Episode 0

The Gathering

Londo's voice over (note differences with series, cf MotFL). I was there at the dawn of the third age of mankind. It began in the Earth year 2257 with the founding of the last of the Babylon stations, located deep in neutral space. It was a port of call for refugees, smugglers, businessmen, diplomats, and travelers from a hundred worlds. Could be a dangerous place. But we accepted the risk, because Babylon 5 was our last, best hope for peace. Under the leadership of its final commander, Babylon 5 was a dream given form: a dream of a galaxy without war, when species from different worlds could live side by side in mutual respect. A dream that was in danger as never before, by the arrival of one man on a mission of destruction. Babylon 5 was the last of the Babylon stations. This is its story.

We join LtCdr Takashima at Ops, guiding a transport ship in to dock. Station security chief Garibaldi calls in (most contacts within the station are both audio and video). He's looking for Cdr Sinclair, who needs to meet one of its passengers personally. Takashima reports he's on his way already. Del Varner (one man on a mission of destruction), is in the docking bay passing through security. Sinclair arrives to meet Lyta Alexander, the telepath newly assigned to B5. While Varner is watching, Sinclair welcomes her aboard and explains the rules of the station. As they head off to her quarters, Lyta looks back; she and Varner appear to have exchanged glances.

Ambassador G'Kar storms into Ops, shouting objections to the requirement that his supply ship from Narn submit to a weapons search. Takashima deflects him coolly and there is no resolution. "As far as I'm concerned, they can sit out there for the next solar year. If it makes you feel any better, I could send them a fruit basket..."

Sinclair and Lyta cut through the alien sector on the way to her quarters. Sinclair uses the otherworldliness of it to underscore his point about B5's purpose - it's a hub for exchange of all kinds between people of all kinds, and must be able to cater to any of them. "Sooner or later, everyone comes to Babylon 5." At Lyta's question, Sinclair explains what happened to the other four stations: three were sabotaged, one more simply disappeared 24 hours after coming on-line. She does not take this to be a good sign.

Later, the senior officers are gathered in Sinclair's office. Kosh, the last of four foreign ambassadors to B5, will be arriving in 48 hours. From the input of the officers it is clear that the Vorlons are very secretive. Takashima has been in contact with Kosh but with audio only - the Vorlon claimed his monitors were malfunctioning. Garibaldi says the Earth Alliance knows almost nothing about them - no-one's even seen a Vorlon. Dr. Kyle (medical chief) says they've only given him enough info to generate the right atmosphere - "Pretty thick stuff."

Outside, a tiny clawed ship deploys from an undocked transport, zips down to the station, grabs onto it, and carves a hole in the hull under its belly.

Minbari Ambassador Delenn invites Sinclair to meet in the Garden, an open air environment in the center of the station (the view down the great cylinder is breathtaking). He is starting to ask why he sees her there almost every other day, but she interrupts him.

D: Notice the waves, each moving in its own order, predictable, unchanging. But drop in a single stone, and see how the pattern changes. Everything around it is altered. [turning to Sinclair] This is from your world?

S: It's a Japanese stone garden. Setting it aside was tough. [...]

D: I am glad it is here. On my world there are books - thousands of pages - about the power of one mind to change the universe. But none say it as clearly as this. [Delenn changes the topic to the Vorlons, and gives Sinclair a copy of all the information she has about them]

D: If anyone asks, say it fell from the sky.

S: Why? I mean the war between us has been over for almost ten years but there are still a lot of people on either side who'd hang both of us for this kind of...

D: [standing] Commander - you know everything about your stone garden, but clearly you have not spent enough time looking at it. Good day.

The Garden's artificial night descends on Sinclair as he stares off down the station's axis. At Ops, a ship is reported to be coming through the jump point. Takashima is distressed - "Damn, that's a Vorlon ship all right. Ambassador Kosh two days early. I was afraid he'd pull something like this."

In a dark corridor, a poorly glimpsed figure scans its hand at a door, which opens to reveal Varner inside. As the figure enters, Varner says, "About time." But, when the door swings shut, there is a bright flash of light and the thud of a falling body from within. Sinclair, Garibaldi, and Takashima are strapped into a railcar moving down the axis to the other end of the station. Kosh will be arriving in only two hours. Sinclair sends Garibaldi to ensure that Ambassador Londo will be at the early reception, "We don't want a repeat of what happened when G'Kar arrived." A private message then comes in for Sinclair, which he says he'll take in his quarters.

The message is from Sinclair's SO, Carolyn Sykes, who is returning a week early from a trading expedition (ETA 1 hour, 40 minutes). "Just in time for the reception," says Sinclair, already starting to look haggard as he changes outfits.

G'Kar stops Takashima in an upward-curving corridor to happily announce that he's ordered his transport to submit to the weapons search.

G: Since you doubtless have your hands full, our captain will wait until after the Ambassador's ship has docked. Is that satisfactory?

T: Yes, yes it is. Are you feeling all right Ambassador?

G: Couldn't be better! See you at the reception then... [he walks off, humming and bouncing]

Londo is gambling at the station's casino. Garibaldi arrives, for whose monetary support Londo soon appeals. Del Varner is listening in from a table very near by as Londo touts his own gambling system. When he suddenly starts reminiscing about the days of Centauri wartime greatness, Garibaldi interrupts him - "Be a good Ambassador and promise you'll be at Docking Bay 9 in two hours." "I'll be there," Londo agrees, "what else have I got to do - I'm broke!" However, when Garibaldi leaves, Varner approaches Londo, "This system of yours - it's a sure thing...?"

Lyta Alexander is telepathically overseeing a business deal, to the marked (but honest) advantage of the fellow employing her. When that concludes, G'Kar invites her to talk, invoking "privacy" (a feature of the room that can shield transactions at any table). G'Kar proceeds to offer her money for sex, the major purpose (but clearly not the only one) being to acquire telepathy for the Narn Regime through her genetic resources. Lyta is not interested. "I've heard about the Narn obsession with buying new technology, but you can't just buy someone's genetic makeup. It's... immoral." G'Kar persists, even to the point of bringing up details of the coupling. We can only assume, from her expression, that she doesn't take him up on it.

Varner steps into a corridor where a security guard is shining a flashlight in peoples' faces. Varner passes this scrutiny and smiles confidently.

The Vorlon ship is closing up its scintillating fins and entering the station under Takashima's control. She routes it to docking bay 9 and directs Sinclair there.

Sinclair steps onto a turbolift and takes it down, but it stops almost immediately. The computer reports a momentary power loss - there will be a 2.3 minute delay for secondary power to become available.

The Vorlon ship opens and Kosh emerges, wearing a great big encounter suit with a cape hanging from the back. He glides slowly down the ramp into the bay.

Sinclair jogs up to the closed docking bay, arriving at the same time as Garibaldi and Takashima. Garibaldi begins to complain about Londo's absence, but an alarm suddenly goes off. Sinclair sends Takashima off to notify security and opens the bay door, finding Kosh on the floor. They can't open his suit because the atmosphere would kill him, so Sinclair sends Garibaldi off to have Kyle ready the medlab immediately.

Later, Sinclair is in the medlab, where Kyle is mixing up the atmosphere for Kosh. Takashima comes in and reports that the Vorlon government has forbidden them to open the encounter suit at all. "We haven't come this far to watch it all fall apart," Sinclair growls. "Jeff, I'm warning you," she objects, "they're deadly serious about security." "Then we'll give them security," - he orders all monitors and data logging to be turned off, reminds Kyle of his oath of confidentiality, and sends him in to do what he can. He acquiesces, and as he prepares for the unknown, Takashima says, "Good luck, and I hope you're wrong..."

Looking through the glass into the environment room, Takashima tells Sinclair what she and Kyle had been talking about earlier - legend has it that the only human being ever to have seen a Vorlon had been turned to stone. Soon ready, Kyle touches the outside of the suit in a couple places, and it opens, light streaming out. He looks in... and sees what he sees.

Later, in his office, Sinclair is reporting to Earth that Kosh could well die. The Senator warns that the Vorlon government is very suspicious of what happened - if there is any sign of foul play there could be serious repercussions. On hearing that Garibaldi is in charge of the investigation, he's skeptical. "Is that wise? I was opposed to you bringing him on in the first place. He's been bounced from one station to another for years, I don't know if he's up to an investigation on this scale." (Garibaldi has come in meanwhile and has been listening out of sight.) Sinclair proclaims complete confidence in his security chief, and they sign off. "Old news," Garibaldi says. Sinclair charges him with finding out where everyone was during the five minutes between Kosh's arrival and the alarm, and grants him "full diplomatic access." Stumbling into his quarters, Sinclair finds Carolyn in his bed. "You really should change your access code more often," she says. He kisses her and collapses in exhaustion.

We find Dr. Kyle in the outer room of the medlab, staring blankly off into space. The computer analysis completes; an unidentified foreign compound is present in Kosh's body. His condition is very poor, the prognosis terminal.

Kyle, un-rattled as usual, wakes up Sinclair to report that Kosh was poisoned, and he needs know what kind of poison it was in order to counteract it. If he knew where it got in through the environment suit, he could probably find enough of it there for an identification. Failing that, Kosh will die in 24 hours. Sinclair immediately calls security and seals off the station: no ships may come or go until further notice.

Meanwhile, G'Kar and Delenn are in her quarters talking about the situation.

G: Why won't you accept the facts? Who was the only one of us missing from the welcome party when Kosh arrived? Londo Mollari!

D: And why would the Centauri Republic want to kill Ambassador Kosh?

G: What better way to prop up a fading empire than to start a war? They've been trying to join forces with the Earth Alliance for years! A mutual enemy would serve that purpose very well.

D: And if your assumption is correct and he is the assassin, what would you suggest?

G: An alliance between our governments. Yours is the oldest of the five federations, ours is the youngest. Technologically, you're centuries ahead of everyone else. We have unlimited manpower and the will to use it! Can you imagine what we could achieve together?

D: I can, which is why it must never be allowed to happen. Your perceptions are colored by your history with the Centauri. As former slaves of their government, you would seize any opportunity to raise a force against them.

G: We were never slaves! Our world was invaded, our people...

D: The word - was ill chosen. My apologies. But my decision stands. Thank you for coming, Ambassador.

G: HAH! I should have known better than to waste my time. You're even worse than the Centauri; they're beyond the dream of conquest. But you, you had the Earth Alliance on its knees - one more stroke and you would have defeated them! Yet you surrendered - why?

D: We had our reasons. [While G'Kar talks into space, Delenn opens a hidden compartment and puts on one of 20 or so simple rings ceremoniously displayed there]

G: On Narn we heard that the decision to surrender came from your holy men. A secret group called the "Grey Council" - weak frightened old fools with no vision or the will to fight. But we -

Delenn interrupts him with the palm of her now-ring-bearing hand; G'Kar is suddenly transfixed by artificial gravity. Delenn doesn't release G'Kar from the worsening force until she extracts from him the promise that he never mention the Grey Council in her presence again. (While completely over-matched, G'Kar does remain standing.) Once released, he pants, "Oh Delenn, I gave you a chance for greatness and you threw it away. Whatever happens now, let it be on your own head."

Garibaldi finds Londo at the bar by the casino. "It's a pity," Londo says, "I suppose there'll be war now, mm? All that running around shooting at one another? I would have thought sooner or later it would go out of fashion." When Garibaldi begins questioning him, Londo blows him off, but then acquiesces to "full diplomatic access." He was still gambling at the time, he claims - Varner had promised to back his bets but then pulled out after Londo suffered heavy losses.

L: He's here, if you want to talk to him. [he points out Varner across the room, but Garibaldi continues to question]

G: Can anyone confirm your story?

L: Yes - the new telepath, Lyta Alexander. I saw her talking to Varner shortly after you left.

G: Who would want to kill the ambassador?

L: Mr. Garibaldi - it's a big universe! If I knew who did it I would tell you. I'm not here to make trouble. You know why I am here? I'm here to grovel before your wonderful Earth Alliance, in hopes of attaching ourselves to your destiny, like... what are those fish called on your planet that attach themselves to sharks?

G: Ramoras.

L: Yes. You make very good sharks Mr. Garibaldi. We were pretty good sharks ourselves, once - but somehow, along the way, we forgot how to bite. There was a time, when this whole quadrant belonged to us! What are we now? Twelve worlds and a thousand monuments to past glories, living off memories, stories, selling trinkets. My god man, we've become a tourist attraction! "See the great Centauri Republic, open 9 to 5, Earth time." [he sighs] Anything else?

G: No. Thank-you, Ambassador.

Finally walking over to question Varner, Garibaldi discovers the man is nowhere to be found.

Takashima and Kyle are in private quarters, discussing the Kosh dilemma. At the Vorlons' request, all the monitors had been off in the docking bay, so no-one but Kosh himself knows how he was poisoned. Kyle suggests that they enlist the telepath's aid to find out, and Takashima agrees it's the best thing to do (but only after a quite contrary story from her own life about the importance of sticking by the rules). The Vorlons would never allow it, of course, so they plan to proceed behind Sinclair's back.

When they confront Lyta with the idea in the medlab, she objects - quite rightly - that she could be thrown out of the Psi Corps for the crime of unauthorized mind scanning. Takashima urges the gravity of the situation, "Lyta, if the ambassador dies, the Vorlons will retaliate. This station is the first logical target. If I were in their position, I'd have a cruiser standing by in hyperspace right now just waiting to attack us. Thousands would die, and after us who knows how many more..."

Meanwhile, air is leaking out from one of the holes caused by the grabber ship still attached to the hull. The techs begin to notice the pressure loss and send a maintenance pod to investigate. Vast forces weighing upon her shoulders, Lyta agrees to scan Kosh. Preparing herself, she explains, "When I get inside, it's subjective - I'll feel what he felt, but I'll see my body, not his. This could get rough." Initially she can't make mental contact with him, but succeeds when she takes off one of her gloves and puts her hand inside the encounter suit. With Lyta, we see Sinclair walking forward through a warped image of the docking bay. "Welcome to

Babylon 5," he says, smiling. A glance at his left hand shows it is slightly cupped away from sight. Sinclair offers his right, and we see a woman's arm reach forward to shake it (PoV, remember). He quickly grabs the proffered hand and slaps a big red circle onto the back of it. Soon the image of the bay distorts and tumbles, leaving us looking up from the floor at a grim Sinclair, then blackness.

In the medlab, Lyta is screaming blindly. Once the staff extricate her from the environment room, Kyle and Takashima talk her back to reality. She reports where the poison hit, and Sinclair jogs in just in time for Lyta to viciously accuse him of the deed.

Later, we momentarily see Varner in the marketplace pointing a little gadget at Lyta, who apparently doesn't see him.

The maintenance pod comes upon the grabber ship, which produces a cannon and demolishes it.

Varner follows a yellow-suited man into a turbolift and gets recognized by Eric, a yellow-suited tech. There is a flash of light as the door closes, and Eric emerges grimly - and alone. In another senior staff meeting, Takashima reports that word has gotten out that a witness has identified Sinclair as the assassin. The senator calls and, given conflict of interest, orders Sinclair to temporarily surrender command of the station to Takashima, who will also represent the EA at the upcoming emergency council. "Jeff, once the council gets into this, there's nothing we can do without compromising the neutrality of Babylon 5 - we can't let that happen." After the senator signs off, the officers voice strong objections, but Sinclair demands that they do this one by the book. The Babylon 5 advisory council is in session. G'Kar is making the case against Sinclair: he was suspiciously missing when Kosh debarked, and there is no record of the lift malfunction Sinclair claims delayed him. G'Kar opens the floor to questions, and Delenn asks Dr. Kyle who it was that identified Sinclair. Kyle replies that the witness has requested anonymity, which would of course change if this went to trial. When asked about the poison, Kyle reports that it was Florizine, a rare poison found only in the Damocles sector [a chilling name]. G'Kar immediately announces that "Sinclair's woman" had arrived from the that very sector less than an hour before the assassination attempt!

During a recess, Londo is at the bar again, staring at his drink. G'Kar walks merrily up to him and says, "Ambassador Mollari, I would like to discuss your vote with you."

Garibaldi is updating Sinclair on his investigation as they walk through the corridors. Garibaldi doesn't trust what Lyta has to say - "I've seen her a lot with Del Varner, the guy who kept Londo from attending the reception." Turns out Varner has many EA indictments for smuggling illegal technology. Garibaldi can't fathom that man's actions; why would he put himself at risk stepping into EA jurisdiction? Why would he deliberately anger Londo by offering monetary support and then backing out, when many of his own underworld clients are Centauri? Furthermore, Varner was too much in debt to cover Londo's bets anyway. Sinclair sends Garibaldi off to talk to have a chat with Mr. Varner.

Council resumes - Sinclair is now on the stand. G'Kar opens with a motion to extradite Sinclair to the Vorlon home-world for trial and quickly opens the vote with a yes. Takashima votes no for EA. Delenn, with unknown difficulty, abstains. Londo, with deep regret, votes yes. The council is deadlocked: two for, two against or abstaining. G'Kar then announces that he'd suggested his idea to the Vorlon government just recently: they requested that he vote yes on their behalf. The motion passes, deportation to take place in 12 hours. Garibaldi arrives at Varner's quarters to find the access system out of commission. Gaining entry with a gadget, he puzzles at a small puddle of orangish liquid on the floor. Then he puzzles at Del Varner's body in a big fish tank.

In the medlab, Kyle confirms that the body is indeed Varner's, dead for at least X hours. Also, he will be able to counteract the poison in 6-7 hours, which is not much less than the time Kosh has got left.

Garibaldi has lost the only lead he'd found. "Dammit, maybe they were right - maybe you got the wrong man for this job after all," he says to Sinclair in the corridors. "Michael, I picked you because you're right for the job. You're not politick, you're not subtle, and sometimes you're a pain in the ass - and I wouldn't have it any other way."

At Ops, a tech reports to Takashima that the maintenance pod was lost. She sends a repair crew to check out what's going on.

G'Kar and Lyta meet in the alien sector. She notes his lack of a breathing mask, and he points out his gill implants. "Come," he says, "there's been a complication." In the casino, Londo apologizes to Garibaldi for his vote - G'Kar had blackmailed him with scandalous information about Londo's father. Of such secrets is Centauri power made and broken. Londo didn't know his vote would matter, but he admits, at Garibaldi's questioning, that knowing wouldn't have changed anything. "This is my weakness, my failure. I am sorry, truly sorry."

In Sinclair's quarters, Carolyn is looking in awe at a medal of honor.

C: Jeff, this medal, you were on the Line, and you never told me?

S: I didn't want to talk about it.

C: Why? [Sinclair broods over a star globe, looking old]

S: I was a squad team leader when the call came in. We all knew it was a suicide mission, the Minbari had broken through, closing in. Every ship we had left was ordered to circle Earth. We had to stop them, no matter what it cost. They came at us out of nowhere, we never had a chance. The sky was full of stars, every star an exploding ship. One of ours. My team was blown out of the sky in less than a minute. Twelve ships. I managed to take out a fighter before they hit my stabilizers. I was losing power, I'd lost my team, and I figured if I was going to die I'd take someone out with me, so I targeted one of their heavy cruisers, hit my afterburners. I was going to ram them head on. The last thing I remember is hurtling toward that cruiser, filling my screen. Big... my god so big. Then, something passed in front of my eyes - I guess I blacked out from the acceleration. When I came to 24 hours later, the cruiser was gone. I checked in. They told me the war was over. The Minbari had surrendered.

C: [appealing] Because of the Line.

S: No. We were beaten. We didn't stop them, they stopped themselves, and I wish to hell I knew why.

Meanwhile, Lyta enters the medlab and engages Kyle in conversation about Kosh's condition. While Kyle walks around examining readings, Lyta surreptitiously shuts down medical equipment behind him. Kyle starts to ask her how it is that she was seen talking to a man who'd already been dead, but is interrupted by alarms going off. He tries to stop Lyta, and they exchange blows. Kyle is painfully tossed around, but stumbles into a floor-mounted laser, with which he manages to shoot her in the arm. She stumbles through the exit, drawing a weapon. In the hallway outside, she encounters the real Lyta Alexander running to investigate. The fake points her gun at Lyta for a full heartbeat, screeching but not shooting, then whirls and fires at Sinclair instead as he comes in from the other direction. Sinclair dives aside and she escapes. Inside the medlab, Kyle has been doing damage-control, and reports that Kosh will still pull through.

The false Lyta is careening down the corridor, cradling her arm. Falling against a wall, her whole face is malformed momentarily by a scream of pain. She stumbles on.

In a cargo bay, Garibaldi shows the now-disabled grabber ship to Sinclair, reporting how it was found. Only one individual could have come aboard in it. "Short range," Sinclair muses - some other ship must have brought it here. Garibaldi also reports that the body of Eric the tech has turned up dead, yet friends have reported seeing him recently. Just then Takashima links in to call them all over to Varner's quarters - she has something to show them.

Takashima has cracked open Varner's files and discovered that Varner was on the station to sell a changeling net: illegal technology that can make a person's appearance and voice that of someone else, at the risk of death from prolonged exposure. "So that's what Kosh saw in the docking bay," Takashima realizes. The net puts out a huge amount of energy, enough to detect with the station's sensors. Sinclair orders Takashima to reconfigure them to scan inwards, and then heads off to security.

Sinclair and Garibaldi arrive at Ops in body armor, carrying big guns. Filtering out known sources, Takashima finds the expected energy spike. Sinclair orders that area sealed off and heads for the door. Takashima suggests they take a hovering recorder along, "The way things are going, you may need a witness." Indeed, moments after they've left, a tech reports that something is coming through the jump gate. "It must be the transport ship - damn!" she says. The tech looks up in fear - "That's not a transport!" "Looks like the commander's ride is here," she replies. But it's not just a ride - no less than three Vorlon cruisers emerge from the gate amid a swarm of fighters.

In the corridors, Sinclair has Garibaldi set his weapon to a non-killing level so that they can take the assassin alive. The move in with Takashima's assistance from Ops, pinpointing the energy source. There is a brief exchange of fire, and Garibaldi is thrown backward by a hit in the chest. He tears off his superheated jacket, which took most of the blast. Sinclair forges ahead alone.

At Ops, the Vorlons have demanded the immediate transport of Sinclair. Takashima orders a tech to link the Vorlons in to the recorder following him. While the tech gets to work on that, the Vorlons threaten attack in 5 minutes.

Sinclair exchanges fire with the assassin, but neither is hit. He stalks slowly forward to where the figure disappeared, looking back once. When he turns his attention forward again the assassin (disguised now as Eric) tackles him from behind. Both apparently having lost their guns now, they start fist-fighting. Sinclair is quickly in severe trouble. However, the chameleon net starts changing images as they grapple - first Varner appears, then Lyta, and finally Sinclair himself in body armor! The assassin is forced to pause each time, and at the last change Sinclair throws him against a high-voltage barrier in a room across the corridor. Gouts of electricity pour through the figure, and the disguise finally gives out, revealing him to be... Minbari!

The Vorlon fighters are powering up their already awesome-looking weapons as they close on the station. The tech finally gets the signal from the recorder finally connected to the outgoing link.

There is an explosion (possibly the chameleon net), and the assassin is thrown back into the corridor. "Why," Sinclair asks in wonder, "Why did you do it?" Looking up at him, the Minbari has only this to say: "There is a hole in your mind." With that, he reaches up and breaks his own wrist, activating some kind of device in his arm. Through the link, Takashima shouts, "Oh my god, he's wired!" Sinclair orders the area sealed off and sprints down the corridor. He's quickly blown through a closing bulkhead by a great explosion behind him.

B5 is thrown off kilter by the blast, and Vorlon fighters veer off to avoid colliding with it. It takes quite some effort on Takashima's part to pull it back into position without ripping apart the spinning station.

Garibaldi and Delenn find Sinclair returning from the destroyed section. "This little breach of security isn't gonna affect my Christmas bonus, is it?" Garibaldi quips. Delenn asks him, "Do you need anything?" "Coffee," Sinclair chuckles, "two sugars, cream - and aspirin."

A shower and change later, Sinclair sees Carolyn off the station - trading has called her away again. On a whim, she invites him to quit Babylon 5 and go off with her. "I'll think about it," he says. "Well don't take too long," she replies, "I'll wait, but not forever."

Later, the officers gather in the medlab. The station will be fully operational again in a few days, and Kosh is recovering and out of critical. Then Delenn enters and invites Sinclair aside, "I regret that a Minbari was responsible for all this sadness," she says. Sinclair is forgiving - "You can't be responsible for the actions of every member of your race, Delenn." "No. But there is something I can do." So saying, she gives him a file of information about the assassin, whose clan she recognized when she watched the recording broadcast to the Vorlons. "I think you'll find it... most interesting." Still later, Sinclair is in his quarters, proposing a toast with G'Kar "To a fully operational Babylon 5!" "To the future!", G'Kar returns, and they drink. G'Kar expresses his pleasure at how it all turned out, and reaffirms their mutual goal of peace. However, Sinclair has his own agenda.

S: I'm surprised you didn't ask about Del Varner.

G: I assumed he was simply another innocent victim.

S: Not quite. His last entry spoke of a big payoff for bringing a changeling net across the border. He was supposed to meet with his buyer in the Tigris sector but was running behind - didn't your supply ship also pass through the Tigris sector on its way here?

G: If you have a point to make, Commander, pleeease make it.

S: I believe the assassin was brought here on your supply ship. [G'Kar is carefully examining Sinclair's bric-a-brac] That's why they needed the changeling net before they arrived - a Minbari warrior walking off a Narn ship would draw a lot of attention. With the net, he could appear to be one of your crew and infiltrate the station. When Varner missed connecting with your ship he came here, so you had to find another way to get the assassin on board. They used the transport we found on the station's hull to get him inside, he then killed Del Varner and grabbed the changeling net.

G: Sheer speculation, Commander. With the death of Del Varner, and of the assassin, you have no proof.

G'Kar goes to leave, but Sinclair has one last thing to tell him. It seems with his drink G'Kar has swallowed some nanotechnology, which has by now made itself at home in his intestines. It is shielded from outside detection, and it can be used to pinpoint G'Kar's location at any time. Sinclair points something at him by way of demonstration, and G'Kar jumps when it beeps. "This is an outrage!" he cries. "This is insurance," Sinclair replies, "What you do here is your own business. You can scheme and plan and play all the games you want. But get this straight - if you ever endanger this station again, my people will find you, and the results will be most unpleasant."

Storming out of Sinclair's quarters, G'Kar is blocked for a moment by Garibaldi and Londo coming out of a lift. Garibaldi mimes a gadget at G'Kar with a "beep-beep" as he walks by. "Beep Beep?" Londo asks, "It must be Earth humor. Who can figure a species like that - Beep Beep." G'Kar is quite beside himself. Londo walks on to the reception, but Garibaldi and Sinclair stop and talk in the corridor.

G: Do you think they'll find that transmitter you slipped him?

S: No. Because there isn't one.

G: There isn't? Wait...

S: I lied. I figured if there was a transmitter sooner or later they'd find it and remove it. But if I just told him there was, they'd keep looking, indefinitely.

G: Commander, do you have any idea of the tests they'll put him through, the things they'll do to him, tryin' to find a transmitter that's not there?

S: Yes. Come on...

All are present at Kosh's long-delayed reception except G'Kar (possibly off having his stomach pumped). Sinclair welcomes Kosh to the station, there is applause, and Kosh bows. Delenn steps forward and nods in respect, and Londo raises his glass to him.

Later, Delenn finds Sinclair alone in the night-darkened Garden.

S: Delenn, just before he died, the Minbari assassin looked at me and said, "There is a hole in your mind."

D: An old Minbari insult, nothing you need worry about.

S: Maybe... it's just - there's a 24-hour period in my life that I can't account for. It happened during the war with your people. You wouldn't be holding anything out on me would you, old friend?

D: Commander, I would never tell you anything that was not in your best interest.

S: Well, we'll talk about this again, one of these days. Come on, we should get back to the reception.

D: By the way, there's something I've been wondering - why "Babylon 5?" After prior four stations were lost, or destroyed, why build another?

S: Plain old human stubbornness, I guess. When something we value is destroyed, we rebuild it. If it's destroyed again we rebuild it again. And again, and again, and... [looking down the vast Garden] again. Until it stays. That, as our poet Tennyson once said, is the goal: "To strive, to seek, to find, and not to yield."

Lastly, from a beautiful point of view outside the station, we see Takashima at Ops. "This is Lieutenant Commander Takashima. Our docking bays stand ready to receive you. Babylon 5 is open for business."

Synopsis by Matthew Ryan
mbr2@kimbark.uchicago.edu

Episode 1

Midnight on the Firing Line

=Midnight on the Firing Line=, as well as the Babylon 5 series, starts out at the Ragesh 3 colony, a Centauri agricultural colony. The colony finds itself suddenly under attack. As the station in orbit around the colony is about to contact its home world, Centauri Prime, the station is destroyed.

Meanwhile, on the Babylon 5 station. Lt. Commander Susan Ivanova, the new officer who is second in command of the station, interrupts the only quiet, restful part of Commander Jeffrey Sinclair's day–a time when he shuts off his comm-link and "escapes" from the rigor of his life. "There's a problem," she tells him.

Elsewhere on the station, Centauri Ambassador Londo Mollari is having a pleasant conversation with Security Chief Michael Garibaldi when Londo receives word that the Ragesh 3 colony has been attacked. He's informed, however, that nobody knows who the attackers are.

Londo and Sinclair meet concerning the incident. Sinclair tells Londo that Earth doesn't know anything more about the incident–the identity of the attackers is still a great mystery. Ambassadors Delenn (of the Minbari) and G'Kar (of the Narn), offer their condolences and also claim to know very little about the attack. Sinclair suggests that an emergency meeting of the Council be called to discuss the matter and lend aid to the Centauri colony.

Shortly after, on the bridge, Ivanova informs Garibaldi that they've received a distress signal from a trading ship near the station. She says that at first, she thought the incident might have had something to do with the Ragesh 3 incident, but that, instead, the ship claims to have been attacked by "raiders." Garibaldi takes a fighter out to try to come to the aid of the ship that was attacked. Right after Garibaldi leaves the bridge, Talia Winters–the commercial telepath on the station–enters the bridge and wants to speak with Ivanova. She says that because of Psi Corps regulations, she must report with the second in command, but that she hasn't been able to find Ivanova for quite a while. Ivanova rudely dismisses Talia, saying that she's rather busy right now.

Meanwhile, Sinclair is in his office, watching on "television" the latest news about the upcoming presidential election. Ivanova enters, and Sinclair informs her that there is not yet any further information on the Ragesh 3 incident. Ivanova notices the telecast and finds out from Sinclair that the presidential race is very close at the moment.

Londo is in his room when Vir, his gawky assistant, rushes in and tells him that a coded broadcast has just been received. As Vir shows the broadcast to Londo, Londo sees the incident that we saw at the beginning of the episode. He freezes the image of the broadcast and enhances the image of one of the attacking ships. He immediately recognizes it as a Narn warship, and heads out to confront his enemy G'Kar with this newly-found evidence.

Meanwhile, Garibaldi has found the ship that was attacked by the raiders. He finds it very badly damaged–and realizes that the weapons that were used to attack this ship must have been much stronger than the weapons the raiders have previously had.

Londo finds G'Kar and accuses him of deceit–since G'Kar said he previously knew nothing of the attack. G'Kar, somewhat surprisingly, tells Londo that he has just found out about the attack–but he confirms that it was indeed Narn forces that attacked Ragesh 3. "I'm sure there's some reasonable explanation," he adds. Londo asks what reasonable explanation there could be for attacking a defenseless, agricultural colony. G'Kar refers Londo to a similar attack that the Centauri made years ago against Narn holdings–and expresses his indignity at the former Centauri subjugation of the Narn. One insult leads to the next, and a fight breaks out between the two ambassadors. The fight is eventually broken up by security personnel, but not before G'Kar threatens Londo that the Narn will eventually rise and destroy the Centauri.

After the fight, Londo meets with Sinclair. He apologizes for his actions and says that he won't repeat the incident–but that he =will= eventually kill G'Kar. He explains that Centauri have strange premonitions of how, and even when, they will die–and that Londo has had a dream in which he will eventually die 20 years from how, with his hands wrapped around G'Kar's throat and vice-versa. Londo also explains that he had a nephew on Ragesh–a nephew for whom he deeply cares and is deeply concerned about. He vows that if his nephew has been harmed, there will be war–at any cost. He dismisses Sinclair's "galactic peace" arguments as nothing but silly paperwork and "games." "Only one thing matters: blood," says Londo.

Ivanova and Garibaldi are discussing the raiders' methods. Garibaldi says that trade routes are normally kept secret–to prevent the kind of attacks that recently happened–and Ivanova and Garibaldi come to the conclusion that there must be some leak of information from the trading companies.

Meanwhile, Sinclair goes to meet with Ambassador Kosh, the mysterious Vorlon representative who must wear an environmental suit at all times because of extreme differences between the Vorlons and the other races. Sinclair wants to know Kosh's position on the Ragesh incident, and asks Kosh if he will support sanctions against the Narn. "They are alone. They are a dying people; we should let them pass," enigmatically responds Kosh. "Who?" asks Sinclair. "The Narn or the Centauri?" Kosh's simple and almost humorous answer is merely "Yes."

Garibaldi is meanwhile sitting at Ivanova's station on the bridge, researching the flight paths of the trading vessels. Londo is lying down in his quarters, rather drunk. He is rather depressed, and tells Vir, his assistant, that he has received word from the Centauri government saying that they will do "nothing" about the attack on Ragesh. Londo is enraged–he feels that the Centauri government is made up of cowards, and he nostalgically pictures the former grandeur of his people–a grandeur that has all but evaporated. He suddenly gets the idea to ignore his govern- ment's message, and he forces Vir to comply with this. He tells Vir not to mention that the message was ever received–that if they can get the other powers to force sanctions against Narn, they can force their own government into cooperation. He says that he will go ahead with the emergency session of the Council–a session that will be used to decide on the actions to be taken against the Narn regime.

Talia Winters, in the meantime, finds herself in the elevator with Garibaldi. She tells him that she's upset that Ivanova is basically ignoring her, and she wants to know what she's done wrong. Garibaldi says that Ivanova takes a while to get to know people–especially while at work–and advises Talia to catch Ivanova in the casino after hours.

G'Kar and Sinclair meet in the station's arboretum. They have a sharp conversation where G'Kar tries to gain support for his people by telling Sinclair that the Narn race and humans are very much alike–and that, in fact, the Narn were one of the only people that were willing to supply weapons to the Earth in the Earth-Minbari war. Sinclair dismisses G'Kar's claim by saying that the G'Kar will simply supply weapons to anyone who can afford them–not out of any sense of brotherhood or similarity between cultures. Sinclair further criticizes the Narn cowardice because of their "sneak attack" on Ragesh. G'Kar is enraged.

Garibaldi presently finds that one trading company–which sold access to the "jump gates" that provide interstellar travel–seems to have had its information concerning the trade routes stolen from it. He informs Sinclair about these findings, and tells him that there's one ship which had bought routes from the company that was broken into and which still hasn't been attacked. Garibaldi says that they have only a few hours to come to the rescue of this ship.

Sinclair is meanwhile speaking with a representative of the government of the Earth Alliance–a superior of his. The representative is advising Sinclair to either delay the emergency session of the Council or to abstain from the vote; Earth cannot get involved in any type of war so soon before an election. Sinclair protests that this will hurt the Centauri case–that if Earth doesn't lend aid, others might not either. The representative doesn't seem to care, and closes the communications channel. During the conversation between Sinclair and the Earth official, Ivanova has arrived at Sinclair's room and has been standing outside of the door, waiting for Sinclair to finish. She has come to inform him that Garibaldi is going to leave on his mission to rescue the ship that was supposedly about to be attacked by the raiders. Suddenly, Sinclair seems to realize something about the allegedly-powerful raider weapons. He says that he will be replacing Garibaldi on the mission to rescue the ship. He orders Ivanova to continue the meeting; further, he tells her that she "never" heard the conversation that he had with the Earth official- -and that as far as she last heard, Earth was voting for the sanctions, rather than abstaining.

As Sinclair leaves, the session of the Council is begun. G'Kar stands up and announces that the Narn regime has a valid claim to Ragesh 3 because the planet was originally Narn territory before it was invaded by the Centauri. Delenn succinctly rebuts this argument, saying that if the Narn hold a grudge for so long, peace will never come, and an endless cycle of wars will result. G'Kar claims that he doesn't want a war–he's only exercising a valid claim to the planet. Further, he claims that the Ragesh colony invited the Narn there–that the Narn never invaded the colony. To support this claim, he opens up a live link with Ragesh. Carn Mollari, Londo's nephew, appears on the screen and recites a message–clearly forced–saying that the Ragesh colony did indeed invite the Narn regime in to restore order in the colony. After the message is completed, Londo says that the message was clearly forced at gunpoint and is of no validity. However, G'Kar silences Londo by revealing that he knows that the Centauri government has taken the position that they will not intervene–he asks Londo why he is using the Council to enact a personal vendetta. G'Kar proceeds to call a vote to dismiss all charges against the Narn regime.

Sinclair is meanwhile pursuing the raiders. After successfully saving the trading ship, he outwits the raiders and finds their command base.

If Londo was desperate before, he's certainly desperate now. He is entirely outraged at the preceding events in Council, and has decided to take matters into his own hands. He assembles a gun from parts that he's hidden around his quarters and proceeds to attempt to kill G'Kar. As he's walking toward G'Kar's quarters, however, he bumps into Talia, who, despite her training, acciden- tally senses Londo's intense, emotional thoughts. She quickly informs Garibaldi, who intervenes and stops Londo from committing the murder of G'Kar.

Sinclair has returned to Babylon 5 and carries evidence with which he immediately confronts G'Kar. Sinclair has found a Narn agent on the raiders' base; it seems that the Narn were supplying weapons to these raiders, and when Narn supply weapons, they always include a Narn agent to instruct their customers on how to use the weapons and to make sure that the weapons are not resold to a third party. Further, this Narn agent had been found with logs of the communication between the attacking force on Ragesh 3 and the Narn homeworld. The logs of this communication confirm that the attack was, indeed, uninvited and unprovoked. Faced with this evidence, G'Kar is forced to tell Narn to withdraw the forces from Ragesh.

Talia meanwhile has found Ivanova in the casino, just as Garibaldi advised. Talia asks Ivanova if she had done anything to offend her. Ivanova apologizes to Talia and admits that the acted rude. Ivanova explains that her mother was a telepath–however, she had kept this as a secret to herself and had never joined the Psi Corps. On her mother's 35th birthday, the Psi Corps caught up with her and gave her three alternatives: to either join the Corps, go to prison, or take telepathy-inhibiting drugs. She chose the latter; however, as Ivanova explains, the drugs were very strong and destroyed her mother's will and personality. After 10 years, after her family thought her mother could no longer survive, her mother took her own life. Ivanova explains that she doesn't blame Talia as an individual for what happened to her mother, but says how these types of events are part of every member of the Psi Corps. However, Ivanova explains to Talia that Talia is just as much of a victim as Ivanova's mother was. When Talia responds that she does not feel like a victim, Ivanova rejoins that she hasn't yet figured out if that feeling is good or bad. When Talia suggests that they might start off on better terms the next day, Ivanova says that she very much doubts it.

In the meantime, Garibaldi is sitting in his quarters, showing Delenn his "second favorite thing in the universe"–old "Duck Dodgers in the 23rd-and-a-half century" cartoons.

Sinclair is resting in his quarters, watching with what appears to be disappointment that Santiago, the incumbent presi- dent, has been declared the victor of the election. As he is about to retire for the night, he receives a call from Ivanova: "Commander, there's a problem." It seems that a commander's job is never done ... in fact, it has just started.

Synopsis by Shawn Bayern
bayern@cshl.org

Episode 2

Soul Hunter

Sinclair is waiting at a docking bay for the arrival of Dr. Stephen Franklin, the new medical chief of staff–and evidently an old friend of Sinclair. Right after the new doctor arrives, Sinclair gets a message from the bridge that there's a disturbance at the jump gate.

On the bridge, Sinclair finds out that a very damaged ship has come spinning out of the jump gate. The ship is out of control and is on a collision course with the station. The ship cannot be identified–its configuration doesn't match anything they've seen before. Sinclair decides to go outside the station and try to grapple the unknown ship with a ship of his own in order to prevent the ship from crashing into Babylon 5. He gives the order to destroy the unknown ship only if he fails to stop it. After a number of failed attempts, he is successful in grappling the ship and preventing it from hitting the station.

As Sinclair is on his way to the Medical Lab to check with the injured pilot of the unknown ship, Delenn meets up with him and offers her help in identifying the unknown pilot. When they arrive, they find that Dr. Franklin is unsure of the condition of the alien pilot, simply because he knows too little about the unknown alien's physiology. Upon seeing the patient, however, Delenn immediately recognizes him and has a surprising reaction: she attempts to kill him. Sinclair stops this attempt only with difficulty. Delenn warns Sinclair to kill the patient immediately, because the patient is a "Soul Hunter" who steals people's souls. She warns Sinclair to get rid of the patient, "before someone dies!"

Later, Delenn apologizes to Sinclair for her actions in the Medical Lab. Sinclair comments on her unusual behavior; he has never before seen such a violent reaction from Delenn. "You don't know these things as I do," replies Delenn, who explains that all Minbari are taught to be afraid of the soul hunters. Soul hunters, she explains, are immortal beings who are drawn toward death and who steal people's souls at the moment of death. They don't steal every soul, only ones which they deem to be worthy enough. Delenn also explains that the soul hunters have previously shown an interest in "certain classes of Minbari." She again warns Sinclair to send the soul hunter away.

Meanwhile, in the alien sector of Babylon 5, a gambler is running a seemingly-innocuous, familiar game where he hides a ball under one of three cups and has a player choose which cup they think the ball is under. In the Med Lab, the voice of this gambler is echoed and heard in the mind of the soul hunter, who awakes suddenly.

Garibaldi, in the meantime, warns Sinclair that many people in the alien sector seem to be "hiding"–that the alien sector is basically deserted. Ships which were not scheduled to leave for months are suddenly requesting departure. It seems that the aliens are afraid of the soul hunter.

The voice of the gambler continues to echo in the mind of the soul hunter. The gambler meanwhile has won a game, but is violently confronted by the loser, who proves that the gambler was cheating. The loser starts to chase the gambler, while the gambler runs away.

When Dr. Franklin next walks into the Med Lab, he is surprised to find that his patient is awake and standing. "I have been to your world," says the newly-awoken soul hunter. "Can you feel it?" he asks, but Dr. Franklin just gives him a perplexed look. Meanwhile, the gamble is still running away from his pursuer. "It comes," says the soul hunter. Meanwhile, in the alien sector, the gambler's pursuer finally catches up with him and stabs him. "It comes!" repeats the soul hunter.

The gambler is brought to the Med Lab, where it becomes nearly certain that the soul hunter realizes that the gambler's dying. As the gambler finally dies, the soul hunter says, in a contemplative voice, "Quick flash. The deep blue of pain. Dull, muffled. Slower, now. Closer, now. Gone, now! Gone! If you could only see."

Sinclair comes to visit the soul hunter in the Med Lab, where the soul hunter is chanting to himself and is refusing to speak with Sinclair, who wants to know how the soul hunter knew that the gambler was dying. Trying to get his attention, Sinclair confronts him: "Did you come here for his soul? Oh, we've heard, if you're wondering." Sinclair expresses his disbelief that the idea of "soul hunting," and, further trying to pique the soul hunter's attention, accuses him of being a thief–a stealer of souls.

"We are not thieves," replies the soul hunter. "We are preservers. We act only for the greater good."

"The Minbari don't seem to think so," contests Sinclair.

"The Minbari: pale; bloodless; look into their eyes and see nothing but mirrors; infinities of reflection. Will not let us help them." The soul hunter then explains that his kind are drawn toward death–toward the moment of death–in order to save and preserve certain souls. Not every soul; only outstanding ones– those of "leaders, thinkers, poets, dreamers, blessed lunatics." Sinclair asks what the soul hunters actually =do= with the souls once they have them. The soul hunter replies that they talk, listen, and learn from them. Dr. Franklin, who has been standing by Sinclair, comments to Sinclair that what the soul hunter is saying is truly impossible–that, with enough technology, a person's thoughts could be saved, but that the idea of taking someone's "soul" is not possible.

Sinclair, meanwhile, still wants to know what is precisely going on between the soul hunter and the Minbari. The soul hunter explains that years ago, when one of the great Minbari leaders was dying, the Minbari made a "wall of bodies" to stop him–they defended their leader's soul at all costs. The leader, according to the soul hunter, therefore died a wasted death–a death due to which his thoughts and dreams were forever lost. Sinclair, ending the discussion, responds that he still doesn't believe that the soul hunter can do what he says he can do. However, because the aliens on the station seem to fear the soul hunter (and because Sinclair says that he has no reason to doubt the judgment of the aliens), Sinclair orders the soul hunter off the station as soon as the soul hunter has recuperated from his injuries.

On the bridge, Ivanova is meanwhile conducting the gambler's funeral from the bridge. The body is launched out to space while Ivanova says, "From the stars we came, and to the stars we return ..." Dr. Franklin contemplates the shortness of life–that, as soon as humans have nearly figured out life, they die. Ivanova dryly comments that, even if humans lived 200 years, they would still make the same human mistakes. "I'm a Russian; we know these things," she adds.

Delenn is meanwhile visiting with the soul hunter in the Med Lab. She confronts him, saying that soul hunters never travel without their collection of souls and asking him where his is. "My children are safe," he replies. Delenn vows that, before the soul hunter leaves the station, she will find and release the souls in his collection–to free them once are for all. The soul hunter dismisses this vow, commenting that by "freeing" the souls, she is actually killing them. Delenn expresses her belief that, if the souls of the Minbari leaders and thinkers are "stolen" from them, the Minbari are diminished with each generation because the stolen souls cannot rejoin the Minbari and be reborn. The soul hunter dismisses this as superstitious nonsense, saying that the soul dies at death (unless, of course, a soul hunter saves them). "We will help you, in spite of yourselves," he promises. Suddenly, he recognizes Delenn: she was among the group of Minbari that stopped him from "rescuing" the soul of the great Minbari leader that he discussed with Sinclair before. "That was where it began to go wrong," he says, mostly to himself. The lost souls. ... one after another. I failed because you stopped me! A pattern began." Suddenly, changing the tone of his voice, he adds, "They called you Satai Delenn of the Grey Council. Curious, curious." He goes on to ask her why a great leader of the Minbari would be "playing ambassador" here. Somewhat taken aback, Delenn leaves the room quickly.

Right after Delenn leaves, the soul hunter feigns injury and falls to the floor. The guard who was stationed outside the Med Lab rushes in, only to be knocked unconscious by the soul hunter. The soul hunter escapes, gun in hand. He arrives at his ship, where he begins to talk with his collection of souls. He tells them that he finally knows why he was drawn to Babylon 5.

Shortly after, Garibaldi tells Sinclair that he scanned the soul hunter's ship. The soul hunter is no longer aboard; further, Garibaldi says that there's a cabinet of some sort on the ship–but it's empty, meaning that whatever was in there, the soul hunter now has with him. However, Garibaldi can't understand what the soul hunter could possibly be up to, because Garibaldi has guards all around and because the soul hunter couldn't possibly get back to his ship or (even if he did) pilot the ship away from the station. Ivanova suggests that if the soul hunters are drawn to death, the way to catch this soul hunter would be simply to figure out who's about to die.

The soul hunter has meanwhile entered the alien sector and has bought a map of the that section of B5–a map that includes all of the secret corridors, hiding places, entrances, and exits.

Meanwhile, the bridge crew is made aware of another unsched- uled arrival through the jump gate. Another ship arrives, carrying another soul hunter. "Someone's about to die," he warns, and goes on to warn that more will die if he's not allowed to come aboard and speak with Sinclair.

The soul hunter on the station has meanwhile entered the ambassadorial wing and knocked out another of the guards.

As Sinclair is heading to a reception room to speak with the arriving soul hunter, Garibaldi warns him against meeting with him--he mentions that the soul hunter's warning sounded very much like a threat. Sinclair thinks about this for a moment, and then decides that the tone of the arriving soul hunter was not aggressive, but nervous. Sinclair meets with the soul hunter, who describes how the soul hunter who has been on board the station is a deeply disturbed person and because of this, the station is in great danger–someone is about to die, but at the soul hunter's own hands.

Delenn is in her quarters, negotiating a trade route with some alien race through her communication screen, when her "doorbell" rings. "Come," she says; she doesn't even look around until she realizes that it's the soul hunter, who tells her that he has come to save her soul.

Meanwhile, the soul hunter who just arrived tells Sinclair why his "brother" is deeply disturbed: When he was ordered to save the soul of the Minbari leader (and others), he either arrived too late to save the souls or was prevented by others from his mission. His order was disgraced. Because of this, he had found the ultimate solution: to stop waiting for death–to take the lives himself. "Our order does not support this," claims the newly-arrived soul hunter. The soul hunter explained how he chased his "brother" and how it was they who had damaged his ship before it had come through the jump gate. They had almost caught him at his last stop, but he escaped. This time, however, there will be no escape–after he kills whomever he's about to kill (for they feel it's too late to stop him), they are determined to apprehend him. Sinclair doesn't accept this–he vows that there will be no death this time.

Meanwhile, the soul hunter explains to Delenn that her death will avenge his previous failures. "I give you a great gift–to life forever." He starts the process of killing her slowly and warns her not to resist, because it will trouble her soul if she does.

Sinclair, searching for Delenn, confronts the newly-arrived brother of the murderous soul hunter: "You're drawn to death," he says, indicating a map. "Show me!" The soul hunter complies.

The slow process of killing Delenn is continuing; her blood is being drained slowly. The soul hunter feels that the time is getting closer–close enough for a glimpse into her soul. He takes that glimpse, and after seeing what he sees, he shows great surprise. "You would plan such a thing? You would do such a thing? Incredible!"

Sinclair runs up to the ambassadorial wing, whence he goes to Delenn's quarters. As he's running up, the soul hunter tries to stop him. "Why do you fight for her," he asks Sinclair. He goes on to explain: "She's Satai. I have seen her soul. They are using you!" After a brief fight with the soul hunter, Sinclair runs over to Delenn. Right next to Delenn, there is a bag of some sort containing the soul hunter's "collection." Sinclair opens the bag and allows the souls to swarm about the soul hunter, presumably confronting him about what he's about to do to Delenn. Suddenly, the soul hunter's "soul-draining" machine begins to activate. He swirls it around on its platform and aims it at the soul hunter himself. The soul hunter's soul is captured into one of the little soul vessels like those the other souls occupied, amid cries of "No!" from the soul hunter. Sinclair kneels down next to Delenn.

Later, in the Med Lab, Sinclair finds that Delenn will be all right; Dr. Franklin explains that she has a remarkable constitution (and extrapolates that this was the reason that they did so well in the Earth-Minbari war–because they kept going despite severe injuries). "So, I hear you saw something," says Dr. Franklin to Sinclair.

"I'm not sure–I don't know if I'll ever be sure," replies Sinclair.

Dr. Franklin replies that that type of talk could get Sinclair sent on a "very long vacation." The doctor further goes on to say that he still doesn't believe that the soul hunter can do what he says he can do.

Meanwhile, Delenn, who has just awoken, sees Sinclair and smiles. "I knew you would come," she says. "We were right about you ..."

"Who was right?" asks Sinclair, but Delenn has already fallen back to sleep. Sinclair jokes with Dr. Franklin that he's almost completely sure that Delenn won't finish the sentence once she wakes up.

Later, in his quarters, Sinclair asks the computer to do a keyword search. He struggles to remember the word that the soul hunter used to refer to Delenn, and finally successfully remembers it. The computer tells him that the title "Satai" is used as an honorific applied to the members of the grey council. Sinclair expresses basically the same question that the soul hunter had asked: why a member of the ruling body was assigned to diplomatic service. The computer asks Sinclair if he wishes to make another enquiry. "No, it can wait. There's always time," he says.

Sinclair finds out that Delenn will certainly live. Mean- while, as Sinclair is escorting the soul hunters off the station, he warns them that they will no longer be allowed on Babylon 5. The soul hunter seems already to expect this–he admits that his kind are usually not welcome wherever they go. The soul hunter asks Sinclair what happened to his "brother"'s collection of souls. Sinclair harshly brushes this question off: "Life's full of mysteries. Consider this one of them!"

Delenn, in her quarters, is crushing the vessels that contained the souls in the soul hunter's collection, thereby freeing them. She studies each of them for a moment, listens intently to them, and finally destroys their containers, allowing them to fly about the room freely, eventually to fade into nothingness.

Synopsis by Shawn Bayern
bayern@cshl.org

Episode 3

Born to the Purple

Ambassador Mollari is sitting in a night club, intensely enjoying the show. His pleasure is interrupted by Sinclair and G'Kar, who have come, quite angrily, to tell him that he can't evade his responsibilities any longer–that tomorrow morning, Londo =will= be present to negotiate with the Narn over the Euphrates Sector, a point of contention between the two regimes. Londo suddenly interrupts them and tells them to sit down–for the moment in the shows that Londo has been waiting for has arrived: an erotic Centauri dancer. "Of all things in life," Londo comments, "are females not the finest?"

"On that, Mollari, we can at least agree," replies G'Kar. As G'Kar, Sinclair, and Londo are sitting there, Ko D'ath, the new head of G'Kar's diplomatic staff, arrives. G'Kar, to put it mildly, doesn't look very happy. Meanwhile, a man makes a pass at Ko D'ath, who rather violently throws him across the room.

After the show, Londo returns to his quarters only to find the erotic Centauri dancer, whose name is Adira Tyree, lying on his bed. Needless to say, he is overjoyed and goes to bed ...

The next morning, Garibaldi finds an anomaly in the computer system–it seems that there has been some unauthorized use of the highly-official Gold Channels. Sinclair tells Garibaldi to continue investigating.

After finishing his talk with Garibaldi, Sinclair, who is at the negotiation table with G'Kar, becomes rather upset that Londo still hasn't arrived. Talia Winters, who will be telepathically auditing the negotiations, excuses herself from the table for a moment. Sinclair follows her.

Talia tells Sinclair that she just had to get out of the room for a while–so much intense emotion in such close proximity can be difficult to block out. Sinclair explains to her how important a peaceful settlement to these negotiations is; he wants to prove that Babylon 5 is doing the job it's supposed to be doing. Further, he knows that every side truly wants a peaceful settle- ment, and explains to Talia that her job is to get rid of all the lies, until the inescapable truth of a peaceful settlement is the only thing left.

Londo, in his room, is talking with Adira. "What is it that you're getting [from me]?" Londo asks. "A washed-up, old republi- can, dreaming of better days."

"These are =my= better days, Londo," Adira responds, "thanks to you." Londo finally hears that Vir is paging him, so he finally gets up and goes to the negotiations.

On the bridge, Ivanova, who has been informed about the communication anomaly, tells Garibaldi that he's overreacting. She explains that it could easily be a computer error or some energy fluctuation. Garibaldi protests that he has already checked for all of these possibilities–and he says that if someone has gained unauthorized access to the Gold Channels, there might be a very serious security breach. Gold Channels, he explains, are priority channels–most people don't even know that they exist, and even if people did know, they couldn't be used without the express permission of Sinclair. Ivanova, however, bruskly brushes him off- -she'll get to the problem later, she says, when she has time. Londo finally arrives at the negotiation table, claiming to have been detained by an "important matter of state." The negotiations begin.

Adira enters her quarters, and is surprised to find a certain man, Trakis, there. We quickly find out that Adira is a slave, and Trakis is her master. He asks her if things are going well with Londo. She evades the question, but he warns her that a slave should never lie to her master–and he uses some telepathic device to determine her thoughts. He then orders her to hurry up and get the "Purple Files" from Londo. "Do you know why a drunken fool like Mollari has ... power?" says Trakis. "Because his family has been collecting dirt on other families for years, like all the noble houses of the Centauri Republic." The Purple Files, he explains, can bring down any house in the republic–the Narn would pay well for that data, he says, and he wants it. He orders the reluctant Adira to use a mind probe to get the data from Londo.

Later, Adira is in her quarters when Londo stops by. He brings her some exotic flowers ("Star Laces"?) and also gives her an heirloom which has been in his family for centuries–it was originally warn by a wise and powerful matriarch of his family. She refuses to take it, but he forces it on her, telling her, "You know how stubborn I am!" She finally accepts it. Londo then mentions that he's made reservations at the finest restaurant on Babylon 5. Adira expresses concern and asks what would happen if people saw them together. He explains that, although the Centauri are a class-driven society, "When I look beneath the mask I've been forced to wear, I see only emptiness. Then I think of you, and I say, 'To hell with appearances.'"

Garibaldi is reading =Universe Today= in his office when his computer alerts him of another communication anomaly. He attempts to track it, and comes quite close to succeeding, only to be stopped at the last moment.

Sinclair has invited Talia to dinner, ostensibly in reward for her services at the negotiations, at the same restaurant that Londo and Adira have gone to. As Sinclair and Talia are talking, she explains how Londo's thoughts at the negotiations were intensely "erotic." Sinclair comments that he's not surprised.

Garibaldi is at Ivanova's console, trying to track down the last anomaly. His efforts are not accomplishing very much; he has traced the message to somewhere in the Russian Consortium.

Londo and Adira are back in Londo's quarters. She tells him to sit down while she prepares the drinks. She sticks some type of sedative in one of them, however. When Londo drinks it, he falls back, unconscious. She sets up the mind probe and gets Londo's access codes to the Purple Files (which are, appropriately, "wine," "women," and "song."). She uses the codes at a computer console in Londo's room to gain access the Purple Files and transfer the information that they contain into a data crystal. She returns his heirloom, sadly mumbling that she's sorry; then, she leaves.

In the morning, Londo is quite upset at Vir for waking him up. Further, he complains of a terrible headache. Suddenly, he notices that Adira has left his ancient heirloom on his desk.

Adira is staring at the data crystal in her quarters when Trakis calls her and orders her to meet him in exactly 10 minutes. Reluctantly, she starts on her way.

Londo, who is extremely preoccupied by now, suddenly has what he thinks is a brilliant idea–to gives Vir full diplomatic status and tell Vir to represent to the Centauri at the negotiations. He tells Vir that he is now the "voice of the mighty Centauri Republic." Vir, changing from an expression of surprise and reluctance to one of pride, finally accepts his position at the negotiation, and virtually runs off, excitedly. "Don't give away the homeward," orders Londo, as Vir leaves.

Adira, as she sees Trakis at the prearranged meeting place, finally realizes that she doesn't like what she's been forced to do. As she sees Trakis, she runs away from him. Trakis, in quick pursuit, violently pushes a few bystanders out of the way, but is unable to catch up with her.

Trakis finds Londo knocking at Adira's quarters. "She's not there," Trakis tells Londo. Trakis goes on to explain that he and Londo are very much alike–how Adira has betrayed them both. Adira is meanwhile speaking with a friend of hers, frantically arranging safe transport away from Babylon 5. Until the flight, her friend promises her a safe hiding place–in the friend's quarters.

Trakis tells Londo that Adira is a Narn agent. When Londo expresses disbelief, Trakis merely warns him of a danger with which Londo is quite familiar–that if the Purple Files get out, the whole Centauri Republic (not to mention Londo's career) will be finished. Trakis continues to explain that Adira is Trakis's slave–and that the only reason that he cares about this whole thing is that, by the same Centauri laws which allow him to own Adira as a slave, Trakis is responsible for any crimes which Adira commits. Trakis secretly places a audio bug on Londo. Londo, in a mixture of sadness and rage, tells Trakis to leave the quarters.

At the negotiation table, Vir walks in and proudly proclaims that he is the ambassador for the Centauri Republic. G'Kar is enraged, and, as a countermeasure, makes Ko D'ath the Narn ambassa- dor (warning her not to give away the homeworld). Sinclair, trying to maintain some semblance of order, leaves the negotiation chambers to search for Londo.

Londo, who has realized that Adira stole his Purple Files, is in no mood to return to the negotiations. He explains the seriousness of the situation to Sinclair and also asks Sinclair for help. The situation must not be made public, he says, and Sinclair is the only one to help him. Sinclair says that he'll only help Londo if Londo agrees to Sinclair's compromise concerning the Euphrates Sector. Londo agrees.

Undercover, Londo and Sinclair enter the club for which Adira was dancing previously. Sinclair outwits the owner of the club into letting him see the dancers for a while. Once they see the dancers, they ask for information about Adira–where she might be hiding. One of the dancers tells them the name of a good friend of Adira–the quarters of whom are the mostly likely place for Adira to be hiding.

At the same time, Trakis, in the alien sector, is monitoring Sinclair's and Londo's conversation through the auditory bug which he attached to Londo previously. He is speaking with one of the aliens, arranging to pay for men to delay (and kill, if necessary) Sinclair and Londo in order to give Trakis to the time to capture Adira (and the data crystal).

Sinclair and Londo go heading off to find Adira but are intercepted by these hired men. Londo realizes that it must have been Trakis who sent them. Londo and Sinclair run off to hide; in the middle of the hired men's pursuit of Londo and Sinclair, however, they are ordered to call off their operations–Adira and the crystal have been captured. Londo and Sinclair overhear this unfortunate bit of information.

Ivanova, on the bridge, informs Garibaldi that there has been an incident of heavy shooting down in a certain section of Babylon 5. She tells Garibaldi to go down to investigate it; she says that she'll monitor the communications for any similar anomalies. Garibaldi, however, sends some other security offices to the area of the shooting and remains in his office to monitor communications himself.

According to station logs, says Sinclair, no ship has left Babylon 5 for the past two hours. Therefore, Adira and the crystal must still be on board. Sinclair offers to arrest Trakis–there's enough evidence, he says; Londo, however, declines, saying that any arrest will hinge on his own testimony, and he cannot give it, for fear of making this incident official. "Besides, he might harm Adira," adds Londo. Sinclair is surprised and asks why Londo would like to protect her–after all, she's the one who got him into this situation. "I know," replies Londo, "but there must be some other way." Sinclair says that he has another idea ...

Garibaldi, sure enough, has found another anomaly. This time, he successfully traces it. He catches Ivanova communicating with a Russian hospital–and with her dying father. Ivanova's father sadly apologizes for his perceived lack of love toward his daughter–he explains how, after her mother's death and her brother's death in the war, he was too wrapped up in his own needs to (from his point of view) successfully cater to her needs. He apologizes profusely, though his daughter finds all of it unnecessary. With touching words between them, he dies. Garibaldi, who has been looking on sadly, sees and hears the whole conversation.

Sinclair, meanwhile, is speaking with G'Kar, offering him a "business opportunity." He offers to arrange a meeting for G'Kar concerning some "merchandise" that will give G'Kar an advantage over Mollari. When G'Kar asks Sinclair why he's offering this meeting, Sinclair says that Earth wants some concessions in the Euphrates Sector and knows that Narn gratitude is quite worth the price. Further, Sinclair, to ensure that the merchandise is genuine, offers to have Talia Winters sit in on the meeting. G'Kar accepts, telling Sinclair, "I never knew you could be so devious, commander."

"Coming from you, ambassador, that's a real compliment." rejoins Sinclair. G'Kar at first smiles, but suddenly realizes Sinclair's implication, and gives a perplexed, somewhat-annoyed frown.

Talia, however, when asked by Sinclair and Londo, refuses to use her telepathic skills for any purpose that involves personal matters–it's against Psi Corps regulations. However, when confronted with the possibility that Adira will die if she doesn't interfere, she agrees to scan Trakis's mind at the meeting that Sinclair arranged–however, she can only scan "surface thoughts," though there are tricks ...

The meeting between Trakis and G'Kar proceeds as Sinclair planned. Trakis mentions that he doesn't like telepaths. Talia refutes this, saying that she's only there to verify the merchandise ... he mustn't think of anything else–such as "where Adira Tyree might be." Trakis is surprised and fooled–enough so that Talia can read his "surface thoughts" pertaining to Adira's location. She tells this information to Sinclair, who sends a security team to try to find her. Trakis, seeing that he has been fooled, attempts to run away–but is stopped by Londo's fist. "That was for Adira," says Londo, "and this"–he kicks Trakis rather hard–"is for me!" Londo searches Trakis's unconscious body and finds the data crystal without difficulty. Londo thanks G'Kar for helping to save not only Londo's career, but the entire Centauri Republic.

Ivanova, meanwhile, enters Garibaldi's quarters and notices that he didn't go down to check out the previous shootings as she had asked him to. Garibaldi comments on how there was another communication anomaly and how he has finally traced the problem: it was, he tells Ivanova, what she originally thought it was–a computer error. He says that he trusts it won't happen again; she agrees. Garibaldi, leaving the room, invites Ivanova for a drink, but she again bruskly brushes him off, saying that she's on duty. However, on second thought, she turns around and tells him, "Maybe another time."

Londo meets with Adira right before she leaves on her ship. He explains to her that Sinclair has "convinced" Trakis to give Adira her freedom–"He [Sinclair] can be a frightening man, that one!" Londo comments. Further, Londo again gives his old heirloom to Adira, telling her to wear it proudly–as a free woman. He offers her, once again, to stay, but she refuses, telling him that her wounds are too fresh. She apologizes, saying that she never meant to hurt him. They wave goodbye, and she boards her ship, leaving Londo only with memories.

Synopsis by Shawn Bayern
bayern@cshl.org

Episode 4

Infection

A reporter from Interstellar Network News has arrived on Babylon 5, to cover the second anniversary of the opening of Babylon 5 (an event which was extremely unlikely, considering the fate of the previous Babylon stations, according to the reporter). Unfortunately for her, Sinclair is on a mission to check out a damaged transport and is therefore unavailable for an interview.

At the medical lab, Dr. Franklin is greeted by an old professor of his, Dr. Vance Hendricks. Hendricks offers Franklin an "adventure, very possibly the biggest adventure you've ever had." Hendricks, however, does not explain anything to Franklin yet–he explains that Franklin will find out in due time.

At the customs center on B5, material entering the station is checked for security reasons–any organic matter or other, possibly dangerous substances must be quarantined. At this particular time, a seemingly uneventful search is being carried out. However, the attendant carrying out the search notices a possible security violation in the cargo of a certain individual, Nelson Drake–it appears that one of his suitcases is arranged so as to hide something. "If I didn't know any better, I might think you were trying to smuggle something in," comments the attendant on duty. Nelson waits for the appropriate moment, then kills the attendant–and brings his contraband material aboard the station.

Dr. Franklin is called to examine the attendant that was killed. He finds that the attendant was almost certainly died of natural causes–a heart attack. However, at the insistence of Garibaldi and Sinclair (who has arrived back at the station), Franklin agrees to perform a thorough autopsy.

Franklin returns to the medical lab in order to meet with Dr. Hendricks to find out what this "adventure" was that Hendricks spoke about. Hendricks explains that he needs Franklin's help to study some artifacts found at a recent dig on an alien planet. First, he introduces Franklin to his assistant–none other than Nelson Drake. Nelson opens the container that holds the arti- facts–

–and a sudden energy spike is detected on the bridge.

Meanwhile, at the medical lab, Franklin explains that he was on a dig at Icara VII [spelling correction pending], sponsored by a corporation known as "Interplanetary Expeditions." He found some thousand-year-old Icaran artifacts sealed deeply in a vault. He asks Franklin to run these artifacts through his medical scanners. Franklin complies and (as Hendricks apparently expected) finds that the artifacts are composed of living tissue–they are an example of organic technology–"the one trick that Earth hasn't been able to crack," according to Hendricks. Franklin is amazed, but suddenly asks Hendricks why he wasn't informed of these artifacts as soon as Hendricks arrived on the station–since organic material must be quarantined before it is allowed on the station. Hendricks simply replies that the quarantine was undergone at their previous location. When Franklin comments that there are surely better facilities back on Earth, Hendricks only insists that he needs someone he can trust. Hendricks entices Franklin, saying that Franklin will achieve his dream of "going down in the history books" if he goes along with Hendricks. Franklin, at length, agrees.

Later, Nelson is in his quarters when one of the artifacts seems to come alive. It releases a powerful energy surge toward Nelson, which propels him across the room. This energy surge apparently has had some physiological effect on Nelson, who notices (a short time after) that his skin is undergoing some type of metamorphosis.

On the bridge, Sinclair is questioning Garibaldi about the dead customs attendant–he wonders if the autopsy has shown anything yet. The death, according to Garibaldi, still seems to have been a natural one–nothing abnormal has been found yet, although the autopsy is not yet complete. Ivanova reports that some unusual energy readings have been detected–she is presently investigating them. Further, she reminds Sinclair of his interview with the ISN reporter. Sinclair acknowledges this, but it is clear the is not looking forward to it. Garibaldi asks him why he is so adverse to this interview; Sinclair replies that the last time he was called for an interview (in which he was instructed to "relax and say what I really felt"), he was shortly transferred to a far- away outpost as a result.

Franklin and Hendricks have meanwhile, for the last fifteen hours, been studying the organic artifacts. Franklin suddenly asks Hendricks what will happen when and if they finally figure out how the organic technology works. Hendricks replies that they will sell it to an Earth corporation, but Franklin expresses a certain resentment at this–Franklin says how he always thought Hendricks was the kind of man who made his own discoveries, rather than stole them from old alien civilizations. "Granted, this may be impor- tant," says Franklin, "but ... it's a shortcut.... Feels a little like grave-robbing." Hendricks replies that the only way to really explore the galaxy is through corporation grants–he explains the wondrous things he's seen on corporation-financed missions. Franklin then confronts Hendricks with the fact that he cannot find any information on the corporation that supposedly financed the expedition on which these artifacts were discovered. Hendricks avoids the question and promises to explain everything the following day.

Garibaldi is meeting with the reporter, trying to explain to her about his background with Sinclair and B5. She interrupts him, and confronts him with that background: "I've come across several rumors surrounding your record prior to Babylon 5," she says.

"That you were fired five times for unspecified personal problems and that this is your last chance to make good." Garibaldi vehemently denies comment.

The organic artifacts, in Nelson's quarters, are strengthening their hold over Nelson. He is falling more and more under their control.

When Dr. Franklin next enters the medical lab, he is surprised to find Nelson standing there. Nelson has undergone some strange metamorphosis; he shoots Franklin, saying only one word: "Protect."

Later, Garibaldi is informing Sinclair about the incident that just happened to Franklin. They both go to visit Franklin in the infirmary. Franklin explains to them that the weapon Nelson used to shoot him had a similar design to the organic artifacts. Garibaldi is surprised to hear that the artifacts are organic; he asks Franklin if they were checked at customs. Franklin can only reply that Hendricks told him that they were checked–he can't offer any guarantee.

Nelson is meanwhile walking around some obscure level of B5. He has undergone an extreme metamorphosis; he is no longer recognizable as Nelson.

Sinclair goes to confront Dr. Hendricks. Sinclair tells him that, according to Franklin, the armor that Nelson was wearing was very similar to the organic artifacts that Hendricks brought aboard. Garibaldi adds that the artifacts were brought on to the station illegally–somehow, they were not put through the required quarantine, either on B5 or at Hendricks's previous location. Hendricks says that he knows as little as Sinclair and Garibaldi know–he says that Nelson told him that they were, indeed, quarantined. However, Sinclair explains that, whether or not Nelson was under Hendricks's orders, Hendricks will be held personally responsible for the incident. Hendricks, when asked, says that the organic artifacts have limited energy and might attach themselves to another organism to achieve mobility; he cannot, however, explain why they may have attached themselves to Nelson but to no one else who has been exposed to them. He guesses that the artifacts are now controlling Nelson; he cannot, however, explain =why= the artifacts might take him over. He says that he will need to study the artifacts further in order to figure out their purpose and methods. Sinclair allows him to assist Franklin in further research.

Nelson, under the control of the artifacts, shoots and kills a group of people who walk by him (on the obscure level where he was walking before). Again, he says, "Protect!"

Simultaneously, on the bridge, another energy surge is detected. They pinpoint the location of the surge and determine that it is 20

Garibaldi reports that there are two deaths on the level known as "Grey-13." Garibaldi leads a security team to that area. Sinclair calls a "Level 2 Alert." Just then, the reporter from ISN enters the bridge, claiming to be interested in whatever problem is occurring–"the people have a right to know [what's happening]"; Sinclair orders her to leave.

Garibaldi's security team has found Nelson. The team fires at Nelson, but Nelson is unharmed. Nelson continues toward the place that he was originally heading.

Franklin, while studying the artifacts with Hendricks, discovers a certain device in Nelson's belongings. He hides the device from Hendricks's view. Meanwhile, the study of the artifacts continues.

Sinclair, meanwhile, guesses that Nelson is heading toward the Central Corridor, the area with the greatest population and, consequently, the area where Nelson can do the most damage. Ivanova reports that, although Nelson must rest after every time he attacks, his periods of rest are becoming shorter–and his power is increasing each time. Sinclair realizes that their next chance to stop Nelson may be their last chance.

Franklin has finally accesses the memory banks of the artifacts; he reports to Sinclair what he has found: In the course of Icaran history, the Icarans were invaded many times. Because of these repeated attacks, they created organic weapons to use against their enemies. Because it would take too long to create an artificially-intelligent weapon, they incorporated the personality matrix and brain patterns of one of their researchers, known as Tumar [spelling correction pending]. Because of the possibility, however, that their enemies might "fool" the weapons (for the weapons have personalities), the Icarans programmed their weapons not to accept commands from anyone but "pure Icarans." However, as Franklin points out (with a bit of disgust), there is no clear way to define a "pure" Icaran–"no one is pure," he says. Franklin continues to explain that a coalition of religious fanatics and military extremists defined what it meant to be a "pure" Icaran– their standards were based on ideology rather than science. (Sinclair points out the similarities to Hitler's "perfect Aryan" idea in WWII). Unfortunately for everyone involved, after the weapons killed the enemies of the Icarans, they turned on the Icarans themselves, killing anyone who didn't =perfectly= match the standards of what a "pure Icaran" was. They kept killing everyone until the last Icaran was dead. Then, through centuries of disuse and neglect, the weapons failed. However, the artifacts that Hendricks discovered contained one of these weapons–and it has activated itself by attaching itself onto Nelson. Sinclair has an idea how to stop it: if the weapon has a personality, he will try to contact that personality and reason with it, thereby attempting to bypass the programming.

First, however, Garibaldi and Sinclair set up an extremely powerful attack against Nelson. The attack fails completely; it doesn't even slow down Nelson. Sinclair, therefore, feels he has no other choice but to try to speak with the personality–with Tumar. "I'm going to try to make it mad," says Sinclair; he explains that, by speaking with the personality of the weapon, he will try to lure Nelson to the docking area, which they can detach and eject–"armored or not, nothing can live in a vacuum." Garibaldi objects, but Sinclair goes anyway.

Sinclair speaks to the weapon. He attempts to anger it by saying (truthfully) that the Icaran race is dead. Sinclair's plan works–Nelson follows him to the airlock. Sinclair explains the whole situation to Nelson–how the weapons failed in their mission, and how Icara was destroyed by their own hand. "Your own people– how pure were they? They didn't feed you facts; they fed you propaganda. They programmed you with standards of genetic purity no one could match–not even your own people." Then, at the last minute, Sinclair tells the weapon to search Nelson's memory (for Nelson has seen the dead Icara). The weapon does this, and realizes that what Sinclair has said is true. He is suddenly overwhelmed with guilt; he drops to his knees, asking his long dead race to forgive him. Then, he destroys the organic artifact that has taken over Nelson–Nelson's metamorphosis is thereby undone, and Nelson falls to the grounds, rid of the artifact.

Later, after the whole incident has passed, Franklin confronts Hendricks. He explains that he found a cardiac stimulator in Nelson's belongings–the device, if used on a healthy person, can precipitate a heart attack. Further, Franklin explains that he has found two small marks in the skin of the dead customs attendant– marks which were so small that they were overlooked; the marks perfectly match the cardiac stimulator's prongs. Franklin tells Hendricks that he has spoken with Nelson, and that Nelson confirms Franklin's suspicions: Nelson was acting under Hendricks's orders the whole time. Hendricks admits that this is true; he explains that "Interplanetary Expeditions," the corporation that financed the Icaran dig, is a front for a bio-weapons supplier. Hendricks says that he suspected that the artifacts were organic weapons, so, instead of turning in the artifacts right away for standard commission, he came to Franklin in order to study them. If the artifacts were indeed bio-weapons, he felt, they would be worth millions– or more.

"You deliberately endangered a quarter of a million humans and aliens just to raise your profit margin?" asks Franklin.

Hendricks explains that he was sure he could control the artifacts–he never expected any harmful incident. He also says that he didn't know the customs guard was murdered–Nelson said that he would handle it, so Hendricks didn't question him. Franklin realizes that this was why the weapon attached itself to Nelson, not to anyone else–the program needed someone willing to kill. Hendricks makes one final appeal to Franklin–he asks Franklin not to turn him in. If Franklin doesn't turn him in, says Hendricks, then they will share the profits of the sale of the artifacts. However, just at that moment, two security guards arrive. "It's too late," says Franklin, almost sadly.

Meanwhile, Garibaldi confronts Sinclair on another matter. To do justice to this scene, I feel I must include Garibaldi's dialogue verbatim: "The whole stations talking about how you were willing to risk your life to stop that thing.... This is the third time in the last year you've put yourself on the line like this.... Jeff, you're my friend. You've been my friend a lot longer than you've been my commanding officer so I think I'm entitled to say this. We were both in Earth Force during the war; I wasn't on the line but I did my share. I know a lot of guys who came out of the war–changed. Some came out better; some came out worse. A lot of them have this problem: the war gave them definition, direction, purpose. Without it, they don't know how to fit in anymore, so they keep looking for ways to go in a blaze of glory. Some people call that being a hero–maybe so. I don't know; I've never been one. Me? I think they're looking for something worth dying for because it's easier than finding something worth living for."

Sinclair sadly, thoughtfully admits that he doesn't have an answer to this–although he also admits that he should.

Franklin and Ivanova are speaking in the war. He expresses his disgust at fundamental ideals of "purity" and "perfection"–he wonders if what just happened is a preview of what's to come, mentioning that there are many hate groups on Earth targeted against aliens. Ivanova replies that she doesn't think that humanity would be so foolish–that, hopefully, they could learn from the past. Just at the moment, however, two officials walk up to Franklin, demanding that he turn over the artifacts to them, on authority of Earth Force Defense, Bio-Weapons Division, in order that they can study them for purposes of planetary security.

The reporter has finally caught up with Sinclair, and the interview has been carried out. The reporter asks Sinclair if, after what he's been through, he feels that it's worth it for humanity to continue their presence in space. "We have to stay here," he replies, "... [because] eventually our sun will grow cold, and go out." When this happens, he explains, the entire culture of Earth will be destroyed–a culture and history that he feels are worth preserving. Therefore, humanity must go to the stars.

Synopsis by Shawn Bayern
bayern@cshl.org

Episode 5

The Parliament of Dreams

Earth Central has planned a cultural exchange where all alien societies on B5 will have the opportunity to demonstrate their dominant religious beliefs. Needless to say, this idea has caused nightmares for the security officers; at the moment, Garibaldi is trying to stop an alien from bringing a ceremonial knife aboard the station. Suddenly, he sees Sinclair's old girlfriend, Catherine Sakai, arrive on the station. He immediately leaves to warn Sinclair.

G'Kar is in his quarters, trying to have a quiet dinner when he is interrupted by a Narn courier, Tu'Pari, who is carrying a message that he claims to be important. After Tu'Pari leaves G'Kar's quarters, G'Kar plays the message. The message turns out to be from an old enemy of G'Kar, named D'Rog [spelling correction pending]. "I bring what you doubtless will consider good news: I am dying." G'Kar smiles in appreciation. The message continues, "In fact, by the time you get this recording, I will already be dead. Ah, but then, very shortly, so will you."

D'Rog explains that G'Kar should not be surprised–vengeance was inevitable after G'Kar humiliated D'Rog before the Narn Council and ruined D'Rog's family's name. "You will be dead within 48 hours of receiving this message. Already, my agent is close to you. You will not know who, or how, or where, until it is too late." Just then, Na'Toth–G'Kar's new diplomatic attache–arrives and reports for duty. G'Kar can do nothing but stare at her, suspiciously.

Sinclair, in his quarters, is getting ready for the Centauri religious demonstration when Garibaldi arrives. Garibaldi warns Sinclair that Catherine is on the station. Sinclair thanks him, saying that he's happy to know that she's on board, so he can avoid her. Then, suddenly, he asks if she came to the station alone or with another man. Garibaldi replies that she was alone.

The Centauri religious demonstration has begun. It is quite a festival, with dancing, drinks, and pretty much everything else you'd expect at a Centauri party. "It's a celebration of life," says Vir. Londo is immensely enjoying himself–drinking, crawling up on the table, explaining Centauri household "gods," telling Delenn that she's "very cute for a Minbari" and that Garibaldi is "cute, too, in an annoying sort of way." Finally, Londo falls to the table, unconscious. Vir stands up and says, triumphantly, "Ahh! He has become one with his inner self!"

"He's passed out," comments Garibaldi, smugly.

"That too," responds Vir.

Meanwhile, Commander Sinclair–having had enough of the Centauri demonstration and having left quietly in the middle–has decided, after all, to see Catherine. After he finds her, they speak for a while. She says that she hadn't known that Sinclair was in command of the station–otherwise she wouldn't have come. "I keep my promises.... I'll leave now if you want me to." Sinclair won't hear of it, though. Instead, he invites her for dinner. At length, she accepts: "This is how we get into trouble every three years.... All right, just dinner."

Later, G'Kar and Na'Toth are speaking in their quarters. G'Kar is suspiciously pondering recent events–he mentions, his assistant's, Ko D'ath's, recent death in an unlikely airlock accident. He asks Na'Toth who sponsored her to be his attache; when she answers, he notices that her sponsor's sponsor was none other than D'Rog. He explains to her that D'Rog has hired someone to kill him, and evidently this assassin is someone close to G'Kar. Na'Toth only replies, "With all due respect, if it were me, you wouldn't be here for us to have this conversation." G'Kar is unsatisfied–according to D'Rog's message, G'Kar would be kept in fear for a while before actually being killed–"the last thing he wants is a quick death." He can still not discount Na'Toth as a suspect.

Na'Toth tries to reason with him: "How can you be sure there =is= as assassin on board? What if he only told you this to frighten you?" G'Kar replies that this is very unlikely.

She thinks again, then explains that if D'Rog wanted to make sure the assassination were carried through, he would have gone to the "Assassins' Guild" to get a killer. She explains that killers from the Assassins' Guide traditionally leave a black flower–a "death blossom"–as a warning to their victims so that the victims can tie up their affairs. She asks G'Kar if he's received one of these flowers; he replies that he hasn't. "Then I wouldn't worry," she concludes, and adds, "I'm sure the question will resolve itself soon enough."

Later, G'Kar is sleeping in his bed when he is awoken by a strange smell. He calls Na'Toth to his quarters to show her what was left in his bed–a black flower. "You have no idea how =that= got into my bed?" he asks.

"Ambassador," comments Na'Toth, "it is not my place to speculate on how anything gets into your bed. Your reputed fascination with Earth women, for instance..." She goes on to suggest that G'Kar see Commander Sinclair if he's worried. G'Kar declines, saying that he prefers to fight his own battles–further, his going to Sinclair might raise questions that he'd rather not answer–questions concerning his years on the Council. "Personal- ly," he says, "I don't care if the information comes out–my only concern is that it might compromise our standing in the negotia- tion. So we have to handle this quietly, for the sake of planetary security." Na'Toth asks G'Kar why he is telling her all of this, considering that she's currently under his suspicion. "Earthers have a phrase:

'Keep your friends close and your enemies closer.' I think they stole it from us." He adds that he also would like to strengthen the relationship between them. He then tells Na'Toth to find Tu'Pari, the courier who originally brought the message–G'Kar wants to find out who gave the message to Tu'Pari. Tu'Pari must still be on the station, according to G'Kar, because no Narn ships have left B5 since the day before. "Finding him will be your first test," he commands.

Elsewhere on the station, Lennier–Delenn's new assistant–has arrived on the station. He greets her as "Satai Delenn," addressing her as a member of the Grey Council deserves to be addressed. He further refuses to look straight at her; he only looks down; "It is forbidden!" he says.

"You can look up...." says Delenn, "I cannot have an aid who will not look up. You will be forever walking into things." At length, Lennier agrees.

Lennier comments that he feels that he's in an awkward position. He has been, he feels, greatly and suddenly promoted; after all, he's now an assistant to a member of the Grey Council. Delenn only comments that he received a high recommendation from his teachers and that he will soon adjust. "You can begin by promising not to mention the Grey Council again during your stay. No one here knows of my connection; no one must find out."

"But, to deny the Council–!" blurts Lennier.

"I'm denying nothing. But it would lead to certain questions that I don't want to answer just now. You will not use my title, 'Satai.' You will address me only as 'Delenn.' Do you understand."

He says that he does not–but that it doesn't matter: "Understanding is not required–only obedience."

G'Kar, in the meantime, has gone to N'Grath (the insect-like vendor in the alien sector) to seek a bodyguard. In a few hours, he will attend the Minbari religious ceremony, and he doesn't want to be unprotected in public.

Sinclair and Catherine Sakai are having dinner. They talk about how they meet every few years, talk briefly, end up in bed together, then go their separate ways. They both agree that their relationship should not go on like this–it isn't worth it.

The Minbari religious ceremony has begun. It is, needless to say, quite the opposite of the Centauri celebration: It is orderly and ceremonial. Delenn starts out by reading a story that deals with death and renewal. Orderly music is played at certain points in the story. Red pieces of fruit are then handed out; Delenn tells everyone to eat them. She shows a slight interest in Sinclair's eating the fruit, then moves on with the ceremony. "So, it begins!" she says.

G'Kar, during the whole ceremony, has been extremely agitated, because his bodyguard did not arrive. He storms into his quarters, screaming and complaining; but Na'Toth only directs him into an adjoining room. In that room, he sees the bodyguard sitting down, quietly. He yells at him for a moment, then hits him in annoyance. The bodyguard falls over stiffly, and it is evident that he has been killed. Further, a black flower–the warning sign–is hanging from the bodyguard's clothing.

G'Kar has called Garibaldi into his quarters. Garibaldi investigates the murder: "You just came in and found this guy dead in your bedroom?" G'Kar explains that he has never seen the person before and has no idea who he is or why he was in G'Kar's bedroom. G'Kar claims, as an alibi, that he was at the Minbari ceremony when this person was killed. Garibaldi agrees, but comments that G'Kar seemed rather nervous and preoccupied at the ceremony. Garibaldi continues his search of G'Kar's quarters, only to find a hot-pink piece of woman's underwear behind the bed. G'Kar is, needless to say, annoyed–he also doesn't like that Garibaldi continues to question =him=. He orders Garibaldi out of his quarters, invoking diplomatic immunity. "I brought you here as a courtesy," says G'Kar. He tells Garibaldi that he should be spending more time trying to find out who the murderer was, rather than questioning G'Kar.

Garibaldi humbly apologizes, but doesn't leave before commenting, "And just let me say, ambassador, from the bottom of my heart, hot pink is definitely your color."

Na'Toth, after considerable searching, finally finds Tu'Pari and brings him back–under slight protest–to G'Kar.

Catherine is meanwhile in the middle of a business negotiation. She is giving information to her associates about a planetoid which she has located and which she believes would be a good candidate for mining. Her associates are satisfied, and also offer her their congratulations–a valuable mineral was discovered on a previous planet which she scouted, and, under the contract, she is entitled to a percentage of the profits. When they show her the amount of credits to which she is entitled, she is almost speechless and quite surprised at her good fortune.

Na'Toth has brought back Courier Tu'Pari to G'Kar's quarters. He thanks her and sends her out, saying that he wants to speak with Tu'Pari alone. She leaves. He grabs Tu'Pari by the neck and asks who gave Tu'Pari the message to deliver. When Tu'Pari replies that the message in from D'Rog, G'Kar merely tightens his grip and says that D'Rog is dead. Tu'Pari then admits that the message is from Councillor Sha'Toth, Na'Toth's father. "The danger is much closer to you thank you think, ambassador," says Tu'Pari.

Sinclair is in his quarters listening to Tennyson's =Ulysses= when Catherine enters. She brings some expensive wine and comments that she has terrific news and is "tired of not having anyone to share it with." She comments on his liking of old poetry: "What's it take to drive you into the 23rd century?" She quotes some of it to him; he is surprised to find that she has memorized it. She responds, "I lived with you for a year–I didn't have much choice." Sinclair comments that what she's doing right now may not be such a good idea; however, she pleads with him not to send her out. Although they have superficially agreed that their relationship is over and that they have no feelings for each other any longer, she says that "you don't just turn it off like a switch." She admits that, even though they have been separated for a while, and even though she has tried relationships with other men, she never stopped thinking about him. After a bit of tension, they agree to spend the night with one another.

G'Kar is in his quarters, communicating with the Narn homeworld. He is requesting that Na'Toth be reassigned immediate- ly. They confirm his request; further, they apologize for the delays in communication. "What delays?" asks G'Kar.

G'Kar's correspondent explains that the appointed courier met with an unfortunate accident right before he was going to leave for Babylon 5. They have not yet been able to find a replacement.

"What are you talking about?" G'Kar asks. "The courier is right here. I–" Suddenly, he realizes, and turns around to find Tu'Pari staring at him, pointing a gun at him, and smiling evilly.

The next morning, Catherine, in bed with Sinclair, is talking with him. They reflect on their relationship, its longevity, and its resilience–how it started at the academy, lasted through the war, and somehow showed itself every three years since then. They also speak of how things might be different this time ...

Meanwhile, the assassin Tu'Pari has been waiting for Ambassa- dor G'Kar to awake. When G'Kar does awake, Tu'Pari gloats a bit about how G'Kar's being awake will "make this far more interest- ing." G'Kar, needless to say, is anger and runs toward Tu'Pari in order to attack him. However, the devices (known as "pain-givers") around G'Kar's neck and arms propel him back–in pain–before he gets close enough to Tu'Pari to be threatening. "My orders are quite specific," says Tu'Pari. "You are to know pain. You are to know fear. And then, you are to die." However, he admits that it will be a pleasure when the assignment is finished–"Allaying the target's suspicions can be so time-consuming. Do you have any idea how long I sat in the customs area waiting for Na'Toth to 'find' me?"

G'Kar tries to reason with Tu'Pari; he offers to double the assassin's current payment if he will abort his mission.

Tu'Pari notes how, though G'Kar could probably make him very wealthy, to betray a commission would be a violation of the rules and the spirit of the Assassins' Guild. Indeed, if Tu'Pari were to violate those rules, the Assassins' Guild would then have to kill =him=. To accentuate his point, he increases the intensity of the pain-givers.

Na'Toth enters G'Kar's quarters and, when she cannot find G'Kar, orders the computer to replay the last transmission in which G'Kar participated. The computer shows her ...

Tu'Pari is continuing to use the pain-givers against G'Kar. "The pain must be overwhelming. Why hold it in? Cry out, ambassa- dor!"

"I would die," retorts G'Kar, "before giving you that satisfaction." However, it is evident that he is, indeed, in great pain. However, just to be sure, Tu'Pari continues to raise the intensity of the pain-givers. G'Kar does, eventually, indeed, cry out.

At that moment, Na'Toth finally enters. She explains how she found Tu'Pari and G'Kar–she knew that Tu'Pari would want "complete privacy," so she searched for and found which transport tube had "suddenly broken down," as Na'Toth comments. Tu'Pari orders her away, but Na'Toth refuses to leave. She claims to be Tu'Pari's backup: "I have to finish the job in case you fail."

Tu'Pari skeptically replies that he was not informed about any backup.

"No, the primary never is–standard practice in the Assassins' Guild, as you well know," says Na'Toth.

Still, Tu'Pari refuses to believe her. Na'Toth ignores him– she comments on the "crude, unimaginative" pain-givers that are being used on G'Kar, saying that they are much too quick–that their orders were to prolong G'Kar's pain and discomfort as much as possible until "the deadline."

"And what would you recommend?" asks Tu'Pari, still skeptical.

She answers with action: she brutally kicks him a few times, picks him up, and repeatedly hits him, sending him falling out of the room.

But Tu'Pari is still unmoved. "And this is the part," he says, "where I'm supposed to decide I trust you, drop my guard, and let you shoot me in the back? Sorry, but I can't take the chance that you're lying." However, just by saying this, his guard was lowered enough. G'Kar, whose pain-givers are no longer activated, quickly rushes up to Tu'Pari and knocks him unconscious.

"That hurt!" he says to Na'Toth, in a friendly way.

"Ambassador," she answers, "it was the only way to disable the pain-givers. I had to hit them as hard as possible, as often as possible, and still make it appear as though I were beating you into another incarnation."

"And you didn't enjoy it in the least?" he asks.

"I didn't say that!" she jokingly responds. She asks what G'Kar will do with Tu'Pari....

Three days later, when Tu'Pari awakes, he is annoyed to find that he has been unconscious for so long. G'Kar explains that to make up for any inconvenience, he has deposited a large sum of money in Tu'Pari's personal account at home. Tu'Pari realizes what this means–the Assassins' Guild will think he betrayed his commission, and it will not take kindly to what it believes to be a violation of its rules.

G'Kar smiles and is glad to realize that he has nothing to fear from the Guild any longer–the commission was Tu'Pari's alone, and because the Assassins' Guild will be so embarrassed by this incident, they'd prefer to forget it all never happened–except for killing Tu'Pari if they find him. Happily, G'Kar and Na'Toth send Tu'Pari on his way, both saying, "You will know pain, and you will know fear, and then you will die. Have a pleasant flight."

Sinclair and Catherine are saying goodbye to one another. However, they both agree that this time will be different–"I'm not leaving, this time," says Sinclair.

"This should be interesting," responds Catherine. She then asks him what he's planning for Earth's religious demonstration. He replies that he has no idea–and that he also has no idea how he'll top the Minbari demonstration, with all its "Bells, drums, robes, and little pieces of fruit."

"Red fruit?" she asks, her interested piqued. "And was there a serious exchange of looks?" He says that there were–it's part of the rebirth ceremony, he says. She laughs and says that that type of ceremony can also double as a marriage ceremony–"depending on how seriously anyone took it, somebody got married the other day."

"Maybe that's why G'Kar's smiling. Funny, I didn't think Londo was his type," Sinclair jokes.

Catherine leaves, but says she'll return soon. They both wonder if they'll "get it right this time."

Sinclair has finally arranged Earth's religious demonstration. He brings the alien ambassadors into a room which contains hundreds of people, all of different religions. Sinclair moves along a line formed by them, introducing them one-by-one to the aliens. There were, as the aliens commented, no drums, no bells, no chants–only a showcase of Earth's proud diversity.

Synopsis by Shawn Bayern
bayern@cshl.org

Episode 6

Mind War

Jason Ironheart, Psi-Corps Level 10, has stolen a transport vessel but is being pursued. His pursuers order him to stop, but he ignores them. Suddenly, there is a strong explosion, and only one ship emerges: Ironheart's ship, headed toward Babylon 5.

On Babylon 5, Sinclair and Catherine Sakai, his girlfriend, have just woken up. Catherine explains that she's working on finalizing a contract with Universal Terraform, an important corporation from Earth.

Meanwhile, Ironheart has arrived on Babylon 5.

Talia Winters is having a conversation with a businessman from Universal Terraform who wants to use her services in an upcoming negotiation. They enter an elevator (turbolift?) which Garibaldi is also currently using. The businessman asks what it's like to be a telepath; Winters responds that it's often difficult to block out the thoughts around her–while casual thoughts are simple to ignore, strong emotions can somehow break through whatever mental barriers she can set up. Suddenly, she turns around at Garibaldi (who has been experiencing his own "strong emotions" while staring at Winters) and elbows him in the stomach.

Elsewhere on the station, Bester and Kelsey, two Level-12 "Psi-Cops," have just come aboard Babylon 5. They telepathically "ask" a minor official to bring them to Sinclair.

Catherine Sakai is meeting with the businessman from Universal Terraform–the businessman who has brought Winters along. The businessman is concerned with the confidentiality of the planet which Catherine wishes to survey (because the planet, known as Sigma-957, may have some deposits of Quantium-40, a material important to the construction of jumpgates)–and so, following orders from his superiors, he asks Sakai to promise not to mention the planet to anyone–not even Sinclair. He has brought Winters along to verify that Sakai is telling the truth when she says she will not tell anyone about the planet–and, indeed, Winters does confirm this. The businessman also notes that, since the planet in question is in a contested region of space, they need the consent of one other major party–in this case, G'Kar, representing the Narn, will give that consent and will collaborate concerning Sigma- 957.

Bester and Kelsey arrive at Sinclair's office, and begin to have a telepathic conversation with him. Sinclair gets quite annoyed, telling them that he doesn't like people "rummaging around in my head." He questions them, asking about the rules governing such use of telepathic abilities. They tell him that they are psi- cops, and because of their important responsibilities, they are given a wider latitude than other telepaths. They tell Sinclair that they are on a mission to track down a rogue telepath–one who may be putting the Earth Alliance's military structure at tremen- dous risk. Sinclair is hesitant to offer assistance, but insist that he hold a meeting with the station's resident telepath (Winters), as well as security and command personnel.

Ironheart is standing in his newly-rented quarters when he suddenly appears to get a terrible headache. He clutches his head, but is apparently unable to make the pain go away. Suddenly, the entire room starts shaking, almost as if to reflect his pain.

The meeting that Bester and Kelsey requested has begun. Winters, Ivanova, Garibaldi, and Sinclair are present. Bester asks Winters if she knows (or ever knew) Ironheart; she replies that Ironheart was her instructor in the Psi-Corps Training Academy. Kelsey explains that one year before, Ironheart had been reassigned to work on a covert operation with Earth Force Military Intelli- gence. Bester and Kelsey refuse, however, to explain the nature of his covert operation. They only say that what is in Ironheart's brain would compromise Earth Force's position and possibly lead to the deaths of covert operatives on other worlds; they believe that Ironheart wishes to sell this information to alien governments. They refuse to give any other information (particularly, they refuse to tell Sinclair what type of danger Ironheart poses to the station); they only Sinclair to find and bring back Ironheart ("Alive if possible; dead if necessary")–"We'll do the rest." The Psi-Cops asks Winters if she has had any contact with Ironheart; she replies that, since she left the academy, they have corresponded only through letters. The Psi-Cops, however, do not believe her–they order her to submit to a mental scan so that they can be sure of what she's saying. She cringes at the possibility, for mental scans can be quite painful–nonetheless, she is forced to comply. The scan is performed, and the Psi-Cops are surprised to find that Winters has been speaking the truth. "Surprising," says Kelsey, "given their prior involvement." The Psi-Cops then leave, ordering everyone (but especially Winters) not to speak with or approach Ironheart if he is found on the station.

A short time after Winters has left the meeting, Ironheart approaches her in dark corridor. She attempts to leave quickly, explaining that she was ordered not to see him. He says that he is aware of the Psi-Cops (and also that he was aware of their scan of her mind–which is why he waited until after the scan to contact her), and promises to simply explain the whole situation to Winters if she'll give him the chance.

Sakai, meanwhile, is quite annoyed at G'Kar's involvement with the mission at Sigma-957. He explains that he has involved himself only in order to protect Sakai–"Sigma-957 is not a healthy place. Strange things happen there." Sakai, however, doesn't believe him, and explains that she thinks he and the Narn just want Sigma-957 for themselves. He denies her suspicions, telling her that she shouldn't believe everything she's heard about G'Kar–

"No one here is exactly what he appears," says G'Kar. "Not Mollari, Delenn, not Sinclair, and not me. My warning is sincere; ignore it at your own peril." She still, however, doesn't believe him, saying that she will, if necessary, "go over his head" and communicate with her own contacts in the Narn regime.

Ironheart, in Winters's quarters, explains that one year before, he volunteered for an ambitious Psi-Corps experiment–an experiment that, if successful, would greatly increase the powers of telepaths. He volunteered because he was told that the experiment was necessary for Earth Force Defense–each race wants to make sure that its telepaths are powerful enough. After months of the experiment, his telepathic abilities expanded beyond his belief–he could "cut through any block without even trying–all I had to do was to look at them." However, such development was a mixed blessing, because he finally realized the true purpose of the experiment: to develop "stable" telekinesis. Winters recalls the telekinesis tests she took at the academy–"I tried for days to make [a penny] move with my thoughts; I couldn't do it." He explains that only one in every thousand humans is telepathic; and only one out of every ten-thousand telepaths is telekinetic–but that half of these telekinetics are clinically insane. But the experiment was successful, says Ironheart, "It worked beyond anyone's wildest dreams."

Garibaldi tells Sinclair that he has found something which might help him track down Ironheart: one of the ships which recently arrived at Babylon 5 was a stolen transport that came from Ironheart's previous location. Garibaldi says that he is checking the guest quarters on the station. He comments that he's working as quickly as possible–he doesn't like the idea of rogue telepaths =or= Psi-Cops on the station. "There's just something creepy about [Psi-Cops]," explains Garibaldi, "The way they look at you like you're some kind of bug." Just then, Bester arrives on the bridge, and Garibaldi leaves relatively quickly. Bester stares at Garibaldi as he's walking away and "replies," somewhat annoyed, "Anatomically impossible, Mr. Garibaldi, but you're welcome to try, any time, anywhere."

Meanwhile, Sakai is on her way to Sigma-957.

G'Kar is in his quarters, speaking on a secure channel with Narn Military Headquarters. He says he requires a well-armed heavy fighter for a mission to Sigma-957.

Ironheart, still in Winters's quarters, explains to Winters that at first, he thought that the Psi-Corps wanted telekinesis for "big jobs"–heavy construction in 0-G, telekinetic shields on ships. He explains that the Psi-Corps, however, wanted increased control of smaller objects–the smaller the better. If precise control over small objects were perfected, telekinetics could become the ideal assassins: "Murder without a trace. No finger- prints, no poisons." Suddenly, as he speaks, the room begins to shake again. He tells Winters to run–to leave the room quickly– for he cannot control this side-effect of his new telekinetic powers. This time, however, it's not just his room that starts to shake–it's an entire section of Babylon 5.

Sinclair is walking with Bester and Kelsey when the vibrations reach him. The Psi-Cops immediately recognize the situation as a "mind-quake." When Sinclair finds Garibaldi, Garibaldi comments that he has pinpointed the source of the disturbance, but that the entire level of the station where the disturbance is coming from is blocked by some type of energy shield. Sinclair angrily mentions that, when he asked Bester what type of danger Ironheart represent- ed, Bester replied that Sinclair didn't need to know. He calls a meeting with Bester and Kelsey.

Sinclair accuses the Psi-Cops of placing the station in danger by withholding information from Sinclair. They merely reply that they were following orders, but Sinclair dismisses that excuse. He confronts the Psi-Cops, ordering them to explain the precise danger that Ironheart poses. Bester only replies that Ironheart is no longer entirely "human"–other than that, the Psi-Corps doesn't know exactly what he is.

Ironheart is meanwhile sitting in the middle of the rubble caused by his telekinesis. He is trying, with some success, to calm his thoughts down and stop the accidental destruction.

At the meeting between Sinclair, Ivanova, Bester, and Kelsey, Bester explains the basics of Ironheart's experiment to Sinclair. Bester says that, toward the end of the experiment, Ironheart began to show signs of paranoia, stress, and psychosis. One night, Ironheart left his room, killed the head researcher of the experiment, and escaped. Kelsey comments that Ironheart's telekinetic abilities grew stronger and more violent as time progressed. Bester tells Sinclair that Ironheart, in his present state, is a valuable commodity–and the Psi-Corps cannot allow him to fall into the hands of any alien government. He adds that the Psi-Corps wanted to keep the whole incident quiet in order that alien governments not find out about Ironheart's abilities–this reason is why they withheld the information about Ironheart's condition. "It was a calculated risk," comments Bester. (Ivanova expresses her disgust with the way the Psi-Corps have no ethical problem with taking inhumane, calculated risks). Sinclair asks how the Psi-Cops plan to stop Ironheart if he is so powerful. They explain that, during the experiment, Ironheart was programmed with a "fail-safe code," which, when sent into his brain by a powerful telepath, has the ability to shut down Ironheart–to "put him to sleep"–but not kill him. Bester and Kelsey believe that, between the two of them, they will be able to overcome any defenses that Ironheart has set up–but they can only send the fail-safe code if Ironheart is in their line of sight.

Winters walks up to one of the shields that Ironheart has set up around the level of B5 which was shaken by his thoughts. She tries to speak with him–to shout to him through the shields. When he hears (or senses) her, he drops the shields for a moment so that she can pass through. When she finally arrives to where Jason is standing, he is glad to see her. He explains that he came to Babylon 5 in order to see her–that he felt that being with her would be enough to calm his thoughts, "shut out the voices," and rest "for a little while ... before the end." He admits that he shouldn't have come to the station–he has inadvertently put people at risk, though he didn't want to hurt anyone. He tells Winters what he has learned of the Psi-Corps–that, although people believe that the government controls the Corps, the reverse is coming to be true.

"[The Psi-Corps is] more powerful than you can begin to imagine. Telepaths make the ultimate blackmailers, Talia. I've seen it all." He tells Winters that he is currently undergoing a tremendous change–and that he is no longer Jason Ironheart.

Sakai has finally arrived at Sigma-957. She enters into an orbit above the planet and beings to conduct environmental research. She laughs to herself about G'Kar's warnings concerning Sigma-957.

Winters, after leaving Ironheart, finds Sinclair and tells him that she has seen Ironheart. She requests to speak with Sinclair privately; he agrees. When they are in private, she explains the situation to Sinclair. She tells Sinclair that Ironheart wants to see him. Sinclair asks what exactly was between Ironheart and her–why he came to this station. She explains that they had been lovers–and that Ironheart came to B5 to see Winters. "He was everything to me–the perfect model of what it meant to be in the Corps. Do you know what it's like when telepaths make love, commander? You drop every defense, and it's all mirrors.... It's a feeling so profound it makes you hurt. It's the only moment in a telepath's life when you no longer hear the voices. He came to say goodbye, commander."

Meanwhile, Sakai, at Sigma-957, suddenly sees =something= near Sigma-957. Neither she nor her computer can identify it, but her computer's power level is reduced drastically. Her orbit is decaying, and she will crash into the planet in less than two hours. She tries to open an emergency channel with Babylon 5, but there is not enough power to establish a link.

Sinclair and Winters arrive to where Ironheart is sitting. He greets Sinclair politely, but gets rights into the purpose of his discussion. "The Psi-Corps is dedicated to one thing, commander: control." He explains to Sinclair what he had previously explained to Winters. "But there is something even more powerful–something they didn't even know existed until I crossed the line. Not mind over matter, mind over energy.... I look at you, commander, and I see not a man, but a galaxy of subatomic particles which I can ... rearrange with a casual thought." Ironheart explains that he feels humans aren't ready for these types of powers; but if the Psi-Corps find him and bring him back, they will study him to try to figure out the combination of drugs which caused this phenomenon.

Sinclair, however, asks why he should trust Ironheart over the Psi-Cops. Ironheart explains that if he meant any harm, he could vaporize Sinclair instantly. When Sinclair mentions that Ironheart has already caused harm and destruction on the station, Ironheart explains that the "mind-quake" was an accident. Ironheart claims he never wanted to hurt anyone; however, as his telekinetic powers expand, it takes him a while to learn how to control them. Sinclair mentions the head researcher that Bester said Ironheart killed; Ironheart claims that he didn't want to kill the researcher–but since that researcher was the only one who could duplicate the experiment, he had no choice. "There must never be any more like me," he says earnestly. Ironheart explains that he only wants Sinclair's trust–and a little bit of help. He says that he needs to leave the station so that he can be free to become whatever it is that he's becoming. At length, Sinclair agrees, and arranges with Ivanova and Garibaldi to escort Ironheart off the station to the stolen transport which is docked outside.

Meanwhile, very soon before Sakai's ship would have burned up in the atmosphere of Sigma-957, Sakai's computer detects the arrival of two ships. The ships open a communication channel with her–they explain to her they are Narn vessels dispatched on the order of G'Kar to rescue her in the event that anything strange should happen in Sigma-957. They grapple Sakai's ship and escort it back to Babylon 5.

Bester and Kelsey have meanwhile discovered that Sinclair is attempting to escort Ironheart off of the station. They meet up with Ironheart as he is trying to escape; they attempt to send the fail-safe code, but Ironheart's defenses are too powerful. Ironheart is, however, forced to kill Kelsey in the struggle. He successfully escapes from Bester, then enters his ship and leaves the station.

Sinclair and Winters, along with Garibaldi and Ivanova, watch Ironheart's ship leave Babylon 5. Shortly after, the station's sensors detect a strong energy surge; suddenly, Ironheart's ship is no longer there, and in its place is a strange configuration of floating energy. The energy entity–the new Jason Ironheart– speaks with Winters on the bridge. As a parting gesture, he gives her "the only gift I have to give"–suddenly, a bright flow of energy enters Winters's head, knocking her unconscious.

"Goodbye, commander," says Ironheart, "I will see you again in a million years."

Afterwards, Sinclair is speaking with a somewhat-depressed Bester, who complains that his superiors will believe none of what just happened. Sinclair agrees, "Especially since in about an hour, we'll have a small accident in data storage that'll erase the file you just saw." Garibaldi suggests an alternative report: "That Ironheart's ship escaped Babylon 5 but exploded before it could enter the jumpgate." If Bester refuses to use this sugges- tion in his report, Sinclair threatens that he will make it known how Bester withheld information, put the station in danger, and, through his interference, cause the death of his fellow Psi-Cop. Sinclair also makes Bester promise to have his report indicate that Winters was under Ironheart's control during the incident–and that she was not responsible for her actions during the incident. Bester agrees reluctantly and leaves quietly.

After Bester leaves, Garibaldi asks Sinclair if Sinclair will report to "the senator" (probably the senator with whom Sinclair communicates periodically) what Ironheart accused the Psi-Corps of. Sinclair says that he doesn't think it will do any good–Ironheart was feverish and paranoid, so what he said might not be true. Even if it is true, without Ironheart available to testify, it would just be his word versus that of the Corps. However, they agree to keep their eyes open for anything threatening. Garibaldi then wonders out loud what Ironheart's gift to Winters was. Sinclair comments that he doesn't think she would tell Garibaldi even if he were to ask.

Meanwhile, Winters is in her quarters. She has placed a penny on the table, and when she focuses on it, she finds that he can make it move using only her thoughts....

Catherine Sakai has arrived safely with the help of the Narn ships. She finds G'Kar and thanks him for his help. She asks him, however, why he went to the trouble of rescuing her. "Why not?" he replies. When she comments that that isn't an answer, G'Kar replies, "Oh, yes it is. It's simply not an answer you like or the answer your expected. There's a difference. Narns, humans, Centauri–we all do what we do for the same reason: because it seemed like a good idea at the time. There was no profit–no advantage–in letting you fall to an untimely and most uncomfortable death. It would distress the commander to no good end." She seems to accept this reason, then asks if G'Kar knew what it was that she saw near Sigma-957. He explains that it is a phenomenon which they cannot explain: "There are things in the universe billions of years older than either of our races. They are vast, timeless ... They are a mystery, and I am both terrified and reassured to know that there are still wonders in the universe– that we have not yet explained everything. Whatever they are, Ms. Sakai, they walk near Sigma-957. They must walk there alone." Catherine only stares in wonder.

Synopsis by Shawn Bayern
bayern@cshl.org

Episode 7

The War Prayer

Shaal Mayan, a famed Minbari poet and an old friend of Delenn, has arrived on Babylon 5 to give a public performance of her poetry. She and Delenn are sitting in Delenn's quarters, discussing poetry–and life in general. Mayan, however, must wake up early the following morning (for she must prepare for her upcoming journey to Earth), so, at length, she says farewell to Delenn and heads toward her own quarters. On her way, she is brutally stabbed and branded on the forehead by a assailant who yells at her, "Stay away from Earth, freak!"

Mayan, fortunately, will survive; she was found and treated in time. However, Delenn angrily confronts Sinclair and Garibaldi, upset at them for allowing such an attack to happen on Babylon 5–a ruthless attack against a peaceful poet whom nobody would have any reason to injure.

Later, Garibaldi is discussing Mayan's attack with Sinclair. As it turns out, the assault on Mayan was the sixth recent attack on a prominent alien on B5. Evidently, an organization known as the Home Guard, a militant "Pro-Earth" (anti-alien) group, is responsible for the incidents (the symbol with which Mayan was branded was identified as the Home Guard's logo). Further, explains Garibaldi, the attacks have not only occurred on B5–there have been a wave of similar incidents on both Earth and Mars. Apparently, the Home Guard–and similar groups–have been growing in popular support recently. "The problem is, there [are many] who agree with them and even more who just don't give a damn," comments Garibaldi.

Just as Garibaldi walks away, G'Kar approaches Sinclair and expresses his disgust with the recent incident. "I have no special love for the Minbari or their poets, but ... if any *Narn* is harmed in this manner, there will be bloody retribution," G'Kar threatens.

Sinclair threatens G'Kar in return, warning him not to cause any disturbances on Babylon 5.

Garibaldi is questioning the injured Mayan in the Medical Lab. She cannot, however, identify her attacker or give Garibaldi any clue as to who might wish to injure her. Dr. Franklin approaches her shortly thereafter and offers to remove the brand on her forehead, but she declines his offer: "It is a lesson–one that should not be forgotten."

Meanwhile, the authorities on an approaching Centauri vessel are informing Ivanova that they wish to deliver some apparently-harmless detainees to any B5 official of command rank. Though neither Garibaldi nor Ivanova wishes to waste time greeting these detainees and taking them into custody, Garibaldi eventually wins out, and Ivanova heads on her way ...

She finds two young Centauri detainees–one male, one female, both complaining of having been taking into custody. They demand to see "Ambassador [Vir] Cotto." Ivanova tells the officers escorting the detainees to inform the Centauri representatives on the station. Just then, as she turns around, she sees Malcolm Biggs, her old lover whom she hasn't seen for eight years, approaching her. She doesn't appear to be very happy to see him, and virtually pretends to ignore him–she is on duty, she says, and she has no time to talk.

Meanwhile, the detainees have been brought to see Sinclair, Londo, and Vir. Vir introduces the male detainee as Kiron Maray–Vir's cousin–and the female detainee as Aria Tensus–Kiron's lover. Kiron questions Vir, mentioning that Vir said in his letters that he was the Centauri ambassador on B5; Vir refuses to answer, telling Kiron that it is too difficult to explain. Meanwhile, Sinclair explains to Garibaldi that the two young Centauri had stolen credit chits and were taken into custody upon arrival at B5; however, Sinclair is willing to turn over the matter to Londo because the offenders are Centauri. (Of course, Londo neither wants to deal with the youths nor has any idea what to do with them–but he is given little choice).

Ivanova's shift has just ended, and, while she is getting a drink, Malcolm meets up with her. They speak for a while; Malcolm clearly wishes to start their relationship again, but Ivanova is hesitant. She takes her leave of him again–but politely, this time.

Vir, Londo, and the two lovers are in Londo's quarters. Vir is explaining the situation to Londo: when the lovers' families arranged marriages for them (to *other* people), Kiron and Aria fled to Babylon 5. They do not want to marry anyone else but each other. Londo, however, is slow to understand–he does not see what love has to do with marriage, nor does he respect the lovers for running away from their families. He lectures them on Centauri traditions, telling them how, for a thousand years, marriages have been arranged for Centauri children. These marriages help to merge noble families and "keep the fabric of the Republic strong." "Sometimes," says Londo, "these marriages call for sacrifice [he looks at the pictures of his own wives on his desk]. Great sacri- fice. But we make this sacrifice because this is what it means to be Centauri! If you deny this tradition, you lose the very thing which makes you what you are." The lovers listen to him, but are not moved–they claim that these traditions are simply unfair.

Meanwhile, Garibaldi has arrested a human who has been found with a knife in his possession. The arrested man, Roberts, is defiant–he maintains that he has a right to defend himself against "the *things* that walk around this place." Garibaldi gets to the point: there are fresh traces of blood on Roberts's knife, and Garibaldi suspects him of committing the assault on Mayan the previous night. Roberts claims that the blood on his knife is his own blood–he cut himself opening a crate. Though he unreservedly admits that he agrees with the Home Guard–"if you ask me, they got the right idea.... Damn aliens are ruining everything for us"–he insists that he was not Mayan's attacker. Garibaldi, without any further evidence at the moment, writes up Roberts on the charge of carrying an illegal weapon. Garibaldi also orders his officers to check the blood on the knife. "If the blood ... matches Mayan's, I'll give you over to the Minbari and let them play dice with your eyeballs," he says to Roberts.

"I don't know what's worse–damn aliens or the traitors that suck up to them over their own kind," retaliates Roberts.

In view of the worsening situation on Babylon 5, Sinclair goes to see Ambassador Kosh in order to inform him of the recent incidents. Kosh, however, doesn't seem to care; when Sinclair asks him if he will speak with the other ambassadors about the matter, Kosh replies, "We take no interest in the affairs of others." Sinclair then notices the television-like display which Kosh has been watching since Sinclair entered the room–the display is showing historic pictures of Earth. When Sinclair asks Kosh what he's doing with the viewer, Kosh tells him that he is "studying." When Sinclair asks Kosh *what* he's studying, however, Kosh ends the discussion quickly and abruptly. Sinclair politely leaves, realizing that any further questioning will be futile.

After his discussion with Kosh, Sinclair returns to the bridge. There, he finds Ivanova and begins talking with her. He asks her if she was familiar with the incident that occurred right after Kosh arrived on Babylon 5. She replied that she received only a cursory briefing. He explains what happened: specifically, he explains that the assassination attempt against Kosh was attempted with poison, administered through the hand. He tells her that he finally figured something out that had been bothering him for a while: "Kosh wears an encounter suit to protect him from our atmosphere," he says, "so how did the poison get into his system? His hand should have been completely covered."

Ivanova explains that the Vorlons are very secretive, and that, perhaps, the encounter suit may be more useful as a camou- flage than as a necessary protection from the environment.

Sinclair understands, but expresses his curiosity at the reassignment of the only human who has seen a Vorlon–Dr. Benjamin Kyle. Kyle was brought back to Earth shortly after the incident in order to work directly with the president. (Sinclair tells Ivanova that Kyle, who was bound by the standard doctor's oath of confiden- tiality, never told Sinclair what he saw). Further, explains Sinclair, the only member of the Psi Corps to have scanned a Vorlon–Lyta Alexander–was also reassigned. [See also "The Gathering."]

Londo is quite annoyed with Vir for getting him involved with the case of the lovers. Kiron and Aria's families have sent several messages to Sinclair–"[they] are outraged, and it's *my* head they're after." Londo explains that he has only one choice– to send Kiron and Aria back home. Vir objects, however, saying that they love one another and ought not to be forced into marriages that they won't enjoy.

"Love, pah! Overrated!" Londo cries out. "[He points to the pictures of his wives.] These are my three wives–pestilence, famine, and death. Do you think I married them for their personalities? Their personalities could shatter worlds! Arranged marriages, every one. But they worked out; they inspired me. Knowing that they were waiting at home for me is what keeps me here, 75 light-years away." Londo is therefore firm in his decision to send the lovers back to Centauri Prime.

Sinclair, who has heard that Garibaldi found a suspect for Mayan's attack, calls Garibaldi into his office. However, Garibaldi brings bad news for the investigation: the blood on Roberts's knife was indeed Roberts's own blood. Garibaldi explains that he has set Roberts free, but has placed him under "red level surveillance."

"I think he'll be more useful to us running loose," says Garibaldi. "He's a logical recruit for the Home Guard." Garibaldi tells Sinclair that the general unrest that has resulted from these incidents on the station is continuously becoming worse. Fights are breaking out everywhere; the alien population of the station is growing angrier. Sinclair comments that this is probably the Home Guard's intended result–if they can provoke enough tension between humans and aliens, they might grow in power and eventually cause Earth to withdraw from galactic affairs (or so they would hope). One thing is clear to Sinclair: if the Home Guard isn't stopped soon, everything that B5 stands for will be destroyed.

Ivanova has agreed to have dinner with Malcolm, and she seems to actually be enjoying it. They reminisce about old times, when they were together happily. Malcolm longs for these times; in fact, he tells Ivanova that he is planning to set up a business for himself on B5–this way, they can be together without interfering with their respective careers. Needless to say, Ivanova is quite surprised.

Kiron and Aria are sitting in the garden, enjoying the view and enjoying one another's company, when they are suddenly attacked by the Home Guard. A few human individuals viciously attack the Centauri youths–they shoot Kiron at close range with a PPG and stun Aria with a shock stick; after the brief attack, they leave as suddenly and as quickly as they came.

Luckily, Vir finds them shortly after they were attacked. Aria will be fine (but does not remember anything about her attackers), but Kiron has been injured seriously. Garibaldi, who is with Dr. Franklin, is suddenly called away because of some "major disturbance."

The disturbance is being caused by G'Kar, who is attempting to incite a riot. "We can no longer stand idly by," G'Kar says, "as our peoples are slaughtered by these cowardly humans. We must fight back with every means at our disposal." Garibaldi, who has brought Sinclair, approach G'Kar–but G'Kar relentlessly accuses Sinclair of unfair treatment of the attackers ("You have yet to make a single arrest.... You know very well why these crimes remain unsolved. It is because the perpetrators are human," says G'Kar). Garibaldi convinces Sinclair to leave the scene of the riot; he then threatens to arrest G'Kar if G'Kar refuses to stop inciting the riot. At length, G'Kar leaves.

Meanwhile, Roberts himself has become the victim of an attack–at the hands of aliens. He is seriously injured.

Ivanova and Malcolm have had an enjoyable evening, and they have returned to her quarters. Just as they are beginning to kiss, Ivanova is called by Sinclair and ordered to report to the briefing room as a result of G'Kar's riot. Malcolm (who showed an interest in the fact that there had been a riot) leaves, unhappily.

Garibaldi is briefing Sinclair–the riots have "cooled down" according to Garibaldi, but there have been a few related inci- dents. He mentions that Roberts, who is still under red surveil- lance, has been attacked and injured.

In the Med Lab, Londo and Vir are trying to console Aria, but she remains dismayed that Dr. Franklin won't let Aria get too close to Kiron. Londo explains that this is standard medical procedure, but Aria insists that her if she were allowed near him, he would sense it and begin to recover. Aria appeals to Londo, asking him if he can't get Franklin to allow her to get closer to Kiron, but Londo tells her to go back to her quarters–"there's nothing you can do here," he says. Aria leaves.

However, Shaal Mayan, who has overheard this conversation, disagrees with what Londo has said. She asks him to listen to Aria: "We should listen to the girl. We Minbari consider love a most potent force for healing. She cares deeply for him. Such feelings can turn the tide when all else fails."

"Oh, I see," responds Londo. "And if he dies, despite this great power of love ..."

"If he dies, she will suffer enormous grief. But every moment together will make her grief a little less," Mayan answers.

"I would expect such logic from a poet," he says scornfully. "What can a Minbari know about Centauri feeling?"

"Ambassador," she replies, "I have travelled far and seen much. And what I have seen tells me that all sentient beings are best defined by their capacity and their need for love."

"And she will learn to live without it," he says, forcefully.

"As you did," says Mayan, with a note of pity in her voice.

Meanwhile, Garibaldi is showing Sinclair something that he found via the surveillance of Roberts. Roberts, who was injured and who was lying in a bed at the Medical Lab, was visited by none other than a man whom Sinclair recognizes as Malcolm Biggs (Sinclair was able to identify Malcolm because he had seen her in Ivanova's quarters when he summoned Ivanova to the briefing room earlier). Malcolm had a brief talk with Roberts–a talk about the Home Guard and about how Malcolm felt that the they could benefit from Roberts's membership. Malcolm says that he–and the Home Guard to which he belongs–need to gain the support of people like Roberts–people who have been attacked or otherwise harmed by aliens. Garibaldi and Sinclair show the recording to Ivanova, who is entirely astonished at her former lover's involvement. Sinclair asks Ivanova to introduce him to Malcolm–he tells Ivanova that he wants to infiltrate the organization. "Groups like this always like to recruit friends in high places," he says. "If they accept me, it could give me a chance to nail them all before they do any more damage." Ivanova agrees, but on one condition: she wants to be there herself when he takes the organization down. He agrees, and they plan to get started at the diplomatic reception which will be held that night.

Vir is talking with Londo; he frankly tells Londo that Londo is wrong in his decision to send Aria and Kiron home. "My cousin and Aria wanted to be together because they love each other.... Would that have destroyed the 'great Centauri Republic'?" Londo replies that they cannot turn their back on tradition, but Vir disagrees and says he feels that the wealth and power should not be placed before love.

"'My shoes are too tight,'" says Londo, sadly, in response. "Something my father said. He was old, very old at the time. I went into his room, and he was sitting alone in the dark, crying. So I asked him what was wrong, and he said, 'My shoes are too tight, but it doesn't matter, because I have forgotten how to dance.' I never understood what that meant until now. *My* shoes are too tight, and I have forgotten how to dance." Vir admits that he doesn't understand Londo, but Londo says that Vir shouldn't–at least, not yet.

At the diplomatic reception that evening, Delenn introduces the head of an agricultural delegation from Ava IV [spelling correction pending] who is at B5 to study the hydroponics in the garden. Sinclair greets the delegate more bruskly than usual, praising Earth technicians for their construction of the hydroponic garden and abruptly dismissing the delegate's concerns about the security of the station (in view of the recent attacks).

Sinclair then moves over to meet Ivanova and Malcolm. He speaks briefly with Malcolm, elaborating on his background in the Earth-Minbari war and on his "belief" that "the only good alien is a dead alien." He tells Malcolm that, though his job requires him to play the role of diplomat, "[I don't] have to like it."

Sinclair, Ivanova, and Malcolm leave the reception. Sinclair continues his explanation of his "hatred" of aliens: though he fought and his best friends died in the Earth-Minbari war, he is upset because "the Minbari let us win. You know what that victory tasted like? Ashes." Malcolm explains that he has heard this sentiment many times from Earth-Minbari war veterans. He continues, explaining that he is part of a movement on Earth that is attempting to get rid of Earth's involvement with aliens. Malcolm reveals that he has some friends he'd like Sinclair to meet–but first, to prove Sinclair's loyalty, he requires Sinclair to do him a favor ...

At the Council, Sinclair explains to all of the alien governments that there is no longer any danger from pro-Earth groups on the station. Garibaldi explains that they have good reason to believe that the attackers have fled back to Earth. However, Sinclair refuses to give the aliens any further informa- tion, saying that the information is classified. This classifica- tion greatly angers the alien governments, but Sinclair gives the appearance of not caring.

Meanwhile, in the Medical Lab, Kiron has awoken from his coma, to Aria's intense joy.

On the bridge, Ivanova informs Sinclair that Malcolm has set the next meeting–she says that he won't reveal the precise location, but that they will meet Malcolm on the Zocalo in thirty minutes. Sinclair and Ivanova are required to arrive unarmed; they will, however, maintain a link with Garibaldi.

In the Medical Lab, Londo is speaking with Kiron and Aria. He says that they must fulfill their duties and return to Centauri Prime. When they arrive there, however, they will be greeted by Londo's second cousin, who will escort them to his family estate. There, they will serve a period of fosterage whereby they will be instructed in–among other things–proper decorum and tradition of Centauri. At the end of the fosterage period–when they are adults–they will be free to make their own decisions regarding marriage. Londo feels that their parents will be happy with this course of action because the practice of fosterage is a time- honored tradition, which, although not practiced too often any more, was fairly common in the old days of the public. "To object would be to defy all tradition!" says Londo. Kiron, though happy, asks Londo why he went out of his way to arrange the fosterage. "Because you are still children, and children should be allowed to dance," says Londo, happily.

Meanwhile, the arranged meeting is taking place between Sinclair, Ivanova, and Malcolm. As they're standing there, many other members of the Home Guard seem to appear from nowhere–Malcolm explains that they were using prototypes for a "black light camouflage" device. Malcolm orders one of his men to set up a communications-jamming field, which prevents Garibaldi from continuing the communication link. Garibaldi mobilizes his men; they start running toward Sinclair's position. Meanwhile, Malcolm explains that in two days, there will be a mass assassination of the ambassadors on B5–in one fell swoop, the leading alien figures will all be killed. Malcolm needs Sinclair to help the Home Guard gain access to the diplomatic wing (and, after the attack, to gain safe transport back to Earth). Sinclair says that it's no problem. As another test of Sinclair's loyalty, however, an alien is brought before Sinclair–the same agricultural delegate from Ava IV–and Sinclair is ordered to kill her. He, of course, hesitates–and during the resulting delay, Garibaldi and his forces break into the room. Malcolm is captured with the aid of Ivanova.

Malcolm and the other members of the Home Guard are being escorted off of the station. As Malcolm is leaving, he sees Ivanova, and angrily yells at her, "I can't believe you did this to me, Susan. What kind of a human are you, to side with *them*?"

"I find many of these people," answers Ivanova, "to be more human that you and your kind." She stares at her old lover, in silence. They both realize that they never truly knew each other.

Synopsis by Shawn Bayern
bayern@cshl.org

Episode 8

And the Sky Full of Stars

A solemn-looking man, known to us only as "Knight Two," has arrived on Babylon 5. Shortly after his arrival, he sees another man ("Knight One") in the waiting area and moves over to him quietly.

Meanwhile, right outside the waiting area, a security officer named Benson is getting beaten up by two gamblers to whom he owes a significant sum of money. The gamblers threaten him with death if he does not pay them within 24 hours.

Knight Two has moved into his quarters. Knight One arrives, bringing a three-dimensional image projector with him. He activates it, and it shows a lifelike picture of Commander Sinclair. "I've identified the target," he says.

Sinclair and Garibaldi have summoned security officer Benson in order to question him about possible debts he's been accumulat- ing. They inform Benson that B5 security officers are strictly limited in their gambling–if an officer becomes indebted to the "wrong people," he would become vulnerable to blackmail, resulting in a security risk to the station. Garibaldi claims to have information that Benson has been exceeding the gambling limits, but Benson insists that he's done nothing wrong. Sinclair, however, not wanting to take any chances, removes Benson from the active duty roster pending an investigation in the matter. After Benson leaves, Garibaldi comments that he believes Benson is lying.

"Everyone lies, Michael," replies Sinclair. "The innocent lie because they don't want to be blamed for something they didn't do, and the guilty lie because they don't have any other choice." Knight Two and Knight One are building a complex gadget in Knight Two's quarters. They have everything they need except for a power source; Knight One claims that it is impossible to smuggle an energy source onto the station because it would be picked up by the scanners. "So I improvised. It'll be here."

Benson, in the meantime, has stealthily made his way to a storage room ...

In the medical lab, Dr. Franklin is examining Delenn. He expresses his thanks to Delenn for allowing him to examine her; he says that he rarely gets the chance to examine Minbari–unless there's something wrong with one of them; he says that to have data on a healthy Minbari will give him a basis from which to operate. After the examination, Delenn rises and asks Franklin about a rumor she heard from one of the other doctors–that Franklin used to hitchhike aboard spaceships. Franklin confirms this rumor; he had "wanted to see it all," so he traded his services as a doctor in exchange for free passage on various ships. He explains how he did this until the Earth-Minbari war started, but then pauses. Delenn asks him if he was involved in the war. He replies that toward the end of the war, all xenobiologists were asked by Earth Force to turn over their notes on Minbari physiology so that effective genetic and biological weapons could be created. Delenn asks him if he did, indeed, hand over his notes.

"I took an oath that *all* life is sacred. I destroyed my notes rather than have them used for killing," he answers.

Delenn smiles and thanks him. When Franklin asks her, however, what her involvement in the war was, she only answers that the matter is "a topic for another time."

Benson, after securing an energy pod from the storage area, delivers it to Knight Two's quarters. The Knights promise to pay him promptly. After Benson leaves, the Knights connect the energy supply to the device they've been building. "I think we're ready to proceed," they agree.

Sinclair, asleep in his quarters, is having a traumatic dream about the Battle of the Line, the final battle of the Earth-Minbari war. Sinclair's squadron is fighting a Minbari cruiser. One of Sinclair's friends, Mitchell, ignores one of Sinclair's suggestions and breaks from formation, feeling that he can get a clear shot at the Minbari ship. Sinclair has a feeling, however, that Mitchell is entering a trap. Just as he realizes that his friend is about to die ... he wakes up and rises to get himself a drink. As he looks around his room, he notices that his computer is not working. He calls a maintenance team, but there is no response. Worried, he calls security; again, there is no response. He gets dressed quickly and leaves his quarters, running to the bridge. When he gets to the bridge, however, it is empty, and the computer is not activated. He tries communicating with Earth Central, but does not receive a response. Finally, he attempts to activate the computer; at length, the computer responds. Sinclair, slightly relieved, asks the computer if an evacuation of B5 has been ordered; the computer replies that there was no evacuation. Sinclair then asks the computer to scan for other life forms on B5; sure enough, the computer finds one other life form and notifies Sinclair of the life form's position. Sinclair runs to the location, but finds nothing at first. "What the hell is going on around here," he asks himself.

Suddenly, the lights in the corridor start flashing off, one by one, and a mysterious voice answers him. "Maybe you're asleep. Maybe you're insane. Maybe you're dead. Maybe you're in Hell. Not that it matters much, Commander Sinclair, because wherever you are, wherever you go, you're mine!" Sinclair turns around to find Knight Two staring at him.

Delenn has arrived at Garibaldi's quarters. She appears concerned and tells Garibaldi that she was supposed to meet with Sinclair an hour before. Garibaldi calls Sinclair and receives no response; sharing now in Delenn's concern, he begins to search for Sinclair personally.

Sinclair angrily asks Knight Two what he's done to Babylon 5; Knight Two replies that he hasn't done anything. He explains to Sinclair that they are both inside a "cerebral matrix" (a "virtual- reality cybernet"). "It's shadow-play," explains Knight Two, "without form or substance. But I'm real, commander, and you're real. And the pain–the pain for you is also real." Knight Two steps back, and a "cerebral discharge" surrounds Sinclair, putting him through agonizing pain.

Garibaldi has rushed to Sinclair's quarters. When he enters the quarters, however, he finds them empty. Alarmed, he contacts Ivanova and explains the situation to her.

Knight Two, outside the matrix, orders Knight One to cut the cerebral discharge. Inside the matrix, he begins to speak with Sinclair again. He notices how important the station is to Sinclair–how his thoughts seem to be rooted in Babylon 5. He explains to Sinclair that they will "walk together across the bridge of synapses and neurons into the very heart of your memories" in order to find the truth about what happened to Sinclair at the Battle of the Line. Knight Two tells Sinclair that he doesn't believe the testimony that Sinclair gave to Earth Force Defense after the war: that, during the twenty-four hour period where he was out of contact with Earth Force Defense, he merely blacked out. "We're finally going to get to the truth," Knight Two says, "even if it kills you."

Garibaldi, Ivanova, and Dr. Franklin are discussing strategies to find Sinclair. Garibaldi has organized a search party, drawn from all nonessential B5 personnel, but that the search still might take a few days. Franklin warns that "a few days" might be too long if Sinclair were injured. Ivanova has contacted a nearby station and asked them to track any ships that have left B5 in the last eight hours. Garibaldi suggests that they also send a few maintenance "bots" to patrol the hull of B5–"If someone shoved [Sinclair's body] outside, the station's gravity won't let it get far. Just in case."

"Mr. Garibaldi," Ivanova replies, "there are days I'm very glad I don't have to think the way you do."

Meanwhile, inside Sinclair's mind, Knight Two is continuing his probing into Sinclair's mind. "Your name is Jeffrey David Sinclair. Rank: commander. Age: 39. Born on Mars Colony, May 3, 2218, 9:15 A.M., Earth Standard Time. Enlisted in Earth Force Defense, 2237; promoted to fighter pilot, 2240; promoted again to squad leader less than a year later.... Smart money said you'd make admiral one day. So what happened, *commander*?"

Sinclair merely tells him to "go to hell." He refuses to tell Knight Two anything. "I'm betting you don't have a lot of time. Security's probably tearing this place upside down, looking for me."

"Assuming you're still on Babylon 5," replies Knight Two. Proceeding with his search for information, Knight Two tries to get Sinclair to reveal "the truth" by conjuring up an image of Mitchell, Sinclair's old friend and fellow officer who died in the Battle of the Line. Knight Two's plan appears to be working, because as soon as Sinclair sees Mitchell, his old memories of the Battle of the Line spring to the forefront of his mind. Sinclair relives the battle–he sees again what he saw in his dream, except that this time, he actually sees Mitchell's ship exploding. After that part of the battle plays itself out, Mitchell begins to speak with Sinclair again. At first, Sinclair refuses to speak with Mitchell; he tells himself that Mitchell's image is just an illusion. When Mitchell, however, accuses Sinclair of being a traitor ("We fought for you. We fought beside you on the Line. We swore we would all go down together, but you're alive, and we're dead, because of you!" says Mitchell), Sinclair feels that he has to respond. He replies, "I tried! I tried!"

"Tried to do what, commander?" asks Knight Two.

Sinclair answers by reliving the part of the Battle of the Line where he tries to ram the Minbari cruiser. Knight Two urges Sinclair to continue because, as Sinclair himself said, all of the incidents which Knight Two has seen so far were in Sinclair's original report of the battle ten years ago. Sinclair, however, claims that he cannot continue–"I don't remember. I blacked out. I've never been able to remember!"

Knight Two moves closer to Sinclair. "You don't want to remember! You don't want to remember the twenty-four hours in which you betrayed your own race. The day you became a traitor. The day you sold out–"

"That's enough!" screams Sinclair. As he says this, he suddenly hits Knight Two in the stomach. Knight Two, taken by surprise, vanishes from the matrix without a trace. "Well, well. Looks like the pain is real for both of us," comments Sinclair. Delenn is talking with Ivanova; Delenn explains how concerned she is and offers her assistance in finding Sinclair, but Ivanova says that they're already doing everything they can to find Sinclair. Delenn suggests the use of the station's telepath, Talia Winters, but Ivanova explains that Winters is only a P-5 and, consequently, needs to be in close proximity with people in order to scan them. Winter's isn't trained, according to Ivanova, for a search-and- recover mission.

Knight One, meanwhile, is concerned about Knight Two, who snapped out of the cybernet suddenly. Knight Two, however, claims that he's all right. He says that he needs to be put back into the cybernet quickly, for Sinclair was right–they don't have much time. Knight One estimates that the search parties on the station will find them on B5 in about four hours. "He's tough. Breaking him isn't going to be easy," says Knight Two. Knight Two orders Knight One to increase both the power of the cybernet and the dosage of psychotropic drugs with which Sinclair is being injected. "We're close.... The more I walk through his mind, the more I'm convinced he's hiding something," explains Knight Two.

One of the security officers is giving a report to Garibaldi. He explains how, although the search teams have covered a lot of territory, there still is no sign of Sinclair. Garibaldi orders the officer to split the search teams into even smaller units–he also orders the officer to bring in every possible available officer. The officer explains how he's already brought in everyone–"even Benson." Garibaldi is annoyed that Benson was brought back to duty, but the security officer explains that he checked Benson's record, and Benson isn't in any debts. In fact, he says, there's even a surplus in Benson's account. Garibaldi, however, is suspicious, for the other day, the account was empty. He checks the account again and finds that one very large deposit was made, followed by numerous withdrawals. Garibaldi assumes that these withdrawals were used to pay off debts–and notes that the large deposit was made only four hours before Sinclair was known to be missing. Garibaldi orders the security officer to find and bring back Benson for questioning.

Knight Two has reentered the cybernet. Again, he asks Sinclair for the truth about the Battle of the Line. Sinclair suddenly finds himself surrounded by a circle of people wearing grey cloaks. "What are you doing here?" he asks. "What do you want?" Before he receives an answer, however, one of the grey figures shoots him.

Meanwhile, Benson has arrived at Knight Two's quarters. When Knight One answers the door, Benson frantically asks for protec- tion. "You've got to help me. The whole station's looking for me. They think I had something to do with the commander's disapp–" Suddenly, Benson hears a scream from the back of the room. He curiously enters the quarters and is surprised to find Commander Sinclair attached to the cybernet device. He's not given the chance to think about it for too long, however, for Knight One shoots Benson almost immediately.

Back in the cybernet, Knight Two confronts Sinclair about the grey figures. He asks Sinclair to reveal what he's hiding, but Sinclair insists that he's not hiding anything.

"We all hide things, commander. That's why we bounced back [to the station] again, isn't it? This is where you hide, behind duty and responsibility and obligation," says Knight Two.

"Things you'd never understand!" replies Sinclair.

Knight Two disagrees, however. "We're both patriots in our own way. If I fail, more will come after me until the job is finished." He presses Sinclair again, telling him that they're going to find out what Sinclair is hiding.

Some security officers have found a body floating outside the hull of Babylon 5. The body turns out to be Benson's.

Meanwhile, in the cybernet, Knight Two is again expressing his disbelief at Sinclair's rendition of the events at the Line. Knight Two asserts that Sinclair could not have simply blacked out, for his ship "disappeared" from the sensing screens. Sinclair, however, counters that the postwar hearings proved that the screens malfunctioned. Knight Two explains what he believes to be the sequence of events that occurred at the Line: The Minbari (Knight Two says) realized the extent and power of Earth Force defense and realized how difficult it would be to invade Earth. Therefore, they surrendered and decided to work through more covert means. At the Battle of the Line, Sinclair surrendered to the Minbari rather than give up his life. The Minbari took him aboard and asked him to work for them–to be a covert operative. "You agreed [to work for them]. You and God-knows-how-many-other people."

"You're insane. I never betrayed Earth," insists Sinclair, but Knight Two questions him–if Sinclair doesn't remember what happened, how can he be sure he wasn't a traitor?

Sinclair, however, becomes annoyed with Knight Two: "That's enough! You talk about the war. You talk about Mitchell and the rest, but you didn't know them. They were my friends. I watched them die, one by one. For years afterwards, whenever I saw a Minbari, I had to fight the urge to strangle them with my bare hands.... We never had a chance.... When I looked at those ships, I didn't just see my death. I saw the death of the whole damn human race."

"Then why did they surrender?" asks Knight Two.

"I don't know. Maybe the universe blinked. Maybe God changed his mind. All I know is that we got a second chance."

Knight Two is still skeptical. He asks Sinclair if anything has ever made him doubt his story–that he simply "blacked out." Sinclair replies that nothing ever made him question it–except for what the Minbari who had tried to kill Ambassador Kosh had said to him: "There is a hole in your mind." [see "The Gathering."] At Knight Two's further prompting–and after Knight Two convinces Sinclair that Sinclair, himself, wants to know what happened–Sinclair allows his memories to overcome him again. He again experiences the Battle of the Line. He sees what he has seen before; except, this time, the take him further. The Minbari cruiser stops his attempt to ram into it. The cruiser uses some type of energy field to pull Sinclair's ship in. Sinclair is taken aboard the cruiser and transported to a room where a bunch of grey figures stand. The grey figures form a circle around him. Suddenly, he moves over to one of the grey figures and pulls aside the veil that covers the figure's face. "I know you. I know who you are. I *know* you," says Sinclair. Before he can say any more, however, another grey figure shoots him and knocks him out.

Outside the cybernet, however, Sinclair gathers up enough strength to break the shackles that bind him to the cybernet device. As he disconnects from the machine, the feedback knocks out Knight Two. Knight One storms into the room, but Sinclair punches him, knocking him out. He picks up a gun and escapes from the room. He is delusional, however; he mumbles to himself about how the Minbari have broken through and how he must get back to his ship.

Sinclair begins running through B5's corridors. One officer, a member of the search party, sees Sinclair and beckons to him. Sinclair, however, in his delusional state, believes she is a Minbari and shoots at her. Fortunately, he does not kill her, and she links in with Ivanova. She begins to explain that she has seen the commander; however, before she can finish, Knight One shoots her in the back.

Knight One follows Sinclair; they shoot at each other unsuccessfully. Garibaldi finally finds Sinclair, but is utterly surprised when he is shot at by his commander. Dr. Franklin, a few seconds later, links in and informs Garibaldi that he has found the room where he believes Sinclair was held. Franklin believes that Sinclair may have been given large dosages of psychotropic drugs and may consequently be delusional or even dangerous.

As Garibaldi is hiding under a table, Delenn enters the room and approaches Sinclair slowly. She ignores Garibaldi's warnings and continues her approach. When she gets close enough to Sinclair, she tells him that he's safe now and that nobody will harm him. He doesn't listen to her, however; he can only picture the unveiling of the grey figure ten years ago–the grey figure who he now knows to be Delenn. "I know you!" he tells her.

"I'm your friend, commander. Ambassador Delenn. Your friend," she replies.

"No!" he says, as he raises his gun. For a moment, it appears as if he's going to shoot her. Instead, however, he points his gun in a slightly different direction and shoots Knight One, who had just arisen and was about to shoot at Sinclair. Knight One drops to the floor, dead.

"Welcome home," says Delenn.

One day later, Sinclair awakes in the medical lab. Dr. Franklin has finally flushed the psychotropic drugs from Sinclair's system. Sinclair asks to see Knight Two, who has been taken; Garibaldi replies, however, that Knight Two is about to leave the station. Earth Central has decided to exercise jurisdiction in this case because they believe Knight Two to be a member of an organization which wishes to implicate members of the government as being traitors to the Minbari (in fact, there are even rumors that the organization is a covert operation run from within the government itself). Franklin explains that he doesn't think the trial will reveal much, because when Sinclair disconnected himself from the cybernet device, the feedback "fried most of [Knight Two's] memory." Sinclair still, however, wishes to see his former captor. As expected, Knight Two reveals little information–in fact, he even claims that he cannot remember his own name. However, just as he's walking away from Sinclair, he turns around and says, "Commander Sinclair, there's something in my head. It says, 'Maybe you're still inside. Maybe we're both still inside.'" Sinclair goes to visit Delenn in her quarters. He thanks her for her help in rescuing him–he notes that it's strange that seeing her was the only thing that could help him. As he is about to leave her quarters, she asks him if he remembers anything concerning the Battle of the Line? He pictures in his mind the unveiling of the mysterious grey figure; aloud, however, he says that he cannot, unfortunately, remember anything. After Sinclair leaves, a Minbari man arrives from another room in Delenn's quarters. "He must *never* know what happened. If he should find out, he must be killed. Do you understand, Delenn?" says this man. Delenn replies that she does, indeed, understand.

Sinclair, alone finally in his quarters, is making an entry in his personal log: "I remember. I was taken inside a Minbari cruiser, interrogated, tortured. Was that the Grey Council? Maybe. Maybe. Before they surrendered, they must have blanked my memory and let me go. And Delenn–what was she doing there? What is it they don't want me to remember? I have to find out. I have to!"

Synopsis by Shawn Bayern
bayern@cshl.org

Episode 9

Deathwalker

Talia Winters runs into Ambassador Kosh, who wants to use her telepathic services in an important, upcoming negotiation. She seems reluctant at first, but Kosh assures her that all arrangements–including legal clearances and payment–have already been arranged. He instructs her to meet him in Red 3 at the "Hour of Scampering."

Na'Toth, who is waiting at the docking bay for a ship to arrive, suddenly notices a certain woman come on board B5. Na'Toth is suddenly seized with rage and runs across the room, shouting, "Deathwalker." She attacks the woman who has just come aboard, hitting her viciously until the security guards can stop her.

After Na'Toth is successfully detained, Sinclair is informed of the situation. He asks Garibaldi who the victim is; Garibaldi explains that the woman came from Minbari space in a Minbari ship, in Minbari clothes, and with Minbari identification–but that she certainly isn't a Minbari. When Garibaldi mentions that Na'Toth was yelling, "Deathwalker," during the attack, Sinclair's curiosity is piqued–both Sinclair and Garibaldi indicate that they are familiar with that name.

Sinclair and Garibaldi go to question Na'Toth. She explains that her family has taken a blood oath against the "Deathwalker." She took the blood oath after the Dilgar, Deathwalker's race, invaded a planet on which Na'Toth's grandfather lived. Deathwalker, explains Na'Toth, used her grandfather and the other people on the planet in her experiments. Everyone died, except Na'Toth's grandfather, who escaped–but only after having a machine–which slowly killed him–implanted in his brain. Sinclair, however, does not believe that the woman who just came on board was Deathwalker, simply because the Dilgar invasion that Na'Toth mentioned occurred thirty years ago, and Deathwalker would be an old woman by now. Na'Toth explains that her senses would never fail her when it comes to identifying someone against whom she's taken a blood oath. Sinclair, still skeptical, orders Garibaldi to examine the contents of the injured woman's ship.

When G'Kar arrives, he apologizes for the attack upon the victim and offers personally to make reparations to her. Angrily staring at Na'Toth, he requests that his attache be released into his custody. Though Sinclair refuses to release custody of Na'Toth, he does agree place her under house arrest, and allows her to be taken to G'Kar's quarters. G'Kar thanks Sinclair and leaves.

Winters, meanwhile, meets with Kosh again and agrees to work for him at the negotiations that he mentioned before–she comments that the clearances were indeed arranged and that the pay was very generous. However, she explains that there is still something she doesn't understand. Kosh interrupts her and merely says, "Under- standing is a three-edged sword." Soon, a man named Abbut arrives; he greets Kosh cordially and comments, "Oh, Kosh, you old dog! You didn't tell me you were bringing a date!" Talia explains that she is only a commercial telepath, who will be sitting in on the negotiations. Kosh orders Talia to scan Abbut and to report on his thoughts. She scans the man, but comments that he has no thoughts–his mind seems completely empty. Kosh is pleased, and says that they can now proceed. Kosh and Abbut begin to utter cryptic phrases to one another.

In the Med Lab, one of the doctors tells Franklin that the vital signs of the victim have stabilized but that the victim's species is still unknown. Sinclair arrives, and Franklin explains to him that the victim is in surprisingly good shape, considering her injuries. Her body is healing itself quite quickly, and Franklin wishes he knew what species she was. Sinclair explains that the victim is a Dilgar, but Franklin doesn't believe him– Franklin notes that the Dilgar is a dead race, that after the invasion, the few Dilgar who were left were killed when the Dilgar sun went nova. Sinclair calls up a reference file on "Death- walker"–the computer informs them that "Deathwalker" is a name used to refer to Warmaster Jha'dur, "the most infamous leader of the Dilgar invasion of the non-aligned sectors in 2230.... Specialist in biochemical, biogenetic, and cyber-organic weaponry." The picture that the computer displays looks like the present victim, though Franklin comments that the victim is too young to be that same Jha'dur and too old to be her daughter. He even searches for signs of cryonic freezing, but the computer scan does not turn up any relevant evidence. Franklin notes that he will have the Med Corps send him all information they have on the Dilgar. Garibaldi suddenly enters, holding a Dilgar uniform which, according to the inscription, belongs to Jha'dur. He also brings an unusual drug, which he gives to Franklin. Meanwhile, Ivanova informs Sinclair that he has a Gold Channel transmission from Senator Hidoshi. Sinclair, his curiosity piqued, leaves, but orders Garibaldi to keep quiet the situation with the victim–Sinclair says that he doesn't want any rumors concerning Jha'dur floating around the station.

In G'Kar's quarters, Na'Toth apologizes for shaming and angering G'Kar, but G'Kar tells her that no apology is necessary. He explains that he understands her need to fulfill her blood oath (and comments that he has many blood oaths himself), but tells Na'Toth that hers, in this instance, complicates matters. He explains that Jha'dur has made an important discovery that could be potentially very useful to the Narns. He tells her that, in this case, service to the Narn government is more important than her blood oath–therefore, she must not kill Deathwalker, because the Narn government has ordered them to send Deathwalker to Narn *alive*. Na'Toth reluctantly agrees–she will *delay* her ven- geance, but not abandon it. G'Kar says that he's proud of Na'Toth–and promises to help her fulfill her blood oath after Jha'dur's discovery is secured.

Senator Hidoshi's message has come through to B5. The senator asks if the recently-attacked victim is still alive. When Sinclair tells him that she is, the senator orders Sinclair to send the victim to Earth immediately when she is fit to travel. Sinclair, however, protests, saying that there is evidence that the victim is Jha'dur, the infamous Deathwalker. Hidoshi, however, dismisses Sinclair's protests; he says that Deathwalker has been dead for many years. He refuses to give Sinclair any further information, and abruptly ends the conversation.

In the Med Lab, as Franklin is studying the victim's drug, the victim suddenly awakes and moves over to him angrily. "How dare you pry into my life's work?" she says to him. She asks to see Commander Sinclair immediately.

Sinclair, on his way to the Med Lab, is stopped by Ambassador Mollari, who asks if the rumors he's heard about Deathwalker are true. Sinclair only tells him that he should know better than to listen to rumors.

When Sinclair arrives at the Med Lab, he dismisses Franklin from the room. She looks at him, slightly admiring him. "You know the way of command," she says, "Yes, the Wind Swords are right to fear you.... [The Wind Swords] have sheltered me for many years, in return for certain services. They speak of you often, Sinclair. They say you have a hole in your mind." She tells him that she is indeed Warmaster Jha'dur, and explains the reason for not aging: she has discovered a disease-preventing drug that also retards the aging process of all known humanoid species. "It's still unstable and difficult to produce in sufficient quantity, but it works, as you can see," she says. Sinclair immediately realizes the implications of such a drug: virtual immortality. She tells him that, with the help of Earth, she will bring it to "all the worlds of this galaxy" before the end of the year.

"Then the willows must scuttle carefully," says Ambassador Kosh at the negotiations with Abbut–and, after Abbut asks, "Does Saturn have rings?" Kosh ends the negotiations for the day. Talia, however, is still curious (for she's been scanning Abbut all day and his mind is still blank–not to mention the fact that she doesn't understand anything either Abbut or Kosh are saying), and asks Kosh to explain the negotiations. Kosh only replies, "You seek meaning? ... Then listen to the music, not the song." After Kosh leaves, Talia asks Abbut to explain the negotiations, but he refuses, replying that it's "not too good to reflect too much." At that moment, Talia suddenly sees herself in her own mind, reflected numerous times, as if she were looking into a mirror. She leaves, even more confused.

Sinclair has meanwhile sought out Lennier to ask him about Jha'dur's involvement with the Wind Swords, a branch of Minbari warriors (Delenn has temporarily left the station, so Lennier was the next logical person to ask). Sinclair explains that the woman whom Na'Toth attacked is indeed Jha'dur, and that Jha'dur claimed that the Wind Swords sheltered her. Lennier does not think that the Wind Swords–though they are the most militant of the Minbari warrior castes–would shelter such a villain as Jha'dur, but he says that he will look into the matter. Since he cannot speak directly to his rulers without permission, he says that he will contact Delenn. Sinclair asks that Lennier keep the information regarding Jha'dur's presence on the station confidential for now, and Lennier agrees.

G'Kar, meanwhile, apologizes to Jha'dur on behalf of the Narn empire. He says that the Narns are willing to make reparations for Na'Toth's attack–and he, on behalf of the Narns, makes a generous offer for Jha'dur's recently discovered drug. "You're very well informed, G'Kar," she replies, "Our reports always said you were a clever one–and a good resistance leader, too. If Earth Alliance hadn't taken a hand in our invasion, we might have helped your kind wipe the Centauri out completely." G'Kar comments that Jha'dur is also very well informed (and adds that the Narns aren't through with the Centauri yet)–and offers to triple whatever price Earth has offered her for her discovery. She agrees to *consider* his offer, *if* he brings her Na'Toth's head within the hour. G'Kar leaves the room, bruskly and considerably annoyed. After he leaves, she laughs a loud, evil laugh.

Sinclair, Ivanova, Garibaldi, and Franklin discuss the current situation. Franklin claims that, according to the data that he received from Earth, the woman is indeed Jha'dur–her very appearance, he adds, seems to prove her claim about her drug (assuming there isn't another reason that explains why she hasn't aged). Garibaldi is skeptical, though Franklin's analysis of the serum suggests that the drug can do what Jha'dur says it can do. Sinclair says that Earth agrees with the potential of Jha'dur's drug and has ordered Sinclair to send Jha'dur to Earth immediately. Garibaldi is angered that Sinclair seems to be willing to release Jha'dur to Earth so easily: "She wiped out entire races, destroyed whole planets, experimented on living beings. *Now* she wants to make everybody immortal?" says Garibaldi. He suggests that they should let the League of Non-Aligned Worlds deal with her–he suggests that Earth should just take her serum and develop it themselves, but Franklin says that the serum is too complex to realistically develop without her assistance. Ivanova suggests that Earth–though she considers its moral stance dubious–is better equipped to handle an issue like this than is the B5 staff. Sinclair agrees, and prepares to send Jha'dur to Earth. After the staff leaves, Garibaldi questions Sinclair's judgment, but Sinclair replies that if the immortality serum can be developed, a galaxy without sickness or death would result. "She can save more lives than she took, and she can make the deaths she caused have meaning," says Sinclair.

"Better pray to that God of yours you're right, Jeff," responds Garibaldi, "because if any of the League ambassadors find out about this 'deal,' they'll tear Babylon 5 to pieces."

G'Kar, in his quarters, anxiously tells Na'Toth that one of his agents has just informed him that Sinclair intends to smuggle Jha'dur off B5. He quickly contacts Ambassador Kalika, a leader of the League of Non-Aligned Worlds and tells her of the situation.

Sinclair, meanwhile, is preparing to escort Jha'dur off the station. Before she leaves, however, he asks her why she wants to bring immortality to the races of the galaxy. She responds that, if she brings immortality to the people of the galaxy, it will ensure that the Dilgar are remembered honorably–it will stand as a monument to her and her race. "Delicious irony ..." she says, "that those who cursed us will have to thank us for the rest of time."

However, on the way to her ship, Jha'dur and her escort party is stopped by a group of ambassadors from the League. The ambassadors demand that a full assembly of the Council be called immediately to discuss Jha'dur's trial–they will not allow Jha'dur to pass them ("You will have to kill us all, first," says Ambassador Kalika, who leads the group of ambassadors). Sinclair has no choice but to agree.

Talia, the day after the last session of negotiations between Kosh and Abbut, tells Kosh that she doesn't believe she can continue to monitor the negotiation. "Your belief does not enter into it," replies Kosh, "We have a contract." Soon, Abbut arrives and greets Talia again. As he kisses her hand, she suddenly sees herself in her mind–it appears as if she's in some sort of computerized matrix.

The session of the Council is about to begin. Sinclair mentions to Garibaldi that he's sort of relieved that the matter has been made public–Jha'dur will get the justice she deserves (Sinclair figures that, though the Narns and Centauri both had once collaborated with the Dilgar and would therefore probably not want a trial, the Minbari–being an honorable race–will vote for a trial. With Earth's vote–and with Kosh's usual abstention–the Council will be tied, and the League will cast the deciding vote). Garibaldi apologizes to Sinclair for saying some hot-headed things to him regarding Sinclair's decision to comply with Earth's orders, but Sinclair tells him not to worry about it–he tells Garibaldi that he had thought the same things himself. When Lennier arrives, he tells Sinclair that he has spoken with Delenn–and has been given instructions.

When the meeting opens, Kalika presents a motion to hold a war-crimes trial for Jha'dur on Babylon 5. Londo is the first to vote on this motion–he expresses his sympathy for the League, but says that he must vote "no" because Deathwalker never committed any crimes against the Centauri. G'Kar votes "yes" on condition that the trial be held on Narn–however, when Kalika does not accept this condition, G'Kar votes "no." Sinclair votes "yes," and explains that Kosh has declined to take part in this session of the Council. Lennier explains that, since the Minbari were not a part of the conflict between the Dilgar, Earth, and the League, the Minbari have no right to judge her. He therefore votes "no." Kalika, angered at the Council and disappointed with B5's ability to treat the League fairly, storms out of the Council chambers but threatens that this will not be the last time that the Council hears from the League.

After everyone leaves, Lennier apologizes to Sinclair for his vote. He explains that the Wind Swords did, indeed, shelter Jha'dur. The Minbari government did not know about the involvement of the Wind Swords at first–but when the Earth-Minbari war broke out, the Wind Swords came to the Council with devastating weapons that they obtained from Deathwalker. The Minbari government, needless to say, is embarrassed about the Minbari involvement and, just as they could not admit their when they originally found out, so they cannot let that information be made public in a trial now.

Meanwhile, a ship has come through the jumpgate. It belongs to one of the members of the League, and it threatens to attack B5 if Jha'dur is not extradited to its government. As the ship draws closer, Ivanova readies B5's weaponry and threatens to defend B5 against the ship. The League ship aborts its attack but stays near B5. However, more League ships continue to come through the vortex. One by one, they begin to surround B5. Sinclair, whom Ivanova has contacted, orders Ivanova to stall these ships.

Meanwhile, Sinclair attempts to negotiate with Kalika. He tries to draw on Earth's traditional friendship with the League, but Kalika refuses to listen. Sinclair, all his other options having run out, finally decides to inform Kalika of the full situation with Jha'dur.

Ivanova informs Sinclair that she has successfully stalled the League ships–she has gotten them to debate over which of them has the most valid claim to try Jha'dur. Sinclair is pleased, but hopes that her maneuver will buy B5 enough time. Suddenly, the League ships begin to move out of firing range of B5. Ivanova is surprised, and asks what Sinclair did. He tells her that he "played a wildcard." He tells Ivanova that the situation isn't completed yet–Sinclair will be in closed session with the League. Once again, he praises Ivanova for her ingenuity.

"A herring is just a herring, but a good cigar is a Cuban," comments Abbut, at the negotiations with Kosh. "A stroke of the brush does not guarantee art from the bristles," replies Kosh, "Do you understand, Ms. Winters?" Again, Talia finds herself seeing strange visions in her head–she is walking and is suddenly attacked by a mysterious man. She screams out in pain. "Our business is completed," says Kosh. Abbut takes off his hat, removes a data crystal from his partly cybernetic head, and gives it to Kosh.

"What was on that data crystal he gave you," asks Talia.

"Reflection, surprise, terror. For the future," responds Kosh.

Kalika tells Sinclair that scientists from the League have checked Dr. Franklin's data–and they agree with it. And while Kalika agrees that the discovery is "astounding," she still feels that Deathwalker must be punished. Sinclair agrees, and proposes a compromise: Jha'dur will be delivered to Earth, where she will work with Earth scientists–in addition to a group of scientists that the League can send. After the drug is developed, the League will be given custody of Jha'dur. Kalika likes the idea, but wants to make sure that it can trust Earth to honor it later. Sinclair says that once this agreement is made public, Earth will have no choice. Another of the ambassadors from the League wants to know how the Council will react to this decision, but Sinclair says that this agreement is a private matter between Earth and the League– just as it was thirty years ago, when Earth helped the League defeat the Dilgar, as Sinclair points out. Kalika agrees: "It is fair ... and wise."

Before Jha'dur leaves, Sinclair speaks with her. She feels that

Sinclair is naive to believe that Earth will turn her over to the League once the drug was developed. Sinclair says that he'll see to it personally, but Jha'dur feels this will cost him his command. Jha'dur explains to Sinclair the true purpose behind her giving the serum to Earth: "You and the rest of your kind take blind confidence in the belief that we are monsters–that you could never do what we did. The key ingredient in the [serum] cannot be synthesized; it must be taken from living beings. For one to live forever, another one must die. You will fall upon one another like wolves. It'll make what we did pale by comparison. The billions who live forever will be a testimony to my work, and the billions who were murdered to buy that immortality will be the continuance of my work. Not like us? You will become us. That's my monument, Commander."

The group of ambassadors have all assembled to watch the departure of Jha'dur. Surprisingly, Kosh joins them. Suddenly, there is a report from the bridge–there's another disturbance at the jumpgate. A Vorlon ship flies through and, to the elation of many of the ambassadors, quickly targets and destroys Jha'dur's vessel. "Why?" asks Sinclair.

"You are not ready for immortality," responds Kosh.

Later, Sinclair and Garibaldi discuss the situation. "Hell of an irony, don't you think?" asks Garibaldi, "We find a reason to keep Jha'dur alive, and the Vorlons smoke her for the same reason." Sinclair wonders things will always work out similarly: little powers at the mercy of big powers; politics before morality. Garibaldi responds that this seems to work for everyone–except Sinclair. As they speak, Talia arrives and explains that she is confused by recent negotiations she attended. She tells them that nothing about the negotiations made sense; the two parties spoke in riddles, and she kept seeing images in her mind–images which she feels were deliberately provoked. She explains that, four years ago, she was assigned to scan the mind of a suspect in a murder case. The suspect was a serial killer–she had never been inside a mind like his, and it frightened her so much that she still has nightmares about it. However, at the negotiation table recently, she feels those thoughts were deliberately provoked. When Sinclair asks Talia whom Kosh was dealing with, she tells them. Garibaldi knows who Abbut is. He explains that Abbut is a "Vicar"–a slang term, derived from "VCR," referring to a type of alien that is part machine, part sentient–they act as living recorders that can record just about everything, including brain-wave patters. Garibaldi suggests that Kosh set her up–and Sinclair guesses that Kosh did this because Vorlons are usually suspicious of telepaths, and if Kosh knows what her deepest fears are, he can use them against her later on.

Garibaldi and Sinclair wonder what Kosh could be up to–the many things he's been doing recently have piqued their curiosity.

Episode 10

Believers

Shon, a young alien boy, has developed a "congested blockage in his upper air passages." When Dr. Franklin explains to Shon's parents that Shon's condition can be cured by a fairly routine surgical procedure, the parents seem bewildered. "You will cut him open?" they ask, and explain that the "Chosen of God" cannot be "punctured" – for their souls will escape.

B5 has received a distress signal from the starliner Asimov, which has been immobilized because of a fire in its command and control center–unfortunately, the ship is now adrift in Raider territory. Ivanova (who pleas with Sinclair to send her instead of Garibaldi) is sent to lead a fighter wing to rescue the Asimov.

Dr. Maya Hernandez, one of the B5 doctors, tries to convince Shon's parents to allow the procedure, but they are quite determined not to allow it. Just as it becomes evident that the parents will not change their mind, Franklin suggests an alternate procedure. He admits that this procedure won't work as well, but it's better than nothing. After the parents leave to consider this new method, Dr. Franklin explains to Hernandez that, though this procedure will obviously not save Shon, it will at least give Franklin time to try to convince the parents to change their mind. Both doctors realize that there are only two options–surgery or death–but Franklin explains that it is sometimes necessary to "heal the family before you can heal the patient." Shon's parents return and say that they are willing to try Franklin's new procedure.

Franklin, who is speaking with Sinclair, explains his dilemma. Franklin requests that Sinclair order him to perform the surgery, but Sinclair declines, commenting that it's a dangerous precedent to set. Franklin explains that that precedent has *already* been set–by Sinclair's ordering Dr. Kyle to save Ambassador Kosh [SEE "THE GATHERING"]–and when Franklin brings up the idea of making this issue official by petitioning Sinclair with a formal request to operate, Sinclair asks him to try to find another solution.

Meanwhile, Franklin's "procedure" is obviously not working. When the parents become angered, Franklin pleads with them again, but they still refuse to allow surgery. Finally, Franklin threatens to suspend their parental authority if they will not allow him to operate–and he makes a formal request for Commander Sinclair to decide this issue.

Shon's parents go to Sinclair and request that he decide in their favor. Sinclair explains his dilemma–he must consider Franklin's request, but he must also act as the parents' advocate because the parents' race has no ambassador on the station. The parents express their objection–they don't like the situation and believe that Sinclair will rule against them because "Earth people always stick together."

The parents visit Ambassador G'Kar and ask for the Narn to intervene on their behalf, but G'Kar claims that the parents' world doesn't have much to offer to Narn–and claims the Narns don't casually enter into other people's affairs. The parents then visit Ambassador Mollari, who says that he sympathizes with them but explains that it would be too expensive to intervene–if the Council was called on this matter, there would be a whole array of costs that would have to be justified. Ambassador Kosh proves just as unhelpful to the parents: concerning the issue of a patient's safety versus the concerns of the patient's world, he simply says, "The avalanche has already started. It is too late for the pebbles to vote." When the parents plea with Delenn, she says that she sympathizes entirely, but she also says that the Minbari are reluctant to get involved with the religious affairs of other people–especially because they've seen what happens when other races interfere with Minbari religious affairs. Delenn explains that both Dr. Franklin and the parents believe they are doing what's "right" – yet how can either of them prove it?

Meanwhile, Ivanova's team has found the Asimov–but they have also picked up the signal of an approaching Raider vessel.

Sinclair explains to Garibaldi how distraught he is–the buck keeps being passed back to him. Earth Central refuses to advise, and the other ambassadors refuse to take action. Later, when Sinclair visits Shon, Shon explains that, though he doesn't want to die, he doesn't want the surgery either.

When Sinclair finishes speaking with Shon, Dr. Franklin asks him what his decision on the request will be. Sinclair explains that it's a difficult decisions: both sides, according to their own beliefs, are morally "right." "Who should I believe?" asks Sinclair. "You [Dr. Franklin], because we share the same beliefs? Or do we? ... What makes a religion false? If any religion is right, then maybe they all have to be right. Maybe God doesn't care how you say your prayers, just as long as you say them ... What we hold sacred gives our lives meaning. What are we taking away from this child? ... I have to refuse to sign the order. I can't allow you to perform the operation."

When Franklin angrily confronts Sinclair, Sinclair explains that he really had no choice in the matter. According to his personal beliefs, he would sign the order right away–but as commander of B5, he wants to ensure the neutrality of the station. He explains that he can't just set other races' beliefs aside whenever it's convenient or whenever they violate human beliefs. He also says that, though he is violating the precedent set when he ordered Dr. Kyle to operate on Kosh, that particular precedent must be stopped somewhere.

Meanwhile, Shon's condition is worsening. Franklin calls Shon's parents, who say how grateful they are for Sinclair's wisdom, and who tell Shon how proud they are of him that he is dying honorably. When Shon's parents leave, however, Franklin decides to operate on Shon anyway–he can't allow a simple legal order to get in the way of what's "right," according to him. Dr. Hernandez decides to help him.

The Raider ship that is approaching Ivanova is meanwhile getting closer. Ivanova, in defiance of general orders to the contrary, breaks formation and pursues this Raider ship–as the rest of the squadron escorts the Asimov back to B5. Ivanova successfully destroys this ship, but notes a large squadron of Raider ships approaching after her. She reverses her thrusters, trying to escape.

Franklin's operation was successful, and Shon–who is now *physically* fine–comments that he doesn't feel spiritually any different than he did before. When his parents arrive, however, they angrily shun Shon–they treat him as if he were some sort of evil demon and try to exorcise him.

Sinclair, when he hears, angrily confronts Franklin. However, they are both interrupted by Hernandez, who summons them to the Med Lab. At Med Lab, the parents have again arrived–and this time they appear a little more complacent. They say that if it were in their power to forgive Franklin, they would–because he meant no harm, and because he did what he did out of compassion. They leave, after wrapping Shon in a "travelling robe."

A little later, when Franklin and Hernandez are researching the customs of Shon's race, Franklin comes across a description of a "travelling robe." Suddenly, he rushes out of the Med Lab, runs through the corridors, and arrives at Shon's room–only to realize that he is too late, that the parents have already killed Shon. The parents, however, don't see why Franklin is so upset–they comment, "This was not our son. This was only a shell. There was nothing to do but end the pain of the shell."

Later, Sinclair tells Franklin that he won't ask for his resignation–this time. However, he comments that Franklin shouldn't have made the request–then, he wouldn't have had to violate it. Franklin is quite upset with himself, however, for not knowing that the parents would kill Shon. Franklin wonders if things might not be better or easier if nobody cared about life or religion.

"What makes us human is that we care–and because we care, we never stop trying," replies Sinclair.

Meanwhile, Ivanova and her squadron have returned safely. When Garibaldi asks her about the orders she violated, Ivanova explains that sometimes things work out when one takes an educated risk. Garibaldi replies that at other times, they don't–and he explains the events of the preceding days to Ivanova.

Synopsis by Shawn Bayern
bayern@cshl.org

Episode 11

Survivors

President Santiago has decided to visit Babylon 5, ostensibly in order to present a new fighter wing to the station (though some people believe his real purpose is to drum up popular support for his new alien trade and immigration policies, which have met with opposition in the Senate).

Ivanova and Garibaldi are en route to the president's arrival site on B5, and they are discussing the president's arrival. Ivanova tells Garibaldi that the president and his staff have not informed B5 command of their travel plans because the president feels it's safer if nobody is aware of these plans till the last minute (though Garibaldi jokes that, if B5 is unaware of the president's plans, the president's staff can blame B5 if anything goes wrong). Garibaldi feels that the president's visit is simply a waste of time and money; Ivanova responds that at least they're getting a new fighter wing out of the visit. Garibaldi is not grateful–he explains that B5 should have had those fighters a long time ago. Ivanova shares in the cynicism–now, B5 will have to renovate bays that haven't been maintained for years, using untrained crews rushed for time–and all of this at B5's expense. When Garibaldi claims he's no longer surprised by anything the government does (he's come to expect it), Ivanova compliments him on his very "Russian" outlook.

Suddenly, there is an explosion in the bay. Garibaldi and Ivanova are almost injured, and Sinclair, from the observation dome, sees a body in a spacesuit fly away from the station.

Down in the Med Lab, Franklin has diagnosed the person who flew out of the station–he flew out of the bay before the pressurization doors were activated. When Sinclair asks if the patient can say anything, Franklin replies that any procedure that could be used to rouse the patient would kill him. Garibaldi, meanwhile, has finished his evaluation of the damage ("You can put what's left of [the bay] in a shot glass," he tells Sinclair). Garibaldi still doesn't know what the cause of the explosion was, but he feels it was probably caused by negligence or fatigue on the part of the overworked crew. Sinclair asks about the possibility of sabotage, and though Garibaldi claims he never rules that possibility out, he feels that the inexperience and possible exhaustion of the crew was "inviting an accident."

Ivanova reports that Major Lianna Kemmer, an official on the president's security staff, has arrived. Kemmer requests an immediate briefing on the explosion. Garibaldi, when he hears Lianna's name, becomes lost in thought–he explains to Sinclair that he knew Lianna seventeen years ago (her father was his friend). "She's a real sweet kid," comments Garibaldi.

The meeting between Garibaldi and Lianna is somewhat cold, however. Lianna largely ignores Garibaldi and introduces herself to Sinclair. Sinclair comments that Garibaldi will brief her on the situation, but she requests that her own team handle the investigation. Sinclair is reluctant, but Lianna, as chief of presidential security, has the legal authority to take over the investigation ("with or without your permission," she comments. "I would much rather my report reflected full cooperation on your part). Sinclair reluctantly complies (after Garibaldi bitterly tells him to let Lianna take over the investigation), and Garibaldi moves away bruskly, commenting that he has "better things to do."

Sinclair follows Garibaldi out and asks what the problem is between Garibaldi and Lianna. Garibaldi is hesitant to answer, but Sinclair feels that if their relationship affects B5, Sinclair has a right to know. Abruptly, Ambassador G'Kar interrupts them–he has a problem with the seating arrangements for the president's banquet ("The entire Narn delegation has been seated next to the Vree," says G'Kar. "An intolerable situation! Have you ever seen them eat? That's horror for you.... This is a deliberate slap in the face to the entire Narn Regime.")

Meanwhile, Garibaldi, who had walked away slightly after G'Kar interrupted his conversation with Sinclair, has caught a thief trying to steal something. He begins angrily yelling at the thief (whom he has caught several times before in the past month), and when he treats the thief somewhat violently, a fight erupts between the two. Sinclair interrupts G'Kar in order to break up the fight.

Later, Sinclair and Garibaldi are eating together, and Sinclair asks Garibaldi what is wrong. Garibaldi finally comments that seventeen years ago, he was working as a security officer on Europa ("a real cesspool," he claims). "Ever try and uphold the law when nobody cares? After a few weeks, I started drinking hard just to get through the night." Eventually, Garibaldi met Frank Kemmer, Lianna's father. Kemmer was a shuttle pilot–"a real decent guy." Garibaldi explains that when his job got tough, he spent some time with Kemmer and his family–this is when he first met Lianna, who used to call him "Uncle Mike." "With all the madness, [staying with Kemmer] kept me sane and sober for a while," Garibaldi explains. However, because Garibaldi was beginning to have a certain amount of success upholding the law, he ended up making a few enemies. Garibaldi knew that some people were trying to kill him, but he also felt that he could handle it. Unfortunately, his enemies worked indirectly: they exploded one of Kemmer's shuttles, thereby killing Kemmer. They blamed the explosion on Garibaldi's negligence. Since the government didn't want a scandal, they kept the situation quiet and "blackballed" Garibaldi throughout the solar system. "But none of that was as bad as telling Frank's family what had happened. Lianna didn't even cry; she just died inside.... I crawled back into the bottle, and didn't come out again for a long, long time." Suddenly, Dr.

Franklin calls Sinclair into the Med Lab.

At the Med Lab, Lianna and her staff have violated Franklin's wishes and are trying to rouse the explosion victim in order to try to get information from him. When Sinclair arrives, the victim has already been roused, and he claims that the explosion was no accident–it was caused by a bomb. Sinclair orders Kemmer to leave the patient alone–for Franklin feels that any procedure to rouse the patient will kill him–but Lianna refuses. Just as the victim dies, he names the person who planted the bomb: "It was Garibaldi."

Major Kemmer has called a hearing in response to the allegation against Garibaldi. Garibaldi, however, cannot believe that Kemmer and the rest of the president's staff are placing so much importance in the accusations of a dying man. Garibaldi claims that the victim "had it in for me" – that is, he resented Garibaldi because Garibaldi had arrested him a few months ago for "trashing an alien shop." Further, Garibaldi argues that the initial damage reports showed no trace of a bomb, but Kemmer contends that the explosion may have destroyed any traces of it. Lieutenant Cutter, a member of Kemmer's staff, adds that perhaps no bomb was found because Garibaldi didn't *want* to find one. This accusation angers Garibaldi, but Kemmer doesn't seem to care–she asks Sinclair to suspend Garibaldi from duty because of Garibaldi's possible criminal involvement. Though Sinclair doesn't want to suspend Garibaldi, Kemmer–as head of presidential security–effectively *orders* Sinclair to carry out the suspension. Sinclair, who has little choice but to submit to Kemmer's legal authority, is forced to remove Garibaldi from active duty. Major Kemmer, now that Garibaldi has been removed from duty, temporarily assumes the position of B5 security chief.

Garibaldi, upon returning to his quarters, is confronted by a security officer who refuses to allow Garibaldi entry. Major Kemmer and Lieutenant Cutter arrive, and Garibaldi pleads with Kemmer to allow him to speak with her. When he moves to grab Kemmer in order to speak with her, however, the security guard roughly forces him to withdraw his grasp. Kemmer orders Cutter to leave and see what the scanning team has discovered concerning the explosion in the bay; she then dismisses the other security guard so that she and Garibaldi can be alone.

Once they are alone, Garibaldi explains to Lianna that he "loved Frank like he was my own brother." Lianna angrily tells him that Frank died because Garibaldi was concerned only with protecting himself, but Garibaldi denies this. He admits that he "made a mistake," but he claims that he would never have let Frank die to save himself. When he pleads with her and asks her to believe him, she replies that it's too late for Garibaldi to ask to be trusted: "I might [believe you], if you had told me then, but you just got drunk and ran, like you always do," she says. Cutter has meanwhile returned, and he informs Kemmer that the explosion was indeed caused by a bomb, for the burns of the victim (the one who originally implicated Garibaldi) showed traces of certain explosives. Cutter also informs Kemmer that schematics of the bay, as well as substantial amounts of Centauri currency, have been found in Garibaldi's quarters. Garibaldi again tries to reason with Kemmer: "Come on, Lianna, this is a frame. If I were guilty, why would I leave the evidence in my own quarters?" he asks.

"Maybe you just made another mistake, just like you did seventeen years ago," replies Kemmer, who orders Cutter to take Garibaldi into custody. Garibaldi, however, who is angered by the whole situation, runs away and attempts to escape Cutter. Kemmer orders her security officers after Garibaldi and posts a station-wide security alert for Garibaldi.

On the observation dome, Ivanova and Sinclair are surprised to see an alert against Garibaldi. Sinclair orders Ivanova to cancel the alert, but Kemmer–who has just arrived at the observation dome–tells Sinclair that he can't cancel the alert because there is now hard evidence that Garibaldi is a saboteur. Sinclair responds angrily to Kemmer and tells her that "Garibaldi is many things but he's no saboteur"; further, Sinclair tells Kemmer that he is quite annoyed with her personal vendetta against Garibaldi. Sinclair again orders Ivanova to cancel the alert, and Ivanova gladly complies with the order. Kemmer responds that if Sinclair keeps "obstructing" her, she will have no choice but to invoke presidential authority; however, Sinclair tells Kemmer that he's tired of the "presidential authority" excuse. "This is my station, and it's time you realized that," says Sinclair. Sinclair proceeds to order Ivanova to escort Kemmer off the observation dome. Ivanova gladly complies with this order as well ("You are going to resist, I hope," she tells Kemmer). After Kemmer leaves, Ivanova warns Sinclair that Kemmer will probably contact Earth Central; Sinclair says he's aware of that, but at least the delay will buy him enough time to find Garibaldi before Kemmer's staff does. Ivanova suddenly has an idea: she smugly orders the B5 staff to begin a "Level 6 maintenance check" on all off-station communication channels–a move which will tie up the communication channels for hours.

Garibaldi has discreetly moved down to the Zocalo, where he seeks out Londo. He tells Londo that he is looking for information about the explosion in the bay. He explains that someone tried to frame him by planting substantial amounts of currency in his quarters; he then explains that the currency was Centauri. Londo picks up the implication, and stares with feigned disbelief at Garibaldi; "Oh, Mr. Garibaldi, do you really think that I would do such a thing to you, my good and dear friend?"

"In a minute," responds Garibaldi.

"You're right," answers Londo, "but I didn't, though I may have an idea who did...."

Meanwhile, Kemmer angrily contacts Ivanova and asks why all communications channels are offline. Ivanova replies that a communications check is being conducted, for they don't want the president to be "out of touch" when he arrives at B5. Kemmer demands that Ivanova open a channel, but Ivanova brushes her off ("I'm a lieutenant commander in Earth Force, major. I do not take 'demands.' If you have a request, I'll consider it," Ivanova says. When Kemmer 'requests' that Ivanova open a channel to Earthdome, Ivanova simply denies her request.).

Kemmer comments to Cutter that Ivanova and Sinclair are "doing everything they can to protect Garibaldi," but Cutter isn't surprised–their files show that Ivanova and Sinclair are Londo's only real friends, aside from Londo Mollari. Kemmer sends Cutter to question Londo; she sends another officer to return to their ship and open a communication channel with Earth Force One (President Santiago's ship)–specifically, with General Netter on Earth Force One. Kemmer explains that Earth Force One should be close enough to pick up the signal from Kemmer's ship, which is docked at B5.

Londo, meanwhile, has explained to Garibaldi why he feels that G'Kar is the one who's trying to frame Garibaldi. Londo says that during the Narn occupation of Ragesh 3, some important scientific material was "lost," but the Narns claimed they could find it again–for the right price. Thus, G'Kar could possibly have had access to large amounts of Centauri currency, which he could have planted in Garibaldi's quarters. Garibaldi says that he wants to visit G'Kar. Without his usual security clearance, however, Garibaldi knows that he might have a hard time gaining access to the ambassadorial wing, where G'Kar's quarters are located. Garibaldi therefore asks Londo for a loan; Garibaldi claims that, with enough money, he can gain access to the ambassadorial wing. Londo appreciates the irony in the situation–he has switched roles with Garibaldi for the time being–but he eventually extends a fairly generous loan to his "good, dear friend." Londo explains that he sees certain parallels between himself and Garibaldi (Londo feels that, like Londo himself, Garibaldi is sometimes "the odd man out"); it therefore gives him a certain comfort to be able to help Garibaldi in a time of need (however, the more practical side of Londo claims that the Centauri goddess of luck, with whom Londo has had a "long and rather dubious relationship," has been smiling on him lately–he can therefore afford the loan). "If they catch you," warns Londo, "I will deny ever seeing you. Good luck!"

Garibaldi successfully gains access to the ambassadorial wing; when he arrives at G'Kar's quarters, he's surprised to find that G'Kar has been expecting him ("... you've been talking to Mollari. It was inevitable he would send you to me.... My people watch him; his people watch me; we all watch one another here, Mr. Garibaldi.") G'Kar also explains that the security monitors are "malfunctioning" at the moment, so Garibaldi need not worry about the security officers finding him here (especially since G'Kar took the liberty of telling a security guard that he had seen Garibaldi on the next level). G'Kar says that he's sure Londo blamed Garibaldi's present situation on the Narns; however, he denies any part in the incident (though he admits he doesn't think it's a bad idea). G'Kar offers Garibaldi a chance to escape B5; G'Kar says that Garibaldi's talents and services could be useful on Narn. Once on Narn, if Garibaldi were to ever become "homesick," G'Kar says he's sure the Narns could arrange for Garibaldi to return–as a genetically altered spy. Garibaldi immediately declines G'Kar's offer, however; he refuses to even think about betraying Earth. G'Kar advises Garibaldi to stop seeing things in "such absolute terms" ("The universe is run by the complex interweaving of three elements: energy, matter, and enlightened self-interest. Unless you comprehend that fact–and soon–you will be cornered and caged," warns G'Kar), but Garibaldi still refuses G'Kar's offer. G'Kar makes one last plea: "Without your position, this station is not safe for you. You have made many enemies."

"Call it a lifestyle," replies Garibaldi, as he leaves.

From the observation dome, meanwhile, Ivanova is giving instructions to the new fighter wing, which has just arrived.

Down in the alien sector, Garibaldi is trying to purchase a high-level security card from N'grath, but N'grath refuses because Garibaldi is "still police," even though he's a fugitive. N'grath abruptly forces Garibaldi to leave, and when Garibaldi is thrown outside N'grath's doors, he is almost caught by some of Kemmer's guards. He narrowly escapes and eventually returns to the human sector of B5, only to be attacked by a group of angry aliens. Just when it appears that Garibaldi has no hope left, Sinclair (who has been monitoring security reports concerning Garibaldi's whereabouts) suddenly finds him and helps to fight off the aliens. Sinclair suggests that Garibaldi go to Med Lab, but Garibaldi refuses to go anywhere before he figures out who framed him. Ivanova, meanwhile, contacts Sinclair and tells him that he has a Gold Channel message from General Netter; when Sinclair turns his head to speak with Ivanova through his comm link, Garibaldi runs off. By the time Sinclair turns around again, Garibaldi is gone.

General Netter's message has come through, and Netter orders Sinclair and his staff to fully cooperate with Kemmar. After Netter ends communication, Sinclair explains to Kemmer that he wants to find Garibaldi as much as she does–"the only difference is," says Sinclair, "I haven't already judged him.... The fact is, Garibaldi is as loyal as you are, and if you weren't so twisted up inside about what happened to your father, you'd realize that. It's not justice you're after, major, it's blood." Just then, Cutter contacts Kemmer and says that the guards have sighted Garibaldi and have discovered that Garibaldi has been paying for things with Centauri currency. Kemmer believes that the currency found in Garibaldi's quarters was only part of the payoff; she orders the guards to move in on Garibaldi. After Kemmer leaves, Sinclair contacts the security guard who had been stationed outside Garibaldi's quarters when Garibaldi first found that his quarters were being guarded.

Garibaldi, meanwhile, has entered a club. He sits down and suddenly notices that a security guard has moved into the same club. He borrows an alien's hat and tries to avoid notice–and he succeeds, at least for the moment. The guard leaves, and when Garibaldi gives the alien back his hat, the alien replies, "Don't want hat? Take bottle.... I go casino." As the alien gets up, he pushes a bottle of some alcoholic drink toward Garibaldi. Garibaldi fights with himself for a long moment–will he give up the sobriety that he has worked toward for so long? The past few hours have been excruciatingly difficult for Garibaldi–how appealing the drink must seem–how easy it is to simply forget about all of his problems. At last, Garibaldi decides to drink–and he drinks heavily. Quite soon, he's experiencing quite a hangover–despite his trouble standing up, however, he is sharing jokes with the aliens, and, in general, parading around the room making a fool of himself. ("You got a real nice place here! Great ambiance, terrific decor, friendly people. Yeah, this place should be on all the chartered tours–'see and experience the real Babylon 5.' Hell, in a couple month, I could see a few of you people topside," he mumbles, as he stumbles out the door).

Meanwhile, one of the people in the restaurant has notified the security guards of Garibaldi's whereabouts, and when Garibaldi wanders out of the restaurant, Kemmer, Cutter, and their guards are waiting for him. "Drunk again, Uncle Mike?" asks Lianna. The confused Garibaldi remembers how the young Lianna, seventeen years ago, often said the same thing. Kemmer's guards take Garibaldi into custody; Cutter, meanwhile, comments that the new fighter wing is getting ready to be launched, and he feels he should check the bays one more time.

Lianna is questioning Garibaldi; she's trying to get him to confess. At one point, she confronts him and asks, "You never change, do you, Michael?" He replies that he thought he had–until she showed up.

Garibaldi tries to reason with her again. He asks her if she really wants to destroy his life, just as she feels he destroyed hers years ago. "If I could have gone in Frank's place, I would have," says Garibaldi. "I didn't know, Lianna. I didn't know."

Just then, the security officer whom Sinclair contacted earlier arrives at the room where Garibaldi is being interrogated. He explains that Sinclair ordered him to search the explosion victim's quarters– and when he carried out that search, he found a detonator and a few Homeguard pamphlets (the security officer also explains how there had been some trouble with the Homeguard a while ago, and he mentions that Garibaldi cleared it up). Garibaldi says that security had suspected the victim of being a Homeguard member for a long time–but they never could prove it. Garibaldi says that he feels that the victim was killed by a bomb that the victim planted in the bay–but the victim was unaware of the use of a plasma driver in the bay. Such a plasma unit would have created enough vibration to trigger the bomb prematurely. When Lianna asks about a possible motive, Garibaldi explains that the president was planning to announce new alien trade and immigration policies–policies that the Homeguard would strongly oppose.

Cutter calls in and informs Kemmer that the president is about to arrive for the fighter wing presentation ceremony. Kemmer orders Cutter to make sure the bays are secure.

Kemmer admits that she'd like to believe Garibaldi, but she still sees no explanation for how the Centauri currency and the bay schematics got into Garibaldi's quarters. She explains that nobody knew that the victim had named Garibaldi except her, Garibaldi, Franklin, and Sinclair.

"And Cutter," remembers Garibaldi. "He was there just when the evidence against me was found." Lianna is skeptical, however; she claims that Cutter is one of their best agents. Garibaldi just comments that perhaps the Homeguard was counting on that–though the first bomb didn't work, Cutter can finish the job, so to speak. He advises Kemmer to check the bays herself–just to be sure.

As Earth Force One approaches the B5 docking bay, Kemmer and Garibaldi walk down to the bay themselves. Kemmer tells Cutter that she wants to scan the bay herself; however, as she moves to do so, Cutter knocks her out with the weapon he is carrying. He points a gun at Garibaldi, but when he bends down to recover the weapon that he used against Kemmer, Garibaldi kicks the gun out of his hand. A struggle ensues, but Garibaldi gains the upper hand long enough to grab hold of a comm link and warn Ivanova to abort the docking procedure.

Later, in the Med Lab, Franklin tells Garibaldi that he'll be all right (though Garibaldi feels like he "just made love to a meteor shower")–and so will Lianna. Sinclair tells Garibaldi that explosives were found on the bay doors–if the doors had opened, the new fighter wing, as well as half of the station, would have been lost. Sinclair also ran a check on Cutter and found that someone on Earth deposited a large sum of money in Cutter's account an hour after the explosion victim named Garibaldi. Cutter then withdrew it on B5 in Centauri currency, which he planted in Garibaldi's quarters. Sinclair congratulates Garibaldi on his actions, and places Garibaldi back on active duty, but Garibaldi feels that he lost a personal battle: "I blew it, Jeff ... just like I always do. When things get too rough, I crawl right back into the damn bottle. What really scares me is how much I enjoyed it." Sinclair still feels that Garibaldi shouldn't be upset with himself–he crawled back out of the bottle and saved the station. Garibaldi, however, feels that he just got lucky–this time; what will happen next time, he asks? Sinclair says he hopes there won't be a "next time," but if there is, he wants Garibaldi to promise not to try to fight the battle alone. "You're more trouble than a toilet full of snakes," says Sinclair, "but I couldn't run this station without you."

President Santiago successfully completed his address and reception. In his address, he called for alien governments to work more closely with earth–"a position certain to cause much controversy in the weeks to come," according to a news broadcast.

Garibaldi finds Lianna just as she's about to leave. Lianna thanks Garibaldi for the favorable report that he gave concerning the situation; Garibaldi replies, "I figured if you could nab me on my own turf, you might just have a career in this game." Lianna admits that she "messed up"–she apologizes for what she put Garibaldi through (and she says that Sinclair was right–she was out for blood, not justice), but he tells her there's no need to apologize. He explains that people are not machines, and when they're angry, they lash out. "Seventeen years ago," he says, "we both died inside. But somehow, we survived. For better or worse, that's all we can do–survive. And, maybe one day, forget how much it can hurt to be human."

As she leaves, Lianna tells Garibaldi that President Santiago is "fond of Babylon 5." Garibaldi half-humorously tells her to make sure to keep the president safe, for B5 needs all the allies it can get. They hug, and Lianna leaves quietly. Garibaldi stares after her, afraid that he really hasn't changed at all in seventeen years. If it's so easy to crawl back into the bottle, how can he ever be sure that he won't do it again?

Synopsis by Shawn Bayern
bayern@cshl.org

Episode 12

By Any Means Necessary

Ivanova, on the Observation Dome, is faced with the less- than-pleasant job of scheduling half a dozen impatient ships for docking at B5. To make her life more difficult, the captain of one of the waiting ships–a Narn transport–calls in and claims to be carrying a perishable cargo that he must deliver to Ambassador G'Kar. The captain is unhappy at having to wait twenty-five minutes, and Ivanova tells him that she'll do her best to minimize the delay.

Ivanova calls one of the maintenance crews in the docking bays and asks them if there's any way they can open up a bay and let the Narn transport in. After telling Ivanova how difficult she's making things for the maintenance crew, the foreman of the crew tells Ivanova that she can send the Narn ship in.

Ivanova calls back the Narn transport and tells the captain that he may dock immediately; the captain only responds, "About time." The Narn transport begins the docking procedure, but as the ship enters the docking bay, there is a sudden accident apparently caused by the bay computers. Ivanova attempts to alter the Narn ship's docking course, and she warns the Narn captain not to try to pilot the ship himself. The captain, however, panics and starts his engines–he crashes into the side of the docking bay, and his whole cargo load is lost.

Meanwhile, two people from the maintenance crew have been trapped by the explosion caused when the Narn ship crashed into the docking bay. The two trapped people are brought out, but one of them–the foreman's younger brother–has unfortunately been killed.

In his quarters, meanwhile, G'Kar is observing the holy days of G'Quan–the particular Narn religious figure that G'Kar follows. As he's solemnly chanting, Na'Toth interrupts him, bringing the news about the Narn transport. She tells him about the accident and the destruction of the transport's entire cargo hold; she mentions that the "G'Quan Eth" (spelling correction pending) aboard the ship has been destroyed. G'Kar seems extremely distraught.

A meeting has been called concerning the accident in the bay. Neeoma Connally, a labor leader on B5, and Ambassador G'Kar attend the meeting with the usual B5 command staff. Connally is quite adamant in her belief that the laborers should not be blamed for the accident. When Sinclair suggests that the computer malfunction in the bay could have been caused by human error, Connally disagrees–but she claims that even if the accident *were* caused by human error, nothing else could be expected from an overwork and understaffed crew. Ivanova mentions that the accident can really be considered the fault of the Narn captain, who panicked and started his engines against Ivanova's direct orders, but G'Kar claims that the Narns are the victims of this unfortunate accident–and consequently should not be blamed. Connally, however, is angered by what G'Kar says– though the Narn ship was damaged, and though all of the cargo was destroyed, she feels the most serious catastrophe is that one of the laborers died because the accident. G'Kar offers perfunctory condolences, but he maintains that the Narn captain cannot be blamed–the captain's ship was placed in jeopardy and he reacted. After mentioning that he wants compensation for the damage, G'Kar abruptly leaves, claiming he must attend to a "pressing matter."

As G'Kar leaves, Garibaldi arrives and reports to Sinclair that the accident was indeed caused by equipment failure–it appears that the contractors installed sub-standard parts throughout the computer system. Garibaldi explains that it was probably by using these sub-standard microchips that the contractors could make such a low bid for the installation. When Ivanova explains how they'll have to reroute traffic to the other docking bays until new microchips can be installed in the damaged bay, Connally notes, "The problems dockside run deeper than a few microchips, commander." Sinclair tells Connally that he understands and that he's been trying to get the Senate to allocate a larger budget to B5. The meeting ends, and after Connally leaves, Sinclair is notified that he has a Gold Channel transmission from Senator Hidoshi–about the new budget.

Because all of the cargo on the Narn transport has been destroyed, G'Kar is desperately trying to find someone who can sell him a new "G'Quan Eth." Unfortunately for him, nobody seems to have any. Ambassador Mollari walks over to G'Kar and mentions that he's heard about the accident in the cargo bay. "If there is anything I can do to be of assistance, you will let me know, yes?" asks Londo.

"No," replies G'Kar–and Londo walks away, laughing. As Londo leaves, Na'Toth walks up to G'Kar and tells him that her research shows that nobody will be able to deliver a G'Quan Eth in time for G'Kar's impending religious ceremony. "However," Na'Toth continues, "according to import records, there is one being on the station who has it.... Ambassador Mollari." Londo, from the other side of the room, laughs a loud, shrill laugh at G'Kar and exits abruptly.

"Why does the universe hate me?" asks G'Kar.

Meanwhile, Sinclair is speaking with Senator Hidoshi. Sinclair is disappointed that the budget was not increased–he claims that promises were made to him.

"Political realities sometimes take precedence over good intentions," replies Hidoshi. "If President Santiago can turn things around–at that time, you may receive *some* of the money you requested." When Sinclair responds that there are certain safety concerns that won't wait for the government to turn things around, Hidoshi responds, "Our experts have assured us that your new budget is more than sufficient for safe and efficient running of Babylon 5. Commander, I have every confidence that you will make it work."

After Hidoshi closes the channel, Garibaldi tells Sinclair that the news about the budget has already become common knowledge on B5–the station's business channels are broadcasting it. Sinclair calls for a meeting with Connally; Garibaldi points out that Connally will be quite upset because the dock workers didn't get any pay raises, money for new workers, or funds for upgrading equipment. Sinclair isn't surprised, however; he knows that since the workers' contracts prohibit them from quitting or going on strike, the Senate has no incentive to give the workers anything.

Ivanova, from the other end of the Observation Dome, calls Sinclair and Garibaldi over. She explains that the dock workers are all calling in sick; when Sinclair asks how serious the problem is, Ivanova replies, "Well, as far as we can determine, none of them are actually ill. They're just calling in sick."

"In other words, we have an illegal strike on our hands," points out Sinclair.

The dock workers have gathered near the docking bay and are airing their grievances–rather loudly and vociferously. "How much more of this do they expect us to take?" asks one worker. "I say strike," says another, and the whole crowd begins chanting, "Strike! Strike! Strike!"

Connally interrupts them angrily: "Stop it.... I don't want to hear the word 'strike' anymore," she tells them. She says that they'll listen to all of the complaints, but she tells the workers to "try to keep a cool head during the management negotiation." Suddenly, Garibaldi arrives and walks over to Connally–he wants to escort her to Sinclair, who has already requested twice that she see him. "I've been tied up. I got a lot of sick workers here," Connally replies.

When the workers start to pretend to cough, Garibaldi is annoyed. "You think this is funny, huh? Well, I don't."

"We're as serious as a rip in a spacesuit," replies Connally, "and we want the Senate and Commander Sinclair to know it."

"By staging an illegal strike?" asks Garibaldi. "I thought you were smarter than that."

"Sinclair and Ivanova are career military," replies Connally. "I don't expect them to understand. But I figure you for blue collar under all that Earthforce grey."

Garibaldi explains that he understands their dilemma, but he feels that they're handling the problem incorrectly. He explains to her that Sinclair wants to speak with her about other possible solutions, and she eventually allows herself to be escorted to Sinclair. As they're leaving, Garibaldi tells Connally that Sinclair wants to help, but Connally is still skeptical.

When Connally arrives, Sinclair urges her to send her people back to work–if she doesn't, Sinclair is afraid that the Senate might invoke the Rush Act, a law which might force Sinclair to use troops against the striking laborers. Connally doesn't feel that the Senate has the "guts to do that" (because it would inflame public opinion), but Sinclair notes that "things are changing" on Earth and that Connally shouldn't discount the possibility of the Rush Act being invoked. Sinclair tells Connally that by going this far, she's already made her point– and Earth Central will be made aware of the laborers' grievances. She replies that she can't send her people back to work without guarantees from Sinclair, but Sinclair tells her that he can't give her any guarantees unless her people return to work. Sinclair asks Connally to trust him, but Connally replies that the Senate controls the money–and she refuses to trust the Senate. Garibaldi points out the possible uproar of violence that might result from a clash between the workers and the government–he mentions how angry the workers seemed when he was down near the bay, but Connally assures him that the workers won't be the first to use violence–they will only defend themselves. When Sinclair tells her that he doesn't feel she fully understands the consequences of her actions, she only replies that she's quite aware of the consequences–her father was killed during a strike on Ganymede in 2237. "I have spent my entire life defending workers' rights," she tells Sinclair, "and I'm not about to stop now." She says that her people won't return to work until they are provided with better pay, higher wages, and more people.

After Connally leaves, Ivanova calls Sinclair and tells him that there is another transmission for him from Senator Hidoshi.

Meanwhile, as Londo is entering his quarters, he notices that G'Kar is already inside. "You left your door unlocked, ambassador. Careless of you. I thought it best to sit here and guard your room until you returned," says G'Kar. Londo taunts him, mentioning that the holy days of G'Quan will end very soon. G'Kar isn't in the mood for games, however: "You know why I'm here," he says.

"The G'Quan Eth plant, yes?" responds Londo. "Difficult to grow, expensive to transport, very expensive to own, but so very important to you at this festive time." G'Kar reluctantly tells Londo that he wants to buy the G'Quan Eth plant. Londo replies that he's been saving the plant for a "special occasion"–he explains to G'Kar that when the G'Quan Eth's seeds are dropped into a mixture of alcohol, the results can be quite ... enjoyable. G'Kar grimaces, but Londo continues, "It's a shame you Narns waste them, burning them as incense." G'Kar angrily interrupts Londo and asks how much Londo is willing to sell the plant for; Londo replies, "You are asking for quite a sacrifice from me, but in the interstellar peace and friendship, ummm, fifty thousand commercial credits, in cash, in advance." G'Kar is enraged, but when he tells Londo that that price is an outrage, Londo simply responds, "Of course it's an outrage. The question is, how important is your religious ceremony to you?" G'Kar leaves quite angrily amid Londo's loud laughing.

On the Gold Channel transmission, Hidoshi tells Sinclair that Earth has been hearing reports of an illegal strike on Babylon 5. Sinclair claims that those reports are exaggerated, though he does admit that there's a problem. Hidoshi replies that such a strike would endanger B5 and would set a bad precedent for all of Earth's off-world interests. Hidoshi tells Sinclair that the Senate has sent Orin Zento ("our best labor negotiator," according to Hidoshi, "[who] has stopped this kind of thing before on many of our stations") to B5–he will be there within twelve hours. "I expect you to give him your full cooperation, and that includes providing troops if he decides the Rush Act is necessary." Sinclair responds that it would be dangerous to invoke the Rush Act on a station with more than one thousand dock workers; Hidoshi replies that the presence of so many dock workers is another "reason to end this thing decisively before it spreads."

When Zento arrives on B5, Sinclair schedules him for a meeting with Connally. Zento tells Sinclair that he wants to speak with Garibaldi; Zento wants to be ready in case he must invoke the Rush Act.

Meanwhile, G'Kar calls Londo and tells him that he has arranged payment for the G'Quan Eth. Londo, however, tells G'Kar that he has changed his mind–the G'Quan Eth is no longer for sale. "Consider this a small–a very tiny–portion of revenge for what you did to our colony on Ragesh 3, and to my nephew. Did you think that I had forgotten that?"

G'Kar, in his quarters, is enraged at Londo. After Londo closes the communication channel, G'Kar yells, "I'll kill him with my bare hands.... Sinclair can only kick my off the station [because of diplomatic immunity]. He might even thank me!" After he calms down, he begins talking with Na'Toth. He knows she's not a follower of G'Quan; she explains that her father followed a different religious figure than G'Quan, and her mother "didn't believe in much of anything." She explains that she only believes in herself. Eventually, G'Kar explains that there's still one thing he can do to get the G'Quan Eth; though he says that he hates having to use this plan, it's the only option remaining. He tells Na'Toth that there's something she can do to help him, however, in case his plan fails. Na'Toth agrees to help.

Orin Zento arrives at a gathering of the dock workers, who don't take particularly well to Zento's assurances that he "understands" their situation. When Zento tells the workers that if they abide by their contracts and return to work, Earth Central will look into the workers' problems; Connally, however, replies that the workers' "problems" have already killed a man, and as the elected representative of the workers, she can't allow that to happen again. Zento claims that despite the recent accident, the government experts assure him that there are enough dock workers on B5 for the next few years and that the workers already have adequate equipment. The workers react badly to this line of argument, however–the foreman, whose brother was killed, replies, "... you can damn well get your 'experts' to run [the] docks." Just as tempers begin to get hot, Sinclair suggests that a recess be called and that the negotiations continue the following day. Both parties agree.

Sinclair, back in his quarters, suddenly gets a message from Zento. Zento tells him that he's heard rumors that the workers have abandoned their pretense of being "sick" and have officially declared a strike. Sinclair tells Zento that he's sure the rumors are no more than mere rumors, but Zento brusquely responds, "Don't play games with me, Sinclair. I know all about you. You've let this situation escalate out of all proportion, and you can bet the Senate's going to get a full report." Zento warns that if Connally and the workers continue to strike, Zento will invoke the Rush Act. Further, Zento warns that Sinclair's troops "had better be ready" to enforce the Act.

Just as Zento closes the channel, the communicator beeps again. This time, G'Kar is on the channel–he says that he must meet with Sinclair to discuss a very important matter. Sinclair agrees, but only after G'Kar notes that he "wouldn't want to burden" Sinclair further by raising this matter before an entire assembly of the council.

Sinclair arrives at the council chambers to meet with G'Kar. "Are you telling me this is about a flower?" asks Sinclair after G'Kar explains the situation.

"Not just a flower, commander. The very symbol of my faith," replies G'Kar. He explains that all followers of G'Quan must perform a ritual using the G'Quan Eth plant at a particular time in the year ("when our sun rises precisely behind the G'Quan Mountain," says G'Kar, who also explains that people who aren't on the Narn homeworld must observe this ritual at the same time as those who *are* on the homeworld). Each year, the people who celebrate must acquire a new G'Quan Eth plant for the ritual–and now, the only person on B5 with a G'Quan Eth is Ambassador Mollari. Because this ritual is the most important of G'Kar's beliefs, because G'Kar is the highest ranking member of his faith aboard B5 (and must therefore provide the G'Quan Eth to followers of G'Quan on B5), and because G'Kar feels that it is sacrilege for Londo to possess a G'Quan Eth (for the plant rightfully belongs to the Narn, according to G'Kar, and was stolen from the Narn homeworld during the Centauri occupation), he asks Sinclair to help him. Sinclair agrees to attempt to help G'Kar.

To try to get the G'Quan Eth plant for G'Kar, Sinclair visits Londo. Londo, however, refuses to give the plant to G'Kar: "You know I would do anything for you, my good friend, Commander Sinclair–but not this.... This isn't about ... spiritual beliefs. G'Kar is only worried about losing face. The Narns–they're a barbaric people. They're all pagans, still worshipping their sun. No, I would rather burn the plant than give it to him." Sinclair leaves, and tells G'Kar–who has been waiting outside–that he's sorry, but that Londo would not listen. Sinclair, at that moment, is called to the briefing room by Ivanova. As the commander walks away, G'Kar calls Na'Toth and tells her, "Proceed!"

At the briefing room, Zento and Connally are again arguing. The talks are obviously getting nowhere; Zento says that he refuses to accommodate illegal strikers, and when he tells Connally that he strongly recommends that she send her people back to work, she simply replies, "Stuff it!" Zento says that he refuses to "pander to these people anymore"–he says that after he receives confirmation from the Senate (which he claims he'll have within the hour), he will invoke the Rush Act.

On the way to the docking bay, Sinclair urges Connally to try to end this matter peacefully by sending her people back to work. She says she's sorry that this whole thing had to happen on B5, but she also maintains that it's too late for the workers to back down–they're tired of the abuses and they will finally stand up for their rights.

On the Observation Dome, the reporter from ISN (see also "Infection") is trying to get Sinclair to comment on the labor situation. When Londo and G'Kar suddenly arrive, screaming at one another (Londo demands that Sinclair arrest G'Kar, for he claims G'Kar has stolen a statue of a Centauri deity; G'Kar responds that he has been in the presence of witnesses for the past few hours and has not stolen anything; Londo replies that G'Kar's "attack dog, Na'Toth," must have stolen it–but on G'Kar's orders), Sinclair gets rather annoyed at the disturbances. He tells Londo, G'Kar, and the reporter to leave the observation dome immediately (and threatens that if they don't leave, he'll place them in the brig). Londo claims that he's going to file an official protest, while G'Kar says that he's going to file *two* official protests.

Just as everyone leaves, Garibaldi enters. At that moment, Senator Hidoshi calls in. Hidoshi tells Sinclair that–though Hidoshi would personally want Sinclair to handle the situation as Sinclair best sees fit–Zento has convinced a majority of the Senate to invoke the Rush Act. When Sinclair replies that the only possible result of the Rush Act can be a violent confrontation, Hidoshi says that he knows that–and he fears that a violent confrontation is exactly what some people want. Sinclair reluctantly tells Garibaldi to mobilize his troops, and asks Ivanova to bring him the full text of the Senate order.

Down in the docking bay, when the workers find out that the Senate has invoked the Rush Act, they are angered but are prepared to defend themselves. When Garibaldi arrives with a few security officers, a fight breaks out. Amid the fight, Connally is arrested and dragged away by Garibaldi. As Garibaldi leaves the docking bay, he meets Sinclair and tells him that the security forces are ready to flood the bay with a somniferous gas and arrest the dock workers while they're asleep. Both Sinclair and Connally are angered by the fight, and both claim that they wanted to avoid this confrontation. Garibaldi, however, points out that the fight was started by the foreman whose brother was killed; the foreman, according to Garibaldi, threw the first punch. Sinclair tells Garibaldi to have his men to pull out of the docking bay. When Sinclair enters the docking bay, the workers temporarily calm down and let Sinclair speak.

"Under the Rush Act," begins Sinclair, "the Senate has empowered me to end this strike. I'm authorized to use any means necessary." After confirming this fact with Zento, and after Sinclair is assured that he has Zento's full support, Sinclair explains what "necessary means" he's going to use to stop the strike: First, Sinclair will reallocate 1.3 million credits from B5's military budget in order to begin necessary upgrades of docking equipment and to start hiring more workers. Second, Sinclair will declare a complete amnesty for dock workers who have struck but who have committed no other crime. Zento angrily protests, but Sinclair comments that it was Zento who allowed Sinclair to use these means by convincing the Senate to invoke the Rush Act: "You should never hand someone a gun unless you're sure where they'll point it," says Sinclair. Sinclair adds that no charges will be pressed against the workers who were involved in the fight against the security officers; on this point, Garibaldi and the foreman shake hands. Sinclair finishes by saying that all of these actions are dependent upon the workers' returning to work immediately; Connally agrees, and the workers begin work again. As the workers get back to work, Zento angrily tells Sinclair, "You know damn well you twisted the intent of that order, and you won't get away with it."

"I think Ms. Connally said it best the other day–'stuff it!'" replies Sinclair. Connally thanks Sinclair and apologizes for underestimating him.

After Connally leaves, Garibaldi politely tells Sinclair, "You look like week-old bread. Why don't you get some sleep?"

Just then, however, Ivonova calls Sinclair and tells him that he'd better come quickly because–"G'Kar and Londo are approximately half an inch from killing each other," she says.

When Sinclair arrives, he tells G'Kar to return Londo's statue. G'Kar protests–he still claims he never stole the statue–but Sinclair isn't in the mood for games. Next, he tells Londo that dangerous chemical composition of the G'Quan Eth plant makes it illegal to possess except for legitimate medical or religious purposes. Londo laughs, saying that the plant is no more harmful than a bottle of Earth whiskey; Sinclair merely tells him to file an official protest if he wishes–but to turn over the plant anyway. Sinclair mentions that Londo will be fully compensated for the plant, of course. Londo, at length, agrees. "I have already gotten my enjoyment from it anyway," says Londo. After Londo leaves, Sinclair tells G'Kar that once Londo's statue is returned, Sinclair will turn over the G'Quan Eth plant to G'Kar–of course, G'Kar will compensate Londo for it.

"Why should I turn the statue over–assuming that I knew where it was–when it's already too late for the ceremony? Mollari knows that–that's why he gave in so easily."

Sinclair tells G'Kar that light travels through space. Therefore, although the ritual must be performed in the sunlight that has touched the G'Quan mountain at a particular time, and although that particular time has already passed this year, the light that touched the G'Quan mountain ten years ago will reach the station in a few hours. "[The light has] been on a long journey, but it's still the same sunlight. Good enough for you to conduct your ceremony–wouldn't you agree?"

"Yes, it might be. Commander, you are a far more spiritual man than I gave you credit for," replies G'Kar.

"There are a couple of Jesuit teachers I know who might disagree with you," says Sinclair. When Sinclair reminds G'Kar to return the Centauri statue, G'Kar replies that he's sure a careful search will turn it up. As Sinclair leaves, smiling broadly, G'Kar thanks him.

Sinclair returns to his quarters and instructs his computer to hold all transmissions; however, when the computer replies that there is one transmission holding, Sinclair tells the computer to send the message through. The message is from Hidoshi, who tells Sinclair that he admires what Sinclair has done on B5 concerning the labor situation–however, the Senate doesn't. In this instance, however, the Senate has allowed Sinclair's decision to stand without comment–because public opinion is on Sinclair's side. Hidoshi tells Sinclair that he sympathizes with his decision–and is glad to see the discomfort it has caused some of his colleagues (for Hidoshi's grandfather was a dock worker himself). He is calling just to warn Sinclair that Zento has powerful friends, and that by embarrassing Zento, Sinclair has made new enemies in the government. "If I were you, commander, I would watch things very carefully. You are not the most popular person in government circles right now."

After Hidoshi closes the communication, Sinclair says to himself, "So, what else is new?" and finally goes to sleep.

Meanwhile, G'Kar is successfully carrying out his religious ceremony. "The gift of time, the gift of life, the gift of wisdom, the gift of light. For these things, were are thankful. For these things, we pray," says G'Kar, solemnly, and the ceremony continues, thanks to Commander Sinclair.

Synopsis by Shawn Bayern
bayern@cshl.org

Episode 13

Signs and Portents

Ivanova, after awakening with difficulty from a sound sleep, reports to C&C just in time to find Sinclair listening to a distress call from a lone Starfury pilot who's being attacked by raiders not far from the station. Sinclair launches a wing of fighters to aid the pilot, but it's too late; the raiders overwhelm and destroy the Starfury.

A well-dressed man comes aboard the station on his own. When the customs officer comments that his identicard hasn't been updated in a while, the man replies that he's been out of touch, out exploring on the Rim. "Find anything interesting?" asks the officer. "Yes," replies the man with an enigmatic smile.

Ivanova, Garibaldi, and Sinclair meet. Ivanova reports that by the time the station's fighters got there, there was nothing left of the Starfury they were supposed to rescue. Garibaldi comments that the raiders have been hitting closer and closer to Babylon 5 lately, prompting Ivanova to wonder how they're getting in and out so quickly. The raider ships are much too small to make their own jump points, and the nearest jumpgate in this latest incident was hours away. Sinclair puts Delta Wing on alert and asks Garibaldi to go over the cargo manifests of ships due to arrive shortly in the hopes of identifying the raiders' next target.

After Ivanova leaves, Sinclair tells Garibaldi what he's discovered about the events during his 24 hours out of action at the Battle of the Line (cf. "And the Sky Full of Stars") and asks Garibaldi to help him find out more.

Londo, waiting at a bar table, is visited by a somewhat sleazy-looking man who hands him a black box. The box contains the Eye, "the oldest symbol of Centauri nobility, property of the first Emperor, lost over a hundred years ago at the Battle of Nashok." The Centauri government, says Londo, paid very generously for the Eye. "But I would very much like to know how you got your hands on this," Londo says. "No, you wouldn't," says the man, and leaves. Londo walks off with the Eye, unaware that he's being watched by someone at the bar – the newcomer who'd been out exploring.

G'Kar and Londo find themselves waiting for the same transport tube. Londo mentions a famine on the southern frontier of the Narn homeworld; the conversation quickly degenerates into a barrage of insults and threats, causing both of them to miss the lift. Later, G'Kar is visited in his quarters by Morden, the man who arrived on the station earlier. Morden claims his visit was authorized by the correct officials in the Narn government. He has come to ask G'Kar a question: "What do you want?" Morden persists, asking the question again and again, until G'Kar nearly kicks him out of his quarters. Finally, as if sensing the intent of the question, G'Kar tells Morden that what he really wants is to decimate the Centauri – "to completely, utterly erase them." "And then what?" asks Morden. G'Kar, taken aback, answers, "I don't know. As long as my homeworld's safety is guaranteed, I don't know that it matters." Morden thanks G'Kar and leaves; it appears that wasn't quite the answer he was looking for. Meanwhile, Londo greets a Centauri noble, Lord Kiro, and Kiro's aunt, Lady Ladira, who is also the seer and prophetess of Kiro's house. Ladira looks rather ill, initially ascribing it to the rigors of space travel. But it's soon clear that Babylon 5 itself is causing her distress; she pushes herself into a corner and begins ranting. "Babylon will fall. This place will be destroyed! Fire... death... pain..." She faints.

Later, Kiro and Londo are with Ladira in Kiro's quarters. She's feeling better now, but the vision is still there: Babylon 5 will be destroyed. The ordeal has left her tired, and she excuses herself. As she leaves, Londo questions her accuracy. Kiro recalls with a derisive chuckle that when he was young, she predicted he would someday be killed by shadows.

He asks Londo if he can see the Eye, which originally belonged to his family, before he plays lowly messenger and brings it back to the Emperor. Londo agrees. As they leave Kiro's quarters, they're followed by a shady character, who reports into a small device: "Six to one. Have located target. Commencing surveillance."

Morden visits Delenn in her quarters and asks her the same question he asked G'Kar. With her back to Morden, she questions the purpose of his visit. In midsentence, she stops as if she suddenly feels faint. Her hand shoots to her forehead, covering it, and then away, to reveal a hollow silver triangle glowing in her skin. (cf. "And the Sky Full of Stars")

She covers her forehead again and spins around to face Morden. He becomes darker and darker until he appears nothing more than a silhouette – a shadow. Delenn demands that he leave immediately; he does so, apparently unaware that she sensed anything odd about him. After he's gone, Delenn's triangle fades away as she looks on, shocked. "They're here," she says, a hint of fear in her voice. Kiro and Londo look at the Eye in Londo's quarters. Kiro paces and speaks of conditions back home. The people grow unhappy, disillusioned with the government; the Emperor has not been seen in public for over a year. Finally, he comes out with what's on his mind: why should he give the Eye back to the Emperor when his family is its rightful owner? Londo calms him down, reminding him that he could try to use the Eye to usurp the Emperor's power, but he would quickly be dead. "These are not the good old days," Londo says wistfully. "Yes," answers Kiro, "more's the pity." Kiro leaves the Eye in Londo's care, wondering out loud where everything went wrong for the Centauri. Ladira, asleep, dreams of her vision, or the sounds of it. Voices shouting:

"Evacuate!" "They're heading for the docking bay!" "Hit 'em with everything we've got!" "Destruct! Destruct!" Then the sound of an explosion. She awakens.

In space, the freighter Achilles is enroute to a jumpgate when its scanners pick up raider ships approaching. They call for help; Sinclair, in C&C, orders Delta Wing to launch. Ivanova, the wing commander, heads for the station's jumpgate at top speed. Six, the man who watched Londo and Kiro earlier reports in again. "They've taken the bait. You keep them busy. We'll take care of Babylon 5 from this end."

Kosh returns to the station in his ship. As he disembarks and walks down the hall, Morden ducks behind a corner to avoid being seen. Delta Wing arrives through the jumpgate nearest the Achilles. Ivanova orders two ships to stay behind at the gate in case the raiders try to flee through it; the rest follow her at maximum burn toward the Achilles.

Kiro calls Londo and says he's ready to leave with the Eye. Londo assures him that the Centauri military will have ships to ready protect Kiro every step of the way once he enters Babylon 5's gate. Londo gathers up the Eye and leaves his quarters.

As he reaches the transport tube, he's intercepted by Morden, who asks his usual question and claims he's not allowed to leave until he gets an answer. Londo is irritated and says he just wants to be left alone. "Is that it, Ambassador?" asks Morden. "Is that all you want?"

Irritated, Londo answers that no, that's not all he wants. He wants the Centauri Republic to stretch forth across the galaxy, to regain its days of glory. "I want to stop running around like a man late for an appointment, afraid to look forward or look back ... I want it all back, the way that it was." He calms down. "Does that answer your question?"

"Yes," Morden says to himself after Londo leaves. "Yes, it does." Sinclair, troubled that the latest raider attack is taking place much farther from the station than other recent raids, asks for a cargo manifest for the Achilles.

Six and an accomplice intercept Londo, Kiro, and Ladira as they head for Kiro's ship. He has his accomplice take the Eye ahead, while he takes the three Centauri hostage and orders them to continue to the ship.

Sinclair learns that the Achilles is carrying farming equipment, hardly valuable enough to be worth raiding. Deducing that it may be a diversion, he orders Ivanova to return to base. He checks the list of arriving and departing ships and notices that Kiro's personal liner is scheduled to leave shortly. He heads for the docking bay.

Sinclair arrives in the bay just as Six and his hostages do. Kiro tries to fight Six off, but ends up with his arm twisted behind his back and a gun to his head. Six warns Sinclair against trying to stop him from leaving, threatening to burn a hole through the station's hull. Sinclair stands aside and says Six is free to go.

Once Six and Kiro have left, Sinclair tells Garibaldi to stand by with Alpha Wing and disable the liner as soon as it leaves the station. Londo escorts Ladira out of the docking bay. She is preoccupied. "The shadows are coming for him."

As Garibaldi and the rest of Alpha Wing chase after the liner, a jump point forms near the station. A carrier flies through and releases a swarm of raider ships. "So that's how they're doing it," says Sinclair. "A ship that big would have to be capable of solo jumps." The raider ships occupy Garibaldi's attention as the situation develops into a full-blown firefight. While he and his men (with the help of the station's defensive grid) fight the raiders, the Centauri liner enters a small docking bay in the raider mothership and is sealed inside.

Meanwhile, amid sirens and a mob of people heading for safer parts of the station, Londo finds Ladira standing in the middle of a corridor. He tries to get her to leave, but she is paying more attention to her vision. "Fire. Death and destruction. The shadows have come for Lord Kiro. The shadows have come for us all!"

Elsewhere on the station, Morden hurries down an empty corridor as if late for an appointment. Kosh emerges from a doorway, blocking Morden's path. "Leave this place," Kosh says. "They are not for you. Go. Leave. Now." Morden doesn't appear ready to obey.

The battle grows more intense. Sinclair tells Garibaldi to drive the raiders toward the back of the station, and tells one of the C&C techs to recalibrate the defense grid accordingly. As the raiders are driven back, Ivanova and her team emerge from the jumpgate. "Surprise."

Between Ivanova, the station's guns, and Garibaldi at their tails, the raiders don't last long. Unfortunately, the mothership creates a jump point while the fighters are keeping everyone busy. Ivanova tries to follow it into hyperspace, but Sinclair orders her not to. The raider mothership gets away.

Garibaldi tells Sinclair that the station sustained minor damage, with a few injuries. Ambassador Kosh has asked for tools to repair his encounter suit, but won't say what happened to it. The station lost two ships in the battle; one pilot managed to eject in time. Garibaldi speculates that they've hurt the raiders badly enough that they won't be back for a long time, if ever – the mothership, after all, is just a big target without its fighters.

Ladira and Londo come into Sinclair's office. Sinclair demands to know what was on the ship that was so valuable, and why it wasn't on the manifest. Ladira has another vision, this time of the raider mothership emerging from a jump point elsewhere in space.

Inside the ship, Six has his men grab Kiro from behind. He laughs at Kiro's objection that the two of them had a deal; the raiders intend to ransom the Eye to the Centauri, and then ransom Kiro as well. Suddenly, from out of nowhere, a huge alien ship, black with spines and dark blue mottling, appears just next to the raider mothership. Without warning or provocation, it slices into the mothership with an intense beam weapon, cutting the raider ship to ribbons within seconds.

Later, Londo and Ladira say farewell. Londo is despondent; he feels he will be held responsible for the loss of the Eye. "It would seem my career is finished," he says. When Ladira offers to help, he replies, "I'm afraid I'm beyond anything short of a miracle." She leaves. Seconds after, Londo's door chimes. It's

Morden, and he's carrying a charred box. "A gift," he says, "from friends you don't know you have." Londo opens the box. It's the Eye. He turns to thank Morden, but the man seems to have vanished. "Let me buy you a drink!" shouts Londo. "Let me buy you a whole fleet of drinks! How can I ever find you to thank you?"

"We will find you, Ambassador," a disembodied voice answers. "We will find you."

Garibaldi and Sinclair talk about the successful resolution of the situation in the men's room. On the way out, Garibaldi says he did some checking and found that Sinclair wasn't first on the list to run Babylon 5. In fact, he was very far down the list. The Minbari, it seems, made their support of the station contingent on being able to approve the commander, and rejected everyone right down the line until Sinclair. "They wanted you, Jeff."

Sinclair meets Ladira in a departure lounge. When she tells him of her vision, he replies that it didn't happen; the station came through the attack just fine. Ladira replies that the station is safe for now – but the vision is still there. She offers to let him see her vision, not an easy thing, but possible. He agrees. He sees Babylon 5 from space. A shuttle flies from the docking bay as the station erupts in explosions, the hull rupturing as Babylon 5 is eaten from the inside by a firestorm. Finally it detonates, blown into thousands of fiery fragments.

Sinclair is hoarse. "This... is it a vision of what will be, or what might be?"

"The future is always changing. We create the future, with our words, with our deeds, and with our beliefs. This is a possible future, Commander. And it is my hope that you may yet avoid it." Ladira bows and leaves Sinclair to ponder what he's just seen.

Synopsis by Steven Grimm
koreth@hyperion.com

Episode 14

TKO

A rabbi and a young man, Walker Smith, arrive on the station. Nearby, one alien is selling stolen "slappers" from Medlab to another alien. Garibaldi interrupts them, decking one when it tries to run. As he arrests the other, the first one comes at him from behind with a knife. Before it can reach Garibaldi, Walker Smith knocks it out with one punch. "One of these days, Garibaldi," Smith says, "you're gonna learn to watch your back."

Garibaldi and Smith knew each other years before. Smith, it seems, dropped out of circulation, earning enough money for a boxing license. Later, he was involved in a scandal. He promises to tell Garibaldi the real story later, after he settles in. They meet at a bar later that day and reminisce about the past. Smith is surprised that Garibaldi has taken to drinking water instead of alcohol.

Ivanova is reading when she receives a visit from the rabbi. It is Rabbi Koslov, or "Uncle Yossel" as Ivanova used to call him. He has come to deliver her father's legacy, entrusted to him shortly before Ivanova's father died (cf. "Born to the Purple".) He had intended to give it to her at the funeral, but she didn't show up. "The station was in a crisis at the time," she explains. "I couldn't get away." Koslov says he understands – as her father would have. He asks Ivanova if she has sat shiva for her father. She says no. He offers to sit with her, but she refuses. She has duties, and besides, it's been so long that there's hardly any point.

Garibaldi and Smith talk about the scandal. Smith was a rising star in the boxing world. He was scheduled to fight the champ, and wouldn't agree to lose when pressed by some of the monied interests in the boxing federation. So they set him up, planting evidence that made him look like he was using drugs, creating a media circus that eliminated any chance of his career continuing. Now he has come to Babylon 5 to regain his fame by fighting in the Mutai – an alien blood match that has never been entered by a human. Garibaldi tries to dissuade him, citing the deaths and numerous injuries of aliens in the Mutai, but Smith is adamant.

Rabbi Koslov visits Sinclair and tells him of Ivanova's father's death, seeking to get Sinclair to grant leave so she can sit shiva. Ivanova, apparently, had kept her father's death to herself. That doesn't surprise Koslov, who says that after Ivanova's mother and brother died, Ivanova and her father had a falling-out. Sinclair says Ivanova can have as much time as she needs.

That evening, Ivanova and Koslov dine in the Garden. They reminisce about old times. Ivanova says she had invited her father to visit Babylon 5, but he wouldn't come; he believed humans had no right to be in space until they learned to live in peace at home. When Koslov mentions that he saw Sinclair, Ivanova is furious. "My father always tried to control my life," she says, in tears. "I don't need anyone to take his place now that he's gone." She storms away.

Smith and Garibaldi visit a training area where several aliens are practicing for the Mutai. Smith announces that he's looking for the Muta-Do, who is in charge of the contest. An alien tells Smith to leave, then knocks him flat on his back when he protests. The alien, it turns out, was the Muta-Do himself, and he tells Smith that humans are not allowed to fight in the Mutai.

Smith and Garibaldi chat about the Mutai. "They may be snakeheads to you," Garibaldi says, "but the Mutai means something to them." Smith leaves, disgusted.

In the corridor, an alien named Caliban tells Smith that there is another way to get into the Mutai. "But it will require respect, and great courage." Smith is very interested.

Sinclair calls Ivanova into his office and offers her leave. She refuses, claiming that her emotions are her own to deal with as she sees fit. As she returns to her post, Sinclair cautions her to make sure she knows what she's really feeling.

Smith tells Garibaldi that he's giving up and going home, maybe even hanging up his gloves for good. But before he leaves, he wants to see what he missed. He has two passes ("ducks") to the evening's match, featuring the Sho-Rin, the champion of the Mutai.

They attend the fight. The Sho-Rin, Gyor, makes short work of his challenger. When the fight is over, the Muta-Do faces the crowd. "Who will challenge such a one?" he asks. Smith steps forward and makes his challenge; Gyor accepts, and the fight is set for three cycles hence. As Smith leaves the room, an alien warns him to stay out of the Mutai; humans have stuck their noses into enough alien business already. Ivanova apologizes to Koslov. He gives her her father's legacy: an antique samovar, owned by the Ivanov family since the time of the tsars. Koslov tries once more to get Ivanova to sit shiva, but she refuses. It's not that she's stopped being a Jew, she says, but that her father was never there for her, not even after her mother and brother died and she needed him the most. And she can't forgive him for that.

Smith trains with the help of Garibaldi and Caliban.

Later, Koslov is on his way off the station when Ivanova comes to say goodbye. As he's about to board his ship, she remembers her father's last words and calls out to Koslov. She has decided to sit shiva. In the training area, Smith continues to prepare for the fight. "Has he got a chance?" Garibaldi asks Caliban. Caliban considers for a moment. "He will fight bravely."

Later, Garibaldi and Smith eat dinner. Garibaldi tells Smith there's still time to back out of it. Smith says that Gyor's skill isn't a reason to back away: "To be the best, you have to fight the best." Ivanova asks Sinclair for leave, which he grants. He offers to sit shiva with her as her friend.

In front of a small gathering, Koslov speaks of Andrei Ivanov. He was a scholar, and above all a man of peace. Ivanova recalls a time when she was a child. Kasharev, a neo-Communist author and a childhood idol of Ivanova's, was reading from one of his books in St. Petersburg. She convinced her father to take her to the reading. Afterward, she asked Kasharev a question she'd been formulating for weeks. Kasharev dismissed it out of hand, prompting her father to give him a creative verbal lashing. Later, he told her it had been a good question.

The Mutai begins. Smith and Gyor pummel each other. At first it looks like Gyor will win easily, but Smith comes back with a vengeance. When it seems he might have a chance, the alien who complained about Smith's participation earlier takes out a small blowgun and readies a dart. Garibaldi grabs it just as the alien is about to shoot. Ivanova reads a Jewish prayer in English for Sinclair's benefit. Tears flow as she releases her pent-up grief over her father's death. The Mutai continues. Both Gyor and Smith are just about worn out, but they keep at each other until both collapse to the floor, exhausted. The Muta-Do declares the match a draw.

After saying farewell to Ivanova and Sinclair, Koslov leaves the station. Smith departs, but not before Gyor and the Muta-Do catch up with him in the departure lounge. Humans, the Muta-Do says, are now free to fight in the Mutai. With a parting compliment from Garibaldi, Smith boards his ship home.

Synopsis by Steven Grimm
koreth@hyperion.com

Episode 15

Grail

A transport ship docks with the station. Sinclair sits down to eat with Garibaldi. Delenn and Lennier interrupt them; there is a distinguished guest coming aboard, Delenn says, and Sinclair should greet him.

In Downbelow, a crime boss named Deuce asks another man, Jinxo, to provide him with the locations of secret passages in the station. Jinxo replies that while he did help build Babylon 5, he was mostly involved in big structural construction and can't provide that information. Deuce insists that he can – or else. He gestures to another part of the room, where a woman is tied down in a chair. Her name, Deuce says, is Mirriam Runningdear, and she agreed to testify against him. Now she'll pay the price. He beckons to something in the shadows. A Vorlon encounter suit comes forward. The front panel opens and a tentacle extends out, attaching to Runningdear's forehead. Deuce tells Jinxo to have the plans, or 50,000 credits, within 300 cycles, before Ambassador Kosh gets hungry again.

In a courtroom somewhere on the station, an ombudsman listens to testimony from a man who's suing aliens for abducting his great-grandfather.

Sinclair, Garibaldi, Delenn and Lennier greet a man named Aldous Gajic. He says he didn't notify Sinclair of his arrival because his mission is not Earth-related. He reveals that he's looking for the Holy Grail, and, as his order has looked everywhere on Earth, he has come to the station to talk to the alien ambassadors about its possible whereabouts. Sinclair, incredulous, excuses himself. Delenn catches up with Sinclair and asks why he holds Gajic in such contempt. Sinclair explains that the Grail is just a legend, but Delenn counters that that doesn't matter; Gajic is a holy man, a "true seeker," devoting his life to a search for enlightenment and the bettering of his race. "I wish him luck," Sinclair says. "He's probably the only true seeker we have."

"Then perhaps you do not know yourself as well as you believe," Delenn comments, and walks off. Sinclair gets a call from Dr. Franklin; there's another brainwipe victim.

Gajic is changing money when Jinxo walks by and picks his pocket. Garibaldi is watching and grabs Jinxo before he's gone twenty feet. Gajic wants to let Jinxo go, but Garibaldi says that Gajic is a witness and insists that he testify.

In medlab, Franklin and Sinclair look at Mirriam Runningdear, who lies unconscious. Franklin says her brain has been wiped clean, synapses fused, leaving it barely able to keep her autonomic functions going. She'll live, but she'll have to start all over again, as her life experience is gone. Garibaldi is furious that his sole witness against Deuce has been "reduced to a rutabaga" and asks Sinclair for permission to sweep through Downbelow with his men. Sinclair tells him to wait until there's proof that the brainwipe is in fact connected to Deuce.

The ombudsman sentences Jinxo (whose real name is Thomas.) He is barred from the station for five years. Jinxo objects strongly: "I can't leave the station, or it's the end of the station – and every man, woman and alien on the station!" Gajic speaks with the ombudsman and convinces him to remand Jinxo to his custody. As Jinxo leaves, he's pulled aside by Deuce, who reminds him that he has only 240 cycles left.

Next, the ombudsman reads the charges against Deuce, who pleads innocence. Garibaldi tells the ombudsman about Runningdear's condition. Unfortunately, without her testimony, there isn't enough evidence; the ombudsman dismisses the case against Deuce. Gajic takes Jinxo to his quarters and asks why he thinks he can't leave the station. Jinxo answers that it's the "Babylon curse" – if he leaves, the station will blow up or disappear or something else will happen. When Gajic asks how he got the curse, Jinxo answers, "Don't you get it? I don't have the curse. I am the curse." Jinxo explains that he was too young to fight in the war, so when he had the opportunity to work on the original Babylon station, he jumped at the chance. Three months into it, he went on leave, and the station's infrastructure collapsed, the result of sabotage. The same thing happened to Babylon 2. Babylon 3 blew up while he was away, and he got the nickname "Jinxo." When Babylon 4 was being built, Jinxo stayed the entire time, until it was completely finished. He thought the curse was gone. "But as I was leaving on the shuttle, I looked back, and the station just sort of wrinkled. Twisted like putty. And then it just... disappeared."

Gajic suggests that Jinxo should have been nicknamed Lucky – he managed to escape death four times.

Ivanova suggests a possible cause of the brainwipes: a creature from an off-limits world in Centauri space called a na'ka'leen feeder. Sinclair asks Londo about the feeders; Londo says they're very dangerous creatures. The Centauri lost an entire colony to them. When Sinclair lets slip that there may be one on the station, Londo makes a beeline for his quarters, and suggests Sinclair does the same. Gajic and Jinxo visit Delenn, who says the Minbari don't have the Grail, nor had they heard of it before Gajic asked them. Lennier says they searched their files very thoroughly. Delenn tells Gajic that she will have word sent to all Minbari outposts, and if one of them hears about the Grail, they will find Gajic and tell him. Jinxo is amazed; after the war, he figured, the Minbari wouldn't be eager to help a human. Lennier explains that there are two castes of Minbari: the warrior caste and the religious caste. "The warrior caste... would not understand," he says.

"So we will not tell them, and spare them the confusion," Delenn says.

"These two parts of your society. Do they ever agree on anything?" asks Gajic.

"Yes," says Delenn. "And when they do, it is a terrible thing. A terrible force, as recent events have shown. Let us hope that it never happens again in our lifetime."

In Downbelow, Kosh (or is it a feeder?) pleads with Deuce to bring him more food, older minds. The voice is high and tinny, not the usual melodic rumble of a Vorlon voice. Jinxo orders a henchman to fetch Jinxo and the ombudsman.

Dr. Franklin tells Sinclair that using the file provided by Londo, he can confirm that Runningdear was indeed attacked by a na'ka'leen feeder. Sinclair tells Ivanova to run a check on every ship entering the station in the last ninety days. Garibaldi says he's going to track Jinxo down, as he saw Deuce and Jinxo talking at the trial. Londo speaks with a Centauri government representative, trying to get the government to reinstate the quarantine on the feeders' world. Gajic and Jinxo are waiting to talk to him. Gajic asks about the Grail. Londo says he can search the Centauri-Earth trade files, but it will be very time-consuming and expensive. Vir interrupts and says he's already done it, in the interest of efficiency, prompting Londo to scold him. Gajic and Jinxo leave in a hurry.

Gajic tells Jinxo that if he finds it, he will use the Grail to heal. "Perhaps it has enough power to heal the entire human race," he says. Jinxo asks how he got started looking for the Grail.

Gajic did the accounts for a large Earth corporation, he says. He lived in a world of numbers, logical and clean. He and his family took a vacation on the Mars colony. An accident killed his family but left him alive. He mourned for a long time, and when he returned to work he found that the numbers didn't make sense. He began to wonder why he was spared. And then he met a man, the last of his kind, who told him he was a man of infinite promise and goodness. When the man died, he entrusted his legacy to Gajic. Now Gajic is the last of his kind. "The numbers add up again, Thomas," Gajic concludes. "The numbers do add up."

Deuce's men kidnap the ombudsman.

Two thugs try to capture Jinxo, but Gajic fights them off. Jinxo, panicing as he thinks of what Deuce will do now, asks if he can learn to fight like that. "You can learn whatever you like," Gajic says, "because you are a man of infinite promise and goodness." When Jinxo scoffs, Gajic points out that Jinxo is willing to stay on the station to protect its people, even at the risk of his own life.

The two of them go to visit Kosh. When Jinxo sees Kosh, he runs away, terrified, warning Gajic to stay away or Kosh will eat his mind. Gajic catches up with Jinxo in Downbelow and convinces him to talk to Sinclair if he has information about the Vorlons. Deuce's men attack; Gajic fends them off long enough for Jinxo to escape, but is captured himself.

Ivanova reports to Sinclair that she hasn't had much luck figuring out which ship might have brought the feeder onboard. Garibaldi links in and tells Sinclair the ombudsman has been kidnapped. Sinclair leaves to see the scene of the crime for himself.

The ombudsman, strapped to the same chair Runningdear was, watches in horror as the feeder approaches in the Vorlon encounter suit. Deuce reassures him that if there's any pain, it won't last long. Deuce's men bring Gajic in.

Jinxo finds Sinclair in the hallway and tells him that Deuce is going to feed Gajic to the Vorlon. Sinclair goes with him and tells Garibaldi to follow his signal.

Gajic steps between the ombudsman and the feeder. The feeder moves to attack Gajic, but stops short, then withdraws its tentacle. Gajic speaks softly. "There is nothing in the dark. No fear, no pain. Only the light. Show yourself."

The feeder, resembling a cross between a squid and a jellyfish, steps out of the suit.

Garibaldi's men blast the door in and a firefight ensues. The feeder leaps up into the pipes crisscrossing the ceiling. As the firefight continues, it drops behind one of Garibaldi's people and strikes, then, more confident, approaches the ombudsman. Jinxo leaps out from his hiding place and unties the ombudsman's hands, but he doesn't notice Deuce taking aim at his back. Gajic does, and takes the shot. The feeder is blown to pieces by Garibaldi, Sinclair, and the security team.

Before Gajic dies, Jinxo promises to continue the search.

Sinclair visits Kosh and tells him Deuce was using an excellent replica of a Vorlon encounter suit so people would think he had the Vorlons on his side, making him appear more fearsome. "Why?" asks Kosh.

"No one knows exactly what you look like," Sinclair answers. "And that makes some people a little nervous."

"Good," Kosh replies.

Sinclair and Delenn see Gajic's body off. "It's hard," Sinclair says, "to spend your whole life looking for something and never find it."

"Are you speaking of Aldous, or someone else?" asks Delenn.

Sinclair looks at her for a moment. "Aldous," he finally answers. "There you are wrong. He found what he was looking for. What we are all looking for. A reason."

"For what?"

"Everything, Commander. Everything."

Jinxo arrives just as the coffin is about to be loaded aboard the ship. Delenn gives him a crystal. "Put this on his grave, and crush it," she says. "It will glow every night for a hundred years. It is our way with all true seekers," she continues, with a meaningful glance at Sinclair.

"Good luck, Jinxo," says Garibaldi.

"Thomas," he answers. "My name is Thomas."

Sinclair, Ivanova, and Garibaldi are back in C&C, discussing the Babylon Curse, when Thomas' ship leaves the station. It enters the jumpgate. "No boom?" asks Sinclair. "No boom," answers Garibaldi. "No boom today," Ivanova corrects them. "Boom tomorrow. There's always a boom tomorrow." Sinclair and Garibaldi shake their heads and leave.

"What?" Ivanova asks. "Look, someone's got to keep some damned perspective around here. One of these days... BOOM!"

Synopsis by Steven Grimm
koreth@hyperion.com

Episode 16

Eyes

Garibaldi is trying to put together an old motorcycle when he's visited by Lennier. Shaal Mayan (cf. "The War Prayer") is about to visit the station again, and, given what happened the last time she was there, Delenn wants to arrange extra security. After delivering the message, Lennier takes an interest in Garibaldi's bike – a 1992 Kawasaki Ninja in mint condition. Garibaldi has been trying to assemble it for years. He has all the parts and a manual, but it's in Japanese. Lennier offers to help, and Garibaldi gives him the manual. Two men, one with a scar by his right eye, are looking at a file about Ivanova. "What do you think?" asks the scarred man.

"Most of the personnel will be no trouble. This one, however..." "Anything you can't handle?"

"I don't have to handle it. Her record's spotless. There's no reason to include her."

"That's not your decision. And she will be included. Records don't always tell the whole story. That's one of the reasons you're here, Mr. Gray. Remember?"

"As you wish. When do we begin?"

"As always, Mr. Gray, when the time is right."

Sinclair meets with Garibaldi and Ivanova. A recent attack on Station Phobos, on one of Mars' moons, has been tied to Martian separatist groups, perhaps Free Mars, or one of the even more radical groups. Earthforce is concerned that Babylon 5 will be used as a transfer point to ship arms to the rebels. Ivanova points out that it'll be hard to stop; the station's trade agreements with many of the aliens allow them to sell arms. Sinclair tells the two of them to keep a close watch on incoming and outgoing ships, and notify Earthforce of any that are carrying weapons.

The scarred man, meanwhile, is sitting next to a security officer, Welch, and begins to ask him about the station and about Sinclair. He introduces himself as Aaron Franks, of Quartermaster Corporation, and says his company is interested in becoming one of Babylon 5's suppliers. Welch brushes him off; Franks goes to another station crewman and starts talking to him. Welch notifies the security station.

Lennier watches a file on the history of motorcycles on Earth, and is fascinated by what they once represented. "Sexual prowess and rebellion," he muses.

Garibaldi watches Franks talk to a bartender. When Franks leaves, Garibaldi asks the bartender what he wanted. He was asking about Sinclair – how often he comes to the bar, who he drinks with, and so on.

Garibaldi catches up with Sinclair and tells him that Franks, and an associate, Harriman Gray, both listed as representatives of Quartermaster, have been asking all sorts of questions. Sinclair tells Garibaldi to look into it, as it might be a cover for arms shipments; Quartermaster is a major military supplier. "Walk softly," Sinclair cautions. "The last thing we need is a corporate lawsuit."

Gray is in his quarters when Garibaldi comes to the door. Gray slips on a pair of black gloves and, somewhat flustered, tries to convince Garibaldi that he and Franks are there to negotiate a deal to supply the station. Just then, Franks arrives. He offers Garibaldi a drink, and is pleasantly surprised when Garibaldi turns him down. He tells Garibaldi that his name isn't Franks at all. He's Colonel Ari Ben Zayn, of Internal Investigations, and Gray is a military specialist from Psi-Corps. They're on the station, Ben Zayn says, to conduct a special investigation of Babylon 5's command staff.

Later, Ben Zayn talks to Sinclair, Ivanova, and Garibaldi. With the recent events on Mars and elsewhere, Earthforce needs to know who's loyal and who isn't. Sinclair vouches for his crew, and objects to Ben Zayn's tactic of questioning people without his knowledge. Ben Zayn says he has ever right to do so; his authority comes directly from the Joint Chiefs of Staff. He says he's not here to persecute anyone; it's a routine investigation.

Ivanova objects to the presence of Gray; regulations prohibit the use of telepaths in routine investigations. Ben Zayn tells her there are new regulations; all staff must submit to scans. Ivanova refuses, growing angry, but Sinclair stops her and says he'll check the regulations himself. Ben Zayn attaches Garibaldi to his staff over Sinclair's objections, and the two of them leave Sinclair and Ivanova alone in Sinclair's office. Ivanova reiterates her refusal to submit to a scan.

Garibaldi tells Ben Zayn he thinks the whole investigation is a sham. Ben Zayn orders Garibaldi to collect all the files – including classified ones – on the station's staff, and report back with them later that night.

Lennier intercepts Garibaldi in the hallway and says he's managed to translate the manual. He offers to help with the bike; Garibaldi eventually agrees.

In his office, Garibaldi instructs the computer to put together the files Ben Zayn requested. While that's going on, he tells it to find out all it can about Ben Zayn and Gray.

Gray pays a visit to C&C, where Ivanova is on duty. As she tries, without a hint of subtlety, to brush him off, he tells her that as a child, he wanted nothing more than to be a pilot. He worked for it, applied to the academy, was accepted – and then his talents were discovered. It is against the law for psis to serve in the regular military, but Psi Corps offered him a chance to work in its military branch. It's not the same thing as Ivanova's brand of soldiering, he says, "but half a dream is better than none."

Ivanova isn't moved at all. And when Gray says he won't intrude on her privacy, just scan those thoughts pertaining to her duty, she lashes out, exclaiming that such a scan isn't only an assault on her, but on her honor. "If you enter my mind for any reason," she continues, seething, "I will twist your head off and use it for a chamberpot!" Later, Ben Zayn is grilling Garibaldi about Sinclair's actions – specifically, the fact that he failed to so much as file a complaint about the Vorlons' destruction of Deathwalker's ship (cf. "Deathwalker".) Garibaldi points out that it'd be useless to complain to the Vorlons anyway, and suggests Ben Zayn ask Sinclair about such things directly. Ben Zayn answers that he intends to, at 1200 hours, and tells Garibaldi to inform Sinclair, then get some sleep.

Garibaldi goes to Sinclair, who has taken over for Ivanova in C&C. He is concerned that maybe Sinclair does have something to hide: "I know you're a by-the-book kind of guy, but let's face it, we've had to rewrite the book a few times to make B5 work." Garibaldi warns Sinclair to watch out for Ben Zayn; he's dangerous, as is Gray. Sinclair promises to take care of it all, and tells Garibaldi to get to bed.

When Garibaldi returns to his quarters, he finds Lennier chanting over the motorcycle. "I am about to embark upon the mysteries of the 'fuel injection system,'" Lennier says. Garibaldi tells him to come back sometime after 1200 the next day. After Lennier leaves, Garibaldi inspects the bike. "Not bad," he says. "Not bad at all."

Ivanova has a bizarre dream, in which her mother is injected with drugs by two dark men in masks. Gray is there, warning Ivanova not to interfere. "Only one way out," says Ivanova's mother as she's injected. Then it's Ivanova, not her mother at all, who's being held by the masked men. "Only one way out," she says, dazed. Ivanova bolts awake in bed, covered in sweat.

Sinclair is in his quarters, studying regulations, when Ivanova comes in and offers her resignation, the only way to avoid the scan. Sinclair assures her it's not necessary – he's found a way around the scans. He asks why she's so afraid of being scanned, anyway; didn't her mother make contact with her?

"Yes, she did," answers Ivanova. "You can't imagine what it's like. To share your own mother's love for you. To feel it in your thoughts. No one's ever been that close to me, Commander. And no one must ever intrude upon that memory. Especially Psi Corps."

Ben Zayn studies a file about Sinclair. When Gray asks why, Ben Zayn says he wants to know everything he can about Sinclair, part of the reason Gray is there. When Gray objects, claiming such things are against the rules, Ben Zayn tells him to stop being naive, and says that Bester (cf. "Mind War") will appreciate anything Gray can do. Sinclair arrives and says he'll be ready to begin as soon as Gray leaves the room. He says he studied the regulations carefully, and found that a telepath can only be used to determine the truth of answers to specific charges, not for routine loyalty tests. Gray sides with Sinclair: "Even Psi Corps doesn't consider it a carte blanche rule."

"I don't remember asking for your opinion," Ben Zayn answers angrily, but he dismisses Gray.

Gray visits Ivanova in a lounge. She's surprised to see him, but he explains that Sinclair knows the regulations better than Ben Zayn. "I will long savor the look on the Colonel's face," he says. "Not many people are willing to stand up to him. It was very refreshing." Ivanova says Gray doesn't seem like other Psi Corps people; she finds his dislike of Ben Zayn unexpected.

Gray answers that he has no love for Ben Zayn; he's efficient, but lacks compassion. "As for Psi Corps, I doubt you really know any of our people very well. Especially Miss Winters."

"You're scanning me," Ivanova objects.

"I'm sorry. The thought of Miss Winters was very loud in your mind when I mentioned Psi Corps. I couldn't help but pick it up. Please, forgive me. I am surprised you were aware of it." He pauses. "Of course. She must have been in your mind numerous times before she was given the sleepers. Your mother."

Ivanova is furious, and demands that Gray not mention her mother again. Before she can say more, she's called to C&C.

Sinclair is defending his handling of the dockworkers' strike (cf. "By Any Means Necessary") when Ivanova calls in from C&C with a matter demanding his attention.

Ben Zayn tells her to handle it on her own. That's too much for Sinclair, who says he won't tolerate Ben Zayn disrupting the operation of the station. He gets up to leave, but Ben Zayn blocks his path. "I've seen plenty like you," he says. "Hotshots promoted through the ranks without any real leadership ability." He assumes control of Babylon 5, relieving Sinclair. Garibaldi barely stops Sinclair from slugging Ben Zayn.

Sinclair, says Ben Zayn, quoting a regulation, is working against the best interests of Earthforce, and he can prove it with Mr. Gray's help. Which, now that he is bringing up specific charges, he is within his rights to demand. He tells Garibaldi to confine Sinclair to quarters.

Walking to his quarters with Garibaldi, Sinclair says he'll go straight to the top and contact HQ. He tells Garibaldi to get to C&C, where Ben Zayn is no doubt telling Ivanova he's in charge. And, in fact, that's exactly what's happening. Ben Zayn orders Ivanova to report along with Sinclair and Garibaldi for a scan in the morning, then retires to his quarters. Ivanova tells Garibaldi she won't submit.

"You'll be charged with insubordination," Garibaldi says.

"And I'll be replaced and dishonorably discharged. It's a very Russian ending. I should've expected it." She flees C&C. Garibaldi catches up to her.

"You once offered me a drink," Ivanova says (cf. "Born to the Purple".) "If that offer's still good, I could sure use it." Garibaldi says he has something to take care of, but tells her he'll meet her in the casino in ten minutes.

Sinclair speaks with an Earthforce general. Though he has the power, the general won't intervene. It seems there are some powerful people in favor of the investigation, people Sinclair has made angry over the years, and with a vote on the President's new immigration policy coming up in the Senate, the President can't risk upsetting them by agreeing to stop Ben Zayn.

A drunk man bumps into Ivanova in the casino. "Hey, look at the cute commander," he says, fondling her hair.

"Cute?" Ivanova asks.

Garibaldi tells Sinclair that Ben Zayn was among the top ten candidates for command of Babylon 5, while Sinclair was... somewhat lower. Ben Zayn, Garibaldi has discovered, is also associated with Bester, the Psi Cop whose partner was killed on the station. In fact, Bester assigned Gray to Ben Zayn. Sinclair speculates that the investigation might be Bester's way of getting revenge, as he promised he would. Further speculation is cut short as Garibaldi is called away; there's a big problem in the casino.

Ivanova throws punches left and right, holding her own in a huge brawl that's quickly trashing the entire casino area. Garibaldi arrives and manages to calm her down. He leads her away and tells his men to clean the place up.

Arriving a few minutes early to his interview, Sinclair finds Gray getting a feel for the room. He tells Gray that Bester assigned him to Ben Zayn, and, in fact, that Bester and Ben Zayn are good friends. "Maybe you're scanning the wrong people," he says, just before Ben Zayn walks in.

Ben Zayn calls Garibaldi and Ivanova in. Gray instructs Sinclair to remain calm; the scan won't hurt if he doesn't resist. Sinclair asks if Gray will be scanning Ben Zayn too; the regulations, after all, say that all involved parties are subject to scan, and Ben Zayn is certainly involved. Besides, Sinclair says to Ben Zayn, the intent of a question is often as important as the answer. "For instance, if I were to ask you why you turned a routine investigation into a personal hunt for my scalp..."

Sinclair baits Ben Zayn further, about Bester and the fact that he didn't get command of Babylon 5. Ben Zayn says he deserved Babylon 5, but thanks to the Minbari, Sinclair got it. He says he knows all about Sinclair and the Minbari, and soon Sinclair won't be their agent any more.

Gray says he can feel the hatred in Ben Zayn's mind, vile and filthy. Ben Zayn slaps Gray hard, sending him falling from his chair, then pulls a gun on Sinclair, Garibaldi, and Ivanova, daring them to try to take it away.

From the floor, Gray transmits intense pain to Ben Zayn, who stumbles long enough for Sinclair to grab the gun and knock him down with a punch. The investigation, such as it was, is over.

Later, Garibaldi goes to his quarters, and is dismayed to find Lennier there, putting the finishing touches on the motorcycle. "I've been working on it for years," he says. "It was sort of my purpose in life. But now it's... done."

Lennier apologizes profusely, but Garibaldi forgives him. The two of them inspect Lennier's handiwork. "Too bad we can't ride it," Garibaldi muses.

"It is quite ridable," says Lennier. It seems he installed a clean, efficient Minbari power source in place of the combustion engine. Sinclair and Ivanova talk about the investigation as they walk down a corridor. "I never thought I'd be grateful to a member of Psi Corps," says Ivanova. "I hope things don't turn out too badly for Mr. Gray." The circumstances, Sinclair assures her, will vindicate Gray. As for Bester, he'll stay in the shadows, but most likely the whole affair will have some repercussions on Bester, too.

As Sinclair and Ivanova enter a transport tube, Garibaldi and Lennier zip by on the motorcycle. "It's good to have things back to normal," quips Ivanova as the bike zooms up the curve of the corridor.

Synopsis by Steven Grimm
koreth@hyperion.com

Episode 17

Legacies

Sinclair and Garibaldi await the arrival of a ship bearing the body of Branmer, the Minbari general who led the attack on the Line. Branmer died on a diplomatic mission and his ship is enroute home, stopping along the way to let people pay their respects. The ship – a Minbari cruiser, the same kind that Sinclair fought on the Line – arrives through the jumpgate.

On the zocalo, Ivanova is taking a break. Talia Winters arrives and sits across the bar from her. Meanwhile, a girl in scruffy clothing steals a piece of jewelry from a vendor. She's spotted, and runs away, then collapses on the floor, unconscious. Talia and Ivanova rush to her side. "She's a telepath," Talia says.

The Minbari ship approaches the station. Scans indicate that it's flying with gun ports open – armed for a fight. The captain refuses to explain, but Delenn arrives at the command center in time to explain that it's simply a way of honoring a great military leader.

In medlab, Dr. Franklin reports that the girl appears normal except for unusually high EEG readings. Talia explains that she was a latent telepath whose powers suddenly activated – probably due to the onset of puberty – and her mind was unable to cope with the sudden inrush of foreign thoughts. Talia offers to notify the Psi-Corps so they can send a representative, but Ivanova objects.

A procession bearing Branmer's casket comes aboard. Neroon, Branmer's second in command, greets Sinclair and Delenn. Ivanova and Garibaldi lead him away to the area they've prepared for the viewing of Branmer's body. Delenn comments to Sinclair that such a viewing is very unusual, but that the Star Riders, Branmer's clan, insisted on it. She seems disturbed.

Ivanova arrives in medlab just as the girl awakens. As she gains consciousness, she's nearly overwhelmed by the thoughts of the other people nearby, but Talia teaches her how to block them out. According to Talia, who couldn't help picking up the girl's thoughts, her name is Alisa Belden, and both of her parents are dead. Ivanova and Talia argue about who has jurisdiction over Alisa; Ivanova vows that Alisa won't leave the station if she can help it.

Neroon won't allow Garibaldi's men to guard Branmer's body until the viewing ceremony. He insists on Minbari guards. He baits Sinclair about the Line, but Delenn defuses the conversation.

The ceremony proceeds normally until the casket is opened. Branmer's body is nowhere to be seen.

Sinclair orders Garibaldi to begin an investigation. Neroon threatens to go to war over the issue, claiming that the last incident involving a Minbari leader, the death of Dukat (which Garibaldi counters was a tragic accident) was the cause of the last war. He's rebuffed by Delenn, who says that no one clan has the right to dictate Minbari policy.

After Neroon and Delenn leave, Ivanova tells Sinclair about Alisa. Sinclair says he'll stand behind whatever decision Ivanova makes.

Later, Sinclair visits Delenn in her quarters. Delenn tells Sinclair that Branmer was originally a high priest of the religious caste. When the holy war against Earth began, Branmer felt an obligation to go to battle. He felt the Minbari cause was just, but obeyed the surrender order when it came. Another warleader, Sinavil, committed suicide rather than obey the order, and many among the military caste greatly resent the surrender. Sinclair notes that Neroon is one of them; he seems to be spoiling for a rematch. In medlab, Alisa is trying on new clothes, courtesy of the Psi Corps, while Talia tells her that the Corps will take good care of her once she joins. Ivanova arrives and counters with the story of the Corps' treatment of her mother.

Neroon intercepts Garibaldi in a corridor. The investigation is meeting with no success so far. An aide rushes up, clutching a piece of Branmer's burial robe. He says it was found outside the quarters of the pak'ma'ra – carrion eaters.

Garibaldi and Neroon interrogate one of the pak'ma'ra, who claims ignorance about the disappearance of Branmer's body. Convinced that the alien is hiding something, Garibaldi orders all the pak'ma'ra to have their stomachs pumped.

Na'Toth offers a deal to Alisa: a pampered life on the Narn homeworld in exchange for periodic tissue samples. Trying to get a glimpse of life on Narn, Alisa peers into Na'Toth's mind, and is repulsed; it's cold, alien. Franklin suggests that she take that into account while she considers the offer.

Dr. Franklin reports to Garibaldi that analysis of the pak'ma'ras' stomach contents was negative; they hadn't dined on Minbari lately.

Neroon, furious that Garibaldi is wasting his time pumping alien stomachs, threatens to have his ship tear the station apart if Garibaldi can't solve the mystery.

Tests reveal that Alisa is at least a P10, which she jokes will probably make her worth more to the Narn. Ivanova warns Alisa against accepting the Narn offer, citing evidence that the Narn keep aliens as slaves and are likely to do so to Alisa once she's in their clutches. Talia once again suggests the Psi-Corps, provoking a heated argument with Ivanova; Alisa breaks in and says she wants to know *all* her options.

Ivanova takes Alisa to visit Delenn, who describes Minbari telepaths. Psi ability among the Minbari is considered a rare gift, and those who have it lead lives of public service, helping people who need their talents. In return, the Minbari people provide for all the psis' needs. While Delenn speaks, Alisa peers into her mind, and to her shock sees a vision of white-robed Minbari stunning the guards in front of Branmer's coffin, then opening the lid. Alisa flees Delenn's quarters; Delenn can clearly feel that she was being scanned. Alisa tells Ivanova that Delenn knows what happened to the body.

Sinclair enters his quarters to find them a shambles. He's attacked from behind by Neroon. The two of them scuffle; Neroon claims that he wanted to search the one place that would be strictly off-limits. But Garibaldi, arriving with Alisa in tow, claims he searched Sinclair's quarters with Delenn observing, and ushers Neroon away. Alisa tells Sinclair what she saw in Delenn's mind.

Delenn and an aide are packing something into a cargo container when Sinclair bursts into the cargo area. It's an urn, containing Branmer's ashes. Delenn claims that she's honoring Branmer's wishes; he asked for a simple ceremony, and wouldn't want his body paraded around as a symbol of war. She had planned to pass the disappearance off as a miracle, a transformation of Branmer's body so that he could take his place among the gods. Now Sinclair and Garibaldi are in a difficult position, since they've promised to tell Neroon the results of their investigation. Delenn offers a compromise: Neroon will be told the truth, but *she* will tell him.

Neroon is furious when he learns what happened. He vows to lead a protest personally. Delenn stops him cold, claiming that if he contradicts her claim of transformation, the Star Riders will be destroyed, dishonored, by the Grey Council. She orders him to obey her, "just as you obeyed the order to end the war," and further to apologize to Sinclair.

Neroon does so, and is surprised when Sinclair offers to pay tribute to Branmer's courage and skill in a personal message to the Minbari people. "Perhaps there was some small wisdom in letting your people live," Neroon says. "We like to think so," replies Sinclair.

Sinclair and Delenn are talking in the stone garden when Alisa arrives and announces that she's going to live with the Minbari. Delenn claims that Alisa will help increase the understanding and communication between humans and Minbari. Sinclair agrees.

Alisa bids Ivanova and Talia an emotional farewell. Talia doesn't agree with her decision, but admits that Sinclair is right; Alisa's presence among the Minbari will benefit both peoples.

Sinclair meets up with Alisa on her way aboard the Minbari ship, and asks her if she saw anything else in Delenn's mind. Alisa responds that there was one other thing, a word, "chrysalis." "She shut down real fast when I touched that," Alisa says. She boards the cruiser, leaving Sinclair to ponder the significance of the word.

Synopsis by Steven Grimm
koreth@hyperion.com

Episode 18

A Voice in the Wilderness, Part 1

Epsilon 3, the planet B5 is orbiting, is experiencing large earthquakes. Ivanova and Sinclair clear Dr. Tasaki, a geologist, to take a shuttle closer to the planet and collect data.

An elderly Minbari male arrives on the station and asks to be shown to Ambassador Delenn.

On his way to a negotiation session, Sinclair runs into Talia Winters waiting for the transport tube. She comments that Garibaldi is always in the tube waiting for her, and sure enough, he's there when the door opens. She opts to take the stairs.

As Dr. Tasaki's shuttle nears the surface of the planet, a powerful energy beam suddenly fires into space from below ground, knocking the shuttle out of control. Ivanova orders two Starfuries to tow the shuttle back to base. When he returns, Tasaki is eager to go down again the next day with more equipment, to try to figure out what's causing the beam.

Sinclair is presiding over a negotiation between Delenn and Londo about trade routes. The negotiation proceeds smoothly, which Londo attributes to G'Kar's absence. Delenn assures him that G'Kar's anger will fade with time, but Londo insists that the Narn hatred of the Centauri is intense enough to reduce Centauri Prime to ash if it could be made physical – and the Centauri react to that hatred by hating the Narn all the more. After Londo leaves, Delenn comments to Sinclair that if Londo is right, if future generations won't be born into a brighter world, "then life is pointless, and evolution vastly overrated."

Later, Ivanova tells Sinclair that the beam is a signal, perhaps a beacon, though nobody has been able to decipher it. She remarks that the day's Earth Force status report didn't say anything about the Mars colony, very unusual as it's mentioned every day.

Delenn is returning to her quarters when she's met by the Minbari male who boarded the station earlier. His name is Draal, and he's an old teacher of hers.

Sinclair is preparing for bed, watching the news on TV. The anchor is interrupted by a special report from the Mars colony: an armed revolt has begun, and heavy fighting is reported. The news show is able to broadcast a few moments of a field report before the reporter is cut off. Sinclair shuts off the television, disturbed.

Before he can contemplate further, a flickering image appears in midair across the room, an alien man who pleads for Sinclair's help before vanishing abruptly.

The next morning, Sinclair and Ivanova talk about the situation on Mars over breakfast. Sinclair, of course, was born there, and it's his home that's being blasted apart; but neither of them has friends or family there any more. Garibaldi, according to Ivanova, is taking the news badly.

Draal joins Delenn in her quarters. After thanking her for arranging for his quarters, he says that he left Minbar because it's changing for the worse, the people growing dissatisfied, self-involved to the exclusion of others; they've lost their sense of purpose. He says that he's "going to the sea" – journeying out into the sea of stars in the hopes of finding a place where he's needed. Delenn is shocked.

Garibaldi tries to get a comm channel to Mars, but the government has imposed a communications blackout and he's not highly-placed enough to get through despite the blackout.

Ivanova briefs Dr. Tasaki and his crew, reminding them that the Starfuries escorting them are only designed for spaceflight and won't be able to help if the shuttle goes into the planet's atmosphere. Tasaki agrees not to do that, and the shuttle and escort are launched.

Garibaldi goes to Talia and explains that when he was working security on Mars, he met and got involved with a woman named Lisa Hampton. It was serious, but when he accepted Sinclair's offer to come to Babylon 5, he and Lisa broke up angry with each other. They haven't spoken since, but now he's worried sick about her. He asks Talia to try to get him a comm channel via the secret Psi Corps training facility on Mars – a facility, Talia notes with surprise, that he's not supposed to know about.

Ignoring Ivanova's order, Tasaki takes the shuttle into the upper part of the atmosphere to get more detailed sensor readings. Suddenly, a barrage of missiles is launched from the surface. One of them strikes the shuttle, but after Ivanova has the Starfuries disorient the missiles from orbit, Tasaki and his crew manage to escape safely.

Back on the station, Tasaki shows Sinclair and Ivanova a high-resolution image he captured just after the missiles were launched. It shows them coming from deep inside a fissure in the surface, five kilometers below the surface. Sinclair easily convinces Ivanova that the two of them should take a shuttle down to take a closer look, justifying his presence because it might be a first contact.

Garibaldi is in the zocalo, looking miserable. Londo cheers him up by telling him a story. Londo was sitting in a club one day, looking miserable, when one of the dancers kissed him and told him it couldn't be that bad. He married her, regretted it the next morning, and has regretted it ever since.

On his way back to his quarters, Londo sees the same alien Sinclair saw earlier. Once again, it asks for help, then vanishes.

With orbiting Starfuries disorienting the missiles, Sinclair and Ivanova take a shuttle into the fissure, where they discover an artificial tunnel in the rock face. They land on a platform inside and put on breathers to go have a look around. Talia speaks with a member of the Psi-Corps, someone at the Mars facility. The woman refuses to let Garibaldi have a link – doing so would confirm the existence of the facility, and he might be asking for a channel just to find out if the place really exists – but she offers to look Lisa Hampton's name up in the files and see if she's all right. Fighting is occuring less than a quarter-mile away from the facility, it seems; the Free Mars movement was much better armed and organized than anyone suspected.

Sinclair and Ivanova explore some smaller side tunnels on foot. They pass a dead alien, then nearly stumble into a high-tech deathtrap, but Sinclair sees it in time and the two of them make it through uninjured. They find themselves on a bridge spanning what looks like the hollow core of a gargantuan machine, miles tall with huge parts moving up and down the walls.

Delenn and Draal visit Londo, who complains that he's unable to comprehend Earth people. As an example, he quotes a song he's been studying for a week. "It doesn't mean *anything*," he complains.

Talia visits Garibaldi in the command center and tells him Lisa Hampton isn't on the survivor list. Garibaldi refuses to believe that something has happened to her, but seems somewhat numb.

An earthquake cuts off the tunnel behind Sinclair and Ivanova. Continuing forward, they see another projection of the alien Sinclair saw on the station. This time, though, the real alien is just around the corner, strapped into the center of a huge machine on the wall. "Help me," he says, "or your people, *all* your people, will die."

They help him out of the machine and take him back to the shuttle. With fighter cover, they head full-speed back toward the station. Sinclair orders Garibaldi to have a medical team standing by.

Garibaldi is relieved to hear that they're returning, but his relief is cut short when a tech announces that a ship, a *big* ship, is coming through the jump gate. He looks down at his computer display. "What the hell?"

To be continued...

Synopsis by Steven Grimm
koreth@hyperion.com

Episode 19

A Voice in the Wilderness, Part 2

(Continuing where Part 1 left off)

Garibaldi is relieved to hear that Sinclair and Ivanova are returning from the planet, but his relief is cut short when a tech announces that a ship, a big ship, is coming through the jump gate. He looks down at his computer display. "What the hell?"

The ship is an Earth Alliance heavy cruiser, the Hyperion, Captain Ellis Pierce commanding. He says he's been ordered to take control of the situation.

In Medlab, Sinclair and Franklin watch over the alien from Epsilon 3. Franklin says he is still studying the alien's biology, but that he seems to be stabilizing.

Pierce is waiting in Sinclair's office, looking at an onscreen introduction to Babylon 5's facilities, when Sinclair arrives. Pierce says his crew will enjoy getting a little R&R on such a "cushy" station. Sinclair wants to know who authorized Pierce to take over; Sinclair has jurisdiction over Babylon 5's sector. Pierce says the Hyperion was in hyperspace when it received orders to divert to Babylon 5. The potential of the technologies Sinclair has discovered are enormous, and Earth wants a show of force so other races don't try to get a piece of the action before Earth has had its pick; if the Hyperion weren't present, the situation could get very messy. Sinclair angrily replies that the situation was fine until Pierce charged in with a heavy cruiser and shook things up.

Garibaldi is at a bar, drinking water and watching the news with some other patrons. The top story, of course, is the revolt on the Mars colony. Earth is sending in shock troops to quell the rebellion. The other bar patrons are delighted, and start insulting the Mars colonists. "We pay taxes so they can have the best atmosphere processors ... They ought to be thanking us." One of them suggests, jokingly, that Earth should do "what my grandfather always said: nuke 'em till they glow and shoot 'em in the dark. That'd take care of 'em, just like magic." Infuriated, Garibaldi performs a magic trick of his own, assaulting the mouthy bar patron and stalking off.

Sinclair confers with Senator Hidoshi, complaining that he'd been told personally by President Santiago that he has jurisdiction over Babylon 5's sector. He threatens to resign over the issue unless Hidoshi can get Santiago to reaffirm his authority in the matter. Hidoshi says he'll see what he can do, but it might not be much as the President is preoccupied with the Mars colony revolt.

In the command center, Ivanova tells Sinclair that the Hyperion has just launched an expedition to the planet's surface, and that the planet's defense systems, much more active than before, are preventing them from getting close. Sinclair demands that Pierce call off the expedition, making up a story about needing a special jamming device to get through the defense systems.

Ivanova then tells Sinclair that they've been monitoring greatly increased seismic activity from the planet, activity that seems to be artificially induced and that's increasing in severity. If it continues to do so, the planet will rip itself apart, taking Babylon 5 with it.

Later, Ivanova reports that they've discovered the planet is honeycombed with passages and fusion reactors, some of them miles in diameter. The fusion reactors seem to be set to overload. She estimates less than 48 hours until the planet is destroyed. Garibaldi says it would take at least three days to evacuate the station even if all the ships in the sector were called in.

Londo catches up with Ivanova in the corridor and demands to know what's going on. He presses her on the issue, until she replies, "You want to know what's really happening down there? Boom. Boom boom boom. Boom boom. Boom. Have a nice day."

Delenn and Draal are returning to Delenn's quarters when Draal hears the sick alien's voice calling out to him. The two of them head for Medlab. Sinclair goes to talk to Garibaldi about the incident in the bar. Garibaldi expresses his frustration at finding himself helpless; he can't help Lisa, doesn't even know if she's alive or dead, "and to top it all off, the planet's about to go up like a Roman candle. What am I supposed to do, arrest it?" He says he just snapped. He and Sinclair discuss his reluctance to call Lisa over the years – he was afraid she'd reject him, and even more afraid she wouldn't – and Sinclair promises to try pulling a few strings to get Garibaldi a comm channel to Mars. He asks Garibaldi to make sure Ivanova leaves the station if they end up needing to evacuate.

Draal and Delenn arrive in Medlab. Franklin tries to stop them from going in to see the alien, but the alien awakens and calls out to Draal. He says everyone must stay away from the planet, that it will explode without a heart, "without another."

After getting that confirmation that expeditions to the planet will only hasten its detonation, Sinclair arrives in the command center to find that Pierce is about to launch another group of ships to the planet. He knows what the alien (whose name is Varn) said, but feels that Varn has every reason to lie to keep people away. Sinclair threatens to shoot Pierce's ships out of the sky if they approach the planet, and orders the station's fighters to prepare for launch. Convinced that Sinclair feels he has nothing to lose, Pierce backs down.

Suddenly, an unknown alien ship enters through the jumpgate and scans the station's language and translation files. Its captain, Takarn, who appears to be of the same race as Varn, claims that the planet belongs to his people, who have been searching for it for 500 years. He gives Sinclair and Pierce ten hours to leave the area, or he'll take the planet by force. Before Sinclair can respond, Pierce answers Takarn with his own ultimatum: withdraw within nine hours, or the Hyperion will attack.

Varn tells Sinclair that the newcomers are outcasts, rejected by his people, who are all long dead now. He has been guarding the planet, connected to the heart of the machine, for five hundred years. He monitored Babylon 5's construction, learned its languages from its transmissions, but the time wasn't right to reveal himself until his failing health forced the issue. He warns Sinclair that the newcomers must not be allowed to take the planet. It is for the future.

Sinclair talks to Delenn and Draal, who claim that Varn didn't tell them anything more than what he told Sinclair. Sinclair leaves, and as Delenn and Draal talk about what Varn meant by "another," Londo enters and says the three of them need to talk.

Pierce tells Sinclair that he needs Babylon 5's forces to make an effective attack against the alien ship. Sinclair assures Pierce that when the time comes, he'll commit his forces to the battle.

Londo, Delenn, and Draal talk about Varn; Londo tells them of Varn's appearance in the hallway earlier. He wants to help, to take a risk, as he did years before when he led the raid on Varis 12. He realizes that one of the group will have to stay behind permanently.

Ivanova clears a transport to leave the station: "The more we get out now, the fewer we'll have to evacuate later." It flies off – it's a shuttle with Centauri markings – just as Garibaldi links in to report that someone has stolen Varn from Medlab.

Takarn signals the station, furious that they're allowing a transport to try to go to the planet. Ivanova checks, and sure enough, the Centauri shuttle is headed for the surface. Takarn launches his attack, prompting Babylon 5 and the Hyperion to unleash their fighter wings. The battle is joined. Londo, piloting the shuttle, seems delighted to be back in the thick of things. "Who says the good old days are gone, eh?" Draal and Delenn, tending after Varn, look a little nervous about Londo's daredevil piloting style. On the station, Sinclair and Ivanova note that the planet isn't attacking the Centauri shuttle for some reason. Garibaldi goes after it in a shuttle of his own.

Deep within the planet, with the battle raging furiously overhead, Garibaldi finds Delenn, Draal, Londo and Varn in the room where Sinclair and Ivanova discovered Varn initially. Draal tells Garibaldi that he's staying behind; someone has to run the machine, and it will give him the purpose, the life in service of others, that he has long been missing among his own people. Back in space, the battle continues. The station takes a direct hit, sustaining serious damage. It's about to be fired on again when a strange force emanates from the planet, causing all the controls in the command center to go dark. A translucent image of Draal appears, informing all three parties that the planet belongs to none of them. "It belongs only to itself, and to the future." As the planet's secrets would give a huge advantage to any race that had them to itself, he places the safekeeping of the planet in the hands of the Babylon 5 Advisory Council, whose enlightened self-interest he hopes will cause them to leave the place alone. But if not, he warns that the defense systems are now fully operational, and any ship that attempts to land will be destroyed.

The aliens, apparently not believing the threat, fly toward the planet. As promised, a tremendously powerful weapon fires from the surface, vaporizing them instantly.

Delenn says an emotional farewell to Draal. Varn, staying behind to watch over Draal, assures her that the planet is wondrous, that Draal's life will be extended. He will "see all the futures, hear all the songs, and touch the edge of the universe with his thoughts."

As the Hyperion leaves, Pierce says he's received a message from Earth reaffirming Sinclair's authority. He apologizes to Sinclair. After the ship leaves, Ivanova tells Sinclair she has a channel to Mars for Garibaldi. Garibaldi is delighted to learn that Lisa is alive, even more so to talk to her. She was caught in the crossfire while getting food, but her wounds aren't serious and she's expected to recover. She says the fighting has begun to die down; the Earth-supported provisional government seems to have the upper hand. Garibaldi tells her he's sorry he ever left, and asks if he can meet up with her on his next leave. She tells him she's married, and expecting a baby. The news crushes him.

Later, Garibaldi is in an observation area, staring out into the stars, when Delenn joins him. He asks why she and Londo didn't come to Sinclair once they realized someone needed to be in the planet. She says she didn't, "because I know in my heart that if I had, Commander Sinclair would be down there now. He is searching for a purpose. But his destiny lies elsewhere." Garibaldi asks how she managed to get Londo to go. She says she offered him a deal. She now owes him a large favor, which she's sure he'll collect eventually, but she says he enjoyed the adventure, as it awakened something in him that had long been buried.

"One thing I've discovered," Garibaldi says. "Some things are better left buried." He leaves.

Delenn gazes out across the stars. "Good night, old friend," she says. "Sleep well."

Synopsis by Steven Grimm
koreth@hyperion.com

Episode 20

Babylon Squared

We join Sinclair and Garibaldi in the dining hall. They are soon joined by a very tired Ivanova, who was awakened one hour early by C&C after mysterious tachyon emissions were discovered in sector 14, three hours away from Babylon 5. Though Ivanova believed the emissions were just routine, she authorized Alpha VII, a Starfury, to investigate the problem.

Alpha VII contacts Babylon 5 when it enters sector 14, and the pilot reports an increase in tachyon emissions. Though he doesn't see anything when he first arrives, the sensors register something, and he sees a large object materializing. By the time he figures out what it is, it is too late. "No! That's not possible! That can't be, it just can't be!" His last words fade into an agonizing scream as the Starfury is engulfed in blinding white light.

Ivanova calls Commander Sinclair after the pilot's last message. She is unable to contact the pilot on any open frequencies, but is still receiving the Starfury's homing beacon. According to the beacon, the ship is returning to Babylon 5 and will be there in one hour and fifteen minutes. Ivanova also reports that more bursts of tachyon emissions are occurring, and that one occurred when she lost contact with the fury's pilot. Sinclair tells Ivanova to make sure that Dr. Franklin is ready at MedLab in case there are any injuries that need to be tended to.

Meanwhile, Ambassador Delenn, in a Minbari ship, departs from Babylon 5. Though Babylon Control asks her if she wants someone to pilot the ship for her, she declines. "Some things one must do alone," she explains just before she enters the jumpgate.

Soon after, Alpha VII returns into scanner range. Alpha VII approaches the station, but does not enter the docking bay. A scan of the ship reveals that there is no structural damage and that hull integrity is okay, but there are no life signs. Soon after, Garibaldi returns to Sinclair and Ivanova with Dr. Franklin's report. "There was no damage to the body, no shock, no trauma. Everything points to death by natural causes." Though things seem ordinary at this point, when Garibaldi explains that the pilot, who just turned thirty years old, died of old age, Sinclair and Ivanova are understandably puzzled. "His internal organs are like those of a man three times his age,"

Garibaldi reports. Ivanova recommends that they send a team to investigate, in case there is a hazard to navigation, but Sinclair declines. "Not yet," he says. "Not until we have a better idea what we are facing. Meanwhile, I want all traffic routed clear of sector 14. Michael, I want that ship examined with a fine-tooth comb. Something fatal happened out there. I want to know what."

As Delenn reaches her destination, Sinclair, Ivanova, and Garibaldi discover another portion of the mystery. Garibaldi, after a thorough search of Alpha VII, finds the buckle off the pilot's safety harness. Scratched into the surface of the buckle is "B4." Ivanova speculates that "B4" stands for Babylon 4, the previous Babylon station that disappeared in sector 14 four years previous. Sinclair reports that the tachyon emissions from that sector were coming from the same place that Babylon 4 disappeared. The discussion is interrupted by communication from C&C, declaring that the station is receiving a distress signal from sector 14. "I thought I ordered all ships to stay clear of that area," says Sinclair. The technician from C&C affirms his orders, but then identifies the signal as coming from Babylon 4. After the three arrive at C&C, Sinclair doesn't reply to the signal but instead orders Ivanova to retrieve the secure code of Babylon 4 from the station archives. "Ever since the war, every Earth Force command and control center was configured to broadcast its ID code on a subchannel," explains Sinclair. Garibaldi adds that the reason for it was to prevent counterfeit orders. Ivanova brings up the signal and it matches perfectly to the one being broadcast from sector 14.

Sinclair orders the transmission to be patched through. "Earth station Babylon 4 requesting help. We need assistance," says the man on the other end. Sinclair responds, and the commander on the other end explains that they are caught in a flux with only 30and their escape ships damaged. They request help from Babylon 5 to evacuate their skeleton crew of 1200-1300. The commander of Babylon 4 looks nervous and begins muttering strangely. "Oh God. It's starting again. It's starting again," he says just as the communication is cut off. Ivanova notices that the date stamp on the message is four years out of date.

Though Garibaldi has a difficult time believing the station is Babylon 4, Sinclair prepares a fighter escort with an evacuation fleet to sector 14, determined to find Babylon 4. Sinclair makes a speech to the pilots of the ships warning them of the dangers and the previous death of the pilot of Alpha VII. Though he offers them a chance to withdraw because of the danger, no one does, and soon the fleet is sent off into space. Sinclair wants to learn the truth about Babylon 4, but also wants to take no chances. "If you don't hear from us in eight hours, notify Earth Central, but do not send additional ships," he tells Ivanova.

Meanwhile, Delenn reaches her destination, a gigantic ship, not unlike the one from Sinclair's memory of the Battle of the Line (from "And the Sky Full of Stars.") She boards the ship and is taken into a great chamber by a hooded Minbari. When she enters, she addresses the eight hooded figures around her, each of which is standing in an individual pool of light. "Summoned, I come," she intones. "In Valen's name, I take the place that has been prepared for me. I am Grey. I stand between the candle and the star. We are Grey. We stand between the darkness and the light." She is welcomed back by the council, but wonders why she has been recalled.

"It has been ten cycles," explains one member of the Grey Council, "since Dukhat has left this world to take his place with Valen and the nine who were. Ten cycles since our people have had a leader. The time of mourning is complete. We must now choose another." Another member of the council, the one who visited her on the station earlier, (cf. "And the Sky Full of Stars") explains that they have spent much time deciding who the next leader should be, and that they have decided upon Delenn as the leader because she has seen the most, and knows the most about the universe and other species. Delenn doesn't want to accept the position because she believes that her work on Babylon 5 has not been finished. She worries about a prophecy, but is assured by the council that it will take care of itself, and that an appropriate replacement will be selected for her aboard Babylon 5, and that her work there is concluded.

The fleet from Babylon 5 arrives in sector 14 to the sight they didn't really expect to see: Babylon 4. Though tachyon emissions are still present, Sinclair orders the rest of the fleet to approach the station. They encounter a distortion field near the station where tachyon emissions increase by 50back while he and Garibaldi investigate. After docking, they are assaulted at shot at in the otherwise empty docking bay. "Monsters! I'll stop you!" shouts the assailant. "I know where you are! I see you! You think I can't? I've gotta get off this station. Come on, show yourselves!" While Sinclair diverts his fire, Garibaldi sneaks up on the assailant from behind and captures him. The commander of Babylon 4 then arrives to take custody of the assailant, who keeps insisting that he must be taken off of the station. After the three officers indentify themselves, Sinclair explains that they are from Babylon 5 and the year 2258. "We have to hurry. We have to get everyone off the station," says Major Krantz, the commander of Babylon 4. He is interrupted, however, by a flash of light that engulfs the station. Suddenly, Sinclair finds himself elsewhere in the midst of total chaos. "Commander, they burned through levels seven and eight. Can't stop them. They're everywhere!" shouts Garibaldi, there with him, who is wielding an extremely large weapon, firing at a wall being cut through from the other side. "I rigged the fusion reactors for the time I'm done," Garibaldi says. "Get going, I'll hold them as long as I can. Jeff, it's okay. I finally understand. This is the moment I was born for!" Garibaldi pushes Sinclair into the crowd which carries him away, despite his protests, just as the wall collapses. Garibaldi and those under his command fire madly at the hole. Another white flash occurs, and Sinclair finds himself back in his own time, aboard Babylon 4. Sinclair, very confused, asks Krantz to what happened. "It's different for everyone. A flash. Forward. Backward. All of us. The entire station. We've become unstuck in time, Commander. That's why we have to get out of here. Quickly!"

Back on the Minbari ship, Delenn is afraid of accepting the position of leader. "I cannot do it," she says. "I cannot accept the calling." She is told by another councilmember that no one has ever refused the position when offered it. Though Delenn yearns to accept the leadership of the council, her heart tells her that she must remain with Babylon 5 and that she has a part to play in the change that is coming. She wants to reconvene the Council to speak to them, something that has never been done. The other councilmember warns her that it might be a bad time, and that she must be aware of the consequences. She understands, and the council is reconvened.

As the evacuation of Babylon 4 continues, Major Krantz explains the problems they're having with Babylon 4 and the tachyon emissions and time distortions. "It started 24 hours after the station went operational. We began noticing discrepencies in the time track system.

We thought it was a computer glitch. Then all hell broke loose."

Sinclair asks if anything else unusual has happened, and Krantz replies by introducing him to a strange being called Zathras. "We don't know how he got aboard, where he came from, or what race he is. I've never seen an alien like him before," Krantz says, and describes how Zathras suddenly appeared with a flash in the conference room. When Sinclair enters, Zathras stands and stares intently at Sinclair, then shakes his head. "Not The One. Not The One..." Zathras babbles that he does as he is told. "The One is hurt. Must find. Zathras must find. Help." When asked why he is there, Zathras responds by saying that he was told the biggest of all the Babylon stations was needed. Zathras is afraid to tell for fear that he will not be able to finish his mission, but explains further after being threatened by Garibaldi:

"Great war. Terrible war. Much killings. Everyone fighting. A great darkness. It is the end of everything. Zathras warn, but no, no one listen to poor Zathras, no. Great war. But, great hope of peace. Need place. Place to gather, to fight to organize...to help save galaxy on the side of light. So they tell me. Must have. Or it is the end of all. The One leads us. The One tells us to go, we go. We live for The One. We would die for The One. We pull this place through time to save us all."

When asked where he comes from, Zathras says he came from his year of 4993, but does not know what year that is in Earth time. An officer appears and says, "Major, it's back." Zathras, Sinclair, Garibaldi, and Krantz run out of the room to see a figure in a blue space suit. The figure is having considerable trouble breathing, and is flickering, as if in and out of time. Zathras is in awe. "It is The One," he says.

The figure in the space suit is apparently in great pain, but Zathras explains that The One will sacrifice himself for others and that he stopped the taking of Babylon 4 to let its crew evacuate. Sinclair approaches The One, who reaches out his hand to him. When Sinclair touches the gloved hand, a great shock sends him flying backward. While Krantz and Garibaldi tend to Sinclair, Zathras runs to The One and hands him a small device. "Zathras fixed," says Zathras. "Take! Hurry!" The One then vanishes completely, and Zathras tries to run away, but is captured before he can escape. "You must leave now. Finished we are," Zathras warns Sinclair. "There is no more time. Leave or be trapped here forever!" Sinclair orders Garibaldi to assist in evacuation.

Aboard the Minbari ship, Delenn addresses the Grey Council. "This Council stopped the war against the humans because of prophecy, because Valen said that humans, some among them, had a destiny, which we could not interfere with. It was my place to study them...to determine if the prophecy was correct. I have not yet finished that task." Another councilmember tells her that he believes that the prophecy refers to others, but Delenn does not believe it. The councilmember does not understand Delenn's attraction toward humans, but Delenn explains that "they do not seek conformity. They do not surrender. Out of their differences comes symmetry. Their unique capacity to fight against impossible odds. Hurt them, they only come back stronger. The passions we deplore have taken them to their place in the stars, and will propel them to a great destiny. Their only weakness is that they do not recognize their own greatness. They forget they have come to this place through two million years of evolution, struggle, and blood. They are better than they think and nobler than they know. They carry within them the capacity to walk among the stars as giants. They are the future. We have much to learn from them." The council cannot understand why she should stay with the humans, but Delenn believes it is the calling of her heart. Delenn is warned that if she leaves the council, she may lose her position within it and may become outcast. She is also warned that should she leave, the council may become divided. She understands, and says that she must do what she believes is right. The council votes on whether or not to honor Delenn's request. The vote ends in Delenn's favor, and the council withdraws its decision and sends Delenn away so they may select another leader.

While Garibaldi oversees the evacuation of Babylon 4, Major Krantz and Sinclair interrogate Zathras further. They demand to know what Zathras gave to The One. He explains to them that it was a "time stablilizer. Help survive when make next time jump." Sinclair then realizes that Alpha VII was caught in the time distortion and killed by it. Zathras gave his only time stabilizer to The One. He says that when the station jumps, he will die, but that he will probably be remembered for his sacrifice. Krantz threatens to remove him from the station, but Zathras also claims that if he leaves the station, he will die as well, though he does not want to.

The station shakes again, and Garibaldi reports that tachyon emissions have increased greatly. There is another flash, and this time Garibaldi finds himself in the past, at the moment when Lise decided that she could not live with him anymore. He wants to try to change things, but is too disoriented by the experience, and events happen much as they did before. After she leaves, Garibaldi finds himself back on Babylon 4. Sinclair contacts Garibaldi, who says he wants to leave the station as soon as possible. Major Krantz agrees with Garibaldi, and insists that Zathras be taken with them when they leave the station. "For the next fifteen minutes," Krantz tells Sinclair, "this is still my command. I'm going to have to answer for this station, and I want proof to go with it. Alive or dead, he's the only proof I've got. And he's going with us." Sinclair, Krantz, and Zathras, led by two security officers, attempt to leave the station, but it begins shaking again, and Zathras is caught, trapped beneath fallen debris. Krantz and the guards run away, afraid for their lives, but Sinclair stays behind, trying to help Zathras. "Leave me," Zathras cries. "You must listen to Zathras. You have a destiny. Go. Please. Go for Zathras." Though he doesn't understand, Sinclair runs away and meets up with Garibaldi, who escorts him off the station.

The station continues to break apart, and as it does so, The One returns to the station to retrieve Zathras. Sinclair and Garibaldi escape in their ship just as the distortion field goes off the scale and Babylon 4 begins to disappear again. The One walks out of a chamber into another room. "Time distortion repaired," intones a computer voice. "Present time atmosphere now breathable." The One removes his helmet, revealing an older, and somewhat injured Sinclair. "I tried," the older Sinclair says. "I tried to warn them. But it all happened...just the way I remember it." A hand in a red dress reaches up an touches him on the shoulder. "I know," says a woman's exotic voice, a voice that sounds suspiciously like Delenn's. "It's time. We have to go. They're waiting for us." Sinclair and the woman leave. Sinclair and Garibaldi from the present return to Babylon 5 and speculate along the way on what they had just experienced. "Do you think that bit was true," asks Garibaldi. "About a great war and Babylon 4 being a great base for somebody to try to bring peace to the galaxy?" Commander Sinclair doesn't know. "But if it is true," he says, "I wish them luck. The station was built to create peace. Maybe now it'll do so in a way nobody ever expected. But it's still on the same mission." They fly off back toward Babylon 5.

Not long after, Delenn prepares to leave the great Minbari ship. On her way, she meets up with a member of the Grey Council. He hopes to see her again, but Delenn believes that she will never see the inside of the Council Chamber again. The councilmember doesn't know, but before she leaves, he presents her with a gift, wrapped in a cloth. It is the Triluminary, a transparent triangle with metal edges. She doesn't want to accept it, but he assures her it will not be missed for a time because there are two others. "These are curious times," he tells her before she leaves. "I feel a great change in my bones. A new beginning, an end, I cannot say. We are surrounded by signs and portents, and I feel a darkness pressing. If ever you have need of me, I am here." She wraps the triluminary back in its cloth and returns to Babylon 5.

On the station, Sinclair talks to Ivanova about what happened. She expresses her regret about not being able to see Babylon 4, but Sinclair counters that they don't know where, or when, it was being taken. It might pop up again some day. He recalls Garibaldi's comparison of Babylon 4 and the Flying Dutchman – a sailing ship, he explains to Ivanova, that vanished, only to appear again and again over the ages. "Did the Flying Dutchman ever make it home?" asks Ivanova.

"No," answers Sinclair.

Synopsis by Matthew Murray
MMurray@wsu.edu

Episode 21

The Quality of Mercy

Londo is talking to a Centauri senator on his screen. The senator tells him that it's vital he promote good relations with the other species on Babylon 5, some of whom may be potential allies. Londo protests that he's doing the best he can, but the senator tells him to try harder.

Shortly thereafter, Londo encounters Lennier in the hallway. When Lennier admits that most of his knowledge about the other races comes from reading, Londo offers to spend two days showing him "the Babylon 5 I know."

Meanwhile, in one of the station courtrooms, Ombuds Wellington announces the verdict against a man named Karl Edward Mueller, who has been found guilty of murdering two station residents and one member of the security staff. Sentence will be handed down tomorrow, Wellington says.

In Downbelow, Ivanova finds Dr. Franklin running an unauthorized free clinic for people who can't afford the services of Medlab. She upbraids him for not telling her – she won't shut the clinic down, "but if I'm going to share in the blame, I'd at least like to share in some of the fun."

Garibaldi, Wellington, Commander Sinclair, and Talia Winters discuss the fate of Mueller. Garibaldi suggests spacing him. "A couple hours of hard vacuum would do him and the gene pool a world of good." He's upset not only because of the crime, but because he believes that Mueller has killed many times before.

Wellington replies that there are only three legal punishments. Mueller can be returned to Earth. Sinclair counters that Earth doesn't want Mueller and won't pay to have him shipped back. The second option is life imprisonment, but Garibaldi says there's not enough room in the brig for the prisoners who're already there, let alone to keep someone for life. The third option involves Talia, who reluctantly agrees to help. Garibaldi suggests that while she's in Mueller's mind, she can see if he's killed before; Wellington reminds Garibaldi that any such evidence would be inadmissable.

Franklin searches Downbelow for a woman named Laura Rosen, who he's heard is running a bogus medical practice. He enters her office to find that she and a man are both hooked up to an alien device of some kind. The man says he feels much better now, and asks what he owes; Laura tells him that's up to him, and that he can leave his donation in the box outside the door.

She and Franklin talk about the device. She claims it cures anything from the common cold to Stafford's disease. Franklin starts to confront her, calling her a con artist and a fraud, when Laura's daughter Janice arrives and tells him to leave. He does, but promises to return.

Ombuds Wellington sentences Mueller to personality death. He'll be telepathically scanned and brainwiped, then programmed with new memories, to spend the rest of his natural life serving the community he harmed. Mueller is livid, and struggles against his guards, but they lead him away.

Franklin tells Garibaldi he'll need to check over the brainwipe machine to make sure the procedure is painless, something Garibaldi isn't too concerned about. Franklin asks Garibaldi to see what information he can find on Laura Rosen.

Londo takes Lennier to Dark Star, a club with erotic dancers. "Here, my friend," he says, ushering Lennier to a seat at the stage and ordering drinks. "Here you will see the heart and soul of Babylon 5. Also its spleen, its kidneys... a veritable parade of internal organs." Claiming he left his credit chit in his quarters, Londo tells Lennier to pay for their drinks. Lennier asks whether his drink contains alcohol – even small amounts, he says, can cause Minbari to experience violent, homocidal rages. Londo quickly grabs Lennier's drink and orders water for him.

Franklin stops by the stall where Janice Rosen sells jewelry for a living. He talks to her about her mother. Janice says that all her mother ever wanted was to be a doctor. And she was, originally, but she could never do as much as she liked – she started taking stimulants to stay awake longer, became addicted to them, and finally slipped up, causing the death of a patient. After her license was revoked, she wandered the stars, thinking that if she could find some new alien healing technology, she could return to Earth, vindicated. "And now she thinks she's found it," says Franklin. "What do you think?"

"I think... I think that for the first time in years, I see my mother smiling. For the first time, I see hope in her eyes."

Franklin counters that it's a sham; the machine doesn't work. Janice says he doesn't know that for sure. If it works, asks Franklin, why are Janice and her mother still on Babylon 5? They could return to Earth and show her mother's fantastic discovery to the world. Janice starts to claim she can't afford it, but Franklin says she can; she just doesn't want her mother to know it.

Janice leaves, warning Franklin not to try to take away what her mother has; if he does, she'll fight him, and win.

Lennier relates the story of his education to a bored, bleary-eyed Londo. He studied the ninety-seven Minbari dialects and subtongues, then moved on to mathematics, specializing in probability. That perks Londo up, and when Lennier says he achieved the rank of master adept, Londo drags him away from the stage to introduce him to something the Earthers call "poker."

After preparing, Talia goes to Mueller's cell to scan him. He's not very cooperative, and when she threatens him, he scoffs. "It's not like I'm going to remember any of this. That's the plan, isn't it? Take away my thoughts, my memories, everything that makes me me, so they can put me to work for the rest of my life, mopping floors, scrubbing toilets..." But he eventually sits down, allowing Talia to enter his mind.

She finds herself facing the security guard Mueller killed, watching him die from Mueller's point of view. And it's not just the guard, Mueller says to her, as face after face drifts by, humans and aliens alike. He is building a choir, and has to keep adding to it until there are enough voices to sing him into heaven. "The overture is just beginning," he says. Talia breaks contact with him, stumbling back, overwhelmed by what she's just seen and felt.

Franklin's clinic assistant brings him a file full of followup reports on Laura Rosen's patients. If he can show Janice that her mother isn't helping people, he says, maybe she'll listen... but apparently that's not what the reports show. He rushes away.

Londo and Lennier play poker in another part of Dark Star. Lennier looks at his hand and announces cheerfully that the probability of this combination of cards is approximately five thousand to one against. The other players fold, and as Lennier adds the chips to his already substantial mound, Londo tells him to stop doing that – Lennier could be winning ten times more if he'd just keep quiet. Franklin enters Laura's office as she heals a woman. While she and the woman are hooked up to the alien machine, Franklin pulls out a portable scanner and points it at Laura. The alien treatment only lasts a moment, and the woman leaves, claiming she feels much better. After offering his apologies to Laura, Franklin notes that her lifesigns dropped 15 percent while she was hooked up to the machine. She says she knows, that that's how the machine works – it takes life energy from one person and transfers it to another. It was designed as a form of corporal punishment for criminals; they gave up their lives to heal terminally ill people. But it can be used at partial strength so it doesn't immediately kill the donor.

Franklin complains that it's still killing her, if only gradually. Laura says it doesn't matter. She has Lake's syndrome, and has maybe three years left to life. Time enough to figure out how the machine works, possibly figure out how to modify it such that it doesn't hurt the donor. Franklin deduces that Janice doesn't know how the device works, or even if it works. Laura confirms that; if Janice knew the machine was killing her, she'd force her to stop. She promises to give the machine to Franklin if something happens to her, but asks him for his word that he won't tell Janice about it.

Janice arrives as Franklin leaves. He offers to treat her to dinner if she wants to take a break sometime.

Garibaldi finds Talia in the Garden. She tells him she scanned Mueller well enough to do a comparison scan after the brainwipe. She says Mueller's mind is inhuman, more so than any of the aliens she's had contact with. As Garibaldi leaves, she adds, "You once said you'd bet good money he'd killed before. You would not have lost."

Back at the gaming table, Londo clears his throat loudly and adjusts his clothing. Something underneath the fabric begins to move. As people examine their cards, a tentacle reaches up from beneath the table and snatches the top card from the deck. Seconds later, Londo switches it for a card from his hand, and the tentacle puts that card on the deck.

Garibaldi and a few guards lead Mueller away. As they reach the transport tube, Mueller overpowers the security guard in the car, grabs a gun, and is inside before anyone can stop him. Garibaldi manages to shoot him in the arm as the doors close, then orders C&C to stop the elevator car immediately. Mueller pries the doors open and stumbles onto a different floor; nobody is around, and he runs off, clutching his injured arm.

Londo tries to snatch another card, but one of the other players inadvertently puts a pitcher of icewater down on the tentacle as it lifts a card from the deck. "Is it cold in here all of a sudden, or is it just me?" Londo asks. The tentacle struggles to pull itself out from under the pitcher as Londo looks increasingly uncomfortable. One of the other players notices what's going on and lifts the water; the tentacle snaps under the table, hitting Londo. Several of the other players stand up and accuse Londo of cheating. They knock over the table and advance. Lennier lays two of them out cold with an expert punch and a flying kick, but by now the other people in the club are closing in. "This... is not good," Lennier says, taking a defensive stance.

In medlab, Franklin patches up the security guard who Mueller attacked. He calls his clinic, warning them to be on the lookout for a man with a PPG wound, then heads to Laura's office to warn her. When he arrives, he finds that Mueller is already there, and has a gun to Janice's head. Laura is in the middle of treating him. Franklin tries to intervene, but Mueller shoots at him, warning him to stay back or the next shot won't miss.

Convinced that he'll kill Janice anyway when the treatment is finished, Laura hits a control on the machine. Suddenly, Mueller writhes in pain, drops the gun and collapses to the floor. "That's Lake's syndrome," she tells him, describing its agonizing symptoms in detail. "You'll never hurt anyone again." Mueller stops moving, and Franklin, after a quick examination, says he's dead.

Later, Laura is cleared of any wrongdoing by Ombuds Wellington; she acted in self-defense. But she must turn the alien device over to station personnel for study. As the courtroom clears out, Garibaldi tells Laura she did the right thing. Janice agrees, but Laura is still haunted by the fact that she has taken a life, in violation of her oath as a doctor. "I did the necessary thing," she tells Janice. "That is not always the same as the right thing."

Ivanova catches up with Garibaldi as he leaves the courtroom and tells him they've identified the two suspects who started the fight in Dark Star.

Sinclair tries to get Londo and Lennier to tell him what happened at the club. Lennier takes full responsibility, claiming that the argument started because he misunderstood the rules. Sinclair doesn't believe a word of that, but can't press further thanks to diplomatic privilege.

After Sinclair leaves, Londo thanks Lennier. Lennier asks what the part of Londo that reached for the cards was. Londo whispers the answer to him, and, when Lennier stares at him in disbelief, picks up a nearby statuette, a figurine with six long tentacles protruding from her midriff. "It's true," Londo says. "Yes! Here: Li, goddess of passion. A synthesis of male and female

Centauri. Did you think these were just decorations?" Lennier leaves in a hurry.

Laura and Janice drop the alien machine off in medlab. Franklin says he'll study it. Perhaps it can still be used to heal; volunteers could donate a little of their life energy the way people once donated blood. Laura tells him she's leaving, going out to the stars to redeem herself, to try to find a way to make up for what she's done. "Is that dinner invitation still open?" Janice asks as she leaves. "Yeah. Yeah! It's still open," Franklin says, happily surprised. "7, zocalo?" Janice nods and leaves Franklin with a smile on his face.

Synopsis by Steven Grimm
koreth@hyperion.com

Episode 22

Chrysalis

It is December 30, 2258. As the episode opens, Londo and G'Kar are arguing before the council about quadrant 37. G'Kar accuses the Centauri government of sending armed ships into Narn space, but Londo is adamant in his belief that quadrant 37 is neutral territory, because of a treaty. G'Kar declares that the Narn government no longer acknowledges the treaty because it was forced upon them. Sinclair intervenes and points out that the Narns have operated a military base on the border of Centauri space, without incident, for five years, and wonders why the problems have only now begun. G'Kar claims that outposts such as those are necessary for Narn planetary security. Londo responds, "Keep this up, G'Kar, and soon you won't have a planet to protect." G'Kar storms out of the council chamber.

Elsewhere on the station, Garibaldi is talking to some people when a dying man stumbles over to him. The man is badly injured and can barely talk, but manages to utter one message before he dies. "You've got to stop them," he says. "They're going to kill him... they're going to kill him."

Garibaldi explains to Sinclair and Ivanova that the man, named Stephen Petrov, was a lurker from Downbelow who he had picked up for petty theft and reformed. He had been an informant of Garibaldi's for six months, though Garibaldi had not heard from him in nearly two weeks. Garibaldi is upset that Petrov had died while wanting to turn his life around, but realizes that his death may not have been in vain, if what he said was true. Though they don't know whose life may be in danger, Garibaldi is determined to find the answer.

Later, Sinclair and Catherine Sakai watch the news in Sinclair's quarters. "After which, the president and his escort left the Mars colony on a goodwill tour of the outer planet colonies. Sources close to the president have hinted that he'll give a major policy speech New Year's Day from the jump point on Io. The speech is likely to concern human-alien relations over the remainder of his five-year term," says the anchorwoman. Catherine asks Sinclair if he has plans for New Year's. He says that he doesn't, unless the conflict between the Narn and Centauri is still continuing. Catherine has made plans, but wants to surprise Sinclair. Sinclair has a surprise for her as well. He talks to her about their relationship and the problems they have had in the past, and how much he loves her. "Look," he asks her, "do you want to get married or don't you?" "Yes," she replies.

Londo and Vir are in Londo's quarters discussing the problems the Centauri are having with the Narn. Londo is upset at having to tell the council that he must give quadrant 37 to the Narns, but knows that he must do it and that he has nearly no alternative. Then, there is an incoming communication which Vir answers. When the voice asks for Londo, Vir first answers that he is very busy, but Londo recognizes the voice and takes the call personally. He recognizes the man on the other end as Morden, who had rescued the Eye from the raiders. Londo wants to talk, but Morden refuses, instead setting up a meeting at the park in one hour, to discuss a problem that Morden doesn't mention. Londo agrees, and then sends Vir away, to prepare for the meeting.

Delenn and Lennier are in Delenn's quarters. Delenn is again working on the crystal structure that she has been constructing for a long time. "Did you see Ambassador Kosh?" she asks Lennier, and he responds affirmatively. "Did you relay my question precisely? Word for word?" Again, Lennier responds affirmatively, and when Delenn asks for his reaction, Lennier tells her. "Just one word. He said: Yes." Delenn stops working on the structure and leaves hastily, telling Lennier to wait for her.

Garibaldi, now in Downbelow, searches for information on Petrov's death. He is met with consternation from the various lurkers, but eventually finds one that has information for him. The strange man says that it is common for lurkers to accept assignments from people on the station when they need more people to work. "Last week, one of the guys hired us to load cargo for transport." Garibaldi asks what kind, but the man didn't ask. He suspected that the man who had asked them to load the cargo was trouble. Garibaldi asks for a name, and the man provides one: Devereaux, whom he claims hangs out in the casino. The lurker also provides one last startling bit of information. "The last time I saw Petrov was just before he went looking for you. Whatever he saw, whatever he knew, scared him half to death."

In the park, Londo searches for Morden and eventually finds him. Londo tells Morden that he wanted to thank him for returning the Eye, but Morden waves it off. "Unnecessary," Morden says. "I'm here to be of service, Ambassador! My associates believe that you are a person of great potential, trapped in a position where your skills are unseen and unappreciated. They'd like to change that." Londo tells Morden that nothing can be changed, and that his life is as much as it will ever be, but Morden suggests trying anyway.

Morden knows of the trouble in quadrant 37 and offers to solve the problem for the Centauri. Londo doesn't believe it, but Morden persists, telling Londo to tell his superiors that he will take care of the situation. Londo does not still completely understand. "What is the price for this...help?"

"No price, Ambassador," Morden answers simply. "But at some point in the future, if we deliver on our promises, we may come to you and ask you for a favor. That's all." Morden leaves.

Delenn enters Kosh's quarters. She breathes from a gas mask once, then puts it away and speaks. "I have come as I said I would.

Kosh, I have great doubts. I must know if it's true. I must see with my own eyes."

Kosh says nothing in response. Suddenly, a bright light comes from the encounter suit, and slowly, the top of the suit begins to move out of place. Delenn looks at what she sees and smiles. "Yes, thank you. Now I will keep the promise. Goodbye. You will not see me again as I am now." She bows to Kosh and leaves.

In the casino, Garibaldi finds Devereaux and introduces himself. Devereaux refuses to cooperate, but relents after Garibaldi forces him to go to security to identify Petrov. "Big mistake, hot shot," Devereaux says to Garibaldi. "You shouldn't poke around in things you don't understand. This is too big for you." Garibaldi does not believe this, and escorts Devereaux out of the casino.

Meanwhile, in Londo's quarters, Vir enters and tells Londo that the Centauri government wants to know if he has relayed their message to the council. Londo tells Vir to reply that he will personally take care of the problem in quadrant 37. Though Vir believes Londo is drunk, Londo assures him it is not so, and tells him to send the message.

Sinclair goes to G'Kar's quarters, where Na'Toth tells him that G'Kar is too busy, but she changes her mind after several females emerge from his bedroom. Sinclair wants the Narn to give Centauri room to maneuver, but G'Kar refuses; he considers it a dead issue. Sinclair tries to get him reconsider. The Narn, he says, are abusing their power by threatening the Centauri much as the Centauri had done to them.

"We know what we're doing," G'Kar says. "Is there anything else?"

"Just that I've had this feeling lately that we're standing at a crossroads, and I don't like where we're going. But there's still time to choose another path. You can be part of that process, G'Kar. Choose wisely. Not just for the Centauri, but for the good of your own people as well."

"We all do what we have to," G'Kar says, and asks Sinclair to leave.

Later, Sinclair, Catherine, Ivanova and Garibaldi are eating dinner together. Garibaldi wants to know what the occasion is, and Sinclair tells him that he and Catherine are getting married, and they want want Garibaldi and Ivanova to be the best man and maid of honor, respectively. Congratulations are exchanged, and Garibaldi tells Sinclair that he is glad to be his friend and best man. A beep comes from Garibaldi's communicator, and he receives a message that Devereaux, and the two men who were with him, is missing. Garibaldi tells Sinclair that he found something interesting about Devereaux. When he investigated Devereaux's PPG, he found no serial number stamped on the inner coil. Only special agents in Earth Force security get unnumbered PPGs, a fact which suggests to Garibaldi that something serious is going on.

In quadrant 37, a Narn perimeter guard is investigating the sector, and reports that he has found nothing. He loses contact with the base. Suddenly, something materializes directly in front of him. It is a large black ship that has many protusions resembling legs or tentacles. It fires a beam at the ship, which is instantly destroyed. A second mysterious ship appears nearby. Several Narn ships, fighters and large capital ships alike, attempt to intercept and return fire on the spider-like vessels, but their attempts are fruitless. All the Narn ships are destroyed, and soon the outpost on a nearby planet is destroyed as well. The mystery ships vanish, fading to invisibility as they move away from the planet.

Ivanova, at C&C, taking an opportunity to relax since no more ships are due in for a while, watches the news. "At which time the vice president disembarked Earth Force 1. He is currently undergoing medical tests while the president continues en route to Jupiter. Reports indicate that the vice president is suffering from a viral infection and hopes to catch up with the tour as it returns from Io."

There is, however, no time for Garibaldi to relax. One of the ships that Devereaux had hired Petrov to load cargo onto was delayed by engine trouble, and he is inspecting the cargo. His aide arrives to help. Though the cargo containers are supposed to contain medical supplies, Garibaldi finds transmitters which are set to broadcast static – a "poor man's jamming device." In another crate is a triangulation system, used to determine optimum placement for the transmitters. The device is set for a location near the transport point on Io, and the jammers are set to jam the gold channel frequency for Earth Force 1. Garibaldi links to Sinclair. "We've got a problem. Ultraviolet priority." He doesn't go into more detail, but tells Sinclair to meet him in a briefing room in twenty minutes. He rushes away. After Garibaldi leaves, his aide makes a communication of his own. "This is blue alpha," he says. "Stand by."

While Garibaldi is on his way, he comes across Devereaux and his associates. Garibaldi tries to apprehend them, but is shot in the back by his aide.

Sinclair, in his quarters, tells Ivanova that Garibaldi has still not reported in. They both agree that Garibaldi would not call for an ultraviolet alert and then not go in to follow it up, so they surmise that something must be wrong. Sinclair continues to try to contact Garibaldi, but is interrupted by the chime of his door. He is thinks it's Garibaldi, but he's wrong. It is Delenn. "Hello Commander," she says. "I believe you recognize this." She holds up the triluminary given her by a member of the Grey Council. "Yes," Sinclair answers, remembering a hooded member of the Council holding that up to his face when he was aboard the Minbari ship at the Battle of the Line. Delenn presses further. "You remember what happened at the Battle of the Line, don't you? You remember being taken aboard our ship?" Sinclair says he remembers a little of what happened, but doesn't know everything or what it means. "I suspected as much," Delenn answers. "We have a lot to discuss, Commander. By coming to you, I am putting both of our lives at risk. But there are things you should know."

Sinclair says it's a bad time because Garibaldi is missing.

"I understand," Delenn says. "Come to my quarters, and I'll tell you as much as I can. But don't wait too long, Commander. Certain things have been set in motion, and I do not have much time." She leaves.

While Garibaldi slowly and painfully makes his way to the elevator, Na'Toth delivers some disheartening news to G'Kar about quadrant 37. She tells him that the outpost there is gone, and though G'Kar thinks they have just lost contact, she informs him that the homeworld sent a ship to investigate, and found everything gone, and all the records destroyed. There were no survivors. Na'Toth laments the 10,000 deaths, but G'Kar is preoccupied with even darker matters. "It wasn't the humans. The Centauri don't have the will. The Vorlon's don't care. The Minbari wouldn't do it. The other worlds aren't powerful enough for a strike like this," he says. "There's someone else out there, Na'Toth," he says grimly.

Things are a bit lighter around the rest of the station, however. It is now midnight, and the New Year's celebration has just concluded with the ringing in of the new year, 2259. When a couple of guests at the celebration attempt to leave, they find Garibaldi in the elevator. He has lost a great deal of blood and is unconscious.

In Delenn's quarters, she is completing the building of her crystal construct. "Are you sure there's no other way?" asks Lennier, who watches her sadly.

"What must happen will happen," Delenn says. "Valen said this day would come. Who are we to stand in the way of prophecy?" Lennier tries to convince her to stop what she is doing by asking her what will happen if she is wrong. "Then speak well of me when I'm gone," she answers, smiling faintly. She turns away from him and looks at the crystal structure for a moment. She then silently picks up the triluminary from the table and inserts it into a slot at the top of the device. It begins to glow with an eerie white light, and soon the entire device is glowing in a similar manner. "If he comes, it must be soon," she intones gravely, watching the corner of the room as something fills it, apparently coming from the glowing structure. "I have little time."

Garibaldi is rushed to MedLab, where Dr. Franklin shouts to an assistant to prepare for surgery. He diagnoses Garibaldi as having massive internal damage, and he cannot operate until his condition stabilizes.

Sinclair is worried about Garibaldi, but Garibaldi moves a little and is able to offer an important warning as Sinclair listens. "They're going to...they're going to kill the president. At the transfer point on Io. Warn him! Warn him..." Sinclair rushes out as Dr. Franklin goes to work.

Sinclair quickly arrives at C&C and asks Ivanova if she has been able to get through to Earth Force 1. She tells him that all conventional channels are being jammed. They are even unable to get through on the gold channels. The C&C staff tries to reroute through civilian channels and to get Earth Central on-line as well, but they do not succeed either way. They are, however, still getting the ISN news feed, which they display so they can monitor the situation. The anchorwoman reports that, though the president was supposed to begin his New Years speech ten minutes earlier, he had not done so. She gets an emergency signal. Suddenly, Earth Force 1 bursts into flames. "Station Io is dispatching hospital ships, but it doesn't seem possible that anyone could have survived that kind of..." Sinclair tells a tech to shut the screen off. The president is dead.

While watching Dr. Franklin and the others in MedLab work on Garibaldi, Sinclair says that he wants guards posted around MedLab around the clock and medical personnel available 24 hours a day so that what happened before cannot happen again. He says that they only have one name to go on, Devereaux, and that they need any information available about him. Sinclair leaves, and we see that he was talking to Garibaldi's aide, who just smiles and looks through the window into MedLab.

In Delenn's quarters, Lennier cries silently as he watches and listens to Delenn. Though she cries out several times, he does nothing but watch in anguish.

G'Kar and Na'Toth solemnly board a core shuttle, in which Ivanova is already seated. G'Kar asks about Commander Sinclair and Garibaldi, and Ivanova tells them that Sinclair is in MedLab with him, and that Garibaldi's situation is still very uncertain. G'Kar wants to tell Sinclair that there is little point in further mediating the dispute over quadrant 37. Ivanova has heard about what happened, and asks if they have information, but they have none. G'Kar offers his condolences over the death of President Santiago and hopes that Earth finds whoever is responsible. Na'Toth tells Ivanova that the Narn will find and punish those responsible for the destruction of everything in quadrant 37.

Back in the park, Londo and Morden meet again. Londo is amazed and outraged at what happened to quadrant 37 and the death of the 10,000 Narns there. "I didn't know you cared," Morden replies. "Ten thousand, a hundred thousand, a million, what's the difference? They're Narns, Ambassador. Your sworn enemy." Londo, however, is still shocked. He didn't think that Morden would take such drastic action. "Ambassador, your name is being spoken at the highest levels of the Centauri government. They don't know how you did it. They don't care. They credit you with saving them from another embarrassment without creating a war in the process. They've noticed you, Ambassador, which was the point of the exercise. I hear they have great plans for you." Londo still cannot grasp the scope of what happened, but Morden continues. "Ambassador, you're a hero. Enjoy it! I'll be around." He then leaves.

Sinclair tries to convince an Earth senator that the president was assassinated, but she does not believe it. She claims that their evidence has only pointed to problems with their fusion reactor, and that it was all nothing more than an accident. The senator doesn't believe that Garibaldi could know that the president might be assassinated if Earth's best agents did not. She tells him that she doesn't want a panic to be created by spreading "unsubstantiated rumors" and orders him to maintain silence on his feelings of the presidential assassination. Sinclair storms away.

Meanwhile, Garibaldi's aide calls to several other security agents who are nearby. Devereaux and his men are lying on the floor dead. Garibaldi's aide says that they tried to fire at him when they would not go in for questioning, and claims he killed them in self-defense. One of the officers says Devereaux's PPG is cold, which it wouldn't be if Devereaux had fired it. But he withdraws his comment, perhaps not wishing to contradict his superior.

Dr. Franklin begins to operate on Garibaldi.

Sinclair is at the bar, drinking. He watches the news regarding the death of President Santiago and the inauguration of vice president Morgan Clark to the presidency. "It is important that we move on to create the world that Louis Santiago would have wanted for his children, my children, and for posterity yet to come," President Clark says in an address. "We will begin by focusing more on the needs of our own people, to sustain them through this difficult time, and to prepare them for the tasks ahead."

Sinclair, sensing someone else entering the bar, turns around and sees Ambassador Kosh. "And so it begins," intones Kosh. "You have forgotten something," he continues. Suddenly realizing what Kosh meant, Sinclair rushes out of the bar and goes to Delenn's quarters.

He enters and finds Lennier still staring at the corner, and the still glowing crystal statue on the table. Lennier seems to be oblivious to Sinclair at first "You're too late," he says at last.

Sinclair follows Lennier's gaze over to the corner of the room, where he sees a large, white, faintly glowing mass. He slowly walks over to it and examines it. "What is it?"

"A chrysalis," replies Lennier. "She is changing."

"Into what?"

"I don't know," is the only reply that Lennier can give, as Sinclair looks at Delenn's eyes, just barely visible beneath the surface of the chrysalis.

Na'Toth enters G'Kar's quarters, but cannot find him. As she calls out his name, an automated message begins. "Na'Toth, by the time you get this message, I will be gone. I have certain suspicions about the attack on quadrant 37. I am taking the first transport back to homeworld. You will not be able to contact me. I will contact you. And, uh, one more thing. Tell the commander he was right. We were at a crossroads, and there is no going back. Expect me when you see me."

Londo arrives in MedLab to find Ivanova waiting there. She explains that she had relieved the commander and that he will be back on watch soon. When Londo asks about Garibaldi's condition, she says they are still operating and they still don't know what the outcome will be. Londo says that he would like to wait with her. "He is an annoying man, but I would miss him if he..." They then turn and continue to watch the operation, while Garibaldi's aide looks on silently.

Morden sits in the middle of a room, surrounded by strangely shimmering, shadowlike forms. They make a few sounds, apparently language, but not one that we can understand. "Yes, I think he's ready," Morden says to them. He continues to answer, speaking to them after they speak to him. "Perfect for our needs. No, no, he suspects nothing. When the time is right, Ambassador Mollari will do exactly as we wish. Destiny is on our side."

Catherine, with a solemn look on her face, walks over to a sofa on which Sinclair is sitting, staring intently. She puts her arms around him, but he only acknowledges her with words. "Nothing's the same any more."

Lennier maintains a candlelight vigil over Delenn as she rests, slowly changing in her chrysalis.

Synopsis by Matthew Murray
MMurray@wsu.edu