Episode 23

Points of Departure

It is January 8, 2259. The Earth Alliance ship Agamemnon jumps into hyperspace. Its commanding officer, Captain John Sheridan, receives a gold channel message from General Hague of the joint chiefs of staff. General Hague tells Captain Sheridan that a Minbari warship has appeared several times in Earth-controlled space, only a short distance from Babylon 5. Hague believes that the ship may have hostile intent. Sheridan doesn't understand until Hague tells him that the ship is a renegade warship, which Sheridan correctly guesses is called the Trigati. The Earth Alliance is awaiting the arrival of a ship sent by the Minbari government to assist should the warship decide to attack. Sheridan is ordered to make personal contact with that ship to help with the search. Sheridan questions the wisdom of that action, remembering his previous encounter with the Minbari, when he destroyed one of their warships. Hague understands Sheridan's reservations, but tells Sheridan to proceed to Babylon 5 to perform one additional duty.

On Babylon 5, Ivanova, currently in command of the station, walks through the halls and is bothered by several aliens, whom she sets in their place during an elevator ride. The action of the scene continues under her voice, a status report for the station: "It is now eight days since the death of Earth Alliance president Louis Santiago, and five days since Commander Sinclair was recalled to Earth without explanation–and the whole place has gone straight to Hell. I can only conclude that I'm paying off karma at a vastly accelerated rate. Security Chief Michael Garibaldi remains in critical condition in Medlab. Dr. Franklin's done all he can, but we still don't know if he'll recover. As for Ambassador Delenn, well, something's going on in her quarters. That's for sure."

General Hague contacts Ivanova and tells her that Commander Sinclair will not be returning to Babylon 5 and that he has been permanently reassigned to the Minbari homeworld as the first human ambassador to the planet. Hague informs her that Captain Sheridan is the new choice for the commander of Babylon 5, but Ivanova is unsure of the decision, claiming that it is "bound to be a controversial choice." Hague understands, but tells her that the decision has already been made. He ends the communication.

In Delenn's quarters, Lennier continues to maintain a vigil over the chrysalis in which Delenn is changing. Another Minbari, Hedronn, enters and addresses Lennier directly. "So...she's done it, hasn't she? She's in there. We told her to wait. 'The prophecy will attend to itself,' we told her. Now we are committed to the path. I've spoken with the other members of the council. The Trigati has been seen in this sector. If it should appear, you must go to the humans and tell them what we told you. It's time they knew the truth.'"

An officer approaches Ivanova, and wants to talk to her about Sheridan's arrival. She orders him to have a full honor guard in place when he arrives, but he tells her that Sheridan's transport has already docked; there was a miscommunication about the time. She rushes off and meets Sheridan just as he comes aboard, and he officially takes command of the station. While his luggage is delivered to his quarters, Ivanova takes him on a tour of the station. He asks her what the status of the station is, and she recounts it for him. After hearing about Garibaldi, G'Kar, Delenn, and the ever-mysterious Kosh, the only reply he can come up with is "Interesting place you have here..."

Elsewhere on the station, there is another arrival – a Minbari who asks the computer to show him the station, but walks away after hearing the description of the green sector – the ambassadorial quarters.

Ivanova and Sheridan complete their tour and arrive in the new commander's quarters. She takes the opportunity to ask him about his appointment as head of the station. He tells her that he was President Santiago's second choice to head the station, probably because he had worked with many races, including the Minbari. This worries Ivanova, who reminds him that the Minbari still refer to him as "Starkiller," and guesses they won't be happy to learn he is in command of Babylon 5. He hopes they have forgotten, but doesn't believe they have. He asks her to help bring him up to speed. They talk about the crew's reaction to the President's death. Many of them are having a difficult time accepting the loss. Ivanova and Sheridan are no exceptions. Because of the recent turmoil around the station, Ivanova is especially glad to see Sheridan again; they had served together at the transport point near Io. They make plans to go to C&C so that he can deliver a "good luck speech" to the crew.

Elsewhere on the station, Hedronn notices someone he recognizes – the Minbari who was on his way to the ambassadorial sector of Babylon 5 – as Kalain. Hedronn runs after Kalain, who grabs and threatens him, claiming that the Grey Council betrayed the Minbari. Kalain explains that he has intercepted a message saying that Sheridan had been chosen to lead Babylon 5. When Hedronn protests that the wishes of the Grey Council were ignored, Kalain asks if Delenn also ignored the Council. Kalain says his people have supporters in the Grey Council, who have told them that Sinclair is on Minbar, though Kalain does not believe that Sinclair being an ambassador is the whole story. Kalain lets Hedronn go, warning him to leave while he still can.

After she goes to check on Garibaldi's condition, Ivanova finds Sheridan and tells him that the officers on C&C are ready for him. He enters and begins his speech, talking about the visit he made when he was twenty-one to Tibet and the Dalai Lama.

After eating a very simple dinner, the Dalai Lama asked if he understood. Sheridan didn't. "Good beginning," the Dalai Lama said to him. "It will be even better when you begin to understand what you do not understand."

During Sheridan's speech, a call from security says that a Minbari is demanding to speak to Sheridan. Sheridan and Ivanova leave. While they are on their way, Kalain attempts to enter the green sector, but is stopped by a security officer, whom he attacks. Kalain steals the officer's weapon and proceeds into the green sector.

It turns out that the Minbari who wanted to speak with Sheridan was Hedronn, who has some important information regarding Kalain. Hedronn tells Sheridan and Ivanova that Kalain was second in command of one of their flagships during the Earth-Minbari war and that he vanished when the war ended. Ivanova asks why Hedronn believes Kalain is here to cause trouble, but Hedronn just answers that he has his reasons.

Sheridan suspects the ship Kalain was second in command of was the Trigati. Ivanova has never heard of the ship, but Hedronn explains that at the end of the war, Sineval, one of their warship commanders, committed suicide rather than obey the Grey Council's order to surrender. When that happened, Kalain took command of the ship, and it vanished. Sheridan says that, while the ship had been seen over the years, it had never attacked. Hedronn suspects that its recent reappearance suggests it might be "out of retirement."

Sheridan doesn't understand, however, why Hedronn, who claimed that he was from the Ministry of Culture, knew Kalain, a high-ranking member of the warrior caste after twelve years. Hedronn doesn't respond, saying only that he would answer if he recognized Sheridan's authority, but he doesn't because the Minbari government was not consulted on Sheridan's appointment. Sheridan tells Hedronn that the president decided on him because the Minbari had too much influence over an Earth outpost.

"And the day that a man such as yourself is given a position of this importance is a dark day indeed," Hedronn says. "We lost many of our best warriors because of you. And we do not soon forget such things. If there is a doom on this station, it is because you brought it here." Hedronn then leaves abruptly.

Because of Hedronn's attitude, Sheridan believes that he is a member of the Grey Council, because no one else would know someone so high in the warrior caste so well. Sheridan then admits that Ivanova was correct, that the Minbari don't want him in command of Babylon 5. She points out that they are a prideful people, and that he did destroy their flagship, the Blackstar. She asks how he destroyed it. Sheridan explains that, because their weapons could not lock on to the ship, due to some sort of stealth technology, he mined the asteroid field between Jupiter and Mars with fusion bombs, which don't need direct targets. It destroyed the Blackstar and three other heavy cruisers. "It was the only real victory we had in the whole damn war, and I am not about to apologize for it!"

Sheridan suddenly remembers Hedronn's statement that Kalain felt betrayed by the Minbari homeworld, and deduces that, in such a situation, it would be natural to attack the representative of that world. Realizing they might not have much time, Sheridan and Ivanova rush to Delenn's quarters to find Kalain pointing a gun at Lennier. They are able to easily apprehend Kalain, but when Sheridan attempts to get a close look at the chrysalis, Lennier stops him. Ambassador Delenn is indisposed, he says, and Sheridan should come back later...much later.

Sheridan and Ivanova interrogate Kalain, asking him about the Trigati and why he has suddenly appeared on Babylon 5. Sheridan can't believe that Kalain's goal was to murder Lennier and Delenn; he had ample time to kill both of them.

"Everyone knows Minbari do not kill Minbari," Kalain says. Sheridan doesn't accept that as an answer and again asks Kalain about his presence. "Perhaps everyone is wrong."

Sheridan concludes that Kalain never intended to kill them, but that something else was going on. "Perhaps you are the problem," Kalain replies.

Ivanova tries to intervene, claiming that they are getting nowhere, but Sheridan has one more question for Kalain. "I'm told that after the death of your commanding officer, you took command of a Minbari war cruiser. But if you're here, where's your ship?"

Sheridan and Ivanova leave. Lennier catches up to the two of them outside and apologizes for his earlier behavior. He says that he needs to speak to both of them. "It concerns," he explains, "the reason you were sent here, the relocation of commander Sinclair, and the reason we surrendered at the Battle of the Line." When they reach Sheridan's office, Lennier begins his story:

"After three years, the Holy War that began when our leader was killed by an Earth explorer division was almost over. To avenge Dukhat's death, we had pursued your forces all the way back to your homeworld. The few surviving Earth ships that were ordered to defend your world at any cost... were not an obstacle. The Grey Council had come to oversee the final victory of our forces."

The scene shifts, back to the inside of the Grey Council ship, where the Grey Council is in session surrounded by a display showing the battle raging outside.

"They fight bravely. They cannot harm our ships, but they continue to try," says Delenn.

Hedronn dismisses her comment. "Whether they fight or not, they know they will die anyway. So really, is this bravery or simple desperation?"

"Perhaps they are the same thing. We should bring one of them aboard for questioning. If our next step is the final assault on their world, we must know their defenses."

"Very well, Delenn. Choose, but quickly. We are fast running out of candidates."

Delenn sees a Starfury making a suicide run at their ship. "That one," she says. A beam immobilizes the Starfury, and it is brought aboard.

Lennier continues his story. "This was the first time the Grey Council would have direct contact with a human, in this case Sinclair. He was tortured, interrogated, scanned. During the course of the scan, the Council discovered something terrible. At first, they refused to believe it, so they took in other humans and had them scanned as well. But it was true."

"What was true?" asks Ivanova.

"It is our belief that every generation of Minbari is reborn in each following generation. Remove those souls, and the whole suffers. We are diminished. Over the last two thousand years, there have been fewer Minbari born into each generation. And those who are born do not seem equal to those who came before. It almost as if our greater souls have been disappearing. At the Battle of the Line, we discovered where our souls were going. They were going to you. Minbari souls are being reborn, in part or in full, in human bodies."

"So you stopped the war to avoid harming your own souls?"

Lennier confirms that, and continues. "But the Council knew that our people, and yours, were not ready for this information. It could unravel our entire society. So we could not tell our generals the reason for the surrender. We had all memory of the examination erased from Sinclair's mind, and we let him go. It has been our secret. Now it is yours. It must be kept."

"I don't understand. If this is such a secret, why tell us?"

"Because changes are coming. Commander Sinclair was the first. There will be more."

The meeting is interrupted by a call from C&C–a Minbari cruiser, on an attack vector, is coming through the jumpgate. Warren Keffer, the leader of Zeta Squadron, watches with the other people in his squad, but can't believe what he is seeing. Sheridan arrives at C&C and orders a red alert. He activates the defense grid and puts all squadrons on standby. While this happens, Kalain, in his detention cell, removes a tooth from his mouth. He opens it, revealing a blue liquid. He puts the tooth in his mouth and swallows.

Captain Sheridan communicates with the warship, which the commander identifies as the Trigati. She demands that Kalain be returned, since he did not kill or harm anyone aboard Babylon 5. When Sheridan refuses, she launches her fighters. Sheridan counters, launching the fighters aboard Babylon 5. He informs her that an attack could be considered an act of war.

"The war has already begun, Captain. All that remains now is honor and death."

This remark puzzles Sheridan, since no one has yet been killed. He suddenly realizes what's going on: they are attempting to start a war, but since Kalain hasn't killed anyone and the Trigati hasn't attacked, they must be trying to frame Babylon 5. This is confirmed when security reports that Kalain has killed himself. Ivanova can't believe that Minbari would attack after learning they were sharing Minbari souls, but Sheridan reminds her that the Trigati was not informed of that. The Minbari fighters close in on the station, and Sheridan orders his fighters to intercept and engage.

While the Babylon 5 fighters move to intercept, Sheridan looks at a display of both groups of fighters; somehow Babylon 5 is able to track the Minbari fighters, even though it's using the same kind of tracking system Earthforce used during the war.

Sheridan orders his fighters not to attack. He gives a message to Ivanova, telling her to transmit it through the jumpgate without the Trigati intercepting it. She does so, but doesn't think it will work if it is a distress signal, as no one could arrive in time.

The Trigati's fighters continue to advance, but Sheridan orders his fighters to maintain position. When the Trigati's fighters reach the Earth ships, they do not attack – they fly past and return to the Trigati. Another Minbari ship suddenly comes through the jumpgate. Ivanova is afraid that the Trigati fighters were waiting for reinforcements, but Sheridan tells her that, since he knew another Minbari ship was looking for the Trigati, he figured they must be waiting in hyperspace.

The other cruiser orders the Trigati to surrender. Sheridan continues to explain to Ivanova that, because they could track the Minbari fighters, that probably meant the Minbari wanted to be destroyed. The Trigati was in exile for twelve years, and could not go home, fight without causing a war, or surrender without being dishonored. If Babylon 5 was forced to attack, they would die at human hands, thereby becoming martyrs.

The Trigati attempts to back off and open up a jump point, but the war cruiser cuts off their engines with a beam. They order the Trigati to surrender and be boarded, but the Trigati refuses, and replies with only one word: "honor." The Trigati self-destructs in a ball of flame, apparently from their fusion reactors. A signal comes in from the war cruiser; Sheridan greets the Minbari commander.

"Perhaps to you," the Minbari on the other end says to Sheridan, "this was a tactical problem to be solved. For us, this has been a great sorrow. The crew of the Trigati were heroes to many of our people. Their death will be mourned, and your name will be remembered." The Minbari war cruiser cuts off the communication and vanishes into the jump gate.

Later, Sheridan is in his quarters, looking through his belongings, which have recently been delivered. Ivanova arrives and asks Sheridan if something is wrong. "When I got my orders," Sheridan explains, "I figured this place was a great opportunity. And now I wonder if coming here was irresponsible. This whole mess with the Trigati might not have happened if I hadn't been here. I mean, my presence, my...actions in the war...I'm to blame for bringing all this trouble to Babylon 5. What was it our friend in the Grey Council said? 'If there is a doom on this station, it is because you brought it here.' Well maybe he was right. I spoke with the president. He is the only other human who knows why the Minbari surrendered, and he doesn't believe this stuff about us sharing Minbari souls, and I can't say that I do either. But they believe it. That's why they chose Sinclair to run this place... that's why they've picked him to live on their world. He was their first human contact. Him they trust. But me? I don't know. If Sinclair had been here instead, maybe they might not have attacked."

Ivanova tells Sheridan to give himself the benefit of the doubt. Before she leaves, she tells him that he can talk to her any time, if he needs to.

Lennier is busy preparing candles in Delenn's quarters, and setting them around her chrysalis. "I told them, Delenn, as I was ordered. I only wish I could have told them the rest – about the great enemy that is returning and the prophecy that the two sides of our spirit must unite against the darkness or be destroyed. They say it will take both of our races to stop the darkness. I am told that the Earthers will discover all this, soon enough, on their own. I hope they are right. Because if we are wrong, no one will survive our mistake." He says good night, and leaves right before the chrysalis begins moving, and Delenn begins to emerge.

Ivanova, Dr. Franklin, and Keffer discuss the recent events in a nightclub on the station. Keffer asks what they think of the new captain, and Dr. Franklin and Ivanova both believe that he will be okay. He was supposed to meet them there for drinks, but Franklin says that when he last saw Sheridan, he was going to the C&C to deliver his good luck speech.

"It was an early earth president, Abraham Lincoln, who best described our situation. 'The dogmas of the quiet past are inadequate to the stormy present. The occasion is piled high with difficulty, and we must rise to the occasion. We cannot escape history. We will be remembered in spite of ourselves. The fiery trial through which we pass will light us down in honor or dishonor, to the last generation. We shall nobly save, or meanly lose, or last best hope for Earth.'" Though there is no one else on C&C, he has still delivered his speech in time. He leaves C&C to begin the second day of his new command.

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Episode 24

Revelations

During a meeting of the council, Londo complains about the absence of Ambassadors Delenn and G'kar. This upsets him greatly, and he moves that they reprimand both ambassadors and ask the Narn and Minbari governments to assign new representatives to the council. When no one seconds the motion, Captain Sheridan adjourns the meeting and suggests they all meet the following morning. As the ambassadors leave, Londo confronts Na'toth and asks her about G'kar. She tells him only that he went to investigate the attack on the outpost in quadrant 37, and that he is able to take care of himself.

Meanwhile, G'kar is fleeing from several pursuing Shadow ships, smaller than the spiderlike vessels that destroyed the outpost in quadrant 37. Though there are other one-man ships with him, they are losing the battle against the Shadows, and retreat to the jump gate. Two of the ships are destroyed by the Shadows on the way, and the final remaining Narn pilot radios G'kar, "Tell the others. Warn them. In death we salute you. Honor our names. Goodbye." The ship makes a run directly into one of the Shadow vessels, which writhes in pain. G'kar makes a pledge to remember the pilot who gave his life, as the Shadow ship explodes. G'kar is able to get to the jumpgate, which he uses to travel to Babylon 5.

Dr. Franklin enters the officer's lounge, where he encounters Sheridan. Sheridan says he has some time before his sister arrives to visit. Dr. Franklin tells Sheridan that Garibaldi's situation is very bad and that there is little chance of his coming out of a coma by conventional means. He mentions that there might be one soltuion: using the alien machine he obtained from Laura Rosen (cf. "The Quality of Mercy.") He tells Sheridan about it, and asks for his permission. Sheridan is somewhat apprehensive, but gives Franklin his permission. He asks who Franklin had intended to transfer the life energy from, and Franklin answers that he had planned to take it from himself. Franklin leaves.

Later, Sheridan meets up with his sister, Elizabeth, when she arrives on her transport. After some small talk, they go off to have dinner together.

Meanwhile, Londo receives a visitor: Morden. Morden asks Londo how he can be of service, and Londo wants to be reassured that the attack on the Narn base in quadrant 37 cannot be traced back to him. "The Narns will never be able to prove it was done at your instigation," Morden tells him, "and, based on your promise to take care of it, your government accepts your responsibility without question or hesitation. Perfect symmetry. I believe that this little demonstration will bring you some very interesting propositions." When Londo asks what should happen if he is asked to provide another demonstration, Morden tells him that they will provide it, if only he names the target. "A colony? An outpost?" Morden suggests.

Londo laughs at that. "Why don't you eliminate the entire Narn homeworld while you're at it?"

"One thing at a time, Ambassador. One thing at a time." Before he leaves, Morden asks Londo for another small favor. "If you should hear about anything strange happening out on the rim, I'd appreciate being informed, even if it seems unimportant."

As Captain Sheridan and his sister eat dinner together, they talk about the two years they have been apart, though Elizabeth is a bit upset that Sheridan only wants to talk about work. Sheridan explains that her being around only "brings it all back." Elizabeth realizes that things have not been the same between them since his wife's death. Sheridan says he needs more time – that two years isn't enough. He still has to remind himself that she is gone, and he has to force himself to remember that she is not alive. Elizabeth understands, but wants Sheridan to honor her memory instead of burying himself in his work. He says it isn't about work, but doesn't want to discuss the subject further. They agree to put off the discussion until later.

Lennier still tends to Delenn's chrysalis while Sheridan finishes dinner and goes down to MedLab, where Dr. Franklin is about to begin using the healing machine to bring Garibaldi out of the coma. Sheridan says that it is his responsibility to make sure that Garibaldi is safe, and he also doesn't want Franklin using the machine alone, in case a mishap takes his life as well. They agree that both of them will split the time on the healing machine: one will operate it while the other one is giving their life energy to Garibaldi.

Na'toth returns to G'kar's quarters, and begins studying some information she is carrying. While she is doing so, a voice tells her to close the door. She investigates the voice, finding it to be G'kar, sitting cross-legged on his bed. "Weep for the future, Na'toth," he says to her. "Weep for us all." She asks if he is all right, and he replies, "I have looked into the darkness, Na'toth. You cannot do that and ever be quite the same again. When you told me about the destruction of our base in quadrant 37, I knew that only a major power could attempt an assault of that magnitude, but none of the governments here could have done it, which left only two possibilities: a new race, or an old race–a very old race.

"G'Quan spoke of a great war long ago against an enemy so terrible, it nearly overwhelmed the stars themselves. G'Quan said that before that enemy was thrown down, it dwelled in a system at the rim of known space.

"I searched for days, going from one system to another. Then, on dark deserted worlds, where there should be no life, where no living thing has walked in over a thousand years, something is moving, gathering its forces, quietly, quietly...hoping to go unnoticed. We must warn the others, Na'toth. After a thousand years, the darkness has come again."

Dr. Franklin is in MedLab, exhausted from the time spent on the healing machine, when Garibaldi wakes up. He radios to C&C, telling Ivanova and Sheridan to get to MedLab. Garibaldi's aide is listening in; he leaves his office in a hurry.

When Sheridan and Ivanova arrive, Garibaldi asks is if they were able to save President Santiago's life. Ivanova tells him that they were not. Garibaldi asks to see Sinclair, but learns about his reassignment. Sheridan introduces himself. Ivanova asks if Garibaldi remembers who shot him, and while his aide, who has entered MedLeb, keeps a firm grip on his weapon, Garibaldi confesses that he never saw his assailant because he was shot from behind. At this news, Garibaldi's aide removes his hand from his weapon and walks away.

Londo and G'kar meet up in the hallway. Londo asks if G'kar has found anything interesting. G'kar answers affirmatively, but tells Londo that he is going to tell the council about his findings. He tells Londo that the only way to resolve the problems between the Narn and Centauri is with Centauri blood, but that what he has found may threaten all their races, except possibly the Vorlons, a race he doesn't believe could be threatened by anything. G'kar is on his way to see Delenn, but Londo tells him that something happened to her right after he left. When G'Kar asks if she is still alive, Londo says, "That is a very good question."

That question is soon answered as Lennier reenters Delenn's quarters to find the chrysalis open. Though he doesn't see her at first, a quick search of the room leads him to find her in a dark corner, wrapped in a dark cloak. She speaks, her voice frail and weak, and asks him to help her. Lennier calls Dr. Franklin, asking him to come to her quarters. Lennier warns him before he enters that anything he learns must be kept confidential. Delenn tells Franklin that she isn't ill. "What I have become, what I suffer, requires you," she tells him, giving him her hand, which is now dry and scaly.

Sheridan and Elizabeth discuss life aboard Babylon 5, and Sheridan continues to lament the loss of Anna, his wife. Elizabeth notices that he seems to be acting more detached than ever, and asks him what is wrong. He claims it was his fault that she died. She tries to convince him that he had nothing to do with the explosion of the deep space vessel that killed her, but he tells her that he is responsible for her being there. "We were gonna get together on our anniversary. She'd arranged to meet me when we pulled into spacedock, off of Centauri Prime. Well, we hadn't seen much of each other the year before–you know what the military life is like. Well, I'd gotten real busy–I was up to my ears in inspections, drills...I had to call her and tell her I couldn't make it. I was too busy–too damn busy. Well, right after I cancelled, she took that science officer's job on the Icarus. Just a two week survey. Said she'd back before I even noticed she was gone. Well, she didn't come back, and I've been noticing she's is gone every minute of every day." Elizabeth tells Sheridan not to blame himself. He refuses to believe it isn't his fault, but he tells her the real reason he is so upset. "When we used to talk to each other over long distance, we would say 'I love you' at the end. The last time I talked to her...I don't know, I was rushed...I didn't say it. I didn't even realize it. And I figured I'd make it up to her later on. I never even got to say good-bye to her. Oh, Lizzy, I miss her. I just didn't want her to go without telling her I loved her one last time."

Dr. Franklin makes a new discovery while treating Delenn–he pushes on part of her blue, scaly arm and it cracks away, revealing something underneath that is flesh-colored. Neither he, Lennier, or Delenn know if that is something that should happen or not, so he quickly scans her with a medical device. He lifts up her head to get a look at her face. "What am I?" she asks weakly. "What am I?" As he looks into her face, which is covered with the blue substance, he has no answer to give her.

G'kar address the council about what he encountered at the rim. "...which leads me to believe that the ancient race described in our holy books may have returned. If true, this holds grave danger for all of us." Sheridan suggests that the dead worlds where he found life may have been colonized by another race, but G'kar will not accept this, as he says that the ships that fired upon him looked very much like the drawings made by G'Quan. But, because the rulers of the Narn homeworld have reservations about what he has found, no official confirmation of his findings have been given. G'kar tells the council that he has convinced the rulers of his planet to send a ship "to the heart of the enemy's own domain, located at the rim of known space...a dark and terrible place known as Zachadoom. It has been dead for a thousand years. No one goes there...no one. Our ship will arrive in twelve hours, coming out of hyperspace as close to the enemy's homeworld as possible. They will scan the planet for signs of life and return to hyperspace before anyone can attack." Sheridan asks what will happen if someone is living there. G'kar replies, "Then all our races stand on the end of extinction."

Londo meets with Morden yet again. He tells Morden about the information he got from G'kar. Though Morden says little about it, he does ask when the ship is scheduled to arrive.

Talia Winters enters MedLab and begins talking to Garibaldi. She understands what he wants her to do, but warns him that even if she does find anything, it is not admissible in court. She tells him that the scan she performs will have to be a deep scan. He understands, so she removes one of her gloves, takes his hand, and begins the scan. She sees what happened when Garibaldi encountered Devereaux, and sees him raise his weapon...Right before Garibaldi is shot, however, she also sees the face of Garibaldi's aide, Jack, in a reflective surface at the very edge of his vision.

A security officer enters the office of Garibaldi's aide, and tells him that Delenn is emerged from the cocoon, and has wings like a butterfly. He urges Jack to go and see, which he reluctantly does. As soon as he leaves the office, he is assaulted by a group of security officers and held at bay until Sheridan arrives and orders them to take him to the lockup and put him under maximum security, with checks on him every fifteen minutes.

Despite Dr. Franklin's objections, Garibaldi convinces him to let him go talk to his aide and find out why he attacked him.

"I trusted you," Garibaldi tells Jack during the ensuing interrogation. "I taught you everything I know. I gave you every break. I even treated you like my own brother." He bangs his cane on the table and demands to know why Jack did it, to which his aide only responds that he had his instructions. Garibaldi asks him who gave the orders.

"There's a new order coming back home, Garibaldi. You can either be part of it, or you can be stepped on. A winner or a loser. I'm with the side that's gonna win." Garibaldi asks if it is Homeguard, but Jack tells him that he is wrong; the Homeguard are a bunch of amateurs. Garibaldi tells Jack that he is in big trouble. Jack scoffs. "You don't even know what trouble is... but you're gonna find out, real soon."

Garibaldi tells Jack that the shooting of a senior officer is treason and mutiny and that the penalty is spacing. "They put you in an airlock, seal it, and then open the space door. You spend the next five minutes chewing vaccuum until your lungs turn inside-out, your eyeballs freeze, and your heart explodes. It's the worse kind of death you can imagine. And when that day comes, I'll be there to push the button."

Garibaldi begins to leave, but on the way out, Jack calls to him and performs a salute with his hand, the same that Bester once gave. "Be seeing you," he says, smiling.

Sheridan is working in his office when Ivanova calls in, telling him that he has a call from President Clark. The president tells him that he read the report on the arrest of Garibaldi's aide. He asks if Sheridan actually believes the aide was in on the conspiracy to kill President Santiago. Sheridan has no evidence of that, but does say that he is guilty of shooting a senior officer. Clark tells him that they need to investigate the matter fully and orders the prisoner transferred to Earth so that Clark can assist in the investigation. "We can't risk this being mishandled, Captain," Clark tells Sheridan. "During the time I served as vice-president under Santiago, I grew to admire and appreciate the man. I owe it to his memory to personally oversee any inquiry." He orders that all other information regarding the matter be sent as well. He compliments Sheridan on his good work.

As the Narn warship exits hyperspace into the system of Zachadoom, a Shadow ship, that had apparently been waiting for it, appears and swiftly attacks, completely destroying it before it has the opportunity to reenter the jump point.

At the council meeting, Na'toth reports to G'kar and the council about the ship's destruction. She says the Narn government believes it was an accident with the jump engines because it occurred right after they left hyperspace. She also tells them that the government cannot afford to send another ship. But G'kar doesn't believe it was an accident. "When a warship jumps to normal space, it's briefly out of contact because of the energy drain. It might have been attacked during that period. But that couldn't happen unless...unless they knew the ship was coming and were waiting for it. But no one knew, except..." His voice falls dead as the meaning of his words hit him. He looks quickly at both Londo and Sheridan, both of which return his glance steadily.

Lennier enters the council chamber and addresses the council, telling them that Ambassador Delenn has returned and would like to reclaim her seat on the council. Sheridan tells Lennier that it is all right, and tells Lennier to let her come in. She does so, dressed in a long white cloak with a hood that covers her head. She slowly removes the hood, revealing what she has changed into. Her skin no longer is pale like that of a Minbari–it is now flesh-colored, that of a human. She has long, brown hair which spills down over her ears, which have the same size and position of human ears, and what looks like part of the Minbari headbone, though it is only about a third of the size it once was. While the council observes her, awestruck, she explains her change. "Ambassador Sinclair has been allowed to live on my world as an act of good faith, to create a greater understanding between Minbari and humans. In return, I have undergone this change with the blessings of my government, so that I may become a bridge between our worlds, in the hope that we will never know war between us again."

Sheridan tells his sister of Delenn's change. She asks if it is just her outward appearance that has changed, or if it was her genetic structure as well. Sheridan doesn't know, but tells her that Delenn wasn't eager to discuss it. Elizabeth tells Sheridan that she has something he should watch, and that she decided after their talk to let him see it. It is a message that Anna sent her before she left on the Icarus. Sheridan plays it and watches silently.

"Oh well," Anna's image says happily, "maybe we'll have the chance to try again later. I am really excited about serving signing on board the Icarus next week. John and I were supposed to spend some time together, but Dr. Chang thinks he's found the ruins to an ancient civilization nobody's ever heard of before. The chance to be there when the discovery is confirmed is just too good an opportunity to pass up. I had already decided to put off our vacation and go when John called to tell me that he had to cancel, so it worked out just great. Though the poor dear looked so upset about breaking the news, I wanted to tell him I was going away anyway, but I...we had so much else to cover, and there's never enough time... I'll just have to fill him in when I get back. You've got quite a brother there, Liz. I can't tell you how...how lucky I feel sometimes, even when he's not here. I just... Someone said that love knows no borders, and ours certainly proves the point. Well, I'll check in with you when I get back, though with any luck, you'll hear about it on the news first. My love to Danny and the kids. Bye."

Sheridan says good-bye to her as well. "I love you, Anna," he tells the image on the screen.

Garibaldi thanks Talia for helping out, and she tells him that it wasn't a problem, but it still isn't admissable in court. Garibaldi tells her that, thanks to her help, he can take it the rest of the way. He asks her to leave, and speaks to Dr. Franklin and Ivanova. "I trust her as much as I trust any telepath, but she's still PsiCorps." When Dr. Franklin asks what PsiCorps has to do with the attack, Garibaldi explains. "I've been thinking about this little salute Jack gave me back in his cell – same as that PsiCop Bester gave? It's like he was rubbing my nose in something he knew I could never prove. Remember the last election, there was a big scandal about the Corps endorsing Vice President Clark?"

"Sure. It was big news. Made all the nets," Ivanova says. "Their charter prohibits them recommending candidates to their members."

Garibaldi continues. "Exactly. Now Jack didn't admit anything, but he did say that the Homeguard wasn't behind President Santiago's assassination. But what if it was the PsiCorps? What if they wanted someone in office who was sympathetic to the Corps? Right before Earth Force 1 exploded, the Vice-President got off at Mars, saying he had the flu. Pretty convenient, isn't it?"

Sherdian and Elizabeth say good-bye to each other, but he promises to write to her, letting her know how he is. He thanks her for coming, and thanks her for everything she did. "You're my brother," she tells him. She waves to him and leaves. Right after she does, Sheridan receives a call from Ivanova, telling him to come to C&C.

G'kar and Na'toth are in G'kar's quarters. "Things have changed, Na'toth, and they will never be the same. But we are Narns. We have learned to cope with change–to triumph in the face of adversity. We will overcome this as well. We have no other choice." Na'toth asks about something G'kar is holding, and he tells her that it is a human book. He tells her that he has been studying their literature, and that he came across that book, and that he believes humans may be wiser than the Narns thought. He reads from it, and while he is doing so, we see Lennier with Delenn in her quarters, as she puzzles over, and examines, her new form:

Things fall apart; the centre cannot hold. Mere anarchy is loosed upon the world. The blood-dimmed tide is loosed, and everywhere, The ceremony of innocence is drowned. And what rough beast, its hour come round at last, Slouches toward Bethlehem to be born?

Sheridan arrives at C&C and asks Ivanova why she called him there. "On a hunch," she explains, "I just checked on the ship taking the prisoner back to Earth. He was transferred to another ship a half an hour ago. It had EarthForce security markings, it knew all the right access and identification codes, had papers authorizing the transfer... But I just backtracked with Earth Central. The ID codes don't match any ship registered to Earth Force."

"Great," Sheridan says. "So he's gone, and all the evidence with him." Sheridan asks if she notified President Clark, but she tells him that he isn't taking any calls. "It gets cold up here sometimes, doesn't it, Lieutenant Commander?"

"Yes sir," she replies, as they both contemplate the situation. "It does indeed."

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Episode 25

The Geometry of Shadows

Garibaldi is in MedLab, having the wounds incurred from his former aide's attack on him examined. Garibaldi tries lying to Franklin about his condition, claiming that he is suffering less pain than he actually is. Franklin doesn't like this, but tells Garibaldi that he is improving and should be able to return to work soon. Garibaldi isn't sure he wants to return to work, though, since he doesn't seem very sure about Sheridan's appointment and isn't sure Sheridan can be trusted. As Garibaldi leaves, Franklin offers to talk to him about his problems, but Garibaldi is less than eager. "I got shot in the back by my own guy, my own second-in-command. He was right there all the time, a snake in the garden, and I didn't even see it. What the hell kind of a security chief am I supposed to be if I can't see something like that?" He says that he should have known about Jack's deception, and that he may not be qualified to be in charge. "I keep asking myself what qualifies me to take back my job, and I haven't got an answer. I wish to hell I did." He leaves.

Londo and Vir are in Londo's quarters, talking to an acquaintance of Londo's, a noble named Refa. Refa tells Londo that monitoring stations had been set up in quadrant 37 to watch the Narn buildup, and when they heard that Londo would take care of the problem, they thought he was crazy. But they were very surprised when the stations reported that the outpost had been destroyed. Refa asks how it happened, but Londo won't tell him. Refa accepts this and says that Londo has saved the Centauri from another one of their emperor's mistakes. Refa says that Londo was very clever in the way he took care of the outpost, and that the Centauri need more people like Londo. Refa says that, with the recent death of the emperor's son, there is no clear line of succession, but that he and his associates plan to take over the job of ruling when the emperor dies. Refa says that there will be resistance to this, and that force will be required. He asks Londo if he will be willing to help when the time comes. Londo has reservations, but eventually agrees to do so.

Elsewhere on the station, two groups of Drazi, one wearing purple sashes, and the other wearing green sashes meet. As they walk past each other, one Drazi "accidentally" bumps into another one wearing a different color, and a brawl between the two groups begins.

As Refa prepares to leave Babylon 5, Londo says goodbye to him. Refa thanks Londo for his help, and tells him that he will attempt to convince his associates and followers that Londo is the sign that his group of the Centauri may rise to great power again. As Refa leaves, Londo notices someone else standing nearby, a tall human in a long black cloak. "Great Maker!" Londo says to Vir. "A Technomage!" Vir doesn't know what a Technomage is, so Londo tells him that "they use science to achieve the affect of magic." Londo says that he hasn't seen one in a long time, and it is unusual to see them outside of their places of power. It is even more unusual, and a bad omen, to see more than one at a time. The Technomage, followed by two others, walks by Londo and leaves the area.

Sheridan and Ivanova are in Sheridan's office, talking about the incident between the two groups of Drazi. Sheridan asks about the conflict, so Ivanova explains what she knows to him. "It's a cultural thing. Once every five years, all the Drazi, here and at home, divide up into two camps, and fight it out." But it isn't a fight to the death– the battles are used to determine what the dominant group for the next five years will be. Sheridan says that he believes this conflict came at a good time, because he thinks that Ivanova should learn more about diplomacy, so that she can settle the more minor conflicts, while Sheridan deals with the station's major problems. "Besides, added responsibility comes with any promotion." Ivanova makes sure she understood him correctly, and as they share a toast of orange juice, Sheridan tells her that he arranged it after his first day on the station. He tells her that her first responsibility is to solve the Drazi problem. As he leaves, Commander Ivanova watches the Drazi over the monitor, in their detention cell, fighting, and sighs as she realizes the job before her will not be easy.

Vir finds Londo drinking at a bar. He informs Londo that the Abai delegation have an appointment and are waiting to see him. Ignoring this, Londo asks Vir if he believes in fate, to which Vir responds that he sees fate as a series of currents, eddies and tides, that pull one in certain directions. Londo tells Vir that, before their first emperor took the throne, he met with three Technomages. Londo says that this is a powerful image to those that follow the old ways. Londo explains that, if he had the endorsement of the Technomages, it would have considerable influence on those back on the Centauri homeworld. He tells Vir to arrange it with the Technomages, a task which Vir doesn't want to perform. Vir tries some of Londo's drink, hoping it will prepare him for the task, but it only makes him faint.

Garibaldi is in his quarters, utterly dejected, playing with his PPG while staring at the floor. Sheridan enters, and asks why Garibaldi hasn't been around to talk to him. He says that Dr. Franklin diagnosed him fit to return to work, and wants to know what Garibaldi thinks. Garibaldi says it might be easier for everyone if he moved on. Sheridan puts Garibaldi's weapon in its holster and replies, "The universe doesn't give you any points for doing things that are easy." Sheridan tries to convince Garibaldi to stay, saying that he is a valuable resource he would like to have at his disposal. Sheridan wants Garibaldi in the position, but leaves the decision up to Garibaldi. Sheridan leaves.

Ivanova is in the council chamber, addressing the green and purple Drazi. She tells them that, although most of the species on Babylon 5 don't care about the conflict, they would prefer it were settled quietly. She wants to help them find a peaceful solution to their problem. She asks them what the nature of the conflict is, and they respond by saying that it is the colors of the sashes they wear. She doesn't understand, and they again respond by saying it is the colors of the sashes. She still doesn't understand the situation, especially regarding the distribution of the sashes, so the leader of the green Drazi explains further. "We put green and purple in great barrel, equal to numbers of Drazi. Then we reach in, we take. Where there was one Drazi people, now there are two. The two fight until there are one." They further explain that leadership is determined by who takes the leader's cloth. Ivanova finds it outrageous that so much fighting could come from something so arbitrary, so she removes the purple sash from one of the Drazi wanting to be certain it is only the color of the cloth, and nothing else, that determines alignment. She places it on another Drazi, who is already wearing a green sash. Upon doing this, the Drazi suddenly erupt into violent conflict, with Ivanova trapped in the middle. During the battle, several Drazi fall on her, and she screams in pain.

Vir arrives at the area on Babylon 5 where the Technomages are staying. He introduces himself, but there is no response. He says that he needs to speak with someone in charge. As if in reply, a large beast with fiery eyes and long fangs appears before him, growling menacingly. Vir stands his ground, though, and after a moment, a voice rings out, "Stop program," and the beast disappears. A Technomage appears from the shadows and comments on how difficult it was to frighten him, but Vir says that's a requirement if you work with Londo. The Technomage asks why Vir is there, and Vir responds that Londo wants an audience. The Technomage declines, saying that the Technomages don't do that sort of thing. Vir tells the Technomage that Londo is willing to pay, but the Technomage is not swayed. Vir tries to appeal to the Technomage by saying that if he returns without completing the task, his personal situation will become unfortunate, but the Technomage counters, saying that if he does not leave, Vir's situation will become even more unfortunate. Not wishing to return empty-handed, Vir asks the Technomage his name. "Elric," the Technomage answers, and warns Vir not to return.

Dr. Franklin examines Ivanova, telling her that her foot is broken in three places. He also tells her that, though he can help her, it will take three weeks to heal, if he speeds up the process, in addition to her having to wear a cast. He offers her something for the pain, but she declines. Sheridan enters and asks to speak with Ivanova privately. He asks her what her next move is, but she isn't sure. He offers to postpone the assignment, but she again refuses. She says that this is particularly difficult because the Drazi have no differences that must be resolved. She believes she needs to come at the problem from another angle, possibly finding a less-violent way to structure the conflicts. Sheridan says he thinks that's a good idea, and leaves. Ivanova calls security, telling the Drazi to meet in chambers, so they can try the resolution again.

Vir reports to Londo the experience he had with the Technomage, but Londo finds the situation unacceptable, telling Vir he must return. Vir tells him that it won't work, and that the Technomages aren't interested in money or power. Londo tells Vir that it is very important that he be seen with them, as it would act as a powerful symbol. Londo surmises that if he, as an ambassador, has failed, he needs to find someone more powerful, someone to whom they will listen. Londo leaves abruptly.

Garibaldi is walking around outside the Zocalo when he meets up with Lou Welch, the security officer. After some small talk, Lou asks how Garibaldi is. Garibaldi says he's all right, and Lou asks when he will be returning to duty. Garibaldi doesn't say anything, but Lou asks again. Garibaldi still isn't sure, but does say that he will be returning soon. Lou receives a call from security, saying that there are more difficulties with the Drazi. He has to leave, but tells Garibaldi he will see him later.

Londo is talking to Sheridan about the Technomages. Sheridan tells Londo that he was doubtful about their existence. Londo says that the Centauri have had many experiences with them, and that they can be troublemakers unless one knows how to deal with them. Londo says that he does know how to deal with them, and he offers his assistance to Sheridan with the Technomages. Sheridan explains to Londo that the Technomages are emigrating, and that Earth wants information about their situation. Sheridan asks for Londo's help, and Londo eagerly agrees.

Meanwhile, Ivanova receives news from security that, on the Drazi homeworld, the violence has escalated from beating to killing. She asks if the local Drazi know about it, and asks for a full tactical squad to back her up. When she arrives at the council chambers, she finds the room littered with the bodies of purple Drazi.

Elric is upset that Sheridan doesn't believe that the Technomages are there peacefully. Sheridan tries to explain that, because of the great numbers of Technomages present – over a hundred – and the secrecy behind their activities, he needs some information to ensure the safety of the station. Elric says the Technomages have the right to do whatever they want. Sheridan says he just wants answers. Londo enters, claiming he was detained. He sets down the glass he was holding, and sets something else down behind it. Elric is upset that Londo is involved, and tells Sheridan that Londo had been asking for an audience ever since he arrived. Londo denies this, but Elric responds by showing Londo and Sheridan a recording he made of Vir, requesting an audience. Londo comments that recording a conversation is a very low thing to do, but offers forgiveness to Elric. Elric says he doesn't want Londo to misrepresent the gesture of friendship as some sort of endorsement. When Londo answers negatively, Elric glances at the small recording device Londo had placed behind the glass; it explodes. Elric tells Londo he wants respect. Sheridan threatens Londo with expulsion from the station for this action. Londo apologizes, and leaves quickly.

Sheridan accompanies Elric back to his quarters, but says that there are still questions he needs answered. Elric asks Sheridan if he believes in magic. "When I was twelve, I used to sit in my dad's garden, the air full of the smell of orange blossoms, watching the sky, dreaming of far away places... Back then, I think I believed in just about everything." Sheridan says that he thinks there are some things people don't understand, and that things which people do not understand might be considered magic; for example, Babylon 5 would be considered magic by humans of a thousand years earlier.

Elric says that, in a way, it is magic. "Magic of the human heart, focused and made manifest by technology. Every day you here create greater miracles than the burning bush."

"But God was there first," says Sheridan, "and He didn't need plasma coils or solar collectors."

"Perhaps. Perhaps not. It is within that ambiguity that we exist. We are dreamers, shapers, singers, and makers. We study the mysteries of laser and circuit, crystal and scanner, holographic demons and invocations of equations. These are the tools we employ, and we know many things." Sheridan asks what, and Elric answers that they know the important things – the answers to some questions that people have asked since time began. "Fourteen words to make someone fall in love with you forever, seven words to make them go without pain, how to say goodbye to a friend who is dying, how to be poor, how to be rich, how to rediscover dreams when the world has stolen them from you. That is why we are going away – to preserve that knowledge." Sheridan asks what the knowledge must be preserved from, and Elric answers. "There is a storm coming, a black and terrible storm. We would not have our knowledge lost, or used to ill purpose. From this place, we will launch ourselves into the stars. With luck, you will never see our kind again in your lifetime. I know you have your orders, Captain. Detain us if you wish, but I cannot tell you where we're going. I can only ask you to trust us." Elric takes Sheridan's hand, and closes it. He walks away, leaving Sheridan holding an orange blossom.

Ivanova, on crutches, goes to the quarters of the green Drazi, asking to see their leader regarding the death of the purples. At first, the Drazi outside is reluctant to let her in, but, after some further coaxing from Ivanova, he relents and lets her inside. She goes to the leader, who asks for her help. He tells her that he has a way to solve the problem without any fighting, but it will require her help.

He asks her to tell the purple Drazi to gather at brown 29, an isolated section of the station where they won't disturb anyone else. Once the purple Drazi are all there, they will be ejected into space, thereby causing the greens to win. Ivanova tries to get him to reconsider, claiming that they are still Drazi, but the green leader will not listen, saying only that they are purple, and therefore not important. She refuses to go along, but he tells her that they already sent a message, in her name, to the purples, to move the plan forward. She tries to use her link to call for help, but she is prevented from this when it is taken from her.

Garibaldi is wandering through the corridors of Babylon 5, when he runs into Lou, who tells him that they received an uplink from Ivanova, saying that all the purple Drazi should meet in brown 29. Garibaldi accepts this for a moment, but quickly changes his mind. He asks Lou if it was really an uplink, and not a personal message. Lou answers affirmatively, saying that the message said she would be offline for a while. Garibaldi asks the source of the uplink, and runs off.

Ivanova tries to get the greens to relent, but they are admant in their refusal to listen to her attempts at helping them. There is a pounding outside, and the Drazi at the door opens it, admitting Garibaldi, who is holding a small black box. Garibaldi claims he is a salesman, who wants to sell the Drazi an Acme Handy-Dandy Micro Helper. He offers to demonstrate, but is met with resistance. He says that it is just his way of helping, but the Drazi continue to refuse. "If there's anybody in here who needs a little help," he announces to the room, "just say the word, and I'm here." Ivanova elbows a nearby Drazi and shouts out, "Garibaldi!" The two of them begin to fight the green Drazi.

Londo is in his quarters, having considerable difficulty, when Vir enters. Londo explains that a holodemon has possessed his data system. It is eating up files, records, and buying stocks he would never purchase for himself, in addition to playing painful Narn opera continually. Vir suggests that Londo apologize. Londo refuses at first, but when his computer suddenly reports that he is the new owner of 500,000 shares of Fireflies Incorporated, then blacks out the entire room, Londo agrees.

Garibaldi meets up with a large delegation of green Drazi, who have been marching through the halls, going to brown 29. Garibaldi says that the purple drazi accepted their story, and are waiting in there, but he refuses to let them go in. Garibaldi says that he plans to leave the purples in there until the end of the Drazi week. The green leader laughs, saying that the Drazi cycle, the length of the conflict, is not a week, but a year. A Drazi year is equal to 1.2 Earth years.

Ivanova and Garibaldi realize they can't keep them in there that long. She again tries to convince them that their conflict is absurd, as they are fighting over nothing more than pieces of cloth. The green Drazi leader asks why it is different than fighting over a flag. She says it is different because flags represent the country of origin, and stand for something important about the countries over which they fly.

Ivanova rips the green sash from the leader of the green Drazi, who, with the rest of his troops, immediately stands at attention. He says that whoever takes the cloth of the green leader becomes the green leader, and the greens must follow whoever that is. She doesn't believe that could possibly to her, but the former green leader explains that the rules of battle go back long before contact with other races, and the proposed rule change was lost in bureaucracy.

Using her new position, Ivanova orders the green Drazi to follow her to the quartermaster's office, where she will either lock them in the brig for assaulting her, or change the colors of their sashes from green to purple.

Londo cautiously approaches the section of the station where the Technomages are residing. He tries to avoid apologizing for as long as he can, but the strange lights and gutteral noises, as though coming from a large animal, prompt him to continue. When the noise reaches its climax, he finally apologizes for any way in which he might have offended them. He offers to help them, should they ever return. He walks steadily out of the area.

At a party celebrating Garibaldi's return to duty, Ivanova asks what made Garibaldi return. He explains that, as Sheridan pointed out, he does know the station and the people on it better than anyone else. He explains that it was because of this he knew Ivanova was in danger–he knew she would never communicate via an uplink, but would always use her own link. He also says that he is perfect for the job because he doesn't trust anyone, or anything. Sheridan receives a message saying that the Technomages are leaving. Before he leaves, however, he tells Garibaldi that he is glad he is remaining on the station.

Londo approaches Elric, thanking him sarcastically for the gift, which caused considerable damage to his quarters. Londo asks Elric if the torment ends after he leaves, or if he will have to pay for it for the rest of his life. "I'm afraid you're going to have to spend the rest of your life paying for your mistakes. Not this one, of course. It's trivial – I have withdrawn the spell. But there will be others."

Londo asks Elric to explain, which he does. "You are touched by darkness, Ambassador. I see it as a blemish that will grow with time. I could warn you, of course, but you would not listen. I could kill you, but someone would take your place. So, I do the only thing I can. I go. Oh, I believe it was an endorsement you wanted. A word or two, a picture, to send to the folks back home, confirming that you have a destiny before you." Elric provides this. "Well, take this, for what little it will profit you. As I look at you, Ambassador Mollari, I see a great hand reaching out of the stars. The hand is your hand. And I hear sounds–the sounds of billions of people calling your name."

"My followers?"

"Your victims." With that, Elric leaves.

When told that the Technomage ship is ready to leave, Sheridan authorizes it to do so. Looking at the orange blossom given him by Elric, he ponders its meaning, and the destinies of the Technomages who just left through the jumpgate to begin their journey. "What was it he said? 'Dreamers, shapers, singers, makers...' Part of me says we'll not see their like again. But the part of me that still believes in magic says, 'Don't be so sure.'"

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Episode 26

A Distant Star

At C&C, Ivanova delivers a message to Sheridan from Captain Maynard of the Cortez. The Cortez is coming to Babylon 5 to pick up supplies. Ivanova notices that they are asking for a lot of supplies, and Sheridan explains that it is because they have been travelling for five years. The Cortez is an Explorer ship, a rare sight for most people since such ships are nearly always out mapping the edges of known space. Sheridan is informed that the ship is coming through the jumpgate, and everyone is amazed by it; it's nearly as long as Babylon 5 itself. Sheridan tells everyone at C&C to take a good look.

Sheridan and Captain Jack Maynard of the Cortez spend some time getting reacquainted. Maynard talks about some of the mapping he did on the rim, and says that he returned to fix one of the Euphrates jump gates and to resupply.

Delenn approaches them, and Sheridan introduces the two. Delenn makes a request to convene the council to discuss the problems in sector 19, and Sheridan agrees to do so. Maynard is confused about Delenn's apperance, not understanding how a Minbari can look so unusual. "There's the story she told us," Sheridan explains, "but then the Minbari never tell you the whole truth."

Maynard agrees. They talk about Babylon 5, and Sheridan talks about how busy the job is keeping him. Maynard says that he never thought Sheridan would accept such an assignment.

Garibaldi is in MedLab, being examined by Dr. Franklin. Garibaldi says that he appreciates Franklin's help, but eats whatever he wants whenever he wants, and as much as he chooses. Dr. Franklin says that Garibaldi can no longer do that, as he is iron-deficient and has high blood pressure. Dr. Franklin says that, to remedy the situation, Garibaldi needs to be put on a restricted diet. Garibaldi objects, saying that it is almost time for him to make Bagna Cauda, an Italian fondue that contains olive oil, garlic, butter, anchovies, and other ingredients, but Franklin says he shouldn't have it, and that he should stay away from salt and bread especially. Garibaldi says that, without those things, he can't make Bagna Cauda. Dr. Franklin still won't allow Garibaldi to eat it, and gives him a list of other things he shouldn't eat. Garibaldi looks at the list and is angered that most of his favorite foods are there.

Dr. Franklin says that he is serious and that this gives him the opportunity to call in the ranking officers for a nutritional profile, as they probably all have poor eating habits.

Sheridan tells Maynard about his first day on Babylon 5, regarding the Narns and Centauri, the Vorlons, the Minbari's feelings toward him, and Delenn's chrysalis. Sheridan says he is handling things one day at a time. Maynard says that he never imagined Sheridan would be on the station. He wonders why the President would choose someone the Minbari didn't like. He also wonders how Sheridan is doing, since this job was not what he was trained for. Sheridan says that he can make a difference on Babylon 5, and that doing that is important. Maynard doesn't understand how Sheridan could be satisfied with a desk job, but Sheridan says, "Well, it's a hell of a desk to be tied to."

Garibaldi reports to Sheridan about a recent wave of shoplifting cases. Sheridan is upset that Garibaldi would come to him with such a minor problem. He says that he is sure Garibaldi can handle the problem, and expects a full report as soon as the guilty parties are apprehended. Garibaldi thought that Sheridan wanted to know everything that happened on the station. Sheridan says he wants to know everything important that happens, but wants Garibaldi to take care of the details.

Sheridan, Ivanova, Warren Keffer, and the leader of Zeta Squadron are in the officer's lounge, listening to some of Captain Maynard's stories about the rim. Maynard says he wants to hear their stories, but the others say that his stories are more interesting. Keffer asks Maynard where he is headed next, and Maynard says that he is going back to the rim to build jump gates so the area can be explored. Ivanova asks about Maynard's experiences in hyperspace, but Maynard is unsure what she means. Keffer tells Maynard about the Universe Today article a few months earlier asking if something was living in hyperspace. Maynard isn't sure about the answer to that, but does say that he has seen something out there, and that it is "stranger than any one of us can imagine."

Sheridan escorts Maynard back to his quarters, and asks if his comments about hyperspace were true, or if he made it up. Maynard says that they were true. "Well," he continues, "it wasn't in hyperspace, though. But you know, things can get kind of weird out on the rim, too. It's funny. You never know what you're going to find when you look over the edge of what's known and into what's not. We were in sector 857. I took my nav officer, Lietuenant Patrick, with me for a look around in one of our scout ships. Well, I noticed that we'd gotten out of sight of the Cortez, and I was, I was just about ready to turn back when I saw something. It was maybe a thousand kilometers away–black against space. Now, the reason that I knew it was there is that it blotted out the stars behind it. I don't know the exact shape of it, but...it was big. I turned to Pat, to ask him if he could see it, and when I looked back, it had vanished."

Sheridan tells Maynard that he is the second person in a month to tell him that something strange is happening out on the rim. He asks if Lieutenant Patrick saw anything. Maynard says he only saw a blink–a change in space. "He doesn't know what it was any more than I do," Maynard continues. "But it's there. And it was real. It still sends a shiver up my back when I think about it."

Garibaldi is talking with a young man named Orwell. Orwell tells Garibaldi that it will be very difficult to obtain the items he wants. Garibaldi says he can pay for it, but Orwell thinks it will be difficult to obtain because Garibaldi won't accept substitutes, and it is extremely difficult to find the items. Garibaldi offers a bonus and tells Orwell not to mention anything about it to Dr. Franklin.

Meanwhile, Sheridan is in MedLab, talking to Dr. Franklin, who says that Sheridan should lose ten pounds, and should avoid meat, fat, and should eat lots of vegetables.

"I'm not sure I understand the intent of this meeting, Teronn," Delenn tells the Minbari who is speaking with her.

He explains that the other Minbari on the station are afraid that Delenn is no longer one of them.

"I am more 'one of us' at this moment, than I have ever been. More than you will ever know," she tells him. She says that she appreciates the concern, but says she can't tell him anything else. He tells her that they need to understand what has happened. "Understanding is not required. Only obedience."

Teronn says that they would be obedient if they could be assured that she was still one of their own kind. He says they have the right to know if she is. "If you can not give us what we need," he continues. we will ask permission to send a representative to speak directly with the Grey Council...unless you object." She does not object. Teronn leaves.

Dr. Franklin tells Ivanova that she too needs to go on an increased diet in order to replenish deficiences in calcium, iron, and other minerals that are hampering the healing of her leg. He hands her a food plan, and after looking at it, she protests that she will gain weight. As she leaves angrily, she says, "Figures. All my life, I've fought against imperialism. Now, suddenly, I AM the expanding Russian frontier." As she leaves, Dr. Franklin adds, "But with very nice borders."

Sheridan escorts Maynard to the Cortez. Sheridan tells Maynard that he wishes he were going along. Maynard says he understands Sheridan's feelings, but does regard his job as just a job. He says that interesting things don't happen very often, but Sheridan doesn't agree. "The adventure is out there, Jack. A man has to go meet it." Maynard says that sometimes, you don't need to find it, because it will find you. Captain Maynard is then called to the Cortez. He and Sheridan say their goodbyes and leave. Sheridan goes to C&C, where he gives the final departure clearance to the Cortez. He watches it enter the jumpgate and disappear.

Later, Ivanova is in Sheridan's office, talking to him about problems she is having with two of the delegations on board. He tells her that such problems should be her concern, but she informs him that they will not accept a solution from anyone but him. Sheridan reluctantly agrees to help solve the delgations' problems, but Ivanova is not completely satisfied. She tells him that she feels he has been acting strangely ever since the Cortez arrived. She asks him if he wants to talk about it.

"I command starships, Susan," he explains to her, "not cities in space. These problems, the...the petty complaints, the endless bickering, the constant negotiations. Jack Maynard said this isn't what I was trained for, and he's right. I mean, I am constantly sandbagged, swamped, drowned, and snowed under by nothing but trivia. I mean, look at this desk. I can't find a thing on it. You know me. Is this me? Huh?"

She tries to tell him that command a starship and commanding Babylon 5 are two different challenges, but that one is not more difficult than the other. She doesn't accept this as an answer because he never had difficulty with problems such as these on a starship.

He says that Captain Maynard was right. "They have turned me into a bureaucrat, a politician."

Ivanova asks him if he believes President Clark was wrong in assigning him to the post.

"I don't know," Sheridan answers. "Maybe he was, and it's just taken this long to sink in."

The Cortez is in hyperspace when an explosion rocks the ship. After they completed the jump, their fusion reactor spiked, dropping power to 30caused them to lose their lock to the jump point and rendered them incapable of leaving hyperspace. Though they are flying blind, they continue to move through hyperspace, hoping to eventually locate a jump point through which they can exit.

Ivanova, Garibaldi, and Sheridan are sitting at a table together, eating dinner. They eye the plates before them with great distate, not seeing the types of food they would normally eat. Garibaldi explains that he was able to solve the problems with the shoplifters. Sheridan tries to eat some of his salad, but can't. He points at Garibaldi and accuses him of being at fault for the food plan. Garibaldi tries to absolve himself of blame, but the three find a better solution: Ivanova gives her food to Garibaldi, who gives his to Sheridan, and Sheridan gives his to Ivanova. They are all about to eat the meals they would prefer when Dr. Franklin walks by and catches them. They all quickly switch plates around again and begin eating their proper meals.

The Cortez is still flying blind, and while power has returned, they do not have the time necessary to fix the navigational systems of the ship, as it would take them 48 hours, by which time they would no longer be able to locate the jump gate's signal. Captain Maynard orders their communications officer to send a mayday. Though the officer doesn't believe it could travel far enough in hyperspace to be of any use, they send it anyway. Babylon 5 receives the mayday, and Sheridan responds to it, saying that help is on the way. He orders all available pilots to their squadron bays. Ivanova reminds Sheridan that no ship has ever escaped from hyperspace in such a situation. Sheridan knows that, but rushes off to prepare anyway.

Dr. Franklin is examining Delenn in MedLab. She objects to being examined so much, but he says that, in addition to curiosity, he has a responsibility to make sure she is healthy after her change. She says that she is, and has suffered only minor problems, such as dizziness and fatigue. He asks if anything else is bothering her, and she says no. He also asks if the other Minbari are accepting the change without question.

"Of course," Delenn says. Changing the subject, she asks Dr. Franklin about a new delegation coming to the station. Dr.

Franklin doesn't understand, but Delenn explains that Garibaldi was waiting for them. "I believe," she tells him, "they're called Bagna Cauda?"

Sheridan and Ivanova are in the squadron bays, addressing the pilots who will go out to attempt to rescue the Cortez. Sheridan says that they must try, even though no ship has been found when lost before. They don't know where the ship is, but they do know that, while the first mayday sent by the Cortez was strong, they are fading now. Galus, the leader of Zeta squadron, asks how they can find the ship if they do not even know how to begin looking.

Sheridan says that he has an idea, although it is a risky one. "The first fighter will stop just inside the gate, and lock onto the gate's signal," Sheridan explains. "The second fighter will proceed 1000 kilometers further in, and lock onto the signal of the first one. The third fighter will lock onto the signal of the second one, and so on." He also says that they could increase the range, if necessary, by moving subsequent fighters further out. While it is a dangerous mission, all the pilots understand and prepare to leave, though both Sheridan and Ivanova wish they were going with them.

Sheridan addresses all fighters as they prepare to leave on the mission. "An old friend of mine once quoted me a ancient Egyptian blessing: 'God be between you and harm, and all the empty places we must walk.' Bring the Cortez home." The fighters then leave the station and enter the jumpgate, to search for the Cortez.

There is no longer a signal from the Cortez, but the fighters are positioned inside the jumpgate, relaying the message to each other, and broadcasting it in hopes that the Cortez will receive it, though there hasn't been a response yet. Soon, the Cortez does receive the signal from Babylon 5, and responds, saying that their lock-on still isn't functioning. Sheridan orders the Cortez to continue broadcasting their mayday so that a fighter can find them and lead them out of hyperspace. The fighters chosen for this are Galus and Keffer. They have difficulty locating the Cortez, because the radio locator "doesn't want to settle." Eventually, the fighters move out so far that they lose contact with Babylon 5.

Ivanova and Sheridan are both in C&C, anxiously awaiting any information about the Cortez, but they hear nothing. Sheridan asks Ivanova to take a break, but she doesn't want to any more than he does. Sheridan says that Maynard is too good a friend to leave his post. "If this turns into a wake," he says to Ivanova, "I want to be here." Sheridan explains that Maynard was his first commanding officer; Sheridan worshipped him. Ivanova understands his feelings, and says that she will be there for him if the Cortez does not make it back, but asks him to remember the Egyptian blessing, given him by Maynard, in the meantime.

Keffer locates the mayday from the Cortez, and radios Galus, telling him so. Galus tells Keffer to go, saying that he will maintain position while Keffer finds the Cortez. Keffer soon finds the Cortez, and approaches it. Keffer loses contact with Galus when a Shadow ship appears in hyperspace and collides with Galus' ship, destroying it. On its way, the Shadow ship also collides with Keffer's ship, though luckily it only sends it spinning away, stabilizers offline.

Maynard and the Cortez manage to locate Keffer's ship, but notice only that he repeatedly fires in the same direction as his ship spins. Captain Maynard determines that this must mean Keffer wants him to go in the direction of the fire. They begin to lay in the course when they regain contact with Keffer's Starfury. They offer to come and retrieve him, but Keffer says that both vessels will be lost if they waste time picking him up. Maynard understands, and orders the Cortez to be taken back to Babylon 5.

Sheridan, Ivanova, and the others are relieved at the safe return of the Cortez and most of the starfuries, though saddened that two Starfuries did not make it back.

Orwell is waiting impatiently for Garibaldi, who soon arrives. Orwell explains that he had difficult obtaining the items Garibaldi wanted, but did manage to do so, and opens a case for Garibaldi's inspection. Garibaldi begins examining the contents when he is interrupted by Dr. Franklin, who realized that Orwell had the ability to gather the ingredients for Bagna Cauda so far away from Earth. Orwell leaves, and Garibaldi says that he wants Bagna Cauda for his birthday. Dr. Franklin doesn't accept this as an excuse until Garibaldi explains further. "My father always made Bagna Cauda for me on my birthday. Pop was a great cook, and Bagna was his speciality. When he used to cook it, I mean, the smell, oh man, the smell would fill the whole place. It's funny, you know. When I watched him cook, I knew he was doing it because he loved me. He just could never say it, so he did that instead. He's been gone a long time. So, now, I make it myself once a year, honoring him, you know. It's...it's the only part of him I got left." Franklin believes the story, and tells Garibaldi to make enough for two people.

Sheridan is in the arboretum when Delenn comes in. She expresses her sympathy over the loss of the two Starfuries. Sheridan says that the hardest part of command is sending others out to die. She tries to tell him that because he did so, they managed to save others; he was in the right place.

He asks what makes her think that he belongs on Babylon 5, and she answers. "The universe puts us in places where we can learn. They are never easy places. They are right. Wherever we are is the right place at the right time. Pain sometimes comes. It is part of the process of constantly being born."

Sheridan says he thinks she's been doing thinking about this on her own.

"Perhaps," she tells him. "We are both, I suppose, going through transitions. But the universe knows what it's doing."

Sheridan says that he wishes he had the faith in the universe that she did.

"Then I will tell you a great secret, Captain," Delenn says to him. Perhaps the greatest of all time. The molecules of your body are the same molecules that make up this station, and the nebula outside, that burn inside the stars themselves. We are starstuff, we are the universe, made manifest, trying to figure itself out. As we have both learned, sometimes the universe requires a change of perspective." Keffer is still lost in hyperspace, and running out of air, though he finally gets his thrusters back on-line. He cannot, however, locate the jumpgate because his lock-on systems are not functioning.

Suddenly, another Shadow ship appears, flies a brief distance, and vanishes. Keffer tells the computer to analyze its flight path and tells it to correlate with the last sighting.

Sheridan is about to give up on Keffer's return when the jumpgate activates, and Keffer comes through it, requesting permission to dock. Sheridan happily agrees.

Keffer proposes a toast to Commander Galus. Ivanova asks Keffer if he could determine anything about the object that hit him, and indirectly, saved him. He says he couldn't tell anything about it, but that because he knew its position when it first appeared relative to his position, he was able to find his way out, using its origination point the second time as a reference. But he didn't know what it was.

"There was just this feeling that something dark and dangerous had gone by," he explains.

Maynard agrees that the feeling is powerful. Keffer wants to learn what the object was, but Ivanova says there are more important matters to attend to. She promotes Keffer to the leader of Zeta Squadron. Garibaldi and Dr. Franklin are in Garibaldi's quarters, preparing to eat the Bagna Cauda. Though Franklin initially objects, once he tastes it, he admits that he likes it very much. Garibaldi offers him dessert. Franklin says he didn't authorize dessert, but Garibaldi doesn't care – he simply chooses not to give any to Franklin, who then objects to that, but soon loses his cares in the Bagna Cauda. Ivanova enters Sheridan's office where Sheridan is hard at work. Ivanova tells Sheridan that the others would like to see him in the officer's club. Sheridan says that he has much work to do, but will try to catch up to them in an hour or so. He asks Ivanova if she has ever had a long talk with Ambassador Delenn.

"From time to time."

"She and the universe seem to have a special relationship."

"Don't we all?" says Ivanova as she leaves.

Sheridan leans back in his chair to contemplate what Ivanova and Delenn have said. "Starstuff," he says, smiling.

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Episode 27

The Long Dark

Sheridan arrives at C&C after Ivanova's call. Babylon 5 has picked up a weak signal which Ivanova doesn't recognize coming out of deep space, from something that didn't use a jump gate. Sheridan asks if it is an alien craft, but it isn't. Ivanova plays the message for Sheridan: "This is the Copernicus. We come in peace."

In Downbelow, a man named Amis jumps out of a dumpster screaming, "Through the walls! It's coming through the wa..." He says he needs some ozones, but he doesn't have any with him. He is suddenly seized by pain. "No!" he screams. "I'm stuck! Get out of my head! Where are you?" He looks at the floor. "There you are!" He pushes some garbage aside and looks out a porthole, seeing the approaching craft. "There you are! I see you..." He begins to recite the Lord's Prayer, but can barely remember the words. He runs away screaming as the vessel approaches the station.

Amis goes to the plaza, where he stands atop a table, delivering a doomsday speech to all the people there, warning them that Judgement Day is coming. He says that they are all in great danger. He sees G'kar and tries to warn him, but G'kar does his best to ignore him, and walks away. Garibaldi arrives and grabs Amis, taking him off to the brig.

Sheridan, Ivanova, and Garibaldi attempt to identify the ship and determine why it didn't use the jumpgate. A maintenance craft, sent to examine the ship, approaches it and shines its light on the ship's name. There are some letters, difficult to make out, before the ship's name, but Sheridan says he thinks they say U.S.S. Ivanova doesn't recognize the ship's design. Sheridan explains to her that ships like these were "used in early deep-range exploration, back before we got jumpgate technology from the Centauri." None of them, however, know what happened to the ship in the more than 100 years since it was launched. Ivanova detects a life form aboard the vessel, and Sheridan orders the ship to be brought aboard the station. Sheridan calls down to Dr. Franklin to inform him that they may be bringing a patient aboard.

Sheridan, Ivanova, Garibaldi, Franklin, and several other officers enter the ship and examine the contents. Inside, they find two cryogenic freezers. The occupant of one of the freezers is dead, but the other contains a young woman, whose life signs are deteriorating quickly. Franklin says that they must get her to MedLab quickly. They open up the freezer and take her to MedLab. As they begin to treat her vanishing pulse enroute, the transport tube's lights go wild for a moment. She suffers a heart attack, but Franklin and his assistants are able to treat her for it.

Garibaldi enters the brig, where Amis is resting. He is asleep, but thrashing about and shouting loudly about incoming weapons. "Damn lurkers," the guard says. "We oughtta space the whole bunch of 'em."

"Were you in the war?" asks Garibaldi.

"No, I missed it."

"Yeah, well he didn't."

"How can you tell?"

"I've had that same dream." Garibaldi leaves.

Ivanova is aboard the Copernicus, attempting to restore full power. As soon as she does so, strange noises seem to come from all around her. She looks around, but sees nothing, and goes back to work.

Amis wakes up, with Garibaldi at his side. Amis says that he is in perfect health, but doesn't know what he said or what he did. Garibaldi tells him what happened, and that they had to sedate him to get him to sleep. Garibaldi asks Amis if he had done this before, and Amis says that he has done everything before. Garibaldi asks where Amis was stationed during the war, and Amis admits that he was a, "gropo," a ground pounder. Garibaldi says that he was one, too. Garibaldi asks him about his dreams, but Amis says that he doesn't dream. Garibaldi tells him about the things he said in his sleep, and decides to let him leave the brig, though he recommends the man see a counselor.

Meanwhile, in MedLab, the woman from the cryogenic capsule, Mariah Cirrus, has passed from her unconciousness into a dreaming state. After a few moments, she awakens with a start, and looks at her surroundings, frightened. Dr. Franklin assures her that she will be all right.

In Sheridan's office, Ivanova tells Sheridan that the man from the other cryogenic freezer should be alive, because the freezer didn't malfunction. "Something," she says, "or someone murdered him."

Dr. Franklin examines the corpse from the other cryogenic capsule in MedLab. "At the time of death," he tells Sheridan and Garibaldi, "the victim's weight appears to have been about 90 pounds. Given his height and bone structure, his normal weight should have been about 180. But malnutrition wasn't what killed him. He died as a result of organ failure."

Garibaldi asks why, and Franklin says that the man's organs are missing, as if something had pulled them out from the inside. But a thorough scan of the ship revealed that the organs were not on board. Garibaldi wants to interrogate the woman that was with him, though Franklin insists she couldn't be responsible, because she was in stasis the whole time. Sheridan and Garibaldi can't accept this as an explanation. Franklin then goes to check on her, though Sheridan tells him that he wants to talk to her when it is possible.

Mariah thanks Dr. Franklin for helping her. Franklin introduces himself. He asks her how she got on the ship. She explains that she and her husband were part of a commerical research group, which needed volunteers for a long-term deep space mission. They volunteered and were put on the Copernicus, which would awaken them from their cryogenic sleep when they came in contact with an intelligent signal. She asks how long they were asleep. Franklin tells her that she was in the ship for over a hundred years. She asks to see her husband, and Dr. Franklin tells her that he died during the voyage, and that they didn't know the cause. She says that it seems as though they just said goodnight to each other, and when she tries to cry, she can't, which Dr. Franklin explains is due to long-term stasis drying her tear ducts. "God, what have I done?" she asks herself.

Amis runs through the station, as if searching for the presence he believes is putting the station in danger. He goes to the cargo bay, where he finds the Coperniucs. "Holy mother!" he shouts, before he is chased away by a guard.

Dr. Franklin and Mariah are visiting various parts of the station. They go to the plaza, where Dr. Franklin explains the things she missed while cryogenically frozen. "A few years after your ship left Earth," he tells her, "we finally made contact with another species – the Centauri. We opened up trade relations and they gave us jumpgate technology. Before that, we'd been pretty much limited to our own solar system. After that, we were out among the stars, first leasing time on alien jumpgates, and then building our own."

Mariah laments at how she and her husband didn't wait, and how things might be different had they not gone on the Copernicus. Dr. Franklin tries to tell her that what she did took courage, but she brushes it off, wondering about what else she missed. He tells her about some of the general things that have happened, and about the Dilgar and Minbari wars. She feels bad that the humans hadn't outgrown violence while she was in suspension. "It's gonna take a lot more than a hundred years to evole a better human," Franklin tells her.

Ambassador G'Kar appears by their table, and Dr. Franklin introduces him to Mariah. "Take my advice and go back to the time you came from," G'Kar tells her. "The future isn't what it used to be."

As she ponders his words, she remembers, subconciously, something that happened to her during the voyage. She is in her cryogenic capsule aboard the Copernicus, asleep, when something appears in the capsule with her. She wakes up in the capsule and screams.

She wakes up for real, with Dr. Franklin, who tells her that she passed out and was taken to his quarters. She thanks him again. He asks her what her dream was about, but she doesn't remember anything about it. She asks Dr. Franklin why he is interested in her dreams, and Franklin explains to her that her husband didn't die of a hardware malfunction, but was instead murdered. She assumes that he means that she killed him, and he tries to tell her that he knows she didn't but wants to find out who – or what – did. She begins crying that she is alone, feeling lost and distraught. He tries to convince her otherwise, but stops and almost kisses her. After they pull apart, he says that it is inappropriate, something to which she agrees. Dr. Franklin suggests that she try to rest, even though she is very scared, which she does.

Garibaldi is eating in the Zocalo when Amis enters, again telling the patrons that they are all going to die. Garibaldi escorts Amis out, telling him that he doesn't want Amis causing trouble on the station. Amis insists that he isn't crazy, and that something is on the station. Garibaldi asks him what is on the station. "Death," Amis replies. "It came off that ship from the past. I found it." Garibaldi asks Amis if he is sure. "Yes. I saw it do the same thing during the war." As the two leave the Zocalo, in another part of the station, a Drazi, in an otherwise empty room, becomes the creature's next victim, his final word a scream as it attacks.

Garibaldi and Sheridan are in MedLab, listening to Dr. Franklin's findings about the latest victim. Dr. Franklin explains that the Drazi's internal organs disappeared, with no visible entry or exit points, just like Mariah's husband. Garibaldi expresses doubt that Mariah may be who she claims. "I arrested a lurker named Amis," he says, "who was stationed on a deep-space listening post during the war. Forty-seven men landed on that moon – all of them were slaughtered, except for one."

Franklin tells Sheridan that whatever killed them couldn't have come aboard the Copernicus because the scan revealed nothing, but Garibaldi says that it could be something they had never before encountered. "I traced the ship's path. It passed within the gravitational pull of the same moon that Amis was stationed on. This Mariah Cirrus may not be what she appears."

Franklin tells them that, since Mariah was with him the previous evening, she couldn't be responsible for the Drazi's death. Sheridan orders that a watch, someone other than Franklin, be put upon Mariah around the clock. Dr. Franklin is upset, taking this to mean that he isn't doing his job. Sheridan says he wants to protect the station; Dr. Franklin says he can't believe that this is happening on the word of a lurker. But Garibaldi tells Franklin that Amis won many medals during the war, making him fairly trustworthy. Sheridan says that the League of Non-Aligned Worlds has asked for a council meeting to discuss the problem, and orders Franklin to go over her medical scans again. "For what it's worth," Garibaldi tells Franklin after Sheridan leaves, "I hope you're right. But if you're not, be careful."

At the council meeting, a delegate says that the League insists that Mariah be removed from the station. "She has brought something evil from the past...a soldier of darkness," he says to the council. Though Londo finds the situation laughable, G'kar takes it quite seriously, telling the delegate to continue, which he does. "The forces of darkness do not move openly. They work through others. Use others. When the darkness was defeated long ago, they scattered, hid themselves away in secret places, and waited. Now, the dark hand is reaching out and recalling them from their sleep." Sheridan can't believe that Mariah is responsible, but the alien says, "Evil sometimes wears a pleasant face."

G'kar thinks they should consider the Drazi's word, but Londo doesn't. Sheridan says that they shouldn't ignore what is going on. Londo laughs and this, and leaves, saying they should kill the presence, if they find it. The alien delegate says that the League will take action if Sheridan doesn't. This angers Sheridan, who warns the League that Mariah will be protected at all costs. He adjourns the meeting. He talks to Ivanova, also present at the meeting, about the situation, and she asks him what he would do if a "soldier of darkness" did board the station via the Copernicus. Sheridan scoffs at this, saying he will believe it when he sees it, though Ivanova hopes it will not come to that.

Garibaldi springs up in bed, apparently due to a bad dream, and goes to talk to Amis. Garibaldi confronts Amis about the creature, telling him to take him where he found it. Amis has a difficult time believing Garibaldi really believes him. They go to the place where Amis had seen the creature earlier, though there is nothing there now. Garibaldi draws his weapon, and searches for the creature, but only finds a lurker in hiding. He grabs Amis, but Amis breaks away, and then shouts into midair for the creature to finish what it started. He collapses near the wall, sobbing. Finally understanding, Garibaldi tells Amis why he believes him. "During the war there was a guy in my unit. Kept telling everybody our perimeter was weak. We laughed 'cause we checked it over and over. It was secure. We all figured he was nuts. Until then, we'd never seen any action. And then, one night, we stopped laughing. They came through that perimeter like it was paper. He was the first to die. Saved our butts. He was a nut, but he was right. I believe you."

Garibaldi asks Amis to tell him about the listening post, and Amis explains what happened to him. "We were an intelligence-gathering unit, not set up for heavy combat. We'd heard the Minbari were setting up a command and control post, so we slipped onto a small moon before they finished the perimeter scans. We set up camp in old ruins of some kind. As far as we knew, it was a dead world. It came in the night, during a storm. We heard nothing, saw nothing...It came right through the walls, like a hot wind. The first man died, just meters from me – never even screamed. We ran... we ran. For a second, I thought I lost it, and then I saw it. Standing in the middle of a ball of lightning. It looked like it had come straight from hell."

"How did you survive?" Garibaldi asks.

"I didn't! It kept me alive. As a snack. It becomes part of you, feeding on you. The lucky ones were the men who died on the moon. What it took from me I can never get back. When the rescue party showed up, I weighed 85 pounds. That's how I knew it was on this station. A part of me's still inside that thing. I can feel it. But nobody ever believed me...until now."

"This feeling...can it lead you to it?"

"I think... I think maybe that's what it's been doing. All this time... Calling me. I think maybe we have some unfinished business between us." Without warning, Amis runs off.

Dr. Franklin enters the Copernicus and finds Mariah there. He asks why she is there, and she says that it is all she has...other than him, if that's even true. He tells her he doesn't want to move too fast, and she understands. She misses her husband, and wants to find the creature responsible, but she also says that she had marital problems, and that all she and her husband had left when they began their journey were the stars and their dreams. Franklin understands, saying that he has devoted most of his life to his work, and that he has had little time for anything else, and that Babylon 5 isn't an appropriate place to raise a family. Mariah says that she believes her husband wouldn't have liked the world in which she woke up. Franklin tells her that what killed her husband is on the station, and he wants to know anything she knows that might help. She tells him that, in her dreams, she is not alone in the cryogenic tube, and that she believes it used her to stay alive until it could find more food, which Franklin believes it has found on Babylon 5. "I've put everybody here in great danger," she says.

Meanwhile, Garibaldi walks through the corridors of Babylon 5, looking for Amis or other clues when he hears a scream coming from nearby, which he quickly runs to investigate.

Later, Sheridan tells Garibaldi and Ivanova that official accounts blame the attack on the listening post on the Minbari. Garibaldi says that Amis is certain the Minbari didn't attack the post, and that the alien took a part of him when it left his body, and that he could feel it on the station. "If the same thing happened to Mariah," he suggests, "she might be able to help us find it." Ivanova says it is too risky, and since they don't know the nature of the creature, they don't know what to do about it, since it may have control over her, causing her to scout for it without her knowledge. Sheridan tells Ivanova and Garibaldi that whatever happened to the listening post is happening again, and that they need to be ready for whatever it is.

Mariah is in asleep in MedLab when Garibaldi wakes her. He tells her that he needs her help to find Amis. He asks her if she can feel where the alien is, and she says that she believes she can. Dr. Franklin says he will allow it, but only if he can come along to make sure she is in no danger.

Ivanova reports to Sheridan on C&C that they received reports of weapon fire and part of a signal from Garibaldi. Sheridan orders that section of the station to be sealed off. He tries to contact Dr. Franklin, but can't, which Ivanova assumes is because Dr. Franklin went to search for the creature. Sheridan agrees, and then tells Ivanova to bring out the heavy artillery, with which to fight the creature. Ivanova and Sheridan, and several other officers, all heavily armed, go down to the section and find Franklin and Mariah outside tending to two injured officers. Franklin tells Sheridan that Garibaldi is still in there, trying to find Amis and the creature. Sheridan and Ivanova enter.

Weapons at the ready, they search the area, but can see nothing. Soon, they come to an open area, where Garibaldi is searching for Amis, whom he soon finds, being held in midair by some invisible force. Amis shouts at Garibaldi to shoot the creature, which is apparently attacking him. Garibaldi fires at the air behind Amis, who drops to the ground. Garibaldi tries to get him up as Sheridan and Ivanova move closer. They all fire blindly into the area where the creature was last seen, though they do much damage to it. Amis says that he believes the creature is waiting for him. Sheridan then orders Ivanova to triangulate their fire, so that they set up a "kill zone, point blank." Amis claims it won't work, that the creature is too smart. "You've got to give it what it wants!" He runs out into the open area, shouting at the creature to come and get him. The creature complies, and begins attacking Amis. But, it walks directly into the kill zone. Garibaldi, Ivanova, Sheridan, and all the others fire madly at the creature, which looks very tall, humanoid, with horn-shaped protrusions coming from its head. The creature falls to the ground and evaporates, apparently dead.

Dr. Franklin and Mariah are in MedLab, checking on Amis, who will be okay. Franklin asks how Mariah will fare, and offers to let Mariah stay on the station. She declines, saying that she wants to mourn for the loss of her husband, bury him, and visit Earth. She says that she wants to come back, if he is still interested, which he claims he will be. "Don't make promises life won't let you keep," she tells him. They kiss, and then she leaves MedLab.

Ivanova reports to Sheridan, saying that they finished analyzing the database from the Copernicus. She found that Mariah was telling the truth. But, Ivanova has something else to report. She says that the ship lost about one tenth of its oxygen when it passed by a moon in sector 18x70x59, which would have happened when the creature came aboard, but when the ship left that sector, it was set on a new course. They were lucky that the creature didn't know the ship would make contact with any signal it came across, or it would have passed right by without anyone noticing.

Sheridan asks what course the ship had been programmed on, and Ivanova tells him that the ship was heading to the rim, "toward the exact place where Ambassador G'kar told us an ancient enemy was gathering its forces." She asks if it was a coincidence that it was going to Zachadoom, and Sheridan says he didn't believe it was.

"Something's going on, Commander," Sheridan tells Ivanova. Ivanova agrees, saying that the sitatuation worries her a great deal as well. As they ponder the meaning of recent events, G'kar is in his quarters, reading the book of G'Quan, in which he sees a drawing of a tall creature, which bears a distinct resemblence to the one killed by Garibaldi, Sheridan, and Ivanova.

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Episode 28

A Spider in the Web

While Sheridan and Ivanova take care of minor station affairs, Talia waits for a friend who soon arrives, Taro Isogi. They greet each other, and he asks her what she thinks of his new Mars proposal. "It's like all your proposals," she says. "Too progressive, too risky, and too costly in the short run. But if you can make it happen..." He says that he must make it happen so that FutureCorp can expand beyond Earth, with Mars as the next logical step. Talia says that senate will be against it and that the Mars Conglomerate will bury him, but Isogi says he is prepared, if they can convince Mars to share the risk. He says that, if his plan doesn't go through, many innocent people, and his dream, will die on the path toward Martian independence.

Another woman enters. She introduces herself as Amanda Carter, of the Mars colony business affairs committee. Isogi introduces Talia to her. Carter says that she read Isogi's proposal, and that he is either insane or very brave. He says that people probably felt much the same way about her great grandfather John, when he piloted the colony first ship to Mars. She sits down to discuss the proposal with Isogi and Talia.

In a small office deep in the midst of the San Diego wastelands, a woman sits at a desk, with many monitors and displays around her, one of which is showing a speech made by President Clark soon after President Santiago's death. A component on the desk beeps, and she answers it by saying, "Thirteen?"

A strange circular pattern of lights appears on a screen. A computerized voice says to her, "All components have arrived safely on Babylon 5. Control is prepared to go on-line." She orders the operation to commence. On Babylon 5, in a cargo bay, a large container marked CLASSIFIED CARGO opens, and a hand reaches out, as something or someone emerges.

Sheridan receives a call from Earth, from Senator Elise Voudreau. She tells him that Isogi has arranged a meeting with Carter, who she describes as an "outspoken advocate of Mars independence," and who she believes is conspiring with FutureCorp to finance another rebellion on Mars Colony. Sheridan asks her for proof, and she tells him that if the current Mars Conglomerate could be removed, FutureCorp could get a foothold in space if they had an exclusive trade and services agreement with Mars. She says that most of the members of the Mars Conglomerate wanted to leave after the last rebellion. Sheridan apologizes, but says that he cannot interfere. She tells him to investigate the matter, and report anything of interest to her. He says that his duties don't include spying, to which she replies, "These are volatile times, Captain. Practicality is more important than principles, if lives are to be saved. I'll expect to hear from you soon." She breaks off the communication.

Isogi tells Carter that Mars has resources that could be used by alien worlds, which in turn would supply Mars with economic base enough to win Mars its independence in about ten years. Carter says that it will be hard to convince the committee of this, and that they will need lots of assurance. Talia points out that her words aren't entirely true–it is Carter that needs the assurance, since Carter believes the committee will accept her recommendation. Carter says that Mars is in great turmoil now, and that she doesn't want to propose anything to the committee without knowing all that is expected of them. Isogi explains that it is for that reason that he chose Babylon 5 for the negotiations, since the representatives of the alien worlds involved in the plan are located there.

Carter says that she will speak with the business affairs committee, says that she might have an answer by the next day, and leaves. After she is gone, Talia explains that Carter likes the idea, though she does have her doubts. Isogi asks Talia what she thinks, and she says that there is a great financial risk, and that the legal maneuvering will be difficult. They agree to go to dinner.

While Sheridan and Ivanova discuss a new alien delegation that has come to the station, Talia and Isogi walk along a corridor, talking about the benefits of Isogi's plan. He says that Mars can be the beginning of a new life for humans. As they talk, a man approaches the two of them. "Free Mars," he says. He clutches Isogi's neck, and throws Talia to the ground. Electricity streams forth from the man's hand, electrocuting Isogi. When Isogi drops to the ground, dead, the man comes after Talia, but as he approaches, she senses something. In his mind, she sees a strange image which looks like a ship being blown apart as seen from the inside. The man sees it in his own mind as well, and walks away, confused. Talia goes over to Isogi's body, but can do nothing to help him.

In Sheridan's office, Sheridan asks Talia if she was sure she didn't understand the meaning of the images from the man's head. She says that all she saw was a blur of light and sound, followed by blackness. She explains that, although all he said was "Free Mars," he was feeling no emotions, and had only those images in his head, much different from other Free Mars advocates she scanned when she worked on Mars.

Sheridan asks her why someone from Free Mars would kill Isogi, and she says that there would be no reason, as his solution was peaceful. Sheridan tells her that Earth Central disagrees, and that they believe that he had planned to back another rebellion on Mars. She tells him that Isogi wouldn't do such a thing, and that someone is lying to him. He suggests that someone may be lying to her, even though she is a telepath, because Isogi was an old friend of hers. Crying, she says to Sheridan, "Taro Isogi spent his life improving the lives of others. He built a business based on that principle, and he never broke a rule or harmed another to do it. Mars was his dream, Captain, now he's been murdered for it, and you're trying to cast the blame on him." Sheridan apologizes, and Talia asks to go back to her quarters. Sheridan says he will arrange for an escort, and Garibaldi appears to perform the job. On their way in the elevator, Garibaldi tries to cheer Talia up, and is partially successful. He also promises to find the person responsible.

The man who murdered Isogi approaches a communications terminal and enters a code. The same circular light pattern that appeared on the console in the office in the San Diego wastelands comes onscreen. The computerized voice asks for a report, and the man says that phase one has been completed. The voice orders him to download all the data accrued during the mission, and then erase the source file. The man removes the flesh-colored covering from his hand, revealing a black extension, lined with circuits. He inserts a finger into the transfer port. An image of Isogi being killed appears on the screen, followed by one of Talia on the ground. The computerized voice analyzes the information, telling about Talia's position and telepath rating. The voice says, "Control states Miss Winters could jeopardize mission. Eliminate her, then continue with phase two." The communication ends, and the man asks the station's computer to locate Talia.

On C&C, Sheridan orders all outgoing traffic to be held, as he doesn't want the murderer leaving. Ivanova asks if he knows who did it. He says he doesn't, but that Talia was an eyewitness. Ivanova asks if she is okay. Sheridan says that she is, and that he believes the killer wanted a witness. Sheridan asks Ivanova what she thinks of Talia. Ivanova says that she is interesting. Sheridan observes that Ivanova doesn't usually describe people as "interesting." Ivanova says that she doesn't know Talia very well, though she has talked to her several times before. She reminds him how she feels about telepaths.

Sheridan asks her if Talia can be trusted, and Ivanova says that she believes so, but that Talia is very loyal to PsiCorps. Sheridan asks her if she trusts PsiCorps, and Ivanova says that she doesn't and asks Sheridan if he does.

"Telepaths are gifted and cursed in ways I can never hope to understand," Sheridan answers. "But they're still human beings – good, bad, or indifferent. I trust in individuals, not organizations."

"Then you may trust Miss Winters," Ivanova says.

Amanda Carter is in her quarters when Sheridan enters. He tells her he wants to ask her questions about Isogi. She declines, saying that her affairs are none of Earth Force's business. Sheridan tells her that in this case they are, because of Isogi's murder. She asks who could have done it, and Sheridan tells her that the man who did it said, "Free Mars." She says that Free Mars was not informed of the meeting, and that they would have had nothing to gain anyway. She says that someone didn't like the idea of Mars gaining its independence.

Sheridan asks who would go to such lengths, and she says that the senate and Mars Conglomerate would both be opposed to the deal, though she couldn't believe that either group would go as far as murder. Sheridan says good-bye to her, but says he might have to ask her some more questions. As he leaves, she says that she wants to help in any way possible, as "whoever killed Taro Isogi killed Mars' best hope for the future."

Sheridan enters Garibaldi's office, where Garibaldi is going over the medical report, and tells Sheridan that he died of electrocution. They found finger marks on Isogi's neck, but no prints or striations. Sheridan asks if it may have been a slaver's glove, but Garibaldi said it couldn't have been. He says that it must have been some sort of prosthetic weaponry, though he doesn't know why the power source didn't show up on scanners. Sheridan says that he might need to enlist some "special help," though he doesn't want to elaborate further until they have more information. Sheridan orders Garibaldi to watch over Talia, and continue the investigation, including Earth government and "Corp secure areas." Garibaldi agrees, but wants to know what Sheridan has in mind. Sheridan declines to answer what he is thinking, but does hope that he is wrong. He then leaves.

Talia is being escorted by a security guard when a voice behind them calls out, "Hey, Earthers!" The man who killed Isogi runs up to the security guard and electrocutes him. Talia tries to escape, but the man catches her and prepares to electrocute her, saying only "Free Mars." Unable to break free, she sees more of the scene she saw in his head earlier; this time she sees another ship firing. While the man is stunned, she runs away, looking for help. The man looks at his hand. "What have they done to me?" he wonders. He wanders off.

Talia explains to Sheridan her recent experience. "The images in his mind were the same as before, except this time I saw an Earth Alliance ship. A big one, a cruiser I think. It was firing at him. And I know this sounds crazy, but it hit him and he died." Sheridan has difficulty believing this. "It was as if he were reliving the thought of his death over and over again, clinging to it as if it were the only thought he had." Garibaldi comes into Sheridan's office, and tells them that Medlab was able to analyze the DNA of some of the assailant's hair. He puts the analysis up on the screen, and Talia confirms the man as her attacker. Garibaldi explains that the man is a leader of Free Mars, by the name of Abel Horn. Sheridan recognizes him as the man who claimed responsibility for destroying Richie Station on Mars, and he wants him captured. Garibaldi says that there is a problem – according to Earth Force intelligence, Horn is dead, his ship destroyed during the rebellion. Talia is able to interpret that as the image from his mind. Sheridan doesn't explain anything to Garibaldi, but orders Talia put in protective custody, and a fugitive alert placed on Horn. Garibaldi escorts Talia out of the office.

Amanda Carter enters her quarters, and runs into someone who is already there – Abel Horn. She says that she thought he was dead, and he explains that he was attacked over Phobos, but that a friend of hers rescued him and helped him. He says that he has been on the run and hiding until he heard that she was on Babylon 5. She asks him why he killed Isogi. He says that the murder charge is a lie, and that he only came to see her. He says he needs to get back to Mars, and that she is the only one that can help him. She says that she can't help him because she doesn't want anyone to know that she was once a member of Free Mars, and she doesn't want to jeopardize Mars' chance at independence. Horn threatens to tell her secret if he doesn't help her, and she says that she can't believe blackmail is something he would stoop to. He tries to tell her he's changed, and removes the covering on his hand, when he cripples over in pain. She asks him what is wrong, and he says that he needs her to help. He says that Talia can help him, and asks Carter to find her.

Garibaldi is with Talia telling her that she is safe, and that she can get an escort if she needs to leave. He is about to leave when she offers him some tea. He agrees to stay, saying that it is his third favorite thing in the universe.

Ivanova tries to deal with the problems cropping up from keeping the ships docked aboard Babylon 5, but Sheridan says that he doesn't think the murderer is trying to leave, though he does order her to check all ships before letting them go. He says there is something else he wants to check, and leaves.

While they drink their tea, Garibaldi tells Talia that his father taught him everything he knew about security, and that he misses him now that he is dead. Talia says she never knew her parents, but had someone help her through her first year at the PsiCorps academy. Garibaldi receives a call from Sheridan, who tells him to come to his quarters. As Garibaldi leaves, Talia thanks him for talking with her, and Garibaldi says it was his pleasure.

Garibaldi goes to Sheridan's quarters, and Sheridan shows him some data regarding a project entitled Lazarus. Sheridan explains it was part of Earth Force's experiments with cybernetics. Garibaldi knew that they weren't able to make them work because humans couldn't function with machines put in their brains. Sheridan tells Garibaldi that they then experimented with using people on the brink of death. "The theory was to 'hard-wire' the subject's brain with a computer intelligence that kept the brain functional while the body was repaired. Then, using telepathic deep scan, the subject was fixated on the moment of his death, shutting down all conscious thought. The computer takes complete control, while the subject is dying over and over again in his subconscious." Sheridan tells Garibaldi that Talia sensed that from Horn, and that it is possible that Horn is someone to whom that happened. Garibaldi says that he thinks that Sheridan's information could be wrong, but Sheridan disagrees, saying that he had two opportunities to kill Talia, but didn't do so, which might mean that Talia made him realize who he was, which screwed up his programming. Garibaldi and Sheridan both express uncertainty at this idea, but Sheridan says that, if he is correct, there might be some way to locate Horn.

Meanwhile, Horn lies, unconscious, on Carter's sofa. Carter walks over to her communicator and tells the computer she wants to send a message to Talia. At the mention of Talia's name, Horn's eyes open suddenly. When she contacts Talia, she asks Talia to meet her in her quarters in thirty minutes. Horn tells Carter that he knew she'd help, but as she tries to explain, he hits her, knocking her unconcious.

Sheridan and Garibaldi believe that they have found a way to track Horn. Though Sheridan's information on Project Lazarus is quite old, the power crystal of the cybernetic computer emits radiation. It wouldn't show up on environmental scans, but if they reconfigure the sensors, it might be detectable. Garibaldi receives a call from security, telling him that Talia has asked for a security escort to meet with Amanda Carter. Garibaldi assigns an officer, telling him that he will meet them outside, just in case. Sheridan tries to reconfigure the scanning device, but has difficulty. Garibaldi walks over and tells him to "let the wizard have a go." Sheridan does, and Garibaldi attempts to reconfigure the scanners, but only succeeds in causing the door to the room to open and shut repeatedly. Garibaldi admits that the task is difficult and leaves. "Thanks, Mr. Wizard," Sheridan says as Garibaldi leaves.

Garibaldi meets up with Talia on her way to Carter's quaters. Garibaldi asks why she is going there, and she says that Carter wants to push Isogi's plan through. Talia isn't sure if she can convince FutureCorp to go along with it, but, if she can, it would be honoring Isogi's memory. She enters Carter's quarters, and finds her on the floor. As she examines the body, Horn grabs her, warning her that he will kill her if she screams.

As Sheridan completes the reconfiguration of the sensors, Horn orders Talia to tell him what the images in his head means. He lets go of her, and asks her to help him. She scans him again. She sees the same images as before, with the addition of several others. After the destruction of Horn's ship, she sees the inside of a room where he is being operated on by several doctors, who supply him with a cybernetic prosthesis on his hand. Also present in the room is a female PsiCop, who looks at him and smiles. "Ours now. All ours." Talia loses the scan, and she tells Horn what happened to him. She tells him that, while he was dying, he was scanned, operated on, and then rebuilt. She asks him who the PsiCop is, but he doesn't respond.

Sheridan's environmental scan finishes, and he learns that Horn is in Carter's quarters. Sheridan calls Garibaldi, telling him what he just learned. He orders Garibaldi to take Horn alive. Garibaldi and the other security officers enter, but, as they do, Horn grabs Talia and threatens to kill her. Garibaldi tells Horn to think about what he's doing, but Horn says he can't. Horn orders Garibaldi and the others to drop their weapons, which they do. Horn picks one of the guns up. Garibaldi says that he will see Horn dies painfully if he kills Talia, but Horn says that he is already dead. Sheridan bursts in and says that Horn isn't really dead, but that he is being used to betray Mars. Horn asks how Sheridan knows this, but Sheridan says that Horn knows as well. Sheridan tells Horn that he wants to help him, but that he wants Talia to be freed as well. Horn lets go of Talia, who runs to Garibaldi. Sheridan tells Horn to put the weapon down. "It was the Earthers, wasn't it?" Horn asks. "It wasn't...it wasn't enough just to kill me." Sheridan says that he will help Horn learn who is responsible if he puts down the gun. "Mars will never be free until the sands run red with Earther blood," Horn says to Carter, who just regained conciousness. He fires at Sheridan, but misses. Sheridan draws his weapon quickly and hits Horn, who falls to the ground. Before he dies, Horn thanks Sheridan for killing him. A security guard scans Horn, and detects a dangerous energy surge. Realizing what is going on, Sheridan evacuates everyone from the room, right before Horn explodes, leaving no evidence.

Carter apologizes to Talia; she only asked Talia to talk to her because she believed that Talia could help Horn. Garibaldi asks how Carter knew so much about Horn, and Carter explains that Horn wasn't always a terrorist. She was once in love with Horn, and he convinced her to join Free Mars which, at that time, wasn't violent. But, when it became more violent, she left it, and him. Garibaldi doesn't believe this. But Carter insists that she is telling the truth, that she has just ended her career by telling it. Carter says that she still believes in Isogi's ideas, and Sheridan tells her that, if she will do her best to make Isogi's plan go through, they won't report the incident. Talia even agrees to help talk to FutureCorp to convince them that the Mars government had nothing to do with the murder. Carter thanks Sheridan for his help, and Talia, Sheridan, and Garibaldi leave. Garibaldi asks Sheridan why he did what he did, but Talia explains that Horn didn't want to kill her – only to be scanned by her. Sheridan asks her if she did, and she tells him that she did, and that she saw the image of the operation. Sheridan asks her if she recognized anything, such as a face or a uniform. Talia says that she didn't, and is escorted back to her quarters by Garibaldi.

Garibaldi enters Sheridan's office, and asks him how he knew about the Lazarus Project. Sheridan explains that, while some people collect art or coins, he collects secrets, such as black projects, secret organizations, and conspiracies. Garibaldi asks if one of those secrets includes who was behind the recent incidents. Sheridan tries to avoid answering, but Garibaldi says that he needs to know if there is a threat to the station. Sheridan says that the threat goes far beyond the station, and Garibaldi agrees, saying that, if Horn was what Sheridan believed, the situation has nothing to do with Free Mars. Garibaldi knows that to do something like this would take a lot of power and money. He suspects Sheridan knows who is behind it.

Sheridan tells Garibaldi his suspicions, after making Garibaldi promise to not tell anyone else. "For the past six years, there have been rumors about a...rogue agency operating deep inside Earth gov. A dirty tricks squad dealing in black projects and Star Chamber justice. It took me over three years just to get the name: Bureau 13. And the man who gave me that name died soon after. I am convinced that they exist and that they are behind this incident."

"Why?" asks Garibaldi.

"Isogi was a danger to Earth policy on Mars. I think his death was a warning to the other corporations. I also think Horn was meant to destroy Free Mars from the inside, and, possibly, ruin Amanda Carter as well. Unfortunately, I can't prove any of it."

"If this is true..."

"Then everything we believe in is in jeopardy. There is a spider in the web, Mr. Garibaldi, and I intend to find it... and kill it."

Inside the office in the San Diego wastelands, the woman working there answers another communication. "Thirteen." A screen with the familiar circular light pattern appears, and the same computerized voice says, "Report from Babylon 5 control mission only partly successful. Isogi terminated but unit was destroyed before he could leave station for Mars."

"Is the bureau at hazard?" asks the woman.

"Control does not believe so."

"Belief is not enough. He is to follow up until he is certain. Thirteen out." The woman turns around, and we see her face – she is the PsiCop from the images Talia found in Horn's mind.

Talia searches through her computer, looking for records of the PsiCop from Horn's mind. As she recalls the information she found in Horn's mind, the computer completes its search. Talia looks over the information. On the computer screen is a picture of the woman – the same one from Horn's memory. Under her picture is but one flashing word: DECEASED.

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Episode 29

Soul Mates

Garibaldi finds Vir awaiting the arrival of Londo's three wives in the customs area. A female Centauri approaches the two, and introduces herself to Vir as Timov, one of Londo's wives. She tells him to take her to Londo, and they leave together. As they leave, in another portion of the arrivals area, Garibaldi witnesses an interchange between two people, who seem to be on the brink of fighting. At the height of the tension, one of them suddenly backs down and walks away. Garibaldi reports the incident to Sheridan, saying that the man who didn't back away from the fight was named Stoner, and that he was little more than a typical freelance navigator and part-time trader. Sheridan asks what the problem is, but Garibaldi can't explain it, saying that he had a negative "gut feeling" about Stoner when he first saw him. Talia enters Sheridan's office, and remarks that Sheridan has settled nicely into his new position. Sheridan asks her to confirm some rumors they picked up from the PsiCorps net. Sheridan tells Garibaldi that they will talk about Stoner later, but Talia recognizes the name. They ask whether she knows him. "Only in the most unpleasant sense," she says. "I was married to him."

While Londo is in a bar celebrating with a large number of his friends, Vir tells Timov, waiting in Londo's quarters, that Londo will be there soon. Timov asks Vir what Londo is hiding, and why she had been called there. She asks Vir what Londo said about her to him when another of Londo's wives, Daggair, enters. Vir apologizes to Daggair for missing her arrival. Timov tells Vir that, if he knew Daggair as well as she did, he wouldn't miss her. The two of them continue squabbling.

Talia, at the Earth History Exhibition, examining some artifacts from Earth, is approached by Sheridan. He asks her why she was in such a hurry; she didn't say much before she left his office. She tells him that she wasn't in the mood to talk. Sheridan asks if she is now. She tells him that, as the station commander, it isn't his concern. He agrees with this, but says that he considers her a friend, or at least an ally, and will be there to talk if she so chooses.

Ivanova rings the bell at Delenn's quarters, and the chime is answered by the frustrated voice of Delenn from inside. She asks if Ivanova is alone, and admits her. Ivanova is surprised to see Delenn there, having considerable trouble with her hair. Delenn says that her transformation is supposed to be a bridging between the humans and the Minbari and that her transformation should be looked upon as a great honor, but comments that she cannot get her hair to do what she wants. Ivanova notices that Delenn's hair is brittle, and Delenn explains that she has been washing it with the same chemical compound all Minbari use to strip away the outermost layer of their skin once a day, to symbolize rebirth. Ivanova says she should try bathing instead, but Delenn only asks Ivanova to help. Ivanova protests, saying that she has duties to which she must attend, but eventually decides to assist Delenn. She calls to C&C telling them that she will be preoccupied for a while.

Talia tells Sheridan that, during a telepath's first year in the PsiCorps academy, they are assigned an advanced trainee to assist them, and that Matthew Stoner was hers. She liked him, and he helped her learn the difficult tasks that telepaths must perform. But, the PsiCorps learned that Talia and Stoner were genetically compatible and could produce children with equally good or better telepathic skills than their parents'. They were soon married, though only for a short time – the marriage was annulled by PsiCorps soon after Stoner left PsiCorps. Sheridan asks how he managed to leave, but Talia doesn't know. "He had connections. He had... something. No one in authority wanted to talk about it."

G'Kar and Sheridan are walking together, and G'Kar asks if Sheridan has settled into his duties. Sheridan asks why everyone keeps asking him that, and G'Kar explains that, because strange things happened to Sinclair, Sheridan should be on his guard. G'Kar tells Sheridan that bizarre happenings give him headaches, and that he has had them many times recently, due to the strange events of recent weeks on Babylon 5. Londo appears, and seems to be quite cheerful indeed. He too asks Sheridan if he has settled in, and asks G'Kar how he is. Londo says that the day is "glorious" and he leaves, after commenting on G'Kar's health. G'Kar walks away, rubbing his head.

Timov and Daggair are still in Londo's quarters with Vir, quarreling over Londo and their relative positions in Londo's life. Londo soon enters and greets the two wives. Timov asks where he was, and why she has been summoned to Babylon 5. Londo begins to explain, but stops when he doesn't see his third wife. Timov asks again why they have been called to the station, and Londo tells her that the following day is the thirtieth anniversary of his ascension date. Both wives had forgotten, but the Emperor hadn't, and, for the occasion, granted Londo any wish he desired. Londo tells Timov and Daggair that he asked for a divorce, but that the Emperor wanted him to keep one wife, so that he would look good at affairs of state. He tells them that, the next day, he will choose the one wife he wants to keep, leaving the others without the wealth and privileges that they had accrued during their marriage. The two wives begin to fight again when Londo's third wife, Mariel, arrives in the quarters.

Stoner consults with a merchant about various objects in his possession. The merchant claims that most of Stoner's objects have little value, but one in particular, a strange Centauri carving, is interesting to him. Garibaldi appears and asks Stoner where he obtained that statuette. Though Stoner provides ample documentation to support his claim that he found it on an archeological dig, Garibaldi escorts Stoner away, to talk in private.

Meanwhile, Lennier arrives in Delenn's quarters to find Delenn's hair in curlers, with Ivanova standing nearby. The sight puzzles Lennier, but he tells Delenn that they were invited to the party celebrating Londo's anniversary. Delenn tells him to accept. As he leaves, he asks Delenn if the curlers hurt her, but she tells him they do not. Wondering about what she is doing, he leaves.

Garibaldi confronts Stoner in his office, asking him about his recent activities, wondering if, perhaps, he is running from something or someone. Stoner asks why Garibaldi is picking on him so much, and Garibaldi tells Stoner that he and Talia are friends. Stoner pretends that he didn't know she was there, and asks Garibaldi if she told Garibaldi about him. When Garibaldi says no, Stoner asks if Garibaldi wants to know any of Talia's most personal secrets. He persists until Garibaldi finally grabs him and orders him to be quiet. Stoner asks Garibaldi if he really wanted to talk to him, and after thinking for a moment, Garibaldi lets him go. Garibaldi tells Stoner that, if he harrasses Talia to any extent, Garibaldi will find some way to get back at him, and that he plans to keep an eye on Stoner. "Use both eyes," Stoner says as he leaves. "You'll need them."

Mariel approaches Sheridan telling him that she got separated from Londo while touring the station. She introduces herself, and is about to have him kiss her hand when Londo and his wives appear. Londo takes Sheridan aside while the three wives continue to fight amongst themselves. Londo warns Sheridan that Mariel is very much attracted to men of power, like a moth to a flame, but it is the men, and not her, that end up being burned.

Talia is in the Eclipse Cafe, trying to decide what she wants to eat, when Stoner sits down next to her. She tries to move away, but he won't let her. He asks her if she has nothing to say to him, and she asks him why he came there. He tells her that he feels they had something together once, though she disagrees with that, saying that she doesn't want to be with him. He reminds her that she doesn't want to be involved in PsiCorps, but that, once you are in, you are in for life. She tells him that he is the one exception, and he explains to her that all anyone needs to do is lose their telepathic abilities. He tells her that anyone can do it, including her. He says he can arrange to have the same thing happen to her, and that, if she agrees, the two of them can be together. After Talia leaves, Garibaldi catches up to her by the elevator. He tries to explain to her that he talked to Stoner, but she doesn't want him to be involved. He claims that her safety is an important priority of his, but she wants him to forget about it.

Londo, in his quarters, answers his door when it chimes. Mariel is there, and she tells him that she thinks that she is the wife he should keep, because she loves him so much. Daggair appears and tells her that it is Londo's decision. Londo says that he would like all his wives to be present, but when Timov appears, she tells him that she doesn't want to be part of his "sexual olympics." He tells her that Daggair and Mariel were merely expressing their feelings for him, and Timov does the same by slapping him across the face. He tells her that she hasn't changed, and she says that he has – he's devolved. Garibaldi is in his quarters when Talia enters, to apologize for her behavior toward him earlier. He accepts her apology, and she tells him that she is planning to leave Babylon 5 with Stoner. Garibaldi asks why, and Talia explains that, while she and Matt were at the academy, the PsiCorps began performing experiments on telepaths to increase their abilities. Matt volunteered, but instead of having his powers enhanced, they were taken away. She tells her that he offered to do that for her, and she tells Garibaldi that she wants to have it done. Garibaldi tries to change her mind, but Talia is adamant. "I'm tired of being part of an organization that scares the hell out of me." As Mariel approaches the vendor Stoner was earlier negotiating with and purchases the strange Centauri statuette, Sheridan and Ivanova consult with each other about matters aboard the station. Ivanova tells Sheridan that Londo's party, celebrating his anniversary, is that evening, and that all attendees must be barefoot.

That evening, at a ceremony set in a large room with a large painting of Londo in the background, Londo goes over to G'Kar, whom Londo's wives notice is wearing a full uniform, including boots. They ask if he knows what an insult that is, and G'Kar claims that he does. Londo says he doesn't mind, and that "nothing is too good for my esteemed Narn colleague." G'Kar walks away with another headache.

Elsewhere in the room, Delenn, now with her long hair straightened and curled, approaches Garibaldi. He says that she looks nice, but she tells him that he looks distressed, or soul sick, as the Minbari would say. "You know, it's funny. I met this woman, and I took to her immediately. Then, I met this guy who had hurt her, and instantly, I hated him."

"We Minbari believe, as do some humans," Delenn tells him, "that souls travel together. Some groups of souls are drawn onto the other in life to relive good relationships from the past, and, if possible, to make right the bad ones."

Garibaldi's attention is drawn away by Londo's voice; he is now opening the presents that the guests have brought. He graciously accepts Lennier's gift of a deck of cards, and opens another gift. Mariel says it is from her, but Daggair says that, in a way, it is from all three of his wives. He opens it, and finds the strange statuette inside. He admires it for a few seconds, but two small darts fire from its eyes and hit Londo in the head. He falls over in pain. Sheridan calls for an emergency medical team.

While Londo is in MedLab, unconcious, Dr. Franklin tells Sheridan that, because they don't have any Centauri blood that matches Londo's blood type, and synthesizing Centauri's blood has never been successfully done, creating an antitoxin will be very difficult. Mariel tries to tell the other wives, all of whom are at Londo's side, that she didn't know what the statue would do. Daggair tells her to be quiet, and she leaves. Daggair mentions to Timov that Londo has not made his divorce decree yet and, if he dies, they would be secure for life. Timov has a difficult time believing Daggair's callousness, but she claims that she is only looking out for herself, as she has been taught through life.

Garibaldi interrogates Stoner, who says that he handled the artifact many times without incident, and that it probably wouldn't do anything until it was held by a Centauri. Sheridan enters, and tells Garibaldi and Stoner that Londo is near death. He asks Stoner if he knows anything about the artifact, but all Stoner can tell him is that he found it on an abandoned Centauri planet. Sheridan explains the colony had been abandoned because they were forced out by the Narns. Garibaldi also tells him that the Narns probably rigged up the statuette as a trap for the Centauri. Garibaldi tells Stoner that he won't let him go until he speaks with G'Kar about the statue. He also warns Stoner that he will find some way to convict him. Garibaldi and Sheridan both leave.

Londo is still unconcious when, much later, Timov enters MedLab and approaches Dr. Franklin. She tells him that she and Londo have the same blood type, but that she didn't tell him before, because she wasn't sure what she wanted to do. She tells him that, although she might like to see him die, she does have principles, and that she would prefer to win her battle against Londo in some other, more satisfying way. She offers her blood to Franklin, on the condition that Londo never learn she gave it to him. Franklin accepts this, and escorts her away.

Lou Welch, a security officer, enters Garibaldi's office, with the information he could find on Stoner. It all fits in with Stoner's story. Garibaldi tells Welch he wants to talk to Stoner again, but Welch tells him that Stoner is eating. Garibaldi asks why he is eating so soon; dinner shouldn't be served for another hour. "He just... asked," Welch says. "I don't know. There's something about this guy that just makes you want to like him."

Londo finally awakes, again surrounded by his three wives and Dr. Franklin. Daggair and Mariel tell Dr. Franklin that they are happy that Londo is back, but Timov says nothing but that she is feeling fatigued and wants to go to back to quarters. Mariel and Daggair both follow her out. Londo tells Franklin that he considers all his wives nightmares, and that Timov is the worst of them. Dr. Franklin asks him if he can make a personal observation. Londo agrees. "Stick it," Dr. Franklin says, before walking away.

Stoner tells Talia that he doesn't understand why she wouldn't want to leave PsiCorps. She tells him that she is a telepath, and could never accept having that piece of her taken away. He tries to convince her that he wanted them to be happy, and that he thought if he told her about the cure, she would go happily. She tells him that her powers are a part of her, and she could never give them up. Stoner claims he can understand, and tells Talia she's coming with him. Her attitude suddenly changes, and she says that she will. The two of them leave the room, but Stoner is assaulted by Garibaldi when they exit. "Thanks, Talia, for your help. I love being right."

G'Kar is in his quarters, talking to Mariel. "You know," he says, "the problem with mysteries is that in order to get rid of the headaches, I have to figure them out. Here, we're faced with a staggering set of coincidences. A Centauri artifact, an ancient booby trap, it seems, happens to show up on Babylon 5 just in time to be purchased as a gift for Londo. And rather hide or deny responsibility, the gift giver makes it a point of saying she gave it to him, which neatly avoids any accusation of malicious intent because, usually, when you're trying to kill someone, you hide the attack. And there, you see, my head no longer throbs."

Mariel asks him who he will tell his theory to. G'Kar says he won't reveal it, but that Londo will figure it out eventually. As she leaves, he warns her to not be overconfident – if he were married to Londo, he'd be concerned right now. "G'Kar," Mariel says as she leaves, "if you were married to Londo, we'd all be concerned." Sheridan confronts Stoner one last time, telling him that, although they thought that he and PsiCorps were no longer related, PsiCorps communicated with them, telling them to turn Stoner over as soon as possible. Stoner tells Sheridan that he left under agreeable circumstances, but Sheridan tells him that he doesn't believe he left PsiCorps' employment at all and that, instead of his telepathic abilities being removed, they were changed, and that Stoner became an empath instead, a fact Sheridan believes is substantiated by recent events on the station. Garibaldi suggests that he was released because PsiCorps knew that other telepaths would learn what happened to Stoner. Stoner tries to deny the allegations, but Garibaldi says he believes that Stoner was sent there to convince his genetically perfect mate, Talia, to undergo the procedure, so other empaths could be created. Stoner tries to use his abilities to force Garibaldi to let him go, but Garibaldi tells him that security guards are watching the room's proceedings outside and that, if Stoner tries to get away with anything, he will not succeed. Stoner tries to tell Talia that he thought they were perfect together, and that he only wanted what was best for Talia, to make up for past mistakes. He claims that he does know the cure, and asks her to look into his mind, but she refuses. "See you in some other lifetime," Garibaldi tells Stoner as he leaves.

As Londo's wives prepare to leave the station, Vir presents Timov with Londo's itinerary, so that she will know which ones she should attend, and to which she should accompany him. Daggair and Mariel are upset at Londo's choice, but Londo tells him that they should be grateful, because he did provide them with a sum of money as a going-away present. After they leave, Timov asks why Londo chose her as his remaining wife, because she does not, and will not, love him, and they will not get along. "Because, with you, I will always know where I stand," he tells her. He kisses her hand, and leaves as she departs. Delenn runs into Ivanova and thanks her for helping her with her hair trouble, and the other help she has provided. Ivanova tells Delenn that, if she has any other questions or problems, she will be glad to help. As the two board an elevator, Delenn does ask something else. "Do you have any idea why I suddenly started getting these... odd cramps?"

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Episode 30

A Race Through Dark Places

Ivanova is in Sheridan's office, reporting to him about the budget problems Babylon 5 is facing, due in part to the increased number of EarthForce military transports passing through Babylon 5. That is forcing the station to reroute its commercial traffic, though EarthForce claims it is only temporary. She tells Sheridan that EarthForce, in order to reduce the deficit forming on Babylon 5, wants the two of them to either move out of their quarters, or pay rent of thirty credits per week, as they are the largest quarters on the station. Sheridan refuses to pay the rent, and tells Ivanova that, because of the work they do, they deserve the quarters they have. He tells Ivanova to inform EarthForce that they have no intention of paying for the extra space.

On the Mars colony, the PsiCop Bester is interrogating another telepath. "This is unnecessary, you know. If you'd just give us the information we need, we could stop this. We don't blame you. You fell under the influence of outsiders. They used you and then abandoned you. You mean nothing to them. You were raised by the Corps. Clothed by the Corps. We are your father and mother. Don't force us to do this." When the man refuses to speak, Bester continues, "We know there's an underground railroad helping unregistered telepaths. We know you gave them access to our files. Who was your contact? Who's running the operation?" The man claims he doesn't know, and that they don't use names. Bester asks where the central clearing house is for the railroad, but the man refuses to answer, instead, he recites "Mary had a little lamb." Bester reaches out and holds his hand above the man's throat, scanning him; the man dies painfully. "I caught it," Bester says. "Just before he died. Betrayed by his final thoughts. Babylon 5."

Sheridan is in Earhart's, talking to Dr. Franklin about the problems he's having with EarthForce. Dr. Franklin tries to convince him that he might be making a mistake, but Sheridan refuses to pay rent on his quarters. Dr. Franklin jokingly offers to let Sheridan sleep on the spare cot he requisitioned for medical purposes. They meet up with Ambassador Delenn, who asks to speak with Sheridan privately. She asks him to help her better understand what it is to be human. "Though I now look more like you, I'm not like you. And if I am to be a bridge of understanding between humans and Minbari, it would help if I knew more about your people." She explains that she wants to go out to dinner with him, to sit and talk with him, as long as it is not about business. Sheridan agrees, and they make plans for that evening. A ship carrying Bester arrives on the station, and Bester tells C&C that he wants to have a meeting with full command staff. In the meeting, he explains, "For some time now, we've been aware of an underground railroad smuggling unregistered telepaths away from Earth to the outer colonies where the Corps can't reach them." Ivanova tells him that she doesn't see a problem, but he claims that unregistered telepaths are a security risk. He explains that he learned the railroad was centered on Babylon 5, and that he wants it closed down. Bester asks for their cooperation, but Sheridan asks to speak with the others before committing to a decision. Bester leaves with Talia. After he leaves, Sheridan asks Garibaldi whether or not Bester was right in his request. Garibaldi explains that he was, because, whether they like it or not, they are obliged to uphold the laws of the Earth Alliance, and the law compels them to help the PsiCorps.

"It's damn ironic, isn't it?" Garibaldi says. "The Corps got started because we were afraid of telepaths, and now they're victims of our own fears. We took away every right they had and shoved them into a big black box called PsiCorps. Now, look at them. Black uniforms, jack boots, giving orders... Some days they scare the hell out of me." "Yeah," Sheridan tells him, "if you ask me, we created our own monster. Maybe we deserve it." Sheridan tells Garibaldi to help him in any way he can, but still keep an eye on him. As Garibaldi leaves, Ivanova reccommends to Sheridan that he check the files on Bester, because of the trouble he made before regarding Jason Ironheart. (cf. "Mind War")

Bester tells Talia on their walk that he is confident they will do what he asks. Talia asks him if he scanned them. Bester answers that it's against the law to scan normals. She asks him if he's scanning her, and though he claims she'd feel it, she says she wouldn't know if it was a surface scan. As he tries to convince her that he would only do such a thing if he believed she was doing something inappropriate, he hears the word "murderer" whispered over and over in his mind. He asks Talia if she heard it, but she says she didn't. He tells her to drop her defenses and listen again, but she still hears only the background noise of the area. "They're here," he tells her. "I was right."

Meanwhile, the underground railroad continues its operation. One telepath reports to another, Rick, who is apparently in charge, that Bester is there. Rick asks if Bester sensed him, but the telepath isn't sure. He says that they need to warn the runner and get out of there. He knows that Bester will attempt to stop them, and, in that event, their only option is to kill him.

That evening, Delenn, clad in an attractive black dinner dress, enters a restaurant and meets Sheridan, who is astonished by her appearance. He is not the only one, as many others around his table notice her. He asks her what she might like to order, and they look at the menu together.

Meanwhile, Garibaldi enters Earhart's and finds Ivanova there. He attempts to talk to her about official business, but at the mention, following military tradition, she forces him to buy the next round of drinks. He explains that he really does need to talk to her privately, and they find a table by themselves. He tells her that he needs a contact on the underground railroad. She wishes him luck, but is not sure what that has to do with her. She tells him that, even though she resents the PsiCorps, she is not responsible. He explains to her that he knows someone high up on the station must be responsible for such a large operation, and that he suspected it was her. She assures him that she is not responsible, and tells him that she wants to go back to her quarters and get some sleep. "That's the other thing I wanted to talk to you about," he tells her.

After dinner, Sheridan and Delenn are enjoying some pleasant conversation, discussing such topics as household pets and humor. Sheridan says he never thinks of Minbari laughing, but she tells him that the Minbari think no race can be truly intelligent without laughter, and that learning to appreciate humor is a large portion of their religious development. Sheridan explains to her that such things are not uncommon on Earth. "It would appear that we have much more in common than we imagined," Delenn tells him. Smiling, Sheridan agrees. Talia is getting ready for bed when she is interrupted by a call from Bester. Bester tells her that he regrets the way he has treated her, especially in regards to Jason Ironheart. He tells her he wants to get to know her better, and invites her to join him for breakfast the next morning. She tells him that she will be there, and he hangs up. She walks over to a mirror and looks into it. Seeing her face, she remembers the time, about a year earlier, when Jason Ironheart came onto the station. She remembers his confiding in her, and Bester's attempt to kill him, his transcendence, and his mysterious gift to her. As she recalls those traumatic events, a penny on a nearby table slowly begins to move, flies from the table, and imbeds itself into a wall. "He's been in my mind twice today," she says as she watches the penny. "Why isn't he seeing this? Or was that the other part of the gift?"

An exhausted Sheridan approaches his quarters and attempts to use his card to open the door. He tries twice, but the door refuses to open. Ivanova appears, noticing his trouble, and informs him that EarthForce sealed their rooms until they decide to move to smaller quarters or pay rent. She tells him that she was on her way to rent a room, but he won't let her do that.

The unregistetred telepaths are gathered together, apparently assembling weapons. Rick insists that they do something again. Another telepath says that they are safe as long as they are hidden from him, but Rick knows better... he knows the telepath Bester killed to obtain the information cracked, and that they must be stronger to keep him off the track. Everyone agrees, and they all begin reciting "Mary Had a Little Lamb," apparently using it to block out all other thoughts. Ivanova is curled up on the couch in Sheridan's office, while he reclines in his desk chair. He tells her that they need to be strong and cannot show weakness. She agrees reluctantly. To lighten the mood, he tells her a joke. "How many Minbari does it take to screw in a light bulb?" She doesn't know, so he explains. "None. They always surrender right before they finish the job, and they never tell you why. Knock knock." "Who's there?" "Kosh." "Kosh who?" "Gesundheit." Ivanova is less than amused.

The next morning, at breakfast, Talia and Bester are talking about the situation back home, especially regarding the death of the president. He asks her to keep an eye on the people on the station, wondering what they have to say about the president's death. Seconds later, he hears something else in his head – plans to attack. He leaps away just in time, shouting at Talia to get down. He fires at and kills his attackers, but as Talia attempts to escape, she is grabbed by several people, knocked out, and dragged off.

Bester addresses the staff, telling them about the attack. He admits, however, that he doesn't know what happened to Talia. He tells them that he thinks she's fine, because they were after him. When Garibaldi asks Bester if the thought had occurred to him that they may have kidnapped Talia to get to him, Bester simply says that she doesn't know anything that could endanger either him or the Corps. This greatly upsets Garibaldi, who begins screaming at Bester that he should have notified security as soon as he knew she was gone. Bester tells Garibaldi that, if he really wants to find her, he needs to double the efforts of security. "You've got two bodies to start with. Make the best of them."

Talia begins waking up from her unconciousness, hearing voices in her head as she does so. She awakens to find herself lying on the floor, surrounded by people. She rises and attampts to walk around the room, and meets with no resistence. She walks over to Rick, and he tells her that they don't want to hurt her, but they will if necessary. Realizing this is the leader of the underground railroad, she tells him that they are only hurting themselves, and that the Corps just wants to protect them. He says he doesn't believe that and that she doesn't either. He also tells her that she is "almost there." She asks what he's talking about, and what he wants with her. He tells her that he wants her to understand.

Dr. Franklin reports to Sheridan that he heard from the people running the underground railroad, who said that Talia isn't hurt. He tells Sheridan that they want to arrange a meeting between Sheridan and the head of the operation, but if anyone besides Sheridan arrives, the meeting is off. Dr. Franklin tells him that they want to find a solution to the situation without anyone else being hurt. Sheridan asks Dr. Franklin if he can trust them, and Franklin says he can, but refuses to explain how he knows that. Sheridan agrees to the meeting. Talia listens to the story of one of the telepaths, who explains to her how his brother took medication to suppress his telepathic powers, which didn't stop him from speaking out against the PsiCorps. However, one day, when the PsiCorps came to inject him with the suppressing medicine, he never woke up. Talia refuses to accept that the Corps would kill someone, but the man insists it's true. Rick tells her that she's afraid of the truth. She tries to explain to him what the Corps gave her, but he tells her they took even more away, forcing her to wear a badge and wear gloves, and taking away her freedom. He tells her that the PsiCorps tries to keep telepaths seperate, but still dependent. She can't believe what he's saying. He tells her that he knows what happened to Jason Ironheart, that he was a rogue and ran away, just like all the others on the underground railroad.

Bester enters Garibaldi's office, where Garibaldi is waiting. He asks what Garibaldi wants, and Garibaldi tells Bester that he needs to see him, even though he doesn't want to. Bester tells Garibaldi that they both have the same interests and want to protect Talia, but Garibaldi doesn't believe it. Bester tries to convince Garibaldi that he has a wife and daughter, and is hardly the monster Garibaldi believes him to be, but Garibaldi cannot believe that story either. He tosses Bester some information, and tells him that he has learned the would-be assassins were living in Downbelow. Bester determines, as Garibaldi did, that the rest are probably down there as well. Garibaldi tells Bester that he will meet with Bester in one hour to go down there together. Bester agrees.

Talia is still with the other telepaths, this time listening to the story of a P-11 telepath who was asked to marry a man, another P-11, so that they could increase the chances of creating a baby as powerful, or more so, than the parents. When she refused, she was taken away during the night, only to discover a short time later that she was pregnant. After she had the baby, it was taken away, and she never saw it again. She escaped the hospital and never turned back. Rick talks to Talia again, telling her that the original function of the Corps has been lost through time. He wants to stop it, and he asks for her help. She can't easily agree, because it has been her way of life since childhood. She asks him why he wants her involved, and tells her that she's special. "Your friend Ironheart was my friend, too. They experimented on both of us. They pushed me up here," Rick tells her, pointing to his head, "they made me a P-12, maybe even a P-13, but Ironheart...he went further than I did. Further than anyone will ever go again. When he escaped, I went with him. Helped set all this up. I know he touched you. I know he gave you something. I know you can help us if you want to."

Sheridan arrives at the predetermined place to meet with the leader of the operation, when he inexplicably meets up with Dr. Franklin. Sheridan tells Franklin that he should leave, or else scare off the leader. But Franklin is the leader. Sheridan tells Franklin that he'd better have a good explanation. Talia appears. "I think he does, Captain, and I think you should listen to him. I think you should listen to all of them."

"Back on Earth," explains Dr. Franklin, "I heard things. The kind of things you're not supposed to hear about. Genetic manipulation, breeding telepaths against their will, so-called relocation camps for rogue telepaths that aren't much better than concentration camps. It started when a few doctors began referring latent telepaths to each other, keeping them out of circulation – losing reports, and changing medical history files. We couldn't just keep moving them around like checkers – we had to get them away from Earth. They were filtered into Babylon 5 on business visas. Last year, I set up a clinic downbelow so we could start processing runaways and changing records without anyone from MedLab knowing about it. I trust my staff, but the PsiCorps has a knack for intimidation." Sheridan tells Franklin that he agrees, in principle, with what Franklin is doing, but that he is bound to obey the law as a soldier. Franklin is also bound, by an oath to protect lives. Sheridan doesn't want to turn Franklin in, because it would embarrass EarthForce, and give them another reason to shut down Babylon 5, but, if he doesn't turn him in, he becomes just as guilty.

"No," Talia tells Sheridan. "There's a third option."

Bester appears, without Garibaldi. He looks around for a while, turns a corner, and sees a group of telepaths there, with Rick in the front. Bester tells Rick that, if they return peacefully, they won't be harmed. Talia appears from behind the other telepaths, all together in a tight group, and tells him that he is lying, and that they will only be destroyed as a lesson to the others. "You want to keep us frightened and isolated. Not just from normals, but from each other. That's the real reason we wear gloves, isn't it? To keep us apart. But what happens when the gloves come off?" She raises her gloveless hands, and the other telepaths do the same.

The entire group joins hands together and begin fighting Bester collectively. He tries to stop them, but is unable. The telepaths, however, are making no progress. "It's not working," Rick says, straining against what he is doing. "Someone's fighting us." He suddenly realizes who it is, and turns to Talia. "You!" She shouts out to Bester, and he fires on the entire group, quickly killing them all, except Talia. He surveys the bodies, telling her that he would rather have taken them all alive, but that the leader is dead, and an example has been set. He tells her that the body will die when the head is cut off, which he orders her to do. He tells Talia he was convinced by her ruse.

"The Corps is mother, the corps is father," she tells him. "I know where my loyalties lie." He tells her that security will be there soon. He suggests that they leave seperately, and hopes that she will deny all knowledge of the incident; she agrees. Bester leaves, and she walks off in the other direction.

Sheridan suddenly appears in the room, where all of the telepaths, including Talia, are gathered together, holding hands. They drop their hands as Sheridan explains that he only saw Bester appear in the corridor, then walk away. But Talia explains that they projected an image into his mind telepathically, and that he believed what he saw completely. Sheridan asks them how they did it, assuming that a PsiCop would be able to see through the trick. Talia tells him that they could only do it together, and that a single telepath could never have done it. Franklin tells Sheridan that, because Bester is convinced what he saw actually happened, he will not press the issue, not wanting to answer lots of questions about the dead telepaths. Because Sheridan doesn't have the defenses to block a scan, Talia recommends that he not see Bester before he leaves. Dr. Franklin also informs Sheridan that, because of the attention drawn to it, the underground railroad will no longer pass through Babylon 5, but that others will take over for him. Sheridan tells the telepaths that they are free to leave, but that he doesn't want them back. The telepaths agree and file out. Sheridan and Franklin leave back toward the elevator, Sheridan warning Franklin that he will turn him in if he does it again. Franklin tries to get Sheridan to admit that he agrees with Franklin's actions, but Sheridan won't. When Franklin asks him what he's saying, Sheridan only replies, "I'm not saying what I'm saying. I'm not saying what I'm thinking. As a matter of fact, I'm not thinking what I'm thinking." He tells Franklin that all he wants is a drink. Franklin reminds him that he also needs a place to stay, something which Sheridan had forgotten about.

As Talia returns, Rick emerges from the shadows and startles her. He says that she can never return, but she tells him that she can't leave the Corps. He points to his head. "No, I mean in here. You know too much. If Bester scans you, you...Can you keep him out?"

"I think so. Jason's little gift."

"He gave you more than you know. What we did back there...shouldn't have worked. Not with that PsiCop. You tipped the balance. I felt it when we were joined. You're more than you think you are."

"Then what am I?"

"The future," Rick says as he vanishes again into the shadows.

Ivanova appeals to Sheridan to the repeal the protest, since she believes that Earth Central will never concede. She tells him, however, that she will continue with the protest if he will. She also tells him that he snores, a fact he vehemently denies, but which she insists. She asks to sleep on the couch, but he says that she can sleep in her own quarters instead. She asked if he gave in, but he tells her, "I'm deducting sixty credits per week from the budget set aside to maintain combat readiness, and applying it against the rent." Ivanova asks on what grounds he's doing that, and he responds, "On the grounds that I'm not ready to fight anybody until I've had a decent night's sleep in my own damn bed." She thinks it's a good solution, and leaves Sheridan's office to go to sleep.

Talia accompanies Bester to the docking bay. Bester tells her that he is very disappointed that Sheridan was not as supportive of the Corps as he had been told. He tells her to keep an eye on Sheridan as well, and Talia says that won't be a problem. He leaves, but as he is walking away, he stops suddenly, turns back toward her questioningly, then walks away.

Ivanova is interrupted by the door chime just as she climbs into bed. She answers the door, and Talia enters carrying a bottle of wine and two glasses. At first, Ivanova wants her to leave, but Talia soon changes her mind. Removing her gloves, Talia tells her, "I just wanted to say that you were right and I was wrong about the Corps. I can't go into details, but in light of recent events, I think we need to reevaluate our relationship. Which is just a formal way of saying that I needs someone to talk to, and, strange as this sounds, you're the only one I can think of. Unless my being here offends you."

Ivanova shakes her head. "No, you don't offend me. But that does."

Talia looks down at her collar and sees the PsiCorps badge there. Without saying a word, she removes it and sets it on a nearby table. "Better," Ivanova tells her, and the two sit down and begin to talk.

Synopsis by Matthew Murray
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Episode 31

The Coming of Shadows

On Centauri Prime, the Centauri emperor prepares for his voyage off the homeworld. His prime minister plans to go with him – citing the emperor's poor health – but the emperor declines; the prime minister is next in line of authority and needs to remain behind in case of a crisis. "What I must do," the emperor explains, "cannot wait any longer." Before the emperor leaves, he tells the prime minister how much he appreciates him, and that he seldom shows the gratitude he should. Followed by four veiled Centauri women, the emperor leaves the throne room.

Ambassador G'Kar attempts to convince Captain Sheridan that inviting the Centauri emperor to Babylon 5 is unacceptable to the Narns, because of what his family did to them. Sheridan tries to tell G'Kar that this emperor has gone out of his way to be nice to the Narns, but G'kar dismisses it as a technicality. Sheridan tells G'Kar that the resentment the Narn have against the Centauri is not his problem, and that everyone is welcome aboard the station, including the emperor. Sheridan tells G'Kar that he should use the opportunity to open a dialogue with the emperor, but G'Kar refuses to listen. As he leaves, Sheridan tells him not to do something he will regret. "It's too late for that, Captain. Too late by far."

A group of Centauri ships come through the jump gate as a frequent visitor to Babylon 5 over the last several months arrives on the station. The guard asks him if there is anything he can do to assist, but as soon as the man sees Garibaldi, he replies that he's found what he's looking for, and leaves.

Londo meets with Refa, who details what Londo is to do when he meets with the Centauri emperor. Londo is to deliver a carefully planned speech, which discusses the decline of the Centauri government and the need for change, and contains several predictions about the economy and the military that Refa has already arranged to come to pass. Refa's plan is to make the emperor look weak and short-sighted. Though Londo realizes this will not endear him to the emperor and his court, Refa explains that the emperor's health is very poor, and he is not expected to live much longer. Refa tells Londo that, if they don't take the opportunity that now presents itself, they may not be in the proper position when the time comes. Refa leaves Londo to study the speech. Vir, who had been watching the proceedings, is made uncomfortable by the situation, and tells Londo so when he asks. "Then, for once," says Londo, "we have something in common." The emperor's ship arrives and docks. The command crew of Babylon 5, in full dress, is in the docking bay to meet him. The emperor offers Sheridan the hands of friendship, which Sheridan accepts. After introductions are complete, the emperor tells him that he is very impressed with their choice to risk great dangers in order to achieve peace. Sheridan offers to begin the tour, but the emperor interrupts, asking Dr. Franklin about Ambassador Kosh, as he has never seen a Vorlon before. He is curious because the Centauri have sent many expeditions into Vorlon space, but none have returned, and he wants to know more about the stories he has heard.

G'Kar is communicating with Karmok, a Narn government official, who tells him that the Ka-Ri endorsed G'Kar's plans. G'Kar asks when the best time would be to perform the act, and Karmok tells him that he should do it at the reception. Karmok asks if G'Kar is sure he wants to do it, but G'Kar insists he is. "It is a strange feeling, Karmok, to know suddenly that all the decisions in your life have brought you to this place. There is no longer doubt or uncertainty. The future now consists of only three probablities." He opens a box sitting nearby, and removes a shiny dagger from within. "In the moment that I strike, the emperor and I will both die. Or, he will die and I will spend my life in prison. Or, I will fail and be killed. For the first time in my life, the path is clear."

Sheridan joins the emperor in an observation dome. The emperor asks why Sheridan decided to join EarthForce. Sheridan says that it was his choice, that he joined before war, when a draft was instated. Sheridan says that he wanted to make a difference, and asks why the emperor is so interested. The emperor responds by saying he never made a choice in his life because all of his actions had been predetermined, and that he never thought he had to choose otherwise. He wonders what may have happened had he done so.

Sheridan offers his perspective. "That's why my father taught me to live each second as though it were the last moment of my life. If you love, love without reservation. If you fight, fight without fear. He called it the way of the warrior." Sheridan admits that he has only a few regrets, but the emperor says he has many more, and that he has lost and forgotten most of his life. The emperor says, even though most of his life has slipped away, and most of his options are gone, there still is the opportunity to do something that can make a difference, and he will not let it slip by. Meanwhile, the man who arrived aboard Babylon 5 earlier is standing in the corridor, watching and listening as Garibaldi makes security plans for the emperor's reception.

As the reception for the emperor begins, G'Kar is in his quarters, preparing for the task which lies before him. "I take this action," he dictates into a machine, "without the knowledge or permission of my government. Neither should my aide, Na'Toth, be held accountable for my actions. The responsibility is mine alone. I ask that my remains and my personal property be sent back to Narn–to my family. My copy of the Book of G'Quan I leave to Na'Toth, with the hope of her eventual enlightenment."

At the reception, Sheridan asks Ivanova about the veiled Centauri women who follow the emperor around. Ivanova explains that they are telepaths, always linked to the emperor. Two go with him at all times, and two remain at home at all times. Since all four can see and hear what the others see and hear, the emperor can be kept apprised of what is going on at home, while his court can learn what he is doing abroad. Ivanova asks Sheridan if he knows what the emperor's important speech is about. Sheridan tells her that he doesn't know, and that he hoped it would bring Ambassador Kosh to the reception, but Kosh is not present. One visitor they did not expect to see, however, G'Kar, arrives and promises Sheridan that he will listen to the emperor. Nearby, the man following Garibaldi is finally captured. Garibaldi demands to know why he has been following him, but before the man has a chance to explain, several other security guards arrive. Though pressed to say something, the man remains silent and is taken away by the guards.

The emperor and his train proceed to the reception, and G'Kar prepares the dagger he has brought along. Delenn sees this, but G'Kar moves away as she walks toward him. In a corridor, as the emperor walks, his face suddenly contorts and he clutches his chest as he falls. The Centauri with him, including the telepaths, turn in alarm. Dr. Franklin rushes out of the reception to help. On the Centauri homeworld, the remaining two telepaths enter the throne room and approach the prime minister, who is talking with two Minbari, and another gentleman who appears to be human. The prime minister rises in alarm, as if he knows what has happened aboard Babylon 5.

In MedLab, Dr. Franklin is alone with the bedridden emperor, who gives him an important message to deliver, something that can't be entrusted to another Centauri.

Londo and Vir meet with Refa again. Refa tells Londo that their competitors are preparing to take power as soon as the emperor dies. But Refa wants to prevent that. He tells Londo that they need to do something extraordinary, something to assure their side gains power. Londo remembers something Morden told him long ago. "He said, 'Just pick a target...'" Refa asks Londo what he means, and Londo explains. "I believe there is a Narn colony on the border of Centauri space, quadrant 14." The very mention of this makes Vir uneasy, but Londo and Refa brush it off. Refa tells Londo that the colony is a listening post the Narns have used for many years to spy on them, but that the planet should be ours. "Well then," Londo says, "let us take it back!" Refa claims it would require a major assault, costing many lives, but Londo says that he will take care of it, and tells Refa to send some Centauri military vessels to quadrant 14. Refa doesn't see how that will help, but Londo says it will be enough. Refa, though still unconvinced, tells Londo that he will see to it, and leaves. Londo turns to Vir. "Find Mr. Morden. Bring him here." Vir begs Londo to reconsider his actions, and to just listen to him this once. He tries to tell Londo that once he does this, he cannot turn back. Londo claims that he has no choice, and then tells Vir that, if he does not find Morden, he will do so himself.

"No. No, I'll go," says Vir. "I'll go, and I'll bring him back. And some day I'm going to remind you of this conversation. And maybe then...then you'll understand."

"I understand... just fine," Londo says. "By this time tomorrow, we will be at war with the Narns. May the Great Maker forgive me." G'Kar is in his quarters, again speaking with Karmok, telling him how upset he is that he didn't get a chance to assassinate the emperor. His door chimes; it's Dr. Franklin. G'Kar tells Karmok that he may soon have another opportunity, and quickly cuts off the communication. He lets Dr. Franklin in. Franklin tells him that he just saw the emperor. G'Kar asks how the emperor is, and tells Franklin he was anxious to meet him. Franklin tells him that the emperor had a message for him. At first, G'Kar doesn't want to hear the message, but he changes his mind when Franklin says, "He wanted to say he's sorry." Franklin continues. "He came all the way out here, risked his health, and endangered his life, so that he could stand beside a Narn in neutral territory and apologize for all the things the Centauri have done to your people. For all the things his family did. He said, 'We were wrong. The hatred between our people can never end until someone is willing to say, I'm sorry, and try to find a way to make things right again, to atone for our actions.' He said it was the only choice he ever made in his life, and now that seems to have been taken away from him." This news strikes G'Kar deeply, and he says he had no idea that the emperor had come for that reason. "No, I'm sure you didn't," answers Franklin. "Maybe that's the biggest tragedy of the whole damn story."

Londo is asleep. As he is dreaming, he hears himself say, "Keep this up, G'Kar, and soon you won't have a planet to protect!" He sees a contigent of Narn fighters destroying the space station at Ragesh 3. Within seconds, that dissolves, and...

...He sees a great, fiery star with a hand emerging from it, reaching toward something...

...He sees Centauri Prime from orbit...

...He finds himself standing on the dusty or sandy surface of a planet, shielding his eyes from the sun as a group of Shadow ships fly overhead...

...He stands, dressed in ceremonial clothing, his head bowed, as a crown is placed upon his head.

...He sits on a large throne, dressed in elaborate white clothes. He is aged, decrepit, and ill. Surveying his surroundings, he sees a Narn, his face aged and wrinkled, wrapped in a dark cloth. It is G'Kar...

...Londo once again sees the great hand, stretching further and further from the star, grasping at something...

...He is back in the throne room, in a struggle with G'Kar. They are both trying to strangle each other. Londo begins losing the struggle, and he begins to fall back, as...

...he wakes up. He is quite disoriented, and picks up a small clock nearby, to check the time. "It has begun," he says.

At the Narn colony in quadrant 14, all is quiet as several Narn ships patrol the area. Without warning, three Shadow ships appear and begin firing at the Narn ships. The Narns put up a valiant fight, but can seemingly not even scratch the defenses of the enemy. The Shadow ships move toward the planet, destroying everything, and anything, in their way. The smaller Narn ships are all destroyed attempting to protect the planet. As the three Shadow ships arrive near the planet, a fourth appears and helps the others attack the colony on the planet, and the station orbiting it. After all has been destroyed, the four ships leave the vicinity, vanishing as they do so.

Refa and Londo are walking through Babylon 5. Londo tells Refa that the Narn will be learning of what happened soon enough, and that Centauri forces can move in at any time. Refa says that he will have to move quickly as well, as he has something to take care of at home. He tells Londo it is an obstacle that must be removed, but he refuses to elaborate when Londo asks what it is. Refa leaves as G'Kar appears and addresses Londo in a threatening tone. Londo tries to explain, but before he has a chance to explain or escape, G'Kar drops the gruff facade and pulls Londo over to a nearby bar, where he buys him a drink. "I've heard something that makes me think there is still hope for us after all," G'Kar tells him. "I believed your people capable of only murder and pain. But, apparently, there is still a spark of decency in your genetic code. It's not much of a foundation, I'll grant you that, but it's a start!" The drinks arrive and they toast. "I never thought I would be saying this Mollari, but, to the health of your emperor. And, perhaps, to your health as well." Londo painfully accepts the toast, and thanks G'Kar, visibly shaken. They both drink. Several large Centauri warships create a jump point and emerge near the destroyed colony just as several smaller Narn ships arrive and see the damage that has been done. They do not know what happened, but they quickly see the Centauri ships there. The Narn communicate this to the homeworld and prepare to attack the Centauri warships. The fighting begins, and several of the Narn ships are destroyed. The Centauri prime minister stands quietly near the throne on Centauri Prime, thinking. He begins to walk away, but is stopped by four Centauri as he attempts to leave. They say nothing. The prime minister tries to call his guards, but before he can, one of the four thrusts a dagger deep into him, and he falls to the floor, dead.

Garibaldi is in his office, exhausted, when another security officer enters, telling him that the prisoner wants to speak with him. Garibaldi refuses at first, but the officer says the prisoner claims it's important. The prisoner enters. Garibaldi tells him that he has five minutes, and the man explains. "I was sent to find you. I have a message for you." He puts a data crystal on Garibaldi's desk. "I believe it will explain everything." Garibaldi is reluctant at first, but he puts the crystal into his player and starts it.

The screens light up, showing the face of Ambassador Jeffrey Sinclair. "Hello, old friend," Sinclair says. "It's been a while. I'm trusting this message to an associate of mine who is sworn to bring it to you at any cost–including his own life. My job on the Minbari homeworld is more than just representing Earth. The President doesn't know about that part yet, and...I don't think it would be wise of you to tell him. There's a great darkness coming, Michael. Some of the Minbari have been waiting for it a long time."

In C&C, Ivanova reports to Sheridan that they intercepted an open message sent from the Narn homeworld to G'Kar, reporting about the assault on the Narn colony in quadrant 14. This upsets and angers Sheridan greatly.

"The bearer of this message," Sinclair continues, "is one of my rangers. Some are Minbari. Most are humans. They have been drawn here to learn to work together and prepare for the fight ahead." Garibaldi pauses the message, and the ranger explains that they have been on Babylon 5 for nearly two months. He says they are an army, and that they are growing. Garibaldi asks if this army's weapons are coming through the station, and the ranger says no, but that they do have friends, and that he can say no more. Garibaldi continues the message. "Their job, for now, is to patrol the frontier, to listen, to watch, and to return with reports too sensitive to trust to regular channels. They are my eyes and ears. Where you see them, you see me."

Karmok reports to G'Kar that the Narn ships they sent saw the Centauri warships lead the assault. G'Kar asks what happened to the inhabitants of the colony. Karmok tells him that most died within the first few minutes of the attack, but that, if there are survivors, they are probably going to be enslaved by the Centauri forever, now that they are in control. Karmok quickly breaks off the communication, wondering how the Centauri were able to so easily break through their defenses. G'Kar turns away slowly from the monitor, shaking his fist in rage. "I reached out my hand, and he betrayed me. He knew! And he betrayed me!" He flings his arm across a nearby table, throwing everything on the table onto the floor. His rage growing, he wrenches the table from its legs and the throws it to the ground, where it breaks in two.

"In the name of our friendship," Sinclair concludes, "I ask that you give them every courtesy and cooperation. I wish I could tell you more...I wish I could warn you. But the others don't think it's time yet. Stay close to the Vorlon, and watch out for the Shadows. They move when you're not looking for them." The message ends, and as Garibaldi turns to the ranger, he receives a call on his commlink telling him that help is needed in the ambassadorial wing. The communication suddenly breaks off.

G'Kar bursts down the hall, his eyes burning. He knocks to the ground everyone who gets in his way. His voice filled with anger, he shouts, "Mollari! Mollari!" Sheridan and several security guards intercept him. Sheridan tells him that, if he returns to his quarters, they will not press charges. G'Kar pleads. "They're doing it to us again. Step aside, Sheridan. I won't let this happen. Not again!" Sheridan offers to help G'Kar, but warns him that, should he attempt to attack Londo, he will either be killed or sent off the station, and that he can't help the other Narns either way. G'Kar shouts that the Centauri will kill everyone unless he does something. Sheridan tells him to decide what is more important: getting revenge against Londo, or saving the lives of many Narns. Making his decision, G'Kar gathers up all his energy for one final strike. The security guards prepare to fire if necessary, but G'Kar slams into a wall and falls down beside it. Sheridan and the other security guards leave him alone, in pain, to think.

In MedLab, the Centauri emperor tries to speak to Franklin, but Franklin tells him to take it easy and save his strength.

Franklin asks if there is anything he can do to help, and the emperor tells him that he very much wanted to see a Vorlon. Dr. Franklin smiles and steps aside. The emperor turns his head, but seconds later, his face is covered by a shadow. He looks up to see Ambassador Kosh standing over his bed. "How will this end?" the emperor asks.

"In fire," Kosh intones.

Garibaldi tells Sheridan and Ivanova what he learned, but does not reveal the source. Ivanova asks him why he believes he can trust whoever told him this, and Garibaldi says that the source comes "highly recommended." Sheridan asks Garibaldi why he is holding something back, and Garibaldi tells him that he made a promise. Sheridan has a hard time accepting the information Garibaldi presents, and threatens to order Garibaldi to talk, but Garibaldi refuses, knowing that, if he did so, Sheridan would not be able to trust him again, because someone higher in the chain of command than Sheridan could order him to talk as well. Sheridan accepts this, and Garibaldi continues. "Ever since New Years, we've been hearing about some other major race on the prowl. My source tells me the rumors are true, and there may be some link to the Centauri government. Now, who or what that link is, I don't know, but they're definitely getting support."

"And you think this other race was behind the assault on quadrant 14?" asks Ivanova.

"It's possible," replies Garibaldi.

Sheridan tells them that, if that is true, their enemy wouldn't want anyone else to know. Ivanova tells him that all they have is supposition, but Sheridan says it is a good idea to make your opponent think you know more than you actually do. "Now, if your source is right, we may be able to play a bluff," Sheridan tells Garibaldi. In MedLab, Refa, Londo, and the emperor's entourage stand around the emperor's bed. Refa tells the emperor that they retook the Narn colony and that not one Centauri was hurt or killed in doing so. Their homeworld is rejoicing, and the Centauri are powerful again, but he wants the emperor's blessing. He leans in close, but the emperor tells him nothing. The emperor points to Londo, who leans in. The emperor whispers something to him, then dies. Refa asks what the emperor said, and Londo tells him, "He said, 'Continue. Take my people back...to the stars.'" The two Centauri telepaths, who had been watching, look at each other and then walk away. Londo and Refa follow, but Refa stops Londo in the hall, asking him what the emperor really said. "He said," Londo answers, with great difficulty, "that we are both damned." "Well," Refa tells him, "it's a small enough price to pay for immortality." Laughing, he walks away, leaving Londo alone in the hall.

G'Kar is back in his quarters, facing the wall, when the door opens and Sheridan enters. He tells G'Kar that he thinks he knows how Earth may be able to help, and that he has called a council meeting to discuss recent events. As Sheridan leaves, G'Kar tells him that he will attend the meeting. "Thank you... for stopping me."

At the council meeting, Sheridan addresses Londo, asking what will happen to the Narn civilians on the colony. Londo says the Centauri can't allow them to return to the Narn homeworld, but says that he is sure his government will find them something productive to do. Delenn tells him she thinks he means forced slavery, but Londo claims they have no desire to misuse anyone. G'Kar enters, and takes his seat at the council table. Sheridan tells Londo that he has received permission from Earth to send observers to the colony to check on the civilians, to make sure they aren't mistreated. Londo tells Sheridan the observers are not welcome, but Sheridan doesn't care. He tells Londo he shouldn't try shooting down an EarthForce ship; though Earth isn't looking for another war, it will shoot back if fired upon.

Sheridan tells Londo that the observers will check on the survivors and put together a full report, including as much as they can learn about how the colony was so easily defeated. This disturbs Londo, who tells the council that he thinks he can convince the Centauri government to allow the civilians to return to the Narn homeworld, as long as no observers are sent to the colony. Sheridan agrees, and tells him, "I'm sure your gesture of goodwill will be appreciated for what it is...Ambassador." Delenn asks G'Kar to speak.

"Before coming here," G'Kar says, "I received a communique from my government. For a hundred years, the Centauri occupied our world. Devestated it. We swore we would never let that happen again. This attack on our largest civilian colony has inflicted terrible damage and loss of life. They've crossed a line we cannot allow them to cross. As a result, two hours ago my government officially declared war against the Centauri Republic. Our hope for peace is over. We are now at war...we are now at war."

Refa tells Londo and Vir that the death of the Centauri prime minister changed the balance of power on the Centauri homeworld, neutralizing the other powerful families, and leaving the emperor's nephew, who is on the side of Londo and Refa, the successor to the throne. Refa offers Vir a drink, but Vir says nothing. Refa continues. "For the first time in a hundred years, Ambassador, our people are on the right track again, and we have you to thank for it. You will find the emperor's gratitude...most rewarding." Refa bids them farewell and leaves.

"I'm surprised," Vir tells Londo after Refa leaves. "You could have asked to be named to the royal court. It would have put you in a position to become emperor yourself one day. That's what you want, isn't it?"

Londo thinks back, recalling his recent dream of being crowned and then, many years later, being strangled by G'Kar. "No. I have no desire to be emperor," he tells Vir. "I prefer to work behind the scenes. The reward is nearly as great, and the risk far, far less." Garibaldi thanks the ranger for his help in saving the lives of so many Narns. When the ranger asks if Garibaldi will give the cooperation he needs, Garibaldi agrees, as long as the ranger keeps him informed of what the rangers learn, both here and abroad. The ranger says he will, as long as their presence is kept a secret. Garibaldi agrees to that, but asks one last question. "Aside from me, does anybody else know you're here?"

"Just one other," the ranger says as he walks away.

Delenn, in her quarters, examines a message crystal in her hands closely. She puts it into her player, and is greeted with a voice she, too, hasn't heard in a long time. "Hello, old friend..."

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Episode 32

Gropos

It is a quiet evening on the station, and Commander Ivanova is enjoying the peace when she receives word that the jump gate is activating and six EarthForce ships are coming through.

A shuttle from the main ship docks, and Sheridan is there to meet the commanding officer, who introduces himself as General Richard Franklin, of the 356th infantry division. Sheridan apologizes for the delay, but since they didn't know he was coming, there was little they could do. General Franklin tells him that the mission is classified, but that Sheridan will be briefed in the morning. General Franklin also tells him that he needs lodging for all 25,000 of his troops. Sheridan protests, saying that there isn't enough space, but General Franklin orders him to find it, because he doesn't want his troops aboard transports the whole time. Sheridan asks the general if he is any relation to the station's head doctor, Dr. Stephen Franklin, and the general answers that he is Dr. Franklin's father. Sheridan offers to tell Dr. Franklin, but General Franklin says he will do so himself as soon as his people are settled.

The troops arrive on the station, are identified, and then herded into groups to be taken to their billets. Commander Ivanova is trying to organize everyone together, but is having a difficult time of this. Garibaldi is also not too pleased with the sight of so many ground pounders on the station, but realizes there is little that can be done. She orders him to seal off the area and only allow military personnel inside the docking bay.

Sheridan asks Ivanova what the status of the station is, and she tells him that, even though they have put the ground pounders in quarters with several other people, they are still very short on places to put them. In addition, she is afraid their docking schedule will have to be done away with. Garibaldi tells Sheridan that looking after the recreational areas might be a good idea as well, and Sheridan tells Garibaldi to seal off the more "colorful" areas of the station. Garibaldi tells him he already did this, but is afraid it won't do much good. The three arrive at the briefing.

General Franklin explains to them that the planet Akdor, in the Shilassen Triumvirate, is currently engaged in a civil war, and the Shilassen government has asked for aid, which the Earth Alliance wants to provide. Sheridan is confused as, just a few days earlier, he was told to refuse the request, and the general tells him that, until the senate announces their decision to the public, Sheridan's orders are the official story. Ivanova asks what the objective is, and General Franklin says it is an attack against the rebel stronghold at Matok. As soon as the senate announces their intention, General Franklin's troops will go in and take the fort. Sheridan tells him that he knows, from previous experienece, that Matok is a death-trap, to which Franklin replies that Sheridan's knowledge was one reason Babylon 5 was chosen as a staging area. Garibaldi asks how they can keep the operation a secret, and Franklin tells him that the soldiers believe they are going to Io. General Franklin also tells them that his people are going to leave new weapons for Babylon 5, so that they will have the capacity to take on a warship. Franklin explains that, with the Narn and Centauri at war, the other aliens may become more aggressive, in which case Babylon 5 needs to be prepared. Franklin orders them to return in the morning to discuss the battle plan, and for no one else to be told of the situation. Sheridan, Ivanova, and Garibaldi leave, unhappy about the situation before them.

Lieutenant Warren Keffer returns to his quarters to find two ground pounders, Yang and "Large" there. Though they are cordial to him, Keffer is upset about having to share his quarters. He tells them that they should leave, but when "Large," threatens him, Keffer stands up to him, which endears him to "Large" immediately.

Dr. Franklin is in his quarters, meeting with his father, catching up on current events in their family. While they are talking, General Franklin offers to have his son transferred to Bethesda Dome so that he can be of more use to Earth Force during the Narn-Centauri war. This outrages Stephen, who says his job as a doctor is to heal people. His father tells him that he should heal humans instead, but Stephen doesn't agree. "Life is life, whether it's wrapped in skin, scales, or feathers. Now, if you respected these beings instead of constantly trying to murder them, you'd appreciate that!" As soon as he says it, Stephen realizes it was a mistake, but the general leaves too quickly for him to say anything else.

In MedLab, Dr. Franklin is unhappy to see Ivanova arrive with a large group of soldiers she wants to billet in the infirmary. He initially objects, but after Ivanova quotes to him information from his medical log, saying that the patients in the infirmary can be moved, he reluctantly agrees. She can tell he's upset about something, and he explains to her what he's feeling. "He always brings out this anger in me I can't control. Now matter how I try, I always seem to want to hurt him. You know, the funny thing is, I do love him, I just can't...talk to him." Ivanova explains that she had similar feelings toward her father. She receives a call from C&C saying that she has to leave, but she offers to meet him later to talk. He agrees to do what he can about the infirmary space.

At dinner, Dr. Franklin explains to Ivanova how difficult it was growing up with his father, who always ran things as if the family were in the military. He tells her that it was difficult living with not knowing whether or not his father would come home, and that it became difficult to bear the pain, so he left for the stars. His father wasn't happy, but when Dr. Franklin joined Earth

Force, the general turned around. He says that they talk very little, and only end up fighting when they do talk. He says he thinks he should give up altogether, but Ivanova doesn't agree. "Talk to him, Stephen," she says. "Tell him what you feel no matter how hard it is. I didn't and I lost the chance. Don't make the same mistake." He doesn't understand, and asks her if the troops are really bound for Io. She doesn't answer him and leaves to go back on duty.

Garibaldi and Delenn walk through a corridor talking about the Narn-Centauri war, Delenn expressing her wish that Babylon 5 remain devoted to peace during the difficult times ahead. Garibaldi becomes distracted and leaves her for a moment to check on some ground pounders, when she meets up with several. They ask her what she is. Though she tells them she is a Minbari, they persist, taunting her, and advancing upon her forcefully. She tells them she did nothing to them, but they say she needs to be taught a lesson because of what the Minbari did to them on the Line. They are about to teach her that lesson when a woman ground pounder jumps in between them and stands up for Delenn, who rushes off while the woman fights her fellow soldiers. Delenn finds Garibaldi and takes him to the conflict. The fight is soon broken up by the Sergeant-Major in charge of the ground pounders, who is about to take all them to the brig. Garibaldi intervenes, convincing him not to do so. The woman calls after Garibaldi, and she introduces herself to him as Dodger. He tells her that Ambassador Delenn wanted him to maintain peace as much as possible, and that he saved her because of that. He has a call, and has to leave. She tells him that she might see him around.

General Franklin explains to Sheridan the tactics he plans to use on the attack. He asks Sheridan about several options, but Sheridan tells him that there is no way to get through without heavy casualities. Sheridan suggests that they call the whole thing off, but General Franklin disagrees, saying an important reason for the invasion is to install their presence in Shilassen space, which is very close to the Narn and Centauri. Dr. Franklin comes into the room and tells his father he wants to talk, but his father wants no part of it. Dr. Franklin says that he didn't mean the things he said, but this angers his father even more. He tells him that he will talk to him later, but Dr. Franklin is not pleased with this, either. General Franklin orders his son to leave, which he does.

After Dr. Franklin leaves, the general asks Sheridan if he feels like being a soldier is being a murderer. Sheridan says that the only truth about war is that people die. "Killing is part of a soldier's job. We can't deny it–we can only live with it and hope the reasons for doing it are justified." General Franklin says that he wishes his son could understand that, and Sheridan tells him that he feels Dr. Franklin is an excellent doctor, and that he will stand up for his principles if they are challenged. General Franklin feels that is an admirable trait, and Sheridan agrees, saying that, even though he and his father had similar disagreements, and they never stopped arguing, they never stopped loving each other either. General Franklin thanks Sheridan for the talk, and concludes the briefing.

Garibaldi and Lou Welch keep an eye on all of the ground pounders when Dodger walks up and asks Garibaldi for a tour. Welch offers to take over for Garibaldi while he is gone. Garibaldi asks Dodger what she wants to see. "A nice restaurant," she replies. "And your quarters." Garibaldi takes Dodger to his quarters, where they are barely able to keep their hands off of each other. They sit down on the bed, and prepare to continue, but before they go any further, Garibaldi explains the troubles he has had recently, with Lise and his near-death after being shot by his aide. He tells her that, if she is the one for him, he doesn't want to ruin it by going too fast. She gets up and explains her situation to him. "You know, I didn't come here expecting to set up housekeeping. I'm a ground pounder. I'm cleaning latrines one day, the next I might be up to my hips in blood, hoping that I don't hear the round that takes me out. You got it? In between, I like to try to see what I can get, to remind myself that I'm alive. Right, it's not romance, but it's all I got time for. I'm so sorry it's not enough for you." He tries to call after her as she leaves, but she won't speak to him.

Ivanova and Sheridan go back to C&C, finally back onshcedule at the docking bays. Sheridan tells her to try to arrange a paid vacation for the workers, to compensate for their recent troubles. Sheridan asks about the new defense system they have, and Ivanova explains that their new arsenal really is enough to take on a warship, complete with pulse cannons, interceptors, mine launchers, and a much improved tracking system. Sheridan tells her that he hopes they will never have to use it.

Dr. Franklin is in his quarters when his father comes in. The general apologizes for dismissing him the previous day, but also says that he had every right to be angry about the way his son acted. He tells Stephen that he has no right to call him a murderer, and he can't believe that he would have so little respect. Stephen says that it isn't about respect, but rather about the way they don't communicate very well. Stephen explains to his father that it really hurts him to have such a relationship with him when he isn't sure that he will ever see him again. General Franklin apologizes, saying that he never really meant to shut him out. Stephen says it might just be their relationship, but he has always respected his father, and thanks him for the things he taught him. He also says that he regrets the things he did say to his father over the years, and takes the opportunity to tell his father the one thing he never had a chance to – that he loves him. He says that he always has and that nothing could ever change that. The two of them hug.

In a bar, Large is telling Yang and Keffer a war story. He leaves for a moment, and Keffer asks Yang if Large ever tells anything besides war stories. Keffer asks if Yang has seen any fighting, and Yang tells him that he hasn't, but he says he's ready. Yang asks Keffer if he has, and if he was scared. Keffer says that no matter what happens, you're always scared. Large returns, and the three toast together to their health.

Garibaldi approaches the bar, where Dodger is sitting. He starts to talk to her, but she apologizes for her behavior, and says that, sometimes, she wants things too much, and pushes unnecessarily for them. She expresses her disbelief at the official talk that the ground pounders are going to Io, since she doesn't think that General Franklin would lead such a minor mission. She offers to buy him a drink, and he selects water.

Keffer tells Large and Yang a war story of his own, and accidentally nudges a soldier while gesturing. It turns out to be the ground pounder that earlier assaulted Delenn, and though Keffer attempts to apologize, the ground pounder will not accept it. Keffer suggests they settle it outside, but the ground pounder doesn't want to wait. The two of them begin to fight, and the skirmish escalates into a full-scale barroom brawl, with nearly everyone in the bar getting in on the action. After several minutes of fighting, the Sergeant-Major and General Franklin appear and tell them that they are moving out right away, so they all need to get their gear and leave immediately. Garibaldi and Dodger, who cooperated in the fight, say their goodbyes, and Keffer, Large, and Yang do the same thing. Keffer wishes them both luck, and comments that he hopes he'll see them again. General Franklin, meanwhile, offers to punish the ground pounders involved in the fight and make reparations. Sheridan accepts the reparations, and says that he would rather have the ground pounders with General Franklin. "Besides," he says, "I don't think we have the room." As the 25,000 ground pounders prepare to leave, Sheridan tells General Franklin that he hopes he was wrong about Matok's defenses. General Franklin says his goodbyes to Garibaldi and Ivanova as well, and finally sees his son. Before he leaves, General Franklin tells Stephen that he is very proud of him, and will talk to him more when he gets back. They hug again, and General Franklin ships out.

Garibaldi searches through the line of ground pounders for Dodger, whom he eventually finds. He makes a date to see her when she returns, and, despite the Sergeant-Major's urging, the two share a long, passionate goodbye kiss. "You'll never know what you missed," she tells him as she boards the ship, which soon departs and enters the jump gate.

A large group of officers stands, watching a large monitor, which is displaying an ISN news broadcast about the assault on Matok at Akdor. The gruesome visuals show pictures of intense fighting and blasting from many different kinds of units. A reporter talks to General Franklin, whom Dr. Franklin is overjoyed to see. General Franklin explains the situation. "Our troops have taken control of the fortress at Matok. Most of the leaders of the rebellion have either been killed or captured, and we expect a complete surrender of all the rebel forces very shortly." The group watching the broadcast cheers, but General Franklin is pulled away by another officer, for some other reason. Lou Welch appears and hands Garibaldi the initial list of casualities. Garibaldi looks over it for a moment, and silently hands it to Keffer. Keffer looks at the report and learns that Large, Yang, Dodger–and even the ground pounder who assaulted Delenn and began the bar fight all were killed. He stands, alone, reflecting upon the situation, and the reality of war.

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Episode 33

All Alone in the Night

Ambassador Delenn is in her quarters, examining a mobile hanging there. Lennier comes in, asking why he was summoned. She tells him that she received a message from the Grey Council, saying that, now that the new leader is in place, she should return so it can be decided whether she can remain part of the Council, or should be removed from it. She tells him that she is leaving shortly, and is not certain if she will return, as they may remove her from Babylon 5 as well, because she made the decision to undergo her transformation. She tells him that she is leaving him as much information as possible about her work so that, in case she doesn't return, he will have everything he needs if someone else is assigned to the station. She says to him that she feels very alone. He takes her hand and tells her she will never be alone.

"The last two ships that came through sector 92," Commander Ivanova explains to Captain Sheridan, "both reported unusual sightings." He asks what details they provided, but she tells him that they discovered little more than a disturbance or flash of light, but that at least one transport just vanished in that area. Sheridan knows that it can't be the raiders, as they are out of commission, but something is clearly going on. He asks what squadrons are available to investigate, and she tells him that alpha and zeta squadrons are unavailable, and the leader of delta squadron is sick. She offers to reassign the leader's second to command, but Sheridan decides to do it himself. Ivanova insists he take a full escort with him, and he agrees, though she is still uneasy about his going on the mission. "I'll be in and out in an hour," he tells her. "What could go wrong?" Meanwhile, a group of several Narn ships is attacked by a huge ship. All of the Narn ships are destroyed, and the pilots killed, except for one Narn pilot, whom the ship brings into its depths with a blue beam. Lennier arrives in the docking bay, where Delenn is waiting, and he tells her that her flier is recharged, and can leave at any time. He has borrowed a flier as well and intends to accompany her. She tries to dissuade him, in case her disfavor with the Council becomes associated with him, but he insists.

Sheridan arrives in his quarters and receives a message from Ivanova, telling him that his escort is ready for him and that General Hague is arriving earlier than planned. She complains that she should have been informed of the General's visit, but Sheridan tells her that it is a private matter, and nothing to worry about. And since he will have returned from his trip by the time the general arrives, there is nothing to worry about.

Delenn and Lennier arrive at the Grey Council's ship. She tells him that he must wait outside while she enters the Council chamber. He tells her that he will wait, and pray, for her. "Until later, Satai," he says to her as she enters the chamber.

Sheridan and his escort explore sector 92, but they find no debris or strange radiation there. They prepare to return to the jumpgate and Babylon 5, when a jump point forms, and a large, strangely-configured ship emerges. Sheridan orders his people to take evasive action. The ship fires on him. He manages to eject right before his ship explodes, but most of the other starfury pilots aren't so lucky–with the exception of one starfury, the rest are destroyed trying to rescue the captain. The starfury that remains is disabled by a blast from the strange ship. The pilot, Lt. Ramirez, is the only one to see Sheridan's ejection pod be taken aboard the ship.

Ramirez receives a message from his computer, telling him that the ship has been severely disabled and that a leak in the fusion reactor has caused radiation in the ship to reach terminal levels. Since the communication system is not functioning, he redirects all the energy he can to the system controls, and re-enters the jumpgate he came through.

Ivanova greets General Hague, who arrives in the docking bay. He asks where Captain Sheridan is, and Ivanova tells him that he had to look into another problem. Hague says it is unlike Sheridan to be late, but Ivanova tries to convince him that nothing is wrong, and takes Hague to C&C.

Sheridan awakes to find himself in a strange, cavernous room on the alien ship, strapped to a table. He calls out, to see if his abductors are there, but no one answers. A panel opens in the ceiling and a strange device with surgical implements is lowered into the room above his head. Sheridan tries to shy away from the machine as it edges closer to his face.

Delenn stands in her light at the Grey Council, surprised to find no other council members there. She addresses the Council in the traditional fashion, but is greeted only by Hedronn appearing out of the shadows, telling her that the rest of the Council will not come. She tells him that she was summoned, but Hedronn tells her that she was not called to serve on the Council, but rather receive judgement. She says she is allowed a hearing and entitled to defend herself, but Hedronn disagrees. "You were told to wait," he says to her, "before taking this action. Before becoming alien to us. You have been away from us for too long, Delenn. Your contact with the humans has changed more than your appearance. If you are no longer one of us, how can you be one of the Nine?" She tries to convince him that her heart has not changed, but he says that the Council no longer knows her heart. He tells her that the Council voted to remove her from the Council. Before she leaves, she asks about her position as Ambassador to Babylon 5. He says they haven't decided on that yet, but that she has the right to make a statement to the Council. She thanks him and asks who her replacement to the Council was. Hedronn doesn't answer, and only says that she will be called when the Council is ready. Ivanova and General Hague are unable to contact Sheridan, and are about to try something else when Ramirez's starfury comes through the jump gate. Ivanova scans the ship, learning that it has been shot up pretty badly and there are minimal life signs. She calls down to MedLab to inform Dr. Franklin.

Sheridan lies on the table, three spots on his face bleeding profusely as the alien device retracts into the ceiling. He calls out again, but there's no answer. A long metal bar falls to the floor as his restraints come off of their own accord. He sits up just in time to miss being hit by a Drazi wielding a similar metal bar. Sheridan tries to speak to the Drazi, but finds the only way he can communicate is by grabbing the metal rod and fighting. The alien doesn't respond to anything Sheridan says, but apparently is controlled by a device attached to its head. Sheridan asks who his captors are and why they are doing this, but receives no response. They continue fighting, and Sheridan eventually triumphs as the Drazi is accidentally impaled on his own weapon.

Hoping the worst is over, Sheridan is surprised to see another alien appear, this time a Narn – the same one captured by the aliens earlier – swinging a sword at him furiously. The Narn says nothing to Sheridan, but is also apparently controlled by a device attached to his head. Sheridan and attempts to fight off the Narn, and suffers little more than a cut to the leg, but when the Narn corners Sheridan and has the chance to kill him, the Narn says to him, "Kill me!" Sheridan realizes that their alien abductors probably kidnapped them to do battle. Sheridan defends himself, eventually knocking the Narn to the ground. Sheridan checks the Narn and discovers that, luckily, he is still alive.

Dr. Franklin does everything he can to help Ramirez, but before he can even really begin to do anything, Ramirez dies. Garibaldi tries to convince Dr. Franklin that he did everything he could, but Franklin just backs off. Ivanova arrives and reports to Garibaldi that they learned from the starfury's data record that Sheridan has been taken aboard an alien vessel of unknown origin and design.

The Grey Council has convened, and Delenn enters the Council chamber and stands in a blue light in the center of the other members. She addresses them. "For twenty cycles I have stood beside you as one of the Nine. I called many of you friends. Now you call me outcast. You know me. You know I believe in the task that is before us, the great war that is coming. I have not turned my back on you. In trying to help, I have sacrificed all that I was and all that I am. We can no longer allow ourselves to be separated by names and borders. Our two sides must unite or be destroyed. Do not make my sacrifice a vain one. Allow me to finish what I started. In the name of our friendship, the future of our people – let me remain on Babylon 5."

"I am more than happy to have you remain with the humans," a voice from behind her says. Delenn turns around, knowing that this is her successor. She says she doesn't know him, but he says she does. He removes his hood, and she recognizes him as Neroon of the Warrior Caste, from the Starrider's clan. Delenn doesn't understand. Valen chose three Minbari from each caste – the Worker, the Religious, and the Warrior – to serve on the Grey Council. Her replacement should have been from the Religious caste. She cannot understand why the Warrior caste had been given such great power. Neroon tells her that the Warrior caste is the caste that has suffered the most over the ages, dying as they defended the Minbari, and that, if a great war is coming, the Warrior caste should lead against it. She doesn't think the Warrior caste should be allowed to make policy. Neroon tells her that the Warrior caste was lied to and never told the reason for the Minbari surrender against the humans; if they'd known the truth, they never would have surrendered. He says that Delenn is an affront to the Minbari race and that she doesn't belong with either the Minbari or the humans, which makes her the perfect emissary. He tells her to go to Babylon 5 – and stay there. The lights around the other Council members blink out, leaving Delenn alone in the chamber.

Sheridan sits beside the defeated Narn, who awakes to discover that Sheridan has removed the device on his head. Sheridan tells the Narn that there is no food or water for them. Sheridan says the Narn and the other alien were the only other living beings he's seen. He asks the Narn why they've been captured, and the Narn says they were captured as specimens so that their captors can study and analyze other races, possibly in preparation for an invasion. Sheridan tells the Narn that they are probably being tested to see how they react toward other species. Sheridan tells the Narn he will get him to a doctor, but that they must escape first. Sheridan asks the Narn why he wanted him to kill him. The Narn says, "There is no escape. Better to die," just as he falls unconcious.

Delenn emerges from the Council chamber. "Satai Delenn?" Lennier asks, but she says that she is only Delenn now. She tells him that the Grey Council thinks she can best serve her people by staying on Babylon 5. Lennier says that the Council is very wise, so their decision must be correct. Delenn tries to convince Lennier to leave her and go home to his family, but he says that he will stay by her side. She remembers the first time they met; she wants them to be treated as equals now. "Very soon now, I will be going into darkness and fire. I do not know if I am fated to walk out again. If it is your choice to come with me, then I could not wish for a better, or braver, companion." They leave together.

General Hague asks Ivanova about a recent sighting of the alien ship, and Ivanova tells him that they have attacked twice more, as if they are collecting specimens. Hague says that that may be their weakness – the longer they take collecting specimens, the more time Babylon 5 has to find them. Luckily, Ivanova enlisted the help of the alien ambassadors, and Hague put in some messages of his own. As he is telling Ivanova this, the Agamemnon, Captain Sheridan's previous command, enters through the jumpgate, ready to assist Babylon 5 as necessary.

Sheridan is lying down in his alien prison, barely able to keep from falling asleep. Soon, he succumbs, and has a dream...

...He is in his own quarters, which are very dark. He turns, looks across the room, and sees Ivanova standing there, her hair draped over her left shoulder. She puts her finger over her mouth and says, "Shh." A large black raven appears on her shoulder. "Do you know who I am?" she asks him. He turns around and looks behind...

...and finds himself somewhere else, a corridor on Babylon 5. He looks above him and sees himself standing on a platform, bathed in an eerie white light. The Sheridan on the platform shifts his gaze. He sees another figure on the platform – Garibaldi, also bathed in the white light, and with a small white bird, a dove, sitting on his shoulder. "The man in between is searching for you," Garibaldi tells Sheridan. Sensing another figure behind him, Sheridan turns...

...and finds himself wearing a black Psi-Cop uniform, complete with badge. He is facing a tall figure in a veil, again Ivanova. "You are the hand," she tells him. He finds himself wearing his normal uniform and turns around again...

...this time seeing Ambassador Kosh standing there. "Why are you here?" Sheridan asks him.

"We were never away," Kosh intones. "For the first time, your mind is quiet enough to hear me."

"Why am I here?"

"You have always been here," Kosh says...

...and Sheridan awakes. He looks at the wall beside him and notices that it is, in fact, movable. He looks at the Narn's sword, sitting beside him, and begins developing a plan.

Delenn and Lennier make contact with Babylon 5, telling them of their impending arrival. Delenn asks if there is a problem, and C&C tells them that Sheridan is missing. Delenn tells them to send her the information. After looking at the information, Delenn informs Babylon 5 that she knows something about the ship they are searching for. "The ship which has taken Captain Sheridan is known to us. They are called the Streibs. Over the years, they have sent out ships to investigate defenses and acquire samples of any life forms they encountered. Their last expedition was into Minbari space. We tracked them back to their homeworld and made sure they understood the depth of their mistake." Delenn transmits the coordinates of the Streib homeworld.

The Narn wakes as Sheridan attempts, with great difficulty, to open a door he has discovered. The Narn helps him as the ship is rocked – Sheridan believes it is because they jumped back into normal space, either stopping to pick up more life forms, or because they've arrived at the alien homeworld. The latter turns out to be true; the Agamemnon and several Starfuries emerge from a jump point near the Streib ship, guns blazing. Delenn contacts the Streibs and instructs them to release their prisoners. Sheridan and the Narn, surmising that the ship is under attack, use the distraction to lift the walls and finally escape beyond the room. The Narn wants Sheridan to leave him behind, but Sheridan will not do so. After taking care of a passing Streib, a survival pod opens up nearby. Sheridan grabs the Narn and drags him into one.

At the same moment, the Streibs decide to eject all of their captives into space. This incenses Ivanova, who orders the Streibs to be destroyed, which the Agamemnon is easily able to accomplish with a few blasts. Ivanova determines that Captain Sheridan is sending her a signal, and Sheridan and the Narn are rescued.

Back on Babylon 5, Sheridan asks Dr. Franklin how the Narn is, and he says that the Narn will live. When Sheridan asks Dr. Franklin if Ramirez will live, Dr. Franklin says that the radiation did him in. Sheridan feels sad that Ramirez had to die, and says he feels that such a young life being taken isn't fair. "No, it's not," Dr. Franklin tells him. "Death never is." Sheridan, still pondering the situation, leaves MedLab. In the hallway outside, he turns around and sees Ambassador Kosh.

"You have always been here," Kosh tells him, and turns away. Sheridan is in his quarters when General Hague arrives. Hague activates a small device, which he explains is to counteract any listening devices that may be in the room. Sheridan expresses anger to the general that it has taken so long for someone to debrief him. Hague explains that this is due to the death of President Santiago, and asks what Sheridan learned. Sheridan tells him that Garibaldi, Ivanova, and the rest are all good, loyal officers, and that he doesn't like having to spy on them. Hague tells Sheridan that Santiago knew that Babylon 5 was important, and that, if he died, President Clark would appoint a "hard-nosed jarhead" to run it. Sheridan's record made him appear that way, so he was a perfect choice. Figuring that Sheridan was pliable, Clark would leave him alone, and he could perform certain actions without the President's knowledge. Hague explains that not everyone on Earth beleves President Santiago died in an accident, and he also tells Sheridan that, though many military officers probably had a part in the assassination, they weren't in charge. Sheridan guesses that the Psi Corps is to blame; Hague agrees.

Hague tells Sheridan that it is up to them to learn what is going on, and stop it, and Sheridan can use the resources of Babylon 5 to help without Clark suspecting. Sheridan asks how Hague can be so sure that he won't inform the government of Hague's plans, and Hague explains. "A soldier's record tells a lot about a person. Not just what he's done, but how he's done it, and why. You have an uncommon failing for someone in your position, Captain. You're a patriot. You believe as I do that when we put on this uniform, we took a solemn vow to protect Earth against threats from outside, and from within. It's a difficult decision. You risk losing your entire career if you say yes. Worse still, now that you've had a chance to evaluate your staff, you have to decide if you can trust them enough to bring them in on this, knowing that you're putting them in equal jeopardy." Sheridan says it isn't much of a reward, and Hague agrees. Hague tells him that they must do something immediately and that, when he leaves, he will go back to Earth and begin the operation. He says Sheridan's help is essential if they are to retake Earth's government, and asks Sheridan for his decision.

Ivanova arrives outside Sheridan's quarters, and is let in, only to find Garibaldi and Franklin there with Sheridan. Sheridan tells her to sit down, and activates a device similar to Hague's to render any listening devices useless. "Ever since the death of president Santiago, something unpleasant's been going on back home. You know it, and I know it. We've stood by too long. That's going to change. Quietly, discreetly, an inch at a time–for now, strictly within the rules. We have to do something, or risk losing everything we hold dear. Now, we'll get some help from inside Earth

Dome, but the bottom line: if anything goes wrong, we're on our own." He offers each of them the chance to leave before they hear something they may have to report, but each of them declines.

"We're with you Captain," Ivanova says. "Wherever this goes, however it ends, we're with you."

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Episode 34

Acts of Sacrifice

The Narn and the Centauri are engaged in battle, while the Narn attempt to evacuate civilians from a planet. Several ships are destroyed, and despite the efforts of one large Narn war cruiser, they are unable to completely stave off the Centauri attacks, though they do assist one stray transport in escaping before they too are destroyed by Centauri fire.

G'Kar shuts off the viewscreen, which Sheridan, Ivanova, Garibaldi, and Franklin had all been watching. G'Kar explains that the Centauri attacked without warning, killing over 5,000 Narns, expressly breaking a promise to not attack civilian targets. Sheridan asks why Londo is not there to make a statement, but Ivanova tells him that the Centauri government believed the ships contained not civilians, but weapons. G'Kar dismisses this as a lie, but is calmed down when Sheridan offers to intervene on their behalf, promising to talk to his government. This pleases G'Kar, who leaves. As he leaves, Sheridan receives a message from C&C saying that the ship he has been waiting for just arrived.

Sheridan and Ivanova arrive on C&C, and Sheridan explains that the Earth government wants to persuade the Lumati to side with them in the case of the conflict, and that they have come here for negotiations, which Sheridan has decided Ivanova should take care of. He tells her that she should do whatever is necessary, as long as they agree to ally with the Earth government or become a part of the League of Non-Aligned Worlds. Ivanova accepts this task.

As the Lumati ship arrives and docks, Delenn finishes watching the recording of the Centauri invasion, which she believes is inexcusable. G'Kar asks her if her world will be willing to help the Narn, and tries to appeal to her sensibilities. "The war is young, the Centauri are still in the process of committing their forces, some in their government are unsure about the entire affair. They only need a reason not to fight." He tells her that her decision could save many lives. She tells him that she doesn't know if the Minbari should help the Narns or not, as they may simply seek revenge on the Centauri afterwards, and the Centauri will come to her asking for help. He tells her that he believes they had no other choice. He asks her if he should beg, but she refuses. She explains to him that she was there when the Earth-Minbari war began and that, by virtue of a mistake, an entire race was almost obliterated. She says she doesn't believe the Minbari can help with good conscience, but that the Council may be able to use non-violent means to help the Narn. This doesn't satisfy G'Kar, who thanks her for her "honesty" and leaves hastily.

Several Narns stand at a bar sharing a drink, watching a group of Centauri at a table nearby insulting their race. Their claim that destroying all the Narns would be a good thing angers the Narns, who throw a bottle at them. This nearly starts a conflict, which is quickly averted by a passing security officer.

Ivanova meets the Lumati delegation in the docking bay, and introduces herself to the two Lumati. One speaks and identifies himself as Correlilmerzon. She asks the other his name, but the same one speaks again with the same response. He explains that he speaks through his translator, as it would be inappropriate to speak with an inferior life form. He says that he must investigate further before he can speak to her directly, and that, once he decides, he may honor them by meeting other Lumati. Ivanova isn't thrilled at hearing this, but takes the two off on a tour of the station.

Londo sits in a chair in his quarters, listening to a merchant complaining about his inability to deliver his products on time due to excessive paperwork. He wants the process to be expedited, hopefully by a helpful word from the influential Londo. The merchant says that, if Londo will help him, he will be glad to provide Londo with some of his illegal or hard-to-find merchandise. Londo promises to see what he can do, and the merchant leaves. Vir asks Londo if he should log this visit with the rest, and Londo tells him to do so, saying that, now that he has gained influence, everyone wants to be his friend. He says that his desire for respect has backfired. He tells Vir to leave and to send the others away.

A small skirmish between a group of Narns and Centauri is broken up by a security officer who attempts to keep one Narn and one Centauri away from each other. The Narn picks up his weapon and, despite the officer's warning, charges on the Centauri. The officer shoots the Narn, killing him. The Centauri manages to sneak away.

Sheridan is in his office, yelling at G'Kar that the Narn was ordered to put down his weapon. G'Kar says that the Narn had a right to defend himself, but Sheridan tells him that the Narns started the incident. Sheridan calms down a little and tells G'Kar that, while he is doing the best he can to get Earth to help the Narn, skirmishes like these are making things difficult, and he promises to tell Londo the same thing, since he doesn't want Babylon 5 becoming a war zone. Sheridan says if G'Kar cannot control his people, he will have them all thrown off the station and sent elsewhere. Saying nothing, G'Kar leaves. Ivanova and the Lumati arrive in MedLab, where they meet Dr. Franklin, who is fascinated by the symbiotic relationship between the two. Correlilmerzon asks (through the translator, as usual) why such a facility exists–the weak should die, and the strong should remain. He says that saving the weak members of races pollutes the genetic pool, which doesn't serve evolution. Though Ivanova tries to intervene, Dr. Franklin defends himself saying that he doesn't believe any life is inferior to any other. They debate a little further, but before they leave, the translator tells Franklin that he thinks his "strange notions" will disappear with time. Dr. Franklin is not pleased by that comment, either.

After losing a game gambling, Londo meets up with Garibaldi, who asks only to speak with him briefly. Garibaldi agrees to have a chemically inoffensive drink with him. While they wait for the drink, Londo gives Garibaldi several ducats, saying it is the money he owed Garibaldi from helping him out of several gambling debts. Londo tells Garibaldi that he wants the two of them to be friends and be happy for each other. Londo asks why everyone is afraid of him, and Garibaldi says that, because of recent events, they aren't sure if they know him anymore. Londo tells Garibaldi that he appreciates Garibaldi's kindness and hopes that he will not change just because Londo has, and he hopes Garibaldi will continue to be there for him. Garibaldi says he will try to stop by for the drink later.

G'Kar meets with a large group of Narns on the station, telling them that, because of their disagreements with the Centauri, they are risking not receiving aid from Earth. The other Narns disagree with needing allies, but G'Kar explains that, now that they are in direct war with the Centauri, they need to approach the situation differently. He doesn't want anything getting in the way of their winning the war, and he realizes it is difficult to just stand by and watch what's going on, but G'Kar tells them they must do it. One Narn tells him that his message was heard and understood, and G'Kar leaves. "Now we send a message of our own," the other Narn says. The Centauri who earlier started the fight where a Narn was killed is brought forth, bound and gagged. The Narn stabs him. "Leave him where they can find him, and tell the others we attack in six hours. And when we finish, there must not be one Centauri left alive on this station!" Dr. Franklin examines the murdered Centauri, while Sheridan and Garibaldi look on. Sheridan asks if there is any conclusive proof that the Narns were responsible, and Franklin says there is some evidence, but no real proof. Garibaldi suggests they inform Londo, but Sheridan recommends against it, not wanting to cause undue trouble, especially since they can't prove the Narns murdered the Centauri. Sheridan tells Garibaldi that delaying telling Londo about the murder will give him some time to maneuver and maybe save many lives. Meanwhile, Londo waits in the bar for Garibaldi, but leaves when it becomes apparent he is not coming.

The next morning, the Lumati arrive at Ivanova's quarters, telling her that they believed she had not showed them all the areas of the station, but only a few, and they wanted to get a better idea of what humans are like. She says that she would have appreciated being told of their coming ahead of schedule, and then tells them that, if they will wait outside until she is ready, she will take them anywhere on the station they want to go. They agree to this and leave.

The Narn who earlier opposed G'Kar talks to a weapon merchant, who shows him several long, curved blades. The Narn asks the merchant if he has many of those, and the merchant assures him he does. In a dark corner, Na'Toth watches and then quietly slips away.

Sheridan receives a message from Earth which denies his request for intervention. Sheridan tries to convince them otherwise, but the Earth government has decided that the Narns will have to fend for themselves. This decision does not appeal to Sheridan, and he decides to try something else, and begins by calling Delenn.

Na'Toth tells G'Kar what she saw, and G'Kar is quite upset by this. Na'Toth offers to inform Sheridan, but G'Kar tells her not to, saying that an attack will eventually occur unless he stops it at the source himself, and reclaims his authority. The two of them leave together. Ivanova and the two Lumati are touring Downbelow, Ivanova explaining to them that, when people arrive on Babylon 5 but are unable to afford passage to leave, they usually end up down there. She tells the Lumati that they shouldn't be seeing this, but Correlilmerzon disagrees, saying that they approve of the way humans seperate the stronger membersr of their species from the weaker members. She tries to tell him that it's unintentional, but he is already convinced otherwise, and tells her that they will institute this in their own world as well. As the translator begins to explain, Correlilmerzon takes over personally, and tells Ivanova that Downbelow has convinced them to ally with Earth. Ivanova tries to protest, but realizes she has been successful and leaves with them.

The Narns are meeting to discuss their plans when G'Kar and Na'Toth arrives. G'Kar tells the Narns that his authority can only be taken by force, since it was bestowed upon him by the Narn government. A fight ensues between G'Kar and the head Narn, and though others try to intervene, Na'Toth holds them off. The fight ends with G'Kar dropping the opposing Narn and then ordering the other Narns to go back to their quarters, telling them that if peace on Babylon 5 is the only way to win the war, that is what they shall have. He doesn't see the dropped Narn come up behind him and slash him with a posioned Drazi blade. G'Kar rounds on him, dropping him again. Na'Toth helps the injured G'Kar out of the area.

Sheridan talks to Delenn telling her his plans. He explains that they can get medical aid to the Narns and help get some Narn civilians to safety. He says that this help is unofficial, and therefore doesn't violate Earth's orders. Sheridan tells her that, though there is a risk, it is up to them to make up for what the governments think is not in their best interests. Sheridan also tells Delenn that he learned there is a considerable surplus of food on Babylon 5 that could be transferred to Minbari ships to be taken to Narn territory. Those ships, when emptied, could be filled with Narn and taken to safety. Delenn admits to Sheridan that her resources are not what they once were, but she will help in any way she can.

Ivanova and the Lumati are in Sheridan's office, finalizing the deal. "Tradition is important to my culture," Correlilmerzon explains. "Our important agreements are symbolic with coming together in perfect union." Ivanova agrees to this, but is taken aback when Correlilmerzon tells her that the traditional manner of closing such agreements is by having sex. Ivanova is taken aback by this idea and fakes a call from C&C to get out of it. She leaves hastily, leaving Correlilmerzon and the translator there, puzzled.

Sheridan arrives in Garibaldi's office, to see Na'Toth and the renegade Narn there. Na'Toth explains that the Narn has "come to understand the concepts of honor and obedience." The Narn reluctantly agrees, and he is led away. Garibaldi tells Sheridan that he feels this will escalate problems even further, and Sheridan agrees, saying that the trial won't help any either. "Could this situation possibly get any uglier," asks Garibaldi.

Ivanova is walking with Dr. Franklin, explaining to him the situation she's in. He tells her that, because of their extremely limited contact with the Lumati, they didn't know that they treated sex like a handshake. He tells her that she should talk to the Captain, but she refuses. He also offers to inject her with something to make her sick. "After all, he doesn't know a thing about anybody's biology but his own. He'd probably fall for it." Ivaova suddenly gets an idea and tells Franklin that she will give Correlilmerzon exactly what he wants, and hurries off.

Na'Toth arrives back in G'Kar's quarters, telling him that Sheridan wants to see him and Delenn in his office. Though G'Kar is still in pain, he has treated the poison and tells her that, no matter how much pain he is in, he will do anything to help the Narns.

When he hears what Sheridan and Ivanova have to tell him, however, he is much saddened to learn how little help they can give him. Delenn tells him that they can't enter the conflict between the Narns and the Centauri, but that they will help save as many Narn lives as possible. G'Kar also laments the fact he can't talk about it, or the aid will disappear. Sheridan assures G'Kar that they will go through with the plan, but it has to be done quietly. Despite how upset he is that he can't get more aid, G'Kar thanks them, and tells them he will honor their request. He leaves, but is unable to contain his tears soon after he does so.

Correlilmerzon and the translator arrive in Ivanova's quarters, where she is waiting for them. She tells them that she set aside as much time as necessary to have sex the way the Lumati do it, claiming it would take too long to do it like humans. Correlilmerzon asks if she means that Lumati sex is inferior. She says no, but tells him that it would be too much to ask him to do it on such short notice. He insists that they do it human style. She asks him if he is sure, and if he knows what is involved, and he says he does, as ignorance would be a sign of inferiority. She begins by taking a few deep breaths, and then dances around him several times, singing a rhyme and doing a little dance about human mating rituals, covering such topics as the initial pick-up, dinner, drinks, the kiss, and finally, the sexual act, which she highlights with a high-pitched orgasmic yell. Out of breath, she tells him, "God, you're good!" Correlilmerzon asks what he does next. "Old style, you roll over and go to bed. New style, you go out for pizza and I never see you again." Stunned, Correlilmerzon leaves, but the translator remains long enough to kiss her hand, before he leaves as well.

Londo is in Sheridan's office, being told of the murder of the Centauri. Sheridan suggests to Londo that he delay the trial as long as possible. Londo asks to see a picture, which is provided for him. Londo tells Sheridan and Garibaldi that he knew the murdered Centauri. "He was trouble. I always said things would not end well for him, and they would be his fault." Londo says that because the Centauri had no family and no one to care for him, the Narn that killed him should be deported, with his personal property being auctioned off with the money going to the Centauri war fund. Londo leaves.

Sheridan arrives at the bar to find Ivanova there. He tells her that the Lumati told Earth they are anxious to work with Babylon 5, and that they said some very complimentary things about her. Sheridan also gives her a gift that Correlilmerzon left for her. She reads the card attached, which says, "Next time: my way." She opens the gift to find a strange yellow device inside, with beads and jewels attached. "Commander," Sheridan asks her, "is there something you'd like to tell me?"

Garibaldi arrives back at the Zocalo, where Londo is sitting. Garibaldi thanks Londo for being so lenient. "The Narns are falling before us. Soon, they will have all the trouble they could wish for. What else does one need? And, if it makes your life a little easier in this difficult time, it is a happy coincidence. It is good to have friends, is it not, Mr. Garibaldi? Even if, maybe, only for a little while?"

Garibaldi shares this sentiment with Londo as they drink. "Even if only for a little while."

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Episode 35

Hunter, Prey

Garibaldi arrives at C&C, and asks an officer on duty where Captain Sheridan and Commander Ivanova are. The officer tells him that they are in bay 13. Garibaldi goes down there, more than a little puzzled by their reasons for being there.

Sheridan and Ivanova stand in awe of the sight before them in the bay: Ambassador Kosh's ship. Sheridan finds its construction amazing and unbelievable and asks Ivanova about it. She tells him that for the past two years, they haven't been able to determine much about it; their scans barely penetrate the ship's skin. Sheridan reaches out to touch the ship when part of the ship pulls away and a strange-looking device fires a beam straight at Sheridan's chest. Ivanova tells him to back away slowly, which he does. The device melts back into the ship. After Ivanova tells Sheridan a story about a maintenance crew that was frightened away by the ship, Sheridan's interest is piqued. Sheridan tells her that it is time they learned something about the Vorlons, and that he intends to begin doing just that. Garibaldi arrives and tells them that he needs to talk to them, but would rather not do it in front of Kosh's ship. The three of them leave. Kosh steps out from behind a corner and "speaks" to his ship. It replies with a few lines of strange symbols, to which Kosh nods, and then leaves.

When Sheridan, Ivanova, and Garibaldi arrive in Sheridan's office, Garibaldi explains that he just received a message from EarthForce that there is a fugitive alert out for Dr. Everett Jacobs, President Clark's former physician. Garibaldi tells them that Jacobs has enough stolen information to bring down the entire Earth Alliance, unless he is stopped. They think that he is already aboard Babylon 5, and want him taken dead or alive. Sheridan asks what Jacobs knows that makes him such a threat. Garibaldi wasn't told that, but says that, if Jacobs resists, they are ordered to shoot to kill.

Later, Agent Derek Cranston, from Earth Special Intelligence, arrives on the station. Sheridan asks him why Dr. Jacobs is such a threat. Cranston explains that Dr. Jacobs misused his security clearance to get information about covert missions and extremely important data, which could throw the government into chaos and ruin their alliance with many of the non-aligned worlds. Cranston says that Jacobs is on Babylon 5 to either sell the information or to find travel out of Earth-controlled space. Sheridan agrees to have security help, and orders Ivanova to carefully investigate all outgoing ships. Cranston thanks Sheridan for his cooperation and leaves. Garibaldi tells Sheridan that he doesn't think Cranston is telling them everything. Sheridan agrees, but says that Cranston is worried about something, which makes him want to go along with the manhunt. Garibaldi says he thinks he knows where to begin.

Dr. Franklin resents the line of questioning altogether, saying that Dr. Jacobs was a professor of his at Harvard and helped him a lot while learning about xenobiogenics. He tells Garibaldi that Jacobs was a humanitarian and could not be responsible, but Garibaldi reminds him of a time when he vouched for another doctor and the station was almost destroyed by a biological weapon. Dr. Franklin insists that there has been a mistake and that Jacobs would never have sold out Earth. "Maybe he's not the same Dr. Jacobs you knew any more," Garibaldi suggests.

An old man wanders through a marketplace on Babylon 5, stopping at one kiosk. The old man tells the merchant that he heard he could obtain "special" things from him. The old man says he needs an identicard, but when he tells the merchant that price is not an issue, the merchant refuses to sell him one; the only reasons someone would be so desperate are that they're working for security, or are being chased by some very powerful people. The merchant closes his shop, and the man wanders away, but he has already been noticed by a tall figure, watching from the shadows.

Sheridan is walking through the corridor to an elevator, when he hears an unusual sound behind him. He turns to see Ambassador Kosh walking away. He catches up to him, and reminds Kosh of a council meeting. He also tells Kosh that he was in bay 13, and because of how much everyone still doesn't know about the Vorlons, he and Kosh should try to understand each other.

Kosh looks at him. "Why?"

"You tell me. You're the one who popped into my dream when I was in that alien ship a few weeks ago. It felt like...I don't know, like you called to me."

"I sought understanding. I listened to the song. Your thoughts became the song."

"Has this ever happened before?"

"Once," Kosh intones, and walks away.

Agent Cranston is briefing the security troops on how to best search for Dr. Jacobs. Though his plan is efficient, because of the size of Babylon 5, as Zack Allen points out, it could take a long time. Dr. Cranston explains that, as an anti-kidnapping measure, all EarthDome personnel are injected with an identification crystal, which can be scanned for easily.

Sheridan asks Garibaldi if he is having any problems with the security crew. Garibaldi tells him that he isn't, and that, because of their efficiency, he would not like having to go up against them. As they walk, Sheridan notices a red ribbon tied to a nearby wall. Sheridan tells Garibaldi to continue to check up on them, and that he will check in with him later to check his progress. Sheridan exits hastily.

Sheridan, in a dark corridor, shines a strange patterns of lights into the area ahead. He walks forward and meets with a woman. "The general sent me," she tells him. "I have a message. You're in great danger, Captain. We know what you've been told. But Dr. Jacobs is not a traitor." As she sets up a device to prevent their conversation being eavesdropped upon, Sheridan asks why there is such an intensive search out for him, and the woman explains that Earth Special Intelligence is directly under President Clark's control, and that Jacobs represents a threat Clark wants stopped at any cost. Sheridan asks what the situation is, and the woman explains what happened at the beginning of the year.

"Before President Santiago was killed aboard EarthForce One, Clark got off the ship, claiming he had some kind of virus. Twenty-four hours later, EarthForce One is destroyed in an...accident, and Clark assumes the presidency. As Clark's personal physician, Jacobs knew it wasn't true. If he would ever testify to that effect, it would help prove that Clark knew what was going to happen. But, they couldn't allow that. If they killed him right away, it would look suspicious, so they kept an eye on him until they figured it was safe for the good doctor to have an accident. We heard about it, and we helped him escape." She tells him that their plans were changed because Jacobs wasn't able to meet with his contact elsewhere, so he came to Babylon 5. Sheridan tells her that he can't pull his security officers off because it would mean revealing himself, destroying everything they've tried to build. She says he needs to do whatever he can, because it must be done. They need to accumulate as much evidence as possible, and Jacobs' testimony would be a good place to start. She tells him to make sure he gets the statement and gets Jacobs off the station alive. He tells her that he is angry things have gotten so far out of hand, and that he will have to circumvent his own security officers. She advises him to work quickly, and leaves. Sheridan calls Garibaldi, telling him to meet with him in ten minutes.

Dr. Franklin is instructing a small group of physicians in MedLab when he gets a call from Garibaldi. "Hi Doc. Just wanted to say, 'Happy birthday,' that's all. Catch you later." Franklin tries to protest, and doesn't understand the message, since it isn't his birthday, but gets the point when he sees security officers scanning nearby. Franklin orders the message to replayed frame by frame, looking for anything unusual. Several frames in, he sees two voice balloons sketched on top of the image which read, "Meet me at my place ASAP. Come alone. Wear something comfortable."

Jacobs, the old man, now in a deserted area of Downbelow, prepares an injection which he gives to himself. He speaks into a small recording device, and says, "I'm...uh, I'm nearly out of stims. I have to keep moving. If I fall asleep, they'll get me. And, uh, if they get me, I uh...I don't know if this will get to you Mary, but I'm tired. I'm just desperately tired. I don't know who to turn to, who I can trust." He is interrupted when several security officers appear nearby, searching some drunken lurkers. Jacobs quickly fumbles at opening a nearby cargo elevator, and when he does, he steps inside closes the door. The security offciers notice something on the scanners for just a minute, and then it vanishes. They decide to report it anyway. Garibaldi prepares to search for Jacobs by taking two PPG weapons and dressing in extremely casual clothes. He says that his security crew is good, but that he has one advantage: Dr. Franklin, who knows a lot about Dr. Jacobs, and is someone whom Dr. Jacobs knows as well. Franklin is afraid Garibaldi will be recognized, but Garibaldi says that, because of his position, they rarely look at his face. He also puts on his disguise, a hat, and the two of them leave to begin their mission.

Jacobs steps out of the elevator, and is immediately met by the tall man who saw him talking to the merchant earlier. He tries to move away, but is met by another gentleman. The tall man tells him that he looks as if he doesn't belong in Downbelow, and asks him what he is buying or selling, or if he is running away. Jacobs says he doesn't want any trouble and will pay whatever he wants. "Yeah, you will," the tall man tells him.

Jacobs is taken to another section of Downbelow, and has his belongings taken by the two lurkers. They search through them, searching for something they might be able to sell. Jacobs tries to convince them he has nothing of value, but they soon discover otherwise when they rip open his jacket to find a data crystal and an antique pocketwatch, which attracts the large lurker immediately. Its inscription reads, "Office of the President of the Earth Alliance." The large lurker leaves to examine the data crystal, leaving the other behind to guard Jacobs.

Cranston explains to Sheridan and Ivanova that they have searched most of the station and have deduced that Jacobs must be hiding in Downbelow. Sheridan says that the sooner they get him off of Babylon 5, the better, and that Cranston is right about him being in Downbelow. When Ivanova protests, Sheridan tells her that it is the only logical choice, unless she seriously believes he might also be Downtown. Cranston asks where this place is, and Sheridan tells him it is the unofficial name for the area between the hull and the water reclamation system, one of the most unpleasant parts of the station, full of heavy machinery, pipes, and lead. Cranston decides that Jacobs would use lead to defeat the scanners, and calls security to have them search Downtown instead. Cranston leaves, and Ivanova asks him what he was talking about, telling him that the entire area was sealed off after Babylon 5 was made operational. Sheridan says that he hopes trying to burn through the walls and doors in that area will buy Garibaldi a few hours. He then receives a call saying that one of the ambassadors wants to see him. He begins to say no, but decides otherwise when he learns it is Ambassador Kosh. He goes off to the meeting.

Garibaldi and Franklin are questioning some of the people in a bazaar in Downbelow, but can't find any information. They comment on how there are no guards down there, but Garibaldi decides it must be Captain Sheridan's doing. They stop to rest and to have something to eat. While they are chatting about Dr. Jacobs and the past, when they notice a merchant trying to sell Jacobs' pocketwatch, which Franklin recognizes. Garibaldi strongarms the merchant into revealing where he got the watch.

An officer goes to Cranston and tells him that they have someone on the line who has seen Jacobs. Cranston answers the call and talks to the man on the other end, the same one who kidnapped Jacobs from Downbelow. The man says he will turn over Jacobs for 10,000 credits, to which Cranston agrees. The man says he will call again when he is ready to exchange.

Sheridan arrives in Ambassador Kosh's quarters, and asks the purpose of the meeting. "You wanted to see me?" he asks Kosh.

"You wanted to see me."

"Well, I guess everybody does. To see what you really are inside that encounter suit."

"They are not ready. They would not understand."

"Am I ready?"

"No. You do not even understand yourself."

"Could you help me to understand you?"

"Can you help me to understand you?"

"Well, I can try. Is that what you want? An exchange of information? I tell you something about me, and you tell me something about you?"

"No. You do not understand. Go." Kosh turns away.

"Damn it, what do you want? What do you want from me? You know, ever since I got here, I've had the feeling that...that you've been watching me. The record shows you hardly ever went to council meetings until I showed up. When I was captured, it was you who reached out and touched my mind. And now you call me here? Why? Just to throw me out? Are we just toys to you? Huh? What do you want?"

Kosh spins around and intones angrily, "Never ask that question."

"At least I got a response out of you. So, what'll it be, Ambassador?"

"I will teach you."

"About yourself?"

"About you. Until you are ready."

"For what?"

"To fight legends."

The lurker guarding Dr. Jacobs hears a pounding at the door which he thinks is his companion, Max, returning. He opens the door, but finds Garibaldi instead. Garibaldi knocks the lurker out, but not before he is stabbed in the arm. Franklin tries to help Garibaldi up, and then unties Dr. Jacobs. Though they try to usher him out of there, Dr. Jacobs insists that they have to have the data crystal, which Max took. Garibaldi tells Franklin and Dr. Jacobs to wait for him nearby. Max arrives back in the room to find the other lurker tied up. He removes the gag from his mouth, but before the other can warn Max, Garibaldi steps from the shadows, PPG drawn, and demands the data crystal. He begins shooting at Max, missing deliberately, but coming closer and closer each time. By the time Garibaldi shoots only an inch away from his head, Max agrees and hands over the data crystal. Cranston talks to Sheridan, reminding him that, in the past, internal scanners have been used to locate radiation sources inside Babylon 5. Sheridan tells him it required a lot of difficult rewiring, but Cranston only wants to know why he was not informed about it. Ivanova comes in and tells Sheridan that Dr. Franklin needs to seem him immediately. Sheridan leaves, and Cranston turns to Ivanova. He asks her about the internal scanners and how long it will take him to wire his scanners up to Babylon 5's. She replies coldly, obviously resenting his attitude toward her. She tells him that he didn't ask for the information and that there is no way to know if the systems are compatible or if it will work.

Dr. Jacobs gives the data crystal to Sheridan and explains that it contains the information obtained from his scans of Clark which proved he did not suffer from a viral infection and that he has given Garibaldi the necessary codes to unlock the data. Garibaldi, while being treated for his arm injury by Franklin, reminds them that they will need a statement as well. Sheridan says that they have another problem now that Cranston knows they can patch their scanners into the station's internal sensors, which would make it very easy to find Dr. Jacobs. Franklin asks if it is possible to get him off the station, but Garibaldi says it isn't likely, considering they have all the docking bays covered. "Not entirely correct, Mr. Garibaldi," Sheridan says.

The configuration between the sensors and the scanners is complete. Ambassador Kosh asks for permission to depart, but Sheridan won't allow him to leave until after they scan the station. The station is scanned, but they don't find Dr. Jacobs. Sheridan tells Cranston that he is angry his station has been torn apart for no reason. Kosh asks permission to depart again, which Ivanova grants. Cranston says he doesn't understand since someone (Max) told him Jacobs was on the station. Sheridan tells Cransgon that he can't be too sure of any information he obtains aboard the station. Ivanova begins to tell Kosh that he can open the jump gate, but Cranston protests, saying that he wants the ship scanned. Sheridan tells him that it is an ambassadorial vessel, but Cranston isn't satisfied. Sheridan reluctantly agrees to scan the ship, and the scan find one life form, but it isn't human. Sheridan offers sarcastically to return the ship to the station to search it thoroughly, but warns Cranston that, if they find nothing, it could cause a major diplomatic incident. Cranston gives his permission for the ship to enter the jumpgate, which it does. Sheridan orders Ivanova to help Cranston find out where Dr. Jacobs really went, and help him in any way possible. He also tells Cranston that, as soon as Ivanova is finished, he hopes Cranston will leave. Cranston says nothing, but leaves C&C.

Sheridan, Ivanova, Garibaldi, and Franklin arrive in bay 13, where the Vorlon ship has redocked. Sheridan tells them that they are supposed to wait until the ship recognizes them, which it soon does. Sheridan explains that it knows them because it is alive. Kosh wasn't on the ship when they scanned it from C&C, and since the scan only registered one life form, it must be the ship. The ship opens up, and tentacle-like protusions extract a large pod from it. When the pod touches the ground, it opens to reveal Dr. Jacobs inside. Dr. Franklin quickly revives him from an artificial coma, which Kosh insisted on as a condition for the use of the ship. Dr. Jacobs revives. "While I was asleep," he says, "the uh...the ship...It sang to me."

Sheridan returns to the woman sent by General Hague and hands her a data crystal, which he says contains all of Dr. Jacobs' information. She accepts it willingly. "Good. It's not enough to go public with yet, but it's a start. We'll get Jacobs onto one of our ships as soon as possible. Thank you again for your help. You've just scored a major victory for the good guys. You should be proud. Until next time, Captain."

"There's always a next time, isn't there?" Captain Sheridan asks.

"You'd better pray it stays that way, Captain. Because as long as there is a next time, at least there's a chance we'll win." She turns to leave, but offers him one final thought before she goes. "Because in this war, Captain, we need all the chances we can get."

Synopsis by Matthew Murray
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Episode 36

There All the Honor Lies

Ivanova is furious at news Sheridan brings: in order to help Babylon 5 become more self-sufficient, Babylon 5 is going to be merchandised. Sheridan explains that the Zocalo is opening a gift shop so that anyone who wants a present for someone, or themselves, can buy it and help out the station. Ivanova is quite angry at this. "This is demeaning. I mean, we're not some...some deep space franchise! This station is about something!" Sheridan explains that her anger will make her the ideal person to oversee the efforts of the gift shop to make sure that no one on the station is demeaned. Sheridan explains that he has to meet with Ambassador Kosh for another lesson in understanding. He doesn't understand what he will be taught, but realizes that he probably won't after he has been taught either. Before he goes, he requests Ivanova pick up a Babylon 5 baseball cap... for his sister.

On his way to the Zocalo, Sheridan runs into someone walking down the corridor. Though everything seems fine at first, Sheridan soon realizes that his link has been stolen. He sees the man running on a catwalk above him, and he gives chase. While doing so, he is intercepted by a Minbari who attacks him and throws him to the ground, just near a PPG. He picks up the PPG and warns the Minbari to stay away. "Death first!" is the Minbari's response as he reaches for something. Sheridan fires. The force of the blast knocks the Minbari down some stairs. Sheridan gets to his feet and, as he surveys the situation, he sees another Minbari standing there, watching the proceedings. The Minbari quickly leaves.

Sheridan explains to Ambassador Delenn and Garibaldi what happened, though they both find the situation strange, as no weapon was found on the body. Garibaldi explains that it was only self-defense, but Delenn tells them that the Minbari, Levell, comes from a very esteemed family, and that her government wants answers. Sheridan apologizes, but Delenn is not satisfied. "These are perilous times. We must do all we can to avoid another conflict between our people over a misunderstanding." Garibaldi tells Delenn that he has begun an investigation in order to discover what happened, but Delenn tells him that she has been ordered to begin an investigation of her own. Garibaldi protests, but Delenn will not listen, claiming it is the only way to decide whether or not Sheridan should be charged with murder. Sheridan orders Garibaldi to find the Minbari, which will prove to be a difficult task, given that Sheridan cannot give a detailed description.

Vir receives a transmission from Centauri Prime on Londo's behalf. Garibaldi is talking to one of the Minbari on the station, who says that he was not present at the attack, which Garibaldi believes, since, as the Minbari explains, Minbari do not lie. Garibaldi asks if the Minbari knew who did it, and the Minbari accuses him of being threatening. Before it can go any further, Lennier arrives and asks to speak to the Minbari privately, which Garibaldi reluctantly allows. Garibaldi and Sheridan walk down the hall, talking about the situation. Garibaldi explains that Lennier always seems to be a step ahead of his investigation, though they both hope that Lennier is not orchestrating a cover-up. Sheridan asks about his link, but Garibaldi says that it hadn't been used, and had probably been destroyed. Sheridan asks why someone would take his link, and Garibaldi explained that it was definitely something that Sheridan would want back, which would make sense if the man wanted to be chased.

They go into MedLab, where Dr. Franklin explains the result of the autopsy. He says that it was indeed a PPG that killed the Minbari, but that there is nothing that proves Sheridan innocent of an unprovoked attack. Garibaldi asks Sheridan where he found the PPG, and Sheridan tells him, though Garibaldi finds this suspicious as well. Garibaldi suggests that the PPG was planted, because no member of the Minbari warrior caste would carry one, and that the whole plot was merely to set Sheridan up.

Walking through the corridor near the newly established Babylon Emporium, Talia literally runs into Vir. He is holding a drink and seems quite shaken up. Talia asks him if he is okay, but Vir cannot come up with an answer. He says that he can't stay, and seems to find a great deal of humor in that remark. He vanishes into the crowd before she can say anything else.

Delenn and Lennier are talking to the Minbari, Ashan, who witnessed Sheridan's killing of Levell. Despite his being in the same clan as Lennier, he is being quite uncooperative, and will not answer any of Delenn's questions. "I answer to other Minbari," he tells her. "Not freaks." Hurt by this, she quickly exits, leaving Lennier to deal with Ashan. "You have insulted her," Lennier says. "Her presence insulted me," replies Ashan. Despite his feelings, he does offer to answer any questions Lennier might have.

Sheridan tells Delenn and Lennier that, despite whatever the feelings of the Minbari government are, he wants to see Ashan immediately. After they leave, Garibaldi suggests that, because of the Minbari's feelings, that might not be a good idea. Sheridan tells Garibaldi that he has to try to reason with Ashan, so that he can figure out why Ashan is lying about the incident, and that he doesn't want to disrupt life on the station any more than necessary.

Ivanova is looking around the Babylon 5 Emporium, inspecting the wide variety of T-shirts, dolls, models, and even teddy bears. She is also surprised by a human wearing a mask which makes him look exactly like an alien. She turns around, only to find an alien wearing a human mask. Somewhat startled and surprised, she makes a hasty exit. A well-dressed woman, with a brief case, enters the docking bay, and meets up with Zack Allan. She tells him that she wants to meet with Captain Sheridan. Allan asks her if she is expected. "No," she says.

"Dreaded."

Sheridan asks Ashan why he would attack Levell, who merely answers Sheridan by calling him Starkiller. Sheridan tries to explain to him that what happened should remain in the past, but Ashan does not agree. "Was it not an Earth man who said that those who do not listen to history will repeat it? The Minbari listen. Very carefully." Delenn and Lennier ask Ashan if it is possible that he could be making a mistake in what he claims he say, but Ashan insists that he did not, and asks on what side their loyalties lie. Lennier responds that they want only to reveal the truth. Zack Allan and the woman enter, and the woman introduces herself as Guinevere Corey, Sheridan's lawyer. When she asks what they are discussing, Sheridan responds that they are discussing the truth, which she calls "the favorite song of the legally ignorant." Delenn asks if they are finished with their discussion, but Guinevere answers affirmatively for Sheridan. Delenn, Lennier, and Ashan leave.

As they leave the office, Lennier and Ashan bid each other goodbye, and Lennier comments that the situation does not look good for Captain Sheridan. Delenn says that the situation should not exist at all, and that Sheridan's personality isn't consistent with Ashan's statement, which she labels "dubious."

Sheridan tells Guinevere that he doesn't appreciate her calling him ignorant in front of other people, and she changes her choice of words to "naive." He claims that he doesn't need a lawyer, but she tells him that she was rerouted here because EarthDome has decided to proceed with an indictment against him. Sheridan is taken aback, and doesn't understand why they decided to do that. She says that the only solution that is good for Earth is if they go to trial and take the judgment he is given, but that she doesn't believe they can convict beyond a reasonable doubt. Sheridan thinks she is hiding something, and she is. She explains that, because of the trouble this will cause, Sheridan will have to step down as the Commander of Babylon 5 in any event.

Sheridan returns to his quarters and expresses his frustration and his doubts to Ivanova, who offers her support and leaves him to rest. Sheridan is about to relax when the door chimes. This time, it is Ambassador Kosh, who has come for the lesson. Sheridan says that he isn't in the correct frame of mind for the lesson, which was interrupted earlier. "Precisely the correct time," Kosh tells him. "Come." Sheridan tries to protest, but ends up going with Ambassador Kosh to the lesson.

Zack Allan enters Garibaldi's office, and Garibaldi gives Allan the file on Ashan, telling him to keep an eye on him, but not provoke him, just so they can find out what he is up to, and if he is hiding anything.

Sheridan and Kosh appear together, walking through one of the most inhospitable parts of Downbelow. Sheridan tells Kosh that he doesn't understand why he is there. "Good," responds Kosh. After a brief walk, they reach their destination, an access panel in a dead end. Kosh instructs Sheridan to go inside. Sheridan asks why, and asks what is inside. "One moment of perfect beauty," explains Kosh. Sheridan goes through the access panel.

The area is very cluttered, and the ceiling low, but he eventually finds what Kosh sent him to look for: a strange, hunched-over figure wearing a robe. Sheridan explains that he was sent to find this place, but the being only pushes forward a small dish. Sheridan explains that he doesn't carry money, but cannot convince the figure. He removes his stat bar, which shows his position in Earth Force, and places it in the dish, which the being quickly removes. The area is then filled with many strange and beautiful patterns of orange light playing off the cloaks of other figures who Sheridan hadn't noticed. The area comes alive with the sound of a Gregorian chant, which Sheridan drinks in.

Vir is sitting alone with a drink at the bar, when Londo comes up to him. Though it is only Vir's second drink, it is obvious he is upset, and Londo asks why he is acting that way. Vir doesn't understand how Londo can criticize, after all the things he has done. Vir explains that he is having a difficult time doing his job, which consists mostly of keeping Londo's secrets. Londo offers to send Vir home, but Vir knows he can't return to his family. "Do you think that if they wanted me around that I'd even be here? They just wanted be anywhere–anywhere away. They had me sent here two years ago because, frankly, there wasn't much competition for the job. This was a joke to them. Before I left, my uncle said to me, 'You and I deserve each other.'" Londo tells him that is no longer true, which Vir knows only too well. He tells Londo that Centauri Prime is sending someone new for his position, which has become "too important," and that they are sending someone better prepared for the task. Vir says that he doesn't know what to do, because he feels as if he isn't wanted anywhere, and that he has no way to escape from his problems. He apologizes to Londo for getting him involved, and quickly stands up and walks away. Londo begins after him, but is distracted by a group of women, mostly Centauri, at a table nearby, laughing at a doll of Londo. Intrigued, he snatches it away.

Sheridan and Kosh are in the elevator, returning from the lesson. Sheridan thanks Kosh for the lesson, and Kosh exits the elevator. Ivanova enters, and Sheridan explains what he learned. "Beauty...in the dark." Ivanova comments that the lessons must be working, because he is beginning to talk just like a Vorlon.

Delenn enters her chambers and finds Lennier there. She tells him that she was arranging to have Levell's body prepared due to the customs of his clan, and that she thinks there is some information that Lennier needs to see. She plays it on a monitor, and Lennier reads it.

Meanwhile, Sheridan and Ivanova are walking down one of the station's corridors when an elevator door opens, and Londo steps out, angrily brandishing the doll in his likeness. "Captain! Commander! Can we talk?"

Ashan is running through some corridors on the station, as if looking for something. He vanishes behind a corner, and Zack Allan, who had been following him, steps out. He tries to find out which way Ashan went, but before he can give chase, two hands come down on him and knock him out. Lennier has been following Ashan as well.

Lennier runs after Ashan, and comes across him, talking to the cloaked man who stole Sheridan's link. Ashan and Lennier prepare to attack each other, and Lennier says that he wanted to prove Ashan's innocence, but now sees that, since he was talking to the man who stole Sheridan's link, his story was false after all, and that he would have been discovered by station security had Lennier not intervened. Ashan doesn't understand why Lennier would believe the word of sation personnel over his word, and Lennier explains it is because Delenn believes it, and she is honorable, and he honors her words. "What do you honor, Ashan? The truth, or the obligations of our clan?" Before he can say another word, Ashan escapes.

Londo says that the Centauri Government will not allow insults such as the doll. Ivanova says that it is just a doll, and that it wasn't even constructed by station personnel. Londo calls the doll a mockery, since it doesn't have any...attributes. It takes Ivanova and Sheridan a minute, but they finally realize. "You feel like you're being symbolically cas...t in a bad light," Ivanova tells him. Sheridan ordrs Ivanova to go and have all the dolls removed from the Imporium, which she does.

"I do not lie when I say this could have been a major embarassment to all concerned," Londo says.

"Oh, I'm sure, Ambassador," Sheridan says. "You don't lie, the Minbari don't lie, no one around here..."

"Who said the Minbari don't lie?" Londo suddenly realizes his mistake, but it is too late, for Sheridan has noticed it as well and asks Londo what he knows. Londo explains. "A certain Minbari once lied to save a certain Centauri Ambassador from embarrassment. Apparently, there is honor in helping another save face." Sheridan then realizes that they would lie to protect someone's honor, but that he doesn't know who, or what, is being protected. Londo leaves, and Sheridan receives a message from C&C, saying that a Minbari Embassy representative from Earth wants to speak to him. Sheridan has them put it through.

Delenn is sitting alone at the rock garden when Sheridan enters and sits with her. He explains to her that her government wants Ashan taken from the station, and sent back to the Minbari homeworld. With that important witness gone, there can be no trial, which will be a relief to Earth, though there will be much doubt left behind.

Sheridan's credibility will be destroyed, which he believes some may have wanted from the beginning. Delenn moves away and doesn't face him. He tells her that he knows how it feels to be all alone, but she tells him that she is truly alone, as she is completely isolated from her world and her government. He asks her why she said the Minbari don't lie, if they will to save another's honor. "You must understand, Captain, that there is no greater honor among my people than to serve. They work for generations to create a legacy, a tradition. In the service of their clan, they are ready to sacrifice everything. Their individuality, their blood, their life." Sheridan tells her that this is a common occurrence and that larger ideals can't be preserved if small ones are sacrificed. Delenn gets up and tells Sheridan to follow her.

Ashan up with Lennier, who gives him parting instructions. Lennier says that he will go to the Captain and explain his involvement with Levell's death. Ashan says Lennier had nothing to do with it, but Lennier tells him that, as a member of Ashan's clan, he is equally responsible. Ashan tells him that, if he does that, he will dishonor himself and their clan, but Lennier says that he will retain honor, by protecting Ashan, though their clan will dishonored. Ashan explains that it was their clan's leaders who decided to go ahead with the plan without the blessing of the Minbari government, because they were angered at the appointment of Sheridan as commander of Babylon 5. He explains that Sheridan destroyed the Blackstar by mining an asteriod field, sending a fake distress signal, thus luring the ships in there. He doesn't believe Sheridan has any honor. Lennier explains that he lost family on the Blackstar as well, but asks if there is any more honor in this betrayal. Lennier asks why Ashan was talking to the human who stole Sheridan's link, and Ashan explains that Levell paid him to lure Sheridan away, and provided a weapon for Sheridan's use. He says that Levell, as a member of their clan, must be protected. Delenn, Sheridan, Garibaldi, and Guinevere Corey appear from behind a door and confront Ashan.

Sheridan explains that Delenn received Levell's burial instructions, and that saving the honor of their clan was the one thing that could cause Ashan to lie. Lennier reveals a small recording device he used during the conversation. The door to the room opens, and Zack Allan leds Ashan away. Guinevere asks Delenn if the Minbari government will contest their action, but Delenn says that whomever is responsible will never take responsibility for what happened. Sheridan asks if a public confession is really what they want; he tells Delenn that he is willing to turn over all the information as long as Ashan promises to make a statement about what he saw, with no attention at all paid to the clan loyalty, or any other background, and that they will leave Levell's motive as one more mystery. "And around here, who'll notice one more?"

Vir is in Londo's quarters, still drinking, and with a considerable hangover. Londo asks Vir how quickly he can pack, since his replacement arrived a few hours earlier. Vir begins to leave, but Londo stops him, saying that he should pack Londo's things first. Vir asks why Londo wants him to pack his belongings, and Londo explains that he explained to the Centauri homeworld that if Vir goes, he goes as well. Londo told them he considers Vir a good worker, and that he needed Vir to work with him, which astonished Vir's family. Londo tells Vir that he hasn't treated him very well, but that he can change the way he acts. He asks Vir to stay, and says that if Vir leaves, he will have to as well, and, should that happen, he will have to kill Vir. "What are friends for?" Londo leaves, but not before Vir thanks him. Londo also explains to Vir that he invited Vir's entire family to stay with him for a once, knowing he wouldn't mind. Vir tries to protest, but Londo is already gone. Vir goes back to his drinking. Sheridan and Ivanova meet together, and he asks her how the Babylon 5 store is going; he now believes it's a good idea to help defray operating expenses. She presents him with a teddy bear, dressed in a baseball jersey and cap, which he admires, including the motto on the back: Ba-bear-lon 5. He notices the bear's monogram, which reads J. S., which Ivanova tells him stands for John Sheridan. When this hits Sheridan, his cheery mood changes, and he orders Ivanova to have the store removed and everything gone by the next morning. She leaves to follow his orders, but not before he takes the bear from her.

Warren Keffer, in one of the Zeta Squadron starfuries, flies away from Babylon 5. A communication comes in from the station. "Have you traced that unidentified object?" Keffer is in the midst of responding, when the starfury collides with a teddy bear. "Have you encountered unidentified object? Can you describe it?"

"Negative, Babylon Control. I don't think so. Not on a bet. Heading back to the barn." Keffer pilots the starfury back to the station, as the teddy bear floats, suspended in space.

Synopsis by Matthew Murray
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Episode 37

And Now For a Word

Note: Due to the unusual format of this episode, a transcript is being used instead of a typical synopsis. The idea of a transcript has JMS' blessing.

Horizontal lines separate major scenes; small shifts in location that might still be considered the same scene are noted by three asterisks (* * *).

ISN Network
"36 Hours"
September 16, 2259

Announcer:

We interrupt your evening schedule to bring you the following special program. September 16, 2259. The Interstellar Network News presents "36 Hours on Babylon 5" with your host, Cynthia Torqueman, reporting live from the ISN News Center, in Geneva.

Torqueman (at anchor desk):

Good evening, I'm Cynthia Torqueman. In the hundred or so years since humanity went to the stars, we've established outposts and colonies on over two dozen worlds in fourteen solar systems. Out of all those far-flung outposts, only the Mars Colony, plagued by scattered groups of separatists, who have used acts of terror to intimidate the Earth-loyal majority, has proven more controversial than the Earth Alliance station, Babylon 5. Located in a sector of space near Epsilon Iridani, designated neutral territory, Babylon 5 has defied the odds and continued to operate as a free port, a center for diplomacy, and a showpiece for the Earth Alliance Resources and Technologies division. From its highly publicized debut three years ago, recent polls indicate a growing dissatisfaction with the time, money, and effort consumed by this space-borne community. So, tonight, we take you to the center of the controversy. An ISN crew and I recently spent 36 hours aboard Babylon 5, asking hard questions and, on occasion, get in a little over our heads. In the process of putting this report together, it didn't take us long to learn the most important rule of survival aboard Babylon 5: expect the unexpected.

Video Footage:

(The bridge of a ship. Babylon 5 is visible outside, with two much smaller ships in front of it)

Torqueman (voiceover):

This footage was shot from our position on the bridge of the Earth transport Heyerdahl, on the final approach to Babylon 5. The voices you are hearing are those of the ship's captain and B5 Command and Control.

Ivanova:

Confirmed Heyerdahl. We...Narn transport N'ton, return to your holding position at once. I repeat, return to your...

Narn ship:

Shadraka.

Ivanova:

Centauri vessel Malios, break off.

Narn:

N'tok! N'tok!

(The Centauri ship fires on the Narn ship several times, destroying it.)

Torqueman (at anchor desk):

A terrible explosion, conspiracy involving several of these individuals [pictures of Sheridan, Londo, and G'kar appear over her shoulder], lies, deception, and the deaths of hundreds of people. All this and more on "36 Hours Aboard Babylon 5," here on the Interstellar Network News. We'll be back with our story right after this break.

Announcer:

"36 hours...," sponsored by Interplanetary Expeditions. Exploring the past to create a better future.

Commercial break

Torqueman (from a chaotic docking bay):

Thirty minutes ago, a Narn vessel opened fire on a Centauri transport without warning or explanation. The bodies of the dead and wounded are being brought to this central docking area for transfer to various MedLab facilities on Babylon 5, which are already working beyond maximum capacity. Behind me is Dr. Stephen Franklin, Chief of Staff. Doctor? Doctor Franklin?

Franklin (to medical assistants):

...for immediate surgery and full CAT scan. I need more regent packs over here, people.

Torqueman:

Dr. Franklin, Cynthia Torqueman, ISN news. What happened here?

Franklin:

I don't know. Somebody said something about an ambush. (to assistants) All right, keep his head elevated thirty degrees minimum or he'll choke on his own blood.

Torqueman:

Can you say what the reason was...

Franklin:

I'm sorry...

Torqueman:

Captain Sheridan! Cynthia Torqueman, ISN news. Do you have any comment on what just happened here?

Sheridan:

No, no comment at this time. (to Franklin) Doctor...

Torqueman:

What about the Narn vessel that attacked the transport.

Sheridan:

We dispatched a fighter wing to apprehend them. We won't know anything more until they're in protective custody. If you will excuse me please.

Ambassador Londo Mollari, Centauri Republic:

This is exactly the kind of behavior that endangers the very purpose of Babylon 5. This place is dedicated to finding peaceful solutions to our problems. For the Narn to carry their vendetta against our people into neutral territory like this is reckless and irresponsible. And though we mourn our own losses, we have felt strongly about our friends from Earth, ever since we first encountered your world a hundred years ago. To endanger your people for no reason...

Torqueman:

Then the attack on your transport was completely unprovoked?

Ambassador Mollari:

Of course.

* * *

Ambassador G'kar, Narn Regime:

He's lying.

Torqueman:

Then can you tell us why your ship opened fire on the Centauri transport?

G'kar:

I'll issue a statement after I have consulted with my government.

Torqueman:

Are you saying your government sanctioned this attack?

G'kar:

No.

Torqueman:

Do you think attacks of this nature put everybody aboard Babylon 5 in unnecessary jeopardy?

G'kar:

We are already in far greater jeopardy than you can possibly imagine.

Torqueman:

For all the apparent danger in this part of space, it seems to have had little effect on travel. Nearly a quarter of a million humans and aliens are here at any given moment. While most are in transit to distant worlds, many others actually live and work here. What does it take to call a place like this home?

* * *

Eduardo Delvientos. Dock Supervisor. Guild dockworkers on B5: 1500.:

Well, it's a...it's a job. I've been in a lot worse places, let me tell you. It gets crazy around here sometimes, you got fifty, sixty ships a day coming through here, loading and unloading, and every last one of them is a priority job, at least that's what they tell us. (to a worker) Hey, watch those crates over there. Get 'em over to the side. No, no, the other side. (to Torqueman) We had a couple of problems here last year, try to hit us with some budget cuts. You know, same old song. But that's the past. You gotta go along to get along, you know what I mean?

Second Lieutenant David Corwin. Earthforce personnel on B5: 6500.:

Overall, I've found this to be a good working environment, and a valuable experience. I've learned a lot while I've been here.

Torqueman:

And you've never felt that your safety has been compromised?

Corwin:

No ma'am.

Torqueman:

So this has been a positive experience for you?

(Corwin smiles and nods)

Torqueman:

You enjoy working with everyone?

Corwin:

(Glancing at Ivanova over left shoulder) Yes. It's a calm, pleasant environment. I don't think I've ever seen anyone get upset here.

Captain John J. Sheridan. Recipient, Earthforce Silver Star for Valor in Minbari War.:

I guess it's the old joke, "You don't have to be crazy to work here, but it helps." I suppose there is a...certain attraction to being out here on the edge like this. A new frontier...

Torqueman:

New frontier is right. When Babylon 5 went online in 2257, oddsmakers from New Vegas to Lloyds of London were predicting it wouldn't last six months.

Sheridan:

Hmm. Well, I've never been very much on gambling. Never quite found the time for it.

Torqueman:

You were originally a starship captain, correct?

Sheridan:

Yeah. The Agamemnon. She was a real beauty. One of the first Omega class destroyers to come off the assembly line after the war. Our job was part military patrol, part diplomatic mission. We went around to most of the Non-Aligned Worlds, put in an appearance, kept the peace, that sort of thing.

Torqueman:

Babylon 5 has been through some dramatic changes in administration since it became operational. Would you attribute these changes to...bad management, or, to quote former Senator Hidoshi, "Is this horse just to big for anybody to ride?"

Sheridan:

Changes are part of the military life. Everybody goes into this knowing that tomorrow you could be someplace you hadn't even heard of 24 hours ago. I've been stationed so many places over the years I can't even remember most of them. But you're right. Some days this is one hell of a big horse.

Dr. Stephen Franklin. Chief of Staff. Medlab facility. Speciality: Xenobiology:

You know what the folks back home don't understand, the ones who've never left earth, is just how dangerous space can be. Aside from incidents like this, just the everyday reality of living your days and nights in a big tin can surrounded by a vacuum. I remember my first time on a transport, on the Moon-Mars run. I was just a kid, maybe seventeen. A buddy of mine was messing around, and zipping through the halls, and he hid in one of the airlocks. I don't know, I guess he was gonna try to scare us or something, I don't know...But just as I got close, he must have hit the wrong button because the air doors slammed shut, the space doors opened, and he just flew out into space. You know, the one thing they never tell you is that you don't die instantly in vacuum. Just hung there, against the black, like a puppet with his strings all tangled up. Or one of those old cartoons where you run off the edge of a cliff and your legs keep going. You could see that he was trying to breathe, but there was nothing. The one thing I remember, when they pulled in his body, his eyes were frozen. A lot of people make jokes about spacing somebody, about shoving somebody out an airlock. I don't think it's funny. Never will.

Torqueman:

Although the airlocks on Babylon 5 are considerably safer, the last three years have shown that the station itself is anything but secure. In its first year of operation, there were half a dozen murders, three acts of sabotage including a bomb that blew out two levels, and a barely averted attack by the Vorlon Empire. Since then, there have been fifty deaths by violence. So the question remains, given its cost in lives and money, is Babylon 5 serving any useful purpose, or, as we're about to see, is the whole thing falling apart at the seams?

G'kar:

I've just been briefed by my government, and I'm prepared to issue the following statement. The Centauri ship that was attacked by one of our vessels was not simply a commercial transport. It was secretly transferring weapons of mass destruction to ships bound for the front lines where they were to be used in the war against our people. They have turned Babylon 5 into a weapons supply post, and we cannot allow this to continue, even if it means shutting down Babylon 5 completely.

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commercial break

Announcer:

"36 Hours on Babylon 5" continues with Cynthia Torqueman.

Torqueman (at anchor desk):

According to figures released by the newly-formed office of public morale, President William Clark has risen to dramatic new levels of popularity, because of his administration's emphasis on addressing the needs of Earth. As a result, recent hearings in Earthdome have openly questioned how much time and money should be invested in a project that seems perpetually bogged down in non-human conflict. So, we took that question to Senator Ronald Quantrell.

* * *

Senator Ronald Quantrell. Chairman: Babylon 5 Senate Oversight Committee. (in his office):

Well, obviously, Babylon 5 is something President Santiago believed in very strongly and I think we owe it to his memory to try to make it work.

Torqueman:

That doesn't exactly sound like a ringing endorsement.

Quantrell:

Well, clearly we've taken a lot of heat, and the cost overruns have been appropriately astronomical. But let's remember that the Babylon Project was conceived right after the Earth-Minbari war. At that time, the idea of a diplomatic station designed to keep anything like that from happening again was very appealing.

Torqueman:

And now?

Quantrell:

Now? Well...still too early to tell. Certainly we've rebuilt our military forces to a point far in advance of where they were fourteen years ago. If the Earth-Minbari war started today, I think things might have gone a little differently. So, while I'm not sure how much...concrete benefit we really derive from Babylon 5 any longer, I suppose it still does keep us in a highly visible position with other races, and of course it's very important to interstellar commerce and trade.

* * *

Sheridan:

Well, with all due respect to Senator Quantrell, speaking as someone who did his part in the front lines, I'd have to say we still haven't fully recovered from the Minbari war. And we haven't anywhere near the level of technology we would need in the event of another major conflict. And anybody who thinks that we could hold our own with the Minbari, the Centauri, and, God forbid, the Vorlons, is just plain kidding himself.

Torqueman:

You sound angry about it.

Sheridan:

No, I'm not. It just...it just sounds to me like...like jingoism and self-deception and armchair quarterbacking. Any time you lose a war, you just...you just wait a few years, and you'll hear from everyone who thought that we could have won if they'd have done the fighting.

Torqueman:

Except, of course, Captain, we didn't lose the war. The Minbari did surrender.

Sheridan:

(Pause, then smile) Of course.

Torqueman:

Who are the people who run Babylon 5, and what do they do here? What are their hopes and dreams? I'm standing in what's called the Observation Dome, or C&C, short for Command and Control. When the Captain is otherwise engaged with diplomatic or business affairs, this place is under the watchful eye of its perky and energetic commander, Susan Ivanova.

Commander Susan Ivanova (to a ship):

All right, make one more sweep pulling in whatever you got, then head for the barn.

Torqueman:

Commander Ivanova, would you mind telling us what it is you're doing here?

Ivanova (showing her a control panel displaying the HAZMAT team):

We're investigating Ambassador G'kar's allegations that the Centauri transport was carrying weapons, justifying his government's attack. The HAZMAT team outside is checking the debris for any unusual levels of radiation or trace elements that could indicate the presence of unauthorized weapons.

Torqueman:

While we wait for the analysis, would you mind telling us a little about yourself, how you got here?

Ivanova:

Well, there's really not much to tell. I was born in the Russian Consortium, but spent most of my life at school abroad. Graduated from OTC ten years ago.

Torqueman:

How did you come to join Earthforce?

Ivanova:

After my brother Ganya was killed in the war, I felt that I had to try and finish what he started. Of course, as my luck runs, the war was over before I saw any action.

Torqueman:

Now, Commander, I'm sure there's more to your story than that.

Ivanova:

Yes.

Security Chief Michael Garibaldi:

What do I hope for? I hope to get through this interview without getting myself fired. How's that for a start? Hmm. I don't know, it's one of those questions I don't think about in words. Maybe because so many times it seems like, if I say what I want, it never comes.

Torqueman:

There must be something.

Garibaldi:

Yeah. There are...little hopes I guess. Every day I get up and I hope nothing will happen. I'd love to be just bored out of my skull for twenty-four hours. And, uh, I guess I keep hoping that someday, somewhere I'll make a difference. That at the end of the day, everything we've gone through for the past few years will, uh, mean something.

Ivanova (over communicator):

Garibaldi, we just got back the HASMAT report. We've got a problem.

Garibaldi (getting up):

See what I mean? Always something.

Torqueman:

So far, we've spent most of our time here talking to the humans, but aliens make up nearly forty-two percent of Babylon 5's population. Many of them live here in the so-called "Alien Sector," which provides alternate atmospheres for fourteen different species. Ironically, the "Alien Sector" is how the aliens here refer to the human part of the station proving once again that beauty... and the beast...are in the eye of the beholder. Probably the most elusive of all the aliens is Ambassador Kosh Naranek, a representative of the Vorlon Empire, sent here roughly two years ago. Nothing is known of the Vorlons, in fact three expeditions sent into Vorlon space over the years have never returned. The Vorlon government said they had met with accidents...and suggested no further expeditions. Even their appearance is a mystery, compounded by the fact that Ambassador Kosh can only leave his quarters in an encounter suit, which contains his atmosphere and other life support equipment. A few moments ago, while we were setting up this shot, we got our first glimpse of the Vorlon as he was leaving his quarters just behind me. This is an ISN exclusive, presented here for the first time.

Video Footage:

(Cynthia Torqueman, wearing an oxygen mask, is speaking with someone else also wearing a mask.)

Man's Voice:

It's Ambassador Kosh, over here!

Torqueman:

Maxie, quick, the camera!

(The camera pans to reveal Ambassador Kosh.)

Torqueman:

Ambassador Kosh! Ambassador! Cynthia Torqueman, ISN news. Can we ask you a few questions?

(The doors in front of Kosh close.)

Torqueman:

Ambassador Kosh! (to camera) Did we get that? Tell me we got that. Did we get it?

* * *

Torqueman:

Second in elusiveness to the Vorlon is Ambassador Delenn of the Minbari Federation. After initially refusing several requests for an interview, she finally agreed to talk to us.

Torqueman:

Since very few humans have ever been allowed on Minbar, perhaps you could start by telling us a little about your world.

Ambassador Delenn. Minbari Federation.:

We are the seventh planet from our sun [a graphic of Minbar appears over her shoulder]. Almost one quarter of Minbar is covered by our north polar icecap. Because our world is rich with crystalline deposits, many of our cities are cut directly out of crystal formations. During the spring, the patterns of color caused by the light are breathtaking. Let's see, what else? We have three basic languages, Len'au, Feek, and Audronado, which is the language of the Religious Caste.

Torqueman:

Can you give us an example of Audronado?

Delenn:

Neech sach schnek, slem-ba. I am your friend, in peace.

Torqueman:

Your appearance, though, isn't typical of your people, is it?

Delenn:

No.

Torqueman:

According to station records, you looked quite different a year ago. [An image of Delenn's old appearance appears over Delenn's shoulder.]

Delenn:

I volunteered for this change, in the hope that it would lead to a better understanding between our peoples.

Torqueman:

Over a quarter million humans were killed in the war with your people. How do you think the families of those victims will feel about your...change?

Delenn:

I, uh...I don't know. I uh...I would hope...

Torqueman:

I think they would feel hurt, betrayed. That by assuming a human face, you're taking a part of us you're not entitled to. What would you say to them? To all the husbands and wives and children and brothers and sisters of the people who were killed in the war with your people, and now see a Minbari...with a human face?

Delenn:

I'm uh...I'm sorry, I can't...can we...can we stop this? Please?

Ivanova (over communicator):

Ambassador Delenn, you're needed in the council chambers. Ambassador? Ambassador Delenn?

Torqueman:

We've just been informed that there's been a new development in the Narn attack. The Babylon 5 Advisory Council and the League of Non-Aligned Worlds have been convened to hear this update. We've been given permission to record these proceedings in the council chambers.

G'kar:

And now, thanks to Commander Ivanova's investigation, we have proof of what we've been saying all along. An inspection of the destroyed Centauri has found conclusive proof that she was carrying fusion bombs and support equipment for ion cannons, mass drivers, and heavy-energy weapons!

Sheridan (banging gavel):

Now we have already filed a complaint with the Centauri government on the grounds that Babylon 5 is neutral territory, and is not to be used as a staging ground or a munitions depot.

Londo:

If I may make an observation...

Sheridan:

It is this kind of irresponsible activity, Ambassador, that endangers this station and everyone here. It will not be tolerated!

Londo:

Classified shipments and weapons are transferred outside the station, from ship to ship. The risk to Babylon 5 is minimal.

Sheridan:

Oh, we've already seen your minimal risk, Ambassador.

Londo:

Caused by their attack on one of our vessels! Our ships have the right to carry any cargo they choose. We will not surrender our sovereign rights.

Delenn:

The sovereign rights of any race end with the threat of innocents.

G'kar:

Enough! They're doing what they always do–using details to distract us from doing what must be done! There are seven more Centauri vessels berthed outside, and I have reason to believe that they also carry weapons of mass destruction to be used against our people. My government demands that these ships be impounded and their weapons seized!

Londo:

No, no, no! We will not allow this!

Sheridan (banging gavel):

This is Babylon 5's space. And here, we have sovereign rights.

Londo:

Our ships will defend themselves against any who try to seize them.

Delenn:

Perhaps, if the transports return to Centauri space...

G'kar:

We cannot allow those ships to leave here with their weapons. They'll just turn right around and use them against us.

Sheridan:

Then how do you intend to...[there is a loud sound, and the lights in the room dim suddenly] What the hell?

Ivanova (over monitor):

Captain, we need you in C&C. We've got a shooting war going on out here.

Video Footage:

(Securecam 15 shows several shots being exchanged before one ship is destroyed. The blast causes debris from the ship to strike the camera, and the image fades to static.)

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commercial break

Torqueman:

The sounds you hear are heavy weapons on the Narn and Centauri vessels doing battle just outside Babylon 5. The station is on a priority one alert, and people are being evacuated to shelters. We're en route to C&C to try and cover the battle. As we speak, our vidsystems are being plugged into the station's external cameras and communications systems, and we should be seeing...

Video Footage:

(Securecam 02 shows an image of several ships firing at each other.)

Voice of starfury pilot:

Coming in. Reading five, repeat five incoming hostiles. No reply. Got the beacon targeting systems online.

(The image shifts to a camera inside a starfury cockpit.)

Voice of pilot:

Delta leader to hostile vessels. You are ordered to cease fire at once. Do you copy? You are ordered to surrender or we will open fire.

(Securecam 08 shows a Centauri vessel destroyed by a Narn ship. The image shifts to Securecam 23, which captures more shooting before it is disabled by fire from a Narn ship.)

Sheridan (in C&C):

Damage report?

Ivanova:

Levels brown ninety through ninety-two report damage. Hull breach in blue seventy. Dropping pressure doors.

Sheridan:

Get a repair crew down there, stat.

An Officer:

Aye, sir.

Sheridan:

Any reply yet?

Ivanova:

Negative. Hostile forces continue to fire at each other. They've started targeting our ships.

An Officer:

Delta squadron requesting permission to fire.

Ivanova:

Ambassadors Londo and G'kar on the link. They're saying that if we open fire on their vessels, they'll consider it an act of war.

Sheridan:

Screw 'em. We have a quarter million people here to defend. If they won't stop this, we will. (to ships) All fighters, open fire. Fire at will.

Video Footage:

(In the cockpit of the delta leader.)

Pilot:

Roger, Babylon Control. Delta squad, open fire. Target engines and navigation if possible, but if you have to take them out, do it. (to himself) Come on. Come on. Heaters lit. Come to papa. Got it. Bombs away.

(He fires on a small Narn ship, and it is destroyed very close to the station.)

Pilot:

This is seven. Target splashed.

Ivanova:

Two Narn vessels destroyed, two damaged and out of the fight. Remaining Centauri vessels are offering to surrender.

Sheridan:

All right. Pick 'em up, bring 'em in, and throw them in the brig. And I want every one of those ships scanned for weapons. And tell Ambassadors G'kar and Londo that I want to see them in chambers now.

Ivanova:

And what if they refuse?

Sheridan:

Then you can throw them in the...

Ivanova (motioning toward camera):

Ahem.

Sheridan:

Then invite them again, as firmly and politely as you can. This nonsense has gone far enough.

Torqueman:

The "nonsense" Captain Sheridan referred to is the Narn-Centauri war, which, over the past several months, has grown into a conflict which threatens to spill into other systems and lead to an escalation of hostilities. Prior to the battle we just witnessed, ISN spoke with representatives from both sides, in order to better understand the history of this conflict.

G'kar:

Roughly one hundred and fifty of your years ago, the Centauri came to our world. Narn was a green and fertile place then. We greeted them in peace, and spent the next hundred years in chains. But we never gave up hope. We formed a resistance, learned their secrets, turned their own machines against them, and finally drove them from our world.

Torqueman:

How did you become involved with the resistance?

G'kar:

My family lived in G'kamizad, one of the larger cities on Narn. My father... served in a Centauri household during the last years of the rebellion. I was barely a pouchling at the time. My mother was ill, unable to escape through the underground, so we all stayed. It was a difficult time–we were striking deep into Centauri resources. Things were tense. One day, my father spilled a cup of hot jala on the mistress of the house, and...and she had him killed. They took him out, tied his hands together, and hung him from a Jalwa tree for three days. I came to him the last night against my mother's orders, and he looked down at me. He said he was proud and to go and fight and...be all the things he never was. Then he died. The next morning I ran away and killed my first Centauri.

Torqueman:

Why do you think they invaded back then?

G'kar:

Why does any advanced civilization seek to destroy a less-advanced one? Because the land is strategically valuable, because there are resources that can be cultivated and exploited, but most of all, simply because they can. You have experienced much the same on your own world. There are humans for whom the words "never again" carry special meaning, as they do for us.

Torqueman:

How do you respond to reports that your military has lost six out of the last seven engagements with the Centauri forces, and now the war consists mainly of holding actions and forced retreats?

G'kar:

Centauri propaganda. We will never fall back. We will never surrender.

* * *

Londo:

When we first met the Narn they were, what, a primitive people. We gave them technology centuries ahead of their own, took them with us to the stars, taught them laws, civilized them. They repaid us with terror and death.

Torqueman:

So you're saying that the Centauri originally came to help the Narns?

Londo:

Of course. And at considerable expense, I might add. Which is why we finally left. We wished them well, but the cost, you've seen.

Torqueman:

Then you weren't driven off the Narn homeworld?

Londo:

Please. The Narn have rewritten history enough, don't you think? If they wanted us gone, we were hardly going to force the issue. But ever since, they have grown more and more irrational, have gone out of their way to harm us, to seize Centauri territory. Finally, we had to take a stand. They were the ones who declared war. Not us. We want only peace.

Torqueman:

"We want only peace." Both sides say the same thing. But as we've just seen, the reality is anything but peaceful. With the skirmish outside concluded, and the captured Centauri vessels about to undergo a complete search, things seem to have calmed down a bit.

Ivanova:

What is it?

Officer:

Jump point forming in sector seven.

Ivanova:

Are they crazy? That's practically on top of us.

Officer:

Reading one Centauri battle cruiser.

Torqueman:

Maxie, do we still have a feed from the external monitors? Are they on-li...

Video Footage:

(Securecam 27 shows an enormous Centauri cruiser appear through a jumpgate.)

Officer:

We've got Ambassador Mollari on the link.

Ivanova:

Put him through. Ambassador Mollari, what the hell is going on here?

Londo:

I'm sorry this has come as such of a surprise, Commander, but I warned you not to interfere. You have no right to search or detain our ships. If we don't act in our own defense, we invite the same from others.

Officer:

Centauri cruiser is arming weapons, opening her gun ports.

Londo:

The cruiser will blockade Babylon 5 until our ships are returned to Centauri custody intact and unopened. Any ship attempting to enter or leave Babylon 5 will be fired upon, boarded, and sent back. We will use the minimum possible level of force, but if provoked, we are prepared to use deadly force. Even against Babylon 5 itself.

Announcer:

ISN. The galaxy's most important network.

Commercial:

(A young boy sits alone in a living room, dejected. His mother comes in.)

Mother:

John, why aren't you outside playing with the other kids?

John:

They hate me.

Mother:

Now, John...

John:

It's true. I'm just...I'm different, Mom. I can feel what they think about me, and they know I can. I called one of them a liar because I knew he wasn't telling the truth somehow. And he just kept hitting me until I said I was the liar. I just don't know what to do anymore.

(A Psi Cop appears in the far corner of the room.)

Psi Cop:

Don't worry, Johnny. We'll take care of it from here.

John:

Mom! Look! A Psi Cop!

Psi Cop:

That's right, Johnny. You know, there a lot of other kids who feel just the same way you do. They're confused and afraid, but they don't have to be. The problem isn't that other kids don't like you, it's that they don't understand you. But we do. You're special. You're a latent telepath about to come into full bloom.

Mother:

My Johnny? A telepath?

Psi Cop:

Probably. But to be sure, take him down to the Psi Corps Testing Center first thing tomorrow.

Mother:

How do I find one?

Psi Cop:

We're everywhere...for your convenience. We have offices in schools and children's hospitals. We even have mobile testing centers that travel the country. And if he qualifies, we'll give him an education, a job, a purpose. And, we'll pay all his bills for life.

Mother:

Oh my!

(A large Psi Corps symbol appears on the screen, with the words TWO WEEKS LATER below it.)

Mother:

Oh, John. I can't believe it. You've come so far. Just look at you. We're all so proud.

John:

And I'm proud to be part of the Psi Corps.

Psi Cop (to camera):

So remember. If you know someone who might be a telepath, or think you might be one yourself, help them get the help they need. Call the Corps!

Announcer:

Call government information for more on a Psi Corps center near you. This message has been brought to you by the Ministry for Public Information and your local Psi Corps recruitment office.

(While the announcer is speaking, the words "THE PSI CORPS IS YOUR FRIEND. TRUST THE CORPS." flash across the screen for an instant.)

Other commercial

Torqueman:

As we enter our thirtieth hour aboard Babylon 5, the Centauri-Narn crisis has not diminished. The various parties to the dispute have gathered in council chambers behind me, in closed session, to discuss the crisis. Meanwhile, all traffic, in or out of Babylon 5 has come to a halt, due to the Centauri blockade. [Sheridan appears from the council chambers.] Captain, any progress in the negotiations?

Sheridan:

All sides are still talking. That's all I can say for now.

Torqueman:

Well, is it true that some of the senate have suggested that you accomodate the Centauri by releasing their vessels without further searches?

Sheridan:

As the commander of record on Babylon 5, I doubt that the senate would attempt to undermine my position in these negotiations by armchair quarterbacking. [He enters an elevator, and G'kar appears from the council chambers.]

Torqueman:

Ambassador G'kar, do you have anything to say?

G'kar:

Only that this should prove once and for all that the Centauri are a menace to more than just our world. This kind of thing cannot be allowed, and we will take whatever steps are necessary to make that perfectly clear to them.

Torqueman:

Well, what does that mean? Ambassador G'kar!

Senator Quantrell (in his office):

Certainly the events on Babylon 5 which took place during your recent visit are emblematic of what many of us at Earthdome have been worried about for some time. By placing an Earth installation between warring factions, we risk being drawn into a conflict which has nothing to do with us, or Earth interests. If we had not been in that place at that time, the terrible loss of life might have been avoided.

Torqueman:

On the other hand, senator, they are at war with one another. People die in war.

Quantrell:

Yes, but it wouldn't have happened in our backyard. What happened next came with the reluctant support of Earthdome, but hundreds of deaths...I don't see how we can support that sort of thing. I'm only glad you made it out alive, Cynthia. We need all the good reporters we can get.

Torqueman:

Ten minutes ago, Captain Sheridan received a coded transmission from Earthdome on the current crisis. After considerable negotiations, we've been allowed back into C&C...

Sheridan:

Captain John Sheridan, Babylon 5, to Centauri cruiser. My government has rejected your demand that we release your ships. We will not consider any demand made under terrorist threat. We have activated our defense grid, and are prepared to defend all ships coming through here. Any hostile action taken by you against ships entering or leaving this station will be considered an attack on Babylon 5 itself, and we will respond accordingly. If they send back a reply, don't acknowledge it.

An Officer:

Aye, captain.

Sheridan:

We'll let 'em sweat for a while.

Ivanova:

I hope this works. I know that our defense grid can probably hold them off, but the repurcussions...

Sheridan:

Oh, they're bluffing. I can't believe they'd take on the whole station. That'd bring Earth in on the side of the Narns, and the last thing the Centauri want is a war on two fronts.

An Officer:

Docking bay nine just linked in. The transport's ready to go.

Sheridan:

Bring her up. Activate autopilot. We'll run the transport from here, make sure no one gets hurt. Just in case they're not bluffing.

Ivanova:

Bring the maintenance bots around for a closer look.

Video Footage:

(Securecam 23 shows the transport leaving Babylon 5.)

Voice:

Move Securecam 23 to high overhead and Maintbot 9 through 14 at twelve-click intervals...

Ivanova:

You realize that if they do attack the transport, they'll turn right around and fire on us next, figuring we'll have to retaliate.

Sheridan:

I know.

Video Footage:

(Maintbot 12 shows the transport making its way toward the Centauri cruiser.)

Sheridan:

All tracking stations. If you see their weapons targeting us, open fire.

Video Footage:

(Maintbot 17 shows the transport nearing the Centauri cruiser.)

Sheridan:

Any reply from the cruiser?

An Officer:

Negative, sir. No response.

Ivanova:

Their weapon system is still armed. I don't like this.

Video Footage:

(Maintbot 9 shows the transport begin to pass under the cruiser. The image shifts to inside the transport, where it continues under the cruiser with no problems. The image shifts back to Maintbot 9, where the transport makes its way past the cruiser.)

Ivanova (as the officers at C&C clap):

Well, the transport's through. We called their bluff.

An Officer:

Getting a signal from the Centauri cruiser. They want to talk.

Sheridan:

Open a channel. Let's be gracious about this.

Torqueman:

Captain, any thoughts on the...

An Officer:

Second jump point forming in sector ten.

Video Footage:

(Maintbot 06 shows a Narn cruiser arrive through a jumpgate.)

Sheridan:

Oh, hell. Babylon Control to Narn cruiser. We do not, repeat we do not require assistance. Do not interfere. We have the situation under control...

An Officer:

Narn cruiser powering up weapon systems.

Sheridan:

No! Listen to me, we do not need...

Video Footage:

(Maintbot 12 shows the Narn cruiser firing on the Centauri cruiser several times, but hitting once. The image shifts to Securecam 23 where the Narn ship continues to fire, but is hit several times in return by the Centauri creature. There are explosions on both ships.)

Sheridan:

All civilians to the shelters. Get me that cruiser, and I don't care how you do it.

An Officer:

Aye, sir.

Video Footage:

(Maintbot 02 shows the Narn ship attacking the Centauri ship, which causes a piece of debris to fly directly toward the observation dome.)

Ivanova:

Close blast doors, now! [The doors close, and the Dome is rocked as the debris strikes it.]

Video Footage:

(Maintbot 12 shows the two ships exchanging more fire before the Centauri cruiser is blown apart.)

An Officer:

Narns have destroyed the Centauri cruiser. They're trying to open a jump point.

Ivanova:

Can they make it?

An Officer:

I don't think so. They're hit bad. Jump engines are malfunctioning.

Video Footage:

(Maintbot 02 shows the Narn cruiser trying to enter the jumpgate and enter hyperspace, but hitting the edge of the jumpgate as they attempt doing so. The ship begins to explode. The view shifts to Securecam 15, which shows the remainder of the explosion of the ship.)

* * *

Torqueman (at anchor desk):

As journalists, we would be remiss in our responsibilities if we suggested that events such as those you've just witnessed were typical of the situation on Babylon 5. Like anyone else, they have good days and bad days. But there can be no question that it is a flash point that can only grow hotter as time passes. And yet, growth only comes through pain and struggle, so perhaps we should allow Babylon 5 time to realize, or one day, even exceed the dreams we have invested in it. We'll be back with some concluding thoughts right after this message.

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commercial break

Torqueman:

After the crisis was over, the debris cleared, and the bodies counted, we asked each of the people involved in this story one question: Given the danger, at the end of the day, as Mr. Garibaldi said, is it worth it?

Garibaldi:

Absolutely. Sure, when things get tense out here, we have to be careful. Our search of the Centauri vessels we captured proved that they were bringing in weapons of mass destruction, offloading them outside the station, and sending 'em on to the front lines. Now that we know that, we can make sure it doesn't happen anymore. We learn. That's what humans do.

* * *

Londo:

Misunderstandings aside...yes, I definitely think it's worth it. We must simply work harder to make sure we communicate with each other to prevent this sort of tragic situation from ever happening again. A violent attack by Narn forces is an unacceptable response to a peaceful protest by my government. And with the intervention of Earth, perhaps we can keep them from making a similar mistake in the future.

* * *

G'kar:

I don't know anymore. I used to think so, but now...

* * *

Ivanova:

Yes.

* * *

Delenn:

Of course it is. For the simple reason that no one else will ever build a place like this. Humans share one unique quality: they build communities. If the Narns or the Centauri or any other race built a station like this, it would be used only by their own people. But everywhere humans go, they create communities out of diverse, and sometimes hostile, populations. It is a great gift and a terrible responsibility–one that cannot be abandoned.

* * *

Quantrell:

Well...I guess we'll just have to see, won't we?

* * *

Franklin (to medics):

All right, med 2. Go. Go. (to Torqueman) Look, if we weren't here right now, half the people in this room would be dead. That should be a good enough answer for anyone.

* * *

Delvientos:

Sure. What, are you kidding? I have a retirement pension to make, you know?

* * *

Sheridan:

Yes, but not for any of the reasons that you've probably been told. The job of Babylon 5 is not to enforce the peace, it's to create the peace. And this place was built on the assumption that we could work out our problems and build a better future. And that, to me, is the key issue. See, in the last few years, we've stumbled. We've stumbled at the death of the president, the war, and on and on. And when you stumble a lot, you...you start looking at your feet. You know, we have to make people lift their eyes back to the horizon and see the line of ancestors behind us saying, "Make my life have meaning." And to our inheritors before us saying, "Create the world we will live in." We're not just...holding jobs and having dinner. We're in the process of building the future. That's what Babylon 5 is all about. Only by making people understand that can we hope to create a better world for ourselves, and our posterity.

Torqueman:

I'm Cynthia Torqueman, ISN news. Good night.

Synopsis by Matthew Murray
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Episode 38

In The Shadow of Z'ha'dum

Garibaldi and Zack Allen are supervising the recent influx of Narn refugees. The station is running out of space and resources to treat the many injured refugees from the Narn-Centauri war before they are fit to return to the Narn homeworld. Zack suggests trying to move them out sooner, but Garibaldi tells him that is against Captain Sheridan's orders. Because Medlab is swamped, Zack asks Garibaldi to speak to Sheridan about the matter.

Vir, outside the Zocalo, finds Morden sitting at a table. Morden says that he was expecting Londo instead, but Vir explains that Londo was recalled to Centauri Prime for a consultation about the war effort. Morden tells Vir he doesn't understand why Vir doesn't like him, since he is doing so much to help out the Centauri. Vir asks why Morden sent for him.

"I sent for Ambassador Mollari," Morden tells him. "But you're here, he's not, and it can wait. If restoring the Centauri Republic means nothing to you, what does? What do you want?"

"I'd like to live just long enough to be there when they cut off your head and stick it on a pike, as a warning to the next ten generations that some favors come with too high a price," Vir answers. "I want to look up into your lifeless eyes and wave like this. Can you and your associates arrange that for me, Mr. Morden?"

Morden doesn't reply, but hands Vir a data crystal with information for Londo. As Vir is leaving, he waves to Morden, as he hopes to do after Morden is dead.

Garibaldi enters Sheridan's office and asks him for some discretionary power over the Narn refugees. Sheridan tells him that he assumed the station could handle the problem, and that it is hard to turn any of them away. He instructs Garibaldi to have Dr. Franklin sort through everyone, give them only as much treatment as they need, and then send them off as soon as possible. Garibaldi agrees, saying that it will not make Earth Central happy. Garibaldi notices a monitor on the wall, which contains a diagram of the Icarus, the ship Anna Sheridan was on when she died. Sheridan explains that he is trying to sort through the rest of his wife's possession, and was going over the mission information she sent him. Garibaldi expresses his regret, and asks to look at the information. While filing through the crew manifest, he sees a face he recognizes. Sheridan at first protests, saying that everyone on the ship died with Anna, but Garibaldi insists he knows better. "Captain, I know what I'm talking about. I've seen him before. He's alive." He shows the Captain the picture he recognizes. It's Morden.

Garibaldi insists that he knows Morden, which makes Sheridan extremely upset, since Morden should be dead. Sheridan asks why the security net didn't catch him, and Garibaldi explains that, since they don't get death certificates on everyone, Morden would not be found out unless he broke station rules, which he hasn't done. Sheridan orders Garibaldi to find Morden.

Talia is in her quarters when her door chimes. A man enters and introduces himself as Pierce MacAfee. She greets him and asks what she can do for him. He explains that he is from the Ministry of Peace on Earth and would like her support for a series of new programs. He explains that the objective of the Ministry of Peace is to help humans find peace with themselves, so it will be easier to attain peace with other planets. He tells her that he will be giving a series of presentations about the programs, and that, because she was recommended to him by her superiors, he would like her to attend. She agrees.

Dr. Franklin is in his office listening to medical reports, and barely able to keep his eyes open when Ivanova enters and notes that he hasn't slept in 36 hours. He tells her that he has to keep working, but she suggests he have someone else take over. When he tries to protest, she orders him to get some sleep and then join her in the mess hall for breakfast afterwards. Though he initially protests, he eventually agrees, and leaves to get some sleep.

A line of people are having their identicards checked by Zack Allen. Morden gives his card to Zack, and is instructed to step out of line and wait for a moment. Morden tries to avoid doing so, but when he tries to leave, he is surrounded by several security guards.

Sheridan sits across a table from Morden, saying nothing. Morden says that it is traditional to charge someone if they are being held. Sheridan says nothing, but produces a picture of his wife and gives it to Morden. Morden asks what the picture is supposed to mean, and Sheridan's only reply is to show a news report on the Icarus. Morden finally understands the matter, and he explains that he was on board the Icarus, but doesn't remember what happened. He was in an EVA suit, unconscious, when a transport came to investigate the Icarus' disappearance. The shock and trauma of whatever happened erased his memory. Sheridan asks why Morden didn't check in with Earth Central, and Morden says that it took him a long time to remember his name, let alone file a report. He claims he sent a message, but that it must never have been recieved. Sheridan calls him a liar, and Morden tries to leave, but Sheridan won't let him. Morden reminds Sheridan that he can't be held without charges. Sheridan explains that, since Morden is officially "dead," he has no rights and no legal recourse. "You're playing a very dangerous game, Captain," Morden tells him. "It could cost you your command." Sheridan insists that Morden won't be leaving until he tells the truth.

Ivanova and Franklin sit together in the mess hall, finishing their breakfast. Franklin mentions that he had bad dreams, dreams of the patients he's lost. Ivanova agrees that it is difficult to think about all of the Narn refugees since, by the time they arrive, they are behind help. Franklin asks her if she believes in God, and she tells him that most of the time, she does. Franklin tells her that he is a foundationist, and believes that "God is too big to be defined by words" and that "the closer you get to defining God, the further away it gets." She asks what this has to do with his dreams, and Franklin tells her that, just before patients die, he can see God reflected in their eyes. "I've seen a lot of reflected Gods today, Susan, and I'm wondering how we can keep believing in them when they've stopped believing in us."

Sheridan continues his interrogation of Morden, finding discrepancies in his story as they continue. As it continues, Sheridan becomes more angry and more tyrannical. Sheridan asks what happened to the Icarus, but Morden claims he doesn't know. Sheridan tells Morden that, by the time he is through, Morden will wish he had died with the others.

Pierce MacAfee addresses a group of people in a conference room, explaining about the Ministry of Peace. He explains that its objective is to help people find peace with themselves. Looking at Babylon 5 as a microcosm of Earth, MacAfee explains they have developed a system called the Night Watch, the purpose of which is to detect possible problems. He says it is a volunteer organization, and that it pays fifty credits a week. All they need to do is wear a black armband, so that people know the Night Watch is around. The Ministry of Peace wants to raise public awareness and help people think about peace. Zack Allen, sitting near Talia in the audience, asks what else is entailed by being in the Night Watch. MacAfee says that those that work against peace simply don't know any better, and they need to be taught and rehabilitated; it's up to the Night Watch to spot such people and report them. By doing this, they can protect society from harmful ideas and misinformation. "We're less interested in actions than we are in attitudes," MacAfee tells them. "We must help protect society against its own worst instincts." He says he is proud to be a part of the organization, and hopes that the others will join him.

Sheridan goes to Garibaldi's office. He tells Garibaldi that he's close to getting the truth out of Morden – all he needs is to find one provable lie in Morden's story. Garibaldi points out that Sheridan has had Morden locked up for ten hours without charges, which is blatantly illegal. He offers to have Morden followed, but Sheridan refuses. The two argue about regulations. Finally, Garibaldi says he can't be present as chief of security while something like this is going on, and threatens to resign if Sheridan persists. Sheridan says nothing. Garibaldi lays down his PPG, security card, and link, and leaves the room.

Sheridan is still sitting in Garibaldi's office when Zack Allen enters. Sheridan tells Zack that Garibaldi has taken a leave of absence, and that he wants him in charge of Morden until Garibaldi's return. Zack agrees, and Sheridan receives a call from C&C saying that Vir Cotto wants to meet with him. Sheridan says he will meet with Vir in ten minutes. Before he leaves, Sheridan asks Zack to bring Talia to the office so that he may speak with her.

Sheridan meets with Vir. Vir says he's come to ask that Morden be released; this stuns Sheridan, who asks how Vir knows Morden. Vir is vague on the subject. Sheridan asks why Vir thinks the station personnel have Morden. Vir replies that Morden didn't show up for a meeting, and since the records show he's still on the station, he deduced that Sheridan's people had Morden. Morden is a guest of the Centauri Republic, Vir continues, and is thus eligible for diplomatic immunity. This stuns Sheridan, and he asks why Morden is so important to the Centauri Republic. Vir says that it is an internal matter, and once again asks for Morden's release, but Sheridan refuses, on the grounds that diplomatic immunity only applies once charges are filed. Morden, Sheridan says, is in protective custody. "Protecting him from what?" asks Vir. "I haven't decided yet," Sheridan says, and leaves.

As Sheridan walks down a corridor, Ivanova catches up with him. She tells him that she was briefed by Garibaldi, and is worried about Sheridan's behavior. Sheridan tells her that he knows he may be acting inappropriately, but that Anna meant a lot to him, and that he can simply not let that part of his life vanish away so easily now that he has proof her death may have been something more than an accident – if she even is dead. He says that he has to know, and that nothing else matters to him.

Talia apologizes, but tells Sheridan that she can't help him. She says that Psi Corps rules do not permit unauthorized scans in these circumstances. Sheridan tries to get around the regulations by pointing out that Morden is "officially" dead, but Talia still doesn't agree to his wishes. She says that she can do nothing unless he agrees to a scan. Sheridan asks her to wait outside, then tells Zack Allen to move Morden to a holding cell and escort Talia back to her quarters through a section of the station that will cause the two of them to pass each other.

Morden moves down the hall slowly, accompanied by a full security escort. When he and Talia meet, their gazes lock, and she sees his face become hidden in shadows. She holds her hands to her head and screams, and tries to avert her gaze, but not before she sees the vague outlines of two strangely-shaped beings next to Morden. She falls back into Zack's arms.

Dr. Franklin examines Talia, who insists she's all right, but says that, when she looked at Morden, she felt as if she were falling into a bottomless well, and that she felt a great coldness. She also says she thought she saw a shape with him. Sheridan enters and begins to apologize, but cannot finish before she slaps him full across the face and storms out. Sheridan tells Franklin he had it coming, and Franklin agrees. Franklin gives Sheridan some advice. He knows very well how people act when someone they love dies, but it's not always possible to do anything about it, even if Sheridan sometimes thinks he can fix everything. He says Sheridan has to face that fact, but he doesn't have to do it alone. Sheridan smiles in understanding and leaves.

He is barely outside of MedLab when Delenn and Kosh appear. Delenn tells Sheridan that Morden must be released at once. Sheridan can't believe that they are interested in Morden as well, and wants to know why everyone is so interested in him. Delenn says that Babylon 5 could be in terrible danger, and that Sheridan will have to trust them, but that isn't enough for Sheridan. He demands answers. Delenn and Kosh look at each other, and Kosh nods to her. She agrees to give Sheridan the answers he wants, but warns him that, when he learns what they know, he will never be able to sleep well again. "Come, Captain," she says. "The greatest nightmare of our time is waiting for you." She hurries off, followed by Kosh, and Sheridan is close behind.

"There are beings in the universe billions of years older than either of our races," Delenn begins. "Once, long ago, they walked among the stars like giants... vast and timeless. They taught the younger races, explored beyond the rim, created great empires... But to all things there is an end. Slowly, over a million years, the First Ones went away. Some passed beyond the stars, never to return. Some simply disappeared."

Sheridan, impatient, interrupts. "Delenn, I'm sure this is all very interesting, but what does any of this have to do with Morden?"

"Not all of the First Ones have gone away. A few stayed behind, hidden or asleep, waiting for the day when they may be needed...when the Shadows come again."

"Shadows?"

"We have no other name for them. The Shadows were old when even the Ancients were young. They battled one another over and over across a million years. The last great war against the Shadows was ten thousand years ago. It was the last time the Ancients walked openly among us. The Shadows were only defeated, not destroyed. A thousand years ago, the Shadows returned to their places of power, rebuilt them, and began to stretch forth their hand. Before they could strike, they were defeated by an alliance of worlds, including the Minbari... and the few remaining First Ones who had not yet passed beyond the Veil. When they had finished, the First Ones went away... all but one."

"There's still one of them left. Where?"

Delenn, saying nothing, slowly focuses her gaze upon Kosh. "That is why Kosh cannot leave his encounter suit. He would be recognized."

"Recognized? By who?"

"Everyone," Kosh intones.

"For centuries, the Vorlons stood alone, the last remaining Guardians, watching and waiting. Then, last year, I sent Kosh a message." Delenn tells Sheridan of the time, before she began her transformation, that she sent Lennier to Kosh with a question, to which Kosh answered yes.

"If yes was the answer, what was the question?" Sheridan asks.

"'Have the Shadows returned to Z'ha'dum?'" She tells him.

"Z'ha'dum?" Sheridan says. "That's the world G'kar's been warning us about all year."

"Sheridan," intones Kosh, as the small circular opening in his headpiece opens. "Learn."

Sheridan looks into the hole, and his face is covered by a strange green light. He sees a spaceship approaching a world.

"The Icarus," Delenn says, "your wife's ship, sent to investigate the ruins of an ancient race no one has ever heard of before."

"Z'ha'dum," Kosh says.

Sheridan, still mesmerized by a strange light from the encounter suit, sees the crew of the Icarus, on the surface of Z'ha'dum, exploring the planet. He sees inside a great crevice, where a strange and terrifying creature stirs, eventually opening its fiery eyes. As the Shadow awakens, the opening in the headpiece of the encounter suit closes, and Sheridan returns his focus to Delenn. "Anna...The Icarus," he says weakly, "They found something. They woke something up."

"Yes," Delenn says. "Once awakened, the Shadows could not allow them to leave in case they would warn others. Those who would not serve were killed."

"But were they all killed? Delenn, maybe... maybe some of them were kept alive as prisoners. Anna might still be alive! Morden..."

"...must be released!"

"After what you just showed me, how can you ask me to let him go?"

"Because right now, they do not know how much we know. The last time, the Shadows lost because they moved too quickly. Now, they are being careful, gathering their forces slowly. If you push Morden, sooner or later, he will tell you what happened. Then he will be killed. And you will be killed. The Shadows will move now, before we're ready for them."

"How are they going to know?"

"Because Morden is never alone! Listen to me. Aside from the Vorlons, we do not have the First Ones to help us this time. We are on our own! We will have only one chance to stop them, and if we fail, billions will die. There comes a moment when each of us must pledge himself to something greater than himself. You told G'kar he had to decide between revenge and the good of his own people. Now you must make the same decision, Captain. It will be the most important decision of your life."

Zack tells Sheridan, who is watching Morden in his cell, that he should get some sleep. Sheridan asks Zack how much he knows about World War II, but Zack admits he doesn't know much. Sheridan tells him how the British government knew, throughout most of the war, the code that the Germans used for all their secret messages. The British discovered that the Germans were planning to bomb Coventry, but if they evacuated, the Germans would change the code. If the city weren't evacuated, hundreds would die. The British decided not to evacuate, and the city was destroyed. Sheridan says he saw an old newsreel of Churchill visiting Coventry, and is still haunted by the look in Churchill's eyes as he realized what he had done. Zack says he's glad he doesn't have to make that decision, because he doesn't think he could handle it. "How many lives is a secret worth?" he asks. A strange sound comes from the monitor on which Sheridan is watching Morden. Zack explains they had been picking up the sound for a while, but that they believe it is due to faulty microphones in the cell. Sheridan asks Zack to change the view on the monitor to scan for different wavelengths of light. Zack does so, and while he's doing it, Sheridan sees three spider-like black creatures in the room for a brief moment.

"What did you see?" asks Zack.

"Nothing," Sheridan replies. "Shadows." He tells Zack to free Morden, and tell him it was all a mistake, and that he is free to leave if he chooses. Zack leaves as Sheridan continues to study Morden's face.

Garibaldi is eating when Sheridan approaches and returns all his security equipment. Sheridan explains that he freed Morden, and that Garibaldi was correct. Garibaldi asks why Sheridan changed his mind, but Sheridan won't say. Garibaldi says that makes him uncomfortable, but hopes that, the next time something similar happens, Sheridan will listen to him. Sheridan assures him there won't be a next time. Garibaldi asks if Sheridan is okay as he leaves, and Sheridan claims he is. Zack Allen approaches Garibaldi and asks if Sheridan is all right. Garibaldi says he doesn't know, and then asks Zack about the arm band he is wearing, which displays the colors of the Ministry of Peace. Zack says that fifty credits more per week, for doing what he does anyway, is a good deal.

Sheridan, wearing an oxygen mask, enters Kosh's quarters. "I let him go," he tells the Ambassador. "But there is a price tag attached. You've been trying to help me so we can understand each other. That's not what I want any more. I want you to teach me how to fight them, how to beat them. Because sooner or later, I'm going to Z'ha'dum, and I'm going to stop them."

"If you go to Z'ha'dum, you will die," Kosh warns.

"Then I die," Sheridan tells him. "But I will not go down easily, and I will not go down alone. You will teach me?"

Kosh has but one answer for this question. "Yes."

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Episode 39

Knives

Sheridan is on a baseball field, practicing his swing, when Garibaldi arrives. Sheridan explains that, because of difficult negotiations between the Narn and the Centauri, he needed to take time to get away from it all. Garibaldi says that, despite his problems, Sheridan should be glad that he didn't have to spend his day in the Triangle. Sheridan asks about it, and Garibaldi explains it is a section of Grey Sector nicknamed by maintenance where there are strange lights, sounds, and disappearances. That piques Sheridan's interest, and despite Garibaldi's objection, he insists on going and taking a look.

Londo and Vir step out of an elevator, discussing the authors and songs of some of the finest Centauri operas. They lose themselves in the music, and continue reminiscing when a black robed figure appears, arms wrapped around Londo's neck. "How fitting you should die with a song on your lips, Mollari," the figure tells him. The figure calls him "passo liati," and Londo knows who it is – an old friend of his, Urza Jaddo. Londo asks Urza not play such a trick again, and introduces Vir and Urza to each other. Londo suggests they return to his quarters, drink brevare and talk, but Urza has to decline, promising they will do so later.

Sheridan, flashlight in hand, walks down one of the corridors in the Triangle. After searching around for a few moments, he sees a body lying on the floor. He tries to wake the figure, but sees that the being, a Markab, is dead. Sheridan tries to call Garibaldi, but interference makes maintaining a clear channel very difficult. Sheridan looks at the body again, and its hand suddenly reaches up and grabs his face. Sheridan is able to wrench the hand away, and the body falls down dead again. Sheridan finally contacts Garibaldi and tells him to get to Gray 10 right away.

Dr. Franklin examines Sheridan and tells him that there is nothing physically wrong with him, except for the common effects of a sudden fright. He also explains that the body's movements were due to gas buildups inside the body. Sheridan asks what killed the Markab, and Franklin hypothesizes head trauma, but will not know for certain without an autopsy. Garibaldi finds the Markab's identicard and identifies him. Sheridan tries to explain how they should proceed next, but his vision becomes very distorted. Sheridan tells Garibaldi that he feels dizzy, and Garibaldi recommends that Sheridan rest and hear a report later.

Londo begins preparing drinks, and Vir asks about Urza. Londo explains that they had been friends since childhood, though their families had been allied almost since the beginning of the Republic. Londo begins reminiscing about his youth, even though Vir doesn't understand why Londo's ties to the past are so strong. Urza enters, and Londo greets him. They drink together.

In his quarters, Sheridan is awakened by some strange sounds. He turns on the lights, looks around the room a little, and is confronted by a large flying creature, which flies at him. He manages to duck and grab a PPG; he fires at the creature, but the shots go through it and destroy a statue behind it. Garibaldi, alerted by the gunfire, enters with another security officer. Garibaldi asks what happened, and Sheridan explains that the creature was a grylor, from Janos VII, which once stalked him. Garibaldi suggests that it may have been a nightmare, but Sheridan knows, or at least believes, it was real. Sheridan asks what happened to the Markab, and Garibaldi says it looks like suicide, though they don't know why he would have killed himself. Sheridan suggests it may have been a religious ritual, but Garibaldi disagrees. Sheridan tells Garibaldi to keep searching for answers, and says he'll be in C&C if needed.

Urza and Londo, still drinking, are getting reacquainted, talking about life and love. When they stop to get another drink, Urza tells Londo that his name is much spoken of on Centauri Prime, and that they believe that both his star, and that of the Republic, is in ascension again. This pleases Londo, though he is still quite angry at the Narns. Urza says that the previous Emperor wanted peace, but Londo claims that the Emperor was wrong about the Narns. Urza explains that the Narns were lured into the war by the same faction that murdered the previous Prime Minister, which Londo says he heard was an accident. Urza tells him that was the "official story," but not really true. Urza tells Londo that a resolution is about to be brought before the Centaurum, claiming that Urza's family is traitorous to the Republic. Londo believes they couldn't prove it, but Urza says proof isn't necessary, only the accusation, and that he will be disgraced if the "villains" have their way. Urza asks Londo to stand with him to save his family, and Londo says he will do what he can. This pleases Urza, who leaves, promising a banquet to celebrate their reunion. Sheridan enters C&C as a jump gate comes online and a ship comes through. While looking at a control panel, Sheridan begins seeing strange patterns again. He tries to clear his eyes, but when he looks out the viewport, he sees the Icarus, his wife's ship, appear and then explode. Sheridan orders the area outside scanned, but no one else has seen anything. Ivanova asks if anything is wrong, and Sheridan says that he has to see to something.

Sheridan explains what just happened to Dr. Franklin, who tells him that there is nothing physically wrong with him, but that there may be a new virus that can't be detected. He offers to put Sheridan in touch with a Markab doctor who may be able to help him, but suggests that his hallucinations are more likely stress-related. Dr. Franklin puts Sheridan on medical leave, and, despite Sheridan's protests, Franklin orders him to relax and enjoy himself.

Londo finally makes contact with Refa. Londo asks Refa if what he heard about Urza was true, and Refa says it is. Londo offers to vouch for Urza personally, but Refa won't go along, despite Londo's claims of being Urza's friend. Refa says he cannot stop the resolution, because it has already gone through. Refa says that Urza's house is already crumbling, and anyone that tries to help will go along with it. Londo becomes outraged at Refa's impudence, claiming that Refa's plans would have been no use without his help. Refa says there is little he can do, but promises he will try. Londo tells Vir to get him a drink, and then communicate with his contacts on Centauri Prime, as he will need more help.

Sheridan is back on the baseball field practicing when Garibaldi enters. Sheridan asks if they found out anything else about the Markab, and Garibaldi tells him that the Markab passed through sector 14 on his voyage here. Sheridan says he thought that sector was restricted, and Garibaldi explains it is, ever since the incident the previous year when Babylon 4 returned. Garibaldi explains that it was kept out of the station logs because EarthForce wanted to perform their own investigation. Garibaldi explains what happened to Sheridan, saying that, even though the station is gone, an anonmaly is still believed to remain. Garibaldi presents Sheridan with a copy of the information, made before it was turned over to EarthForce, and leaves Sheridan to his batting practice.

Londo and Vir enter the exquisitely decorated and catered banquet, where they meet up with Urza. The three of them sit down at a table, and Urza toasts to their friendship and to the Republic. Londo comments on the calibre of the guests at the party, and Urza tells him that, with Londo's help, they will spread the word. Londo tells him that this isn't necessary, since he helped, but Urza says that the resolution was already presented, and will almost certainly pass. Londo begins saying that Refa promised to help, but this angers Urza, who says that Refa is responsible for the resolution in the first place, and wants him out of the way because of how much he knows. Urza seems insulted that Londo would help Refa, but Londo says that he has a destiny to fulfill, and only if he does, will the Centauri return to their rightful place in the galaxy. Urza says he doesn't want to return to that kind of glory, and Londo offers to help, but Urza tells him that the way they are proceeding will never do any good. Londo offers to leave, but Urza will not let him go. He snaps his fingers, and a large case is brought to the table, from which Londo draws a finely-crafted sword. Londo says he cannot accept the gift, but Urza takes the sword from him and embeds it in the table, challenging him to a duel to the death. Londo asks why he would do this, and Urza tells him he would do it to save himself and his family from dishonor. Londo accepts the challenge, and Urza tells him to return in two hours for the duel. Londo and Vir leave.

Sheridan is watching some images of Babylon 4's return when he is suddenly gripped by a powerful headache. He looks around the room in agony, his vision again blurred, and he sees his parents standing there. He approaches them, but they are enveloped in a bright flash of light. Sheridan looks over at the frozen picture of Babylon 4 on the viewscreen, and believes he knows what to do. He quickly leaves, leaving his commlink behind while Dr. Franklin tries to contact him. Vir tries to talk Londo out of the duel, but Londo will not hear of it, saying that to deny the challenge would be disgraceful.

Garibaldi receives a communication from Dr. Franklin, who asks him where the captain is. A device Franklin gave Sheridan to measure his stress monitored a strange neural surge just a few minutes earlier, which caused the link to go dead, and Sheridan would not answer communication requests. Garibaldi calls his security officers, telling them to look out for the captain.

At C&C, a Starfury is detected to be about ready to launch from the station, and the pilot is identified as Captain Sheridan. He tells Ivanova not to worry, and that he will be back soon. Sheridan overrides the Starfury's controls, opens the bay doors, and launches the ship. Ivanova calls Garibaldi.

Urza's assistants prepare him for the duel when Londo and Vir enter. Londo tries to convince Urza to not fight, but Urza refuses. Urza tells Londo that he has often beaten him with such weapons, but Londo says that his life was never on the line before. Londo begins removing his jacket.

Garibaldi, in a Starfury of his own, contacts Sheridan asking him what he is doing. Sheridan says he is giving someone a lift, and that he thinks the answer lies in sector 14. Ivanova, who has been listening, realizes the significance, and Sheridan confirms her suspicions. The two Starfuries continue their voyage.

A referee tells Londo and Urza to begin the duel. They hold their swords before them, bow to each other, and begin the fight. During the course of the fight, they both manage to inflict some damage to each other.

Sheridan arrives in sector 14 and tells the computer to scan the area. The computer replies, saying it cannot scan the area because of increased levels of tachyon particles. A large glowing area appears immediately in front of Sheridan's Starfury. Sheridan begins to scream, and a long stream of light shoots out from his mouth and into the glowing disturbance. After a few moments, the stream of light completely vanishes into the disturbance, and it closes. Garibaldi, right behind, grapples Sheridan's ship. He tows Sheridan back to Babylon 5.

The fight between Urza and Londo continues, both of them very tired, and somewhat injured. After a few moments, Urza disarms Londo and sends him carreening to the ground, and prepares to deal the death blow, but Londo grabs his sword and thrusts upward. Urza falls to the ground, but Londo catches him. Londo asks Urza why he did this, and Urza tells him that he did it for his family, because he didn't want them to share in his disgrace. This way, Urza dies alone, and Urza makes Londo promise to look after them, which Londo promises to do. Urza tells Londo that he will miss him, and dies in Londo's arms.

Sheridan explains to Franklin, Garibaldi, and Ivanova that the lifeform that inhabited him was sentient, but alien, adn was trying to survive and return to its home. Sheridan explains that the alien entered the Markab's body and drove him mad. He explains that he deduced what it wanted by the images it created in his mind, using his emotions for communication. The prospect of such a new and different alien life form very much excites Franklin.

Londo pours some more bravare when Vir enters, telling Londo that the arrangements he asked for regarding Urza's family were made. Vir tries to tell Londo that he didn't have a choice and had to kill Urza, but Londo isn't sure – he tells Vir that Urza was more skilled with the blade, and that, by the rules of the conflict, Urza's family must be taken in by him, which makes them immune to the effect of the resolution; that was the reason for the challenge in the first place. Londo tells Vir that, for the first time, he questions the choices he has made. Vir tries to convince Londo that he should make new choices, but Londo replies that he has started down the path and must continue on it until it ends. He sends Vir away, saying that he wants to try to get some sleep, if he is able.

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Episode 40

Confessions and Lamentations

Ivanova reports to Sheridan that a Markab transport is 10 hours overdue and isn't responding to their signal. Sheridan agrees to have Zeta squadron check it out, but Lt. Keffer is out, looking for an unknown ship he saw a while ago in hyperspace. Sheridan orders Ivanova to curb all freelance expeditions from now on, and for Keffer to return to base.

Dr. Franklin examines a dead Markab in the alien sector. The Markab doctor, Lazarenn, has determined the death to be from natural causes. This is the fourth dead Markab in three days. Although Franklin agrees with Lazarenn's diagnosis, he feels that statistically this is out of proportion, and the Markab is transported to Medlab for an autopsy. Ivanova briefs the pilots about the Kar-ti, the missing Markab transport. After letting them go, she calls Keffer back to inform him of Captain Sheridan's moratorium of his expeditions into hyperspace. Meanwhile, Delenn has invited Sheridan to a highly ritualistic Minbari dinner. Lennier has spent the last two days preparing the meal, during which he has not slept, lest he make a mistake in the preparation. The hungry Captain almost ruins the ritual by eating prematurely, which would require Lennier to begin preparing the dinner all over again. While the feasters meditate on their food, Keffer and Zeta squadron meet up with the Kar-ti and try unsuccessfully to establish contact. According to the computer scan, all 203 Markab aboard are dead. Back in Medlab, during the autopsy on the Markab from the alien sector, Dr. Franklin notices that something may be wrong. He orders the other three Markab bodies to be brought to Medlab 1. Keffer returns with the Kar-ti in tow. He recommends a full medical team be sent to meet them. "I've got an ugly feeling about this," he mutters.

Sheridan sits snoring in his chair - he has fallen asleep during dinner. As Lennier nudges him, he mumbles, "In the memory of the One and the Nine..." Fully awake now, he denies he was snoring when asked about the noise he was making, and is rescued when Ivanova contacts him about a problem in bay 14. He apologizies and leaves. Delenn and Lennier discuss the meal in a native tongue.

In bay 14, Lazarenn is refusing to let anyone on board the Kar-ti, Sheridan is objecting when Dr. Franklin rushes in. After examining the other three dead Markab, he has concluded that they died of some kind of infectious disease. Dr. Lazarenn reluctantly admits the disease is 100% fatal and 100% contagious.

On the way to Medlab, Lazarenn explains to Franklin that the disease appeared once before, and that the Markab believe that it is a punishment from the Gods for a lack of morality. The last outbreak, centuries ago, was contained to the island for which it was named - Draffa. They believed it was wiped out. The disease became a spectre to frighten children. The newest case, diagnosed a year ago, scandalized the family. The Markab are forbidden to talk about it, which left the doctors few resources for studying the disease. Franklin asks if it is contagious beyond their own species - Lazarenn does not know.

A young Markab girl searches for her father, and upon finding him she attempts to rouse him and he slumps over, dead. The girls recoils in horror and backs up into Delenn, who tries to comfort her. A briefing is held between the command and medical staff to discuss the situation. Franklin voices his concerns of whether the disease is transferrable to other species, and how the disease is spread. He decides to bring all the Markab in for an examination to see how far the disease has spread. Sheridan orders Ivanova to place the station under quarantine - no one may enter or depart the station. As some of the station's population object to the quarantine, the Markab are rounded up for testing. Security personnel are finding dead Markab all over the station.

The Markab ambassador complains to Sheridan about the treatment of his people. He claims that Sheridan is disgracing the Markab by implying that they are immoral. The Ambassador accuses Sheridan of a conspiracy to destroy the Markab, "Perhaps it is your immorality that has contaminated us..." he says. He informs Sheridan that the Markab will remove themselves to an Isolation Zone, to pray and repent and that when they come out, they alone will survive. Dr. Franklin interrupts on Babcom, he confirms the disease is airborne, and they've found a dead Pak'ma'ra. The disease may be spreading.

The Markab ambassador ushers his people into the Isolation Zone, including the young Markab girl.

Franklin orders his staff to get to work on the Pak'ma'ra autopsy, but they hesitate - they are afraid to go into the Isolab. Franklin says he'll do it himself, but Dr. Lazarenn comes in and suggests he go in and perform the procedure. He will then stay inside as not to contaminate the others.

Ivanova informs Sheridan of the growing violence against the Markab. Approximately 4000 of the estimated 5000 Markab have entered the isolation zone. The others are missing or hiding. She tells Sheridan to try and get some sleep, she will have someone wake him in four hours. As the communications screen goes blank, the doorbell rings in Sheridan's quarters. It's Delenn. She requests that she and Lennier be let into the Isolation Zone to comfort the dying. He objects, once she enters the zone, he cannot let her out again. She understands. Sheridan agrees to let her go, and as he lifts his hand to activate his link, Delenn touches his hand and face, answering his unspoken thoughts, "If I don't see you again here, I will see you in a little while in a place where no shadows fall." She turns quickly to go, but he calls her back, asking her to call him John, upon her return. She leaves.

Garibaldi drives three Earthers off when he catches them attacking a Markab. He helps the Markab to his feet, and escorts him away. As Delenn and Lennier enter the Isolation Zone, Dr. Franklin injects himself with a stimulant to stay awake. Lazarenn and Franklin discuss the spread of the disease and the violence - the same old story - everyone is looking for a scapegoat, someone or something to blame. As they conclude that nothing changes, Lazarenn stumbles over, dizzy. He is now infected as well.

Delenn is trying to make the dying Markab more comfortable when she spies the Markab girl she helped before. The girl is seperated from her mother, and Delenn enlists Lennier's aid to find her.

In Medlab, Dr. Lazarenn recounts when Stephen and first met on the Markab homeworld. An assistant interrupts and informs them that the plague has jumped species. The dead Pak'ma'ra has indeed, died of Draffa. Franklin orders them to take apart the Pak'ma'ra inch by inch and come up with some answers.

Back in the Isolation Zone, Delenn comforts the girl by telling her a story about herself when she was little and became seperated from her parents. Delenn tells of finding an old temple, and staying there until her parents find her. She saw someone standing over her saying, "I will not allow harm to come to my little ones here in my great house." Then her parents came in and found her. Lennier arrives with the little girl's mother, "Faith...manages," he tells Delenn. As the mother and daughter are reunited, the child stumbles over and holds her stomach in pain. She too, has been infected.

As Dr. Franklin tries to come up with a common factor in the Markab and Pak'ma'ra deaths, Lazarenn mentions something about yellow cells and then he dies. Overcome with frustration, Franklin kicks over a medical cart and sinks down over a desk. The computer announces that a match has been found between the Markab yellow cells and the Pak'ma'ra green cells.

Franklin explains to Sheridan and Ivanova that the disease neutralizes the chemicals that relay information from the neuron over the synaptic gap to the next neuron. The body dies because it isn't ordered to breathe or pump blood. The disease is confined to those species who use specialized cells to relay the chemical information. Although he cannot cure the disease, he can artificially stimulate yellow and green cell production, which, over time, will build stronger cells to withstand the disease.

Franklin, Ivanova and Sheridan rush down to the Isolation Zone with 500 doses of the medicine. Sheridan orders the guards to open the door. Franklin enters the zone and looks around. The reflected horror shows on his face, and then Ivanova and Sheridan as well. All the Markab are dead. Delenn and Lennier pull each other up and walk towards the door. Franklin asks if there is anyone still alive. "No," replies Lennier, "No one," he states as Ivanova helps him out the door.

Sheridan takes Delenn in his arms as she sobs. "John," she cries. "Oh, John..." she remembers to call him, as her tears flow freely. Later, Delenn and Sheridan speak of "dodging the bullet" this time, but what happens next time? Delenn answers by saying if we honour the memory of those who died, and by using that knowledge to help others; to reach out to those who are afraid, then, their passing will have meaning and we will grow from this.

In a bar on the Zocalo, Dr. Stephen Franklin watches an ISN newscast. The reports from the Markab homeworld are grim. Over 2 billion Markab have died. The species has been wiped out. The barkeep jokes, "What do you call 2 billion dead Markab? Planetary re-decoration." He goes on to accuse the Vorlons of being responsible for the Markab plague. Franklin gets up and muses, "Nothing changes..." as he walks down the corridor.

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Episode 41

Divided Loyalties

Delenn and Sheridan meet each other at a Universe Today vending machine. Sheridan expresses surprise that Delenn reads the paper; she explains that, after her previous encounter with Earth's reporters, she thought she should be better prepared and that, on Minbar, one is told only about what one needs to know, and no more. Sheridan recycles the copy of the paper he has and orders a new one. Delenn does the same, but is informed by the machine that "Eye on Minbari" cannot be inserted into her paper. Slightly embarrassed, she explains that it is a good idea to keep track of what the humans are saying about the Minbari, and a good way to learn things about the Minbari that she isn't told about.

A wounded man rushes through the sewers of the Mars Colony, where he meets up with a Ranger. Just before the man dies, he hands the Ranger a data crystal. "Take it to Babylon 5. Tell them... tell them it's not safe." The Ranger takes the data crystal and escapes back into the sewers, just as the people pursuing them catch up.

Captain Sheridan and Garibaldi meet in the bathroom and begin a conversation. After making sure it is clear, Garibaldi activates a bug-jamming device and asks Sheridan if he gave any more thought to the idea of bringing Talia in on their conspiracy. Sheridan agrees to the idea, and they make plans to tell her in a few days.

Talia and Ivanova are eating, musing over their new friendship. Each blames the other for the difficulties in achieving the friendship, but their conversation is interrupted by a call from C&C for Ivanova telling her that a ship arrived through the jumpgate, and has done nothing since its arrival. Ivanova goes to C&C to investigate. As she leaves, Talia tells her that, due to a problem in her air recycling system, she needs to find a place to stay for a few days. Ivanova offers her quarters.

Ivanova determines that the ship was hit, and tries to contact the ship. There's no response from the one lifeform on board. She orders the ship brought aboard the station.

Dr. Franklin arrives at the ship and meets with Garibaldi, who says the ship's serial number is faked, and that he doesn't want to report anything until he finds out what's onboard. Dr. Franklin's aide tells him that they found one human female aboard, unconscious, but alive. They wheel her out, but Garibaldi recognizes her.

Garibaldi tells Sheridan that the woman, Lyta Alexander, was Babylon 5's first commercial telepath, though she lasted only a few weeks. She scanned Kosh after the assassination attempt and discovered that Kosh saw Commander Sinclair as the murderer, which nearly ruined Sinclair's career, though he was later proved innocent. Garibaldi explains that she and Dr. Benjamin Kyle, who operated on Kosh, were recalled back to Earth, and Lyta was never the same after the scan.

In medlab, Lyta wakes up, and grabs a piece of medical equipment. Holding Franklin at bay, she demands to see Captain Sheridan and the rest of the command staff, and to not be left alone with anyone. Franklin asks why, and she explains that one of the people on Babylon 5 is a traitor, and says she can prove it.

Lyta appears before Sheridan, Ivanova, Garibaldi, and Franklin and tells them that Babylon 5 has a great importance to a lot of people, and that she has to come back to warn them. She explains that the authorities on Earth didn't believe that she didn't see what Kosh looked like, and that their scans revealed nothing – she retained only a feeling, an intense belief that she had to get to Vorlon space. She recently escaped from the Psi Corps. While she was on Mars, she got involved in the revolutionary movement and hired herself out as a telepath. One of the underground's agents was murdered after he found out about a secret sleeper operation, which would implant a new personality, suited to Psi-Corps' needs, into one's subconscious. When a special password is sent, via telepathy, to a person inhabited by a sleeper program, the implanted personality takes over completely. Thus, it is possible for someone to carry the program and not know it. Lyta learned that such "moles" were implanted in several government agencies, including Babylon 5, although she doesn't know who the one on the station is. The codename of the mole is Control, and the underground suspects he or she is in the command staff. Ivanova doubts this at first, but Lyta insists she has the password and can send it to activate the sleeper program. Sheridan promises they will discuss it, but Lyta warns him to not wait too long because the personality would attempt to destroy anything it perceives as a threat. She warns them to be on the lookout, and that she can't be alone, because she won't be safe. She is taken to a security cell.

Delenn and Sheridan meet, and she asks him to meet her tomorrow to talk about the food shipments to Narn. He seems distracted, and she asks him what's wrong, but he initially doesn't want to talk about it. He relents and explains that he feels bad because things had been going well, but have taken a turn for the worse. They continue their conversation, and Delenn is slowly able to cheer Sheridan up. She tells him that, when one is in a bad mood, one merely needs to wait. He finds her holding his hand when Garibaldi calls informing him that the background check has been completed. Sheridan and Delenn part hastily.

Garibaldi tells Sheridan that, as far as he can tell, Lyta is correct in all that she said. Sheridan warns Garibaldi not to trust her, but Garibaldi says it is a gut feeling of his that she is telling the truth. Sheridan suggests that Garibaldi's aide may have been the mole, but there is no proof either way. Sheridan says that he wants to think about it overnight before making a decision. Garibaldi asks if Ivanova has come around, and Sheridan tells him that she hasn't.

Ivanova is working out her anger slamming cupboards in her kitchen when Talia comes in. Ivanova fixes some tea for them and asks Talia about Lyta. Talia tells her that they spent part of their early careers in intern programs. Ivanova asks if she feels that Lyta could be trusted, and Talia says that she thinks she can. Ivanova also asks where Lyta interned, and Talia tells her that she interned with the Psi Cops before becoming a commercial telepath. Ivanova tells Talia that she doesn't know who she can trust, and Talia agrees, saying that she feels that she can only really trust Ivanova.

Zack Allen enters Garibaldi's office and Garibaldi tells him to move Lyta to a more comfortable holding area, since she may be there for a while. As Zack leaves, Garibaldi asks about the Nightwatch armband Zack still wears. Zack says he feels it's easy money.

Talia wakes up and feels around in the bed next to her. There is no one there, and she sits up with a start. Meanwhile, two officers arrive in Lyta's cell and tell her that they were sent to transfer her. They leave the cell, but on the way, they are assaulted by PPG fire, which takes down both of the security guards. Lyta grabs a PPG and returns fire at the assailant before running off. Though other guards search for her, they are unable to find her.

Sheridan can't believe that she hasn't been located, or even that the attack happened, because he had almost believed she was wrong. Sheridan doesn't understand who could have done it, since very few people knew Lyta was there, but Garibaldi reminds him that the sleeper personality was probably responsible. He orders Lyta put under protective custody, and tells Ivanova and Garibaldi that he wants to let her send the scan. Ivanova is obstinate, but Sheridan says that, under the current circumstances, if they don't know who they can trust and who they can't, they won't be able to function properly.

Delenn is in her quarters composing a letter regarding trade relations with the Lumati when she receives a call from Lyta. Lyta asks Delenn to meet her in Brown 3 in an hour.

Talia arrives at Ivanova's quarters to tell her that the air recycling system has been fixed, so she'll be returning to her own quarters. Talia asks her if everything is all right, and Ivanova says she doesn't want to talk about it. Talia asks where she went the night before, and though Talia offers help yet again, Ivanova refusts it, saying that her secrets might soon come to the surface and haunt her. "After you tell someone that you've been lying to them for years, maybe even putting them in jeopardy, how are you supposed to look them in the face again?" Talia tells Ivanova that there are people around who care, though Ivanova still has doubts. Talia reminds Ivanova that she is there for her.

Delenn meets up with Sheridan in a corridor and tells him that she received a message from Lyta. Sheridan asks where she is, but Delenn promised not to tell anyone. Lyta will return, Delenn says, but only if everyone is present. Sheridan tells Delenn to tell Lyta that he agrees to her conditions.

Sheridan returns to his quarters and finds Ivanova waiting for him. She is very troubled and tells Sheridan that she thought she was ready. She tells him that she can't allow any telepath into her mind ever. Sheridan tries to tell her that he understands, but she knows he doesn't. "I've told you that my mother was a telepath, and that since I was born she could slip into my thoughts in a way that I could never even describe to you. But what I didn't tell you was that I learned how to keep her out when I wanted to, and that once in a while, I was the one that touched her mind. I'm a latent telepath."

"Susan, why didn't you tell me this before? I thought we could trust each other."

"It's got nothing to do with trust. I've spent my entire life hiding this, Captain. It's not something you can just change overnight. It's hard enough telling you this now."

"You're right. I'm sorry."

"For as long as I can remember, my mother drilled three words into my head: 'Tell no one.' She taught me how to fool the tests given in school, transferred me from one school to another, always staying one step ahead of the Psi Corps. I'm probably not even a P1–I've never been able to read anyone except my mother. I can pick up on feelings sometimes, I can block a casual scan, and I know instantly if someone's doing it. Nothing more. But that's enough for the Psi Corps to come pull you in!"

Sheridan tries to convince her that Lyta is not involved, though she is hardly convinced. He says that he believes Garibaldi, especially since he so rarely trusts anyone. Ivanova thanks Sheridan. "It's all this nonsense lately... some days, I don't even know who I am any more," she tells him. As she says that, Sheridan remembers the dream he had a few months earlier (cf. "All Alone in the Night.") As he starts to explain, he receives a message from C&C saying that Delenn has sent him a message: "Now."

Delenn brings Lyta to Sheridan's office. Sheridan tells Lyta that he agrees to let her send the password into the command staff of Babylon 5. She sends the password to Sheridan, but nothing happens. She follows up with Franklin and Garibaldi. Garibaldi frightens everyone by pretending that the password was a success. Though Garibaldi suggests they move on to Ivanova, Sheridan tells him that they will wait for now, as they have many other people to check. One by one, they bring the command staff into Sheridan's office, where Lyta, quietly in the background, sends the password to each. None of them possess the program.

After they've scanned all the EarthForce officers aboard Babylon 5, Lyta is very discouraged that they haven't found anything and begins turning her frustration on the troubled Ivanova. Franklin tries to convince her that Lyta isn't implying anything, but Lyta isn't so sure, and demands to know what Ivanova is hiding. Sheridan breaks through the tension and tells them that this is what Psi Corps wants. Seeing no other option, Ivanova agrees to have the password sent. Lyta tries to send the password, but is unable to get through. "She's blocking me," she announces. Ivanova drops her defenses and the password is sent, but Ivanova isn't implanted with the program either. Lyta tries to apologize to Ivanova.

"Go to hell," Ivanova responds.

Talia enters and says she's been looking for Captain Sheridan. As she comes in, Lyta stares at her intently and sends the password. Talia falls back and steals Garibaldi's PPG, firing at Sheridan, though he is able to move out of the way in time. Garibaldi grabs the PPG away from her and drags her out of the room as Sheridan orders her under house arrest. But she doesn't go away quietly. "You blew my cover! You're dead! Do you hear me? You're dead! The Corps is mother, the Corps is father! You're dead, Lyta Alexander! We'll find you! The Corps will find you!"

Garibaldi can't believe that Talia could be the one. Sheridan says that it isn't her fault, and that she's been carrying the sleeper program around for years without knowing it. Their more immediate concern is how much Talia knows. She knows about the underground railroad, but they aren't sure about how much more. Franklin will be protected by the Psi Corps' desire to keep its squelching of the railroad a secret. In addition, Franklin and the others know about the sleeper program, which Psi Corps definitely wants kept secret. Garibaldi realizes that Talia knew a lot, and if Lyta hadn't come aboard, they would have told Talia about their conspiracy. Sheridan asks if there is anything they can use to defend themselves with, and Garibaldi thinks he might have an idea: When Talia mediated for Kosh and Abbut (cf. "Deathwalker,") Kosh was given a data crystal which he claimed contained "Terror. Surprise. Reflection. For the future." Garibaldi says he will have to check on it a little more before he can be sure.

Ivanova goes to "Talia" and says that she wanted to see her before she left. She doesn't blame "Talia", but hopes that some part of her will hear her. "Talia" says that the program was complete, and that the old Talia no longer exists. "Talia" explains to Ivanova the role she played inside Talia's head, whispering instructions to her while she slept. Ivanova believed everything, all the words that were meant to get Talia close to Ivanova and what she knew.

"You're right," Ivanova tells her. "The Talia I knew is dead." She leaves.

Lyta, wearing a gas mask, enters the alien sector and goes to see Kosh. "I'm back," she says to him. "I can't stay. The Captain's made sure I can get away before the Psi Cops get here, but... I had to see you again, before my ship leaves. I never told them. I never told anyone. I hid it all away in the smallest, tiniest corner of my mind. They could have killed me and they still wouldn't have found it. Only at night, alone, would I open that small door in my mind where I kept the memory of you, and listen to your voice. Listen to you sing me to sleep. I hope I can come back again, but I don't know. Until then, Kosh, I want to see you again, just one more time." The head of Kosh's encounter suit opens, there's a sound like giant wings unfurling, and a brilliant light streams over Lyta as she gazes, one more time, upon the being within.

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Episode 42

The Long, Twilight Struggle

Centauri Prime, the Imperial Palace. Ambassador Londo Mollari is escorted into the Emperor's chamber, where Lord Refa waits for his arrival. The escort is dismissed. They discuss the figurehead nature of the Emperor before Londo moves the business onto the reason for his summons. Refa indicates he is confident the war will soon be over, sooner than they might have hoped for. "And you, Londo Mollari, will be the architect of our victory."

Ambassador Delenn's quarters. She sits meditating, her eyes closed, her face relaxed in a peaceful tranquility. The room is at a low light level. An orange glow that was not there moments before bathes her face in warmth. She opens her eyes and smiles. "Hello, dear friend." she says. A gentle, booming voice laughs.

Command and control. Tech officer Corwin watches some monitors, concerned. He has just noted an energy surge from Epsilon-3, the planet Babylon 5 is orbiting. "Commander Ivanova was afraid this would happen one of these days." He begins the process of contacting her.

Sheridans quarters. Sheridan enjoys a hot shower. When finished, and only wearing a gown, he answers a call on his wall monitor. Ivanova tells him "Captain, I just wanted you to know we're picking up some unusual signals..." The picture breaks up for a moment. "...from the planet below..." The picture breaks into static and does not return. A strong gentle voice says "Hello, Captain!" An orange glow is cast across Sheridan, who turns to face it. A Minbari figure appears from the glow. "I do hope I'm not inconveniencing you, but I do think we should talk."

"I've been watching you for some time." The Minbari looks at Sheridan as a proud father would look at his son. "I thought it was time I introduced myself. My name is Draal."

Sheridan and Draal briefly discuss how he gained the role of guardian of a vast and powerful technology hidden on Epsilon-3. "I am the humble guardian of the great and terrible secrets entrusted to me", he says.

"I'm here to invite you down for a visit. Whenever is most convenient for you. And whenever is most convenient is as soon as possible. Trust me. Oh, and you can bring one other, you'll know who." Draal fades.

Two Narn guards stand impassively outside G'Kars quarters. A voice can be heard from within: "The war does not go well for us, G'Kar." The speaker is G'Sten, a leader of the Narn warfleet. "Three colonies have been lost, and our forces in that sector silenced. The Centauri have pushed us back, they surround us."

G'Kar looks both worried and confused by this, "But I've heard nothing of this in my weekly briefings!"

"The Kalrii are perpetuating the belief that we are holding our own. We're not."

"Then there is no hope."

"We have a chance. We have located a supply world for the main Centauri forces at Gorash-7. Heavily guarded, but vulnerable to attack if we commit all our forces to one all out strike." G'Sten moves to the wall monitor and displays the schematics of the solar system on screen. "This may convince the Centauri we are beginning a new offensive, that they have underestimated our forces. So far they have been cautious, this may force them to pull back, reconsider their strategy."

"Giving us time to bolster our defences."

"If we can make them fight for every inch of space we can prolong the war beyond their capacity to fight it."

"But drawing off our forces will leave homeworld with a skeleton defence." G'Kar states, questioning the audacity of the plan.

"The window of vulnerability is a small one. Even our worse projections say enough ships will return to be able to defend homeworld."

G'Kar indicates that he wishes he were going with the strike force. G'Sten states that G'Kars work on Babylon 5 to develop alliances and support could be more important than a fleet of ships.

"My favourite nephew, your father would have been proud of you."

Sheridan strides through a deserted corridor. A lift behind him opens, and Delenn steps out and calls to him. "I'm in a hurry ambassador." he states flatly. "I know", she replies. "He appeared to me too. Let us continue your walk if you are in such a hurry."

"We intercepted a coded transmission from Narn Strategic Command." Refa confers to Londo in private chambers. "They intend to strike at Gorash-7."

"Could this be misinformation to draw us off and strike elsewhere?"

"This has just the right ring of desperation to be true. I have managed to convince our generals to commit enough forces for what is necessary."

"So our forces will be at Gorash-7 then."

"No."

"What! Are you mad? They will destroy our supply lines!"

"Not if your forces are there waiting for them." Refa states confidently.

"My forces? And where will your generals be then?" Anger creeps into Londo's voice.

"Overseeing a full scale assault on the Narn homeworld."

Londo is surprised, and argues that a force invading the homeworld will be up to its neck in blood... its own. Refa corrects him, "We will be flattening Narn using mass drivers to destroy their cities... and move in at our leisure."

"Mass drivers are outlawed by every civilized planet. Banned by treaty!" Londo rages.

"Ink on the page!" storms Refa. "These are unconventional times. We will end the war in days rather than months. All we need are your allies."

"Listen Refa, my allies have begun to worry me... their sheer strength!"

Londo feels that the whole situation is begining to spin out of control, but is reminded by Refa that he was the one who made the war possible. "It is too late to back out now."

Realising the inevitability of the situation, Londo reluctantly agrees, but says that he will never call upon his associates again. "We are Centauri. If we are to seize our destiny, we must do it ourselves. After this, no more."

In Sheridans office, he and Delenn discuss the origin of the message with Garibaldi. "We still have to be sure this message is what it appears to be", Garibaldi says. Delenn recognised Draal despite his younger appearance, and Garibaldi reminds them that any ship approaching the planets surface would be destroyed.

Ivanova walks in. "Captain, we just finished our scan of Epsilon-3. The message is genuine all right." Garibaldi throws up his hands, knowing what will come next.

"Well that settles it, he's made the invitation and I don't know how I can refuse it." Sheridan refuses a security detail for escort and, looking at Delenn, says he will take only one other.

Londo walks in as Refa discusses affairs of state with three other Centauri. Dismissing them, he tells Londo that it is time to go. "Where?" asks Londo, confused.

"To the head of the fleet, we are departing for the Narn homeworld within the hour." Londo looks stunned. "Come Londo, destiny awaits."

A shuttle departs Babylon 5. Cleared for de-orbit it moves towards the surface of Epsilon-3.

G'Kar enters Medlab. His face is grim and stride heavy. The room is full of injured Narn, the suffering of innocents disturbs him as he looks around the room. Seeing Dr Franklin, he moves up to him and says quietly. "You wanted to see me, doctor?"

Franklin tells G'Kar they just received another shipload of refugees, mostly civilians. He moves closer and says more discreetly "There's something that I thought you should know." Franklin describes a Narn who had been captured and interrogated in detail about their homeworld defences.

"Of course." says G'Kar. "They will turn their attention on homeworld one of these days."

Franklin is more insistent, stating that the refugees escaped because the Centauri withdrew their forces, and this goes against all previous strategies employed in securing a system. He then goes on to remind G'Kar that the Minbari jumped several colonies to reach Earth during the final stages of their war.

Somewhat concerned, G'Kar asks to speak with the Narn, and Franklin indicates a nurse pulling a sheet over another dead body.

"Thank you doctor." The gratitude for the information clear in his voice. As he leaves Medlab, he turns back to the doctor and raises both fists to his chest in salute.

The shuttle carrying Sheridan and Delenn lands in an docking bay deep underground Epsilon-3. They leave the shuttle and, as they walk the corridors, Sheridan asks "Are you sure you know where you're going?"

"Of course. I have an excellent memory."

"You positive?"

"Absafraginlutely, dammit." Delenn says with confidence. "I've been studying your language since we last spoke." she adds by way of explanation.

"Now which way?"

"Left... I believe."

Walking under an archway they are confronted with a large open chasm with a walkway stretching away from them. Lights flash down several wall panels into the unseen depths below.

G'Kar communicates his new found information to G'Sten. Warning him that the Centauri are aware of the imminent attack. G'Sten refuses to acknowledge "The mission is too far along to stop without proof. We are about to launch. I'm sorry. I'll discuss this conversation when I return." G'Sten closes the link. G'Kar is exasperated at being overriden and ignored.

Sheridan and Delenn enter the chamber where Draal's physical form resides. He stands attached to the machine as Delenn remembers. The wall behind the machine glows and pulses orange.

"Draal? We are here." Delenn announces.

The figure of Draal appears, standing before his inert body. "Do you think I hadn't noticed?" Draal comments that Delenn's change pleases him, and that Sheridans actions in the last year have been commendable. He then dscribes how he was watched many worlds, the loss of Sheridan's wife, the coming darkness, his role in the Conspiracy of Light aimed at his own government. Sheridan denies the last, but Draal only laughs. "Your secret is safe with me."

"I said a year ago that this place was to be left alone until the time was right." Draal reminds them. "That time has arrived. Now that I know the full capabilities of this place I am prepared to place it at your disposal. And that in the long, twilight struggle which lies ahead of us, there is the possibility of hope."

A fleet of seven Narn warships in tight formation make their way though hyperspace. Fighter groups hold close escort positions around the heavy battleships.

In the Gorash system multiple jump points open. Each flash of light at the centre of the tunnel marks the entry of a Narn vessel to normal space. They maneuver into battle formation and advance on the Centauri supply planet directly ahead of them.

G'Sten sits at the command position on the bridge of his flagship. "Warleader G'Sten to fleet ships: stand by to attack." Then, to one of his bridge officers, "Status?"

"No enemy ships detected. We're..." His console beeps for attention. "Just a minute. I'm picking up a disturbance."

Four Shadows ripple into existance, closing rapidly on the Narn vessels from a great distance.

"Picking up four, possible five, ships of unknown configuration. Moving towards us on attack vector."

"Can we initiate jump?" G'Sten queries.

"Not until the jump engines recharge."

"Then we have no choice. Alert all ships... prepare to attack."

The Narn vessels move to face this new threat. "Fire energy mines." Two vessels launch bright torpedoes into the path of the oncoming Shadows. As the mines explode they push out an expanding front of shock waves that the Shadows pass through - untouched.

The body of a single Shadow ripples, ejecting a spiked sphere directly at the Narn formation. Before reaching the vessels it shatters into fragments, forty or more small fighter craft that move to engage the Narn fighters. A Shadow opens fire on a Narn battleship, gutting its engines and causing it to list off course.

G'Kar sits at his desk in his quarters, the book of G'Quan open in front of him. Many candles stand on the table and the other surfaces around the room, flickering. His eyes are closed in prayer. He chants a mantra, seemingly aware of the larger conflict.

Another Shadow lashes out at a Narn cruiser, reducing it in moments to an expanding cloud of light, energy and debris fragments.

G'Kars chanting increases in intensity. He begins to rock back and forth, such is the strength of his concentration.

The fighters dance in deadly combat as three Narn cruisers fire their energy beams in concentrated effort. The Shadow evades, but in doing so the energy beams intersect and sever a spine. The Shadow spins, damaged and momentarily out of control.

G'Kar continues his mantra, calling upon the strength of G'Quan to help the turn in the tide of battle.

A Narn warship is sliced in half. The two sections drift apart. A second vessel explodes with a blinding light.

G'Kar seems pained, but continues the mantra.

The bridge of G'Sten's ship shudders. "We've been hit. Damage to all sectors" the officer informs his warleader. "Jump engines on-line." He adds.

"Get us out of here. Alert the fleet. We must escape while we can!"

Jump points open behind each of the two remaining Narn vessels, they turn to escape as all four Shadows close in. The surface of one Shadow sparkles as lightning weaves across its surface. It launches a ball of energy at the receeding Narn. A second Shadow also begins to sparkle. The the two energy torpedoes slide past the escaping vessels and into the epicentre of each of the two jump points. The orange-yellow tunnels begin to writhe and tear themselves apart.

"Pull back! PULL BACK!" G'Sten screams.

Both Narn ships are pulled into their jump points, accelerating as they are shattered asunder. Debris tumbles back out as the jump points collapse.

One of the Shadows moves towards the damaged Shadow and docks with it, one on top of the other. A blue glow covers them momentarily. All of the Shadows melt away and vanish into the darkness.

G'Kar falls silent and opens his eyes. He slowly reaches out and snuffs out the nearest candle. He sits back in his chair, drained. None of the other candles in his quarters remain alight.

Sheridan, Delenn and Draal walk together through the tunnels of Epsilon-3. Delenn asks if it difficult for Draal to be alone. Draal smiles, he is always among the stars he says. There are a few others who also maintain the machines he adds. "They are quite interesting. There is one in particular who... ohhhh." Draal pauses, pained by something.

"Captain, you must go. I am picking up many distress calls. You will be needed. I will be here when you need me." Draal turns to Delenn. "It is time you introduced him to the others."

They both leave, and Draal continues, talking to himself.

"So much to do. So little time. We must get to work! Zathras! ZATHRAS!" Draal growls. "Never around when he's needed."

Ivanova strides grimly into Garibaldi's office. "We've got trouble."

"So what's new?"

"No, I mean major. We just got word that the Centauri have just started an all out offensive against the Narn homeworld. An Earth listening post picked it up an hour ago. When it hits the station there's going to be riots and blood on the streets."

They discuss how best to contain the situation, and Ivanova sums it up: "This is it Michael. The balloon's going up."

"We interrupt this program with this late breaking story..."

In the Zocalo, two Narns sit drinking at a bar. To their left and right sit Centauri, while behind them among the crowd stand several Centauri youths. All watch the newscast transfixed.

"...officials in EarthDome have confirmed that the Centauri Republic has begun a devastating assault on the Narn homeworld. Reports continue to come in alleging that the main Narn fleet has been neutralized, and that the Narn homeworld is completely encircled by its enemies..."

A ripple of surprise moves though the crowd. A Minbari moves away. The Narn look increasingly agitated.

"...Neither government has confirmed or denied these reports, though some messages relayed from Narn seem to corroborate the stories of mass destruction and death. For the latest developments on this story..."

One of the Narns slams his fist on the table and roars. Turning to the nearest Centauri and breaks a glass in his face. A large fight quickly breaks out and, while the Narn hold their own for a while, several are overcome and struck even when they are down.

A siren wails as Sheridan and Delenn rush from the docking bays. They are met by Ivanova who explains the situation. Sheridan orders an escort for Delenn to her quarters. Ivanova then continues, "Rumours say the Centauri are using mass drivers. I can't believe they'd resort to planetary bombardment."

"Right now I'd believe just about anything," Sheridan states grimly.

The Centauri war machine orbits the Narn homeworld. The mass drivers mounted on the bellies of their cruisers launch large fragments of rock that splash through the Narn atmosphere. From a viewport on one of the cruisers a lone figure stands watching, the architect of this victory. Horror is etched onto his face, and a disbelief that it could come to this. Londo's complicity and guilt shame him into turning away.

"With the planetary bombardment in its fourth day, the Narn government continues in its refusal to surrender..."

The Zocalo is empty of civilians, only security guards openly armed with rifles and wearing riot gear and helmets remain.

"...Minbari, Vorlon, Earth and other governments have officially protested at the use of mass drivers against a civilian population, to no effect. Although communication with the Narn homeworld is patchy at best, word has reached ISN that cities have been utterly destroyed..."

The staff of command and control stand watching the newscast. Ivanova enters, she moves towards the monitor and watches the report intently, her expression unreadable.

"...power and water networks almost gone, and a complete breakdown of food distribution, government, the planetary economy, and medical treatment...

Sheridan sits in his office, studying an official looking document, the newscast on the wall monitor behind him continues.

"...To quote Senator Quantrell, 'They're being bombed back into the stone age'."

"Off" Sheridan orders the monitor. "Then there is no other way," G'Kar says to him.

G'Kar communicates with his homeworld. The link is a poor one, occasionally falling into static. Behind the individual G'Kar is talking to, debris falls occasionally as the room is shaken by impacts.

"We have no choice but to surrender." G'Kar is told. "In a matter of days we will not be able to resist them any longer anyway, and many more will die. With luck they will be generous with their treaty."

"I shall return to homeworld, I'll be there on the next shuttle. I wish to be with my family."

"I understand how you feel. But you are the only remaining member of the Kalrii, and if you want to help them you must listen to me. I have a message from the Kalrii, probably the last they will ever send, and the hardest thing I have ever asked of you."

Sheridan studies paperwork in his office. A lone figure enters, it is G'Kar. He moves forward slowly in defeat and resignation. "Ambassador?". G'Kar raises his eyes, barely able to make eye contact.

"I have been instructed by my government to come to you and ask for..." he pauses, drawing a deep breath. "...sanctuary."

Londo, escorted by a squad of security officers, is met by Garibaldi near the docking bays. Garibaldi is not happy to see his old dear friend. Brisk and businesslike, Londo requests an urgent meeting of the Babylon 5 advisory council and the League of Non-aligned Worlds. "I have an announcement to make."

In the council chambers, Londo has the floor and stands before the assembled council members.

"Five hours ago", he announces, "the conflict started by the Narn declaration of war ended. The Narn government has given complete and unconditional surrender." Delenn looks pained, G'Kar bows his head, and a muttering moves around the council chamber that quickly quietens.

"The terms demanded by the Centauri Republic are as follows. One. The Kalrii will be disbanded and subject to trial for war crimes against the Republic." Sheridan requests Earth be allowed to send observers to the hearings. He is refused.

"Two. To prevent further acts of terror, the death of any Centauri at the hands of any Narn will result in the execution of five hundred Narn, including immediate family." Even the Pak'ma'ra delegate expresses his disgust at this.

"Three. A provisional council will be set up by my government will be responsible for building up a more civilized Narn society as a colony of the Centauri Republic."

"Is there anything else?" Sheridan asks coldly.

"Yes. We reserve the right to choose who speaks on the Babylon 5 advisory council for Narn. G'Kar's position as ambassador is hereby withdrawn, and, as the last remaining free member of the Kalrii, citizen G'Kar shall return to Narn for trial."

Sheridan stands up. "I'm afraid thats not possible. Before this meeting I accepted G'Kar's application for sanctuary." Londo protests, but is told he cannot interfere in this matter.

Delenn then stands, "I second this. Even the Centauri cannot violate the neutrality of Babylon 5."

"But nevertheless, G'Kar is no longer an official member of the ruling council, and must be removed from chambers."

"But we will wait..." begins Sheridan.

"NOW!" Londo demands angrily.

G'Kar stands slowly, shamed. He avoids looking at Londo and begins to move past him. He pauses and says with conviction: "No dictator, no invader, can hold a population imprisioned by force of arms alone. There is no greater power in the universe than the need for freedom." Londo stands impasively, his energy drained. His eyes show that G'Kar's words trouble him. G'Kar continues, "Against that power, governments and tyrants and armies cannot stand. The Centauri learned this lesson once. We will teach it to them again." Gathering his strength he looks Londo in the eye. "Though it may take a thousand years, we will be free!"

G'Kar walks from the chambers slowly, but with determination.

Londo watches an ISN newscast in his quarters. It describes the celebrations on Centauri Prime.

"In related news, the Centauri Republic announces plans to annexe several worlds neighbouring Narn space, declaring them protectorates of the Republic. A spokesman insisted that they had no expansionist policy, officials in EarthDome weren't so sure."

Londo appears very disturbed by this news.

"G'Kar, I know we've had our differences in the past" Sheridan tells him. He goes on to explain that he can't imagine the council chamber without G'Kars presence. "For what it's worth, every resource, every contact I have, is at your disposal in the fight to win back your planet." Sheridan offers his hand to shake. "It's yours."

G'Kar comments that the last person he offered his hand to, he was at war with twenty four hours later. He then grasps the offered hand firmly, releasing it after a few long seconds. Sheridan departs.

G'Kar looks at his still open hand, almost in amazement, before clenching it into a fist as if this is the first step in a larger plan.

Sheridan's commlink beeps. Ivanova tells him that Delenn would like to meet him in the conference center.

The conference room is full of humans and minbari. Most are clothed in conventional - and innocuous - garb appropriate for their race. A few wear dark uniforms complete with breast insignia and heavy cloak. The door opens and Sheridan enters. All watch him with respect.

Sheridan walks over to where Garibaldi, Delenn and Kosh stand. "Someones birthday and I wasn't informed?" he quips.

Delenn explains that they have come to pledge their allegiance to him. Garibaldi adds that they are Rangers, conveying information about the war and other things. Delenn continues, "Captain... John. The Great War is almost upon us. Now that the Narn/Centauri conflict is finished, the next wave will come soon, and be more deadly. There must be one fortress of Light to stand against the Darkness. That place is this place. Until now, the Rangers in this sector have been under my direct command. Now, I transfer equal authority to you. And, like them, I will stand by you in the days ahead."

"I don't quite know what do say" Sheridan begins nervously. "For the last year, things haven't exactly been going our way. I was starting to wonder if things were ever going to get better." He pauses, looking around him at those present. Then, with greater strength in his voice, "I think it just did. Tell the other Rangers, ambassadors, everyone in this Army of Light, that Babylon 5 stands with them. Tell them... tell them that from this place we will deliver notice to the parliaments of conquerers that a line has been drawn against the darkness. And we will hold that line no matter what the cost."

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Episode 43

Comes The Inquisitor

"Does anyone believe that the Centauri will stop, now that they've siezed our territory?" G'Kar stands on an access ramp in the Zocalo looking down on the milling crowds, preaching to people who really don't want to listen. Two Narn stand before the ramp, watching the crowd and offering some stoic moral support. "We are only the beginning! You, all of you, are next!"

A young human steps forward from the crowd, seemingly taking offense at G'Kars words "Look! What happened was between you and the Centauri. It has nothing to do with us." Several other people stop to listen.

G'Kar tells him that the guns are silent for now, but when the Centauri realise that they can attack without interference, they will turn to others. The young man, a little disturbed by this, steps back, turns, and moves on. A Narn who was also in the crowd watches the man leave. He then steps up to G'Kar and asks him why he continues to do something that is pointless. "Because we must remind people that we exist!" G'Kar replies emphatically. The Narn then tells G'Kar that a meeting has been arranged. They step down and move off into the crowd.

On a walkway over the Zocalo a lone Centauri stands, silently watching all that has just transpired. Vir looks troubled and unhappy by what he has just seen.

Delenn enters an empty corridor in red sector. She stops when she sees the lone figure standing at the other end of the short corridor. Kosh turn to face her. She walks forward to cover the remaining distance between them. "Is there something wrong?"

"You. Perhaps. We have sent for an Inquisitor" Kosh's sing-song voice carries no feeling.

"An inquisitor? Why?" Delenn appears worried by what this might mean.

"To be sure.. about you. You will submit to his authority."

"How will I know who it is?"

"You will know. If you survive."

[episode titles] "I'm not entirely sure I understand, Delenn." Sheridan tells her. She is sitting in front his desk, Lennier is also present. "You can tell me that someone is coming to see you. That you have business together. That you want him passed through customs without incident. But you can't tell me is who it is or why he's coming." He is bemused by the strangeness of the request.

"I know I am asking a great deal of you Captain" Delenn says, uncertain of how to proceed.

"Asking is not the problem. Not after what we've been through recently. I'm just trying to understand."

Delenn stands up and looks to Lennier for support. "Ambassador Kosh has doubts."

"Doubt is the wrong word. He merely seeks... confirmation" Lennier says.

"It's the same thing!" The stress apparent in Delenn's voice.

"As I understand it, Ambassador Kosh and the Vorlons are a key part of whats coming. Now if he's concerned about something, then I want to know about it."

"Kosh is unsure about me. By aligning myself with you and Kosh I have placed myself at the centre of the coming storm. Kosh must be certain that that I am doing this for the right reasons."

Lennier adds, by way of explanation, that if the right act done for the wrong reasons it is corrupted, impure and ultimately self-destructive.

"Delenn, if there is anything I can do" Sheridan offers.

"No. I must do this alone. I have agreed to this of my own free will. Please do not interfere, no matter what happens."

G'Kar enters his quarters. "Ah!" He taps the shoulder of a lightly bearded, bespectacled and balding man who is already there. G'Kar sits down at his desk. "What do you have for me, Mr Chase?"

Chase moves forward and sits at the desk facing G'Kar. He holds a large black computer pad in his hands, more like an accountant that an arms dealer. "What I have is what you want, provided the money is right." Chases' voice rasps.

"I need weapons. Light munitions that can be smuggled in or dropped from low altitudes shuttles." Chase starts to manipulate his computer pad. G'Kar continues "Rifles, mines, pulse guns, PPG's, jamming equipment."

"I thought the war was over." Chase comments.

"You were misinformed. Our tactics have changed, but the fight continues."

"An underground resistance. Heh. Good luck G'Kar, you're going to need it."

"My luck is my concern. I told you what I want, can you provide it or should I go elsewhere?" Chase hands the computer pad to G'Kar with the comment "Thats the best I can do."

"Too high." G'Kar appears deflated.

"Suit yourself. But there's a lot of risk involved you know."

G'Kar reminds Chase that much of the technology was sold to Earth at reduced price during the Minbari war. Chase reduces his price, and when G'Kar indicates he wants to think about it, tells him that it will be full price tomorrow. G'Kar agrees and they settle payment terms. Chase stands up leave and just before he reaches the door, G'Kar calls to him.

"Mr. Chase. The money to buy these arms comes from the life savings of those Narn who escaped the Centauri occupation. It is a limited resource purchased with blood. If it should be squandered... stolen... be assured that while you body might one day be found... it could not be identified from what is left."

Ivanova enters Command and Control. Tech officer Corwin calls up to her from the lower deck "Jump gate sequence activated." Then, somewhat surprised, "It's a Vorlon transport."

"I didn't know Ambassador Kosh had left." Ivanova says as she sits down.

"He didn't" comes the reply.

"Ivanova to Sheridan." Ivanova contacts him over the link. "Captain, have I got something for you!"

Sheridan and a customs officer stand in the doorway of the docking bay where the Vorlon ship has been berthed. He dismisses the officer, saying that he'll take care of the paperwork. As the officer leaves, Sheridan walks forward slowly and aprehensively, then stops and waits for attentively, not sure what to expect. A few crates are scattered around him and the bay is poorly lit.

Tap. Tap.

Sheridan becomes aware of the slow perodic sound of something hard and unyielding striking the metal floor. He looks intently for the source of the sound, unable to discern anything.

Tap. Tap.

The sound gets louder. The even footfalls of someone approaching slowly can now be heard, walking unhurriedly and with purpose.

Tap. Tap.

Sheridan catches a glimpse of a shadowy figure, human in stature. The most distinctive feature being the short top hat firmly planted on its head. The brim of the topper is curved upwards, an old style.

Tap. Tap.

The figure steps from the shadows and stops directly in front of Sheridan. Dressed all in black - wearing a white shirt with tie, the jacket fully buttoned and without lapels - the figure would not look out of place in Victorian England. There are only two distinctive features of this man. A walking cane that has a large jewel for a handle. And a white pallid skin not unlike death itself.

"I believe I am expected."

As Sheridan escorts his guest though Babylon 5, they find themeselves on a walkway over the Zocalo watching the activity and bustle of the crowd. A young woman, enticingly dressed, moves from group to group smiling and flirting with several of the men.

"Aside from Babylon 5, I didn't know the Vorlons had any contact with humans."

"No, I'm sure you didn't." The inquisitor looks impassive. "Where is Delenn?"

Sheridan stands defiantly "I'll send for her when I've finished." The inquisitor looks at Sheridan, re-evaluating his opinion upward.

"Nothing changes. Corruption. Imorality. Chaos." The inquisitor refers to what is happening in the Zocalo.

"When were you last on Earth?"

"Long ago."

"You've been to the Vorlons home planet. You know what they really look like."

"I don't have time", said with considerable impatience.

"I want to know..." Sheridan begins.

"The truth?" The inquisitor interrupts. "You're not ready for the truth. The facts? If that is the only way to get to my work. Yes the Vorlons have been to Earth. The Vorlons have been everywhere. The Vorlons ARE. My name is Sebastian. I resided at 14B Heresford Lane, London in the year of our Lord eighteen eighty eight. I was found by the Vorlons, taken, transported and brought into their service. The told me everything about everything. And the scales fell from my eyes and they were open to the universe of majesty and terror that you could never imagine. They call upon me when I am needed, and preserve me when I am not. And they have called upon me now for this interrogation. Sebastian holds his cane up to Sheridans face, "You will allow me to finish this work that has brought me here, or allow me to leave. Because either way I have told you all that I intend to."

Sheridan looks at Sebastian intently, appearing to be satisfied by this information, and the knowledge that Sebastian is capable of doing as he pleases. "If you'll follow me."

Garibaldi sits down at a table in the quiet part of the Zocalo, a pre-arranged meeting with G'Kar who is already seated. "Listen, words been getting round you've been buying weapons for use back home. This true?"

"I have been on this station long enough to know that you don't ask leading questions unless you already know the answer." Garibaldi appears smug that his reputation precedes him so. G'Kar continues with a bitterness in his voice, "So why don't we just assume I've lied about it, that you've caught me in your web of inescapable logic, and cut to the point."

Garibaldi reminds G'Kar that, although the Captain has offered his support, using Babylon 5 for the shipment of arms is not an option. "Go up against me G'Kar... you'll lose."

G'Kar grudgingly acknowledges this. Garibaldi reaches into his pocket and pulls out a data crystal, then places it down in front of G'Kar. He then explains that a contact in another sector has already agreed to ship the arms at no cost, as repayment of a favour. G'Kar asks why.

"Because you didn't lie to me. Like you said, I only start a conversation when I know where its going. But I always leave a little room for someone to disappoint me. Thanks for not not doing it."

Garibaldi stands up and leaves. G'Kar picks up the crystal, throws it up into the air and snatches it back in his other hand. He looks very pleased at the outcome of the conversation.

Delenn walks alone through a deserted part of the station. A remembered conversation with Sheridan floats through her head. "The one you've been waiting for is here. It took us a while to find what he wanted, a place where you two wouldn't be disturbed. He's waiting for you now in Grey-19." Delenn walks towards a large circular hatchway. As she reaches for the wheel that will open the door, the hatch opens of its own accord. She pauses before stepping through. "Delenn... are you sure you want to go through with this? I've spent some time with him... I don't like what I see."

The hatch closes behind Delenn. The room she has entered is a large and open, the ceiling out of sight. The darkness is penetrated by six bright spots of light falling on the floor arranged in a pentagram with the sixth in the middle. A parody of the Grey Council Delenn knew so well. A metal frame stands against one wall. She steps forward uncertainly, not sure who or what will happen to her next. As she steps into the centre spotlight a commanding voice rings out "That's far enough."

Two heavy bracelets slide out across the floor, stopping at Delenn's feet. "Put them on." Delenn reaches down and picks them up. "The manacles are made for you. You can remove them at any time. But if you do so you admit failure and defeat, and will stand before the Vorlon as inadequate for the task ahead. Do you understand?"

Delenn replies very quietly, "Yes."

Tap. Tap.

Sebastian steps out of the darkness and begins to pace slowly around her, moving from light to dark and back again in the ring of spotlights. Delenn turns so as to always be facing him.

"Who are you?" Sebastian asks, watching her intently.

"Delenn." she states nervously.

"Unacceptable answer. I already know your name. Who are you?"

Delenn repeats her first answer, and Sebastian strikes his cane against the ground. The crystal in the handle glows orange and Delenn's manacles spark. She cries out, not expecting the pain. "If you repeat an unacceptable answer the penalty will be increased." A pause. "Who are you?"

Uncertainty fills Delenns next answer "Ambassador to Minbar."

"That is only the title by which you are known to others. Who are you?"

Delenn begins another answer in the same vein, but is cut off as Sebastian strikes the ground with his cane. The manacles spark, stronger this time.

Sebastian comments that this is a poor start, almost taunting Delenn with her inability to answer such a simple question. "How can you be expected to fight for someone else when you haven't the fairest idea who you are." Delenn now only moves her eyes to follow Sebastian when he walks in front of her. He steps up to her and says that many have stood before him, with pride, defiance, bloated with self confidence that they are chosen. Believing they were chosen by god. "All of them have broken. And better that they did, than give others the illusion of false hope." Sebastian states that she will be no different, and that her pride may even cause her death. He then drives the point home "Because you must risk everything... on the premise that the universe will not let you die."

"Unless you're wrong" he continues. "And here. Now. Together. We will find out. Once and for all."

"Ah. Mr Cotto, there you are." A tall Centauri hurridly catches up with Vir, who is walking down a corridor in red sector. Vir stops, turns to see who it is and starts walking again, attempting to ignore the individual. "I have a message for Ambassador Mollari. A favour" the Centauri continues.

"I have already told you the Ambassador can do nothing for you." Vir stops at the lift doors and pushes a button to summon a lift.

"No, I don't think you understand..." the Centauri fawns.

The lift arrives and Vir steps in, not really paying attention to anything except trying to get away this annoying individual. "No, really" he says. "There's nothing more to say."

As the doors close the Centauri tries one more time "Please reconsider..." before the doors close. Vir requests his destination.

Vir steps back, preoccupied. He then realises that he is not alone in the lift car. He turns to face the other individual. G'Kar looks back at him, impassively.

Vir averts his eyes and steps forward slowly, trying to get G'Kar out of his sight. His back to the former Narn ambassador, he tries almost frantically to find something to occupy his attention in the lift car. A glance back shows G'Kar still standing there, no expression on his face. Vir looks away, but is drawn back. Turning to face G'Kar, he searches for the right words to say.

"I'm sorry" he begins hesitantly. "I wish there was something I could do." G'Kar does not move. "I tried telling them... but they wouldn't listen, they never listen." Vir breaks eye contact and then again, more quietly, "I'm sorry."

The lift comes to a halt and the doors open. G'Kar steps forward and at the entrance of the lift turns to Vir, his fist very tightly closed. "Dead. Dead. Dead. Dead. Dead. Dead." G'Kar intones. Vir looks at G'Kars outstretched hand and watches the blood drip from it. "How do you apologise to them?"

"I can't" Vir says simply.

"Then how can I forgive?" G'Kar stares at Vir for a few more moments andthen strides off. The lift doors close and Vir backs away from them unhappy and close to tears.

"You don't like it here do you. You rather you were back in your quarters. Dreaming dreams of glory." Sebastian walks up to Delenn, facing her.

"I go where I must" she replies with conviction.

"And why not. You are Delenn the Chosen. You tolerate all this only by your whim. At your word all the hosts of heaven will descend and take you away from this place, because you have a destiny."

"We all have a destiny."

"We do? How magnanimous of you."

"Sometimes we do not believe it because we are taught to believe that we are unimportant."

"Taught by people like me? Perhaps. But are we destryers of dreams or protectors of the public good? Call out, Delenn. Call out to the universe. If it hears you, surely it will respond!" Sebastian strikes the ground with his cane. The crystal on his cane glows as the sparks on Delenn's manacles reach up almost to her elbows. She resists for a few moments before crying out in pain. When the sparks subside Sebastian steps into a spotlight and listens intently to the universe for a few long moments. "Silence" he pronounces. "A silence as profound as when the whale swallowed Jonah."

"Do you know why you're here? Now?" Sebastian asks quickly.

"I was sent. By Kosh."

"No, you answered the wrong question. Do you know why you're here, now, in this life?"

"I was meant to be here." Delenn replies. "By whom?" he demands. "I don't know." she replies. "Then how can you be sure?" "I don't know. Does it matter?" "What do you mean?" Sebastian pauses, intrigued by this response.

"If I believe I'm here, now, for a reason..."

"But what if the world is right and you are wrong. What then? Have you ever considered that?"

Delenn seems struck by these words, her answer is full of painful memories of self doubt, "Yes... sometimes."

"Then there may yet be hope for you." Sebastian pauses. "As a reward... I allow you ten minutes rest." He leaves Delenn alone with her thoughts.

"And we are in the process of building an underground network on homeworld so we can co-ordinate drops, time, location." G'Kar speaks to a large assembly of Narn. "What about the weapons?" one Narn asks.

"The weapons have proven to be more expensive than we had anticipated." There is a gasp around the room when G'Kar tells them how much. "I know it is a lot. But until we find alternate resources, we must all sacrifice."

"How do we know the weapons will reach Narn?" another individual asks.

"I have given my word."

The Narn steps forward so that he may be more clearly heard. "It is not your word we question G'Kar. It is your ability to deliver on promises. Perhaps someone else might do a better job."

"If my word is not good enough then what is?"

The Narn explains that there has been no contact with homeworld, no-one knows if their families are alive or dead. "If you can't get a message through, then how can we believe you can get weapons though?" The crowd murmurs in agreement.

"If we are ever to win back our world, we must be united" G'kar states with conviction. "If I can get word from your family from homeworld, will you accept my leadership?"

"Yes. But if you can't, will you step aside for another?"

Before departing the meeting, G'Kar promises the message in twenty four standard hours.

Delenn sits leaning against a wall support pillar. She is no longer under one of the spotlights. Sebastian sits in front of her. "Do you know what your problem is, Delenn? You are a piece of the machine that thinks it is the whole of the machine. A flute that thinks it is the symphony. Admit it. You will feel better."

These words strike at Delenn, she crawls away from Sebastian and tries to stand. She staggers to a nearby wall and clings to it for support. Sebastian stands up and comments on her refusal "Then you are a fool Delenn."

"It is better to be a fool than what you are." Sebastian asks her to explain. Delenn steps away from the wall and faces him defiantly. "You have aspired to dreams and been disappointed because you are not strong enough, right enough. So you lash out at anyone who believes they can make a difference. Because it reminds you of your own failure. You have to prove they are just as flawed as you are. Am I close... Mr. Sebastian?"

Sebastian looks at her coldly. He strikes the ground with his cane, the sparks reach out over Delenn covering all of her upper body now. She cries out in pain and collapses back against the wall. "Who are you?" Sebastian demands.

"I am Delenn" she screams. The cane strikes the ground again at the unacceptable answer. Sparks sizzle across Delenn.

"And you have a destiny? Be a nice Minbari. Conform. Admit you are inadequate." The cane strikes the ground for the third time, the crystal now glows with an intense white light. Delenn falls to the floor. Sebastian kneels down beside her and with his free hand claws his fingers as if clutching something in the air. "I can feel your heart, Delenn. I can hold it here in my hand. I can close my fist." Sebastian moves his fingers closer together, Delenn wimpers. "Do you feel your heart Delenn? Feel it slowing? Slowing? I can stop it. Another inch... and I will."

"I know it is much to ask Captain, but my time is short and my resources few." G'Kar is in Sheridans office making his plea, Garibaldi is also present watching from the background. "A word from home - once the simplest convenience - now the only hope I have of retaining control over my people."

Sheridan shakes his head. "What you're asking is... difficult at best. We haven't heard anything directly from Narn since the Centauri took over."

"I need this now." G'Kar replies. He hands Sheridan a data crystal with the details of the family to be contacted. "I'll do what I can." Sheridan says. G'Kar leaves.

Sheridan and Garibaldi discuss using the Rangers, concerned about sending them into a war zone. Sheridan states that they can't just keep on planning and watching, and that they should do it because G'Kar is someone they know how to deal with. "Tell the Rangers to find these people and get a message from them."

"I'll do my best." says Garibaldi.

"That's all I ask."

Delenn's body lies in the central spotlight, unmarked, but by all appearances dead. The door to the room has been opened and Lennier rushes to her side. He helps her to sit up. "No. No. No" she says. "You must leave here before he returns!"

"I've got to get you out of here. This is insane! What does he want?" Lenniers is concerned and more than a little frightened for Delenn's safety.

"I don't know. I don't know. He asks the same questions over and over and still I don't know why or what he wants. I do not understand why; how can I pass the test if I don't know the rules?"

Tap. Tap.

The sound of the cane adds extra urgency to Delenn's voice as Lennier looks for the source, "You must leave."

"I'm not going without you."

"Please, you must. If I go then I have failed you, Kosh, everyone. If you care for me, you can't let that happen. Please... go!"

Lennier stands and takes a step back, loathed to leave her. At the pleading look in her eyes he turns and races from the room before Sebastian arrives to catch him.

Sheridan walks onto a main corridor in blue sector. Lennier sees him and runs to catch him up, calling his name. "What can I do for you Mr Lennier?"

"Defy Kosh. You're the only one who can. You're the only one he'll listen to!" Lennier waves his arms, highly agitated.

"Why? What's..."

"It's Ambassador Delenn. The inquisitor... I think he's killing her!"

Delenn stands, her mouth voicing a silent scream. The sparks cover her body entirely and the air glows orange at the energy being discharged. Sebastian stands holding his cane in both hands, coldly watching the suffering he has inflicted. She stumbles forward and finally her screams can be heard as she hits the ground. Sebastian walks forward as the sparks subside and, using the cane for support, rests on one knee before her. "I'm afraid this isn't going to work out for you, Delenn." She writhes on the ground and cries out, still feeling the pain as it fades. "It's not really your fault. Your fate was dictated long ago. It's all in the hands of others. You were doomed from the moment of your birth."

Sebastian pauses in surprise as he hears the sound of the hatch opening. Then, realising who it is comments: "And the final player in our little drama arrives at last."

The sound of a PPG charging can be heard as a lone figure steps through into the room. Pointing the weapon at Sebastian, Sheridan demands "Leave her alone."

"Why? What is she to you?" Sebastian stands.

"Just do it!" Sheridan steps further into the room, the gun never wavering from Sebastians back. "I don't have to answer your questions."

"No, you don't." Sebastian lifts his cane and strikes it firmly against the ground. A line of flame stretches out across the floor to Sheridan, who recieves a forceful impact in his chest that knocks him up against the wall behind him. He falls to the ground dazed.

"Your turn now." When Sheridan comes to he finds he is held to the metal frame standing in the room. "You said you didn't have to answer any of my questions. But there's no reason to exclude you from our deliberations." Sebastian moves from the shadows to stand in front of Sheridan. "You're just as bad as she is. But you're not just a dreamer, you're a soldier." Sheridan looks back defiantly. "But how far are you prepared to go? How much are you prepared to risk? How many people are you prepared to sacrifice for victory? Are you willing to die afraid, alone, deserted by everyone? Because that is what may be required of you in the war that is to come."

"Go to hell."

"This is hell, Captain. And you are its chief damned soul." A pause. "What about the people you work with? The people you call friends. Are you willing to sacrifice them? What about your family?" Crack! Sebastian makes a motion through the air with his cane, the crystal flashes briefly and Sheridans cries out as his body tenses and his head snaps to one side as if slapped. His body is covered in a white sheen that quickly fades.

"Your God?" Crack! "Your truth?" Crack! "Your blood?" Crack! "What about right?" Crack! "What about wrong?" Crack! "What about fate?" Crack! "Your future?" Crack! "What about Hell?" Crack! "What about death?" Crack! "What about sin?" Crack!

"Stop!" Delenn cries out. She drags herself from the darkness, and rests against a pillar on the side of the room. Sebastian appears surprised at the strength in her voice. "Your quarrel is with me! You were sent to investigate me! Let him go. If you want to take someone, then take me!"

Sebastian turns away from Sheridan and looks at Delenn. "Well, well. A mutual admiration society. And what is he to you?"

"None of your concern!"

"Don't listen to him Delenn, just get the hell out of here! Now! Go on!" Sheridan tells her.

Sebastian regains control by telling her that one single move will snuff out Sheridans life. "Or yours? You would trade your life for his? Is that destiny worth one life?"

"If I fall, then another will take my place." Delenn begins walking towards Sebastian. "And another. And another. And another."

"But your great cause..."

Delenn shouts at him "This is my cause! One life or a billion. It's all the same!"

"Then you make your sacrifice willingly? No fame, no armies or banners or cities to celebrate your name. You will die alone and unremarked? Forgotten?"

"This body is only a shell. You cannot harm me, I am not afraid."

Sebastian appears pleased by this answer. He sweeps his cane past Delenn's face and vanishes in the orange glow of the crystal. Sheridan is released from the frame, and Delenn's manacles disappear. They fall into each others arms, supporting each other. "What happened?" "I'm not entirely sure." The hatch can be heard opening and they make their way towards it.

Tap. Tap.

Before they can pass through, Sebastian steps into view on the other side. "You can go. You've passed."

"Passed what?" Delenn asks.

Sebastian looks at them both intently and speaks quietly. "How do you know the chosen ones? No greater love hath a man than he lay down his life for another. Not for glory, not for fame, for one person. In the dark where no-one will know. I have been in the service of the Vorlons for four hundred years looking for you. At last, my job is finished. Yours is just beginning. When the darkness comes, know this. You are the right people, in the right place, at the right time."

Sheridan sits in command and control staring into space trying to absorb what has just happened to him. Ivanova steps up and quietly catches his attention, informing him that the Vorlon ship may leave in a couple of hours. As she leaves, Sheridan calls her back and asks her to search for the address in London Sebastian gave him. "This may take a while" she comments.

Another Narn meeting. The contents of a message crystal is being played back to the Narn who demanded it as proof that G'Kar's promises led to action. A young Narn female describes how they have all survived, that only a few family members have been hurt. She finishes with "Try not to worry. We will survive." The Narn is very pleased that his family are well, and moves to where G'Kar stands at the back of the room.

"You have kept your promise. My family is... alive. Thank you. We will not question you G'Kar. We are with you."

G'Kar raises both fists to his chest in salute. Everyone in the room returns the salute.

Sebastian stands at the entrance to the docking bay containing his ship, holding his hat and cane in his hands. Sheridan arrives and opens the door for him, commenting that the paperwork has been completed. As Sebastian steps through the door, Sheridan stops him with the words "Mr. Sebastian. I did a little digging based on what you told me." Sebastian moves his head to indicate he is listening attentively.

"The records confirm that you lived on Earth, in London in the year eighteen eighty eight. The records also indicate that you vanished suddenly, without a trace, on November 11th. A very interesting date, Mr. Sebastian. The day after a long string of murders in the old West End."

Sebastian looks into Sheridans face, acknowledging what he already knows. He begins with a fervour and energy about something he believed in "The city was drowning in decay. Chaos! Imorality! A message needed to be sent. Etched in blood for all the world to see. A warning." He pauses before continuing, his voice rising. "In pursuit of my holy cause, I did terrible things. The world condemned me, but it didn't matter because I believed I was right and the world was wrong! I believed I was the divine messenger! I believed I was..."

"Chosen?" Sheridan interrupts somewhat sarcastically.

Sebastian looks away, the fervour gone from his eyes. "I was found by the Vorlons. They showed me the terrible depths of my mistakes. My crimes. My... presumption." He turns to look Sheridan in the eye "I have done four hundred years of penance. I job for which they said I was ideally suited." Sebastian turns away again "Now perhaps they will finally let me die."

"I think that might be wise."

Sebastian turns away and walks into the docking bay, putting his top hat on. Walking slowly and with the cane tapping soundly on the ground he says as he leaves Sheridan standing in the doorway, "Good luck to you, Captain Sheridan, in your holy cause. May your choices have better results than mine." Then, refering to himself, "Remembered not as a messenger, remembered not as a reformer, not as a prophet, not as a hero, not even as Sebastian. Remembered only... as Jack."

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Episode 44

The Fall of Night

Two Starfuries race through space, the pursuer and the pursued. "Target acquired. Locking on. Firing." The target of Keffer's fire thrusts perpendicular to the line of flight, dodging the incoming shot. Pulling round, the hunter becomes the hunted as Keffer is targetted. A volley of fire homes in on him, one shot hitting it's mark.

"That's a Fox-1, C and C" reports the victorious Starfury pilot. "Confirmed." Ivanova replies. "You're dead Zeta leader."

As Keffer coasts through space, several Starfuries move into formation around him and Sheridan - leading this training exercise in a Starfury - pushes home the lesson with reference to both Keffers failure and Centauri battle tactics. He reminds the pilots that many other races can handle g-forces better than humans, some even risk blacking out to achieve optimum firing position.

"Captain, this is C and C." Ivanova interrupts. "We've got an emergency, recommend you return back to the barn."

Sheridan tells the group to continue practising the manoever. A single Starfury spins out of formation and heads back to Babylon 5.

Vir sits in the Zocalo nursing a drink, brooding. Lennier walks up behind him and stands beside him. Neither acknowledge the other's presence, keeping their eyes looking straight ahead.

"Sometimes I get so close, and yet I'm shut out of the important things." Lennier says.

"It's a useless feeling. The ambassador is going through changes. He even looks different." Vir sips at his drink.

"Indeed. And now with the military starting to stampede over everyone and everything..."

"...coming and going, and secret meetings..."

"...you never know what it's all about, until later, when it's too late..."

"...and they never listen to us."

"Makes me nervous" they both say at the same time. They look at each other, then turn back to face the bar again.

"Same time tomorrow?" asks Vir.

"Sure."

The both step back from the bar and leave in separate directions.

Ivanova enters the pilot locker rooms. She walks past two pilots to reach Sheridan, who has just finished changing. "The Pak'ma'ra and Drazi ambassadors want to see you, they say it's urgent." Ivanova then inquires about how the training mission went. Sheridan orders three training missions a week in order to sharpen the pilots up. The two pilots in the background look at each other not believing what they've just heard. Ivanova agrees, adding:

"And if they don't get any better I'll start issuing live ammo. That should have a very... inspirational effect."

"Are you sure about this ambassador?" Ivanova asks.

The Pak'ma'ra and Drazi ambassadors sit in front of Sheridans desk as he listens to their problem. "The Centauri have invaded both our territories. They have taken one of our listening posts. They say they have liberated it. They are preparing to attack other races. War is spreading." the Drazi ambassador informs Sheridan. "Soon, perhaps they even attack you."

Ivanova and Sheridan look at each other, disturbed by the news.

[episode titles] Sheridan paces his office, slapping a lose fist into his open hand. Ivanova enters and announces Londo's presence. He enters, somewhat grim, and as he walks past Sheridan says "Captain I will have you know I was in the middle..."

"What the hell do you think you're doing?" Sheridan interrupts.

Londo holds up his hands to placate the Captain and says strongly "Do not address me in that tone of voice..."

"Your forces are moving in on the Drazi and Pak'ma'ra, destabilizing the whole area. What's wrong? Bombing the Narn back into the Stone Age wasn't enough for you?"

Londo explains that it is merely a buffer zone that will lessen tensions around the Centuari Republic. "We are merely establishing a presence" he adds.

Searching for words, Sheridan implores Londo that this is causing the situation to fall apart and that the Centauri are at the centre of it all. "Londo, can't your people see that?"

Londo looks disturbed at Sheridan accurate analysis, but angrily reminds him that his authority does not go beyond Babylon 5. Before striding out, Londo's parting remark is "Do not start getting delusions of grandeur. You will not survive them."

Garibaldi pours himself a coffee in Sheridan's office. "He's not the Londo I knew anymore. You could reason with him." He walks back and sits down with Sheridan. "Now?" Garibaldi sighs in exasperation.

"You're the closest thing he has to a friend. Is there any way to get through to him?"

"Not so long as he's afraid." Garibaldi replies. "You can see it in his eyes. You can see how fast things are moving. For Londo it's like hanging onto a wild horse... you don't want to get thrown so you just hang on even harder. He's trapped." Garibaldi pauses. "Half the time I'm so furious with the guy I just want to break his neck. The other half... I just feel sorry for him. So what do you figure on doing about this?"

"Well I made a full report to EarthDome. They could ignore the problem just so long as it was the Narn and the Centauri. With the other races getting involved..." Sheridan's comm-link beeps. Ivanova tells him that a VIP from the Ministry of Peace has just arrived through the jump gate.

"Well, what do you know?" Sheridan sounds surprised as he gets up and starts to move out of his office. "Maybe someone actually read my report for a change!"

Garibaldi shrugs. "Don't hold your breath."

In the pilot locker rooms, Keffer stands by the pilot who shot him down earlier. They are both getting dressed into station uniforms. She complains about dreaming of firing solutions and tactical displays. Keffer wonders what it is that has rattled the Captain into ordering frequent combat testing.

"Maybe it's the ghost," the pilot jokes.

"What ghost?" Keffer asks, intrigued.

"Some of the guys said they saw something in hyperspace coming back from sector 14." Keffer is interested by this, so she continues the story. "Personally I think they were sucking on thruster fumes. Said it looked like a cross between a spider and your worst nightmare." She shrugs, not believing the story, and moves off leaving Keffer to ponder what she said.

The Earth Alliance VIP's, Lantze and Welles, step into the arrival lounge of Babylon-5. They both wear dark suits with an open V-neck but no lapels. They are met by Sheridan and Ivanova, Welles is introduced as a co-director in charge of the NightWatch program. The group moves off and Lantze begins by discusing his needs:

"I want you to set aside an office for me to interview the Centauri ambassador and those of the League of Non-aligned worlds whose territory has been infringed."

"Already done", confirms Sheridan.

Welles then asks if he may contact the local members of the NightWatch. Sheridan tells Welles that he has assigned Ivanova as his liason.

"I must admit I'm relieved to see you." Ivanova comments. "I was afraid Earth would never get involved in the Centauri problem."

Lantze laughs. "Well we can't stand by forever, our voice must be heard."

"It never hurts to get a first hand look at what is happening out there. Just to make sure we're doing the right thing" Welles adds.

Keffer strolls up to a Starfury pilot sitting at a bar in the Zocalo. "Hey Mitch" Keffer sits down, barely acknowledged by the pilot. "Hows it going?"

Mitch wonders why a member of Zeta squadron is sitting with a pilot of a 'rust bucket', taking some previous insults too personally and now seeing a chance to get something back. There is a touch of bitterness in his voice. Keffer says he has no problem with anyone who "...jumps into a Starfury and rides fire." A pause, then "I just want to talk."

"About what?"

"The ghost." At this Mitch turns away and starts to get up to leave. Keffer continues "It was jet black. A black so deep your eyes just kinda slide off it. And it shimmered. A spider big as death and twice as ugly. And when it flies past its like you hear a scream in your mind." Mitch, who has been listening carefully, turns back to face Keffer. "I saw it too." Keffer finishes.

"Go on."

"It killed Commander Galus. Everyone else thought it was a hyperspace shock wave. My recording systems were shot to hell, I had no evidence to back me up. I tried to look for it on my own, but the Captain told me to lay off." A pause. "I gotta find it. Prove what happened."

"Look pal. If you really saw this thing you've got to be out of your mind looking for it."

"Maybe."

Ivanova assists Lantze in organising his meetings with the Drazi and Pak'ma'ra in his quarters. Lantze searches for his pen and Ivanova, finding it on a nearby work surface, comments that it is an antique.

"My wife gave it to me last Christmas." Lantze kisses the pen lightly. "Do you realize it's almost Christmas back home?"

"It's easy to forget. We don't have seasons here on Babylon 5." Ivanova pauses and then continues warmly. "But I noticed."

Lantze asks if she has been to a Winter Solstice festival. He continues, describing the amount of food and celebration that goes on. And, somewhat wistfully, the children who enjoy themselves.

"How many grandchildren do you have?" Ivanova inquires, smiling.

"Does it show?" Lantze then goes on to explain "That's why I'm here, you know. To give them a legacy from the old man. And a better world."

Lantze inquires whether Ivanova has children. When she says no, he mentions the family she must have. She again shakes her head, saying that some were claimed by the war.

"So you understand. Yes... there's been enough death. Time for something better." There is compassion and understanding in Lantze's voice.

They leave Lantze's quarters for the first meeting.

Tech officer Corwin in command and control reacts in surprise at a signal on his console. "Captain, I'm picking up a jump point in sector 39."

"That's on the other side of the planet, were nobody but us can see it." Sheridan, sitting at a monitor panel on the upper deck, is just as surprised. "Whoever it is doesn't want to be noticed."

"Opening now." Corwin reports.

On the far side of the Epsilon-3 a point of light glows and forms into a hyperspace egress. A Narn warcruiser emerges, most of its running lights off and dark from the shadow cast by the planet.

"Reading one Narn heavy cruiser! She's hailing us."

"Put her through" Sheridan urges.

A weary Narn appears on the monitor behind Sheridan, and Sheridan turns to face it. "This is warleader Na'Kal of the star cruiser G'Tok. Are you Captain Sheridan?"

"Yes. If you'll forgive my saying so, but I didn't know any Narn heavy cruisers had survived the war."

"We were on deep patrol, surveying potential targets when the Centauri attacked our homeworld. Since then we have been fighting for our lives. Alone, without reinforcements, we will eventually be hunted down and destroyed. But with the support of others one day we may liberate homeworld. To achieve that end we must remain free, and Babylon 5 is our only hope. We have expended the last of our energy in getting here." A pause. "We request sanctuary."

Ivanova prepares a tray of tea in her quarters when the door chime sounds. She allows the caller entry, it is Welles. He asks if he may enter and talk informally, and when Ivanova agrees they sit down together around the coffee table. Ivanova sits forward and pours herself tea.

"Tell me commander, are you happy here?" Welles leans forward in his chair.

"Happy? I suppose so. We've been so busy around here lately I haven't given it much thought." They both relax back into their seats.

"Oh I wish you would. You see I like to know as much as I possibly can about the people I work with and your record is exemplary. You've worked your way up without a patron, without connections, just through hard work. And now you're a commander on a high profile base like this. You must be proud," Welles says smoothly.

"Thank you" she says quietly.

"So I was wondering what your next step might be?" Welles leans forward in his chair again, eager to hear her answer.

"Well for the time being I'm very happy here. Five years down the road? I don't know. Maybe running Babylon 5 if the Captain decides to move on... although the idea of captaining a star ship has a certain appeal." She smiles to herself at this thought. "Why?"

"Well the NightWatch is becoming more popular back home. We have considerable support in EarthDome. The way you're going I have every confidence you'll get that star ship in five years or so, but why not shave a year or two off that? We could do that for you." Welles looks intently at Ivanova, who has her eyes on the tea set in front of her.

"In exchange for?" she asks, looking up at him to see how he responds.

"Your support. Your help. Your position here can benefit us as much as we can help you. You have access to certain information... certain reports on the comings and goings of various ships, people and cargoes. Activities that might strike you as potentially dangerous or disloyal. You could be of great service to Earth."

"Does Mr. Lantze know about this conversation?"

"Oh no no." Welles says quickly. "The NightWatch is a separate division of the Ministry... I just thought we should be discrete." Welles relaxes back into his chair.

"Of course." Ivanova chooses her next words carefully as she stands up and distances herself from him. "Mr. Welles, as you say I have access to a great deal of information. So I've been very much aware of the NightWatch for some time now. What I saw worried me. And now I see that my worries were justified."

Welles attempts to laugh this off. "Commander..."

"I've gotten where I am through hard work and loyalty" she interrupts. "Loyalty to the people I work with. Loyalty to Earth. Loyalty to the ideals of the Alliance. What you're asking violate all three." Welles is unhappy with this. "So maybe it'll take me a few more years to get my own ship. But one way or another when I get there I'll have done it honestly. Without betraying a friend or confidence. My hands are clean. Are yours?"

"You really don't understand." Welles again tries to make it seem as if he doesn't really care about his failure as he stands up. "But that's alright. The offer will remain open... indefinately."

"Fine." Then, directed at the doors to her quarters: "Open."

Welles walks out while Ivanova looks after him coldly. She shakes her head in disbelief.

"And no one else knows of this?" G'Kar asks of Sheridan. They are in command and control, Sheridan has just informed G'Kar of the Narn warship parked in orbit. A picture of the ship is on the display monitors.

"Not yet. The ship is holding position of the other side of Epsilon-3 where incoming ships won't see it. And since all outside information comes though here no one will see it until we want them to." Sheridan taps G'Kar lightly on the chest.

"Oh thank you Captain! This is the first good news I've had since the occupation began. Will you give them sanctuary?"

"I can't see any reason why not. Right now we're giving them equipment for repairs, when thats done we'll formally notify Mr. Lantze. He's here from the Ministry of Peace, looking into the Centauri problem."

"Then Earth is ready to take sides?" G'Kars voice is filled with excitement at the prospect.

"I sure hope so." Sheridan smiles.

"Do you think I could speak to him?" he asks eagerly.

"I don't see why not... he'll be in the council chambers until seven."

"Thank you Captain. I'll go and prepare." G'Kar leaves C&C with a lightness in his stride that has been noticably absent recently.

"So this is strictly an informal meeting. I'm glad to see you're adding new members to the NightWatch." Welles walks among a group of gathered Babylon 5 staff and taps an individual on the shoulder in welcome. Zack is sitting at one of the tables, apparently more interested in a piece of lint on the table. Several other officers are also present. "Even though I don't recall seeing any recent reports from you, Mr. Allan."

Zack starts suddenly and looks up at Welles who has stopped in front of him, "Well... there hasn't been much to report" he says cautiously.

"How strange. Your colleages have been filing reports. One of them concerns the disloyal acts of a store owner on the Zocalo... one Xavier Dharabuto."

Zack looks around at the people sitting behind him before facing Welles again before saying nervously "Well... he said he thought the new regs on imports were a little nuts." Zack starts to dismiss it "But I don't think..."

"Sedition comes in small packages as well as large ones, Mr. Allan." Welles states dangerously. "Now perhaps this store owner is little more than a vaguely dissatisfied citizen, but how can we tell the innocent bystanders from the real trouble makers unless we're kept informed?"

"I thought we could exercise our discretion."

"Of course you can. But the NightWatch exists to protect our people from misinformation and harmful ideas. Sometimes those ideas can be very subtle, you might not recognise them. But we will." Welles describe to Zack several reports he has received from other people. "Have you nothing to report?"

"Well ermm... I guess I haven't really been thinking of it in those terms. I not really comfortable with it" Zack declares, not certain of what will happen next.

"Well.. let me make it easier for you. Can you confirm the story about the store owner? He's already been named so you wouldn't be adding anything new."

Zack takes several long moments to wrestle with his concience. The others in the room watch him struggle with impassive looks. "I guess... I mean yeah. I heard him talking... but it's just talk."

"There you go! That wasn't so bad." Welles smiles as he stands up. "You learn. You're flexible. You show great promise Mr. Allan." Zack taps the table in an agitated way when he receives a pat on the shoulder from Welles.

Keffer waits in the pilot changing rooms, rolling some relaxation balls in his hands. Mitch arrives. "I brought it." A pause while he shows a data crystal to Keffer. "I wasn't able to get my gun camera onto it, but my sensors did pick up a change in local hyperspace as it went by. It left behind a trail of neutrino emmissions like nothing I've ever seen before. It's all here. Just configure your sensors to look for the neutrino emmissions. If it's there, sooner or latter you'll find it." Mitch tosses the crystal to Keffer, who snatches it from the air.

"Thanks."

"Don't thank me! You go out there looking for that thing you're looking for death! From now on I've got no part of this." Mitch turns and leaves.

Keffer looks at the crystal wondering what fate it has for him.

"Well... thank you again ambassador. You've been most helpful." Lantze, Ivanova, and an alien enter the corridor outside the council chambers. The alien bows politely and then walks off. "I think I'm now ready to speak with Ambassador Mollari." As the alien disappears from view a lone Narn walks past, looking up the corridor at Lantze. The figure immediately changes direction to join the group.

"Ah... Commander Ivanova. I've been looking for you everywhere." G'Kar turns to Lantze "I take it this is Mr. Lantze."

"Yes, yes. How can I help you?" he says, quite eagerly.

Ivanova introduces him to Lantze. "This is G'Kar, formerly Ambassador G'Kar of the Narn Regime." At the last, Lantze's face falls.

"I understand you've come here to investigate the situation with the Centauri?"

Lantze looks around like he wants to escape. "Er... yes yes. Within certain guidelines."

"If I could just speak to you for just five minutes..."

"No..." interrupts Lantze, "that's not possible."

"But if you'll just..."

"Maybe later." Lantze starts to walk away. "Commander?" he beckons Ivanova.

As Ivanova follows him she looks back at G'Kar and shrugs helplessly, not understanding either.

Sheridan stands in C&C talking to Na'Kal. "Repairs are going slowly. With our energy resources down almost to nothing our medical systems are barely functioning. We are unable to give proper care and attention to the sick and wounded."

Sheridan suggests they turn off their jump engines. The Narn agrees, commenting that they will be vulnerable should they be attacked.

"As long as you're in Babylon 5 space we'll protect you. You have my word." Sheridan pauses, "Take care of your people."

As the link is closed, the door to C&C opens and Lantze enters with Ivanova and Welles. "Captain. I have just recieved some very disturbing reports. I have heard from Mr Welles that you have been using Centauri combat models during combat practice." One of the officers in C&C turns on hearing this. She looks directly at the group before returning to her work. "Is it true? Have you been teaching your forces how to fight the Centauri?"

"Well, what with everything going on I thought it prudent..." Sheridan tries to explain when Lantze interrupts firmly:

"No. This must stop at once. This jeopardizes everything. My entire mission."

"I don't understand" Ivanova says. "You were sent here to investigate the Centauri."

"Yes. I had to look at the situation before I could proceed. However I'm happy with what I've seen and I have contacted EarthDome. They have authorized me to proceed."

"Proceed with what?" Sheridan demands.

"I'm here to sign a non-aggression treaty with the Centauri. Before I leave here there will be an Earth-Centauri alliance that will guarantee peace on Earth. We will, at last, know peace in our time."

Sheridan and Ivanova can barely contain their shock.

Welles walks down a corridor in blue sector and enters a waiting lift. From a side corridor the female officer present in C&C steps into the lift just as the doors close. "Mr Welles. I'm sorry I missed your meeting, but there's something you should know."

"I don't believe it! A non-agression treaty with the Centauri?" Sheridan tells Ivanova in his office.

"All this does is get us out of the way so the Centauri can move in on the other worlds. Earth wants peace and they're willing to sacrifice everyone else in order to get it."

"I can remember the first time I put on this uniform." Sheridan holds up his outer jacket and waves it in Ivanovas direction. "I felt ten feet tall, like I could take on the whole galaxy before I had breakfast. Now I look at it. It's just cloth. I don't know what it stands for anymore."

"It's going to be the new year in a little over a week. Maybe 2260 is the year we redefine it. Which reminds me..." her face brightens considerably as she pulls out a small silver wrapped parcel from behind her back and gives it to Sheridan. "Merry Christmas." Sheridan opens it and pulls out a piece of blackened twisted sheet, a fragment of something larger.

"I er... don't really have one of these. What is it?" a quizical expresson covers Sheridans face.

"It's shrapnel from the Black Star. Everyone said it was impossible to take out a Minbari war cruiser. But you did it. The way things are going I figured it would be good to have a reminder that the impossible is possible."

Their brief moment is broken by the beep of the wall monitor. "Captain Sheridan!" A very angry Mollari glares out at them. "I demand to speak with you at once. I have just been informed that you have been sheltering a Narn heavy cruiser. You will turn it and its crew over to us. At once!"

Sheridan turns angrily to face the monitor. "I'm sorry Ambassador, but your signal is breaking up" he states forcefully. Londo begins to protest. "End!" Sheridan commands the wall monitor. "Run diagnostic." he adds.

"How the HELL did he find out?"

"It must have been Welles. He's got people everywhere."

"Dammit! Come on!" Sheridan gathers up his jacket and they both rush out the office. "Londo wouldn't come out with this unless he's already told his government."

"Company's coming!" Ivanova replies as they enter a waiting lift car.

Sheridan strides into C&C with Ivanova on his heels. "Open up a channel to the Narn ship. We've got to get them out of here fast!"

"Na'Kal. How long before your jump engines are repaired?"

"Not for some time... why?"

"The Centauri know you're here. Can you navigate at all?"

"Yes, but..."

Ivanova interrupts "Jump point opening!"

A jump point forms in space. A large Centauri cruiser enters through it into normal space. Corwin reports the Centauri battle crusier as demanding that the Narn forces are turned over. "Stand by," says Sheridan. "Keep this channel open."

Ivanova reports that the Centauri vessel is taking up position by the jump gate, blocking the way outfor the Narn vessel. Corwin then adds that Ambassador Mollari is on the link. "Stall him," Sheridan orders.

"I gave them my promise that I would protect them while in my jurisdiction. I'm not about to break that promise. Launch Zeta squadron. Tell them to surround the Narn ship."

Alarms ring out in the fighter pilots locker room as pilots and support crew run through grabbing their combat gear and move on to their fighters.

The door of C&C opens and Lantze enters. "Captain. Captain! What are you doing?"

"The treaty hasn't been formalized or announced yet. I promised them sanctuary!"

"Once again you're jeopardizing everything I've worked for."

"I'm sorry. Now will someone get Mister Lantze off the command deck."

As an officer escorts Lantze away, Ivanova announces Zeta squadron ready for launch. "Launch!" Sheridan commands.

Starfuries drop from the Cobra bays and dive toward the far side of the planet.

"Put Ambassador Mollari through," Sheridan requests. A wall monitor springs to life, and Sheridan tells Londo "The Narn vessel is under my protection. I have guaranteed the right of free passage. Once it's engines have been repaired it will leave Babylon 5 space after that... it's no business of ours." Londo views these words with some approval as Sheridan continues "I've assigned a squad of fighters to escort the cruiser safely out of Babylon 5 space. You tell your cruiser to withdraw at once. If they open fire on any of our fighters I will respond with deadly force." As Londo weighs his possible responses Sheridan orders the monitor to close transmission.

"Send a copy of that last transmission to the Centauri cruiser... then activate the defense grid."

Cover hatches move aside so that the heavy defense and offensive capability of Babylon 5 can be deployed. Some have multiple weapons on one mount, others have a single large weapon with an orifice that glows green in readiness for use.

"The fighters are in position." Sheridan tells Na'Kal. "Can you move toward the jump gate?"

"Yes... but not very quickly."

"Give me the best you can."

The engines of the Narn warcruiser glow brightly as the ship lumbers forward. Starfuries hover around the ship in close escort formation as the vessels clears the shadow cast by the planet.

"The Centuari cruiser is changing position to intercept" reports Corwin. "The weapon system is active, gun ports are open. They're targeting the Narn vessel... Zeta squadron..." A loud ping sounds in C&C "... and us!"

"Return the favor; target their ship." The ping continues to sound, regularly spaced. "Zeta squadron stand by. Continue escorting her out. If you are fired upon, return fire. Fire at will." Keffer confirms receiving the orders and orders his group to readiness.

"Close blast doors."

As C&C is protected Corwin calls out "Centauri weapon system locking on."

Ivanova and Sheridan listen to the pinging sound. It gets stronger and more frequent. "They're trying to provoke us into making the first move." Ivanova says, not quite convinced.

"I don't think so" says Sheridan as the pinging reaches a crescendo.

"I've got an energy spike!" Corwin almost shouts from the lower deck.

A stream of bolts spray from the Centauri battle cruiser, reaching out towards both Babylon 5 and the Narn vessel. As Sheridan orders the interceptors into action, the multiple weapons mounts respond by launching shells at the Centauri incoming bolts. Each shell that reaches its target detonates the bolt harmlessly. Those that are not neutralized are the ones that will miss their target, they slip past the hull of Babylon 5.

A Starfury escorting the Narn vessel is struck on an engine pod by a Centauri bolt. As it spins out of control, another moves to assist while Keffer orders five fighters to engage the Centauri battle cruiser. The remainder stay in escort position.

"Interceptors running hot. Ninety percent capacity and dropping" Corwin informs Sheridan.

"They're getting through!" exclaims Ivanova.

The Starfuries ordered to engage the Centauri cruiser reach their target and open fire. They skim across the hull of the Centuari vessel, targetting weapons and sensor arrays. A number of small explosions cover the surface of the cruiser. After their first pass the firepower of the Centauri vessel is visibly reduced.

A burst of fire aimed at Babylon 5 strikes part of the zero-gee loading bay causing it to twist as the structure is heavily damaged. A second burst severs this section from the station.

Everyone on C&C is rocked by the explosion... lights flicker and dim before being restored. "Launch everything we've got!" yells Sheridan. "Time on target."

"Time on target, aye." responds Ivanova. "Hold on!" she orders everyone in C&C.

As more Starfuries are seen in the background moving to engage the enemy, the heavy weaponry of Babylon 5's defense grid finally speaks. Green gobs of energy are spat at the Centauri vessel causing massive damage where they strike.

The second wave of Starfuries reaches the Centauri vessel. As they make their pass they twist so as to keep their target in sight, firing as they go. A myriad of small explosions cover the surface of the vessel. The weapons of the Centauri are all but silent now.

The jump gate opens in front of the Narn vessel. It enters the jump point and accelerates away into hyperspace with its fighter escort.

Ivanova and Sheridan watch the monitor panel in front of them. "Registering massive damage to the Centauri vessel." Ivanova reports.

"Scramble all medical ships. There's still time."

Ivanova shakes her head "It's too late."

The Centuari vessel lists in space, small explosions occuring as various internal systems fail catastrophically. A rapid sequence of explosions in the forward section cause the hull to split, then a single massive explosion engulfs the entire ship. When it subsides only debris fragments can be seen tumbling away.

"The Centauri are furious over this incident" Lantze faces off Sheridan in his office, admonishing him for the recent events. Welles stands in the background watching the exchange.

"What was I supposed to do? Stand by and let them blow this place to bits?" Sheridan responds.

"You destroyed a Centauri cruiser."

"And if I hadn't, you and I wouldn't be here to have this conversation!" Sheridan pokes a finger in Lantze's chest. "They fired first" Sheridan reminds him. "I have an obligation to protect this station."

When Lantze insists that Sheridan should not have been protecting a Narn cruiser, Sheridan reminds Lantze that regulations state that he is responsible for the assistance of any race not currently involved in hostilities to Earth. Lantze looks upset that Sheridan is legally correct.

Welles steps forward and interjects at this point "Captain Sheridan is correct in his interpretation of the regulations, I have been in contact with the Joint Chiefs of Staff and they support his actions."

"Thank you" says Sheridan, not expecting support from this quarter.

"However," Welles continues, "the decisions leading up to those actions are another matter entirely." He suggests that had they found out about the Narn vessel earlier they could have allowed the crew sanctuary and turned over the warcruiser in the spirit of the Centauri treaty.

"They wouldn't have cooperated. They'd have just shown up and done the same thing earlier. You can't reason with them" Sheridan derides Welles words.

"You are quite wrong there Captain." Lantze responds strongly. "We have reasoned with them, and they have shown great patience. Now, despite their loss and the given the fact that their ship did fire first they are willing to drop the matter in exchange for an apology."

"Apologize for doing my job? Like hell!"

"This isn't a request, Captain" Welles says. "It is a direct order from the Joint Chiefs and the President. You have two choices: either make the apology or ignore a direct order from your superiors. As this would be an act of insubordination you would be removed from your position and someone more... reasonable will be installed in your place."

Sheridan rolls his eyes in barely disguised disgust as Welles continues "We've arranged for a meeting of the various ambassadors in one hour. It will take place in the Zen garden... as places go it is better suited for delivering the olive branch... and more public."

Sheridan says sardonically "And I suppose this apology... is already written?"

Welles smiles smugly. "No need. You can phrase the apology any way you want. As with anything else, it's the thought that counts."

"Zeta leader, any idea how long we're supposed to stay with this thing?"

The glowing red storm of hyperspace washes over Keffer as he responds to the query from one of his pilots assisting in the escort of the Narn warcruiser "Just until she's clear of another gate and we're sure no one is following us."

A beep from his console draws his attention. "Computer. What have you got?"

The dull monotone voice informs him that a local hyperspace anomaly involving an increase in neutrinos density has been detected. Keffer informs the other pilots to stay on course while he investigates something.

A single Starfury spins in formation and flies off into the storm.

Sheridan stands alone in his quarters dressed in his diplomatic uniform. He pulls it tight and removes a piece of lint as if he is studying himself in a mirror. His hair is slicked back to make himself more presentable. He exhales sharply to compose himself and states sincerely "I apologize." He pauses before continuing "I'm sorry." He looks away and reflects upon the situation, snorting at the ludicrous nature of it before returning to look at the mirror. "I'm sorry we had to defend ourselves against an unwarranted attack. I'm sorry that your crew were stupid enough to fire upon a station with a quarter of a million civilians, including your own people. And I'm sorry I waited as long as I did before I blew them all straight to hell!"

Sheridan nods to himself in satisfaction, and remembering a recent conversation says ironically "As with anything else, it's the thought that counts."

Keffers Starfury searches through hyperspace for the elusive contact. In front of his vessel a Shadow appears, receding and unaware of the small fighter.

"Gotcha! Computer. Follow unidentified vessel. Begin recording."

In the Zen garden many of the ambassadors of the League of non-aligned worlds stand in small groups, making quiet conversation. Delenn is talking with Lennier, while Kosh looks on alone. Ivanova is present, talking to one of the aliens. Londo is also present, holding himself separate from the rest of the group and alone. He watches the proceedings with disdain while they await Sheridan's arrival.

Sheridan walks through the Zocalo preoccupied with his coming speech. He fails to notice two Centuari that take an unusual amount of interest in him.

Ivanova notices a lone figure standing behind some bushes in the garden who is trying to attract her attention. She excuses herself from the group she is talking with and moves over to the figure.

"G'Kar. You shouldn't be here" she says gently.

"I heard what happened. I thought that if I spoke on Sheridan's behalf.."

"That may not be wise," Ivaonva interrupts, understanding his good intentions.

"I still have a few supporters in the League... they will listen."

Keffer's fighter continues to follow the Shadow through hyperspace. The computer announces that they are being scanned and that the vessel is changing course.

Keffer responds quickly "Attach homing beacon, eject system record."

A small box drops away from the Starfury as the Shadow turns to face the lone pilot. A bright light fills the cockpit as Keffer screams.

A core shuttle arrives at a monorail station on the axis of Babylon 5, Sheridan stands waiting for it. A voice warns all passengers to keep hold of hand rails in the low-g area. Sheridan carefully enters the shuttle and sits down near the entrance, his mind still occupied. Several other people step on. He barely acknowledges the entrance of one of the two Centauri who watched him so closely in the Zocalo.

The doors close and the train pulls out of the station. The Centauri, sitting at the front of the train, watches Sheridan intently.

In the garden Delenn moves over to Kosh. She murmers a few unheard words to him, and they move off deeper into the garden.

The shuttle pulls into the next station. All the passengers except Sheridan stand up and leave the car, the Centauri last of all. As the Centauri leaves, Sheridan looks him in the face and watches him curiously as the doors close and the shuttle moves out of the station. Sheridan turns to look at the place the Centauri had been occupying. A device stands against the seat making a whine that steadily increases in volume and frequency.

Sheridan is shocked out of his reverie when he recognises what it is. Raising his comm-link to his mouth he orders "Computer! Emergency override! Open shuttle doors!"

As the shuttle doors open Sheridan stands up and hurls himself out. As he looks behind the shuttle explodes in flames.

Everyone in the garden turns their eyes towards the shuttle when they hear the explosion. "In Valen's name!" exclaims Delenn as she sees a lone figure drifting away from the fireball.

"Oh my God!" Ivanova says, then into her comm-link "Emergency alert! We've got an explosion in the core shuttle, we need rescue jetpacks and we need them now!"

"What are you trying to do?" asks G'Kar.

"He's more or less weightless right now. But the ground is rotating at sixty miles an hour... he'll be killed by the impact!"

"You won't have time!" G'Kar declares.

Delenn turns to Kosh, they are standing out of sight of the other ambassadors. "Kosh! You know what is at stake. If you are going to do anything you must do it now!"

The head of Kosh's encounter suit lifts up and bright white light spills out.

As Sheridan continues to move towards the surface of the station, a voice comes over Ivanova's link: "We're suiting up now. We'll be there in two minutes."

"You don't have two minutes! We've got thirty seconds!"

"We can't do it," replies the voice.

Light spreads over Delenn as she watches in awe. The sound of wings unfurling can be heard and Kosh rises into the sky. She looks up at Kosh seeing a magnificent Minbari surrounded by a cloak of white light, wings rippling gently to gain altitude so the stricken Sheridan can be reached.

"Valeria!" exclaims Lennier in astonished recognition.

The Drazi ambassador looks up at Kosh in astonished recognition. "Tro'shala!" he exclaims, seeing a magnificent Drazi surrounded by a cloak of white light, wings flapping gently to gain altitude so the endangered Sheridan can be reached.

G'Kar looks up at Kosh in astonished recognition. "G'Lan!" he exclaims, seeing a magnificent Narn surrounded by a cloak of white light, wings pushing gently to gain altitude so the troubled Sheridan can be saved.

Londo looks up in confusion.

Sheridan looks down at Kosh in astonished recognition. A handsome and magnificent human looks back at him, a radiance emanating from around his head. Glowing hands reach out and grasp Sheridan's, controlling his motion. Sheridan takes in the visage before him, a human figure with huge and delicate membrane like wings sprouting from his back that flap gently and effortlessly. A balancing tail trails behind him, also moving gently. Kosh glows with a white light that is almost blinding to look upon.

Sheridan, overawed by the presence before him doesn't say a word until they touch down gently in the garden, away from the other ambassadors.

"Kosh?" he asks, barely able to get the question out.

The figure nods and rises up into the air again. Sheridan struggles to absorb what has happened as the bright light leaves his face.

Sheridan sits in his quarters contemplating recent events, his eyes unfocused. The door chimes and Delenn enters when Sheridan acknowledges it. "I wanted to see how you were doing."

"Fine. Fine" Sheridan says warmly. "The whole station is talking about what happened. Every race that was in the garden saw something different, yet the same. A being of Light."

"Yes" confirms Delenn. "Each according to his or her type."

"But it was Kosh, wasn't it?" Delenn nods in answer to this question. Seridan continues "That's what he meant when he said if he left his encounter suit he'd be recognized by... everybody."

"For millions of years the Vorlons have visited our worlds and guided them and..."

"Manipulated us?" Sheridan asks. "Programmed us so that when we saw them we would react in the right way?

"As you say, it is a matter of perspective. What matters is that he has revealed himself to those who understand... you and me, and those who have been watching." Delenn steps away, creating distance between herself and Sheridan as she continues "The Shadows will know what Kosh has done and will worry, afraid that he would not reveal himself unless the Vorlons were prepared to make a stand against them."

"Will they?" asks Sheridan hopefully.

"I don't think so. But as long as the Shadows believe that we are unaware of their existance, we have time to prepare."

"I just hope that nobody finds out about them until..."

A beep from Sheridan's wall monitor interrupts him. Ivanova tells them that Zeta squadron has just returned and that Lieutenant Keffer is missing.

In the Zocalo a Ranger walks past a conversation between a Narn and a Drazi sitting at a bar. Londo is also at the bar, contemplating his drink.

"It was G'Lan" the Narn says reverently. "I saw him with my own eyes. He swooped down as it was told in the old stories."

"No, not G'Lan" replies the Drazi just as reverently. "It was Tro'shala, whose light fills the world."

"Doesn't matter. It was a good sign for the coming year." Londo looks disturbed at these words that would normally start a fight of ideologies. "This place is blessed." The Narn thumps the table and leaves in satisfaction.

The Drazi turns to Londo and asks him what he saw.

Londo shakes his head slowly. "Nothing. I saw... nothing." He stands up and leaves disenchanted and unhappy that he cannot enjoy the warmth the others are experiencing.

"It was the end of the Earth year 2259 and the war was upon us." Ivanova's voice can be heard.

"As was anticipated, a few days after the Earth-Centauri treaty was announced the Centuari widened their war to include many of the non-aligned worlds." We watch Londo shaking his fists angrily at the members of the council chamber as they stand in session.

"And there was another war growing closer to home." We watch Zack enter onto the Zocalo and stop to watch as a shopowner is removed from his premises. "A personal one whose cost would be higher than any of us could imagine." Zack walks over, his concience nagging him, as a sign is placed in front of the closed shop. It reads 'Closed by order of the Ministry of Peace pending allegations of sedition'.

As we watch Ivanova lighting nine candles in prayer, her voice continues "We came to this place because Babylon 5 was our last best hope for peace. By the end of 2259 we knew it had failed. But in so doing it became something greater. As the war expanded it became our last best hope for victory, because sometimes peace is another word for surrender. And because secrets have a way of getting out."

As the screen dissolves into static we hear another voice. "When our ship encountered a distress beacon attached to an Earth Force recording device, these images released exclusively to ISN were found on that recording."

We see a Shadow vessel receding through hyperspace. Superimposed information indicates it is the view from Keffer's gun camera.

"Strategic analysts in EarthDome have indicated they don't know who this new race might be, but promised to find out."

The Shadow turns and lashes out. The screen is abruptly returned to static.

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