Episode 45

Matters of Honor

While the station is being repaired, both inside and out, Sheridan goes to the rock garden, where he meets Ambassador Kosh. He tells Kosh that, ever since Kosh had saved his life the previous week, he hadn't thanked him properly, and that Kosh hadn't returned his calls. Sheridan asks Kosh if everything is all right.

"Being seen by so many at once was a great strain. I returned to my ship to rest. You have a question?" Kosh asks.

"Nobody knows it was you. Everyone saw something di erent, something from the legends of their own world. But it was still a terrible risk. After taking such...such care to hide what you really are, why take that chance?"

"It was...necessary."

"Well, as answers go: Short to the point, utterly useless, and totally consistent. What I've come to expect from a Vorlon."

"Good."

"You know... I just had a thought. You've been back and forth to your homeworld so many times since you got here, how do I know you're the same Vorlon? Inside that encounter suit, you could be anyone."

"I have always been here."

"Oh yeah? You said that about me too."

"Yes."

"I really hate it when you do that."

"Good," Kosh tells Sheridan as he leaves him alone in the garden.

A large ship, piloted by a Drazi, blasts o from a planet, under constant re from two orbiting stations. The ship ies toward the barrier around the planet, and manages to get through it, being slightly damaged in the process. After the ship breaks through the barrier, the pilot launches a smaller ship from it, which ies away, escaping just as the larger ship is destroyed. The smaller ship is red upon and hit, but still able to make the jump to its pilot's destination: Babylon 5. In order to speed up the trip, the pilot orders all non-necessary life support power to the engines.

Sheridan tells Ivanova, who is with him in the docking bay, that he is tired of the unannounced visits of V.I.P's from Earth, since they are never given enough information. The man they are waiting for arrives and introduces himself as David Endawi, who asks that they go somewhere private, and that Ambassador Delenn join them.

Garibaldi brings the pilot of the small ship into the new Medlab facilities, and Franklin tells Garibaldi that he will have Dr. Sanchez do an examination, and inform him of the results. Garibaldi leaves, and Franklin examines the man, dressed in the uniform of a Ranger. He calls Sanchez to inform her he needs her help, but upon turning around, the Ranger is gone.

Londo is sitting at a bar drinking when Morden arrives, per Londo's request. Londo tells Morden that he has been doing a great deal of thinking and now, that the Narn War is over, they should reconsider their relationship. He feels that the Centauri no longer need the help of Morden's associates. Morden asks Londo if he is being premature in his desire for them to disappear, since they might not know what lies ahead, but Londo tells him he is sure, and wants Morden and his associates to "go away." Morden agrees, telling him that he will meet Londo in his quarters later, after meeting with his associates, to discuss the dissolving of their partnership.

Sheridan, Ivanova, Delenn, and Endawi are in Sheridan's of- ce when Endawi asks Delenn if, as a member of the older races, she has any information about the mysterious ship that Lt. Keffer recorded shortly before his death. Endawi asks what Ke er knew about the ship, and Sheridan and Ivanova insist they didn't know what he knew about it. Endawi explains that the ship is obviously from a highly advanced civilization, and that they are worried about the threat the ship might represent, and it is his job to gather information about it. Delenn apologizes to Endawi, but tells him she has never seen a ship of this type before. Endawi asks her if she's sure, but she insists she is. Endawi asks if a ship like this had entered Babylon 5 space, and Sheridan says no. Endawi asks for quarters to stay in until he has been able to talk to the other ambassadors, and Ivanova escorts him out. After they leave, Sheridan asks if the ship belongs to the Shadows, who Delenn had told him about several months earlier. Delenn acknowledges this, saying that it is important to convince the Shadows that they are unaware of the Shadow's but that she didn't lie: she had never actually seen on of their ships before. She says that Shadow ships are relentless and nigh invincible, but Sheridan doesn't believe it. She tells him that he will only feel that way until he sees what they can do. "Take a good look, John. That is the face of our enemy."

Lennier meets Delenn and tells her that someone is looking for her. When she tries to brush him o , Lennier changes her mind by presenting the badge of the man brought into Medlab, which Delenn recognizes immediately.

Endawi meets with Londo, and asks him what he knows about the ship from Ke er's recording. Londo tells Endawi that his is the ship he has seen in a dream where he is standing on Centauri Prime, with similar ships passing overhead, until their numbers grow so great, they blot out the sun. But, Londo says that's all he knows about the ship, and apologizes that he couldn't be of more help. Endawi thanks Londo, and leaves.

Delenn and Lennier, in disguise, venture into Downbelow and enter a tavern, where they sit down. The ranger comes up to them and gives them drinks, which they initially do not accept, but soon do in order to avoid drawing attention. Lennier tastes the drink and discovers it has no alcohol in it. The Ranger, who identifies himself as Marcus, says it proves he was waiting for them, since very few know of alcohol's effects on Minbari. Marcus tells Delenn he needs her help, but would prefer to discuss it in private. They leave the tavern, but are followed. They soon run into a group of thugs, who insist they give over their possessions. Marcus pulls out a Mimbari staff, and begins fighting the thugs. Delenn and Lennier join in, and the thieves are soon defeated. The three of them quickly run away.

Ivanova enters Sheridan's office, where he, Garibaldi, Delenn, Lennier, and Marcus are alread waiting for them. Sheridan tries to explain the Rangers to her, but she has already known about them for a long time. Marcus tells all of them that the he came from Zagros VII, a Drazi world, where there is a Ranger training camp, created partly for safety, and partly because certain Minbari are uncomfortable with the Rangers. Marcus explains that the planet was blockaded two weeks earlier by the Centauri and that he believes the Ranger camp is the target. He pleads for Sheridan to help the Rangers evacuate. Garibaldi says that they don't have the means for such an attack, since it would require a powerful warship and crew, but Marcus tells him they have the means, if Sheridan and the others have the will. Ivanova reminds Sheridan of Endawi, and Sheridan tells Garibaldi to take charge of him while the others prepare to go to Zagros VII. They soon board a shuttle, file a fake destination in the station's log, and they, and an accompanying Minbari flyer, head out.

Morden tells Londo that he wants to make sure that the Centauri are clear on the details of their separation. He brings up a map of the galaxy and draws a line on it, showing the quarter of it which the Centauri may conquer at will. As long as they don't trespass into the territory of Morden's associates, there won't be any problems. Londo asks how he can be sure that Morden's associates won't attack him, and Morden says he can't, but that they have what they want, and aren't concerned with the rest. Londo quickly agrees to Morden's conditions, but Morden tells him there is one more condition. There is one world, on the edge of the Centauri boundaries, that his associates want custody of, and he has already convinced Lord Refa to secure it until his associates can arrive. When Londo asks if he might be able to see the ships of Morden's associates one day, Morden tells Londo ominously to ensure no Centauri remain near Zagros VII when his associates get there.

The shuttle and the flyer pull out of hyperspace and arrive near a beautiful, strange, magnificent ship. "Her name," Marcus tells them, "is the White Star. And she's yours, Captain."

Endawi protests to Garibaldi that he was assured Sheridan and Ivanova were available, but with some quick double-talk, Garibaldi convinces Endawi that he isn't allowed to let himself know where they went. He suggests that Endawi talk to G'Kar unofficially, since the Centauri-Earth treaty official contact with the Narn.

As they explore the ship, Delenn explains that the White Star is a new type of Minbari warship—smaller and faster than normal, an amalgam of Minbari and Vorlon technology. It looks just different enough so that it cannot be identified. She takes them to the bridge, where the crew, consisting of members of the religious caste, busily prepares the ship for its mission. Sheridan tries to order them to Zagros VII, but Lennier says he must act as interpreter, since most of the crew isn't familiar with English. The ship blasts off toward Zagros VII.

Endawi asks G'Kar if he knows anything about the mysterious ship. With an exclamation of relief G'Kar turns an opened Book of G'Quan toward Endawi, where there is a picture which bears a striking resemblance to the Shadow ship. "They came to our world over a thousand of your years ago, long before we went to the stars ourselves. They set up a base on one of our southern continents. They took little interest in us. G'Quan believed they were engaged in a war, far outside our own world."

"G'Quan?" Endawi asks.

"One of our greatest spiritual leaders. The Book of G'Quan is copied by hand from the original with every note and line precisely drawn. This ship and your ship are the same. I tried to warn the others that the ancient enemy was returning. But no one listened... Perhaps now they will."

"But if this is correct, why would they just disappear for a thousand years?"

"To all things, there is a time, Mr. Endawi. Perhaps this is theirs."

While on their way to Zagros VII, Ivanova asks how Marcus became a Ranger, and he explains it was because of his brother, who died trying to warn him about a Shadow attack on the mining colony where he was working. Marcus promised his brother he would carry on the mission. The White Star comes out of hyperspace, near Zagros VII, and approaches the planet. They call the Rangers and tell them to be ready to escape. The White Star destroys the mines and stations around the planet, but too easily. Sheridan can't believe there wouldn't be a Centauri warship guarding it, and asks Lennier if the scanners are working properly. To prove they are, Lennier shows him, displaying more of the White Star's unique abilities. Ivanova detects a disturbance, and they put it up on the screen. It is the ship they all saw from Lt. Keffer's flight recorder: A Shadow ship.

Sheridan declares that the Shadows must have come for the Rangers who he promises not to abandon. Delenn insists they aren't yet ready to fight, but they aren't given much of a choice when the Shadow ship attacks. The White Star manage to maneuver out of the way of its attack, which shocks Delenn, since the Shadows never miss. After they clear the last mine blockading the Rangers, they tell the Rangers to clear out. Sheridan tells Lennier to proceed to the jumpgate since the Shadows won't suspect that the White Star can open a jump point because of its small size, and he wants to keep every advantage he can. Delenn says the ship will follow them wherever they go, and Sheridan says he's counting on it. The White Star enters the jumpgate, with the Shadow ship following close behind.

Delenn pleads with Sheridan to call for help. They don't have any chance of destroying the ship alone, since it is so much bigger than they are. Alluding to the Black Star Sheridan tells her that he has heard that before. As they continue through hyperspace, Sheridan asks Ivanova what would happen if they were to open a jump point while inside hyperspace, and Ivanova explains that it would be suicide: the energy released would be too great to escape from. Sheridan asks Lennier if the White Star is quick enough to escape, and Lennier says he doesn't know. Sheridan says that they are probably near sector 45, and that they should use that gate to try the maneuver. It is the jumpgate near the Markab homeworld, which other races have been using the strip the planet bare. The White Star opens the jumpgate, while activating her jump engines. Just as the point forms, the White Star escapes the jumpgate which explodes in a erce burst of energy, which damages the White Star, but destroys the tailing Shadow ship.

The original shuttle and Minbari yer arrive back on Babylon 5 to be met by Mr. Endawi, who demands to know why they lied about where they were going and what they were doing. Sheridan and Delenn say that they had to tow a Minbari diplomatic shuttle to a nearby jumpgate. They apologize, but Endawi is on his way back to Earth. He tells them he has all the information he needs, and that he will send a copy of the report.

Back on Earth, Endawi presents his information to a senator in Earth Dome, telling her what he found, though he reached nothing conclusive. She tells him that she will inform him of what they nd. Soon after he leaves, two other men come into her o` ce. One of them is Morden, and the other is a Psi Cop. She tells them that there is little information, and that the ship is a complete mystery to everyone on Babylon 5 except legends. Morden suggests that the Earth government dismiss it as an isolated incident, but the telepath disagrees, saying that a threat to planetary security could be useful in speeding up the program at home. Intrigued, Morden asks him to explain.

Sheridan, Ivanova, Garibaldi, Franklin, Delenn, and Marcus sit around a large table while Sheridan outlines his plan for a War Council: Whatever anyone learns they will share every two weeks, in hopes that together they can achieve more than they can working separately. Sheridan tells them that they can say anything they like during these meetings.

Franklin says, "Well, then, I have a question. Granted, I am stuck in Medlab most of the time, and granted, I'm usually the last to know anything around here, and granted, we've all been pretty busy lately, but could someone please tell me what the hell these Shadows are?"

Sheridan indicates to Delenn that she should explain, which she does. "There are beings in the universe billions of years older than any of our races. They walked among the stars like giants, vast and timeless. They created great empires, taught the new races, explored beyond the Rim... The oldest of the Ancients are the Shadows. We have no other name for them..."

Synopsis by Matthew Murray
n9641343@cc.wwu.edu

Episode 46

Convictions

Commander Ivanova finds Garibaldi and Zack busy mocking two Drazi missionaries seeking assistance in the docking bay; they claim to have been drawn to B5 by reports that Droshalla, a Drazi holy being has blessed the station. (In typical unfathomable Drazi fashion, their attempts to share Zack's blessing are easily transferred to a nearby plant.) With relative unconcern Ivanova asks Garibaldi to investigate a set of anonymous messages to C&C declaring a countdown to chaos. The threats become reality moments later when a lurker is blown to bits by a booby trap in Downbelow.

Still in Docking, Zack's day improves further when the arrival of a chapter of monks interrupts his attempts to respond to the explosion. In Downbelow, the heavy damage and confusion mystify the crew. Although Garibaldi determines that it was a bomb, he can't find anything worth blowing up.

Meanwhile Ivanova is unable to dissuade Brother Theo from his flock's determination to establish a mission on the station. When she points out that the aliens passing through B5 may not want to be preached at, that there is little space and that they will be in the way, he readily replies with both the words of the Bible and the fact that the monks themselves happen to be engineers and computer experts.

Lennier is afflicted with a garrulous human neighbor while waiting in reception for Delenn to disembark. He rises to greet her at the gate just as there is an explosion in the corridor behind. Lennier hauls her forward then steps past the gate to hustle Ambassador Mollari (who happens to be arriving as well) to safety just as the pressure doors close. Delenn watches in horror through the transparent frame as Lennier is licked by flames and struck by falling objects.

A staff meeting clarifies that these blasts are aimed at people, not installations, and are being effective in their apparent purpose of spreading chaos and terror. Sheridan orders martial law and the bomber watches its imposition with satisfaction. While Lennier hovers in a coma, G'Kar rails at Garibaldi about the Centauri responsibility for the explosions and Londo insists to the captain and commander that the Narn are widening the range of their terror tactics. But the truth is that there is no sense to the attacks, and no one is claiming responsibility.

Londo manages to convince a doctor to let him stay with Lennier. Though his bedside manner probably needs improvement, Londo seems to have been genuinely moved by the young Minbari saving his life.

Meanwhile security determines from a molecular trace of the bomb materials that they were stolen from an ice mine on Beta 7, and that the bomber seems to have struck before on Proxima 3. Garibaldi balks when Sheridan orders a full investigation of all traffic from there to B5 cross checked against possible gloaters filmed by security cameras after the blasts. Ivanova has the bright idea of putting the new engineering monks to use.

Londo promises the unconscious Lennier to return, and departs on an errand. Upon finding the transport tube occupied by a smoldering G'Kar, at first he refuses to enter, but an instant later he leaps inside to escape a rush of flame from a bomb blast further down the corridor. Two hours later he rouses to find himself trapped in the damaged tube under the pitiless eyes of the former Narn ambassador. Londo proposes a plan of escape before the flames outside suffocate them, but with exquisite mirth G'Kar refuses. Though he'd like to live he would be delighted to watch Mollari die.

The monks are successful, and Brother Theo points out to Garibaldi the most likely suspect. As a tac team in full armor assembles to go after the bomber, G'Kar croons and cackles to his nemesis, "Not many fishes left in the sea/Not many fishes, just Londo and me."

The team gathers near the bomber's quarters, but he's prepared for them and demands to speak to the captain alone. Sheridan stuffs his link down his pants and agrees to go in to negotiate. Garibaldi orders C&C not to let anyone beep the captain under any circumstances. The bomber wants free passage off the station, but lets slip that the deadman switch he carries will set off a bomb to make the station explode like the sun. This twigs Garibaldi to the fusion reactor. He sends a squad to check it out, and as they scramble into action the bomber attempts to terrorize the captain. All he manages is to get Sheridan thoroughly infuriated with his threats, and to send his own nerves haywire. Why is he bombing things? His only reason is that the times are chaotic.

The squad finds the bomb in the reactor, just before Sheridan sits on his link. When he hears the beep the bomber panics. In the ensuing struggle the deadman switch drops, transmitting to the bomb just as it's propelled harmlessly away from the station.

When the battered and damaged Lennier finally comes around, he explains that he saved Mollari's life at the risk of his own because "all life is sacred. But when the object of your actions does not share that belief... ahh, I fear that I have served the present by sacrificing the future."

In the "last of the debris" from the last explosion on board, a rescue team comes upon the two nearly asphyxiated enemies in the transport tube. They curse each other with familiarity.

"Bastard." Londo utters.

"Monster."

"Fanatic!"

"Murderer!"

"You are insane!"
"That is why we'll win," G'Kar gasps.
"Go be the ambassador to Babylon 5 they said. It will be an easy position. I hate my life."
"So do I."
"Shut up!"

Synopsis by Katrina Glerum
kat@gol.com

Episode 47

A Day in the Strife

Sheridan and Ivanova try to keep order as they meet with the transport association to work out the new ship screening policy on Babylon 5. Ivanova tries to appease the crowd, but they will not listen to anything she has to say. One man stands up and accuses them of hoarding the weapons so they can control everyone. He challenges Sheridan, saying that, without his gun, Sheridan would be afraid to ght. Sheridan steps down from the rostrum and hands his PPG to the man, taking his less-powerful weapon away and using it instead. When Sheridan asks the man to use the PPG, the man backs down. Sheridan retrieves his PPG, and tells Ivanova to adjourn the meeting until the next day, which she does. The crowd les out, and Sheridan is upbraided by Ivanova for handing the man the PPG until Sheridan explains that he removed the PPG's energy source prior to giving it to the man. Two Narns enter the room, and one introduces himself. "Captain Sheridan? Counselor Na'Far. I've just arrived and wanted to check in with you. I'm here to replace citizen G'Kar."

Na'Far explains to Sheridan and Ivanova that the Centauri believe G'Kar is creating an armed resistance on the Narn Homeworld, and they want it stopped. Sheridan asks Na'Far why he doesn't want the occupation stopped; Na'Far says that he feels it is not yet the time for action, and that he has been instructed to take over on Babylon 5. Sheridan denies his request, and insists that Na'Far work out his problems with G'Kar alone. Na'Far politely, but reservedly, thanks him and leaves.

In Earhart's, Garibaldi tells a very tired Dr. Franklin a story, but Franklin is in no mood. Ivanova comes by and sits down with them. Franklin says that he has been worried about Sheridan, who has been under an extreme amount of pressure recently, but Ivanova insists that he has had to be, because he has had more to deal with. Franklin receives a call from MedLab, asking him to take an extra shift. He reluctantly agrees, and goes o to the bathroom. While he's gone, Garibaldi tells Ivanova that he looked through Sheridan's le when he came aboard the station, and that he feels Sheridan is capable of handling any problems that arise. Ivanova leaves, running into Franklin on the way out. He is much more energetic now, and tells Garibaldi that he plans to ask a beautiful woman sitting nearby to dance, which he does.

Na'Far talks to Londo, to whom he was instructed to report prior to contacting G'Kar. Na'Far asks if he may speak with G'Kar, but Londo avoids the request, instead asking whether or not it would be safe to visit Narn, if the captured Narns are doing what they should, and if the executions are continuing. Na'Far answers a` rmatively to each. Londo says that Na'Far may leave, which he does. Vir, who witnessed this, asks Londo if it was really necessary to break the Narns' spirit as well, but Londo insists that the Narn must lose their pride, or they'll pose another problem later.

Lt. Corwin tells Sheridan that they have been monitoring an alien probe that has entered Babylon 5 space, a probe of no known design. The probe, which appears to have no weapon systems, begins transmitting a code to Babylon 5, a series of repeating signals that will take the computer several hours to decode.

Londo tells Delenn that he feels the rift that has grown between them is unfortunate, and that he misses her as a friend. He tells her that he has done her favors in the past, and now wants her to repay him. He says that he believes Vir would be an excellent choice for a new Centauri diplomatic mission to Minbar. Delenn asks why he feels Vir should be sent to Minbar, and Londo attempts to lie to her, but she catches him. "Over the last two years," he tells her, "to my considerable surprise, I have become very fond of Vir. Sometimes in his eyes, I see a younger version of myself, before... He would be better o away from here. Away from what must be. He would only get in the way." Delenn suggests that perhaps Londo needs Vir, but Londo insists this isn't true, and gives Delenn Vir's papers. Delenn says that she will do what she can. Londo leaves.

Garibaldi and Franklin sit down for an Italian dinner in Garibaldi's quarters, and Garibaldi begins to talk to Franklin about his use of stims. Garibaldi tells him that, for obsessive compulsives like themselves, it can be easy to form addictions. Franklin insists that he doesn't have a problem, but Garibaldi, who noticed Franklin's stim use back at Earhart's, tells him that he checked the records and found that Franklin purposefully takes extra shifts, even though he is always overworked. Franklin is upset that Garibaldi did this, but promises Garibaldi he doesn't have a problem, and will cut back on his use of stims.

While Sheridan sits at a bar, Na'Far's bodyguard, Ta'Lon, the same Narn Sheridan rescued the previous year from the Streib ship, appears and tells Sheridan that he wants to repay the debt he owes. In his desire to help the Narn after the Narn-Centauri War began, he ended up Na'Far's bodyguard, but says that he is no longer sure if he is protecting Na'Far from outsiders or other Narns. Ta'Lon tells Sheridan there is a debt he must repay as a matter of honor, and though Sheridan is initially resistent, he accepts Ta'Lon's o er.

Lt. Corwin reports to Ivanova that the computer has nished analyzing the probe's language codes. It was sent to initiate contact with other life forms, and promises that, if a list of just over 600 questions in many complex scienti c and mathematical elds are answered within 24 hours, they will be rewarded with cures for disease and highly-advanced technology, but should they fail, they will be vaporized in a 500,000 megaton explosion when the probe self-destructs.

Ivanova and Sheridan try to work through solutions to the problem, but are unable to come up with any acceptable alternatives other than answering the probe's question. Ivanova tells him that most of the questions are very technical and some nearly theoretical, and that she had to send some of them back to Earth to be answered.

Na'Far tells G'Kar that many Narns are starving, and that the resistance is keeping the Narns on the homeworld from getting the food sent by the Centauri. G'Kar tells him that they don't want the help of the Centauri, but Na'Far says that Centauri food may be their only chance for survival. G'Kar explodes, telling Na'Far that he isn't responsible for the Narn invasion, and that he doesn't want to be blamed for those problems. G'Kar insists that the resistance is working to secure their own food and resources, but Na'Far despairs that they will ever be able to bring in enough. G'Kar says that the Centauri are simply trying to control them, a fact to which Na'Far concedes, but insists that the time for action is not yet at hand. Na'Far begs G'Kar to postpone his battle against the Centauri and return home, while Na'Far looks after things on Babylon 5. G'Kar says the other Narn on Babylon 5 will not accept Na'Far, and therefore he must stay, but Na'Far tells him that the Centauri will persecute and imprison their families if he remains.

Dr. Franklin tries to treat an alien patient, but is unable to communicate with him, and there is no translator available. Ivanova calls and asks Franklin if he has received answers to the questions he relayed to Earth. Franklin, under a great deal of pressure, orders the patient away and looks in his desk to see stims inside, but quickly closes the desk without using them.

Vir insists that he doesn't want to go to Minbar, but Londo assures him that he will have a good time, and that it is a good career move, and that he will still return to the station now and then. He assures Vir that he is simply trying to protect him, and is capable of taking care of things himself. Londo is con dent that Vir will adjust to his life on Minbar.

"Londo, if I leave, you'll be alone!" Vir objects.

"Ah," Londo replies, "I have always been alone."

Na'Far and Ta'Lon leave G'Kar's quarters and are accosted by some of the members of G'Kar's resistance, who insist that he is merely a puppet of the Centauri designed to carry out their will on Babylon 5. One of the Narns insists that Na'Far's sole purpose there is to break their souls, and wants him to go back to Narn. A battle ensues, but is interrupted by G'Kar who stops them and tells them that they cannot succeed if they ght amongst themselves. If the only way to solve these problems is to return to Narn, he agrees to do so.

With only six hours left, Babylon 5 has all but 75 questions answered, and they continue to process more all the time. Sheridan asks if they might be able to power up the weapons slowly so the probe wouldn't be able to detect it, but this crisis is interrupted by another: Corwin tells him that the transport association is demanding another meeting, which Sheridan reschedules seven hours later.

Garibaldi visits G'Kar, who is in the process of packing to return to Narn. He explains his reasons, but Garibaldi tries to explain that the Centauri will kill him should he return, a fact which G'Kar is only too aware of, but believes is only the solution. Garibaldi tries to convince him to stay, but G'Kar will not. G'Kar thanks him for his concern, and Garibaldi leaves.

Dr. Franklin, talking to a doctor on Earth, is outraged to hear that they do not have answers to all the questions he asked. He blows up at her, telling her to nd the other answers, or else he will do what he can before he dies to discredit her. He shuts o the link, and opens his desk again. This time, he succumbs and injects himself with stims.

Na'Far tries to rally the Narns aboard the station to his way of thinking, and tells them that one great victory is better than numerous small victories. He does a good job of persuading them of this, but there is one thing that this plan omits that they all want to have.

With three minutes remaining, C&C rushes to get the answers transmitted, but Sheridan stops Ivanova, saying that he thinks there is something unusual about the situation, namely why a more advanced race would wish to give less-advanced races technology beyond their own. He says that wishing to eliminate lesser races, in that case, doesn't make any sense. He proposes that the entire thing is a ruse, designed not to destroy races who haven't reached a certain level of technological awareness, but rather to destroy races who HAVE, and present a threat to the probe's creators. With only 15 seconds remaining, Sheridan orders the information to not be sent. The probe leaves. Sheridan orders all of the answers relayed through a securebot a large distance away from the station. The probe self-destructs, destroying both itself and the securebot, but leaving the station intact. While Ivanova tries to get the debris back to the station for study, Sheridan laments that he now has to face the Transport Association again.

As G'Kar leaves the station, he is stopped by the many Narns of the resistance, who insist that G'Kar is valued and needed on the station. They refuse to let him leave, and though he tries to insist he is leaving in order to help them, they will not let him leave. He reminds them that their families may be in jeopardy, but they all realize this and are ready to accept what happens if it means the freedom of all Narns. Even Ta'Lon has been convinced to stay and join the Narn resistance, and tells G'Kar that only with his help can they eventually succeed. G'Kar agrees to stay aboard the station.

Garibaldi and Franklin sit in Earhart's discussing recent events, and though Garibaldi apologizes for what he said about the stims, Franklin tells him that he does have his use of them under control, since he managed to get through the previous days' trials without using them at all. He asks where Ivanova and Sheridan are, and Garibaldi tells him not to ask...

...Because they're embroiled in a Transport Association meeting, this one even louder and more disorganized than before.

Londo and Vir walk together in the docking bay, not saying a word. As Vir boards a ship, he looks back to Londo, who does nothing but nod. Vir enters the ship, and Londo turns and walks away.

Synopsis by Matthew Murray
n9641343@cc.wwu.edu

Episode 48

Passing Through Gethsemane

As Ivanova and Brother Edward banter over the outcome, Brother Theo and Captain Sheridan are engaged in a match of wits over chess and faith. Just as Brother Theo wins at both, Ivanova is called away to meet Ambassador Kosh's arriving ship. She has been invited to witness his ship deliver Lyta Alexander, the mysterious telepath who had helped the B5 crew nd the Psi Corps plant in their midst ("Divided Loyalties").

Later, in Sheridan's o` ce, Lyta explains how she had felt drawn to Kosh since she touched his mind years before ("The Gathering"). In a nal desperate attempt to nd the Vorlons, she had herself abandoned in a life pod at the edge of Vorlon space. Although she agrees to submit to a medical exam by Franklin, she refuses to tell anything about her experiences after the Vorlons rescued her. As Garibaldi sums up for them all, "Nobody's ever been to the Vorlon homeworld, and back again; and yet she goes and comes back like she just took a trip to the corner store. And now she's working for Kosh. Is anyone else as creeped out about this as I am?"

In wrapping up business negotiations, Brother Edward explains that the data transfer service his order provides is like the manuscript illumination of the Middle Ages, namely a means to earn the money they need to continue their work of "learning all the names of God from our non-human brothers." As she is about to depart, the woman asks about the black rose that falls from the monk's bag, but he is more bewildered by it than she.

Garibaldi and Delenn watch an ISN anchor report the sentence of Death of Personality for a serial killer. The Chief explains that this type of mindwipe is considered more humane than the death penalty, and that after a criminal's memory has been erased, they are programmed to serve the community they harmed.

In MedLab, Dr. Franklin is intrigued to nd that not only is Lyta in excellent health, but all her prior chronic and congenital ailments are also inexplicably gone. She manages to get away just as the gleam of fanatic inquisitiveness appears in his eyes.

Returning to his quarters, Brother Edward is terri ed to see "DEATH WALKS AMONG YOU" scrawled in blood across the bulkhead. When he returns with a dubious Garibaldi moments later, all signs have vanished.

Londo catches Lyta exiting a transport tube. He is extremely curious to hear what she has seen among the Vorlons. When bribery fails as an enticement, he threatens to apprise the Psi Corps of her presence on B5. Her promise to bury a never-ending nightmare in the psyche of anyone who turns her in seems to cool his ardor.

In an interview with Ambassador Delenn and Lennier, Brother Edward asks about the Minbari faith. In return she asks him what the de ning moment of Christianity is to him personally. He replies by telling the story of Jesus waiting all night in the garden of Gethsemene for the Roman soldiers to seize him. Though he knew what was going to happen and he could have escaped, Jesus chose to stay, to sacri ce himself "to atone for the sins of others."

"A very fragile human moment," Brother Edward tells Delenn. "And I've often thought about that night, and I honestly don't know if I would have had the courage to have stayed."

Returning home Downbelow, Brother Edward bumps into an odd Centauri. A moment later the corridor is pierced by a woman's scream of terror and pain ffland the hideous whine of an electric saw. Confronted with the same bloody message as before, the monk tries to run away, only to watch his panicked steps begin splashing through lthy water. With accusations and foreign sirens ringing in his ears, he collapses nearly on top of the corpse of a mutilated woman fflone who has a black rose stu ed in her mouth.

Brother Theo nds Brother Edward sitting deeply disturbed in his quarters. The older monk realizes the futility of his counsel, even as he asks Brother Edward to refrain from digging after the source of these waking nightmares. His fears are well founded, for the instant Theo is gone, Edward queries the computer about the things he has seen, cross-referenced against criminal records.

Quickly assessing the situation, Theo goes directly to Sheridan to enlist his aid in tracking down the information before Edward can. Sheridan is astonished to think that the kind, generous man they are all fond of could have been an irredeemable serial murderer. Garibaldi's search turns up that the troubled monk was once Charles Dexter, a.k.a. the Black Rose Killer, but not before Brother Edward discovers the same. Security also nds that Brother Edward's visions were not just hallucinations, but planted by somebody trying to rattle loose the memories of the past. This suggests to Sheridan that the strange Centauri was a telepath.

Edward waits for Brother Theo to bid him goodbye. "I am a murderer," he says. "The sins of my former life must be atoned for." Theo begs him to come back into the fold, "If you ask God to forgive your sins, He knows what they are even if you've forgotten. Leave it in His hands!" But it is to no avail. Edward goes to await his victims' avenger, who has deliberately awakened the evil memories.

Sheridan and Garibaldi attempt to interrogate the Centauri telepath about who hired him. When he smugly refuses to divulge anything, they toss a bag over his head, and usher in Lyta, who easily wrenches the location of the avenger from his mind.

Once again they are just a little too late though. By the time they find Brother Edward's battered body strung up spread-eagle on a rack, his life is nearly dissipated. Yet he forgives his tormentor. Finally, he has found the answer to his question. He did have the courage to wait in the garden of Gethsemene. As Edward draws his last breath, Brother Theo administers the final sacrament of Extreme Unction, the remission of sins.

The monk's torturer is easily caught and proudly admits to the crime, and two weeks later is sentenced to the death of personality. In the course of a conversation about the meaning of revenge and the difficulty of forgiveness, Brother Theo asks the Captain to meet the latest addition to his order, who is about to be shipped back to the monastery for training. It is the young psychopath, looking like sweet, untrammeled innocence. Under Brother Theo's reprimand, Sheridan struggles to overcome the bitter taste of forgiveness, and gives the newest monk his blessing.

After completing an errand for Kosh, Lyta joins him in his chambers. As she faces him, a stream of energy leaps from her eyes and mouth into the glowing orifice of his open encounter suit. It becomes eerily apparent why she has no need of a breather in the methane environment. Puffing and fluttering gently on her neck are a set of gills.

Synopsis by Katrina Glerum
kat@gol.com

Episode 49

Voices of Authority

While Garibaldi and Zack Allen are walking down the corridor, Ivanova calls Garibaldi, telling him there is a code 7-R, and Garibaldi says he will be right there. Zack asks about the code, which he is unfamiliar with, but Garibaldi skirts the issue and leaves.

He arrives at the meeting of the Babylon 5 war council where Delenn is talking about her ideas for the necessary gathering of new allies for the coming war. "Many times over the last million years," she explains, "the Shadows were fought to a standstill by the First Ones, races immeasurably older than our own. After the last war, a thousand years ago, we believe the First Ones went away forever, passing beyond the galactic rim where no human or Minbari has ever ventured. But the Vorlons remained. It is possible that some of the others may still be around." She explains that some had gone to rest where they would not be bothered, while still others walk among the stars on unknown errands. Marcus warns that the First Ones are very old, and possibly very dangerous, but Delenn says that they need all the help they can get. Since they must be found and contacted in person, Delenn has invited someone else to help: Draal. He approves of the idea, warning them that, though it may be extremely dangerous, it will definitely be "fun."

Draal explains that Epsilon 3 contains stores of information that may be helpful in locating the First Ones, though the information about the First Ones suggests no one approach their dwelling places. Sheridan agrees to go down to Epsilon 3, sort through the information, and discover how they can best proceed next.

Zack Allen meets Julie Musante, from the Ministry of Peace, in the docking bay. She explains that she will be on the station for a while, and would like her bags taken to appropriate quarters.

G'Kar approaches Delenn while she shops at a kiosk, and asks how she and Minbar are doing. He expresses concern at the many closed meetings with Captain Sheridan she has been attending lately. She tries to explain it away, but when he asks what she knows about Rangers, she claims she knows nothing. G'Kar explains that his contacts speak of both human and Minbari Rangers, and she acknowledges that this does seem extremely unlikely. She leaves, but G'Kar promises to figure out this puzzle.

Sheridan arrives in his office, where Musante is waiting for him. She explains that she was assigned as a political officer for Babylon 5, since some of Sheridan's recent actions haven't been very politically astute, and that her position is to help Sheridan make decisions that reflect more favorably on the Earth government. Sheridan says that she isn't required on a military outpost, but Musante says that the station must answer to the demands of the Earth government. Sheridan refuses to share his authority with her, but she insists her job is merely to advise, and that the final decision has already been made. She sets up a dinner date with him to learn more about the station and recent events, and he tells her that, though he has a previous engagement, he will attend. He calls Ivanova at C&C and tells her that she will have to go to Epsilon 3 in his place.

Zack shows Musante to her quarters, and she explains that it will be his job to tell her everything she needs to know that Sheridan deigns not to tell her. Since he is a member of the Night Watch, he has priorities as well that must be fulfilled.

When Ivanova arrives on Epsilon 3, Draal is at first angered by the surprise, but she manages to convince him that surprises can be good things. He laughs, deciding he likes her, and ushers her further into the complex.

At dinner with Musante, Sheridan tries to convince her that the Centauri will continue to move in on the League of Non-Aligned Worlds, but Musante insists that Earth would never align with a hostile government. She tells Sheridan he should find ways to express these concerns without causing problems on Earth. She tells him that Earth has managed to solve most of its problems, since all of the trouble on Earth with poverty, the homeless, criminals, and prejudice are caused by those who refuse to work and those who are mentally unstable. She explains that, sometimes, the only way to deal with problems is to redefine them. Sheridan accuses her of ignoring the problems, but she says it isn't necessary to point out society's flaws to their leaders, and that anyone that does so is a troublemaker and unpatriotic. She says that these are examples of the things she wants to help Sheridan with, and that she only wants to help Earth and protect Babylon 5. She says that she doesn't want to see him hurt and that she could come to like him... quite a lot.

Draal and Ivanova approach the matrix, where Draal's physical body rests within. The image of Draal vanishes, and he removes his body from the matrix. Ivanova puts hers in. He tells her to relax and open her mind. "But whatever you do, do not stray from the Path."

Ivanova finds herself travelling through the depths of space. "I can't breathe."

"It's all right," Draal tells her. "Try to calm your mind. Focus. All life forms are connected. Look for the Path. Look for the Path."

"I see it," she says as a strange ribbon of blue begins to form before her eyes.

"It is the power that binds us, one to another, across the darkness of space. Focus on the First Ones, on the most ancient of ancients. Let the Path take you to them."

As Draal speaks, the Path becomes more and more solid and visible, and Ivanova begins her journey upon it. After a few moments, she arrives at a familiar planet. "I know this place... I've seen it on the star charts. Sigma 957. They were here. I can feel their footprints in the sand. Hear their words... whispered on the wind." She travels around the planet, seeing it from all sides, and it seems to change, some of it nearly vanishing into surrounding space, while other, more mysterious forms come to its surface. "It's beautiful. They're coming back again... soon. I can... Draal? Draal, something's wrong. Draal, I'm not alone." She looks away from the planet. It sees me. It knows I'm here. It... It's pulling me in. Can't stop it." In the fabric of space, four points of light, which look very much like eyes, begin to form and approach her.

"It is the enemy," Draal warns. Pull away! Go back to the Path!"

"I can't. It... It knows I'm here. It knows my name!"

"Break o ! I can't pull you o without killing you. Pull away! Don't look at it!" Ivanova succeeds in looking away just as the n-gers of light are about to reach her, while still others appear, as if they were reinforcements.

"That's it," Draal tells her as the image ends. "Come back now..."

"Wait... there's something else," Ivanova says as she nds herself in a new new place, orbiting Jupiter, over a year ago. "That's EarthForce 1 before it exploded! I can warn them! I can save the President!"

"No, it's too late. You're seeing the shadow of things long gone."

The image freezes, and a new one appears, drenched in static. It is the form of Vice-President Clark, sitting at a desk. "I have wanted Santiago dead for so long," he says. "I wasn't sure we could really pull it o . You're sure it's done?"

Another voice, a deep male voice, that of Morden, responds. "EarthForce 1 will never return from Io. The power is now yours, Clark. Mr.... President."

This image vanishes in a sea of static, and Ivanova once again sees herself above Jupiter watching EarthForce 1 explode. She turns her head away, and the image ends. Draal helps her out of the machine.

"I do not understand! A normal human mind should not have been able to do that!"

"I saw it... I saw it all," she tells him. "The image I saw... the message. Can you record it?"

"Yes, but how..."

"Do it, please. It's the proof we've needed that President Santiago was assassinated, that Clark was behind everything. We've got it. We've got it."

Sheridan takes Musante into his quarters, where he xes her a drink. While he is busy, she takes the opportunity to undress, and comes over to him. He tries to refuse her advances, but changes his mind and lunges into a deep kiss with her when an image of Ivanova appears. She soon vanishes when she sees what she interrupted, and Sheridan breaks out of the embrace. He quickly enters another room, where Ivanova is waiting. She tells him that she knows where the First Ones are, but they will have to hurry. He says he is occupied, but tells her to contact Garibaldi. She begins to tell him about Clark's message, but doesn't have time. Musante calls out to him, and Ivanova knows she has to leave. "Good luck, Captain. I think you're about to go where everyone has gone before." She vanishes just as Musante enters. Musante is quite perplexed when he hurries out again.

G'Kar approaches Garibaldi, asking where Ivanova is, and Garibaldi tells him that she was called away on urgent business. G'Kar prods Garibaldi further, but he won't say anything, which incenses G'Kar. He asks Garibaldi if what the Centauri have done has removed from him the respect he has earned, since he can't get a straight answer from anyone. G'Kar says that, though the two of them had never been friends, they had also never been strangers. Garibaldi says that he doesn't know anything that could help out him or the Narns. G'Kar tells him that perhaps he can help Garibaldi instead, and rushes o .

Zack approaches Musante, who is eating her breakfast. He asks how her meeting with Sheridan went. "When it comes to your union situation here," she tells Zack, "he must be a very good negotiator. I've never seen anyone come up with so many creative ways of saying 'no' to a simple proposition." Zack says that he prefers saying yes, but doesn't get much further. She tells him that she has called a meeting to go over political protocol, and that she expects him to be there. He leaves, but Garibaldi, sitting nearby, has seen the entire exchange.

Ivanova arrives on the bridge of the White Star, expecting to see Lennier, but nding Marcus instead. He explains that he speaks Minbari, and she tells him to set course for Sigma 957.

Musante addresses the members of the Night Watch, telling them that, from this point on, it is no longer appropriate for EarthForce personnel to publically criticize the government or its decisions, and that Night Watch investigations have been expanded to include past associations. Several members of the Night Watch, including Zack, seem distressed by this, but she explains that, in the future, certain individuals in the government will be expelled under charges of sedition, spying for alien governments, and immoral conduct. "With our basic freedoms at stake, no response can be too extreme." She says that the "abridgements" of traditional rights are only temporary and that everyone will have to do their part to keep Earth "safe and ideologically pure."

The White Star arrives at Sigma 957, nding nothing. Marcus tells Ivanova that there is nothing to do but wait, and that she should take time out for herself occasionally. Ivanova gets angry at him talking about her personal life, but is interrupted with a sensor beep. The space near Sigma 957 lls with a web of energy, from the center of which springs an enormous black vessel, with many strangely-shaped protusions, and covered in dancing lights of all colors. As the ship approaches, the White Star's energy begins to drain, and as they move away, a small stream of energy extends toward them. On the bridge, an image of one of the First Ones appears, and Ivanova tells it of their situation. Though it registers no comprehension of what she is saying, when she mentions that they have sided with the Vorlons, the gure is not happy. She asks for their help fighting the Shadows, but the image vanishes as the First Ones consider their decision.

Sheridan and Garibaldi watch the recording of Clark's transmission with Morden. Sheridan is excited that they finally have the proof they need, but Garibaldi asks what they can do with it, without raising too many questions. Sheridan says he will send it to General Hague, and with built-in security measures assuring the recording's validity, the evidence will finally put them where they need to be.

The waiting continues, and eventually the First Ones reach their verdict: "Zog." When the ship begins to move away, Ivanvoa and Marcus interpret it to mean no. Ivanova insists that she will not let them leave until they agree to help, and a sarcastic comment from Marcus gives her an idea. She opens a comm channel and tells the First Ones that the Vorlons said that they wouldn't be up for a fight, and that they are not needed to help. "Come to think of it, we've got the Vorlons. We really don't need much more help, do we?" As she continues to praise the Vorlons, the First Ones become more and more angry. She promises to move away and let them know when the fighting is over. The First Ones seem to get more and more angry, but eventually the previous image of the First Ones reappears. "When it is time, come to this place. Call our name. We will be here." The ship vanishes, leaving the White Star alone.

Garibaldi and the rest of his security team watch an ISN broadcast about the release of evidence linking Clark to Santiago's death; the Senate is opening investigations. Garibaldi tells the team to try to keep everything under control, and says that Musante has been recalled to Earth. Zack especially is unable to grasp the idea of an assassination, but Garibaldi is in no mood to hear it, since he knows that Zack told her more than he should. He says that, after what happened earlier, it was a long time before he could trust anyone. Zack says that Garibaldi doesn't trust him, since code 7-R doesn't exist. Zack asks him what is really going on. "Night Watch says the only people who have to worry are the ones with something to hide," Zack says. Garibaldi asks him if he has a charge to make, but Zack says he doesn't, and that he's walking a tightrope, and that he doesn't know what to do. Zack leaves, telling Garibaldi not to talk to him for the rest of the day.

Ivanova reports the events of the mission to Sheridan, who tells her that they will need all the First Ones they can find. She asks about the situation with President Clark, and Sheridan tells her that everything is a mess, but the truth has been released.

Zack escorts Musante to the docking bay. She tells him that she doesn't expect to be gone very long and that this situation is exactly what she hoped to avoid. Zack asks her about code 7-R, but she tells him she never heard of it. She hears the boarding call for her ship, and says she needs to go, promising that they will find who is responsible and punish them.

Late at night, Garibaldi is asleep when he is awakened by his door chime. He groggily turns the lights up low, gets up, and answers the door, to find G'Kar there. "I told you I could help," he says, thrusting a large tome into Garibaldi's hands. "The Book of G'Quan. Read it. We'll talk afterward."

"I... I don't read Narn," Garibaldi protests.

"Learn!" G'kar says as he leaves hastily.

"He hates me," Garibaldi says to himself as he makes his way back to bed. "They all hate me. That's why they're doing this. To make... me... crazy." He flops onto his bed, issuing one last command before he goes to sleep. "Lights."

Synopsis by Matthew Murray
n9641343@cc.wwu.edu

Episode 50

Dust to Dust

Sheridan approaches a store owner who is having an argument with a member of the Night Watch. The member of Night Watch says that the store owner, who has been hanging signs expressing his negative feelings about President Clark, is committing acts of sedition. Sheridan tries to calm him down, and says that the shopkeeper has a right to his opinion. He warns the Night Watch officer that, if such harassment happens again, the responsible party will be disciplined.

Ivanova arrives in Garibaldi's office to receive a message from the PsiCop Bester, who will be arriving on Babylon 5 in seven hours. He claims that there is an individual on board who may be a danger to the station, Earth, and the PsiCorps. Garibaldi tells her that he thinks this visit, like Bester's others, is merely a ploy to check up on them. It turns out that Bester's concerns may be justified, for a crazed man, shouting, "The mountain is falling on me," is attacking people elsewhere on the station.

Sheridan warns the other members of the Babylon 5 war council that Bester will soon be on the station. He tells them that, with the current state of the station and everything that has been going on, they can't afford to be scanned by Bester, who might not obey PsiCorps regulations. Garibaldi suggests killing him if he learns too much, but Sheridan won't hear of it. Delenn tells everyone that, although risky, there may be an alternative to violence.

Vir arrives off a transport to meet Londo in the docking bay. After exchanging a few pleasantries, Londo asks Vir to tell him everything about his trip.

Dr. Franklin, in MedLab, is treating the man who had the crazed fits earlier when a nurse comes in with one of his victims, who nearly died in avalanche several months earlier. Since the crazed man had been shouting about a mountain falling on him, Dr. Franklin asks him to be tested for traces of Dust.

When Bester's transport arrives at the station, Ivanova orders everyone off the command deck so that she can perform a maintenance routine, but she has other ideas in mind. "They don't know you, your kind, the way I do," she says to herself. "They don't understand, they think it's some kind of a joke. But nothing works with you people. Nothing but force. Computer, activate forward defense grid. We can't risk throwing it all away, not because of you. I've been saying it for weeks now... The defense grid's been acting funny. Defense grid, prepare to fire. Fire!"

"Belay that order," shouts Sheridan, who entered without her seeing. He manages to convince her that this would be throwing away her career, and that should would be becoming exactly what she hates most. He deactivates the defense grid and tells the computer to begin docking manuevers.

After his ship docks, Bester comes aboard the station, and is taken to Sheridan's office, where Sheridan and the others are waiting, each with a Minbari standing by them. Sheridan introduces them as Minbari telepaths, who he has brought to level the playing field. He tells Bester that he doesn't trust him, and blames him for what happened with Talia Winters. Bester tries to bait Garibaldi on that topic, but isn't successful. Ivanova explains that, while a human telepath couldn't block a PsiCop's scan, a group of Minbari telepaths can. Franklin gives him the choice of either taking the sleeper drugs to suppress his telepathic abilities, or to put up with the Minbari telepaths. Bester chooses to submit to an injection of sleepers.

Londo, Vir, Delenn, Lennier, and the Drazi ambassador and his aide are meeting together to try to solve the dispute between the Centauri and the Drazi. Londo explains that the Centauri Republic wants a buffer zone of seven planets, which is five more than he originally wanted. This angers the Drazi ambassador, but Londo is unwilling to say anymore, and tells the Drazi ambassador that, if he isn't careful, what happened to the Narn homeworld might happen to the Drazi homeworld as well. Londo and the Drazi leave, leaving Vir alone with Delenn and Lennier. He thanks them for supporting his visit to Minbar, and suggests that Londo might do well to visit as well. Delenn and Lennier are unsure that that would help, but Vir insists that he knows there is more to Londo than meets the eye.

Bester explains to the command staff that he has come aboard the station to find one of the main distributors of Dust, a drug which allows the user to activate his or her latent telepathic gene, allowing them to invade others' minds, living their life for several hours. It is highly addictive, and more is required each time to achieve the affect. When a telepath is read by someone using Dust, he almost never recovers. Bester explains that he believes that the seller wants to sell the Dust to alien governments to use as a weapon, and that that is what the Corps is worried about.

G'Kar tells Lindstrom, the Dust dealer, that their agreement called for no selling of Dust while he was delivering it to G'Kar. G'Kar promises to pay him, when he learns that it works as advertised. Lindstrom presents G'Kar with a small packet of Dust, which G'Kar explains he wants to use as a weapon. Lindstrom tells him that the drug was designed for human telepaths, and might not work on the Narn, whose telepaths and their families had been exterminated many generations earlier. G'Kar tells Lindstrom they will continue business after the Dust has been tested, but Lindstrom warns him that it could be dangerous. G'Kar doesn't care, and sends him on his way.

Garibaldi and Bester are walking together through a crowded area. Bester explains that he wishes to protect Earth just as Garibaldi wishes to protect Babylon 5. Bester says it is his job to protect the human race from threats that only the Corps can stop. He says they may be the only chance that the human race has for survival.

G'Kar sits crumpled on the floor of his quarters, the empty Dust packet sitting nearby. He croaks out the word "Mollari," and leaves his quarters. He sees and hears the world around him differently while he is under the effects of the drug, picking up the stray thoughts of those that walk by him, and he is scarcely able to control their effect on him. But, he does manage to make his way through the station slowly, toward his destination.

Garibaldi and Bester are interrogating one of the more powerful members of Babylon 5's underground about what he knows about the Dust dealer. When the man, Ashi, claims he doesn't know anything, Bester says that he's lying, explaining that strong emotions cause him to blurt out things like that sometimes, though the information can't be used officially. Ashi explains that he was approached by a man with numerous crates of Dust, but that he wouldn't help handle them. He tells Garibaldi that the man has quarters in Red Sector, that he is using the assumed name Morgenstern, and that he has a shipment coming in this afternoon. Garibaldi sends the man away with two other security officers, and then asks Bester how he was able to read the man's thoughts. Bester explains that his uniform gives him a power over others — whether or not he can read their thoughts, they believe he can. Garibaldi accuses him of using it merely for intimidation, but Bester is quick to point out to Garibaldi that his uniform, too, can be used for that purpose.

Londo tells Vir that the report he is planning to send to the Centaruum is not appropriate, and that it demonstrates great political naivete. Vir tries to explain his point of view, but Londo will not listen to anything he has to say, only allowing Vir to leave in his explanation of Minbari spirituality. Londo's door chime, and Vir goes to answer it, but is accosted and rendered unconcious by G'Kar, who then enters Londo's quarters, a look of fire in his eyes.

Garibaldi and Bester hide behind a large crate in a storage room, hoping that they will be able to catch the dealer and the evidence all at the same time, according to due process, which Garibaldi accuses Bester of ignoring all too frequently. Several men enter the room, and begin their dealings for the Dust. Garibaldi speaks into his link quickly, and a shrill siren fills the room, dropping all of the men to their knees, while Garibaldi confiscates the Dust. Several other security officers enter and cart off the men involved in the deal.

Londo, bleeding and unable to move, finds G'Kar standing over him, and tries to make an offer to him. G'Kar, still under the effects of the Dust, takes a trip into the depths of Londo's mind...

...He finds himself seeing Londo being assigned to Babylon 5, and learns that Londo was appointed to his position of Ambassador only because there was no one else who wanted it.

G'Kar takes great pleasure, while inside Londo's head, in tormenting him about this fact. Londo begs G'Kar to leave his mind, but G'Kar refuses, demanding that Londo show him all of the secrets he has been holding in. He delves further into Londo's mind...

...This time seeing the meeting Londo had with Morden in the garden just before President Santiago's death.

G'Kar reacts very strongly to this, finally learning that it was Londo who was behind the plight of the Narn. G'Kar demands to know who he was working with, but Londo refuses to tell him. Infuriated, G'Kar rips the information he wants from his mind. The resulting montage of images is so strong that it thrusts him out of Londo's mind, and into his own...

...G'Kar finds himself back on the Narn homeworld, many years earlier, witnessing the death of his father. His father asks him to honor his name right before he dies. The image ends, and G'Kar hears a voice. He turns around...

...To find an old Narn standing before him. The old Narn tells G'Kar that both the Narn and the Centauri are a dying people, and that they cannot simply fight forever, until both races have been exterminated. Once that happens, there can be no winners or losers. G'Kar says that he made a promise to his father to honor his father's name, but the old Narn asks him to reexamine how he should go about that. He tells G'Kar that, if they are a dying race, they should die with honor, and no longer devote their life to fighting and hatred. "We are fighting to save one another. And some of us must be sacrificed," he tells G'Kar, "if all are to be saved. Because if we fail in this, then none of us will be saved, and the Narn will be only a memory." The old Narn vanishes, but G'Kar is not alone for long...

...A strange voice fills his thoughts. "You have the opportunity, here and now, to choose. To become something greater and nobler and more difficult than you have been before. The universe does not offer such chances often, G'Kar."

"Why now?" G'Kar asks. "Why not earlier? All this time... Where have you been?"

"I have always been here," the voice replies. G'Kar finally sees its source as the sound of flapping wings fills his mind. G'Kar spins around to see the white, glowing figure of G'Lan rise up and fly into the distance.

Once G'Lan has vanished, G'Kar can only sit and sob, with the unconcious Londo nearby. Neither of them notice another visitor, Kosh, who soon takes his leave.

While Vir visits Londo, who is just regaining conciousness in MedLab, G'Kar faces the ombuds who is presiding over the hearing where he is being tried for his crimes. After G'Kar pleads guilty, Sheridan tries to convince the ombuds that G'Kar's actions were caused by the Dust, and therefore, not his fault. She disagrees, saying that the fact that he went to Londo's quarters, constitutes premeditation. She sentences him to a term of no less than 60 days in the station's prison facilities. Garibaldi approaches G'Kar and offers him the Book of G'Quan, which G'Kar had loaned him, but G'Kar asks him to keep it, since he himself is now "somewhat closer to the source."

After being released from MedLab, Londo and Vir speak of the last few days' events, but Vir explains that he must leave that night. Londo tells him that he should never allow the Centauri government to make a joke of him or his work. Vir promises that he won't.

Garibaldi escorts Bester to the docking bay, and though Bester has enjoyed working with Garibaldi, the feeling isn't mutual. When another PsiCop arrives for Bester, Garibaldi makes a hasty exit. As they walk away, Bester says that he knew the original purpose of Dust, to create telepaths from those without latent skill, would never work, but that at least he has retrieved it; it's back among humans, where it belongs.

G'Kar sits alone in his prison cell, quietly thinking, and remembering the words he heard the old Narn speak to him, while under the e ect of the Dust. "We are ghting to save one another. And some of us must be sacri ced, if all are to be saved."

Synopsis by Matthew Murray
n9641343@cc.wwu.edu

Episode 51

Exogenesis

While a man and a woman meet a docking ship, Sheridan, Ivanova, Garibaldi, and Franklin are celebrating in Earheart's with many other o` cers Corwin's promotion from lieutenant J.G. to full lieutenant. Garibaldi asks why Marcus wasn't invited, but Ivanova explains that, since Earheart's is for Earth Alliance personnel only, it wasn't appropriate for him to be invited. Sheridan agrees with her, saying it's probably best if he keeps a low pro le.

Things are not quite as celebratory, however, in Downbelow, where a lurker is screaming in pain while a strange small creature, resembling a scorpion, burrows itself into his back while the man and the woman who met the incoming ship earlier stand over him, watching expectantly. They go over to him after it has integrated itself into him, but are dismayed because their plan didn't work. Security is on its way, so they quickly take their leave.

In C&C, Sheridan speaks with Ivanova privately about Corwin, and whether or not he should be indoctrinated into their group working against the Earth government. He asks her to meet with Corwin to determine whether or not he would be a good choice.

Marcus runs into a friend of his, Duncan, who works in a bazaar. They speak for a few moments, and though Marcus tries to convince the sickly Duncan to see a physician, he refuses. Marcus promises to see him again soon.

During Dr. Franklin's medical sta meeting, one of the other doctors reports the unexplainable death of a man the previous night. Franklin, wanting to determine the cause, asks that the body be brought to MedLab 1.

Marcus is meeting with some of his informants, one of whom tells him that the Shadows are beginning to gather around sector 800, on the border of Centauri space, and that a package Marcus ordered will arrive within a week. Marcus tells him to learn whatever he can about the Shadow buildup. Marcus speaks with someone else who tells him that one of his primary liaisons is no longer interested in working with him. Marcus goes to pay the man a visit.

Dr. Franklin begins his analysis of the dead body, and while he nds evidence of drugs, he can't nd any other possible cause of death. The computer, however, completes its scan, and nds one neural anomaly. Franklin asks to see it, and the computer displays it: it is the creature that entered the man earlier, and it is wrapped around his spinal column. Franklin prepares to open up the patient.

Marcus nds his contact, Samuel, who seems to be in ne health, but has no further interest in working with Marcus, or explaining why he no longer wishes to do so. Marcus is quite suspicious about this, but leaves anyway.

While Franklin completes the autopsy, nding a small, worm-like creature in the dead man, the man and the woman seen earlier, with Samuel, stand over the body of Duncan as yet another creature bores its way into his back.

Franklin nishes studying the biomass, discovering that it is 100genetically neutral, meaning it can exist in any life form. He begins working to discover if it came from the station itself, or if it was brought there by someone else.

Marcus arrives back at the bazaar, trying to nd Duncan, and is quite perplexed when he is unable to do so. He speeks to another merchant, who says that she saw Duncan earlier, but hasn't in a while.

Alone in C&C, Ivanova tells Corwin that, since he has been promoted, it might be a good idea for them to talk and get to know each other better. Though somewhat apprehensive, Corwin agrees, suggesting they meet in the mess hall, but Ivanova suggests a more private venue: her quarters. This startles him further, but he nonetheless agrees.

Marcus tries to explain to Garibaldi that the recent string of disappearances might be a sign of a problem, but since no crime has been committed, Garibaldi says there's nothing he can do. Marcus gets angry at Garibaldi, claiming that he should look beyond protocol and see what might be a serious problem, but this only angers Garibaldi further. Garibaldi tells him that, if they are acting strangely, they should speak to a doctor, but it isn't his jurisdiction. So, Marcus speaks to Dr. Franklin who, at rst agitated, eventually agrees to go with him to investigate the problem.

Corwin approaches a ower vendor, and tries to explain his situation, with some di` culty, since he isn't sure himself what the situation is. Coming to the conclusion that he has a date with someone aggressive, the ower vendor gives him a large bouquet of synthetic roses, saying that no woman is ever o ended by roses, except by their absence. Corwin agrees, and pays 40 credits for them.

Franklin and Marcus go to Duncan's quarters, but despite their incessant paging, he doesn't answer. Franklin reluctantly uses his medical override to open the door, and Marcus rushes in, nding something troubling inside. Franklin joins him, where they see that a strange substance has eaten through one of the walls. Marcus goes through the hole it created, and Franklin follows. It leads out into a hall, where there is another man on the ground, with another creature absorbing into his back. Franklin rushes to help him, but is stopped and held at gunpoint by a group of those previously a ected.

Franklin and Marcus, in a makeshift prison cell, talk about the situation, while Franklin explains the parasitic being he examined. He warns that they could take over the whole station, but Marcus doesn't understand why the creatures would take over the lurkers rather than the crew. Franklin tries to get some of the others to help the fallen man, but they refuse to do anything. He tries to explain that the creatures are controlling them, but they say nothing. Franklin asks if they can understand him, and one of them explains that the man will stay there until they are nished, saying that Franklin's safety may be in jeopardy should he try to interfere. Franklin backs further into the cell, telling Marcus that they need to escape, which might be di` cult, since two of their three captors have rearms. Marcus says that all they need to do is to get one of them to leave, which will even up the odds. Franklin doesn't understand this, but knows that, since Marcus told Garibaldi of their plan, he will be there soon. It turns out, however, that Marcus did in fact not inform him. They are on their own.

Corwin arrives in Ivanova's quarters, bearing the bouquet of roses. It's quickly clear she doesn't consider the meeting a date; desperate to not look foolish he claims to have found the owers lying outside. She says that it is silly to spend money on high-priced synthetics, but that she nds it romantic, and con des in him that she has a weakness for roses. She thanks him for keeping them out of someone else's hands, but de nitely wants to nd out who brought them to her.

Duncan arrives at Franklin and Marcus's prison, and tries to explain his situation, and how he was helped. He says that he was Duncan, but is now part of another species, the Vindrizi, and warns Marcus that he will hurt Marcus if he interferes. The part of him that was Duncan doesn't want that to happen. Duncan invites them to view the process, but all Franklin understands is that the Vindrizi seem to kill everyone they inhabit. Duncan tells him that only certain humans are suitable for a merger, and that the Vindrizi want only to save lives, and that there is no other way.

Ivanova gives Corwin a cup of real co ee, which she grows in the hydroponic gardens, counter to regulations. She explains that sometimes you have to bend the rules to get what you want, and Corwin agrees saying that, if it doesn't hurt anyone, or is good for Earth, he has no complaints. She asks him what he does if his orders con ict with what is good for Earth. Corwin tells her that everything will fall apart if the chain of command isn't obeyed. He says that, if he saw someone trying to gather o` cers to act against EarthDome, he would report them, and asks if there is anyone she wants him to watch. She says the question is merely hypothetical, asked only to learn where everyone stands. She thanks him for coming, says good night to him, and he leaves.

Still in their prison, Marcus asks Franklin about Ivanova, and if he has done something to o end her. Franklin assures him that it just takes her time to get to know someone, and that she hasn't adjusted to him yet. Marcus says that he is looking forward to nding out more about her. Franklin nds it funny that they are talking about this in their situation. As Franklin begins to convince Marcus that he isn't her type, several of the Vindrizi-inhabited lurkers arrive and take Franklin away, saying that one of them is ill, and that they need his medical expertise. They take him to a room where a lurker is on the table, dying. Franklin tries to convince them that the only way to save him is to remove the Vindrizi from him, but they will not accept no for an answer saying that, should he not help, he will be directly responsible for the man's death.

Marcus, alone in his prison, notices that the odds are now two against one. With the odds even as he sees it, he convinces one of the guards that a small device sitting on the table is actually a vital medical device that Franklin needs. Marcus instructs him on the use the device, which turns out to be his retracting pole; the guard knocks himself out with it. Marcus is able to defeat the other guard easily, and escapes his cell. He nds Franklin's hand link, and tries to use it, but the computer won't let him, since he isn't Franklin. He grabs his pole and runs o , while Ivanova, who detected the attempted use of Franklin's link, sends security to brown 84 to nd the culprit.

Marcus easily defeats a guard patrolling the hallway. He grabs the guard's weapon, and quickly nds Franklin. He grabs Franklin away from the Vindrizi. The Vindrizi try to convince Franklin to continue helping the lurker, but Marcus decides to try to talk to them in order to get away safely. When he tries to threaten the Vindrizi, he is interrupted by Duncan, who begs him not to do what he's doing. Marcus asks what sort of a life Duncan will have if he is forced to remain merged with a creature. Duncan explains that he and the others weren't taken over, but volunteered.

While Garibaldi and other security o` cers mobilize to search the sector, Duncan explains that the Vindrizi were created over a hundred thousand years ago to be living records of history, bearing evidence of planets, cultures, and civilizations that will exist long after the other races have died and all other knowledge has been destroyed or forgotten. The only way the Vindrizi can survive is to take over the bodies of other races. They choose those near death, so that they may have new life and a purpose, which they may not have had before. Marcus says that he doesn't trust the Duncan he sees now fflonly the one he knew. As if by request, the Vindrizi inside Duncan thrusts its way out of him and scurries away. Duncan explains that his life, before the Vindrizi, was destined to be completed in Downbelow, but, when merged, he saw and knew things that he had never dreamed of before. After the explanation, Franklin agrees to help the Vindrizi, but only if he can be assured that he can approve all volunteers, and that they all agree to it beforehand. The Vindrizi agree, and Franklin calls Garibaldi, informing him of his location, and ordering a medical team. Marcus tries to apologize to Duncan, but it does no good. Duncan is sad at all he has lost, but apparently bears no ill will.

Ivanova approaches Sheridan in C&C. Sheridan indicates toward Corwin, without saying a word, as if asking what her analysis of his potential was. She shakes her head, and they both look away sadly.

Marcus catches up with Duncan in the docking bay, just as he is about to leave. Marcus tries to convince him not to, but Duncan insists he must. In the time while he was inhabited by the Vindrizi, he learned that he was special, and he wants to go out and nd things that might make him feel that way again. Marcus again apologizes, but Duncan says that he realizes he did what he did only because he cared, and tells Marcus that he realizes that maybe everyone should become special before it's too late. Duncan tells Marcus that maybe, when he nds what he's looking for, he'll return. Duncan boards his ship, leaving Marcus alone.

Back in Earheart's, Franklin explains that so far, everything the Vindrizi told him is the truth. Garibaldi asks what Franklin thinks of Marcus; Franklin says Marcus did a good job, and tells Ivanova that Marcus might appreciate a second chance with her. "That's it," she says to herself. "He must have sent them!" She quickly excuses herself and rushes out.

Bearing the bouquet of synthetic roses, she marches forcefully through the station, nally arriving at a table where Marcus is eating. She thrusts the roses down on the table in front of him, haltingly ordering him to "Keep 'em," before marching away again.

"Thank you," he calls after her. "I will!" He picks up the bouquet admiringly. "Well, I guess there's hope for us after all!"

Synopsis by Matthew Murray
n9641343@cc.wwu.edu

Episode 52

Messages from Earth

Garibaldi is griping about having to eat the same breakfast every day for three years when an attractive covered plate arrives for Ivanova with a little note attached. To everyone's astonishment it turns out to be fresh eggs and bacon which Marcus has miraculously managed to smuggle aboard as a surprise thank you gift. As he and Sheridan drool, Susan swears to get even for this when she can find Marcus.

At the moment however, Marcus is trying very hard not to be found, or to be beaten up. He is busily fending off five or six men attacking him and a woman in DownBelow. He succeeds, but just barely and the woman is knocked out.

The daily routine continues but in the background ISN reports new evidence regarding President Clark and the assassination of his predecessor ("Hunter, Prey,") and that a newly discovered alien race is a threat to planetary security ("Matters of Honor.") Marcus' charge appears to be safe in Medlab, but Marcus warns Dr. Franklin that she is the target of assassins.

Garibaldi checks up on G'Kar in his cell ("Dust to Dust,") and finds him in fine spirits. The former ambassador is using his incarceration to reflect and write about the recent experiences of the Narn so that past mistakes might be corrected. He is pleased to hear that Garibaldi has begun to read The Book of G'Quan and says he will let Garibaldi read his book when it is done. The meeting is cut short when Garibaldi is called away to a War Council where his "package" has arrived.

The package turns out to be the woman Marcus has been protecting, Dr. Mary Kirkish of Interplanetary Expeditions (whose slogan is "Exploring the past to create a better future.") She tells the Council that she had been working at a Syria Planum site on Mars seven years ago where her team had discovered an alien ship like the one shown recently on ISN. They dug most of it up and then were ordered to leave. From the secondary base camp they watched unmarked shuttles fly to the site.

Then one night another alien ship flew to the site and finished digging up the buried ship, then descended into the dig site, from which a nerve-wrenching screech was soon heard. Both the ships rose into the air and flew away. Since then, one by one, the other workers at the site have died or disappeared. It turns out that Garibaldi also saw this alien ship when he was a shuttle pilot on Mars. He also found a Psi Corps badge at the site. Kirkish continues, saying that another such ship has been discovered in the crust of Ganymede. This time EarthGov wants to try to keep the ship, possibly to use it to control Earth. They must not have a chance to keep it, Kirkish warns. Her story told, Lennier ushers her to a Minbari ship that will bear her to safety.

Franklin asks, "If Earth and the Psi Corps really are working with the Shadows, this is too big. How can we fight something like that?" Obviously shaken, Sheridan dismisses the Council, but asks Delenn to stay.

Zack is sitting in Garibaldi's office when the B5 Nightwatch liaison comes in to remind him of the meeting tomorrow. Zack is uneasy with the man's gung-ho attitude and isn't encouraged when he mentions that watching unsuspecting people on security cameras makes him feel like God.

Standing deep in contemplation on an empty observation deck, Sheridan removes the Earth Alliance insignia from his lapel. He goes with Delenn to inform the others of his decision. They are aghast when he tells them that he plans to take the White Star to Ganymede to knock out the Shadow vessel before President Clark can gain control of it. What if he is attacked by Earth ships? Will he fire on them? What if he is captured?

He tells them he will not be captured and charges them to cover for him while he is gone for a minimum of 4 days. He also arranges for a simulation of his own death if he should not be able to return.

The Nightwatch liaison is happy to tell the meeting that their efforts to expose disloyalty on B5 and on Earth have been a terrific success, but that Earth has been sold out by traitors throughout EarthGov, Earth Force, and the media, as part of an alien-instigated conspiracy to weaken and overthrow the government. Thus, Nightwatch has been given greater powers to investigate anyone who might be suspicious. One officer speaks up, "In that case, does anyone know where the Captain is?"

He is falling asleep in his command chair halfway to Jupiter. Lennier convinces him to retire to the sleeping quarters where he finds Delenn. Utterly exhausted, he begins to talk about missing home and his father. More than anything else right now, he says, he misses the sound of rain because it can always put him to sleep. So to his great relief, with a phrase Delenn summons the patter of rain on the roof.

Marcus is briefing Ivanova in Sheridan's office about a force building up on the border of Centauri space when she erupts at him. She claims she doesn't understand how to relate to him, and she tells Marcus she holds him personally responsible for the Captain's "suicide mission" because, "Damn it! I don't have anyone else to blame!"

Jumping out of hyperspace, the White Star picks up transmissions from the Ganymede site.

"Subject is approaching target. Repeat. Subject is approaching target."

Delenn explains that the Shadow ships need a sentient being to merge with them before they can become fully functional, and this must be happening right now. If a subject isn't prepared for the event the resulting ship will be murderously insane. The crew listen and watch in horror as the Shadow ship comes alive and begins attacking the facilities around it.

Knowing that any Earth cruiser wouldn't stand a chance against it Sheridan quickly rides in to attack the Shadow vessel. Disoriented though it is, nevertheless the alien ship is still capable of destroying them. They damage it insignificantly but anger it enough to chase them into the atmosphere of Jupiter. The Shadow ship fires but only manages to ignite the hydrogen atmosphere. Both ships fly deeper and deeper into the gas giant until the White Star's hull begins to buckle under the pressure. At the last moment, Sheridan orders the White Star to pull out. The Shadow is unable to stop falling and implodes as the White Star soars towards space.

Just as they begin to congratulate themselves the White Star is struck again. This time the enemy is the Agamemnon, the Captain's old ship, attacking and ordering them to surrender or be destroyed. Sheridan won't fire on the Agamemnon and can't surrender. As he sits in his chair indecisive, Delenn suggests opening a jump point while still inside Jupiter's atmosphere. By opening it just at the edge of space the explosive effects of the hydrogen are minimized and they are able to scuttle to safety.

ISN reports that an unidentified alien vessel has attacked and destroyed an outpost on Ganymede before being destroyed in Jupiter by the Agamemnon. In response to heightened concerns about planetary security the president is said to be considering a new plan to increase security.

As Garibaldi says, they got away with it, but only for now. The Nightwatch liaison has noticed that the Captain was missing for four days. He deduces that Garibaldi must be covering for Sheridan and suggests that Zack use his relation with the Chief to find out what's going on. Zack vehemently refuses saying he won't betray a friendship. "If he could trust me he would have brought me in this thing weeks ago," he mutters, giving away the fact that he knows something fishy is going on. The Nightwatch man angrily tells Zack he has to decide between friendship and his job.

Marcus dares to breach Ivanova's spare time in order to show her a chart he has drawn up to explain his position on B5 and the hierarchy within the station. As they share a laugh at his whimsy, Sheridan pages Ivanova to turn on ISN immediately. Citing threats to planetary security, President Clark has decreed Earth to be under martial law.

Synopsis by Katrina Glerum
kat@gol.com

Episode 53

Point of No Return

Londo insists on giving Vir unwelcome advice on how to phrase his intelligence report regarding Minbar. Just as Vir finally loses his temper, Londo receives a call from Centauri Prime telling him that Lady Morella, the late Emperor Turhan's third wife, will be arriving soon. Delighted, Londo exclaims that everything must go smoothly for this important visit. As he goes to prepare he finds his exit blocked by a corridor full of people in a panic because the Earth Alliance has just declared martial law.

The latest word for Sheridan and Ivanova from Earth is that President Clark has just dissolved the Senate and the Elite Guard is moving in on defiant members in their chambers. Joint Chief of Staff General Hague is missing, but he left a message for Sheridan: "Everything's gone to hell, John. You're on your own." They head to command and control to try to steady the crew, ordering them to stay at their posts and keep a squadron of fighters on patrol at all times. Garibaldi catches Sheridan and Ivanova a moment later in the hall and relays that an alert has been posted for General Hague, who is trying to organize a counter strike. Hague is outnumbered, and the conspirators realize that if the general is captured, they will be arrested next. If he comes toward B5 they can help him, but in the meantime, they and everyone else will keep watching ISN.

Zack's viewing is interrupted by the Nightwatch liaison telling him to come to a critical meeting in a couple of hours—and to bring extra caps for his PPG just in case.

G'Kar's singing is interrupted by Garibaldi setting him free from prison. He is quite pleased and obliquely promises some assistance.

Londo curses the crisis in Docking as he explains how much effort it took to arrange Lady Morella's visit. Her importance is due as much to her status as the ex-consort as because she is a prophetess, and Londo hopes for some much needed advice.

The four senior officers receive a briefing from General Smits informing them that the Political Office has assigned all off-world security responsibility to Nightwatch personnel, and over Sheridan's protests orders them to obey the chain of command. This is the same order that the Nightwatch liaison is relaying to security members in their meeting. It is now their responsibility to root out the traitors who have sold out Earth throughout the station.

Returning to his quarters, G'Kar is astonished to find that Ta'lon has been guarding the door throughout his incarceration.

One by one, the security personnel approach the liaison and Zack to decide whether to accept the Nightwatch armband or quit duty and hand in their weapon and ID. Garibaldi knows what's going on and is infuriated by it. It is a matter of personal honor to him that the people he has carefully gathered and nurtured are not sold down the river by what he considers the squabbles of Earth politicians. Even though Sheridan begs him to reconsider, Garibaldi storms down to security to confront the Nightwatch armed with only the force of his character and his fierce sense of personal loyalty.

As Londo attends Lady Morella, she speaks about the late emperor's efforts to keep the present madness at bay and then asks why Londo really asked her to come to the station. With rare candor Londo replies that he needs a prophecy to discover whether in the great future he envisions for himself, he has any hope of redemption. She agrees to give him a reading before she leaves.

Zack is unable to get the furious Chief to wear an armband or stop him from crashing the Nightwatch enrollment procedures. Although they are shamed, not a single Nightwatch guard wavers. Just as the Captain predicted, Garibaldi is ousted and Zack is placed in command of security.

Alternately musing and inspired, G'Kar tries to explain his revelation to Ta'lon. In order to save themselves the Narn must be willing to give up pride and vengeance, be willing to die by the millions for others and for the Universe itself. The humans are the key, he says, and a key that they must turn to find salvation for all.

The Captain shows Commander Ivanova the official order of martial law on B5 which he must impose, but he refuses her offer of assistance in order to shield her from association with this despicable command.

Nightwatch officers move through the Zocalo, breaking up groups of tense humans clustered around the news, while Londo tries to present the atmosphere in a brighter mood for his tour with Lady Morella. She is not taken in by the Ambassador, but is almost swept up in a riot that erupts between civilians cheering word of General Hague's escape and the Nightwatch. All monitors switch to Sheridan reading the declaration of martial law as pandemonium reigns the marketplace.

Franklin finds Sheridan filled with revulsion for the entire situation, and the Nightwatch in particular. Suggesting caution and faith in Hague, Franklin reminds the Captain that he can't disobey the chain of command. This echo of General Smits prompts Sheridan to realize that there was a hidden message in the General's briefing.

Resplendent in full battle garb, G'Kar stalks into C and C to whisper in Ivanova's ear that he has had an idea.

A stressed and weary Zack comes home to find his living room staked out by Garibaldi, Ivanova and G'Kar, with Sheridan ordering him inside from the corridor behind.

Lady Morella is disturbed when an incidental touch passes her Londo's vision of himself on the Centauri throne.

When Zack discloses to the Nightwatch liaison that the Captain intends to replace the Nightwatch security personnel with a shipload of Narn arriving soon in Bay 9, the man glows with excitement at the prospect of catching them and arresting the entire command staff for sedition.

G'Kar asks a packed meeting of Narn for their assistance, while Sheridan broods in the darkness of his quarters. When the hour arrives, the four senior officers stride towards a momentous encounter and the end of their careers as they know them, and the Nightwatch gear up to make a stand at Bay 9. When they are all in place, Zack speaks, "Now!" into his link and dives out as the bay doors fall. Sheridan addresses the trapped officers. He explains that any order by the Political Office to Earth Force personnel is an illegal order, and thus they are under arrest for conspiracy to mutiny until the order is confirmed through the proper military hierarchy in a few hours or days. In the meantime, the security lack will be made up by G'Kar's Narn on the station.

Lady Morella gives Londo his reading, but as prophecy tends to be, it is obscure and not what he wants to hear. She tells him he will have three opportunities to sidestep the fiery future awaiting him at the end of his journey, and has already missed two others. He must save the eye that cannot see. He must not kill the one who is already dead. And if all else fails, he must surrender himself to his greatest fear, knowing that it will destroy him. In addition she tells him that he will be emperor someday. As an aside she informs Vir that he will be emperor also, which amuses him enormously-until he realizes that she isn't joking. "One of you will become emperor after the other is dead."

In single file and under the watchful eyes of Narn and loyal security guards, the Nightwatch are permitted to surrender their weapons and IDs and submit to house arrest.

Sheridan expresses his gratitude to G'Kar but is disturbed and suspicious when the former ambassador demands in return to be admitted into the secret alliance he knows Sheridan has been gathering.

Seated on far sides of their chamber, Londo and Vir eye each other edgily while the Lady Morella's parting line hangs in the long silences between them.

"I never thought it would end like this," Ivanova remarks to the Captain as they gaze out his office window at the station core. General Hague is likely to be captured soon, and the other defectors have already been shot down. They understand that they are next on the list.

"Me either," he replies.

Synopsis by Katrina Glerum
kat@gol.com

Episode 54

Severed Dreams

In customs, Londo waits impatiently, complaining bitterly about the ine` ciency of the Narn security personnel and the stupidity of the ghting between Earthers. Meanwhile that ghting continues as General Hague's destroyer, the EAS Alexander, is under attack by another Earth Alliance warship, the EAS Clarkstown. When there seems to be no other choice, the Alexander destroys her pursuer and jumps toward Babylon 5. As soon as news of this impending arrival reaches the station's o` cers, they realize their dilemma. The Alexander is being hunted down on charges of treason, but General Hague has been their strongest ally in the ght against the growing darkness at home. In the background, ISN reports that Mars has refused to implement martial law in de ance of President Clark's orders. Trying to protect the crew from the consequences of his action, Sheridan announces in C & C that the arriving Alexander will be given humanitarian assistance, but he has Garibaldi cut all transmissions from the station just in case some of his crew want to report her arrival.

Delenn has received chilling news as well. A Minbari Ranger traveling among the nonaligned worlds has discovered that the various races have all been goaded by the Shadows into ghting their neighbors, rst for defense and then for conquest. The races believe that alliance with the Shadows is the only way to be safe from Centauri conquest. The Grey Council's only reaction is to comment that "The problems of others are not ours."

The commanding o` cer of the Alexander, Major Ryan, arrives on B5 bearing bad tidings. General Hague was killed during their last ght, the attempted coup against Clark is only having marginal success, ISN is on the verge of being shut down, and the majority of Earth Force is either loyal to Clark or intimidated by him. As the crew discusses his report, the news comes that Earth Gov has begun bombing civilian targets on Mars.

Delenn leaves to nd the Grey Council just as the EAS Churchill arrives with her captain demanding an immediate meeting with Sheridan.

Gun re punctuates the scene of terri ed anchors at ISN reporting that Orion and Proxima 3 colonies have declared independence in protest over the bombing of Mars. Apparently ISN has been forced to conceal information about activities in Earth Gov for the past year, but before they can spill the story their nal broadcast is cut o abruptly amid falling debris. The Churchill's captain comes aboard to inform Sheridan that transmissions were intercepted ordering elite Earth Gov forces to Babylon 5 to both capture the Alexander, and take control of the station, arresting the command sta and placing the station under the direct authority of President Clark and the Nightwatch.

There is no more room to maneuver. Sheridan puts the question to his o` cers: Fight or Surrender? If they ght and lose, more than a quarter of a million lives might be at stake, and they will be executed. If they surrender, they will be court martialed at the least. Their decision is unanimous. It is time to make their stand now against Earth and the darkness. They spring into last minute preparations. Fighters are scrambled, Medlab is cleared, and ground troops are geared up.

An acolyte attempting to bar Delenn from the Grey Council chambers is withered by the force of her purpose. Her words are even more powerful before the Council as she accuses them of abandoning the very prophecy they were created to meet, to stand against the Shadows "between the candle and the star, between the darkness and the light." Berating them for pride and presumption she breaks the leader's sta of o` ce before breaking the Council itself by calling on the Worker and Religious castes to abandon the Warrior caste's indi erence and follow her into immediate action.

Sheridan takes a moment in the midst of the crisis to call home for what might be the last time. His father urges him not to worry about his parents, and to remember the rst lesson he ever taught him. Never start a ght, but always nish it.

Ivanova con gures Draal's holographic system so the that captain can transmit a speech throughout B5. He announces that warships are enroute to seize the station and that in response Babylon 5 is seceding from the Earth Alliance until President Clark is removed from o` ce.

Knowing that one of the o` cers must be personally present to lead the Star Fury squadrons into battle, Sheridan grants Commander Ivanova permission to drop just in time to meet four heavy warships and assembled ghters jumping out of hyperspace. His nal e ort to talk the approaching captain out of a ght is ignored, and full scale battle erupts. Joined by Star Furies from the Alexander and the Churchill, the station's squadrons are mostly successful in defending the station. Nevertheless, a breeching pod is able to penetrate their defenses. It latches on to the station's hull, bores a hole, and troops begin to jump through, where they are quickly engaged in bloody, close quarters resistance from Garibaldi leading Narn and human security personnel.

The Churchill puts up an excellent ght, until with re on all decks, she sacri ces herself by ramming an enemy destroyer. Distracted by the sight, Ivanova reacts too slowly to a collision warning and is knocked spinning by another Fury. Sheridan immediately orders her to eject, which she does, an instant before her ghter slams against the hull of a cruiser. The Alexander and the station are able to destroy the other attacking warships, but su er such heavy damage in the meantime that Lt. Corwin informs the captain that they could not have lasted much longer.

Relief is short lived. Three more destroyers arrive through the jump gate and order Sheridan to surrender. Before he has a chance to consider, four more jump points form. Instead of Earth Force ships however, they expel Delenn commanding the White Star and three Minbari war cruisers. She orders the attacking Earth Forces to withdraw. When they refuse, she replies coldly, "Only one human captain has ever survived battle with the Minbari fleet. He is behind me. You are in front of me. If you value your lives, be somewhere else."

They beat a hasty retreat. But they leave a bloody wake of dead and dying both on the station and littered through space where the Minbari take up sentry duty. Sheridan accepts responsibility for some of the Churchill's lost Star Furies. Although he is proud of his crew, his faith in Earth Force is shattered, and he vows not to wear his uniform again until this civil war is over. To the Alexander, he extends a standing offer of assistance, before she departs in search of other allies.

In Docking, the known Nightwatch are being deported along with prisoners from the breeching pod, when Delenn comes aboard. John greets her with gratitude, awe, respect and love. Although less personal, most of the station feels the same way about him-as an enormous crowd expresses enthusiastically in the Zocolo. Even so, the respite is uneasy, and surely temporary.

Synopsis by Katrina Glerum
kat@gol.com

Episode 55

Ceremonies of Light and Dark

Ivanova, in C&C, is joined by Sheridan. She explains to him that they have succeeded in ridding the station of all the members of the Nightwatch they know about, and that Garibaldi is trying to track down the ones they might not know about. Garibaldi arrives, his arm in a sling, and explains that he fractured it during the recent attack on the station. He explains that most of the people on the station are upset about the communications channels being shut down, but Sheridan and Ivanova know they can't be reinstated until Earth can be prevented from using them to retake the station. Garibaldi asks how long Sheridan plans to be out of his uniform, and Sheridan explains that he won't put it back on until the situation is resolved. He leaves to make the rounds, which both Garibaldi and Ivanova are unsure about. Sheridan insists he can take care of himself and leaves.

Delenn is addressing some of the Minbari from the ships outside Babylon 5, telling them that she was asked by Sheridan to thank them for defending the station. They leave, and Lennier tells her that the captain of the Minbari fleet wants to come aboard for a tour, which she agrees to. Delenn asks Lennier what he thinks of the situation, but he does not respond, instead saying that "what is, is" and that the prophecy, which stated that the Minbari would unite with the other half of their soul has come true. Delenn says that the prophecies may be misleading and that, should the other parts come true, there is no guarantee that any of them will survive.

As Sheridan makes his rounds in the Zocalo, a gunman waits, enclosed in shadows high above, targeting him with his weapon. Just as he is about to fire, he is pulled away by Boggs, a former member of Garibaldi's security staff, telling him that he was told to wait. The gunman insists that he had a good shot, but Boggs is less sure, saying instead that, should Sheridan fall, others would rise to take his place and that, sooner or later, they will get their "pound of flesh."

Delenn and Lennier approach Marcus as he returns from a voyage. Delenn tells Marcus that she has called for the Nafak'cha, the rebirth ceremony, which commemorates a great change that is coming, or one that has already arrived. Marcus feels that the time may be inappropriate, given that everyone will be embroiled in ceremonies of their own for a while.

One such ceremony is taking place where the members of EarthForce commit the bodies of their comrades, fallen in battle against Earth, to the depths of space, led by Sheridan, wearing his uniform one final time.

Lord Refa arrives at a table in the Zocalo where Londo is sitting. Refa is unhappy at being dragged to Babylon 5 instead of Londo going to him. Londo tells Refa that he has been studying the reports from the frontlines, and expresses dismay at the fact that the Centauri are fighting a war on so many fronts. Refa claims the Centauri can handle it, and that their resources are greater than Londo thinks. Londo, however, knows about his alliance with Morden and the Shadows, and urges Refa to do as he did and break off his contact with them. Londo tries to convince Refa that, by fighting wars on so many smaller fronts, should the Shadows decide to conquer the Centauri, there will not be much of a fight. Refa laughs at him, saying that Morden and his associates are the greatest power he knows, and that they are the key to his ascent to the throne. Londo tells him that Refa will do as he says because he has poisoned Refa's drink. The poison works in two parts, and should Refa not do as Londo asks, the second part of the poison will be introduced to Refa as well. Londo orders Refa to bolster the lines of defense around Centauri Prime, cease attacking on the other fronts, and break off contact with Morden, unless he wants to receive the other part of the poison.

Garibaldi finishes accessing the command codes, and he, Sheridan, and Ivanova follow through the procedures necessary to change the command level passwords, which requires shutting down the security system and restarting it. Delenn arrives, and has Sheridan go with her. She asks him and the other senior officers to take part in the rebirth ceremony, along with other ambassadors, G'Kar, and most importantly to her, Londo, whom she feels is in the greatest need of rebirth. She explains that they all need to put their pain behind them so they can prepare for the greater struggles ahead.

Boggs explains to a few others that he has received orders from the Nightwatch office to no longer worry about killing Sheridan, but rather taking care of Ambassador Delenn. Once she is done with, the support of the Minbari will vanish, allowing Earth to retake Babylon 5. Though the gunman is worried, Boggs reassures him that Sheridan can be blamed no matter what. The gunman is all too glad to be back killing Minbari, as he used to do so, after extreme torture, during the Earth-Minbari war. They begin preparing the plan against Delenn.

Delenn, in disguise, arrives at a bar Marcus frequents in Downbelow. She asks him why he isn't preparing for the ceremony, but he tells her that he has decided against participating. She doesn't understand his reluctance, but their conversation is cut short when someone he has been waiting for comes in.

Garibaldi turns off the computer system and restarts it. When it comes back on-line, the codes have been changed, but something new has happened as well: the computer has taken on an attitude of its own, and is less than inclined to follow Garibaldi's orders, which is due to a faulty artificial intelligence program, originally planned to be integrated into the station, which accidentally came on-line. As the computer taunts him and Ivanova, they plan to get rid of it yet again.

Delenn and Lennier approach Londo about taking place in the rebirth ceremony, but he is less than inclined to do what is necessary, which involves giving away something that once held great importance to him, and telling someone something he had never told anyone else. Delenn explains that she feels he needs to make up for the past and prepare for the future, but Londo claims he is already doing that, and has no interest in the ceremony. He storms off.

Their meeting with G'Kar goes equally badly; he claims that he is far too busy with all of his new responsibilities to attend. Marcus appears and comments on how everyone else is as disinterested in the idea as he is. Lennier reminds Delenn that she was to meet the Fleet Captain, and she goes to the docking bay, with Marcus in tow. On the way, they stop for a few moments, and she asks why he doesn't want to perform the ceremony. He tells her he has nothing left to give up for it, and that, because he didn't listen to his brother when he was first warned about the Shadows, he has already lost everything he cared about. He joined the Rangers to help fill the gap in himself created by the Shadows. He tells her that he has nothing left to give up, but Delenn says that is exactly what he must sacrifice: his grief, loss, and painful memories. He must forgive himself for being alive.

Marcus quickly breaks off to tell security about Fleet Captain Lenann coming on board, and Delenn goes to meet the newcomer. As he arrives, however, she, Lenann, and one of his bodyguards are assaulted and kidnapped by the scheming members of the Nightwatch.

As Garibaldi puts up with the neverending ramblings of the computer, Ivanova calls him to report the kidnapping. Delenn asks her captors to let her tend to the bodyguard's injuries, incurred in the gunfire. Boggs reappears and checks on the status of another member of the Nightwatch, who is busy scrambling some circuits.

While Sheridan talks to Marcus, who blames himself for Delenn's kidnapping, Corwin reports that a call about the kidnapping is coming in. Sheridan has it traced, and it goes through. It is Boggs who explains his demands to have the Minbari cruisers leave in six hours, or all the hostages will be killed. They have scrambled the Babcom lines so the call can't be traced, and are monitoring all security channels. He warns them not to do anything stupid, or he will have no qualms about using violence, which he demonstrates by having the bodyguard killed, despite Delenn's screams of protestation. Marcus runs off to try to track Boggs down himself. Sheridan orders Garibaldi to find out all he can about Boggs' contacts, and anything else they may be able to use to find them.

Marcus arrives in Downbelow, and sits down for a poker game with a group of men he had previously had an agreement with to leave alone, a deal which he has chosen to break in order to obtain information. None of them are willing to help, though, and he promises that, if none of them do, he will take them all down, followed by everyone else in the bar. The game players rise to meet the challenge, and appear to overshadow Marcus quite severely.

Delenn and Lenann speak to each other in Minbari about a possible escape method, but the gunman understands their language, which he picked up during the war, and thwarts the plan by tightening their loosening ropes. He tells them that neither of them will survive the ordeal, but Delenn stuns him by telling him that she feels sorry for him, something he doesn't understand. She tells him that he is an unfortunate casualty of the war, and though the Earth and the Minbari have managed to come together, he has not, and he is left all alone. He starts to fire on her, but Lenann jumps up from his chair, diverting the weapon, which severely injures him. Boggs appears and stops the gunman from going any further.

Marcus, meanwhile, has kept his word, having dispatched of everyone in the bar except two of the poker players, who he soon takes care of. As he surveys the damage, realizing there is no one left awake to give him information, Lennier arrives and tells Marcus that he has come to discuss the rebirth ceremony, asking him again to come. Marcus doesn't understand why he's talking about that, and Lennier explains that it was Delenn's last request, and that, if he doesn't continue the preparations, there is nothing else to do. Lennier turns away, and Marcus grabs him on the arm, something which infuriates Lennier. Lennier rounds back on Marcus, explaining that he would like to tear apart the station looking for Delenn, but can't. As his part of the rebirth ceremony, he explains why he must do what she asks: he loves her.

Lennier explains that his love for her is not romantic love, but more higher and more noble, a "pure, perfect love," that he knows can never truly be returned, since she is fated for another. He has made a vow never to leave her side, a vow Marcus recognizes as dangerous. At that point, the last gambler Marcus downed awakes, and begins to tell Marcus, under threat of more pain, what he wants to know.

Ivanova explains that, though they still can't trace the call, they did find a background sound which Garibaldi is able to identify as the cooling system which feeds the fusion reactor in Grey sector. Sheridan knows that isn't enough, but Marcus arrives with another piece of the puzzle: the man he talked to overheard a contact in Security talk about delivering some equipment for call scrambling to level 14. They scan Grey 14 and find that it has been closed off, supposedly under Garibaldi's orders, orders he never gave. They begin preparing their attack, which, Sheridan explains, begins with a surrender.

As the Nightwatch members prepare to kill Delenn and Lenann, the contact Marcus told about calls Boggs and reports that the Minbari ships are leaving. Boggs tells his contact to send a narrow-beam transmission to Earth. After the conversation ends, a loud sound is heard, which Boggs rushes out to investigate. Lots of people are running by, and one explains that a leak in the coolant system is forcing evacuation of the sector. As the Nightwatch members try to escape with Delenn and Lenann, they are led into an ambush led by Sheridan and Garibaldi. Boggs is shot down, and the remaining captors are pinned down, but when Sheridan makes a run to save Delenn and Lenann, the gunman, only injured by a PPG shot, throws a knife in Delenn's back and runs. Sheridan gives chase, eventually backing the gunman into a corner. Sheridan's rage takes over and, without a weapon, he beats the gunman senseless.

Lennier tells Ivanova and Sheridan that Delenn will be okay, since the knife missed her vital organs. Sheridan wants to continue with the rebirth ceremony, but Lennier says that, since the ceremony must be held within a certain amount of time after preparations begin, she will not be able to conduct the ceremony. Garibaldi, meanwhile, is still being taunted by the arti cial intelligence. While he is in the elevator, he is nally pushed too far, and shoots out the speaker.

Lennier, at Delenn's side, is delighted to see that Sheridan has arrived. Lennier leaves, leaving Sheridan to tell Delenn that they have decided to bring the rebirth ceremony to her. He has chosen to give up his uniform, and con des in her that he cares about her a great deal, and that he was willing to kill the gunman with his bare hands to save her. After he has nished, he leaves, and Garibaldi comes in, carrying his uniform. He tells her that he is constantly afraid what will happen if he ever completely lets go. Ivanova is next, and, after putting her uniform on the growing pile, admits to Delenn that she believes she loved Talia. Franklin and his uniform are last, and he tells her, "I think I have a problem." After he is done, and they are all about to leave, Lennier approaches them and tells them that, as part of the ceremony, Delenn made them something, which is waiting in their quarters.

C&C is overcome with a quiet hush as Sheridan, Ivanova, Garibaldi, and Franklin appear, resplendent in Delenn's gifts: striking new black and grey uniforms. "What's the matter," Sheridan tells the shocked o` cers, "Haven't you ever seen someone who's been reborn before? The crisis, for now, is over. Tell the ships... We're open for business."

Synopsis by Matthew Murray
n9641343@cc.wwu.edu

Episode 56

Sic Transit Vir

Although the sta of Command and Control have survived attacks by raiders, saboteurs, Centauri and their own eet, they are staggered by the sight of their very own Commander Ivanova-in the esh, and nothing else. She, however, is the soul of decorum, at least until she looks down. Her horri ed scream wakes her bolt upright. "God I hate dreams like that!"

Vir is enjoying a little dream of his own, stroking the imperial trappings as he waits in the throne room for a meeting with a royal councilor. The minister congratulates him on his excellent reports from Minbar, while chiding him for relying on Ambassador Molari's misleading advice in creating them. He then shares a delightful little joke. "What's more dangerous than a locked room full of angry Narns? One angry Narn with a key!" Vir hurries back to his quarters where he steps into a room full of angry Narns.

Susan shares some of her nightmares with the Captain at breakfast, stopping short of describing this morning's. He suggests that her subconscious is lagging behind her intellect in coming to terms with the whopping changes in her status and prospects. But not to worry, it will all pass. Besides, it could be worse, she could be dreaming she was showing up to work naked, he teases her innocently.

Alone in his rooms, Londo is planning a vicious sneak attack. He lashes out again and again, but alas, too short, too slow. Finally, the kitchenette in disarray, he vanquishes his insect tormentor, and lofts its wrecked little body high in the air on the end of a noble ceremonial sword. Before his instant of triumph dissolves into dismay at the realization that one bug indicates more, he is interrupted by the arrival of a ravishing young Centauri lady.

Sheridan irts with Delenn in the corridor, inviting her to dinner that night in the lull before another crisis attens them all.

Londo barely manages to keep his puckishness in check as he greets Vir with casual inquiries about the court. Then he launches the surprise. The lovely damsel is Vir's arranged bride, Lyndisty. Vir isn't sure what to make of it. The whole arranged-marriage business is as daunting as her stunning gure. She however seems certain that her destiny lies with him.

Zack apprises Ivanova of an increase in the number of Narns passing through the station with false documentation supplied by Vir. When questioned by her later, Vir stammers that it's for the Narns' own protection, that he's helping them by moving as many as he can to camps on Centauri Prime, where conditions are much better than on the wrecked Narn homeworld.

John's excuses are ying just as fast when he presents his attempt at arn to Delenn. She forges though the meal stoically with subterfuge and salt. Just as she gamely lls her plate, John dashes o to respond to an emergency report of an assault in progress near Londo's quarters, where an angry Narn is on a shankar rampage after Vir and his wife.

Ivanova calls Vir in again to nd out why a Narn has declared this blood oath against him, and to warn him of a second Narn out for vengeance on the station. Vir claims to be completely in the dark about that, among other things. Ivanova assures him that she is no one to be giving advice on matters of sexual intimacy but he insists that he knows no other women to ask. She uncomfortably counsels enthusiasm, to Vir's enlightenment.

It is advice that two others scarcely need as their passion for one another is quite overpowering. Susan only makes her day even more awkward by interrupting them in a clinch in John's room. But she must summon the Captain to Londo's quarters immediately. According to records from the Centauri government, Vir's refugees are all dead. Londo swells with pride for his protege until Vir bursts out with the truth that the Narn have all been saved, smuggled o Centauri Prime through Babylon 5 and other places, and the records falsi ed so no Centauri will come after them.

In a day full of surprises, it is his bride who gives Vir the greatest of them all when she presents him with the second Narn bound and gagged on his chamber oor and ready for him to dispatch. She giggles at his discomfort, explaining that when she lived on Narn after the war she grew used to killing them. He grows more aghast at her callous attitude.

Mollari declares that Vir's embassy on Minbar has been terminated, and all records of his actions have been expunged. But what truly cuts Vir to the quick is Mollari's disappointment in him personally, and the fact that Lyndisty is being sent back to Centauri Prime, where her family will reevaluate the planned union.

Sheridan becomes somewhat testy to nd Ivanova using his o` ce in C & C. But she claims to have found a purpose now, namely, using Vir's false authorization to continue the work of whisking a few Narn to safety.

Vir sees Lyndisty to her ship. Each thinks the other is sick, but believes such odd notions about the Narn will pass with time. Vir kisses Lyndisty goodbye, and they both vow to stay true to each other.

Synopsis by Katrina Glerum
kat@gol.com

Episode 57

A Late Delivery from Avalon

The Commander and Captain are relieved to see the first Earth transport arrive since their secession from the Earth Alliance, as they need the trade to pay the station's operating costs. However, their defense needs are still uncertain since the Minbari war cruisers can't be expected to hang around outside forever.

The scarcity of trade isn't bad news for everybody. The postal worker gouging Garibaldi one hundred credits for his last care package from Earth, is positively loving the power it gives him to set his own rates. In fact, the man treats Garibaldi's refusal to pay as dismissively as the dangerous glint in his eyes.

Meanwhile on the transport, one of the passengers tosses in his bunk with nightmares. He stumbles down a narrow corridor between doors that refuse to stay shut, terrified by the sights beyond them. He runs, and finds a shining sword standing at the end, awaiting his grasp.

Dr. Franklin is impressed to find that Marcus has diagnosed and perhaps saved the lives of some sick lurkers, both because of Marcus's perceptiveness and his concern. When he questions further about Rangers, he learns that the brooch they wear is a symbol of Minbari and human souls melding into one. But what really intrigues the doctor is that in their training Rangers learn "about terror—how to use it, and how to face it."

Their conversation takes them past customs just as the restless dreamer sets off a dozen alarms by striding through the security gates wielding a broadsword and naming himself Arthur, King of the Britons. Marcus is able to fast talk him into medlab where Franklin questions him about his identity. "Arthur" replies that his last memory is of dying on the battlefield of Camlan, all his mighty knights dead around him, and that before he could rest he needed his brother Bedevere to give Excalibur back to the Lady of the Lake. His return now to Babylon 5, he claims, signifies that he must be most needed here and now.

When Marcus mentions Arthur in the war council, Sheridan is not impressed, but the doctor seems almost eager to believe that the Vorlons might have been responsible for preserving and restoring another legend, even though the practical part of him discards the notion. He can't investigate for psychological trauma however because the man has escaped medlab.

In DownBelow Arthur finds a distraught old woman, weeping because she has been preyed upon by ruffians, and he swears to help her. He finds, challenges and vanquishes a small group of villains, only to be outnumbered again by their friends. However, a champion emerges from the shadows in the form of G'Kar, who has been conducting business of his own DownBelow, and together they set things right.

Garibaldi isn't too keen on the idea of a crazy knight roaming the station with a big sword, and tells his security to find Arthur.

Sitting over a couple flagons of ale, G'Kar is still pumped with enthusiasm over their victory. He grows even more impressed as Arthur tells him of chivalry and the purpose of the Round Table, and he subsides in awe when Arthur dubs him Sir G'Kar, the Red Knight.

Garibaldi, on the other hand, is suffering from a lack of sufficient awe—for the Post Office. He breaks into the package storage room only to find the postal worker ready and waiting to turn him away.

Arthur is lost again on the field of Camlan, telling G'Kar about the misunderstanding that had started the battle in which his knights met their deaths, but visions of Minbari vessels destroying Star Furies are dancing in his head.

Sheridan addresses ambassadors from the League of Non-aligned Worlds, petitioning them to join an alliance to defend the station in return for being able to use the station for trade, travel and even peace negotiations among themselves.

Marcus is able to convince Arthur to return to medlab, but promptly regrets it when he learns that Franklin has discovered the dreamer's true identity, and intends to tell him. When Marcus argues let the man believe he is King of the Britons, Franklin contests that the truth will help the man heal. So Franklin tells "Arthur" that he is David McIntyre, and was Gunnery Sergeant on the EAS Prometheus which opened fire on Minbari vessels in a first contact situation and thus sparked the Earth-Minbari war. The memories flood back into him. In his fertile imagination they mix with a vision of himself trying to give back Excalibur but being struck down from behind by a black knight, and this knocks him into a state of catatonic shock.

The Captain is delighted to hear that enough of the League worlds are signing on to the mutual defense treaty to keep the station in business, but nobody's happy about what happened to "Arthur." Franklin is the most upset, berating himself for trying to fix everything again. With Marcus however he finally figures out what McIntyre came to the station to do: to give up the King's responsibility, the King's pain, the King's sword, to the Lady of the Lake.

It is Delenn who is called upon to take up Excalibur, and thus relieve the poor man's guilt for the war and its hundreds of thousands of deaths.

Garibaldi pays in full for his package, but springs a little surprise of his own on the post office. Rent for the space the office uses is due...and it costs one hundred and one credits.

His spirit transparently lighter, McIntyre leaves the station bound for Narn, where G'Kar thinks he would make an excellent organizer of the resistance movement. Watching him depart, Marcus suggests that Sheridan is forming a new Round Table with himself as Arthur, Kosh as Merlin, Franklin as Percival, Marcus as Galahad, and Ivanova as Gawain. Mordred is obvious, Marcus says, but who is Morgana Le Fey?

Synopsis by Katrina Glerum
kat@gol.com

Episode 58

Ship of Tears

A hopeful crowd has gathered in the Zocalo, eager to see the rst ISN broadcast since transmissions broke o violently after the imposition of martial law a few weeks earlier. However, even Ivanova is disheartened by the anchor's bold-faced lie that the -nal broadcast had been made by alien-backed saboteurs attempting to overthrow Earth Gov.

Captain Sheridan is busy checking out one of the new ghters from the Churchill when a distress call is logged. It is from a lone black Star Fury, painted with an enormous Omega, and bearing the station's favorite Psi Cop, Mr. Bester. Keeping carefully out of telepathic scanning range the Captain asks Bester why he shouldn't just kill him on the spot. Curiousity? Bester suggests. When there's no reply he prompts impatiently, "Captain?" but nds the response: "I'm thinking it over," rather unsettling.

A frustrated G'Kar catches Ivanova in a corridor. He has fulled his part of the bargain he made with Sheridan by having his Narns assist with station security and even defense, and he demands that he now be allowed to join the alliance Sheridan and the rest have formed.

Stepping onboard the station, Bester is amused to nd himself greeted by a team of armed guards. Meanwhile the command sta watch him suspiciously on a closed circuit TV and debate whether to drug him up, lock him up or give him a chance to explain. Privately, Sheridan manages to convince a reluctant Ivanova to be the rst to meet him since her latent ability will allow her to detect a scan. She greets the Psi Cop in his cell with icy demeanor. Bester's idle needling about her hatred for the Corps brings her to ash point faster than he could have estimated, and earns him a resounding slap when he mentions her mother.

But it brings him to his point. "The enemy of my enemy is my friend," he remarks. He has found out about the Shadows and their in uence over President Clark and the Psi Corps, and he doesn't like it. They interfere with his plans for a future when humans are ruled by telepaths. He has come to Babylon 5 to nd someone who hates Shadows as much as he, because he thinks he knows a way to damage them.

Sheridan and Delenn discuss G'Kar's demand. They both realize that bringing G'Kar into their circle means they must own up to the fact that they knew that he was right about the ancient enemy's return and let his world be conquered by this enemy and the Centauri rather than reveal their knowledge. Over Sheridan's objections the Minbari Ambassador insists that it is her responsibility to tell G'Kar the truth now since it was she who insisted that the secret be kept.

Bester tells the gathered o` cers that a ship bearing weapons components for the Shadows is en route to the Rim and needs to be seized. He explains that he can pinpoint the ship's location in hyperspace by homing in on the thought waves of the occupants.

"Try not to drool on the controls," Sheridan mutters as Bester admires the White Star's bridge. The instant the Captain leaves his seat, Bester hops on, only to be booted out an instant later and ignored by Lennier when he tries to give an order.

Her head bowed, Delenn admits to the Grey Council's knowledge of the Shadows and their alliance with the Centauri. If they had spoken out, she explains, the Shadows would have acted openly and would have annihilated the Narns rather than simply allowing the Centauri to seize their homeworld. Instead of millions dying, billions would have died fflwhole planets, she gasps, horri ed.

"If I had learned this as my world was being bombed by the Centauri, I would have killed you instantly," G'Kar hisses. "You understand that, do you not?" Then he repeats the line from his Vorlon-inspired vision, "'Some must be sacri ced if all are to be saved.'...Now I understand that is as much about how we got here, as where we are going. I think that one sentence is the greatest burden I have ever known." He admits that if it were not for the Grey Council's inaction, his people would be a dead race.

As tears slide down her face Delenn says, "You have come a long way, G'Kar. Further than I could have guessed," and she welcomes him into the War Council, only hoping that he can forgive her someday.

"Perhaps, but not today," he utters.

The White Star knocks out the last of the Shadow ghters protecting the transport and grabs it as an enormous Shadow ship looms out of hyperspace. Lennier announces its presence, but the ship breaks o , and Bester has a strange look on his face.

The transport is carrying a cargo of human telepaths in cryogenic suspension. The pilots are an unknown alien species who have committed suicide rather than be captured. When Sheridan demands to know why Bester didn't tell them about the cargo, Bester admits that he knew Babylon 5 probably wouldn't expend any e ort to save telepaths.

When Franklin unfreezes one, he notices that she seems to have cyberweb implants. He takes her ID bracelet to Bester, who condescendingly begins to explain that she is a "blip" who refused to join the Psi Corps. Suddenly his face grows numb. He must see her immediately.

She has other plans, however. By the time Garibaldi, Franklin and Bester arrive at medlab, she has wrapped herself into an intricate cocoon of wiring and is interfacing with the station electronics. She wants to be free of the pain she's in, but the commands in her head which tell her to attack the Psi Corps, are too powerful. As the doctor knocks her out, she asks Bester, "Al, what have they done to me?" and sends him images of her ordeal: alien brain surgery and Shadow vessels.

She knows him because she is the love of Bester's life, and carrying their child. The Shadows were intending to plug these telepaths into their newborn ships. If Bester hated the Shadows before, now he wants to destroy them. For saving her life, he pledges his support to B5's war before leaving the station.

The recent events have reminded Garibaldi of something. Turning to the Book of G'Quan, he nds it, and calls an immediate meeting of the War Council in their new command center. It appears that all of the Narn telepaths were killed by the Shadows a thousand years ago, because the Shadows using the planet as a base in their last war feared them. The Council members instantly realize that this might be why the Shadow ship didn't attack the White Star with Bester aboard, because maybe telepaths constitute a threat, and are therefore perhaps a weapon against the Shadows. It's just in time, Ivanova reports, because the Shadows have just begun attacking Rim worlds openly.

Synopsis by Katrina Glerum
kat@gol.com

Episode 59

Interludes and Examinations

"August 3, 2260. Personal diary. Ten days ago, for the first time, the Shadows began attacking openly." As Ivanova records her diary entry, the Shadows attack Brakiri space. "So far, they've been hitting targets close to the Rim—the minor powers, a few in the League of Non-Aligned worlds. The attacks seem totally random, almost senseless. If we thought it was nuts around here before, this has only made things worse." Morden waits in line in the arrivals area. "We've had to hire more security personnel to keep things calm, make sure the wrong type of people don't get on board. But without our resources back home for background checks, we have to assume there will be lapses." Morden passes effortlessly through security. "Everyone's been handling the stress pretty well, but sooner or later, something's got to give somewhere." Dr. Franklin, alone in a room, injects himself with stims, knocking over a lamp in the process. "Nobody's seen Kosh in almost a week. When the Vorlon goes to ground, I worry." Kosh waits in his quarters. "What's going through his... its mind, I can't even guess. And Londo... Londo is Londo. You never know which way he'll jump next..." Londo is making preparations with Vir for the largest suite on Babylon 5 to be filled with flowers and reserved for Adira, who is returning to the station. "So far, we've got everything more or less under control, as long as nothing else goes wrong." Morden enters his quarters, and at his side appears a group of Shadows.

The Brakiri ambassador tells Sheridan and Ivanova that they cannot fight the Shadows themselves, and asks for help. Sheridan says that he can't help, since they no longer have Earth's support. Sheridan explains that the Brakiri were wrong to have trusted the Shadows, but the ambassador says he felt they were working for, instead of against, the Brakiri. Sheridan tells the Brakiri ambassador that he asked the Gaim ambassador to help the Brakiri, since the worlds near Gaim space would only help if they were involved. The Gaim ambassador refuses, saying that, if they join in the fight, the Shadows will notice them and come after them. Sheridan tries to convince the Gaim ambassador that the Shadows will come after them soon, but the only way the Gaim ambassador will be swayed is if Sheridan can prove that he has power equal to that of the Shadows.

It is another hectic time in MedLab where Dr. Franklin and another doctor, Dr. Hobbs, argue about a patient's condition as he lies in the isolab, victim of a respiratory failure. As they are about to help him, Garibaldi brings in another patient in desperate need of help of his own. The techs in the isolab report that Dr. Franklin's treatment didn't work, yet Franklin insists that they didn't follow his orders correctly. Dr. Hobbs tries to convince him that he may be endangering the patient's life, but her badgering and Garibaldi's persistence get on his nerves, causing Franklin to shout at everyone. The new treatment works on the respiratory patient, and Franklin mumbles out apologies.

Londo is by himself, recalling the time he spent with Adira a couple of years earlier, and the happiness that she brought him. His memories are interrupted by Vir, who has prepared the suite at Londo's behest. Londo tells Vir he will be right there, and departs to inspect it.

As Londo is on his way, however, the corridor suddenly glows with a red light, and his path is blocked by Morden, who tells Londo that they have something to settle. Morden tells Londo that he is disappointed in him, that Lord Refa will no longer respond to Morden's calls, and that the Centauri have pulled back their border campaigns. Morden asks about the deal they made, and insists that the Centauri government must continue their campaign. Londo believes Morden has no interest in the Centauri Republic, and only wants to use them as a distraction. Morden threatens Londo, saying that his associates may turn their eye to the Centauri if Londo stands in the way. "Then we will pluck it out," says Londo. He pushes past Morden and makes his way down the corridor. A Shadow appears and speaks with Morden. Morden insists that they need Londo alive, and that he will find other ways to get what they want.

Garibaldi arrives at Franklin's quarters. Franklin is getting ready to put in more overtime in MedLab. He says he can handle it, but Garibaldi doesn't agree. Franklin insists that his outburst was a one-time thing, but Garibaldi knows it isn't. He tells Franklin that, if he is still having problems with the stims, he can help, but Franklin will not even tolerate the suggestion that he might have a problem. Though Garibaldi tries to help further, Franklin will not listen. Garibaldi tells Franklin that he will leave him alone, but wants him to remember that he gave him a chance, and went to him first. Garibaldi leaves.

Delenn enters the war room to find Sheridan sitting at the table, poring over reports of Shadow attacks. Sheridan says he can't understand the methods the Shadows are using. Delenn tells him that their tactics are the ones they used a thousand years previous to keep the major powers at bay. Sheridan says that their only hope is to organize all the other races into one force, something that has never been done before, and might not even be possible, since they all have their rivalries and agendas, which seem incompatible. Sheridan tells Delenn that they can't score one victory against the Shadow ships, and that, if they could, it might convince the others to join in the fight. Delenn says that that is exactly what they should do, and Sheridan asks how they do that.

"I'm sure you'll think of something," she says, and leaves.

"Every day, people around here start talking more and more like Kosh," he says to himself, smiling. Soon, the smile vanishes, and he begins formulating an idea.

Garibaldi searches through the Zocalo until he nds Dr. Hobbs sitting by herself, lling out forms. Garibaldi tells Hobbs that she was right, and that Franklin gave the wrong information to the techs. Garibaldi tells her that he knows everyone in MedLab needs to have blood samples taken regularly and tested, but Dr. Hobbs tells him that the only one with the access needed to see the results is Dr. Franklin. Garibaldi asks her to pull Franklin's les, but she refuses to do so, though she will tell him where the information is. She tells him that she doesn't want to see Franklin hurt. Garibaldi agrees, and hopes it isn't too late. He gets up and leaves, but Dr. Franklin has witnessed their transaction.

Vir is speaking with a vendor in the Zocalo about the various e ects needed to complete the welcome for Adira. After he concludes the business, he starts o , but sees that Morden is nearby. Trying to avoid him, he heads o in another direction, only to run into Morden in a corridor outside. Morden asks how he can help, but Vir refuses the o er, hurrying away instead. Morden returns to the Zocalo, and speaks to the vendor, who he convinces to talk about what Vir ordered.

Garibaldi makes his way into Franklin's o` ce, and begins using the computer, but refrains at the last moment from opening the le. Franklin sees him, but Garibaldi aborts at the last minute. Garibaldi tells Franklin that if, on some level, Franklin doesn't know the truth, Garibaldi can't help him. Franklin admits that he ran a test on himself to prove that Garibaldi was wrong, but found enough stims in his blood stream to prove that he was, indeed, addicted to them. He tells Garibaldi how easy it was for him to lose track, but he knows the numbers don't lie. Franklin asks Garibaldi what he intends to do about it. Garibaldi leaves it up to Franklin, who then quietly leaves MedLab.

Sheridan and Kosh walk together down a corridor, with Sheridan explaining his plan. "Nobody wants to ght a war unless they know there's at least a chance of winning. You can give them that hope. As one of the older races, your technology has to be at least as good as the Shadows'. Now, if we can convince your government to send out an expedition to engage one or two of their ships..."

"No," Kosh replies.

"All right, I know you can't take the entire Shadow eet by yourselves, but if you could beat them at just one ght, it could be the break we'd need to get everyone organized. Then we'd have a real chance. You could do it, couldn't you?"

"Perhaps, but there are still few of us. It is not our time. It is yours. We are not prepared yet." Kosh then begins to move down the corridor, away from Sheridan.

This incenses Sheridan. "Don't turn your back on me! Don't you even try to walk away from me! Just who the hell do you think you are?! Oh wait, I know what you think you are, what you want us to believe. But I don't buy it. For three years now, you've been pulling everyone's strings, getting us to do all the work and you haven't done a damn thing but stand there and look cryptic! Well, it's about time you started pulling your own weight around here!" Kosh turns around toward Sheridan, his eyepiece opening and closing slowly, almost menacingly.

In C&C, a tech reports to Ivanova that there is an energy surge showing up on the sensors. Ivanova asks where it is, but the tech can't tellfflt is a non-localized phenomenon.

"I hear you've got a saying," Sheridan continues, "'Understanding is a three-edged sword.' Well, we've got a saying, too, 'Put your money where your mouth is!'"

"Impudent," Kosh says righteously, before turning away again.

"Yeah? Well maybe that's the only way to get through to you. You said you wanted to teach me to ght legends. Well you're a legend, too, and I am not going away until you agree!"

"Incorrect," Kosh intones. His eyepiece glows brightly, and a force throws Sheridan against the wall. "Leave now!" he orders.

"No!"

"Disobedient!"

"Up yours!" Sheridan is thrown against the wall by another blast from Kosh, which gives Sheridan a cut on his face.

"So, the real Kosh shows his colors at last, huh? You angry now? Angry enough to kill me? Because that's the only way I'm leaving. Unless your people get o their encounter-suited butts and do something, I've got nothing to lose! God, my own government wants to kill me, and if we lose this war, I'm just as dead! Our only chance is to get the other races on board for this ght and right now you're the key to doing that."

"It is not yet time," Kosh tells him.

Sheridan is even more upset now. "And who decides that time? You? You put me in this position. You asked me to ght this damn war! Well, it's about time you let me ght it my way!" Kosh tries to get away again, but Sheridan won't let him go. "How many people have already died ghting this war of yours, huh? How many more will die before you come down o that mountain and get involved? Ships, colonies, whole worlds are being destroyed out there, and you do nothing! How many more? How many more, Kosh? How many more dead before you're satis ed? Huh?"

Kosh hits Sheridan with a very powerful force that throws Sheridan against the wall, but this time he does not let go. "Go ahead," Sheridan invites. "Maybe one more death will help balance out the books. Go on. Get it over with. Save us both the trouble later." Kosh does not agree, and instead lets Sheridan go.

"I will do as you ask," Kosh says, and begins walking away. After a few steps, he turns back to Sheridan. "But there is a price to pay. I will not be there to help you when you go to Z'ha'dum."

"You already said if I go to Z'ha'dum, I'll die."

"Yes, now."

"All right. If that's the trade-o . If you want to withhold your help when the time comes, that's ne. I'll go it alone."

"You do not understand," Kosh tells him. "But you will." Kosh turns away from Sheridan and silently heads down the corridor.

Ivanova reports to Sheridan that the Shadows have been attacking the Brakiri again as Delenn leads the ambassadors from the group of potential allies into the war room. As the Shadows attack the Brakiri, a new jump point opens, through which pass many Vorlon ships, which begin attacking the Shadow vessels, destroying several. Though the Vorlons are not immune to the attacks of the Shadows, they emerge with far fewer casualties as the battle rages on.

Londo and Vir are awaiting Adira's arrival in the cargo bay, yet after the last passenger has left the ship, Adira still is nowhere to be found. A group of medical officers appear from the ship with a body on a stretcher. It's Adira. Dr. Hobbs, leading the team, doesn't know how she died, but Londo suspects he knows—he remembers a recent conversation with Lord Refa, on the topic of poison. Londo instructs Dr. Hobbs to inspect her for poison, and as the body is carried away, Londo begins crying.

The battle concluded, the victorious Vorlon ships enter their jump point and return from whence they came. Meanwhile, Morden receives word from one of his contacts, and seems troubled by what he hears.

Ivanova informs Sheridan that the news of the victory has spread and that every ambassador aboard the station is ready to sign on. Sheridan wants to go to Kosh and thank him, but Ivanova convinces him to go to bed instead, and thank him the next day. However, someone does go to visit Kosh without delay—Morden, who brings his Shadow associates with him.

As Sheridan sleeps, he dreams of his father. "John... Johnny..."

"Dad?" Sheridan says, turning around.

"I don't have much time, son," his father tells him as a great struggle begins in Kosh's quarters. "I want you to know, you were right. I didn't want to admit that. Just pride, I guess. You get at my age, you get kind of set in your ways. But it had to be done. Don't blame yourself for what happened later." The struggle in Kosh's quarters continues as Morden watches on emotionlessly. Sheridan's father stumbles, apparently very weak.

"Dad, are you... Are you all right?"

"It's too late for me. I'm sorry for what I did before. I knew what was ahead. I guess... I guess I was afraid. When you've lived as long as I have, you... you kind of get used to it. I wish I could have done more for you. There's so much I should have said... And now it's too late. You're right. It's time you begin this war your way." He wrenches in pain again. "I've got to go now, John."

"No, no... don't... Don't leave," Sheridan pleads.

"It's all right, son. See... As long as you're here, I'll always be here."

As the skirmish in Kosh's quarters ends, a pulse of white energy flashes along the station's axis. Sheridan awakes, screaming Kosh's name. Morden leaves the quarters of the Vorlon quietly, leaving nothing behind but the charred, twisted remains of Ambassador Kosh's encounter suit.

Garibaldi explains that, although he searched the quarters with great care, they found no sign of forced entry, and no sign of a body. Garibaldi suggests Kosh might not be dead, but Sheridan and Delenn know better. She says that the Vorlons asked that no one be told of Kosh's death, since such news could destroy the newly-formed alliance. Since Kosh is often not seen for weeks, it will give them time to send a replacement. Sheridan says that Kosh knew what lay ahead, hence the warning he gave. Sheridan feels guilty, believing earlier that Kosh's warning about Z'ha'dum was punishment, rather than what it was—fear. Delenn says that Kosh's encounter suit, and all his other personal effects should be placed in his ship.

Londo tells Morden that Adira's death was caused by poison, and he suspects Morden knows the cause. Morden tells him that the last he heard from Lord Refa, he was very upset with Londo, which would be understandable given the fact that Londo poisoned him. Morden says that Refa said something about "evening the score," but couldn't find out more because Refa stopped talking to him after that. Morden offers that he could have stopped him, had he known about it earlier, but he expresses his most sincere apologies. Londo picks up a piece of jewelry, which he gave to Adira, and muses about it sentimentally. Londo laments that all those die around him, except those who most deserve it. "That is about to change," Londo tells him. "You said that you would go away for as long as I wanted. I no longer want that. All I want now... is revenge. They took from me... the one thing that I have ever truly loved. And you will help me, Mr. Morden, to strike them down. Give me this... and the safety of my people, and let the rest of the galaxy burn. I don't care any more. Will you help me, Mr. Morden?"

"Of course, Ambassador," Morden says, his face displaying concern. "As ever, I am always in your service."

Sheridan arrives in Medlab to meet with Franklin. Franklin says that he feels he hasn't been doing a good job lately, and that he he can't see anything else in the mirror but his job. He says he hasn't lived very much in a long time. He admits to Sheridan that he has been taking too many stims, hiding from the truth about himself. He says that he no longer has the luxury to hide from his own problems, and that he needs to stop lying to himself before someone else pays the price. He informs Sheridan that he is resigning as Chief of Staff of the MedLab facility. Sheridan tries to stop him, but Franklin won't hear of it. The two shake hands, and Franklin leaves quietly, leaving Sheridan alone.

"And then what?" Garibaldi asks.

"And then," Delenn explains, "once Kosh's belongings are loaded into his ship, it will activate itself. The ship was made for him. It was a part of him. In a curious way, it is alive. It cannot live without him." Kosh's ship leaves the station and begins flying away. The ship slowly makes its way toward a nearby star, which quickly envelops it. "So it will grieve, as we do, in its own way," Delenn concludes. "And perform its last duty, in memory of Kosh."

Synopsis by Matthew Murray
n9641343@cc.wwu.edu

Episode 60

War Without End, I

In a large building on Minbar, a Minbari, Rathenn, holding a large box, chases after a robed figure. He tells the figure, who he calls Entil'za, that the ancient books told the Minbari to enter the sanctuary and open the box, which has remained sealed for over 900 years. The robed figure opens the box to see an envelope inside, with the words "Jeffrey David Sinclair" written on it. The figure removes his hood to reveal he is indeed Ambassador Sinclair. "How did he know that you would be here?" Rathenn asks. "How did he know your name?"

Back on Babylon 5, C&C detects a distress call coming from sector 14, which surprises Ivanova since it has been quarantined for nearly 3 years after Babylon 4 disappeared there. Lt. Corwin plays the message, and it is Ivanova's own voice, which a computer voice scan confirms. "They're coming through," Ivanova's voice cries out desperately, "repeat, they're coming through. This is Earth Alliance Station Babylon 5. They're all over the place! They're killing us. Can anyone hear me? They're killing us!"

On Minbar, Sinclair sits by himself, contemplating what he has read. Rathenn returns, saying that Sinclair's ship has been prepared. Rathenn offers to listen to whatever Sinclair might have to say, but Sinclair says the message was meant for him alone. He tells Rathenn to have the others continue the work in his absence, and that he appreciates Rathenn's trusting him when he first arrived fflsomething no one else did. Rathenn merely says that it is because of Delenn, and that he has done nothing extraordinary. Sinclair tells him that his help has been invaluable, and that the Rangers will finish the work ahead. He walks away, and Rathenn knows he will not see Sinclair again. A Vorlon comes up behind him and offers, "He is the closed circle. He is returning to the beginning." Rathenn asks what the Vorlon means, but it walks away instead of responding.

Ivanova plays back the distress signal for Sheridan and Garibaldi, but denies ever having sent the message. Garibaldi corrects her, saying that she hasn't yet, but since it comes from sector 14 ffla place where time doesn't work right fflanything is possible. Garibaldi relates to the others that, when he visited Babylon 4 two years earlier, he had a flash-forward in which he experienced the fall of Babylon 5, which could very well be the same thing to which this message refers. Garibaldi tells Sheridan he wants to check it out, and Sheridan agrees.

Zack Allen is having quite a time trying to process the identicards of those in the station's docking bay, but while he is processing them, he comes across a very interesting one fflthat of Ambassador Sinclair. Zack welcomes Sinclair back to the station, and asks him if he plans to be staying long. Sinclair says that is a more interesting question than Zack probably knows, and disappears into the crowd.

While Garibaldi begins the long trip to sector 14, Lennier enters Delenn's quarters. She asks him if "he" is here, and Lennier tells her yes. Lighting, a candle, she recites, "We are Grey. We stand between the candle and the star." She tells Lennier that "he" is her friend. Lennier tells her that he knows, but that "it must be done, or the dream will die, and countless others will die with it." She says she wishes she had more time, but that time is all they have. They both walk away, leaving a letter, hand-addressed to Delenn, behind.

Marcus and Sheridan are in the war room talking when Delenn arrives, telling them that they must both accompany her to the White Star, with Ivanova, and one other. The other is Sinclair, who enters the war room. He tells Sheridan that he appreciates the work he has done looking after the station. Garibaldi calls in, reporting that the temporal rift in sector 14 is twice as large as it was before, and that it is being created by a tachyon beam emanating from Epsilon 3.

On Epsilon 3, Zathras and another caretaker watch what is happening to the Great Machine, which Zathras describes as "not good." The other caretaker suggests they tell Draal, but Zathras knows that it is taking all of Draal's power to control the machine. Zahtras knows what he must do, and he will do it, or else there might be great death.

Sheridan asks Delenn why they are going to the White Star instead of to Epsilon 3, but Delenn simply insists that they must go to sector 14. Sheridan doesn't understand, but Delenn promises to explain everything when the time is right. Meanwhile, Garibaldi finally arrives at sector 14, and performs a scan on the temporal rift formed there.

Two ships depart from Babylon 5, carrying those going to the White Star. Sheridan tells Sinclair that he was very surprised to see him in the war room, but Sinclair says that he was just as surprised to be there. Sheridan mentions that Sinclair's timing seems to be more than a coincidence, to which Sinclair replies that there are no coincidences. Marcus tells Sheridan to quit while he's ahead, since Sinclair has a reputation, back on Minbar, for seldom giving straight answers to questions.

Garibaldi, after increasing power to the scanners, picks up the distress message from Ivanova, which he records. Ivanova reports that the captain is dead, and their defenses are down. She says that the enemy is boarding from all over, and that Garibaldi is rigging the fusion reactors. She switches to external cameras, and the enemies attacking the station are indeed Shadows. It is not long before they deliver their final blow, and Ivanova's message is terminated.

Everyone arrives in a conference room in the White Star. Delenn asks Sheridan if he trusts her, and he admits that he would trust her with his life. She invites them all to sit down. She begins by telling them that she was aware of the transmissions from Epsilon 3 several hours before they left, the same time that other information came into her possession. "As you know," she explains, "our last great war against the Shadows was a thousand years ago. With the help of the Vorlons and a few others, we were able to defeat them, driving them from their homeworld, Z'ha'dum. But... there is something you do not know. What you are about to see has never been shown to anyone outside the Grey Council."

She touches a small device, and on the wall behind her, an image appears showing a great space station, with many ships around it, ghting. "This is one of the few surviving records from that war. Toward the end, the tide of battle had turned against us. Our greatest starbase, the center of our e orts in the war, had been destroyed by the Shadows. Without a long-range base of operations from which to launch our forces, we were doomed to lose the war. Then, as if in answer to our prayers, a replacement arrived." She touches the device again, and something very familiar appears on the screen.

"Babylon 4!" Sheridan says in amazement.

"Oh my God," Ivanova says. "We always knew that Babylon 4 had been taken to somewhere in time, but we assumed it was into the future."

"No," Delenn says, "it was taken into the distant past, where it helped us defeat the Shadows. Without Babylon 4, we would have lost the war, or it would have ended in a stalemate."

"So you're saying the Minbari... that you stole Babylon 4...?" Sheridan says.

"Not quite," Delenn tells them. "Before coming to you, I received two additional records from Draal. Remember, the Great Machine on Epsilon 3 has been there for over 500 years. During that time, it recorded much of what happened in this area of space." She changes the image to Babylon 4 again. "After Babylon 4 vanished six years ago, it reappeared again, two years ago. Ambassador Sinclair and Mr. Garibaldi traveled there at great personal risk to help evacuate her crew before it vanished again."

"It was a close call," Sinclair tells them, "we almost didn't get out. We never did nd out who was behind it."

"And that is about to change," Delenn replies, changing the image again. "This was recorded shortly before the station rst disappeared six years ago. As Babylon 4 neared completion, the allies of the Shadows recognized it for what it was, and sent these ships to destroy it. Striking without warning, they would have succeeded in their attack, but something stopped them." A ship appears on the screen, ring at the Shadow ghters.

"The White Star?" Sheridan asks.

"Delenn, are you saying we stole Babylon 4?" Marcus asks.

"But that was years ago!" Ivanova says.

"Yes!" Delenn says. "And that is exactly where we must go. At this moment, the Great Machine is using all its power to enlarge the temporal rift in sector 14. We will use it to go back six years into the past. Once there, we must prevent the destruction of Babylon 4, and take the station with us through time. Because, if we fail to save Babylon 4, Babylon 5 will also be destroyed."

Sheridan can't believe that he is responsible for the disappearance of Babylon 4, but Delenn says that it has already happened, and all they must do is establish the past. No one knew where the replacement station had come from until she came to Babylon 5, and she was afraid to say anything, for fear of changing the future. Marcus says he isn't sure how moving Babylon 4 through time will save Babylon 5. Delenn answers that, without Babylon 4, the Shadows would come out of the last war much too strong ffisomething with which Sinclair agrees. Sheridan asks where the information came from, but Sinclair just says a reliable source. Marcus says that, if Sinclair believes it, he believes it. Delenn says that, if they do not proceed, in the next major attack by the Shadows, Babylon 5 will be destroyed. Sheridan calls Garibaldi, who says that he has been recording everything he can, and that the time stamp on the distress messages is eight days in the future. Based on this, Sheridan reluctantly agrees to go along with the plan. He calls Garibaldi and says they will investigate further, and that he should return to Babylon 5.

Lennier appears on the screen, and tells them that they are being followed by something he believes comes from Epsilon 3. Delenn explains that only the Great Machine can control such an unstable time eld, and that the ship that is following them will assist them in helping control the time eld. The ship docks, and Delenn, Sheridan, and Sinclair go to meet it. Delenn explains that a homing device must be placed in Babylon 4's central power core so that the Great Machine will nd a clearly de ned target, and that Draal has sent one of his aides to assist. That aide turns out to be Zathras, who clumsily crashes into another Minbari. As Zathras approaches and tries to introduce himself, Sinclair remembers having met him before. Zathras is confused, but Sinclair explains it is in his own past. He warns Zathras not to say anything to him that might change the past. Zathras is very confused, but agrees. Zathras tells both Sinclair and Sheridan that he is honored to meet them, but for di erent reasons. Sheridan asks what the reasons are, but Zathras will not say, since Draal advised him not to mention that, as well as other things, which he doesn't remember. Delenn arrives and tells them that Zathras' equipment is being unloaded, and that they are ready to proceed. Delenn leads Zathras away, leaving Sinclair and Sheridan alone. Sinclair tells Sheridan he needs a favor.

As the White Star meets Garibaldi's Starfury, Sheridan tells Garibaldi it is important to go back to Babylon 5, even though Garibaldi very much wants to go with them back to Babylon 4. Garibaldi doesn't understand, but complies. After Garibaldi has gone, Sheridan asks Sinclair if he didn't want to talk to Garibaldi himself, and Sinclair tells him he did. He walks away to a viewscreen, where he watches Garibaldi's ship y o . He remembers the ashforward he experienced on Babylon 4, as well as the destruction of Babylon 5 he saw a couple years earlier in Ladira's vision. He promises himself that he won't let it happen.

The White Star arrives in sector 14, and Zathras hands out small devices to everyone, saying that without them, they may become unstuck in time. These devices, time stabilizers, will protect them and keep them from drifting. After everyone has put on their time stabilizers, the White Star moves into the temporal rift.

As the White Star makes its journey into the past, Garibaldi arrives back at the station, where he meets Zack, who tells him that Sinclair was there. Garibaldi is shocked, unable to believe Sinclair would leave without saying anything.

The White Star emerges from the temporal rift, and before long, detects the ships sent to destroy Babylon 4, which are escorting very powerful fusion bomb. The White Star moves to intercept the ships. The ships re on the White Star, but there is neglible damage due to, Lennier explains, the ability the ship has to learn from previous encounters.

Garibaldi arrives in his quarters to nd a message from Ambassador Sinclair, but it requires a password. It isn't long, though, until Garibaldi is able to guess the password, "Hello, old friend." The message from Sinclair apologizes for not saying goodbye. Sinclair says that, if he had met with Garibaldi, neither of them would be returning from Babylon 4, and that Sinclair had to do whatever he could to protect his friend.

Though the weapons are outside optimum ring range, Ivanova is able to re at the ships manually, destroying the fusion bomb. A huge blast is created, and the White Star is caught in it. Sheridan's time stablizer is hit by a blast of energy, and he vanishes. Zathras runs up to the damaged stabilizer, and explains that Sheridan has become unstuck in time, and could be in either the past or the future. Though everyone is very concerned and wants to nd Sheridan, Sinclair knows that the mission is what is truly important, and if they wait too long, they may lose their one chance to move in under Babylon 4's damaged scanners.

Sheridan is thrown down onto the oor and kicked. He is picked up by several guards, who say that he is awake again. Sheridan looks at the gure on the throne, and recognizes it as Londo, who looks quite a bit older than Sheridan is used to him.

The White Star moves to grapple onto a stable area of Babylon 4. Delenn has been deeply disturbed by Sheridan's disappearance. Sinclair insists that he will be all right, and tells her in Minbari that he knows what is coming. He asks if she is all right, and she says she isn't. She says she is sorry, but he doesn't want her to be. Sinclair tells her that he never knew before now where he belonged in life, but that now, his path is clear.

Sheridan asks Londo why he is there, and Londo tells him that he is nally going to put Sheridan out of Londo's own misery, -nally punishing him for his crimes of neglect and convenience. Londo tells him that, during the war, he drove away the Shadows, but that the Shadows' servants came to Centauri Prime, and Sheridan allowed it to happen. Sheridan is taken to a window, where he looks out upon the burning, smoking city around him. "There's the legacy of your war," Londo tells him.

The White Star connects to Babylon 4, and the crew exits the ship. Though the con guration of the station is di erent, Ivanova believes she can nd her way around. Ivanova needs to secure the primary corridors while they place the homing device, and Marcus goes o with her to help. Sinclair asks Zathras if he will be able to unload and prepare the equipment by himself, and Zathras indicates he can.

"Ready?" Sinclair asks Delenn.

"Why do your people always ask if someone is ready before you're going to do something massively unwise?" she asks him.

Smiling, he answers her. "Tradition." The two of them move o down the corridor, to set the plan into motion.

Synopsis by Matthew Murray
n9641343@cc.wwu.edu

Episode 61

War Without End, II

Sheridan is brought around to face Londo, and Sheridan insists that what he sees on Centauri Prime couldn't happen. He demands to know what year it is, and Londo tells him it is the last year, day, and hour of Sheridan's life fflseventeen years after he began the war against the Shadows. Londo tells the guards that he is tired, and wants Sheridan taken back to his cell. Londo promises Sheridan he will meet whatever God he worships when next they meet, and Sheridan is taken away.

On Babylon 4, Major Krantz arrives on C&C to nd that there is still another hour or hour and a half until the sensors are back online following the explosion. He says that he wants search teams increased so that they are prepared in case anyone tries to breach the hull.

Ivanova and Marcus are searching through the station for an access panel, and though Ivanova thinks it will take a bit of luck to nd one, Marcus insists he doesn't believe in it. Ivanova, however, keeps walking and doesn't notice that Marcus has disappeared until she is trapped in the corridor between two security guards. Marcus, however, drops down on them from above, and they are able to easily dispatch the guards. After Marcus accidentally dislodges the cover from an access panel with his sta , Ivanova is able to get right to work.

Even though Sheridan is alone in his cell back on Centauri Prime, without his time stabilizer, he is still unstuck in time, and reappears brie y upon Babylon 4, noticed only by Zathras, as he reaches, in pain, for a time stabilizer. Meanwhile, Sinclair and Delenn prepare to set up their equipment, but the room in question is currently occupied by a group of o` cers. Delenn is then overtaken by a strange feeling, which she describes as someone walking over her grave.

Sheridan reappears back in the future just in time to have a visitor fflan older Delenn. He asks why she is there, and she insists that she didn't tell them anything, and that there is nothing they can do to her. She was allowed one last moment with him, and she tells him that she isn't afraid, that their son is safe. She tells him that she loves him, and kisses him.

Ivanova nishes her tampering, and the computer announces a hull breach in the area. The pressure doors fall down behind the evacuating crewmembers, leaving Sinclair, Ivanova, Delenn, and Marcus to do what they need to until the station personnel manage to burn through the door.

Sheridan tells Delenn in the future that he isn't really there, and that he isn't supposed to be fflhe tells her that the last thing he remembers was his time stabilizer being hit. She believes him, and remembers that he had told her, a long time ago, that he had seen this moment in their future. She tells him that there is much pain and grief ahead of him, and that she sees in his eyes an innocence he lost long ago. Delenn tells him that the war against the darkness can never truly be won, but that they've created something that will endure for a thousand years, that they succeeded at everything they set out to do, but at a terrible price. Sheridan asks if there is anything he can do, but Delenn knows the only way to change this future is to surrender to the Shadows ffla price too high to pay. The guards arrive again, and it is time for them to leave.

Sheridan and Delenn are once again brought before Londo, who has apparently been drinking quite a bit. Londo says he has to drink, since it is the only way they can be alone fflhe has no desire to wake "it" fflhis keeper. It doesn't care why he does what he does, as long as he does it, and as long as Sheridan ends up dead. Londo sits forward, painfully, showing the keeper attached to his neck. The alcohol is the only way Londo can control himself for any period of time, though he has very little time left. Londo tells them that his world and all he hoped for is gone. He tells them that they are his last chance for the Centauri, and his own redemption. He tells them he has a ship hidden behind the palace, but that, in exchange for their lives, they must help to free the Centauri. Londo tells them to leave quickly, since his keeper is beginning to wake. They leave the throne room quickly, and are taken away by a guard. After they have gone, another visitor comes to Londo fflG'Kar, whom Londo refers to as "old friend." Londo says they have no hope if the keeper wakes up and sees what he has done. They have un nished business, and Londo wants it to end before the keeper stops him. He says he is as tired of his life as G'Kar is, and G'Kar knows what to do. He places his hands around Londo's throat, but after G'Kar begins to choke Londo, the keeper wakes up, and Londo puts his hands around G'Kar's neck as well.

As Sheridan and Delenn move toward the ship, Sheridan lurches suddenly, and knows he's being pulled back again. But, before he goes, Delenn gives him words to take with him back to the past. "Treasure the moments you have. Savor them for as long as you can, for they will never come back again. John, listen to me. Do not go to Z'ha'dum. Do you understand? Do not go to Z'ha'dum!" Upon hearing these last words, he falls to the oor, and is pulled away in time.

In the throne room, both Londo and G'Kar lie on the oor, dead. Another gure, however, arrives and picks up the imperial medallion Londo wore around his neck. It is Vir.

While the others move to set up the equipment, Zathras tells them that he believes that the power supply in a spare blue space suit may be able to make the time stabilizer work long enough for Sheridan to be rescued. Though Marcus isn't convinced that Sheridan will reappear in the suit, Zathras' plan succeeds, and that is indeed where he reappears. Sheridan comments, however, that he feels like he could drift away again at any moment. Marcus tells Sheridan that they have secured a path to the central power core, and Sheridan plans to go with Sinclair, until Delenn arrives, glad to see that Sheridan has returned. He doesn't, however, tell her what he learned in the future.

Sinclair and Sheridan are nearly done placing the homing device in the power core, while Ivanova reports to them that she has rigged the scanners to make it look like the station is about to explode. C&C discovers this, but Major Krantz insists that they increase the output to the power core, despite its not having been tested. The sudden increase throws Sinclair and Sheridan away from the station just as the surge of tachyon particles increases, and Babylon 4 begins its journey through time.

Zathras understands the problem, but insists it isn't his fault. He is able to stop the station's movement through time, but not before Sheridan becomes unstuck in time yet again. Zathras tells them that the time device placed in the core activated prematurely, sending them four years into the future, to when Babylon 4 reappeared before. Zathras says they can't do anything else until they adjust the time system. Ivanova tries to contact Sheridan, but Sinclair reports that he has gone again, and that they have a slight problem.

On C&C, the rst o` cer convinces Major Krantz that, despite all their work, it is necessary to evacuate to protect the lives of those on the station. Krantz reluctantly agrees and orders a distress signal to be sent out. Just as they are sending it, though, another increase of tachyon particles hits the station, and Delenn...

...is standing against a wall in Sheridan's quarters, watching him sleep peacefully. She walks over to a nearby table, and picks up a snow globe, which she turns over, and admires. Without warning, the door to the quarters opens, and a woman's voice says, "Hello." Delenn, in shock, drops the snow globe, which shatters at her feet...

...just as she nds herself again aboard Babylon 4. Zathras explains what she experienced was a time ash, where one sees oneself forward or backward in time, due to the instability of the system. Sinclair arrives, but he isn't quite the Sinclair they knew fflhe now appears much older. He explains that, when he and Garibaldi went to Babylon 4 previously, they were exposed to the time eld without any protection. He didn't want Garibaldi along because he knew that Garibaldi, too, would have something similar happen to him if they should be exposed to it again. Sinclair says they need to nish their job, and that they need to get Sheridan back. Zathras says he can x the time stabilizer, but needs equipment. Ivanova and Zathras leave to try to nd the equipment elsewhere on the station. Sinclair says he is going back to the core to readjust the equipment, and tells Marcus and the rest to stay with the White Star and monitor the readings.

While Zathras searches through some equipment to nd the tools he needs to repair the the time stabilizer, Lennier reports to Sinclair that seven ships are approaching the station ffione of which contains Garibaldi and another Sinclair. Zathras nally nds what he needs to repair the time stabilizer, and nishes just as he is discovered by several security guards who level their PPGs at him.

Zathras tries to explain to the security guards that he means no harm as he takes them away, and Ivanova sees this and reports back to the White Star. Marcus tells her that it will take them another two hours to nish the repairs, but Ivanova knows they don't have that much time. She says she will nd a way to get to C&C to adjust the power there.

While Major Krantz brings the other Sinclair and Garibaldi onto the station, explaining to them what happened aboard the station before it was brought forward in time, Delenn arrives back in the station from the White Star and sees Sheridan, still in his space suit, reappear.

Krantz introduces the other Sinclair and Garibaldi to Zathras, who looks up at Sinclair, and says, "Not the One." This confuses Sinclair, but Zathras won't say anything else to him, and claims merely that he does what he is told.

Everyone on C&C evacuates, leaving Ivanova free to sneak in and begin readjusting the power to the fusion reactors.

Zathras tells Sinclair and Garibaldi that they need Babylon 4 for a great war, as a place to gather to ght and organize, to help save the galaxy "on the side of Light." Zathras explains further, saying that, without the station, it is the end of everything. "The One leads us. The One tells us to go, we go."

Two security guards arrive in the corridor to nd a gure in a blue space suit, appearing and disappearing. The guards run and tell Major Krantz, and everyone leaves the room where Zathras was being questioned, including Zathras. They nd the gure in the space suit, which Zathras identi es as being the One. The gure in the space suit apparently is having di` culty standing, and Sinclair begins approaching it.

Ivanova nishes what she is doing, and warns Sinclair, who has nished readjusting the homing device in the core, to back o , as it will soon become operational.

The other Sinclair approaches the blue-suited gure and touches its outstretched hand, but is thrown back by a large blast. In the resulting commotion, Zathras runs to the gure and gives it the repaired time stabilizer, warning the gure to take it and leave quickly. The gure vanishes.

Ivanova activates the station, and it begins moving. Zathras warns the others to leave quickly, or else be trapped there forever. As Sinclair moves away from the power core, Marcus discovers Sheridan, once again on Babylon 4, with a new time stabilizer. Sheridan says that someone must have put it on him and switched places. This confuses Marcus, who doesn't know who has been running around Babylon 4 in the blue suit.

The other Sinclair and Garibaldi, while trying to escape with Zathras, lose him as he becomes trapped under a fallen pipe. Though Sinclair tries to save Zathras, Zathras insists that he leave, telling him that he has a destiny. Sinclair, though clearly confused, does as he is told, leaving Zathras behind.

As the ships carrying the Babylon 4 crew and the other Sinclair and Garibaldi leave the station, Sinclair, just leaving the station's core, stands on the outside of the station and activates his communicator, to try to deliver one last message. "Babylon 4 to Garibaldi, Babylon 4 to shuttle one. Garibaldi, do you read me? Watch your back, Michael. Watch your back." But the target is outside of communication range. Sinclair moves toward the airlock, just as Babylon 4 begins to vanish one final time.

Zathras, still trapped under the pipe, is approached by the figure in the blue space suit. He looks up, and smiles. "Zathras knew... you would not leave him. Zathras trusts... the One." The figure removes its helmet; it's Delenn. The station vanishes again.

Sinclair, inside the airlock, removes the headpiece from his own space suit. "I tried," he says. "I tried to warn them. But it all happened... just the way I remember it."

"I know," Delenn tells him. "It's time. We have to go. They're waiting for us." Delenn, and a morose Sinclair, leave to join the others.

Sinclair and Delenn arrive on C&C, and Ivanova says that the time-shifting controls can now be controlled from C&C. Sinclair says he will set them off by himself and then return to the White Star, but Marcus doesn't believe it. He knows that the system isn't fully automatic, and that someone has to ride Babylon 4 back into the past. Though he offers to do so, Sinclair won't allow it. "I'll take it back because I've always taken it, and I always will. It's already happened."

"You don't know that," Ivanova protests.

"Yes I do," Sinclair tells her. "You asked what brought me here. Before I left Minbar, I was given a letter... from nine hundred years ago." He hands the letter to Sheridan.

"Whose handwriting is this?" he asks.

"Mine," Sinclair explains. "I wrote this from the past... nine hundred years ago. I went. It's as simple as that."

"He's telling the truth," Delenn says. "I received one as well."

"No," Ivanova insists, "I can't accept this."

"If I go back to our time, the aging effect will probably kill me. Isn't it better to choose life?"

"Damn it, Jeff, I..."

"Susan, it's all right. My whole life has been leading to this," Sinclair tells her. He asks her and Marcus to leave them for a moment, so they can discuss something alone. After they have gone, Sinclair asks Zathras why he pointed to Delenn when he said he followed the One.

Zathras explains that he is the oldest living caretaker of the Great Machine, and knows things about it that even Draal doesn't. He tells them that he knows all three of them. "All Minbari belief is around three. Three castes fflworker, warrior, religious. Three languages. Light, Dark, and Grey. The Nine of the Grey Council fflthree times three. All is three... As you are three. As you are one... As you are the One." He turns to Sinclair. "You are the One Who Was." He turns to Delenn. "You are the One Who Is." He indicates Sheridan. "You are the One Who Will Be." He again refers to them in turn. "You are the beginning of the story, and the middle of the story, and the end of the story that creates the next great story. In your heart, you know what Zathras says is true. Go now. Zathras' place is with the One Who Was. We have... a destiny." Sheridan and Delenn both say their silent goodbyes to Sinclair, and return to the White Star.

Sheridan sits down in the captain's chair, and though it is clear that everyone will miss Sinclair, Sheridan says they need to leave and respect Sinclair's wishes. They break the docking seal, set the engines to maximum, and head back home.

The White Star emerges from the temporal rift, which closes behind it, Sheridan assumes, to make sure no one else is trapped there. "That door is closed forever," Delenn tells him. "And it is not the only one. Lennier told you that a thousand years ago, human and Minbari souls began to merge fflMinbari souls were being born in human bodies. Something happened that opened that door between us. My change was, in part, to even the scales and restore balance between our races, using a device my people discovered a thousand years ago. You see... if my people had found Babylon 4 with a human aboard, they would never have accepted it."

Marcus instantly knows what this means. "Dear God... 'A Minbari not born of Minbari.'"

As Babylon 4 continues its journey through time, Sinclair places a Triluminary in the top of a machine fflthe same one Delenn used to begin her change. The machine glows a bright light, and a new chrysalis begins to form, as Sinclair remembers his year aboard Babylon 5, and how his whole life had, indeed, led up to where he is now. As time passes, he finds himself inside the chrysalis, beginning a change of his own.

A thousand years earlier, two Minbari ships arrived at Babylon 4, to be met by Zathras. "Good. Good," he told the two Minbari that came aboard. "Zathras knew you would come. This way." He ushered them further into the station.

When they arrived at the docking bay, they saw a great sight. Two floating, winged figures of light, each hovering above an encounter suit, flanked a Minbari figure. "I welcome you, and present this place to you as a gift," the Minbari said. "I am called Valen, and we have much work ahead of us."

Synopsis by Matthew Murray
n9641343@cc.wwu.edu

Episode 62

Walkabout

Londo is outraged that Babylon 5 has accepted the sole surviving Narn heavy cruiser, the G'Tok, into the station's mutual protection alliance. Garibaldi is unimpressed.

A visibly upset Lyta Alexander visits Medlab searching for answers about the death of Kosh but none are available.

Garibaldi steps into C & C just as a red Vorlon personal transport jumps in. He enigmatically warns Ivanova against paging the Captain immediately. When Ivanova bites, he mentions that Sheridan has taken a walk...outside. As Ivanova peers aghast out the window, the Vorlon ship pauses to write a greeting on its hull to the spacewalking captain.

G'Kar treats a very appreciative Na'Kal to dinner in his quarters. The conversation quickly sobers when Na'Kal reports that aside from the G'Tok only about ten Narn vessels survived the war. He is further disappointed when G'Kar says they cannot retaliate against the Centauri, but must defend Babylon 5 instead.

Waiting for the new ambassador to arrive, Ivanova tells Sheridan that Garibaldi has gone to nd Dr. Franklin, who has avoided his quarters for several days. Sheridan is still astonished by Franklin's revelation about his stim addiction. It is a day for surprises. The new ambassador is considerably darker than the old Kosh. They agree to refer to him as Kosh in public in order not to endanger the fragile new alliance. But when Sheridan asks what he should call him in private the Vorlon says, "Kosh."

"We are all Kosh," he adds without elaboration.

Garibaldi tracks Stephen down in the Zocalo. When Michael questions him about his recent wanderings, Stephen explains that he is engaged in a "walkabout." It is the Australian aborigine rite of soul searching, and he hopes to nd himself somewhere if he walks far enough.

The new Kosh examines his predecessor's quarters, Staring at a wall, he perceives an afterimage, apparently of some Shadows and a human.

Lyta isn't sure what she is looking for, but upon nearing the new ambassador's quarters she nds a very angry Vorlon. He tries to throttle a piece of the old Kosh out of her but she insists that Kosh wasn't with her at all when she left the last time. Her profuse apologies seem to satisfy him marginally and she is permitted to stay.

Later in Sheridan's o` ce she almost admits that the new Kosh is blaming her for the old ambassador's death. She drifts into her own regrets as Sheridan muses about the Vorlons. "Is there a problem?" Kosh's old voice asks. Lyta jolts alert.

"I said, 'Is there a problem?'" Sheridan repeats.

Lyta quickly replies, "No." Before she can leave the Captain has a request for her.

Franklin nds a nightclub where a beautiful woman is singing a love song. "I understand you completely, it's over for you," she croons as he stares at her smitten and begins to unwind.

Sheridan explains his proposition to engage a Shadow vessel with a telepath aboard the White Star in order to test the theory that they are vulnerable to telepathic jamming. When he asks for volunteers the aliens present are remarkably quiet with the exception of G'Kar, who o ers the G'Tok, and Delenn. Sheridan refuses to take Minbari telepaths along as backup, but the council overrules him unanimously.

To Stephen's delight, the singer, Cailyn, joins him while the club closes up around them.

Na'Kal refuses G'Kar's request to support the White Star, claiming that Sheridan is on a fool's mission. The White Star leaves anyway with only a single Minbari war cruiser as escort. They will jump out of hyperspace as soon as a Shadow attack is reported and attempt to engage the enemy alone.

Holding her cut glass tumbler at eye level Cailyn peers at Franklin. She believes that if she catches the refracted image just right she can see someone's soul. But all she sees of him is pieces.

G'Kar is awakened by a furious Garibaldi hurling back the book of G'Quon. When the Narn protests his impotence in the face of Na'Kal's refusal, Garibaldi reminds him that human pilots protected the G'Tok during the last days of the war not because they wanted to and not because they weren't afraid of dying, but because their commander had the moral authority to order them to do it. As the leader of the Narn in exile it is G'Kar's responsibility to lead, not Na'Kal's, Garibaldi hisses, and then storms out.

Franklin strokes Cailyn's shoulder in bed and tries to o er his assistance. When she asks for a prescription painkiller Metazine to help her sleep, he grows very upset and tells her she should drink less instead. She is annoyed at his rebuke and reminds him that he o ered to help. He just refuses crossly and turns away.

Waiting on the White Star, Sheridan tries to comfort Lyta. She asks him about Kosh's death, and is intrigued when he tells her how Kosh had touched his mind on that and another occasion. Just then a Shadow attack is located. They jump in leaving the Minbari ship poised in hyperspace behind them.

Lyta prods the Shadow and collapses when it retaliates. As the Shadow ship homes in on the White Star Sheridan shakes Lyta. In a ash the telepath sees Kosh's death. Her fury steadies her and she halts the Shadow ship in space. While it's paralyzed, Sheridan orders Lennier to pour all power into the forward batteries, even to the extent of taking the jump engines o line. The Shadow is destroyed.

Cailyn lches Stephen's identicard while he lies sleeping and leaves the room.

Lyta announces that the Shadow got o a distress call before they destroyed it. The jump engines still need ten minutes to recuperate when four more Shadow ships arrive. The White Star ees as the Minbari cruiser jumps in, but there are only three telepaths on board and Lyta is exhausted. Evasive action isn't enough and soon the Shadow locks on. In the instant before they are destroyed a jump point opens for the G'Tok and other alien ships coming to the rescue. They destroy the attacking Shadow and the remaining three enemies ee.

Sheridan cackles with glee and rushes to the window. "And so it begins," the old Kosh says to Lyta.

Franklin wakes up and nds Cailyn lying on the oor with his card and a vial of Metazine. He rushes her to Medlab only to discover that she is su ering from terminal neural paralysis. Instead of the overdose he assumed, she had collapsed from excruciating pain. She has only six months to live. She begs him not to send her away, explaining that singing in DownBelow makes her last days worthwhile because she gives the people there hope.

After docking Lyta rushes to tell the new ambassador that a piece of Kosh Naranek may still be alive in someone else.

Stephen enjoys one last song by Cailyn, then resumes walking.

Synopsis by Katrina Glerum
kat@gol.com

Episode 63

Grey 17 is Missing

B5 is openly recruiting telepaths, but it is slow going. Sheridan recalls Franklin's underground network for helping telepaths escape Psi Corps, and Ivanova goes looking for the doctor, who is still on Walkabout.

A maintenance worker is checking a power failure in Grey 16 and links with Central to inform them he can't nd the cause of the malfunction. As soon as he nishes communication, something pulls him down the shaft he was working in, and he vanishes, screaming.

On Minbar, Rathenn tells Delenn of his last moments with Ranger One, and how his loss is being felt by everyone. Lennier arrives with a box containing Sinclair's personnal belongings - surprisingly few, which leads Rathenn to comment he lived his life as only passing by, not wanting to carry any burden. Delenn assures Rathenn she will send the box to Sinclair's family and prepares to leave. Before that, however, Rathenn tells her that Ranger One's position must be taken without delay, and he thinks Delenn would be perfect for the job. She objects, but Rathenn is adamant.

Garibaldi is cleaning an antique Smith & Wesson .38 that was his Grandmother's when she was on an Earth police force when Zack arrives with the report of the disappearance of the maintenance worker in Grey sector. Garibaldi decides to investigate himself.

Ivanova nds Franklin in Downbelow, starting to su er from Stim withdrawal. She asks him for data on the telepaths. He says that he wiped it from the main computer, but he has a backup on his personal system. He trades the data in return for being left alone, "no matter what."

Garibaldi and a tech supervisor visit the site of the tech's disappearance, but nd nothing. They argue about the number of Grey levels, which are mostly industrial areas. He says 30, but she says 29 ffla mix-up on the blueprints that was never picked up due to the speed of the construction of the station.

Sheridan congratulates Delenn and tells her she is the perfect choice for Ranger One. She points out that while she may be the logical choice, she's not necessarily the popular choice. She decides to have her initiation ceremony on Babylon 5. Sheridan is worried about how public such an event would be, given that the Rangers have been a secret organization up to now. That is about to change, Delenn assures him.

After he leaves, she is confronted by Neroon, who says he underestimated her: he didn't think she had such ambition: Calling the Rangers together after 1000 years of silence, and having the Religious Caste building Warships without the knowledge or consent of the Warrior Caste. Valen's law, he says, was quite clear: "Three Castes, Worker, Religious, Warrior. They build, you pray. WE ght!" Delenn points out that he broke that law when the Warrior Caste assumed a majority voice in the Grey Council.

Neroon demands that she renounce the leadership of the Rangers, and accuses her of creating a vaccum of power on Minbar so that she could occupy it. A religious zealot, guided by prophecy, taking command of a military structure. He tells her he is sworn to stop her - no matter the means. Lennier arrives and Delenn is distracted by seconds - time enough for Neroon to vanish.

Garibaldi takes the elevator down through each Grey level, counting the time taken between oors. Between 16 and 17 the gap is twice as long, so he takes the elevator back up and stops it between oors. Opening the doors, he nds a previously unknown level, strangely designed and strewn with garbage. He is then shot with a tranquilizer dart by a ventriloquist's dummy.

Lennier is outraged that Neroon, a former Grey Council member, would threaten Delenn with death. After all, no Minbari has killed another Minbari in over a thousand years. Lennier wants Delenn to tell the captain about this, but Delenn refuses, and makes Lennier promise not to tell Sheridan. They leave to prepare the ceremony.

Garibaldi comes to and is confronted by a ragtag group of people, led by a man named Jeremiah. The group believes that the universe is sentient and is striving for perfection. It hasn't got it right yet. After the next big bang, they say, everything will be perfect.

Lennier arrives at Marcus' quarters and tells him he has come to break a promise, by not breaking a promise. He promised Delenn he would not tell Sheridan a thing. He cannot tell anyone in the chain of command, because Sheridan would nd out, but by telling Marcus, who is outside the chain of command, he will not have broken his promise.

Lennier informs Marcus of Neroon's intentions. Lennier can't stop Neroon without causing a civil war between the Castes, but Marcus, a non-Minbari, could. He would only need to delay Neroon fflonce the cerimony is done, it cannot be undone. Marcus, without hesitation, agrees, but Lennier informs him that Neroon is one of the greatest warriors of the Minbari, specially trained in killing humans, and very good at what he does. Marcus only asks Lennier to inform him of Neroon's whereabouts, as soon as he discovers them.

Jeremiah explains to Garibaldi that the universe is alive, and each individual is a part of the greater whole. The universe is trying to understand itself fflsomething, he says, that the Minbari understand perfectly. Garibaldi, however, is only really concerned about escaping. That proves di` cult, however - all pressure doors are locked and the tube sabotaged.

Preparations are being made for the leadership ceremony. Rangers arrive by the dozens on the station. Sheridan and Delenn talk about her past. After her birth, Delenn's mother entered a religious order, the Sisters of Valeria, has seen her only twice since. Delenn's father passed beyond the veil 10 years before. The war between the Minbari and Humans broke his heart.

Neroon and Marcus meet in a corridor. Neroon tells Marcus to step aside, that Neroon's argument is with Delenn. "Then it is also with me,ı Marcus says. Marcus invokes a Minbari ght-to-the-death ritual. They go at each other with Minbari sta s.

In Grey 17, Jeremiah - while Garibaldi checks every corner for an exit - muses on how a new Big Bang will occur, this time conciously directed, each part of the whole concious of its larger role, and solving "a serious design aw": that the Universe kills everything it creates. Simulating pain due to the dart, Garibaldi manages to get rid of one of the guards, and then hits another one, "persuading" Jeremiah to show him the exit.

The Ceremony is in progress, with Delenn being o ered Ranger One's vest and with virtually everyone present, except Marcus, whose presence is noted by Sheridan and Ivanova.

Garibaldi and Jeremiah nd the worker's bloodied vest, and Michael asks him if they killed him. Jeremiah says no. However, in search for perfection, the cultists have imported a Zarg, one of the most perfect forms in the Universe, moved by instinct only. "You have a Zarg here? Are you nuts? They're the most dangerous aliens in the sector!" A noise approaches them...

Marcus is losing badly. Neroon says that he cannot back away from Denn-Shar, but Marcus, as a human, can. Marcus refuses. Neroon asks him why. For Delenn, Marcus replies: "We live for the One and we would die for the One."

Garibaldi, using a steam tube, manges to scare the Zarg a rst time, but he knows that is only temporary. He them discovers the bullets of his Smith & Wesson in his back pocket.

The ceremony is almost complete when Neroon walks in, carrying a bloody sta which he throws as Delenn's feet. There is blood now between the Humans and the Warrior Caste, he says. He does not believe that they would die for him, but they would die for Delenn.

Lennier nds Marcus and gets him to Medlab, where he will recover.

Jeremiah can't understand why Garibaldi is ghting, since the death at the hands of the Zarg is a perfect death. Garibaldi points out that Jeremiah isn't out there with the Zarg either. Jeremiah hesitates, and concludes he is not yet perfect enough. Garibaldi, using a local heat souce, detonates the bullets inside the tube and they hit the Zarg, killing it. They run.

Neroon arrives and orders Delenn and Lennier out of the room so he can speak to Marcus, one worrior to another. Neroon says that the death that took place in their battle was his own. Marcus was willing to die for someone of another race, when Neroon was going to kill one of his own kind. He muttered something about Marcus being more Minbari than himself.

As he turns to leave Marcus gasps: "Next time you want a revelation, could you possibly nd a way that's not quite so uncomfortable?" Neroon laughs.

Garibaldi meets Sheridan at his o` ce and tells him, "You wouldn't believe the day I had." Sheridan won't have any of it, though: where the hell was he while Marcus was being beaten up, someone was trying to kill Delenn and someone was invading the ceremony? Garibaldi starts telling him about the missing Grey level, the cult, the quest for perfection, the killer predator...

"Am I going too fast for you?" he asks.

Episode 64

and the rock cried out

Z Minus 14 Days

The station is a urry of activity as war preparations continue. Since they can jam the Shadows, telepaths of many races are being recruited and assigned to Army of Light patrol ships. G'Kar insists that each telepath should be given a Narn bodyguard.

Londo thinks G'Kar has been permitted to escape Centauri wrath for too long, however. Vir is appalled that Londo could care about petty revenge when the entire galaxy is su used with war.

Appreciating Brother Theo for the stability his monks have o ered in the chaos, Ivanova joins him in Docking to greet some religious "colleagues." Personal and professional rivalry aside, Brother Theo seems genuinely pleased to meet the Baptist minister, rabbi, Buddhist monk and Islamic cleric who have arrived.

Looking weary and haggard, Captain Sheridan is lost so deep in contemplation that he is oblivious to Delenn's teasing. Nothing about the Shadows' strategy makes any sense. The timing and location of the attacks seem random and illogical, but the individual engagements are tactically very logical. The Captain isn't eating properly, hasn't slept well since Kosh's death, and is suffering from nightmares. So Delenn bullies him into meeting the new arrivals for dinner that night.

Another arrival has the Centauri ustered - or at least Vir. Nothing seems to faze Londo any more, not even Lord Refa and Minister Virini. Londo outlines his plan to ensnare G'Kar by having Vir pass on the tale that G'Kar's former assistant Na'Toth is imprisoned on the Narn homeworld. G'Kar will then rush back to Narn to rescue her and be taken captive by Londo's agents. Vir refuses until Londo threatens to humiliate and destroy Vir's family in retribution.

As smarmy as ever, Lord Refa presents his case to the Minister of why his house should achieve ascendancy over that of Mollari. The ambassador has spent too much time among aliens, he claims, and is no longer loyal. The Minister wants the rivalry between the two houses ended and is apparently on the station to determine which of the two deserve his support.

Cringing pathetically, Vir takes his mission to G'Kar, while Londo informs the Minister that the division between the two houses will be ended soon through his relieving the Empire of an ongoing embarrassment. Vir can't contain his anger when he realizes that Londo intends to kill G'Kar in order to curry royal favor. His outrage does not go unnoticed by Refa's spies. Vir is captured and interrogated by Lord Refa himself. When he tries to hold out, a telepath easily rips Londo's plan from his mind.

At dinner it is revealed that the religious leaders are part of an organized resistance and intelligence gathering movement on Earth, and come bearing information for B5. Before leaving, Reverend Dexter says that he wants to hold a religious gathering on the station. The Captain agrees over Brother Theo's humorous objections.

Reverend Dexter nds Sheridan still working late in his of- ce, and asks him who he shares his heavy responsibility with. Sheridan grows irritated with the minister's presumption, especially with the implication that Sheridan is not being a good of- cer and the suggestion that he should share his burden with the woman who loves him.

Z Minus 13 Days

Peering into the cold, wind-wracked desolation of the former Narn capital, G'Kar gathers his forces for a mission into the secret caverns below the city. The ruins above are being rebuilt and redecorated to look like the Centauri Imperial Palace. Refa has just arrived and requests a security detail from Lord Drego to assist him in capturing G'Kar.

Musing in the war room, Delenn and Sheridan realize that the Shadows are corralling refugees into zones where they can be annihilated with ease. This war is "as much about terror as territory," he argues. A strike against defenseless refugees would have a great demoralizing e ect on the Alliance. "It's what I'd do," he crows.

"What?" Delenn gasps.

When he tries to explain that they need to think like the enemy, she grabs him by the arm and drags him out of the war room telling him he seriously needs a break.

G'Kar and his Narns proceed underground. Refa and his guards pick up the trail and follow him into an ambush. Refa gloats, "You have taken your last steps as a free Narn!"

Back on the station, Reverend Dexter begins his sermon. The enemy is not just something di erent. "We are all alien to one another," he argues. "The enemy is fear. The enemy is ignorance. The enemy is the one who tells you that we must hate that which is di erent."

As the service continues, a far eerier ritual begins deep under the surface of Narn. Refa orders his guards to attack G'Kar. His face shows the rst signs of fear when they fail to move. Then G'Kar brings out a holo projector with a recording of Londo telling his nemesis his fate. In return for Mollari freeing 2000 incarcerated Narns, G'Kar has captured Refa, the Centauri who is personally responsible for the planetary bombardment of Narn and the deaths of 5 or 6 million Narns.

Holding aloft a data crystal, G'Kar admonishes his Narns only to leave this on the body and keep the face and head intact for identi cation later.

"No hiding place!" the gospel singer begins in the B5 chapel. As the congregation joins in joyously, Refa scrambles down a corridor into the arms of waiting Narns. "There's no hiding place down here!." He runs terri ed back the way he came. "You know the sinner's gonna be runnin' at the knowledge of their fate!" Refa barrels into a crowd of eager Narns. "They'll be runnin' trying to nd a hiding place when it comes their time to die!" Even the Minbari begin to catch the spirit and try to sing along. "No hiding place!" Refa's crest drowns under a sea of spotted heads, and he is brutally attacked by the Narn as G'Kar watches, then leaves.

Mollari gives the data crystal found on Lord Refa's body to Minister Virini, and explains how Refa had betrayed the Centauri to the Narn and G'Kar to the Centauri. The minister seems surprised that Londo asks for nothing in return for exposing this plot. Vir is furious again however, this time for being set up and lied to. Londo says he knew that Refa had a telepath with him, so of course he had to tell Vir what he wanted Refa to believe. But Vir is not placated.

Delenn has a nal surprise for the Captain. In the long period of preparation before the war, the Minbari have completed an entire eet of White Star class ships.

Z Minus 10 Days.

Synopsis by Katrina Glerum
kat@gol.com

Episode 65

Shadow Dancing

Z Minus 7 Days

In the Council Chamber, Delenn is trying to make a noisy assembly listen to her. She explains that they have an opportunity to strike at their greatest enemy, but she needs all of them. But the representatives ask why they should, when she won't tell them what the mission is.

Lennier says they must trust them fflthat to reveal too much now might tip o the Shadows. Delenn reminds them that the Army of Light has kept all its promises. The representatives point out that this operation would leave their homeworlds undefended. Delenn agrees that it is a risk, but necessary. She wants them to commit as many ships as possible, and to wait in hyperspace until two hours before the attack.

They ask what ships she will contribute. Delenn replies that there will be Minbari warships, and, Lennier adds, some forces you have not yet seen. Delenn tells them they must make up their minds fast.

Sheridan is brie ng Susan and Marcus. They are to go to Sector 83, where the refugees are gathering, and lay in wait for the Shadow Armada. More would perhaps warn the Shadows and make them change their minds. Their job is to notify the Army of Light eet as soon as the Shadows appear and then get the hell out of there. He will give them his fastest ship, the White Star, but their chances will still be 50-50.

Delenn enters the Council Chamber. She is dismayed to see it empty save for one representative. But he says the others have gone to consult with their governments. They will join in. He only hopes she is right.

Zack meets up with Garibaldi. They discuss Franklin, and Garibaldi reveals that he is afraid he did the wrong thing in walking away from Franklin, when perhaps the Doctor wanted really to see whether anyone would help rather than to be left alone.

We shift scene to Downbelow. A tourist family is walking through a market, discussing the homeless The wife insists they are there by their own choice, but the husband is more sympathetic. Their daughter drops her ball, and Franklin hands it back to her. The mother rushes up and drags her away: "You don't know where he's been."

Z Minus 6 Days

On the White Star, Ivanova wakes up Marcus for his shift at watch. Before he leaves, she remarks on his uent Minbari and admits she was surprised by this. She had imagined the Rangers would concentrate on Martial Arts. For the Minbari, it's the same thing, Marcus replies. She should learn it herself: it might save her life, he points out. Then he gives her a graceful Minbari compliment.

On B5, Delenn gives Sheridan a list of the ships which will join his eet. He objects that the governments are "still holding out," but Delenn replies that what they've committed will have to do. Sheridan wants her to stay, but she says she must go. Especially because, afterward, they will spend the night together. She smiles at his confusion, and explains that when Minbari plan to marry, the woman watches the man for three nights to see the true face he hides behind his waking face. If the woman approves, she stays. If not, she leaves. If the man insists she stays another night, she can leave when he is asleep and complain. She refuses to explain what happens if the woman approves of the man.

Franklin, in a deserted corridor far from occupied parts of the station, comes across a ght. He attempts to stop it and is stabbed brutally. The man he tried to rescue runs o , afraid of getting involved with security because he's a drug dealer.

Marcus summons Susan to the bridge. He has detected a small Shadow ship, obviously a scout on much the same mission as theirs. The problem is that they're bound to be spotted, as they are about to emerge from a sheltering moon's eclipse. They are, and the Shadow scout begins to send out a message. The "White Star" tries to jam it.

Delenn and Sheridan board the Minbari agship, which looks like the Grey Council's ship. They go to what looks like the Grey Council chamber. Three lights are projected onto the oor. Delenn explains that this is the tactical center, and from it Sheridan can survey the battle and issue his orders.

Franklin is calling for help, though he is weakening. He has a vision of himself sitting above him, in his Army of Light uniform. He has, at last, met himself on his Walkabout. His alter ego doubts they have time left to talk.

The White Star battles the Shadow scout. It rams the White Star and is destroyed, but the White Star's engines are down and will take time to repair themselves. At this moment, the Shadow Armada emerges. If they send the signal alerting the Army of Light eet, they will be detected. But, as Ivanova says, "Who wants to live forever?"

Franklin is talking to his vision of himself. The alter ego tells him that he has always run away from things, and that now he is running away from "everything". He should take responsibility for his own actions, stand up and ght for what matters to him.

The White Star, still immobile, has been detected by a Shadow Ship. At this moment the Army of Light eet emerges. In the tactical room of the agship, Sheridan and Delenn are surrounded by a representation of the battle. Sheridan begins to give his orders, the telepaths begin their jamming of the Shadow Ships, and the battle is joined.

As Franklin is dying, his alter ego continues to taunt him, forcing him to explain what he really wants. "I want to do it all again," he realizes. Driven by his alter ego, he mounts a ladder and begins the journey back to the occupied regions of the station.

The White Star's engines come back on-line, and they join the battle. Ships are being destroyed all around them.

Franklin emerges from Downbelow and is rescued by some security guards.

The Battle continues until the Shadow Ships retreat. Sheridan and Delenn look at the remnants of their fleet. Wreckage surrounds them. They take comfort from one another.

A crash team takes Franklin into MedLab. Meanwhile the fleet returns to B5, bringing back shuttles full of the injured.

Sheridan and Delenn assess what has been achieved. For each Shadow ship destroyed, they have lost two of their own. But at least they've got the League working together. However, the Shadows now cannot fail to know where the headquarters of the Army of Light is. The question has become, when will they come for Babylon 5?

Z Minus 4 Days

A Shadow Ship is flying through hyperspace.

In MedLab, Garibaldi waits for Franklin to regain consciousness. The doctor tells him that he has found what he needed, if not what he wanted. He met himself, and discovered also that he did not like himself. Garibaldi leaves, telling him never to pull another stunt like this again.

The Shadow Ship in hyperspace launches a small probe, which doesn't at all resemble a Shadow vessel.

Sheridan, Ivanova and Delenn are discussing what has happened, and the problem of when and how the enemy will come looking for them. Ivanova suddenly asks why they have not come before. They have attacked everything else, after all.

Suddenly Sheridan has a flash of the dream he experienced. Ivanova, the raven on her shoulder, asking: "Do you know who I am?" He tells them he has been remembering this every night since Kosh died, and that it was a dream Kosh put into his head in the first place. It seems to refer to Ivanova's latent telepathy. They wonder if Kosh knew about this. Sheridan tries to remember more. He remembers himself in Psi Cops uniform, and Ivanova suggests that this foretells their unexpected alliance with Bester. Then he remembers Garibaldi with the dove on his shoulder: "The man in between is looking for you." Ivanova suggests it is Sinclair, but Sheridan is not sure.

Then he recalls Ivanova in funereal black saying: "You are the Hand." Delenn is struck by this. You have two hands, she points out, both equal and opposite. So, Ivanova says, "The Man in Between is your equal and opposite. He knows who we are and now we've kicked him in the head."

But Sheridan is suddenly impatient and dismisses all this as dreams and omens. The real point, Sheridan says, is that they are vulnerable now.

The Shadow probe is coming closer.

Franklin, sitting in a wheelchair in MedLab, is unofficially supervising the work on the injured. Sheridan enters and offers him his job back. Franklin accepts. Now he can do better, he says. He explains that in the past he had always defined himself by who he wasn't, not who he was. So he missed the moments, which are all we have. Now he will define himself as what he is. He cannot go back, but he can appreciate what he has right now.

Someone arrives at B5, and is waved past security. People stare at this person as they make their way through the station.

Sheridan is sleeping. Delenn, smiling, watches him.

The stranger draws closer.

Ivanova is woken up by Zack, who tells her that a visitor has arrived.

In Sheridan's room, Delenn picks up a snow globe. The door opens. A fair-haired woman enters. "Hello," she says. "You must be Delenn. I'm Anna Sheridan—John's wife."

Delenn drops the snow globe. It shatters on the floor.

Z Minus 2 Days

Episode 66

Z'ha'dum

"Humans have a phrase," Delenn narrates, as we see a recap of events leading up to the present, while she watches over Sheridan as he sleeps. "'What is past is prologue.' Minbari also have a phrase. 'What is past is also sometimes future.'"

The door to Sheridan's room bursts open, and he emerges, mouth agape, staring at Anna. He can't believe what he is seeing, and asks her what she's doing there. She asks him if that's the best she can do, but, indicating Delenn, says she can understand under the circumstances. Delenn rushes out, and Sheridan tries to stop her, but Anna lets her leave. He tells Anna that he thought she was dead, and she expresses surprise that Delenn didn't tell him. She says she's sorry she couldn't tell him herself, and that she had to leave him alone for so long with no word. But that's behind them now, and they're together again. He pulls away, and she tells him she understands his doubts, based on what Delenn told him. She tells him she will take any tests and answer any questions to prove she is his wife. She says she's here to explain everything to him to help him understand what it's really all about. She says all he needs to do is come with her.

"Where?" Sheridan asks.

"Where else?" Anna replies. "To Z'ha'dum."

As G'Kar and Ivanova walk through a storage bay, G'Kar explains that the devices around them were delivered by the Gaim ambassador, and that each of the weapons can deliver a blast of between five and six hundred megatons, and they are very difficult to detect. Ivanova plans to use them as mines to destroy Shadow vessels when they come out of hyperspace.

Sheridan watches in MedLab as a group of medical personnel examine Anna. Dr. Franklin emerges and tells Sheridan that Anna is human, and that all of her old medical records match up perfectly: It is his wife. Sheridan protests that she died at Z'ha'dum, and Franklin asks why he isn't glad she's back. Sheridan explains that he had to move beyond her death, and now, with Delenn, things are even more complicated. He asks Franklin if there is anything else, and Franklin mentions that he found some epidermal scarring above the nape of her neck, and that he doesn't yet know what caused it. Franklin promises to run some tests, and Sheridan tells him that he has to know whether or not it's really Anna.

Sheridan, in his office, demands to know from Delenn if it really is Anna. Delenn says she doesn't know, but Sheridan doesn't accept that answer—the pictures she and Kosh showed him led him to believe she was dead, but he wants to know why they did that if they didn't know for sure. Delenn said she was sure Anna would not serve the Shadows, but she admits she might have been wrong. Sheridan is adamant in believing Anna would never go along, and Delenn says she has no other explanation, but Sheridan can't accept that. He demands to know why she didn't tell him if there was even the slightest chance she was still alive. She says, that if she had, he would have gone to Z'ha'dum after her, and they couldn't allow that.

"You and Kosh... You couldn't allow it," Sheridan says. "I trusted you, Delenn, I cared for you. I let myself start to love you. Do you know what that means? Do you know how hard that was for me? All along a little part of me was still in love with Anna, even though she was gone—I had to fight that part off. Everytime I thought about you... about holding you, about building a life for the two of us..."

"John, you must believe me, I didn't know she was alive. We assumed that she had died with the rest of the crew of the Icarus, that only Morden had survived."

"And had you known, would you have told me?"

"That would depend. It would depend on what she had become. Z'ha'dum is the homeworld of the Shadows. No one leaves there the same as they arrived."

"You... you would have denied me the right to make that choice. How can you say that and expect me to ever trust you again?" He starts to walk out, but Delenn stops him.

"John, I do love you. If you believe nothing else I ever say, please... please believe that." Sheridan, without responding, walks out of the office.

Londo and Vir are in the Zocalo, and Vir asks Londo why he has been drinking so much since a diplomatic pouch arrived. Londo explains that he has been promoted, to the position of advisor to the emperor in matters of planetary security. Vir thinks that's great news, and doesn't know why Londo is upset. Londo tells him that it's because it didn't come twenty years ago, when he could appreciate it, but now, since they are afraid of him, they want to put a leash on him so they know what he's doing at all times. He knows that, if they see him doing anything suspicious, he will soon be killed. A man, who identifies himself only as "a friend" approaches the table. He says he was sent by their "mutual associates" and tells Londo to leave the station at once. Londo says he doesn't want to, and the man says that, if he won't go, he won't be responsible, but that Londo must leave quickly if he values his life. Londo and Vir know that it was more than likely a friend of Morden's, and Londo doesn't like the sound of the warning at all.

As Dr. Franklin looks over the medical records, searching for an explanation for the epidermal scarring, Anna tells Sheridan, in his quarters, that she has never been examined in such detail—by anyone other than him. She tells him that the medical reports have confirmed that she is Anna, but Sheridan doesn't understand what she has been doing on Z'ha'dum for so long, and why she picked now to come back. She can't tell him that, but says that he needs to come back with her, and that they are eager to meet him. Sheridan asks what will happen if he doesn't go, and Anna says she will leave without him, and he'll never know the truth. She promises no threats and no ultimatumsffimerely an opportunity to hear their side of the story. Sheridan asks why she wants to go back, and Anna tells him it's her home now, and she's doing important work, and that he'll understand when he goes there. Sheridan still refuses until he gets some answersffhe wants to know what happened to the Icarus and its crew when they landed there. Anna asks him if, when she tells him, he promises to go back with her. Sheridan agrees.

"Interplanetary Expeditions said that one of their probes out on the Rim had found the ruins of an ancient civilization," begins Anna. "Dr. Chang was putting together a follow-up expedition and he wanted me on his team. It was the nd of a lifetime. What he didn't tell me, or most of the crew, was where he really got the information.

"A few years earlier, IPX had found an alien ship buried beneath the surface of Mars. It was unlike anything they had ever seen before. As soon as it was exposed to daylight, an automatic beacon on board sent out a coded message. They knew whoever the ship belonged to would be coming in fast to pick it up, so they moved quickly. They analyzed the ship, took pieces of it for study later, and planted a homing device inside. Three days later another ship turned up and was digging it out of the ground. When it left, IPX was able to track it through hyperspace to a world out on the Rim."

"Z'ha'dum," Sheridan realizes.

"We didn't have a name for it at the time," Anna continues. "And Chang was under strict orders from EarthForce New Technologies Division to keep this top secret. As soon as we landed, we picked up an energy source. We were told to check it out. And that's where we found them."

"The Shadows."

Anna tells him that that is not a descriptive name, nor their true name, which is very long and nearly unpronouncable. She says they were quite approachable, but Sheridan tells her to tell that to the rest of the crew. Anna says that there was an accident, the crew was killed, and the comm system was destroyed. They had no way to contact anyone else. She says that, since the Shadows had just come out of hibernation, they made a deal with the crew: If the humans would stay silent, the Shadows would let them study their technology, which would solve nearly all of Earth's problems and let them leap forward 10,000 years. Anna says she didn't want Sheridan to think she was dead, but that he knows he always said his rst duty was to Earth. In addition, time doesn't work quite the same on Z'ha'dum as it does everywhere else. She tells him that, now that she's back, she'll take him to Z'ha'dum, so the Shadows can tell him what it's really all about. She says that Delenn, Kosh, and the others have misled him, and it's time to learn the truth. He agrees and embraces her, but while he does so, his gaze falls on Franklin's medical report on a table across the room.

Garibaldi enters Sheridan's o` ce and asks if there's anything he can do to help. Sheridan tells him that, since the Minbari crew of the White Star has never been logged into the security net, he wants Garibaldi to begin that right away. The White Star can orbit the station on autopilot. Garibaldi reluctantly agrees. Sheridan says he also as a few other things for him to do, and hands him a list. Garibaldi agrees to do it, but is more than surprised by what he sees.

Sheridan, in his quarters, prepares for his trip to Z'ha'dum, by making sure he is armed with a PPG at his side. He pulls another one out from a drawer and looks at it critically in the mirror. As he gazes into its surface, he realizes he is not alone.

"If you go to Z'ha'dum, you will die," says the old Kosh, whose image is also in the mirror. But when Sheridan turns around, there is no one else there. Sheridan turns back around, and looks at himself in the mirror for a moment, before walking to his comm screen. He tells the computer he wants to record a time-delayed message for Delenn.

Aboard the White Star, Anna asks if Sheridan is sure he can run the ship by himself. Sheridan thinks he probably can, as the design is pretty intuitive, and Anna assures him he is guaranteed safe passage. "Next stop," Sheridan says, "Z'ha'dum."

On the journey through hyperspace, Anna examines the White Star, and says she wishes they could have taken a di erent ship. As it is based partly on Vorlon technology, it could be dangerous; the Shadows believe they will die if anything even remotely Vorlon were to touch the surface of Z'ha'dum. Sheridan says he won't take any chances, and they'll take the shuttle down to the surface.

Back on Babylon 5, Franklin catches up with Ivanova as she walks down the corridor. Franklin asks why Sheridan left, and tells her that he knows Sheridan read the report he gave him. Ivanova doesn't know what he's talking about, and Franklin tells her it's about Anna.

The shuttle lands on the surface of the planet, and Sheridan and Anna, wearing oxygen masks, make their way through the harsh atmosphere to the entrance of the structure. The air inside is breathable, and Anna explains, for security reasons, the structure was moved underground many centuries ago. They are about to go further, but Anna takes Sheridan's PPG before she will let him go further. She explains this part of the complex was designed speci cally for them. She takes him down a corridor, and to a door. She knocks, and a voice inside tells her to enter. She does so, and inside are two humans. One is an older gentleman, and the other is a very familiar face: Morden.

Sheridan asks the older man who he is. The man insists it isn't important, but Sheridan demands to know. "Who decides that the work day is from 9 to 5 instead of 11 to 4? Who decides that the hemlines will be below the knee this year, and short again next year? Who draws up the borders, controls the currency, handles all the decisions that happen transparently around us?" Sheridan admits he doesn't know. "Ah," says the old man. "I'm with them. Same group, di erent department. Think of me as a sort of middleman. And the name is Justin."

Delenn receives a time-delayed message from Sheridan. "Delenn," the message says, "by the time you get this message, I will be at Z'ha'dum... with Anna. I can pretty much guess your reaction when you hear this, but I think it's the only way. When you and I were in the time rift with Babylon 4, for a moment, I jumped forward in time. We'd won the war, but Centauri Prime had been devastated. You said that this future couldn't be changed. You also told me, 'Do not go to Z'ha'dum. Do you understand? Do not go to Z'ha'dum!' I began to wonder... What if that future happened because I listened to your warning and didn't go to Z'ha'dum? What if... what if I could prevent the fall of Centauri Prime and end the Shadow War by going there? What I want... is to stay alive, to be with you. But you were right before. This is about more than what I want. So I'm going, even though I know it's almost certainly a trap."

"You see, John," Justin explains, as he pours tea, "back, a million years ago, there were forces prowling around the galaxy beyond anything that we could understand. And, like anything else, most of them outgrew this little corner of the universe, and headed off toward greener pastures. Now, two of them stayed behind, shepherds, you might call them. They wanted to look after the younger races, bring them around, help them evolve into something better."

"One of these was the Vorlons," Morden tells Sheridan. "The other was what you call the Shadows."

"The Vorlons are like your parents, I suppose," Justin continues. "They want you to play nice, clean your room, do it by the rules. I guess you could call them lords of order."

"The others," Anna says, "the ones who live here, believe that strength only comes from conflict. They want to release our potential, not bottle it up."

"It's really simple," Justin explains. "You bring two sides together, they fight, a lot of them die. But those who survive are stronger, smarter, and better."

"It's like knocking over an anthill," Morden says. "Every new generation gets stronger. The anthill gets redesigned, made better."

"So that's what the Shadows do," Sheridan says. "Come out every few thousand years, and kick over all the anthills, start wars, destroy entire races."

"A few get lost along the way, yes," Justin admits, "and that's unfortunate. I don't think it was ever easy, but you can't let that get in the way of the dream."

On Babylon 5, Corwin reports to Ivanova that he is picking up a disturbance coming from all around them. Many Shadow ships are appearing outside, encircling the entire station. Ivanova orders a red alert, and all the fighters are scrambled. None of the Shadow vessels are attacking, but Ivanova still orders the fighters to launch, but not to approach until she authorizes it.

"Think about it, Captain," Morden says. "Look at the long history of human struggle. Six thousand years of recorded wars, bloodshed, atrocities beyond all description. But look at what came out of all of that! We've gone to the stars, split the atom, written sonnets... We never would have come this far, if we hadn't been at each others' throats evolving our way up, inch by inch."

"It was supposed to be an equal balance between our side and the Vorlons," Anna says. "But the Vorlons decided that their way was the right way. They enlisted the support of the other worlds, like the Minbari. They even started interfering with the development of younger races."

"When you look at a Vorlon," Morden says, "you see what they want you to see. They've manipulated us so we respond faithfully to them. They've even at a genetic level, taking humans and adjusting them. Why do you think certifiable telepaths came out of nowhere a hundred years ago?"

"They created telepaths on a hundred worlds to use as cannon fodder for the next war," Justin explains. "But fortunately, our friends got there first and with the help of the Psi Corps, made sure that they came out on our side. John, they think that the human race shows great potential. When all this is over, we can be riding high, the first to rebuild, making things our own way. But the only thing that's standing in our way now is you. So, we can either work together now, or we can remove your support mechanism."

The fighters begin to mobilize around the Shadow vessels, and Garibaldi is among them. Ivanova tries to get through to Draal, but communications are being jammed. Ivanova knows the ships' appearance has something to do with Sheridan, but has no idea what it is, or why they are waiting.

"Everything depends on getting the other races to fight each other," Anna says, "to create conflict in order to promote growth and evolution. By getting them to cooperate, you are working against that goal."

"Whenever this starts," Morden says, "there's always someone who tries to organize the other races. You've done it. That's a commendable achievement, but as far as our goals are concerned, unproductive."

"So why don't you just kill me?" Sheridan asks.

"It doesn't work," Justin says. "Somebody'd just come around and replace you. That's always been the trouble with creating martyrs. We brought you here hoping you'd understand us, work with us, not against us. You're important. You're what they call a nexus. You turn one way, and the whole world has a tendency to go the same way. Let go of those other races. You can't hold them together. Evolution will be served one way or another. You can work with us, or..."

"Or you'll do to me what you did to Anna," Sheridan says.

Justin, Anna, and Morden all look at each other. "I don't know what you're..." Anna begins.

"The memories are there, the voice is there, the DNA is there... But the personality, the look in her eyes... The woman I loved, the woman I married isn't there. She would never go along with this."

"You're right," Justin tells him. "Just so. You see, when she came here five years ago, she was given a choice. The same choice that we're giving you. She made the mistake of choosing badly." As Justin is talking, Sheridan's hand creeps down toward his leg.

"You stuck her in one of those ships, didn't you?" Sheridan asks. He uncovers a PPG strapped to his leg, beneath their eld of view.

"How did you know?" Morden asks.

"A few months ago," Sheridan tells them, "we intercepted a ship full of people who were going to be merged with the Shadow vessels. They had implants in the brain stem, right back here. The scars in the back of her head are in exactly the same place."

"Our associates needed fresh bodies for the central processing units in their ships," Justin explains. "But we pulled her out as soon as we found out who she was and who you are. But once you've been inside of one of those ships for a while, you're never... quite whole... again. But you do as you're told!" Behind Sheridan a door opens, and a Shadow begins entering the room, and Sheridan sees it out of the corner of his eye. "And so will you!" As soon as Justin nishes, Sheridan jumps up and begins ring the PPG at the Shadow.

G'Kar runs into C&C. Ivanova asks if they can get the bombs outside, but G'Kar says it would be too dangerous ffl the blasts would take out Babylon 5 as well. Ivanova is willing to risk it, and asks how many they have. G'Kar explains that's why he's there ffl two of the devices are gone.

A bleeding Sheridan makes his way through a rocky corridor, and eventually comes to a balcony overlooking a Shadow city. Directly beneath him is an enormous black abyss, and above him, a glittering ceiling, seperating this place from the outside atmosphere. Sheridan types in some commands on his commlink, and the White Star begins to come alive. Inside, a voice from the bombs says, "Thermal fusion system armed for detonation," and the White Star begins moving toward the planet.

"John," Anna says, as she arrives. "There's nowhere to run. Come back inside. We can work this out." As the White Star hurtles toward the surface, Anna continues. "I know this isn't the Anna that you knew. What I am is what was made in her. A new personality. She can never come back. But I can love you as well as she did."

"Finally," Sheridan's message concludes, "I heard what you said when I left. I want you to know, I love you Delenn. Goodbye." Delenn touches the screen, and as the message ends, she collapses against the wall, crying.

Sheridan looks through the semi-transparent ceiling, and sees the White Star on its way. He looks down into the abyss, and hears a familiar voice ffl that of Kosh in his mind. "Jump... Jump now!" the voice urges. As Anna and a group of Shadows begin to move closer, Sheridan climbs over the edge of the balcony and leaps into the abyss below. Anna watches, stunned, but has little time to contemplate what's happening. The White Star crashes through the ceiling, and she lets out a blood curdling scream as a white light oods the balcony. The White Star impacts in an enormous exlosion.

The Shadow vessels, without warning, all vanish immediately, and while Garibaldi watches, a shadow comes over his viewport. No one on C&C understands the sudden departure, unless it is because they are no longer a threat, as G'Kar suggests. Ivanova believes she knows why, though. "He's gone."

As Delenn and Lennier pray over candles, we hear G'Kar's voice. "It was the end of the Earth year 2260, and the war had paused, suddenly and unexpectedly. All around us, it was as if the universe were holding its breath. Waiting... All of life can be broken down into moments of transition or moments of revelation. This had the feeling of both..."

Corwin reports to Ivanova that there has been no further word on the Captain, but that they can't communicate with the White Star ffl he thinks it's been destroyed. In addition, one of the ghters sent out didn't return. Ivanova asks who the pilot was, and Corwin tells her, "Mr. Garibaldi."

G'Kar continues speaking. "G'Quon wrote, 'There is a greater darkness than the one we ght. It is the darkness of the soul that has lost its way. The war we ght is not against powers and principalities, it is against chaos and despair. Greater than the death of esh is the death of hope, the death of dreams. Against this peril we can never surrender. The future is all around us, waiting, in moments of transition, to be born in moments of revelation. No one knows the shape of that future or where it will take us. We know only that it is always born in pain.'"

Synopsis by Matthew Murray
n9641343@cc.wwu.edu