after exposure to open air. After this time, it breaks up into a set of inert gases and vanishes entirely. Only a detailed chemical analysis can detect the presence of syntheplast after it breaks up in this way.

General Equipment

Item	Cost	Weight
Bomb Sweeper	1,250 cr.	3 lb.
Neural Alteration Device	450,000 cr.	18 lb.
Screamer, Installed (DC 18)	55,000 cr.	n/a
Screamer, Portable (DC 15)	35,000 cr.	28 lb.
Shrieker	67,000 cr.	32 lb.
Stillpiece	450 cr.	n/a
Syntheplast	50 cr./pint	.5 lb./pint

Spacecraft and Conventional Vehicles

The spacecraft and vehicles detailed below are new designs that appear during 2260. In many cases, these vessels may have been in development and even limited service several years before but it is only now, during *The Point of No Return*, that they see widespread use. Games Masters are free to introduce them earlier but should ensure they never become commonplace until 2260.

Centauri Blockade Mines

An excellent point defence satellite used by the Centauri in large numbers as a form of unmanned planetary blockade, these stationary automated gun platforms can be coded to fire on any vessel not transmitting the proper security clearance. With advanced logic processors capable of recognising ship silhouettes in flight, Centauri blockade mines can tell the difference between an alien vessel trying to fool it with a false code and an actual Centauri ship of the fleet. As such, these autonomous satellites are used with great confidence by the Republic navy and have an excellent service record.

Large Spacecraft; hp 25; DV 8 (-2 size); DR 10; Spd 0 (can maintain their orbit with micro-thrusters but cannot move); Acc 0; Dec 0; Han +0; Sensor +5; Stealth 14; SQ -; Cargo None.



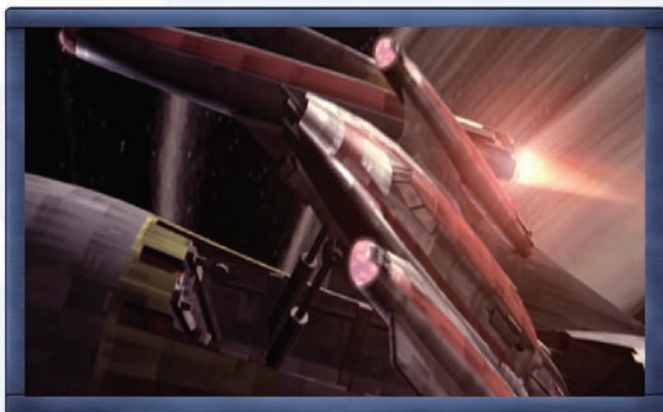
Weapons:

4 Twin-linked Particle Guns; Front, Left, Right, Rear; Attack +4 (targeting computer); Damage 3d8; Critical 20; Range 1

Drazi Sky Serpent

A massive fighter too large to efficiently be carried in a hanger bay, the Sky Serpent is one of the largest fighters ever designed by any military and is practically its own class of vessel. These super-heavy fighters are not common, as their high profile nature makes them important targets once they are deployed. The Sky Serpent carries a remarkable amount of armour plating and firepower, even considering their size, and while they are not very manoeuvrable, they more than make up for their lack of combat agility in sheer destructive capability.

Gargantuan Spacecraft; hp 65; DV 11 (-4 size, +5 agility); DR 10; Spd 32; Acc 6; Dec 4; Han +3; Sensor +3; Stealth 10; SQ Atmospheric Capable; Cargo 1,000 lb.; 2 pilots, 1 gunner



Weapons:

2 Particle Beams; 2 Boresight; Attack +3 (targeting computer); Damage 10+3d10; Critical 20; Range 2

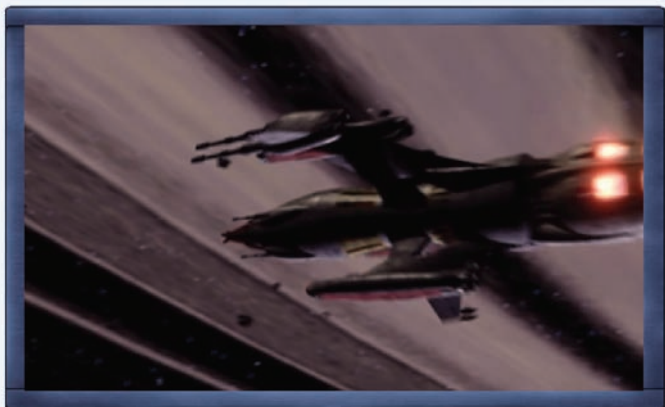
Drazi Strikehawk Battlecarrier

While the Sunhawk is undoubtedly the most common battlecruiser in the Drazi Freehold's military, they do have alternate configurations of the design to deal with the many combat situations they have to deal with as a major power in the League of Non-Aligned Worlds. The Strikehawk variant of the Sunhawk matches the aggressive nature of the Sunhawk perfectly, acting as a heavily armed carrier for a Sky Serpent super heavy fighter and then remaining in its deployment zone to act as full fire support. While no longer a common design, the Strikehawk existed in considerable numbers at one time and the few that remain in their current military armada are treated with great respect.

Colossal II Spacecraft; hp 380; DV 9* (-10 size, +9 agility); DR 13; Spd -; Acc 5; Dec 3; Han +3; Sensor +4; Stealth

10; Cargo 16,000 lb.; 2 Officers, 4 Pilots, 5 Sensor Operators, 4 Crewmen

* Once the Sky Serpent has been deployed, the vehicle's agility bonus improves to +10, raising its Defence Value to 10.



Weapons:

Particle Cutter; Boresight; Attack +3 (targeting computer); Damage 25+5d6; Critical 20; Range 3

Particle Blaster; Boresight; Attack +3 (targeting computer); Damage 25+2d10; Critical 20; Range 3

Particle Beam; Boresight; Attack +3 (targeting computer); Damage 10+3d10; Critical 20; Range 2

Craft (1):

1 Sky Serpent

Minbari Passenger Liner

In the more open relations between the Minbari and other races that came after the Earth/Minbari War, some members of that normally introspective and isolationistic race had a desire to see other star systems outside their own Federation. To accommodate this need, several inter-system craft were outfitted for longer range voyages and reconfigured into passenger ships capable of taking Minbari from their own worlds to distant vistas such as Babylon 5 and the homeworlds of far flung races never before seen by their people. In keeping with

the philosophy of deadly beauty, a Minbari passenger liner is both aesthetically pleasing to look at and carries an impressive array of weapons for a civilian spacecraft.

Gargantuan Spacecraft; hp 55; DV 12 (-4 size, +6 agility); DR 6; Spd 40; Acc 10; Dec 10; Han +6; Sensor +10; Stealth 34; SQ Artificial Gravity, Atmospheric Capable, Long-Ranged, Minbari Flight Computer; Cargo 400 lb.; 3 Pilots, 30 Passenger

Weapons:

Tri-linked Light Fusion Cannon; Boresight; Attack +3 (targeting computer); Damage 3d8; Critical 18-20; Range 1
Light Fusion Cannon; Aft; Attack +3 (targeting computer); Damage 3d8; Critical 18-20; Range 1

Shadow Cruiser

Fearless and unstoppable, there is no ship among the younger races that can stand against a Shadow vessel in open combat. Fast, agile and possessing weapons of enormous destructive power, a Shadow cruiser is capable of literally slicing an enemy apart. The construction and operation of these ships remains a mystery though speculation remains that they are based on a similar biotechnology as Vorlon craft.

Colossal III Spacecraft; hp 800; DV 14 (-12 size, +16 agility); DR 35; Spd 30; Acc 6; Dec 6; Han +6; Sensor +15; Stealth 20; SQ Atmospheric Capable, Grapple*, Shadow Fighters, Shadow Jump, Shadow Ship; Cargo 0 lb.; 0 Crewmen

* Shadow cruisers can only initiate grapple attempts against Huge or smaller spacecraft. When a Shadow cruiser succeeds in a grapple check, it automatically draws the vessel into



its hull and cannot grapple any other ships until the first one is expelled. Any ship grappled in this way shuts down completely and cannot attempt to break the grapple.

Weapons:

Shadow Energy Beam; Turret; Attack +0; Damage 300+5d100; Critical special; Range 7

Jump Point Disruptor; Turret; Attack +0; Damage special; Critical none; Range 1

Craft (8):

8 Shadow Fighters

Shadow Fighter

As relentless as the larger ships, Shadow fighters are the nightmare of any pilot among the younger races. Fast and agile, these fighters have a lethal pulse weapon that blasts any similar-sized enemy apart and waves of these craft can even overwhelm capital ships. Shadow fighters are usually encountered in large battles when unleashed by the larger ships though occasionally they are used as scouts and patrol craft, guarding systems from prying eyes while their masters prepare their plans of chaos.

Huge Spacecraft; hp 30; DV 18 (-2 size, +10 agility); DR 4; Spd 45; Acc 15; Dec 15; Han +10; Sensor +20; Stealth 22; SQ Atmospheric Capable, Shadow Ship; Cargo 0 lb.; 0 Crewmen



Weapons:

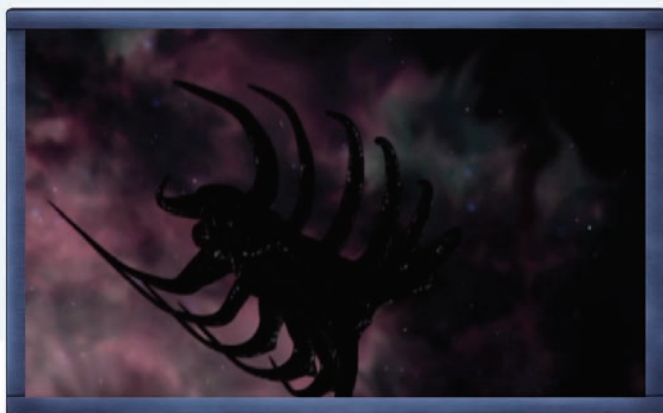
Shadow Energy Pulse; Boresight; Attack +0; Damage 30+3d10; Critical special; Range 2

Shadow Scout

Frighteningly swift and the deadliest ship of its size in the galaxy, Shadow scouts are the first wave of reconnaissance for the dark armada. These ships can use their sensors across the confusing and disruptive energy fields of hyperspace without any degradation of effect and have specially designed capabilities for scouting into normal space without having to leave the safety of hyperspace to do so. Shadow scouts do not often engage in combat. They are fully capable of doing so,

but their ability to reconnoitre an area and communicate their findings to larger, combat-dedicated Shadow vessels make them too valuable to commit to any serious firefight.

Gargantuan Spacecraft; hp 200; DV 18 (-4 size, +12 agility); DR 20; Spd 40; Acc 10; Dec 10; Han +8; Sensor +25*; Stealth 21; SQ Atmospheric Capable, Shadow Jump, Shadow Sensors, Shadow Ship; Cargo 0 lb.; 0 Crewmen



Weapons:

Shadow Energy Pulse; Turret; Attack +0; Damage 20+2d10; Critical special; Range 3; Rapid Fire

Shadow Shuttle

These craft do not often see use because the Shadows rarely transport their agents in any vessel identifiable as one of their own. These shuttles are actually built by one of the Shadows' mysterious ally races and consigned to those rare instances where one of their agents need to be taken to a distant location under the safety of a Shadow cruiser. The design of a Shadow shuttle allows it to be easily engulfed by a cruiser and then released without damage when it comes within safe hyperspace range of its destination.

Huge Spacecraft; hp 30; DV 18 (-2 size, +10 agility); DR 6; Spd -; Acc 8; Dec 4; Han +5; Sensor +2; Stealth 18; SQ Artificial Gravity, Atmospheric Capable; Cargo 100 lb.; 1 Pilot, 1 Passenger

Weapons:

2 Light Particle Guns; Boresight, Aft; Attack +4 (targeting computer); Damage 2d10; Critical 20; Range 1

Shadow Technology

Shadows use the following special rules for their spacecraft.

Jump Point Disruptor: To the cost of their enemies, it has been discovered Shadow ships are capable of unleashing a ball of energy that, when aimed at a jump point, will disrupt the vortex with fatal consequences for any ship attempting to



enter it. A Shadow ship may fire its jump point disruptor at any jump point within range (note, this must be a ship-generated jump point – jumpgates are too stable to overcome in this way). A jump point is considered to be a stationary object with DV 10. If the Shadow successfully strikes the jump point, it will become disrupted, collapsing within 1d3 rounds. Any ship attempting to enter the jump point, or any ship that has entered within the last round, will be automatically destroyed, regardless of its size.

Shadow Energy Beam: The energy beams used by Shadow ships are incredibly destructive, fully capable of slicing even an Omega destroyer in two. If successful in striking a target, they will always deal 1d3 critical hits (determined randomly as normal) in addition to normal damage. All Shadow energy beams also ignore a target's Damage Reduction score. Shadow fighters emit a pulse of energy that automatically inflicts a single critical in addition to normal damage.

Shadow Energy Pulse: A smaller and less powerful version of the energy beams used by larger Shadow vessels, the pulse is still capable of causing considerable damage. If successful in striking a target, it will always deal a critical hit (determined randomly as normal) in addition to normal damage.

Shadow Fighters: Shadow Ships can deploy their fighters in the normal fashion, as detailed on page 89 of the main rulebook. However, they can also be shot from the Shadow Ship in a compact mass, blasting apart to instantly engage the enemy at a pre-determined range. All eight Shadow Fighters may be deployed up to 8 squares away from the Shadow Ship, at any facing they choose.

Shadow Jump: The Shadows are masters of hyperspace and their larger ships can move in and out of real space at will with total accuracy, seeming to shimmer in and out of existence. Shadow Jump allows a ship to automatically enter or leave hyperspace as a free action, with no check required. No jump point is created and only the ship itself and any smaller craft it carries can enter or leave hyperspace in this way. In addition to this, the consciousness of a Shadow ship exists in both real space and hyperspace simultaneously. This allows them to sit in hyperspace while watching the corresponding location in real space for enemies. It is this ability above all others that makes Shadow vessels lethal in preparing ambushes. Shadow ships follow their own paths through hyperspace and can do so with 100% accuracy – they never need make checks while navigating through hyperspace. The Shadow Jump ability can only be used once per round, allowing the Shadow vessel to either manifest from hyperspace or disappear into it as a free

action. A Shadow vessel cannot come out of hyperspace and return to it during the same round.

Shadow Sensors: When using its sensors for any purpose, a Shadow scout may reroll a failed result once per round. This may be against an individual ship only, allowing it to try a second Acquire Target check or pinpoint a ship that its initial sensor sweep may have missed due to a high Stealth score. If a Shadow scout successfully acquires a target, all Shadow ships within 100 squares of the Shadow scout (including the scout itself) gain a +4 to attack rolls against it.

Shadow Ship: The vessels of the Shadows are less actual spacecraft and more like living creatures in their own right. To this end, they follow some special rules in addition to those normally used for spacecraft. All Shadow vessels are assumed to have a base attack bonus of +15 and 15 ranks in the skills Pilot and Technical (electronics and space travel). Shadow Ships are also capable of refracting a great deal of damage away from themselves, often leaving only the kinetic energy of an attack to be absorbed by their hull. Every attack against a Shadow Ship has its damage halved, though normal damage is dealt by collisions. The first half is applied directly to the Shadow Ship as normal, taking into account its Damage Reduction score. The second half is completely ignored by the Shadow Ship. An amount of damage equal to the Shadow Ship's current hit points can be ignored this way in a single round – any excess above and beyond this is applied to the Shadow vessel as normal.

Telepathy and the Shadows

Because of the unique control systems and weapons components used by the Shadow ships, they are capable of being temporarily jammed by telepathic contact. This takes a great deal of skill on the part of the telepath but, if successful, will temporarily paralyse any Shadow vessel.

To do so, telepaths use the Jamming ability. When used against a Shadow vessel, there are a number of changes that must be taken into account. Note that the Adaptive Mind feat does not work when attempting to tackle a Shadow – their minds are just too alien for it!

When used to paralyse a Shadow vessel, the range of Jamming becomes line of sight but it can only affect one nominated Shadow vessel at a time. The Telepathy check required is DC 20. The targeted Shadow vessel receives a Will save to resist the jamming. Shadow ships have a Will save of +10 while Shadow fighters have a Will save of +7. If this saving throw is failed, the Shadow vessel becomes paralysed, unable to take any action so long as the telepath maintains his concentration. The Shadow vessel is permitted a new saving throw every round that the jamming is maintained.

Jamming used in this fashion only affects Shadow vessels, not the Shadows themselves.



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It was the end of the Earth year 2260 and the war had paused, suddenly and unexpectedly. All around us, it was as if the universe were holding its breath, waiting. All of life can be broken down into moments of transition or moments of revelation. This had the feeling of both.

G'Quan wrote, 'There is a greater darkness than the one we fight. It is the darkness of the soul that has lost its way. The war we fight is not against powers and principalities; it is against chaos and despair. Greater than the death of flesh is the death of hope. The death of dreams. Against this peril we can never surrender.'

The future is all around us, waiting in moments of transition to be born in moments of revelation. No one knows the shape of that future or where it will take us. We know only that it is always paved in pain.

G'Kar



The Point of No Return

The Babylon Project was our last, best hope for peace.

It failed.

*But, in the Year of the Shadow War, it became something greater:
our last, best hope for victory.*

The year is 2260.

The place: Babylon 5.

Inside You Will Find

Personalities: Updates to all of the main characters of the series, as well as statistics for the newly arrived.

The Galaxy of 2260: The entire third, explosive season of Babylon 5 is detailed within this supplement with a timeline of events, as well as detailing all of the major and minor events of the year, new characters to the series and rules and advice on how to integrate every episode into your own campaign.

Rules Additions: Babylon 4, Shadow technology, the death of personality and the Anla'shok Ranger prestige class – just some of the new rules introduced in The Point of No Return.

Equipment and Vehicles: From Screamers to syntheplast, the technology and new items of the series are given life and statistics here, culminating in an expansion of the ships detailed for the game including the long-awaited statistics for the dread Shadow Ships.



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