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The Narn Regime Fact Book



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The world will never have lasting peace so long as men reserve for war the finest human qualities. Peace, no less than war, requires idealism and self-sacrifice and a righteous and dynamic faith.

John Foster Dulles

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Introduction

'I will confess that I look forward to the day when we have cleansed the universe of the Centauri and carved their bones into little flutes for Narn children. It is a dream I have.'

- Ambassador G'Kar

Once, on a lush and verdant world in an isolated sector of space no one in the galaxy cared about, there lived a race of sentient beings called the Narn. They lived and toiled to bring in a good harvest every year and gave no more thought to raising a galactic empire as they did trying to learn to fly or whether there was life on other worlds. From past experience, they knew the latter to be true, but it did not concern these peaceful, agrarian people.

Unfortunately, it should have. They should have been concerned when alien spacecraft made landfall on their primary continent and disgorged hundreds of pale, strangely furred men called Centauri. They should have known that creatures from other planets could rarely be trusted, especially when they came in the guise of friends.

They should have been ready to defend themselves when those ships came, their holds empty in anticipation of returning to Centauri Prime with a hold full of slaves. They should have been concerned, but they were not.

What followed was more than a century of oppression, brutality, and enslavement. Families were wiped out for being 'too aggressive' or 'not suitable to peaceful service'. Cities were burned as an example to other Narn that would not accept their new masters. Ancient lore was lost and the quiet agrarian people of the Narn that was became the embittered, hostile Narn that is.

A brave few led a desperate many against the silk gloved fists of their Centauri 'masters'. They had little success at first, but as their tactics grew more desperate, their successes mounted. The Centauri had thought them broken; they were not. Their enslavers were not prepared for the Narn to turn their own weapons of war against them, nor were they ready to see farm equipment turned into implements of destruction and even children's toys fitted with poison or explosives. The war to free Narn was bloody and vicious, but it worked.

Eventually, the Centauri withdrew from the Narn Homeworld and wrote it off as a bad investment. They



could not know the terrible price that investment would continue to exact. The Narn were free, but now they had the taste of Centauri blood and like a feral beast kept caged too long, they thirsted for more. The Centauri had been forced to abandon a few ships in their exodus from the Narn system. These were refitted and used to pursue the Centauri out of the solar system and across space into occupied territory. These Narn could not beat the Centauri yet, but they had learned where they could find them when they could.

Few races can claim to have jumped from the hunter/gatherer stage of societal evolution to the space age in a matter of decades, but few races in the galaxy have been driven by hate the way the Narn have. Revenge has fuelled every advancement the Narn have made; it has taken them from a single world untouched by others to a small empire of their own among the local stars. Their hate has been the beacon guiding every Narn in an unyielding quest to repay the Centauri for the indignities and horrors visited upon them and their ancestors.

Hate can be a powerful motivator, but it can also be a blinding one. The Narn were justified in their war to free themselves and perhaps even in the right when they sought retribution for the years of abuse they suffered, but their regime has become the thing they fight. Other races, ones that inhabited nearby solar systems, also know the pain of conquest at the hands of the Narn. The Narn tell themselves that the military actions are needed, that resources must be acquired if their crusade against the Centauri will ever succeed, but the yoke of their oppression feels no different to those they enslave in the process.

It has been said that to defeat the monster, one must become it. There can be no greater example of this truth than the metamorphosis of the Narn into what they have become. There is, however, an inner peace that even a hundred years of slavery and warfare cannot extinguish or destroy left within them. The Narn are a study in contrasts. They are a brutal, savage race capable of much bloodshed and violence, but they are also inherently spiritual and given to lengthy philosophical debates and contemplative reflection.

The Narn can be both calm and cruel, terrible and self-sacrificing. They move as one when they move at all, willing to follow a charismatic leader into fire and death if they must, but also capable of savage action with no more guiding hand than their own rage. The fate of these people, once peaceful but now a deadly force tempered in the heat of their own battles, is uncertain at best, but one thing can be said with certainty.

When the final day of the Narn dawns, their destiny will be only what they make it. No one else will ever shape the future of the Narn again. Whether they fall into darkness and are consumed by their own hate or rise above the dire past and find a new fate among the stars, they will do so through the strength or weakness of their own character.

Narn in the Babylon 5 d20 Roleplaying Game

All Narn characters share the following racial traits unless otherwise noted in the sub-races section of this sourcebook. These traits are explored in greater detail in the relevant sections of this text, but they are summarized below.

Narn Racial Traits

- ⑤ **+2 Constitution, -2 Charisma:** Narns are an extremely hardy race but are often seen as brute savages by others.
- ⑤ All Narns are of medium size.
- ⑤ Narns have a base speed of 30 feet.
- ⑤ **Low-Light Vision:** The dark skies of the Narn homeworld have evolved their eyesight so that it has become far sharper than a human's. Narns can see twice as far as a human in starlight, moonlight and similar conditions of poor illumination. They retain the ability to distinguish shade and colour while under these conditions, and can even read by such light.
- ⑤ For generations, Narns have been taught how to fight Centauri effectively. They gain a +1 racial bonus to their damage rolls when involved in combat with Centauri, whether it involves fists, firearms or space craft.
- ⑤ Narns have been turned from an agrarian race into warriors and so are automatically proficient with melee, pistol and rifle weapons.
- ⑤ Narns may never be telepathic, as their race simply does not have the gene responsible for awakening psychic talent. They may not take levels in the Telepath class, any Telepathic feats, or take on any template that offers telepathic abilities.
- ⑤ **Automatic languages:** Narn and English.
- ⑤ **Favoured Class:** Soldier. A multiclass Narn's soldier class does not count when determining whether he suffers an XP penalty for multiclassing.

From the Book of G'Kar, on the Passing of the Narn into the Second Darkness
And so it came to pass that the Shadows returned to the galaxy as they had once come to Narn- in secret and in silence. Few knew of their passing, and for fear of these Shadows moving in the open and laying the galaxy to waste they did not speak of them. Many sacrifices were made for this terrible secret, but the few lives lost were the price for the survival of many more. In life, choices must be made and while some day we can forgive, we must never forget.

It was the end of the Narn's existence solely as Narn, for we have become more than we were by recognizing at the last moment of our lives how little we had been. The fire of our war with those who enslaved us had not tempered us but had melted away the pure metal of our souls and left only the bitter ashes of our darkest selves.

The Shadows that walked knew this to be true and before our last war with our oppressors, they tested us to see if we were still aflame and could be used to light the fire they wished in the galaxy. They came to me in a human guise, the first Great Sign of what was to come but I was too blind to see it then. They came in the form of a human and asked me what I wanted. I, like all of our race, wanted blood and death in repayment of our ancient debt, but I wanted nothing more. I could not see beyond the extinction of our foe, and in this I was found lacking.

The Shadows moved on, seeing nothing in me worth keeping. They moved to our enemy and in his heart, they saw hunger for glory. They saw pride. They saw the ambition they needed to bring about the age of shadow once more and burn the stars with the heat of it. That is why they did not use us- did not use me - when they began to move. It was the intent of the Shadows to burn everything in their path but we were already naught but ashes.

We are not pawns, though we have been played for such. When they could not use us as weapons, we became the stone upon which the ka'toc is sharpened. Our foe was given tools of destruction and directed to use them against us. We retaliated as the Shadows knew we would; we marched upon the houses of our great enemy and brought ruin unto his next generation.

For this, our generations were all but ended in the face of the galaxy. Our world was rained upon with fire and stone, our skies blackened with dust, and our oceans boiled. We were found wanting, and our mighty armies were scattered to the heavens. Our foe wielded their allies and their own armadas against us and we fell back. When we could not fall back any farther, we fought to survive. When we could not fight any longer, we were broken, butchered, and returned to the lash or to the earth.

It was in this time, when the darkness engulfed us, that our last hope could be found. Only by losing every other choice, every wrong path we could take, that the true course of our destiny revealed itself to me. I was blind, and I cannot say that I had eyes to see the truth. I was a fool, and I cannot say that I had sense to know the truth. I was lost, and I cannot say that I could have found the truth. In the darkness, truth found me.

Narn Biology

Of the five races of the Babylon 5 Security Council, the Narn are arguably the most 'alien' looking from a human standpoint. This assumes that one does not count the Vorlons, given that so few individuals know precisely what they look like. The Narn are humanoid and do bear humanity some resemblance, but unlike the Centauri and Minbari, the juxtaposition of their features in relation to their skin and general structure is considerably different.

Doubtless, they think of humans as looking remarkably Narn-like yet very much different. In either case, the primary distinguishing feature that sets the two races apart would be the Narn's heavy epidermal layer. While this dense skin does not have the scaled protective structure of a Drazi, it is very thick and bears a mottled pattern that differs between individual Narns. This dark layer of skin is a matter of pride among the Narn and its proper maintenance is a source of both physical distinctiveness and constant work on their part.

Narn are otherwise very similar to other bipedal humanoid races in the galaxy. They have two upper limbs of roughly equal development, manipulative digits and the same basic sensory organs as found in other sentient species. The arrangement of their features and the physical layout of their organs are also quite similar, though in many cases the Narn show their 'early' tendency to adapt and evolve faster than their race's biological age would suggest is appropriate.

In many cases, as will be discussed in this text, the Narn are more primitive physically than their mentality and social

development would indicate. Their biology is not quite to the level of advancement that every other aspect of their culture has achieved. While the Narn are a philosophical and technically advanced race, they are in some ways a physically savage species and are not as far along in their biological evolution as other sentient races. This is mostly a matter of scientific curiosity and rarely shows itself as a medical problem, but there are certain traits that should be kept in mind when dealing with the Narn on a physical level.

Despite this 'primitive' biology, the Narn are quite well adapted for their environment. In fact, the often hostile and atavistic environment that the Narn have found themselves in at times in their history is likely the cause of their social and cultural evolution being so disparate from the state of their physical bodies. The Narn are fully capable of sentience and advanced biological function despite this level of mental versus physical displacement, though they do suffer from the capacity for nearly feral rage and biologically driven behaviour.

Narn Anatomy

From the Teachings of G'Kar, as recorded in the Book of Ta'Leth, son of Na'Toth and favoured student of Ta'Lon.

It has been said by those who came before us that the body of a Narn after death is the temple of his memory and should be given the honour of interment with those of his ancestors. This practice has been followed faithfully since before the time of G'Quan and has raised huge mausoleums in the deep places of our world. To disturb the bodies of the dead has been attributed with all manners of misfortune and taboo, such to the point where none of us dared in the

I will begin your teaching as it was begun for me, Ta'Leth. Many years have passed and as the flame of one house is carried to the next to stave off the cold, I now give you the fire of my knowledge in the hopes that it will provide you the same warmth it has given me. Mark these words well, but do not be afraid to ask questions or even ignore me when I begin to ramble. While wisdom can only come from learning, not all learning is truly wisdom. If you are wise enough to know the difference, I will know that you are ready to lead our people.

I know you have many questions, Ta'Leth, and it shames me that I must be the one to answer them. I am no historian or scholar. I am just a Narn, but perhaps that is enough. I will teach you as I was taught, and perhaps that will be enough. You want to know of our great battles and the many glories of the Narn that came before you. I cannot blame you for your curiosity, but it will have to wait. You must learn first what we are before you can understand what we were or what we have become.

In this, as in many things, G'Kar was right to teach me in the order he did. If you are much like I was then, this will bore you to the contemplation of suicide, but I beg you to stay your blade a while. You may find something useful in your first lesson, and even if you do not, it will teach you to sit still and listen to your elders. In my eyes, that is as good as actually learning something.

past to even consider such a thing. To our people, the body was sacred and was to be left unspoiled in death.

Then the Centauri came. With them came death too rapid to be treated with the reverence and ceremony of our ancestors. There were not enough ancient tombs or time to build new ones and our bodies festered in shallow grave-ditches dug by our own hands. We could not bury our dead quickly enough for the Centauri and in the wake of their wrath, our old ways crumbled. Without time to conduct our rituals or mortar and stone to build our crypts, we were left with only prayers to usher the fallen into their next life.



The body lost its sanctity, and while the reason for such a change was undeniably deplorable, this has not been without benefit. As a people, we have always been blessed with endurance and good health, but we were ignorant in medicine and how to heal the infirm. Because our bodies were sacred, we could not conceive the thought of learning what the dead could teach us about life. It took the knives and guns of our oppressors to teach us the value of death.

So too did we learn this lesson from the humans. They who have acted as both key and lock to the future have shown us many things since we encountered them in the stars. They have shown us honour and treachery, death and how best to live, and given us hope when we would have descended into madness. In them, we see that which is best and worst in ourselves. Humans honour their dead as well, but they too have been taught by war that the dead have value and meaning to the living.

It is in this way that we of Narn have taken the lessons of the past and moved past them into a much different future. We no longer hold our dead as sacred; we hold their memories and spirit as inviolate testimonies to who they were and what they meant to all of us. We do not dishonour the dead through study; we honour the fact that even as they pass, our brothers and sisters can still serve us through the knowledge hidden in their remains. It is not disrespect that guides our hand to examination; it is wisdom that drives us to learn all we can about ourselves.

In this, we have learned something just as important as medicine or the healer's art. We learn that old ways change. The new will and must supplant the old when its hour comes round. This is the way of things and it is as natural as anything else in the universe. Trees grow only to lose their leaves in favour of fresh blooms in the spring. Prey

is devoured by predators who are in turn consumed by the worms of the earth.

The universe therefore is defined by its changes and we must embrace that force or be swept away. We have passed the greatest test our race has ever faced in the coming of the Shadows and we did so by changing. We have so much to learn and have for so long been unwilling or unable to let ourselves learn anything. We must change and in order to know what it is the galaxy wants to teach us, we must first know ourselves. This is not about pride. This is not about honour. This is not even about respect. This is about survival.

An Excerpt from the medical journals of Doctor Stephen Franklin, Chief Medical Officer of Babylon 5. The following is part of a medical lecture given to MedLab staff in April of 2259.

Good evening, and thank you all for coming on such short notice. As many of you may be aware, I don't usually call you all together like this without a medical emergency. I want to assure each of you that while we do not have anything of the kind yet, we are certainly going to have one hell of an emergency soon enough. I'm sure we all watch ISN, so I won't bore you with the details of the Narn/Centauri War going on outside. Most of you have probably heard the party line from Earth that this war is not our concern.

Well I don't want to go against EarthGov on this one, but I don't agree. Anything that may potentially fill every bed on this station with casualties damn well is our concern. We've already had one close call and the Captain assures me we haven't seen the worst of it yet. I expect we'll be seeing a lot more wounded and dying come through here before the conflict ends, so listen up. We have a job to do and I don't care if the next patient I see is black, white, green, or has a fan on his head; we will care for him the best we can. Am I clear on that?

Now we all just went through a primer cycle on Centauri biology. I want to congratulate all of you on your scores, by the way. That's the kind of effort I like to see. We don't have another course due until this time next cycle, but I do not think the galaxy is going to wait that long for us. The Narn/Centauri War is on our doorstep, people, and I don't want a patient bleeding out because someone here does not know to isolate all three of a Narn's pulmonary nodes before surgery.

That's right. I have taken the liberty of ordering our next primer a few months early and everyone here is going to run through it with me. I know this is going to deep-six your free time for a while, but I'll make you this deal. You all go through this course with me and I'll pass everyone on it with straight nova scores when time comes to take it for real in October. You work with me; I'll work with you. That's the deal. And, since I intend to make you do this whether you want to or not, you might as well take me up on it.

Okay, now that I have your attention if not your enthusiasm, we can get started. Miller, dim the lights while I load up the first lesson set. Can I have everyone's eyes on the wall monitor, please? This is going to come at you pretty fast and relentless for a while, so we'll do a basic overview first and then, over the next two weeks, we'll go into detail on each section. I don't expect any dissertations or tests from you all, so don't stress about that. I figure if we can save some lives when the war gets here, that'll be enough of a final for all of us.

Narn Topical Biology – Skin, Nails, and Teeth

One of the most distinctive features of the Narn race is its heavy, mottled epidermal layer. This dense skin covers a remarkable musculature and bone structure well suited for the physically intensive lives of the Narn people. Likely the evolutionary result of the Narn Homeworld's punishingly bright sun and its often turbulent weather conditions, this thick skin provides excellent protection from their sometimes harsh environment.

Narn nails are also a product of their physical evolution and are extraordinarily resilient. While they do not have a propensity for growing sharp or long, they are durable and tend to be quite thick in nature. Many Narn still use their nails as supplemental tools, a role they excel in due to their resistance to chipping or breakage. The finger and toenails of the Narn are typically a similar colour and texture as the skin around them, lending to the common but erroneous assumption that the Narn have no nail growth at all.

Narn teeth are something of a biological anomaly given the likely species that the race evolved from, but the physical structure probably owes its present condition to environment over anatomy. While the species most often attributed as the ancestor of the Narn has a number of sharp teeth and a venomous bite, Narn possess neither and exhibit a dull, flat array of mastication teeth and only the vaguest incisors and tearing forms in any but their most extreme dental examples. This is probably the cause of millennia of agrarian living and constitutes a textbook example of a lost trait due to lack of continuous use or environmental impetus.

Narn Skin

By studying the epidermis of the Narn, one can learn a great deal by inference of their culture, homeworld, and environment. Narn skin is tough, mottled with varying patterns of darker hues and tends to wrinkle around muscle groups rather than lie smoothly over them. These physical traits suggest rightly that the Narn have evolved from an amphibian or mammalian ancestor and in an environment with high Ultraviolet radiation and high winds. The thick skin is nearly akin to hide as found on large land mammals and aside from its completely hairless quality is quite similar to the Earth rhinoceros or hippopotamus.

This similarity also carries over to the pack-like mentality of the Narn, but this subject is best left for a cultural dissertation. It is mentioned here only to note the possible genetic links between biology and societal behaviour. The Narn are a sentient species, but their heavy physical development suggests a certain lack of separation in many respects between the current state of their race and their more primitive ancestors.

Narn skin is thickest across their scalps and on the soles of their feet. The latter is a common trait among mammals throughout the known galaxy, but the former is an unusual formation. A thick scalp is typically attributed to either a poorly structured skull or a lack of cerebral development. In the case of the Narn, neither of these is true. Instead, their scalps have developed such a thick epidermal layer to compensate for the fact that they have no body hair of any kind and thus require the insulation to maintain a balanced cranial temperature.

Narn Lore – Dense Skin

As an optional rule in combat, Narns may be considered to possess DR 2 against blunt attacks such as unarmed strikes, clubs, and other bludgeoning trauma. This DR stacks with external armour but does not apply to any kind of projectile damage (even technically 'blunt' projectiles like bullets) as these impact with too much force for the Narn's skin to be of much help. Narn innate DR does not reduce energy damage of any kind, though Games Masters may wish to let it apply against thermal (heat and cold) effects.

The body temperature of a Narn is 101.2 degrees on average, maintained without a prodigious diet primarily because the heat conduction of their skin is extremely limited. The Narn generate their own body temperature and manage to keep it at a constant rate through an insulating layer of skin over their entire bodies and several small 'vents' of thinner skin at physically optimal points.

Infrared scans of a healthy Narn show these 'vents' in operation. Surplus heat is moved to the venting locations at the temples, the nape of the neck, and the sublingual area of the mouth through short burst muscular and fluid contraction. There, it is quickly dispersed into the air in what appear on appropriate monitoring equipment as flares of heat that last less than one second each. Venting of this sort occurs several times an hour, becoming more constant during hard exertion.

It should be noted that this biological heat baffling system is also how the Narn body handles waste water and mineral excretion. The water of the Narn body is flooded with sodium and other biological mineral excesses, and then superheated during the venting process. The gas that results is released at the same time as surplus heat, leaving the minerals to build up in vent areas on the surface of the skin. Thus, a Narn can literally taste when he is overheated and often needs to wipe down his temples and neck when he is overworked.

The last flesh structure of note for the Narn is the cervical spinal ridge and the thin layer of skin that covers it. This ridge is typically seen as a series of two to four vertebrae covered in what appears to be a thin epidermal layer at the back of the skull just above the neck. This area is deceptive in its appearance; the skin covering this ridge is quite dense and provides remarkable protection for the important spinal bones beneath it.

The primary reason for the Narn cervical ridge is another matter of heat. Since the Narn do not perspire through the majority of their skin, areas that could be detrimentally affected by an overabundance of body heat typically have a short route to one of the 'vents' in the body. In this case, the cervical ridge runs directly down into the neck vent and is visibly lightly covered because the lack of significant muscle tissue covering the spine allows it to exude heat above and beyond what its vent can release.

Narn skin patterns, which usually appear as dark brown or black hued circular patches over their light tan to ruddy brown basic skin tone, are very distinctive and come from exposure to ultraviolet radiation and internal chemical changes that occur during the Narn growth cycle. Narn infants have very few patches if any on their skin; these appear in greater number as the Narn ages with the majority of them forming before the end of sexual maturity. Narn skin mottling never stops occurring, with the patterns of a given Narn changing slightly throughout his entire life.

Narn Nails

In most galactic mammals, their two primary forms of skin extrusions are hair and nails. The Narn do not have body hair of any sort, but their nails are quite well developed. The reason for their lack of hair is not fully understood, as all of the likely candidates for their species ancestry do have hair, albeit in limited quantities and only in sporadic locations. The Narn may simply have out-evolved the need for hair when their skin took on its remarkable thickness and resiliency.

In any case, Narns have not outgrown the need for nails nor had any decline in their structure or development. While they do not share the massive nail formations of their ancestors, the Narn do have very thick, durable nails with the unusual property of being nearly opaque and typically tinted the same shade and colour as their surrounding skin. This is easily mistaken for no nails at all or remarkably transparent nails, but they are neither. Narn nails are dense, solid and an important part of the anatomy surrounding them.

A Narn's nails do not naturally grow to a point or exhibit any kind of edge, but their density allows them to take and hold one nicely. Because of their limited length (few specimens grow more than a sixteenth of an inch from the tip of the finger and half that from the end of their toes), this does not lend itself well to weapon use, but many Narns sharpen one nail for use as a tool or spare cutting surface. Used this way, some Narn can actually crease solid rock, suggesting just how strong their nails can become.

The finger and toenails of a Narn are deeply rooted, spreading far below the surface of surrounding tissues and anchored by means of a biological bridge to the tip of the nearest bone. This 'bridge' is a means for the body to pass building chemicals into the nail and also dictates its position and holds it fast to its digit. Narn nails are nearly impossible to uproot or remove by force, with most attempts having a greater likelihood of separating the finger or toe at the nearest joint than actually removing the nail in question. The anchoring of a Narn nail is biologically stronger and more resistant to separation than the skin and ligaments of a Narn's hands or feet.

This same structure is found in the creatures of the Narn homeworld and exists in the mammals believed to be the Narn ancestors, so it comes as no surprise that the Narn possess this trait. What is surprising is that the Narn have retained and actually reinforced this biological detail so thoroughly, especially since it is of little apparent use to them in their current culture.

When the Narn were more primitive, their nails were very important to them and acted as effective tools for a number of different purposes. If anything, the Narn's retention of their overdeveloped nails may be a true indicator of how little the race has evolved physically in comparison with its cultural and scientific growth. A race as technologically advanced as the Narns would normally show less of a prevalence on physical traits and a greater emphasis on cerebral evolution. That this is not the case with the Narns suggests that their people are probably millennia ahead of where they should be in their natural history.

Narn Teeth

The dental structure of a Narn is an example of environment over heredity. The mammals that the Narn likely evolved from have predominantly sharp teeth, but the Narn themselves have only blunt teeth. This matches their diet perfectly and because of the specialized vegetarian diet that most Narn enjoy, they have little need for edged or tearing teeth. Narn crush all of their food and soften in their mouths for digestion. Blunt teeth facilitate this process, while sharp teeth would only be waste of dental space.

It could be argued that early surviving Narn had blunt teeth as an aberration and adjusted their diet accordingly. Advocates of this theory point to the meat-heavy diet of some of the progenitor races on Narn, but other organic structures in Narn anatomy discourage this line of evolutionary theory. The entire internal biology of the Narn (with the exception of the nearly vestigial komeen digestive organ) is geared towards drawing sustenance from

plant matter, which suggests a more environmental factor in the Narn's distant history.

This should not be taken as an inability for the Narn to eat or digest meat, but those who do so are either supplementing their diet or have a taste for the substance; it is never required by them physically. Narn teeth are completely capable of tearing and chewing meat, though most Narn dishes involving meat utilize ground or flaked meat products to facilitate easier mastication. Breen, a Narn delicacy similar in nature to Swedish meatballs, is an example of ground meat used in Narn cooking.

Because many of the vegetables eaten by the Narn are heavy and fibrous, their jaws are highly developed and can generate an incredible amount of force. The strength of the chewing and biting reflex of a Narn is rated at 300 psi, nearly twice the 175 psi delivered by the jaws of a human. This is coupled with a remarkably dense and resistant tooth structure, allowing the chewing surfaces of the Narn to withstand this much constant force.

An interesting related condition is the nearly non-existent occurrence of bruxism- 'tooth grinding' that occurs during sleep. As opposed to the 20% destructive bruxism that occurs in humanity, less than 2% of all Narn exhibit any bruxism activity at all. Instead, most Narn lock their jaws subconsciously during sleep and rest their teeth together for protection against bruxism and as a way of slowly increasing the strength of their jaws through constant stress. Other chewing disorders are equally uncommon among the Narn.

Narn teeth are also resistant to decay. While the acidic content of their saliva is very strong and aids in pre-digestion, it does not interact destructively with the unique dental enamel that makes up tooth enamel. There is little that can damage Narn teeth aside from extreme cold and physical impact. The former vulnerability comes from the Narn's heat vent inside their mouths and its constant thermal interaction with Narn teeth. The latter is not a serious concern, as their teeth are as physically resistant and enduring as the rest of their bodies. A Narn molar is roughly the same size as a human molar but masses roughly half again as much.

The most unique trait about Narn teeth is their dental root structure. Where other races have a triad root with three spars that set them into the bones and soft tissues of the jaw, Narn teeth have five 'prongs', two of which meet and join under a calcium arch in the jaw. This makes their teeth very stable, though it also makes dental surgery a prolonged

and difficult affair during the few instances in which it is necessary.

Narn Internal Structure - Blood, Bones, and Muscle

As dense and resilient as the skin of a Narn is, the structures beneath it are even more enduring. The body of a Narn is tough from bone to flesh and can withstand tremendous punishment before suffering real and lasting damage. This evolution is also the likely result of the adverse environmental conditions on the Narn homeworld. While the planet is a lush and fertile world, it does suffer from severe wind and rain storms; this has driven the evolution of the Narn's stamina and resiliency compared to other galactic races.

Narn blood is highly oxygenated and carries a surprisingly high level of hormones and adrenaline. This rich blood flow fuels the constant level of exertion the race can achieve and ensures that minor injuries are healed in an efficient and rapid fashion. Platelets in Narn blood are extremely reactive to air exposure; open cuts coagulate swiftly and limit blood loss in all but the most dire of lacerations.

Narn bones are heavy and thick, as suggested by their external appearance and physical structure. The general density of Narn bones is twice as high as human bones, lending to a high body weight with little of the attendant displacement their mass indicates. Very few Narn suffer from bone spurs, broken bones, or other calcium or structural deficiencies; their bones are a dependable part of their bodies with enough weight and solidity to ensure constant, stable growth through the life cycle of the race. The osteoporosis and bone loss common in other mammalian species does not occur in Narn save for isolated abnormalities.

The musculature of the Narn is as dense as the race's other structures. Even small, narrow muscle tissues are in many cases half again to twice as thick as other galactic species, though their efficient body frames keep this from contributing to too massive a physical profile. A Narn is roughly the size and shape of a human, but their muscles tend to be much more developed and effective during prolonged manual activity.

Narn Blood

Narn, like other mammalian races, have a central circulatory system that ensures nutrient and oxygen flow is maintained at a constant speed through the body and heat is evenly dispersed in the extremities and nerve centres. While it is not always the case with mammals in the galaxy, Narn

blood is much like human vital fluid- red and viscous with a thickening reflex that occurs when it is exposed to open air and no longer in motion.

Production of red cells is accomplished through two major sources. Bone marrow is vital to Narn red cell count as is common in most mammalian species, but the Narn also have a set of valved soft organs as an attendant part of their digestive systems that create red blood cells on their own from plant based proteins. These organs, called the storlach chain, are a supplemental system and not strictly needed for good health, but they ensure that the vegetarian diet of the Narn does not cause them to suffer the anaemia commonly associated with limited meat consumption.

Narn blood is an amalgam of red, white, and yellow cells. The first two are rough analogues of the red and white cells in humans, though both red and white Narn cells can perform the function of oxygenation in addition to their other roles. The ratio of red to white cells varies greatly depending on the general health of the Narn in question, but it remains at a high level compared to human blood flow even when the Narn is not ill or diseased.

Yellow cells are common to many races in the galaxy, though they are absent in human beings because of their specialized function. The Narn have yellow cell production because their world, like many others in the central part of the near galactic rim, has a specific background radiation not found on Earth or its near colonies. This radiation can interfere in cell production and physical growth, but the action of yellow cells reverses and combats the radiation's degenerative effects. This makes yellow cells vital to the Narn's survival on their own world, though its services are not required elsewhere and yellow cell count drops dramatically in transient Narn.

The most notable thing about Narn blood flow is its incredible pressure and the small secondary pumping structures that exist at the base of each extremity where they meet the central body trunk. These micro-vascular organs add increased pressure to the already high force of Narn blood flow because of the density of their skin and internal tissues. Only this level of blood pressure can ensure proper flow and saturation throughout their bodies. Fortunately, improved blood coagulation and muscular constriction ensures that even minor wounds do not risk Narn lives through uncontrolled blood loss.

Narn Bones

Narn physiology incorporates several heavy minerals in bone creation, with calcium as the predominant material as with other mammalian races. This process involves a

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crystalline matrix slightly more complex than human bone production, lending to a heavier, stronger end product that has the side effect of making proper bone growth take a slightly longer time than in other races. Children among the Narn have relatively brittle bones for the first six years of life and broken bones have a difficult time reknitting quickly.

This level of complexity also makes the internal process of bone production less efficient in terms of energy consumption than that of other races. A Narn with a broken bone must consume a remarkable amount of calcium and other minerals to augment their biological healing factor, something that their agrarian diet can make quite difficult.

It is for this reason more than any other that the Narn raise and keep livestock. Few enough of them eat meat, but milk is a staple of their diet (as will be explored in greater detail during the nutrition module of this overview) and a vital part of their reconstructive processes. Without a steady stream of calcium and mineral rich intake, Narn would likely suffer from numerous fractures and poorly healed bone damage, with the complications of this infirmity growing more serious in advanced stages of age.

The thickest bones in an average Narn are the pelvis and the skull. The former skeletal structure is very heavy and well-

Narn Lore – Narn and Physical Attacks

The Games Master may, as an optional rule, allow Narn characters fighting unarmed to inflict +1 point of bludgeoning damage because of their optimized skeletal structure. It is recommended that if this option is taken, Narn characters also suffer a one day delay in natural healing if taken below 0 hit points because of the medical complications their broken bones can cause. This does not affect their ability to stabilise, but Narn should take one full day longer than other characters to begin recovering hit points. This balances out their ability to inflict greater damage in unarmed combat.

reinforced; it has to be able to withstand the constant stress of torso and leg muscles pulling against it and the force of impact that transmits down the spine and up from the ground during perambulation. Very few Narn ever break their pelvis, as the kinetic energy required to do so typically liquefies internal organs long before the bone itself suffers any damage.

The Narn skull is a very resilient collection of bones, with no split along its dorsal surface as found in races like humans or Centauri. The heat dispersion that normally occurs through this narrow split is handled by the vents in the Narn temples, making the need for it effectively negated. Narn bones, including the skull, are under a constant state of dismantling and reconstruction that makes the stress line unnecessary for growth purposes as well.

Several surfaces of the Narn body (elbows, hands, feet, knees, forehead, and forearms) are thick and somewhat internally ridged. While this does not translate directly into any sort of natural weaponry, it does allow every part of the Narn physique to act as a weapon in hand to hand combat and provided the biological imperative for their primary fighting style. This combat technique involves smashing an opponent with the hard, impact resistant bones of the Narn, making an elbow strike or head butt very painful for anyone on the receiving end.

Narn Muscles

Narn muscle tissue is fibrous, like most mammalian species in the galaxy, but its interweaving nature is second only to the Minbari in complexity. The only factor that limits Narn strength below that of the Minbari is the width of their muscle tissue lending more to density than tensile strength. It is the muscle layer surrounding a Narn's internal organs and vulnerable joints that provides so much resistance to physical damage. A blow that would seriously wound or incapacitate a human can be endured by a Narn because of their thick skin and this resilient musculature.



Narn muscles help them resist injury in another fashion. All of a Narn's outer musculature has a rigidity impulse that occurs when it is impacted by a force greater than 280 psi. For a time span of less than a second, the tissues surrounding the impact point lock up and become nearly twice as dense. This phenomenon is so sudden and relaxes again so quickly, it is not truly visible to the unaided eye. Unfortunately, this rigidity impulse is not fast enough to be of significant use against modern ballistic weapons and energy attacks burn through the muscles regardless of density, but it defends them well enough against normal forms of assault.

The most unique feature of Narn muscles is the adrenal tract that runs from their outermost inflection point to the major bone anchors and branches into tributaries throughout the substance of the muscle itself. This tract is solely for the cycling and filtration of adrenaline, making the Narn the only major galactic race with a biological system of this sort. Other mammals have adrenal glands that shunt the chemical into the bloodstream, but the Narn have a series of vessels that carry only adrenaline and thus can flush the body in a much faster, more controlled fashion.

Unfortunately for the Narn, the primitive response controls that once governed this system have atrophied due to lack of use. A few Narns still have the ability (some would call it a detriment) to enter a form of short term frenzy in response to external stimulus, but most have long since lost this capacity over the millennia since their ancestors had to fight for food and shelter with much larger, much stronger predators in their environment.

Mention should be made here of the Dur'Nara, a subterranean race of Narn that have lived as a separate race from their more civilized relatives. The Dur'Nara are not a numerous people and their breeding rates have been declining for centuries to the point where the extinction of their race is projected by the year 2400. A few rare examples of the Dur'Nara live harmoniously with other Narn, but the majority of their kind are antagonistic and prefer as much separation as possible from their weaker, surface-dwelling 'cousins'.

They consider Narns weaker because the Dur'Nara have an over-developed set of adrenal tracts and glands. They live with a constant background level of adrenaline in their bloodstreams and can call forth a greater form of the same rage the Narn are gifted (cursed) with at will. This makes them understandably aggressive and violent on occasion, but they usually confine their hostility to their own tribes and subterranean threats.

Excerpt from the Book of G'Quan, in the Chapter and Verse dealing with the Dur'Nara

Many despise the dwellers in the dark places of our world, but they serve, as all of us serve, an important role. They remind us that we are only strong if we remain together. They show us the savagery in our souls and the terrible price of letting it rage unchecked. They keep to the shadows, and this horror has changed them more than we could possibly imagine. We have much to learn from the dark dwellers, though they would never teach us willingly.

We must also remember that there are many monsters in the deep, and the dark dwellers are all that stand between us and them. Some have called for us to slay the dwellers and stop their attacks on our farms and homes, but I ask you- which is better? Should we endure their brutality once a season or open the dark doorway to the things that crawl beneath us?

Narn Organs and Soft Structures

This module begins with a look at external structures and their function in Narn physiology. Narn have a common set of sensory organs and one not found in most mammalian species. They have the same sight, hearing, taste, scent, and tactile responses, with appropriate organic and nervous formations to channel these senses. Narn also possess a primitive form of heat tasting, much like the myriad serpent bioforms found in the galaxy.

While a brief exploration of Narn senses would be useful in a medical sense should treatment or diagnosis of sensory organs become necessary, it should be kept in mind that the Narn have no senses that exceed the range of human detection with the sole exception of their sense of touch. Narn scent has a somewhat shifted range, but it is not far enough outside human norms to be considered beyond the normal parameters of analysis or ability. This is important because it allows human medical personnel to use human testing equipment when treating Narn.

Narn Senses

Technically speaking, there are ranges of Narn sensitivity that exceed human norm, but these do not fall so far outside the range of human ability that specialized equipment is required to diagnose and treat basic problems. Narn eyesight is somewhat more acute as is Narn hearing, but they also suffer at certain ranges more than humans do, so the increased ability must be weighed against the deficiencies when dealing with a Narn sensory condition.

It is recommended that when a diagnostic test indicates a problem with Narn eyesight or hearing, the testing equipment should be recalibrated and the test conducted at least one additional time. In most cases, these 'problems' are simply a result of Narn sensory acuity and not a true medical failure by the sense in question.

Narn senses are noted here, with a few indices as to potential overages or conditions that may apply when testing the sense in the field. Anything remarkable about the sense is also touched upon, though medical personnel should be directed to the EA MedCodex dealing with the sense or organ in question for answers on specific problems/inquiries.

⑤ **Sight:** Narn vision is roughly equivalent to human sight, though they have a slightly wider range of perceptive colours. The ability of the Narn to taste colours is linked directly to this increased range and a Narn with limited taste ability will find his colour sight severely hampered. The motive function of this limitation seems to be psychosomatic, since there is no direct nervous connection between the two senses.

- **Colour Vision:** Narn occasionally have a genetic trait activate during childhood or puberty that robs them of their colour vision. This is apparently a throwback trait and extremely recessive. It strikes without warning and is very elusive to detection or correction. Surgical means to recover the lost colour vision have proven limitedly successful, but better results can be obtained through chemical therapy.
- **Peripheral Vision:** Narn have excellent peripheral vision, roughly equivalent to the highest levels of human ability. Unlike humans, who range in their ability to see peripherally, Narn effectively have the same sight throughout their populations and do not vary widely.
- **Light Tolerance and Vision:** Narn deal with variances of light extremely well and are not easily dazzled by anything but purposeful bursts of radiance. They have a high concentration of rods and cones per millimetre of eye surface, allowing them to distinguish shapes and motion even in the dimmest light. While they cannot see in true darkness, Narn are functional in very low lighting conditions.

⑤ **Hearing:** The Narn have very acute hearing, but nothing truly outside the range of human auditory sensitivity. They sometimes have difficulty making out subtle differences in sound intensity, but this is compensated for by an excellent inner ear motion tracking mechanism, allowing the Narn to determine the direction and distance to any given sound source to within a few feet. While this ability is not quite acute enough to be used as a targeting sense, many Narn take the time to hone it into one.

- **Supersonic:** The Narn have hearing slightly into the supersonic range, 21,000 to 22,000 Hz in most healthy adult specimens. This is due to a very complex inner ear chamber that focuses and amplifies sound in this range before passing it to the eardrum and softer structures for processing.
- **Subsonic:** Likewise, this focusing element allows the Narn to hear slightly into the subsonic range. Most Narn can detect a sound as faint as 14 to 15 Hz; 5 Hz lower than the same capacity in a human. It is rare for most races to be sensitive in both directions; this suggests that at some time in their evolutionary past, the Narn needed the ability to hear supersonic and subsonic frequencies in order to survive.

⑤ **Taste:** The Narn tongue is a complicated muscle/sensory organ and is divided into no less than ten taste zones. These are somewhat redundant and not as specialized as the tongues of other races, but it does allow them to distinguish tastes that are very faint and might be missed in others. In addition, the basic sour and bitter reflexes of most mammals is somewhat muted in Narn; they do not experience tastes in this range as acutely and do not have the same connection to a gag reflex as humans or Centauri.

- **Sweet Range:** The Narn have an intricate and highly powerful ability to taste sweet flavours. In fact, many of the tastes that other races would consider bland or bitter are detected as sweet by the Narn palette. This allows the Narn to enjoy or even desire the taste of foodstuffs that others might refuse on the basis of flavour alone.
- **Heat:** Narn have the capacity to taste heat along the outer ridge of their tongues. Most Narn do this subconsciously and, since the ability is not very strong in most

of their race, rarely find a use for this sensory trait. The Dur'Nara have kept this ability and possess a much stronger form of it; this has proven very useful in their subterranean environment.

- 5 **Smell:** The olfactory sense in Narn is almost entirely divorced from their sense of taste. A Narn does not need to smell food in order to taste it the same way many galactic races require; they can use each sense independently. This does have its drawbacks; food must be processed on its own tastes alone, causing some foods to taste completely different for a Narn as it does for another species. This phenomenon is responsible for the Narn preference for raw spoo while most other mammalian races (including Centauri and humans) find the taste of uncooked spoo repulsive.

- o **Offensive Odours:** Narn do not find many smells offensive, likely because of their separated sense of scent and taste. Their gag reflex does not engage for smells or fragrances, making them very resistant to what others would consider foul odours. This is not an absolute truth; most Narn still find some strong smells offensive and avoid them or become agitated when exposed to them, but they do not react as violently to such stimuli as other races.
- o **Perfume:** The Narn do not wear perfume as a general rule, as they do not have the mental connection between a pleasant smell and attraction. Their skin is ill-suited to fragrances and those few chemical compounds that do blend with their epidermis tend to be completely subsumed, making the construction of an effective perfume very difficult and costly.

- 5 **Touch:** The tactile sense of a Narn is acute, but only in limited areas of the body. Most Narn have 'zones' of sensitivity in much the same fashion as an adult human's feet have sections of thin skin and built-up calloused areas that feel very little. This phenomenon occurs over most of a Narn's body, with only the hands, inner sole of the foot, and sections of the loins, neck, and chest exhibiting tactile sensitivity. The rest of the body has crude touch capability, registering only heat, cold, and pressure with any accuracy.

- o **Touch Reactions:** The Narn do not have one basic tactile reaction; they cannot

be tickled with any frequency. A few individuals have this reflex, but most Narn find ticklishness a bizarre aberration in other races and do not understand the reaction when they are confronted with it.

- o **Intimacy:** The genitalia of the Narn are remarkably similar to humans- so much so that they are quite compatible with humans in a sexual fashion. Many Narn actually find humans quite pleasing as sex partners and enjoy the fact that they do not have to work as hard to please their softer skinned partners during relations. In turn, the few differences that do exist between Narn and human genitals ensure that the experience is satisfying for Narns of either gender as well.

One important note about sensory organs in the Narn, namely the eyes. Narns have three eyelids, only one of which is fully opaque. The outer eyelid is a flap of skin that serves the same protective and cleansing functions as a human eyelid. This lid is some of the softest and most sensitive skin on a Narn's body and it requires regular cleaning on its outer surface to keep from drying out. Most Narn use a dampened cloth for this purpose, though clinical procedure calls for an atomizer with a light saline solution twice a day for best coverage.

The second eyelid is completely clear and acts as a moisture retainer and protective lens against dust and micro-particles. This lid is the likely evolutionary result of the high winds on Narn and unlike the outer lid, it rarely opens except during sleep. Sleeping with the outer lids open is nearly unheard of in Narn, as the second lids open automatically during unconsciousness and expose the eye to possible damage if the outer lids do not close.

The third lid is rarely used as it reacts only to prolonged, intense sensation. Because the pupil of the Narn eye opens wider as a result of stimulation (pain, pleasure, thermal extremes), the race has developed a nearly opaque inner eyelid. Externally, this lid appears black, but it can be seen through with almost complete clarity by the Narn in question. This lid keeps high intensities of light from damaging the eye and is only necessary because Narn eyes do not properly govern their own dilation. The third eyelid is rarely utilized, and typically only occurs during intimate relations (much to the surprise of any partner not warned in advance) or lengthy periods of bright light conditions or continuous pain.



Organic Structures – Heart, Lungs, and Digestion

The Narn are a strong and hardy people. Much of this resilience comes from their muscles and bones, but these would not be enough to provide the race with their near-inexhaustible stamina were it not for the remarkable functioning of their organs. The Narn show some signs of their feral ancestry in their organic structures and many of these forms are not far-removed from the animals they descended from. Narn take pride in this fact and many prefer to refer to their organs in animistic terms. In this respect, they do not differ much from humanity, though they have a more accurate reason for phrases like 'heart of a norak (the Narn equivalent of an Earth lion)'.

The dominant factor of Narn organs is redundancy. It is surprising that Narns do not have two hearts, but this is probably because their micro-vascular organs scattered throughout the body do the work of an additional cardiac muscle. Every other major organ is replicated, making it difficult for a single wound or incident of trauma to cripple a Narn significantly. Important organs and their unique traits or medically relevant details are given here for easy reference.

⑤ **Heart:** As mentioned above, the Narn heart is aided by a set of minor circulatory boosters in each of the major extremities. A Narn heart is divided into four sections like a human heart, though each chamber is 10% to 15% larger, making the Narn heart considerably larger and tougher than a human heart in a similarly sized individual. This size does mean that a heart collapse can be more catastrophic as the fluid volume released is greater, but incidents of cardiac arrest and dysfunction are very rare.

- **Arterial Connections:** Attending physicians should be aware of the fibrous connecting 'gates' at the end of each artery when they connect to the heart itself. These linkage points are resistant to damage but once they shred or sever, they are very difficult to reattach. It is recommended that separated arteries near the heart be replaced completely rather than repaired whenever time is a factor during surgery.

- **Blood Pressure:** The contractions of the Narn heart are very powerful and unless great care is taken during surgery, stopping its motion for medical purposes can be an uncertain and dangerous affair. Dephenamine is a recommended drug for this procedure; its powerful paralytic effects can be easily reversed through a direct cardiac injection of Genizole and it has excellent success rates during open heart surgery on Narn patients.

⑤ **Livers:** The Narn have two livers and a string of small filtration organs that run between them. Organic materials enter through the left liver and move their way along the string organs until they finally pass the right liver and expel down into the intestines for final processing. Bypasses along the organ cluster allow materials to skip over livers or sub-livers that are already processing at full capacity and a sublet storage pouch holds any overage until it can be sublimated and passed on.

- **Vital Function:** Narn only need one of their livers functioning to maintain health under normal conditions, though their energy level will be somewhat lower than normal due to inefficient purging of fatigue toxins. In some Narn patients, failure of one sub-liver causes the bypasses running to all of them to shut down. A direct forced opening of the bypass can resume normal function again.

- 5 **Stomachs:** Narn have two stomachs, allowing them to process one meal while saving additional food for later use. This provides increased stamina as Narn can overeat when food is plentiful and subsist off of the stored nutrition when they cannot regularly find sustenance. Most Narn only use their second stomach a few times a year- often inadvertently as the result of a large meal.

- o **Regurgitation:** The additional muscles that provide shunting of additional food to the second stomach also provide the Narn with a unique capacity not commonly found in mammals- they can effectively vomit without resulting to external stimulus. This has limited practical applications, but it does allow them to swallow small objects and retrieve them (albeit messily) within 30 minutes to an hour of ingestion. Some Narn develop this ability into a startlingly powerful expulsion of stomach acids and digestive fluids, but this technique is very uncommon and requires a great deal of distasteful training to acquire.

- 5 **Lungs:** Narn lungs are quadrilateral, though they do not actually exist as four autonomous organs. Instead, they are two organs with a full seam that separates them from about an inch at the top to just short of an inch at the bottom. Air passages link the two nearly bisected halves and allow proper respiration from both areas into the bloodstream. A small series of fluid drains catch impurities and usher them into the digestive system, allowing the Narn to 'breathe nourishment' if necessary. The more practical application of this organic structure is the filtration of air pollution.

- o **Filtration:** The Narn homeworld has a very high pollen, mould, and spore count in most of its climatic regions. The special function of Narn lungs allows the Narn to breathe in this atmosphere without undue difficulty, though extreme areas still require the use of filtration masks or external air purification. Interestingly, very few Narn exhibit any potential for allergic reaction to their airborne pollutants.
- o **Aerosol Nutrition:** The Narn and Abbai are both capable of utilizing standard gaseous sustenance ration #34-V1, though prolonged use is untested in the former case. EA medical doctrine recommends gaseous rations be given to

Narn only if some pressing reason exists for intravenous fluids to be discontinued. Narn can be safely given gaseous nutrition for no longer than 21 days in any case; the ability of their lungs to process the minerals involved is insufficient after this amount of time.

- 5 **Intestines:** Narn intestines are very tough and have several rigid sections that define the curvature of their coils within the lower abdomen. This allows Narn intestines to be physically removed for prolonged periods of time and then replaced physically with a significant chance of doing so safely for the patient. Narn intestinal lining is also very acid and thermal resistant, withstanding extremes that would damage or destroy the intestines of other mammalian races.

- o **Muscular Contraction:** The force of contraction (more properly- undulation) that moves matter through the intestines of a Narn is quite forceful, aiding in final digestion of materials that the stomachs and other digestive organs have not completely broken down. The intestinal process of digestion is an imperfect and inefficient one, but it does function to pull more nutrition from a consumed meal than most other races would be able to achieve.

Narn Lore – Digestion and Nutrition

Because the Narn can get more from each meal and eat a substantial amount and store it for later use, the following optional rules should be put into effect during any game condition in which they might apply. Narn can consume twice as much food as needed on a daily basis and maintain the overage for up to a month. This allows them to go for long periods of time without eating or drinking at all, but only if the extra food was available to begin with.

Efficient digestion also allows the Narn to go longer on the same amount of consumed food and water than other characters. When a Narn eats a day's worth of food and drinks a day's worth of water, these will sustain him for two days instead of one. Combined with the second stomach rule above, this allows a Narn to stretch two days worth of rations into four days by eating both days at once if desired. Because these optional rules might require a lot of additional bookkeeping, the Games Master may simply wish to abstractly remember that a Narn can survive a lot longer on his or her rations than other characters instead of worrying about the details.

Narn Nutrition and Diet

The Narn follow a strict vegetarian diet as much because of tradition as for the health value it provides them. Narn physiology does not process meat well, but it can derive a great deal from plant matter. Aside from the few minerals and nutrients that only meat can offer, Narn get all the nutrition they require from their agrarian eating habits. Between that and a steady liquid diet of milk, most Narn have little need of any meat and most do not consume it save for in small, ground quantities.

Rather than list all the nutrients a Narn requires, this overview will touch on the ones that have a direct effect on the health or can be used during treatment of injuries or during medical care. This is a short, less comprehensive list, but should suffice for any general medical requirements that may come up during field work. For a complete listing of Narn nutritional needs, consult the EA MedCodex under 'Diet, Narn'.

- ⑤ **Water:** Narn must stay hydrated on a constant basis. While they are capable of strong water in their second stomachs for long periods of time, they quickly suffer from dehydration if denied water for even a short time. This can also cause an

unfortunate cascade of physical ailments, as their dense skin needs water to remain supple enough to not impede movement. Their blood production can also slow down, applying adverse pressure to the heart and secondary pulmonary organs due to thinning of the bloodstream.

- ⑤ **Iron:** Fortunately for the Narn, there are several dark green plants on their world that provide this vital mineral in their diet. Many of these vegetables retain a significant amount of iron even when cooked, allowing them to prepare them many different ways and secure a steady intake of iron throughout the day. Because the Narn have a high blood, muscle and bone production rate -all of which need iron-, this mineral's importance in their diet cannot be stressed enough.

- ⑤ **Selenium:** A fundamental mineral for the continued health of a Narn because of its role in promoting the immune system, selenium is found in only two major plant types on Narn. This makes it difficult for their race to secure quantities of selenium throughout the year, leading to radical swings of deficiency in most adult Narn. Fortunately, their ability to store food in the second stomach combats this deficiency and may even explain the evolution



of this digestive adaptation. As an antioxidant and an anticarcinogen, selenium is arguably the most important trace element in a Narn's diet and must be a part of any medical sustenance program.

⑤ **Calcium:** If selenium is the most important trace element to Narn biochemistry, calcium is easily the most important major one. Its role in bone development and growth alone makes it vital, but its other properties place it firmly in the 'must have' list of nutrients and minerals for ailing Narn. Calcium supplements can take any form with the Narn; their body can metabolize any digestible form of calcium and make use of it, though soluble calcium added to a liquid diet is the most efficient way of introducing it into the body.

⑤ **Thiamine:** While the entire B-complex of vitamins is important to the Narn, thiamine's role in energy production and muscle health makes it the key B vitamin during indigent care and lengthy recovery periods. Thiamine deficiency takes its toll on a Narn quickly and can have an adverse synergistic effect on the body's ability to process other B vitamins effectively.

⑤ **Para Amino Benzoic Acid:** The role of a Narn's blood in carrying proper oxygen levels and nutrition to their somewhat atavistic muscle cells cannot be overstated, nor can the importance of PABA in ensuring that red blood cells are generated with the ability to fulfil these vital functions properly. A shortage of PABA will cripple a Narn's ability to make red blood cells within a matter of days. This should be kept in mind when dealing with Narn in need of long term care after blood loss; PABA can and should be added to standard liquid nutrition packs or aerated through a nutrient breather without additional carrier chemicals when dealing with a Narn patient.

Narn Foods

As with any culture that isolates its usual diet to a single broad classification of food – in this case, plants – the Narn have found hundreds of creative ways to prepare their meals using the same basic ingredients in a myriad of tastes and textures. It is interesting to note that while many cultures that rely heavily on plant matter tend to form their vegetable dishes into approximations of meat and meat products, the Narn do not do this.

This may be the logical outcome of a society that has never considered meat as a diet staple, but it may also have to do with the occasional meat item that does make it into their meal selections. These few dishes may be enough to satisfy the need for meat entirely, thus allowing the Narn to design

their vegetable foods according to their own merits without relying on the flavour or shape of meat to give them character. In either case, the inevitable 'vegetable burger' that seems to occur in so many vegetarian diets does not exist in essential Narn cuisine.

What follows is a listing of Narn food, given here for meal planning and clinical information. Many of these foodstuffs are easily prepared in a hospital or infirmary given only basic equipment. Since the therapeutic effects of a familiar diet are well-known, medical personnel with the ability to provide these items to their patients are encouraged to do so.

⑤ **Breen:** Made of ground meat, typically urlot (a bovine animal similar to an Earth cow, though both genders have horns), and breeding with several herbs and spices, breen has as many recipes and 'true forms' as there are families on Narn. Few Narn make breen the same way twice, as it is considered a delicacy and rarely eaten more than once a season if at all. Breen is not strictly needed for good health, but the grains involved in the breeding part of the recipe can be useful in promoting regularity.

⑤ **Silsop:** A cake made of pressed meat with layers of cabbage and rice, slices of silsop are often used as emergency rations by the Narn military because of their ability to store well for weeks or months in an airless container. Baked so that most of the grease inherent in the meat is pulled away in a convection oven, silsop is rarely eaten outside of the military. A few Narn, usually those with a history of service, have developed a taste for the dish.

⑤ **Luk'rol:** The only other major dish in Narn cooking to utilise meat, this is also a grain based recipe. Instead of mixing the meat and grains together in a ground form, the meat is slivered and fried in a skillet with a wet, pasty gruel. Simple and inexpensive to prepare, most Narn children are raised on luk'rol as often as four times a week during their formative years. Luk'rol is also eaten by the elderly since the meat helps to directly replace the iron their aging body is losing through slowed metabolic processes.

⑤ **Duursh:** A medley of vegetables cooked in a milk sauce, duursh is a common side dish served along with vool casserole or with noodles under several breen. Duursh is also very inexpensive to make, though the sauce requires a heavy cream milk to make properly and may pose storage problems accordingly. The milk must be kept cold until preparation time as the cool temperature keeps it at the right consistency to flavour the sauce properly.

- 5 **Mitlop:** A dessert made from the ground bones of urlot and flavoured with fruit or vegetable extracts, this is similar to gelatine but has a thicker texture and is sometimes eaten as a semi-liquid instead. Mitlop is a popular dessert item for all ages of Narn and is not considered out of place even during formal dinners or in military situations. The nutritional value of mitlop makes it a common ration item in semi-soft form.
- 5 **Spoos:** The Narn were introduced to spoo by the Centauri and have disgusted their oppressors ever since by eating it in its uncooked state. Cooked spoo loses a number of minerals the Narn require in their daily diet, but the psychological value of nauseating the Centauri probably explains why they eat it raw more than its greater nutritional value. Keep in mind that if Narn and Centauri patients are in the same infirmary, spoo may not be a good menu item because of their differing eating habits.
- 5 **Tagro:** The most common drink on Narn, this vegetable juice is made from a mixture of several different ingredients, ground and pureed before straining. Tagro is enjoyed by the Narn either hot or cold, depending on tastes, and its natural energy boosting properties allow it to neatly fill the same niche coffee does among humans. Tagro has few detrimental effects and is nutritious as well as slightly addictive, making it the drink of choice for most Narn with the ability to purchase or make it themselves.

Narn Lifecycle

The Narn are not a terribly long-lived people, though they do live longer than humans on average. Their physiology is very enduring, but it also undergoes a great deal of stress due to their homeworld's higher than standard gravity and the constant pressure of their often-violent lives. This exertion takes its toll on their bodies, which seem to be genetically and physically geared towards a great deal of fortitude at the cost of potential longevity. Environment can have a beneficial effect on Narn lifespan, with those who spend a significant amount of time in a lighter gravity (such as Earth) living measurably longer lives.

Their fertility and birth rates are quite high- a logical outcome for a race that is short-lived and has suffered from adverse environmental conditions in the past. Narn females have, on average, four children during their lives. Live childbirth is not as high for Narn as for other races, but modern medical facilities (ironically provided first by the Centauri) have greatly improved the chances of a live birth in the past century.

Narn males remain fertile their entire lives, while women cease fertility sometime after their sixtieth year. Rare female examples of the race have given birth into their nineties, but these instances are coupled with a high rate of death during childbirth and infant mortality. Chemical therapy and surgical techniques are helping both issues, but the Narn still rarely allow themselves to have children after the age of seventy, with most stopping by sixty for safety and practical family reasons.

Narn Diseases and Genetic Abnormalities

While the Narn are very healthy, they do have some virulent diseases that can affect them if their immune systems become depleted or they become exposed to such illnesses too far from medical treatment. The Narn have a phenomenal state of physical health and very few strains of bacteria or virus can take hold strongly enough to incapacitate them or make them suffer many of the symptoms most races attribute with 'being sick'.

An excerpt from the Book of G'kar, on Disease and Religion

It is not a wise thing for those who strive to define the spiritual to become overly involved with medical matters. We need only consider the sad example of the Markab to remind us that a religious fervour is not always a valuable or even healthy occurrence. While it is good and proper to believe and to live within one's beliefs, it is the height of arrogance and stupidity to let faith blind you to simple, basic scientific facts. Faith will not keep a candle from burning your hand if you hold it over the flame. Why would it protect you from a disease if you are too foolish to seek a vaccine?

We must never forget that we are children of flesh as well as spirit. It is true that we will ascend after death and become the beings of light that we already are. We are far more than muscle and bone, and there is no denying that the better part of us is the being inside our mortal shells. On this fact there is no argument, but only the insane would sleep in the rain when he has shelter he would rest beneath.

We will someday become spirit that will endure for eternity beyond the shadow of all things - true enough - but we should not be so eager to get there just yet.

Narn Characters - Aging Effects

Use the following tables to determine the age and aging effects of Narn characters. Roll the variable values listed in each table and add it to the base character age of an adult Narn to determine the age of a Player Character Narn. The maximum age dice are rolled and added to the venerable age listed (140) to determine the character's maximum lifespan. Games Masters may wish to make this second roll privately, keeping the final result secret.

Narn Character Age

Race and Gender	Base Age	Variable
Narn Female	12	+2d6
Narn Male	14	+2d8

Narn Age Categories

Race	Adulthood	Middle Age*	Old**	Venerable#	Maximum Age
Narn	16	50	80	125	+2d10

* -1 to Strength, Constitution, and Dexterity; +1 to Intelligence, Wisdom, and Charisma.

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-1 to Strength, Constitution, and Dexterity; +1 to Intelligence, Wisdom, and Charisma.

All of these effects are cumulative, though no ability score can be reduced below 3. If a loss from these adjustments would reduce Strength or Dexterity to 2 or less, the character becomes immobile and must receive external assistance to move. If an aging modification would reduce Constitution to 2 or less, the character dies of natural causes 1d12 months into the current year.

Because of this tendency, many Narn inadvertently become carriers of their native diseases and can infect others with illnesses that they are mostly immune to personally. A strain of influenza that can cause some mucus formation and slight chills in a Narn could be potentially lethal to another race. Fortunately, this syndrome is rare, as most native diseases that were too weak to affect the Narn died out long ago on their world. This section of the overview deals with the few ailments that remain a nuisance to the race.

Communicable Conditions

The dense skin of the Narn is not a suitable breeding ground for most mites or insects and their lack of body hair keeps them safe from the majority of these annoyances. The climate of the Narn Homeworld is conducive to such creatures, however, and so there are a few breeds of parasites that the Narn have to concern themselves with. These parasites are very well adapted to Narn physiology and rarely pose a threat to other races.

Of greater medical concern are the several contagious bacteria and viral infections that the Narn can carry with them from their homeworld and colonies to other races or to other population centres of their own people. Many of these are simply adapted versions of common ailments, though a few are specialized Narn diseases and need to be mentioned here in brief. Medical personnel

will be expected to know the details of conditions and their common treatment methods where applicable. Recognizing the external signs of these ailments is the first step towards ensuring against an outbreak.

5 Parasitic Infestations

- **Teth:** These annoying insects are a long-mandibled form of mite with a remarkably rigid proboscis and six talons optimized for latching into dense Narn skin. The mandibles hold and separate a section of tissue, stressing it to make penetration by the proboscis easier. Teth feed on blood, needing only a trace amount to remain healthy and continue their life cycle.

- **Potential Treatment:** Because teth do not lay their eggs or reproduce on a Narn directly, there has been great success with insecticides formulated specifically for this species. For these chemicals to work, the Narn must be isolated for at least twenty four hours and all of his living and work areas sprayed with the compound.



- **Meldoth Kur:** Meldoth Kur is an internal parasite that can be transferred through intimate or inadvertent oral contact. Even using public facilities after a Narn with this form of Kur infestation can expose someone to the parasite. Meldoth Kur is the worst form of this family of microbes because of its ability to cross-infect multiple species and its resistance to antimicrobial therapy. Narn (and other races) suffering from Meldoth Kur have a hard time healing from injuries or resisting other infections until the microbe is dealt with, a process that can take quite some time.

- **Potential Treatment:** Since typical antimicrobial medicines are unable to weaken or destroy Meldoth Kur, more radical techniques like applied radiation or high energy treatment have to be applied. These can be as dangerous in the short term as the Kur infestation is in the long term, but not dealing with the microbe can be fatal.

5 Communicable Diseases

- **Shen'shin Ora:** The deadly disease Shen'shin Ora is a form of destructive pneumonia that not only fills the lungs with fluid but also tears down the cellular bonds of respiratory lining, drowning the contractor over the course of a few short days. The Narn's unique lung structure allows them to withstand the disease

longer than others and sometimes compensates for it long enough to overcome the ailment. Other races are not so fortunate and most that contract Shen'shin Ora do not live long enough to seek medical attention.

- **Potential Treatment:** Shen'shin Ora is treatable as long as medical therapy is provided within the first 48 hours of contagion. If the disease goes longer then this, it is unlikely for the victim to survive the loss of so much lung tissue and death is generally assured.

- **Neftkal:** Neftkal is considered a social disease among the Narn and not something they discuss often. It has the unfortunate trait of becoming virulent only when the race has intimate relations with other species. When the disease encounters the blood of a race other than Narn, it becomes capable of affecting both that individual and its carrier. Until this time, most Narn are immune to Neftkal, so many of them carry the disease without ever knowing it. Neftkal is mostly just a painful, embarrassing rash, but extreme cases can lead to skin cancer and immune deficiency.

- **Potential Treatment:** There is no current cure for Neftkal, though a variety of treatment options exist for its outbreaks and its contagion can be controlled in the usual manner of limiting sexually transmitted diseases. Neftkal is a sensitive subject for most Narn and can affect either gender equally, so care should be taken when broaching the subject of a possible infection with patients.

- **Zoth'Ve:** A wasting disease caused by the handling of improperly stored and rotting meat, this is a very uncommon malady that once reached epidemic proportions on the Narn homeworld and threatened to eradicate a sizable portion of its population before a natural cure was accidentally discovered. Considered a divine message that the vegetarian

diet most Narn ascribe to is the right and proper way for them to live, more enlightened minds understand its true source and simply wash and preserve their meat more carefully.

- **Potential Treatment:** While the herbal curative is very effective in eliminating further damage from Zoth'Ve in the Narn, it is not generally as useful in providing any relief in other races. A powerful, wide-scale antibiotic is typically successful, but Zoth'Ve is notoriously difficult to cure once it begins to spread.

Genetic Traits

Far more common among the Narn than any significant illnesses are the number of genetic deviations that exist in their race. While most of these are not noticeable enough outside their own people to be of direct note in this overview, there are a few that bear consideration because of the complications they introduce during medical care. Narn physicians are well acquainted with all of these abnormalities and are a valuable resource when available for the treatment of conditions related to them.

It should be mentioned that while these are considered 'common' in comparison with serious illnesses, they are actually quite rare. The Narn's general state of good health also manifests as a stable genetic code with little room or tendency for deviation. In nearly every case where a noticeable mutation of Narn genetics occurs, there is some form of inbreeding or cross-species breeding to account for the aberration. This is not so much useful for treatment as it is a guiding factor for diagnosis and proactive medicine. Knowing that a Narn patient has this kind of breeding background makes it easier to spot the complications that can arise from genetic abnormality.

- ⑤ **Doshtilism:** A genetic defect that causes the skin of a Narn to become increasingly thinner until it is nearly transparent, doshtilism is a very unsightly abnormality and thankfully rare even for the Narn. This condition can be very harmful to a Narn, making it easy for him to suffer injury inadvertently and even tear his own skin through the force of his own motion. Most Narn with doshtilism do not live past age 60, as the same weakening of their skin also attacks their internal organs and causes them to collapse.

- **Dos'tiirism:** A lesser form of doshtilism, this is a breakdown in the pigmentation of Narn skin and just causes a discolouration without significantly weakening the tissues themselves. Narn with dos'tiirism have a pale tan colour and few if any spots or secondary colour traits. Other Narn find this unnerving, but it is not nearly as life-threatening or socially ostracising as its more dangerous related ailment.

- ⑤ **Platual Formations:** An abnormality of skin growth that causes sections of a Narn's flesh to plate over and grow very rigid. These 'scales' are chemically calloused skin and lose all tactile sensitivity. While most Narn with platual formations tend to get them on their forehead, arms, and legs, they can grow virtually anywhere. In extreme cases, these scales can impede mobility. While they do protect the body from some forms of harm, the difficulty most Narn with serious platual conditions have moving hardly makes these cumbersome growths a beneficial trade.

- ⑤ **Norak Votal:** The genetic trait that causes a Narn to develop sharp, predator teeth instead of the blunt dental formations they usually possess has not yet been identified, nor has the evolutionary ancestor been confirmed. Few of the animals suspected of being the root species for the Narn have sharp teeth and none of them have them as over-developed as those with norak vital tend to grow. Unlike the resistant, strong teeth that other Narn possess, these sharp fangs are usually quite brittle and require constant care to maintain.

- ⑤ **Polydactylism:** Surprisingly, the Narn suffer a remarkable predisposition for polydactylism. This occurs on both hands and feet with equal rates of incident and tends to be asymmetrical. The most common form of this in Narn is a sixth finger on the right hand; this occurs so often (one in a thousand) that it is typically considered a good omen and a sign of an auspicious destiny. Extreme cases can generate up to eight fingers and/or toes, but these are rarely functional and tend to simply limit manual dexterity. In these cases, excess fingers can be surgically removed without incident.

Narn Sub-Races

The subject of sub-races of the Narn is a sore subject among their species and is only rarely broached as it almost never becomes medically relevant. The Narn are a private, introspective and rarely share such things with outside races unless they have a pressing need to do so. The

Babylon 5 Rules Supplement – Narn Diseases

Teth are transmitted when an infected carrier comes into physical contact with another creature or a garment he has been wearing since his infection is used by someone else. There is a Fortitude save (DC 17 for Narn, DC 13 for other races), and there is only a 50% chance of the teth remaining on a non-Narn long enough for them to begin causing symptoms of infection. Teth infestation causes a loss of 1d3 Dexterity points for 72 hours after infection before disappearing for 24 hours along with the ability damage. Narn with a case of teth must make the Fortitude save again at this point or the teth come back. Non-Narn are never infected a second time.

The parasitic Meldoth Kur has no direct effect on those who contract it, usually caused by contact with the bodily fluids (saliva, blood, urine, etc.) of someone with the microbes in his system. Once contracted (a fate that can be avoided with a DC 15 Fortitude save), Meldoth Kur can be overcome with treatment or a successful saving throw at the same DC offered once every three days. While someone has active Meldoth Kur microbes, he does not heal normally and can only regain lost hit points through medical care. Medical attempts to cure Meldoth Kur are at +5 DC.

The disease Shen'shin Ora is far more serious than either of these- causing a point of Constitution loss each day of infection. A Fortitude save at a DC 18 every 24 hours will avoid this loss. Only three successful saves will overcome the disease; otherwise it continues until either cured or the victim expires. The dangerous part of Shen'shin Ora is that three failed saving throws in a row are fatal; the victim does not die immediately, but medical aid will not help the victim of the disease thereafter. Only cryogenic freezing or similar medical miracles can prolong life after this point.

Neftkal is a terribly embarrassing ailment, so much so that while its rash is painful, the real damage is done to the sufferer's social life. Contracting neftkal occurs during intimacy on a failed Fortitude saving throw (DC 18) and will do one hit point worth of damage that remains unhealable for the next 24 hours. After this time, the rash sporadically returns (no save allowed) for life, though the damage only occurs if the victim does not have access to medical treatment.

Zoth'Ve can be very lethal if not cured, but it responds well to treatment, especially for Narn. Handling raw, spoiled meat can cause the disease (Fortitude save, DC 16, to avoid), but it can be transmitted by touch thereafter. Every six hours while the victim has the disease and does not get medical attention, he suffers 1 hit point of damage that cannot be healed. Only curing the disease will allow the damage to be healed. Zoth'Ve will not go away on its own; it must be cured or the victim is doomed to slowly expire.

Because of the specialized nature of Narn diseases and parasites, normal treatments that work on them will not work as effectively for other races. All of these ailments penalize Medical checks made to cure them by -2 when the subject is not a Narn. This stacks with the +5 penalty for Meldoth Kur, resulting in a total difficulty shift of 7.

exchange of information that has come with the protocols governing the Babylon Project has brought to light a pair of intriguing Narn sub-races, something the Earth Alliance was previously unaware of.

From a medical standpoint, this information is not likely to be of any field use. One of the sub-races is dead- the telepathic gene in their race was extinguished by a selective process of attack in their distant past through the intervention of some undisclosed alien enemy. The other race, the Dur'Nara, is a primitive form of Narn still living in the caverns and underground areas of their Homeworld. Since few Earth medical personnel have ever been to Narn

or are likely to go there on official business, these two sub-races are presented in this section for data completion purposes only.

EA medical personnel must keep in mind at all times that the Narn do not discuss these two sub-races with outsiders and that any inquiry should be made through superior officers or official EA channels. Under no circumstances should medical officers or technicians made unsupervised studies of their own. Such investigations could cause undue diplomatic stress and should be handled by qualified agencies only. If EA medical personnel come upon relevant information regarding either of these sub-races, they are directed to turn over any such materials to their

commanding officer or the nearest EarthForce Intelligence representative for processing.

The Dur'Nara

Early in the emergence of the Narn as a sentient species on their homeworld, there was a divergence point in their evolution. The base species was a cave-dwelling biped with problem-solving skills and the ability to work with tools and apply basic logic to common problems. This species split into two forms; one racial type went out into the open world of the surface and learned to adapt to an exposed climate with greater potential for growth and hunting.

The other race remained underground, seeking even deeper recesses for shelter and foraging. This existence was a dark, difficult one and was likely prompted by a racial predisposition to agoraphobia. This trait was bred out of the surface dwelling half of the Narn race quickly enough, but it only became worse in those who chose to remain in their cavernous habitat.

The exposure to darkness and enclosed spaces did provide the underground Narn sub-race with a number of distinct advantages, though other detrimental traits in their physiology and mental development also become exaggerated. The Dur'Nara grew an even thicker skin to insulate them from the remarkable cold of the deep caverns they chose for their homes. They also evolved an even more advanced series of rods in their eyes, gaining more than 210 million on average, though this came at the expense of all but the most basic forms of colour vision. In exchange for their ability to process and perceive colour patterns, the Dur'Nara developed the ability to see in the dark.

Other physical changes have occurred in the Dur'Nara, marking them as distinctly different from their surface Narn cousins. They have a lighter skin, the result of little to no ultraviolet radiation darkening their flesh by stimulating the development of melanin and pigmentation. They also retain the sharper teeth that marks surface Narn only as an aberration and sometimes even grow sharp, thick claws on their powerful hands and feet. The Dur'Nara are very strong, though they suffer in mental advancement as a result of their long isolation.

Dur'Nara are not exactly savage, but they do lead a nomadic, primitive lifestyle in the caverns of the Narn Homeworld. These subterranean folk call the planet Vurkal and refer to their part of it (the caves and tunnels beneath the surface) as K'Vurkal- the 'true world'. The surface is treated with fear and disdain, approached only when underground hunting

and farming have proven insufficient to feed their tribes. During these times, which occur once or twice a year, the Dur'Nara raid Narn settlements for food and supplies. For their part, the Narn usually allow the Dur'Nara to take what they want without contest, though hostilities do occur on occasion.

For the most part, the Narn and the Dur'Nara live in a form of fragile peace. The former race knows that they were once the same people and the sight of the primitive Dur'Nara reminds them of how far they have come as a species. The Dur'Nara are not so philosophical and just view the Narn as a weaker 'tribe' with softer bodies and strange technology. They usually disdain such advancements and treat any weapon or object more advanced than a ka'toc with suspicion.

As a race, the Dur'Nara have reached the end of their evolutionary viability. Without outside interference, they might have lasted another century or two before dying out, but the brutal orbital bombing of Narn by the Centauri have collapsed most of their caverns and destroyed all of their major underground villages. Only a few hundred Dur'Nara survive as of 2260, and few of these are fertile enough to have any chance of continuing their race. With nurturing and support, the Dur'Nara might continue as a race in some fashion, but it is far more like that the next two generations will be their last.

This should not suggest that the Dur'Nara are a defeated people. They have the same inner pride and drive that all Narn possess. Determined to survive at any cost, the Dur'Nara are very skilled at making do with whatever they have and getting whatever they need. Dur'Nara can be violent, but they are also cunning and resourceful. They may have reached the end of their time in the galaxy, but they will not fade quietly.

Appearance

The Dur'Nara appear to be muscular, pale skinned Narn with slightly larger than normal eyes and an overdeveloped lower jaw. They have sharp teeth and typically bear claws on their hands and feet. The skin of a Dur'Nara is ale, but it is also nearly twice as thick as a Narn's and can become very resilient to physical damage. This combined with their denser muscles and bone structure causes the Dur'Nara to stand more than three inches taller than the Narn on average.

This height difference is not always noticeable because of the Dur'Nara's other common racial trait. Most of them walk slightly stooped forward. This is a result of untold generations of movement through often low and narrow

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caverns. Their size suggests that the Dur’Nara have kept to wider sections of their world’s subterranean complexes, but the ceilings of these caverns are generally very low and difficult for tall creatures to navigate.

Narn (Dur’Nara) Racial Traits

- 5 +4 Constitution, +2 Strength, -2 Intelligence, -4 Charisma: The Dur’Nara are an extremely hardy race even by Narn standards but have little concept of interpersonal skills.
- 5 All Dur’Nara are of medium size.
- 5 Dur’Nara have a base speed of 30 feet. They never suffer any movement penalties for broken or uneven ground when moving through caverns.
- 5 Darkvision: The subterranean realm of the Narn homeworld has evolved the Dur’Nara’s eyesight so that it functions even in condition of no ambient light. Dur’Nara can see twice as far as human in starlight, moonlight and similar conditions of poor illumination. They can also see up to 60 feet in total darkness, but this does not allow them to read anything but engraved script or other textured writing.
- 5 The Dur’Nara have no special ability to fight the Centauri, but they are very skilled at defending themselves against the underground creatures that plague their existence below the surface. A Dur’Nara gains a +1 to attack and damage rolls when fighting underground as they know how to use their environment to best advantage.
- 5 Dur’Nara are automatically proficient with melee weapons of any kind. Their adaptive mind and often bizarre but effective native weapons allow them to wield any exotic melee weapon with only a -2 non-proficiency penalty instead of the usual -4.
- 5 Narns may never be telepathic, as their race simply does not have the gene responsible for awakening psychic talent. They may not take levels in the Telepath class, any Telepathic feats, or take on any template that offers telepathic abilities. This is no different for the Dur’Nara; they diverged before the Narn truly developed telepathic ability in the first place.
- 5 Automatic languages: Dur’Nara (a primitive dialect that bears no resemblance to Narn).
- 5 Favoured Class: Dur’Nara. A multiclass Dur’Nara’s lurker class does not count when determining whether he suffers an XP penalty for multiclassing.

The Mindwalkers

A thousand years before the Great War saw the Shadows go into exile along with rest of the First Ones past the edge of known space, the atavistic aliens found themselves setting up a base on a primitive world with no intelligent life to speak of. The Shadows were only interested in the world because of its military and strategic value in regards to a war they were fighting elsewhere in the galaxy. They had no regard for the simple agrarian people that were living on the world and would have been content to leave them alone except for one small flaw in the indigenous population-telepathy.

The Narn once had a strong tendency towards telepathic ability. They used the power for very little besides communication and the sharing of information, but it was so common that they rarely concealed the gift once they learned to master it and not be a danger to others. When the Narn came to investigate the Shadows, they began by scanning the edges of the alien intellect with their telepathic abilities to determine whether or not these newcomers were hostile.

It was a logical act, but though the Shadows had not been a threat to them before, the Narns’ display of telepathy made them so immediately. The Shadows retaliated swiftly, burning out the minds and lives of those who had come to them in peace. Those Narn mindwalkers were the fortunate ones; they died quickly and had no idea of the horror they had unwittingly unleashed on their people. The Shadows moved from village to village across the face of the Narn Homeworld, killing anyone with active telepathic talent.

Then, to be sure that they would never have to fear the natives of this world again, the Shadows purged the genetic trait from the rest of the Narn population. Knowing that eradicating the entire Narn race could reveal their presence and alert others to the location of their base, the Shadows spared the rest of the Narns. In a very short period of time, all trace of telepathic ability was wiped out in the Narn. The Shadows were very thorough; no Narn since that time have ever been able to breed a strong enough telepathic talent to manifest any true ability.

Note: The information given here about the Mindwalkers is for historical purposes only. In a typical Babylon 5 Roleplaying Game campaign, the Games Master would be well advised to disallow any Player wishing to choose a Narn mindwalker. They simply do not exist in the modern Babylon 5 setting and are not a valid character option. Alternate timelines or campaigns set in the past might permit their selection, but such details are best left to the Games Master to decide.

Narn (Mindwalkers) Racial Traits

- ⑤ +2 Constitution. Narns are an extremely hardy race; this holds true for the mindwalkers among them as well. In addition, mindwalkers are not as harsh and blunt in their dealings with others and do not suffer the typical Charisma penalty associated with the Narn.
- ⑤ All mindwalkers are of medium size.
- ⑤ Mindwalkers have a base speed of 30 feet.
- ⑤ Low-Light Vision: The dark skies of the Narn homeworld have evolved their eyesight so that it has become far sharper than a human's. Mindwalkers, like other Narns, can see twice as far as a human in starlight, moonlight and similar conditions of poor illumination. They retain the ability to distinguish shade and colour while under these conditions, and can even read by such light.
- ⑤ Mindwalkers never have to make Telepathy checks when using telepathic abilities with willing subjects unless the DC for the check would be 30 or more. This ability to automatically succeed at Telepathy skill checks does not apply when the mindwalker is the target of the power, nor does it function when the power is directed against an unwilling or unaware target.
- ⑤ Culturally, mindwalkers were peaceful beings and never trained in any weapon skills. They begin play with no weapon proficiencies, even though they would normally receive some training as part of their telepath character class.
- ⑤ Mindwalkers are innately telepathic, they must have their first character level as telepath, though they are free to multiclass in and out of telepath as often as they desire. Telepathy comes effortlessly to them, and this shows in how little training they require to advance their abilities and skills.
- ⑤ After generating a mindwalker's P-rating, it is increased by 1 automatically to a maximum rating of 12. This increase does not affect hit points or skill points; both of these are still calculated using the original, lower value.
- ⑤ All mindwalkers have the Communication telepathic ability as one of their starting powers; this ability never requires a Telepathy check to use and can even implant a message in the mind of an unwilling target if the subject is within 30 feet.
- ⑤ Automatic languages: Narn. Modern era Mindwalkers would also have English.

- ⑤ Favoured Class: Telepath. A multiclass Mindwalker's telepath class does not count when determining whether he suffers an XP penalty for multiclassing.

Summary

That concludes the overview of the Narn medical module. As you can see, we have a lot of ground to cover in the next few days. This was a just a basic look at this complex species. In some ways, the Narn are easier to work on medically than others, but do not let that fool you into thinking that their endurance will make up for a sloppy job on the operating table. They can withstand a lot, but by the time they get to us, they have usually been pushed to the wall.

That is the part I need you all to keep in mind when we go over these files. We will be studying Narn biology in its healthy state, but that is not how we will be getting them in here. We do not get to deal with healthy Narn on this station. We will have to patch them back together after a Centauri particle beam has torn into their fighters and sent shards of super-heated fuselage through their chests. We will have to try and decontaminate them after the nuclear piles in their cruisers go critical and flash-burn a hundred crewmen with enough radiation to cook a steak.

We do not get the luxury of studying healthy Narn in this facility, so enjoy the coursework while we have it. When we see Narn after that, it will be for what is probably the last minutes of the last hour of their lives. I do not expect us to save all of them. We will be lucky if we can save any of them. But I will be damned if we lose a single patient to incompetence- Narn, human, Centauri, whatever.

You are dismissed. I expect to see everyone back here an hour before third shift ends. I know this is above and beyond what your duty schedules call for, but this is the kind of dedication I have to have from my staff. If you can't hack it, there are a hundred other ships in EarthForce that will be glad to take you on. See you tomorrow.

Psychology and Sociology

'I will confess, that I look forward to the day when we have cleansed the universe of the Centauri and carved their bones into little flutes for Narn children. It is a dream I have.'

-G'Kar

'The Universe speaks in the language of strength and the language of compassion. It is the language of the heart and the language of the soul. But always, it is the same voice. It is the voice of our ancestors speaking through us and the voice of our inheritors waiting to be born. It is the small still voice that says we are one. No matter the blood, no matter the skin, no matter the world, no matter the star, we are one. No matter the pain, no matter the darkness, no matter the loss, no matter the fear, we are one. Here, gathered together in common cause, we agree to recognize this single truth and this single rule- that we must be kind to one another.'

-Also G'Kar

Narn biology is filled with contradictions- primitive yet sentient, feral yet complex. The race's mental development is the same way. While the Narn are capable of incredible savagery and rage, they are also philosophical and introspective. While much of this can be explained by their physical evolution, the Narn are more a product of culture shaped by environment and history. More than any other species in the known galaxy, the Narn are an intriguing exploration into how racial psychology can be shaped by outside factors.

The other important facet to the Narn and their cultural development is its outside interruption. This occurred not once but twice, forever changing the race's outlook and psychology. The Narn that existed a thousand years before the last Great War were very different from the people that met the Centauri in peace and laboured in chains for a century thereafter. Those Narn changed again, becoming the violent, expansionist race known to the galaxy during the time of Babylon 5.

Technically speaking, that space station proved to be the catalyst for a third change in the race, though its effects would take very little time to spread through the Narn and would echo for a thousand more years to come. Enlightenment and change come easily to the Narn, though rarely for their benefit. This third change is an exception to that rule. What is universal about the culture-sweeping events that help to define the character of the Narn people is that they are never subtle, they are never easy, and they never occur without pain.

In many ways, the Narn are a dramatic people with a stoic sense of self-control over their emotions and many of the behavioural characteristics of their animal ancestors. They also fill an interesting niche in their environment. The Narn are primarily mammalian, but they share a few traits with reptiles. Able to sense heat through taste, the similarity does not end there. Many Narn have the same reaction to danger that reptiles exhibit; they lash out at a perceived threat and then recoil, often before fully realizing what stimulus provoked the attack.

Narn are also patient, studious and in many cases seem slow to react when the situation places them in direct danger. They tend to react rather than act, and their tolerance for suffering and hardship can cause them to languish in a dangerous or abusive environment long after other races would act out or succumb to defeat. When the Narn do decide to act, they do so as a whole; in this way, they resemble the Minbari in their ability to move as a collective entity.

When the Narn are moved to violence, as they have been many times in the past, they do so with startling brutality and extreme efficiency. Armed with very little more than their bare hands and ingenuity, they threw the vastly better equipped Centauri off their homeworld after more than a century of oppression. This kind of determination and force of will is a hallmark of the race, preserving them through tragedies that would break a lesser species.

This is not to say the Narn are without flaw themselves. After their subjugation at the hands of the Centauri, they

An open letter from G'Kar of Narn to John Sheridan, President of the Interstellar Alliance

Mister President,

With respect, you do not know us. You cannot know us. I do not speak for the Gaim, nor can anyone who is not a Gaim. I do not speak for the Drazzi, nor could anyone who is not themselves a Drazzi. I speak only for the Narn, and then only because my people have chosen to place me forward as their voice. I fear that in this, I will fail them, because I possess only one voice and it is that of G'Kar, not of every Narn who lives and breathes in this galaxy. I have only one heart, and it is G'Kar's, not those that have stilled in the many wars and battles that have secured freedom for my people, your people, and the honoured races of our assembly.

I know that I have been chosen by them and by you, but I must humbly decline the position unless you are willing to allow me the freedom to educate you in your ignorance. You are a wise man, but your insight extends only to those who gave birth to you and who matter most in your life. As any man would be, you are concerned with your race and cannot hear the words of any other with clarity. The universe speaks with one voice, but it falls upon many different ears.

I do not blame you for this flaw, nor can I rightfully claim to be above it myself. I hear the plight of my Drazzi brethren, but I would be a liar and a fool if I claimed to understand it. If I am to speak for my people, I must know that my words will be comprehended both in word and in spirit. There is only one way for me to ensure this, mister President. For me to speak for the Narn, you will have to transcend your race and become, for a short time, mine.

To that end, I have gathered the lore of my people and bound it in a book written by my own hand. I give it to you now, asking only that you read it in its native language and commit none of it to another medium. It is my gift and my only price for the service you desire and my people demand. If you will learn what there is to know of us, I will consent to serve as the voice of my race.

A small note attached to the letter and marked for private reading

Please do not thump the Book of G'Kar. It is disrespectful.

turned their ingenuity to the prospect of carving their own galactic empire at the expense of other races. Less than a decade after throwing the Centauri off their world with cries of freedom and acts of selfless bravery, they enslaved their first alien race and conquered their world. Ironically, the Narn ignored all protests of injustice from their victims, considering their ascension into a major stellar power their 'birthright' - exactly the same attitude that had seen them enslaved to begin with.

With no pretence of justice or fairness, the Narn became consumed by indignation, outrage and greed. This hypocrisy was not lost on the races they have encountered since the Narn push into the stars. The only reason the Narn have been able to become a pre-eminent power and be taken seriously is their military might and their willingness to use it.

The psychology of the Narn is a fascinating subject, and studying them to determine how their culture has been shaped by history, outside influence, and their own punishing environment can be an enlightening experience. By determining where cultural mores and taboos in the

Narn originate, some light can be shed on how any sentient race might react when placed in similar surrounds. How one race can be filled with so much hate, yet abandon that hatred and follow a path of peace so readily and so completely paints the picture of a most interesting people indeed.

Social Customs

The Narn people are a tribal based culture, with an overall sense of unity that surpasses the concept of nationality and applies to their race as a whole. While they possess a social order system and have a class of 'undesirables' in the same way most galactic cultures have, they do not physically keep that caste apart from themselves and do not significantly treat them with derision or resentment. In many ways, the many tiered social order of the Narn is a process of birth and upbringing; it is far more harmonious and accepted within every level than most races with a similar structure.

Social standing is very important to the Narn because of their racial identity. All Narn are Narn first and their birth class second, with that belief guiding every function of their

interpersonal lives. In a divergence from the caste systems of other species, there is little forced division between the classes and most can even intermarry. They exist more to guide the Narn in their civic duties than in their physical interactions.

Social class is also important for determining what tribal duties a given Narn will be asked to perform, but it serves mostly as a low water mark rather than a limitation. The Narn would never ask a highly born member of their race to serve in waste disposal or as a foot soldier, but a Narn born into a caste that would fulfil their duties have the right and ability to prove themselves capable of a 'better' position through merit and ability. This single facet of their social order has ensured a more peaceful integration of the system than any other and things have remained constant and efficacious in their society for generations.

The Narn's social order provides a framework for their government, their educational system, their civic functions and their entertainment. Members of any vocation have a clearly defined social standing and can move freely up and down the tiers simply by possessing the right employment or military rank. From childbirth to funeral services, any function the Narn require is handled within their caste system.

Narn Social Order

The Narn have had a divided social structure since the days following the loss of their mindwalkers to the predations of the Shadows during the last Great War. While it took some time for the new order to fully form, it has existed in one shape or another for more than a thousand years. While the Narns had telepaths, their social orders were kept by the watchful and benevolent powers of those beings. Without telepathic guidance, the Narn were reduced to near anarchy and might have lost direction entirely were it not for G'Quan and his mentor (and philosophical rival) G'Lan.

These two did not agree on much during their lives, but they did understand that their people required direction to function. Lost after the brutal deaths of their telepathic ruling class, the Narn needed a strong sense of guidance and order. This was achieved through the formation of Circles, social castes with a well-defined role and authority over increasingly more vital civic duties. These Circles were not fully developed until after the deaths of both G'Lan and G'Quan, but they kept the peace and provided the Narn with the strength they needed to survive.

The Circles of Narn society define their people but they do not overly constrict them. It is rare for a Narn to aspire very high above their birth Circle, there is no rule that

determines their potential and even the lowest Circle can eventually become a leader of the First (Inner) Circle and a power to reckoned with in his society. When dealing with a Narn whose Circle is known, it is best to remember this only marks his present position, not his ambition or ability.

The Narn have ten Circles and members of their race are born into one of them as determined by the higher Circle of either of his parents assuming a legitimate relation exists between them. In the case of a one parent situation, the infant shares that parent's circle. Children orphaned at birth, a rare but not impossible occurrence) are automatically given a position in the Eighth Circle until such time as he or she can prove some ability beyond its confines.

The Circles of Narn society are:

⑤ **The Inner Circle:** The highest families, the 'royalty' of the Narn. It is only from this circle that the Kha'Ri, Narn's central government, can be chosen. Before the Kha'Ri was formed to rid their Homeworld of the Centauri, these ruling families had separate domains and governed the Narn in tandem.

- **Elevation:** Narn must be elevated to the Inner Circle by a unanimous act of the Kha'Ri, something that happens very rarely. Narn considered worthy of promotion from other Circles that do not receive a unanimous vote are given the special distinction of leadership appointment within branches of their particular fields.

⑤ **The Second Circle:** Spiritual leaders and prophets. Narn of the Second Circle are the mystics and lorekeepers of the Narn, titles that still hold great reverence even in their modern era of spaceflight and galactic conquest. While every Narn may not afford members of the Second Circle the respect their position entails, these scholars and clergy can still command a great deal of power among their people.

- **Elevation:** One of the four birth Circles, other Narn can be brought into the Second Circle if their work or spiritual service to the Narn community is deemed useful enough to warrant their membership in the religious circles of G'Quan or G'Lan.

⑤ **The Third Circle:** The highest level a Narn can attain without the direct consent of the Narn churches or the entire Kha'Ri. There are a set

number of seats available and new members are admitted only when there are vacancies. Members of the Third Circle are the civilian government that maintains order and discipline throughout the many villages and cities of the Narn. The Third Circle is an important faction of the Narn social order, and their power in civic affairs rivals or exceeds even the Inner Circle within their domains.

- **Elevation:** The Kha'Ri directly appoints Narn into the Third Circle, though these can simply be majority votes or, in the case of smaller provinces, no vote at all. A majority vote by the Kha'Ri can strip any Third Circle Narn of his authority and position, though this is seldom done save in case of gross and repeated incompetence.

⑤ **The Fourth Circle:** The Narn equivalent of a warrior caste. Another birth Circle, long standing military families maintain the strongest part of the Narn war machine through bloodlines and internal family honour. Any Narn can serve in the military without having been born into the Fourth Circle, but those who are sired by Fourth Circle members are expected to become warriors and have centuries of tradition to uphold by doing so.

- **Elevation:** Narn who serve a three year tour of duty in the Narn military (any branch) are given a special ceremony that makes them and their progeny Fourth Circle. Special award can be provided during battle for elevation sooner than this, but it uncommon for a single act of bravery to draw such a distinction.

⑤ **The Fifth Circle:** A rare Circle in the modern Narn era, this was the social level of the healers and mindwalkers not directly involved in leadership. The Fifth Circle was once the Third Circle, but it slipped from power to the Fourth Circle when the last of the sterilized lines of the mindwalkers played out. Later, after the ascendancy of the military in freeing Narn from the yoke of Centauri oppression, it fell again to the Fifth Tier. It is only through the Narn's still-strong sense of reverence for the sanctity of their own lives that this circle has not fallen further still.

- **Elevation:** The Fifth Circle is a birth Circle and has few enough members since the rise of the Narn Regime. Only a limited number of Narn aspire to join its ranks from the outside and born members of the Fifth Circle are increasingly moving

out of it through military or spiritual promotion.

⑤ **The Sixth Circle:** Teachers and scientists make up this Circle. Members of the Sixth Circle are an introspective and studious lot, responsible for most of the research and engineering that has turned a few cast off and derelict Centauri ships into the thriving Narn fleet that has conquered several worlds and made their armada a feared sight in the galaxy. Adherents of the Sixth Circle are usually happy to serve the Regime in this way, though some few do not approve of the way their gifts have been used by the Kha'Ri.

- **Elevation:** The Sixth Circle is open to any Narn with the mental aptitude to fulfil the harsh scientific and educational requirements of entrance. Leaders of the Sixth Circle determine the Passage Exams that each discipline within their ranks administers to prospective members, taking great pride in how impossible some of the questions they ask can be. In many cases, answering these taxing questions correctly is not the true test; how the student deals with them is.

⑤ **The Seventh Circle:** The merchant and business Circle of the Narn. This group has become vital to the way the Narn operate in the galactic community. In recent years, the Seventh Circle have been petitioning to be moved up in level of prominence, citing how the innovations and resources they secure for the Regime have been instrumental in its success. With the terrible devastation of the War of Retribution, the Seventh Circle has fallen silent on the matter and seem content to exist at all.

- **Elevation:** Like the Sixth Circle, merchants and traders are made by their talents and wealth. Unlike the scientist Circle, these Narn have no exams or tests. Instead, a Narn who conducts business or owns a storefront effectively elevates (or demotes) himself to this circle by perception. Leaving the Seventh Circle is as simple as choosing not to be in business any longer, though reputation may precede a particularly successful or notorious Narn trader for years after moving on.

⑤ **The Eighth Circle:** All Narn who wish to leave the confines of toil and base service that the lower Circles represent belong to this Circle as soon as they enter a Sixth Circle or religious academy. This period of education is the only training an upward-

bound Narn receives. Achieving higher Circles takes hard work, self-discipline and ambition. Political or family connections can be of great help as well.

- o **Elevation:** Members of the Eighth Circle are transitory. No Narn remains in this social status for more than twenty years, as they have either accomplished their education and moved upwards or failed in their lessons and returned to one of the worker Circles. While any Narn has the right to a preliminary course lasting ten years when they are children, further education is solely at the discretion of the Sixth Circle or the local administrators of the Third.

5 **The Ninth Circle:** The Skilled Worker class. If the Sixth Circle is responsible for the design and science of the Narn Regime, the Ninth Circle represents the hands that have actually fashioned it. These are the skilled labourers and technicians of the Narn. Members of the Ninth Circle are respected for their work but rarely seen as anything beyond the confines of their jobs. Some Ninth Circle Narn work in less physical fields like fashion or artistic expression, but this stolid race has not produced many poets or painters in the long years since the Centauri.

- o **Elevation:** Narn who perform well enough in their six year studies to show an aptitude are selected for apprenticeships to the Ninth Circle by master craftsmen in whichever field best suits them. This is the only way to join the Ninth Circle outside of Third Circle intervention.

5 **The Outer Circle:** The Worker class. The last of the birth Circles, the Outer Circle is the one reserved for Narn with no higher trade or ambition to do more with their lives than serve the Regime in its base but needed tasks. This is the equivalent of the Untouchables in some Earth cultures, but there is not as great a level of disdain or separation between the Outer Circle and other Narn. Most treat members of this group as a needed part of their lives but avoid any unneeded contact as a matter of practicality.

- o **Demotion:** Narn born to a higher station in life can become members of the Outer Circle in three ways. They can suffer some injury to their faculties and be left unfit for other service. They can choose to give up their higher responsibilities in return for a simple job and few responsibilities.

Lastly, a Narn can be stripped of his rank and social Circle by a unanimous act of the Kha'Ri. This has only been done six times in the history of the Kha'Ri and in each instance, it was in response to a Narn willingly defying his duty of Chon-kar and refusing to act honourably.

The Lost - Outcasts of Narn Society

In addition to the normal Circles, there is the Narn concept of the Lost. Called the Lost because they have fallen outside the typical ranks of their race, these Narn do not serve their people in any appreciable fashion due to infirmity, mental instability, or lack of civic duty. Such a thought is so reprehensible and outside the common mindset of the Narn that little can be done but shun such an aberrant. The Lost are those Narn who have slipped through the cracks- their 'lurkers' for want of a better term.

Narn Social Customs

The most important thing to remember about Narn social custom is the paradox inherent in many of its forms. The Narn were a peaceful people with a deep respect for life and community, yet even before they were visited by the Shadows and learned the bitter lesson of death at another's hand, they fought among themselves for place and position. While these battles have rarely been to the death, the Narn have always possessed the capacity to become quite violent in defending their viewpoint or their right to dominate.

This is likely the result of their feral ancestry, from which they are not far removed. The Tur-dok, the blood rage of the Narn, is a prime example of how their biological imperatives can create violence within what was once a peaceful species. Surprisingly, another paradox of this race is that with their history become more violent than ever before, many of the Narn who possessed this trait have died, making this hereditary strength less common just when it is needed the most.

Any outsider looking to study the Narn's social customs will have a very tough time doing so. They are a private people and do not show their true selves to anyone not of Narn descent. Moreover, they rarely show true emotion to those not of their own family line. This can make observation difficult and tends to suggest to those watching the race from afar that the Narn are a simple people with little emotional depth or character.

Nothing could be farther from the truth where the Narn are concerned. If anything, they feel emotion more strongly

than perhaps any other sentient race in the galaxy. They are not limited as much by mental development away from instinct as most other species, making them more susceptible to base reactions. A Narn's emotions tend to come over him quickly, demanding an immediate response to what can be overwhelming stimulus.

It is for this reason more than any other that the Narn have so many strict controls on their emotions and how they react to them. By maintaining a stringent code of honour and civic obedience, Narn can channel their boundless mental energies into service and behaviour within set limits. It is a kind of framework for their otherwise formless aggression and emotional extremes, a buffer between themselves and the radical actions that their base instincts can drive them to perform. An outsider might say that a Narn seems to have little advanced willpower, but the opposite is far more accurate. If anything, the Narn have too much.

This willpower can constrict them badly. As a learned and imposed behaviour, Narn honour can become a straitjacket on their actions, forcing them to make decisions or do things they do not wish to do or think are in error simply because they have been taught no other way to live. Most Narn of criminal or aberrant outlook do what they do because at some fundamental level, they are still acting according to their own skewed sense of 'honour'.

With all this in mind, it is not impossible to study Narn social customs from an outside perspective. It merely takes looking past the surface of what they do into the 'why' of their actions. Since the most evident form of their society mores revolves around how they deal with their families and children, that is as good a place to start as any.

Childbirth and Infancy

Narn children are brought into the world through the skilled efforts of the Bur'nakur, the 'wise ones'. These members of the Fifth Circle are trained in childbirth and general medicine, though their skills are primarily focused toward the former. The Bur'nakur are also charged with the sacred task of culling infirm infants with no chance of survival and easing the death of a mother if her labour complications prove too much for her. Fortunately, neither task has been required very often of the Bur'nakur since the advent of modern medicine on in the Narn Regime.

The Bur'nakur are also responsible for the basic needs of an infant when it is first born and are tasked with ensuring that newly born Narn are kept warm and fed until the parents can provide for it properly. This is a duty of honour and is taken very seriously by the Bur'nakur. The loss of a charge is a grave stain on a Narn's honour. When it can be proven

to result from the Bur'nakur's negligence, the parents of the dead infant are entitled by Narn law to retribution that can include death or life servitude.

Once the Bur'nakur have fulfilled their duty and remained with an infant for one full month while the mother recuperates and the father provides for the new family, the child is taken to the whichever temple serves the parent's religious needs. This one month delay is a ritual and stems from the high infant mortality that used to plague the Narn. During this time, the baby is not named and is tended to only by the Bur'nakur. Neither parent does more than occasionally touch it and administer a feeding or two. To do more is thought to draw too much attention from the Old Gods, many of whom are jealous and might take the infant for their own.

Once taken to temple, this changes. The priests of the Second Circle call for the blessings of the prophet they follow and pray for a name (prefix only) and some sign of the child's destiny. In most cases, this is a formality and the parents are free to provide whichever name suits them best, but occasionally the priests are 'granted' a vision of the infant's true name and it is ascribed to the baby whether the parents agree or not. This is one of the few times in which a parent's wishes involving their infant can be superseded by political or religious authority.

One of the highest honours that can be bestowed upon an infant is the G'tul'tan'eth, the Choosing by the Prophets. While sometimes employed as a method of taking in children to boost a temple's flagging numbers, it is rarely done in modern times as it claims to be a message from the Prophet of that temple directing the clergy to welcome in the child as a figure of religious import. This immediately makes the child a born member of the Second circle regardless of his previous class.

The only political power that can countermand the G'tul'tan'eth is a vote of the Kha'Ri; before the formation of that council, there was no authority that could do so. In any case, a petition of this kind is only rarely asked for and less frequently granted because of the honour that the Choosing entails. Children marked by the G'tul'tan'eth are treated with reverence in most temples and assured of a high education and a guaranteed rank of power in the church; few Narn parents could wish for a better life for their offspring.

Narn are considered infants for five years, though their minds grow faster than their bodies to some degree. By the time a Narn infant is 5, he can walk and talk with basic skill and typically knows the Narn language passably in

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both written and verbal form. Narn parents are expected to teach these things to their children and are usually coached in how to do so by their Bur'nakur before he or she (typically she) takes leave of the household.

It should be noted that there are some customs involving naming that are related to the different temples on the Narn Homeworld. For instance, many Narn following G'Quan give up their childhood name -some at an early age- in favour of an 'adult' name in honour of their acceptance of the teachings of G'Quan.

Education and Training

When Narn reach the appropriate age of 5 years, they are taken by their dominant parent to the family's temple for an initial test of worth. This test is actually performed by members of the Sixth Circle in cooperation with the temples, but the first examination is almost a spiritual undertaking and therefore is administrated by the priesthood. Given the Narn youth's age and relative inexperience, this test is more a matter of perseverance and behaviour. Few Narn do well on the academic part of the test, but the coordinators are more interested in how he or she takes the examination and deals with the stress of its difficult problems.

A term that should be explained here is 'dominant parent'. In every Narn relationship, there is a clearly defined order of authority. In most cases, the parent with the higher social circle is by default the dominant partner, but certain factors can modify this greatly. If a lower classed Narn has an outstanding civic or military record, this can weigh in that partner's favour. Social standing within their own communities can help determine which of the parents is the authority in their family. A well-liked and respected lower tier Narn may dominate an obscure high tier one, for instance.

After the initial test, a Narn child's potential is judged by the examination's administrator and an education is chosen. This is also a formality in smaller villages with only one school, though truly gifted children may be sent to classes in larger cities if their talent warrants such a move. In cities with more than one educational option, a child may have many options for learning; the administrator chooses the one most likely to meet his or her needs.

Narn schools are somewhat specialised, but they all teach the same basics. In these, a Narn learns maths, language skills, basic religion and all the fundamentals of life as a productive member of their race. These academies also offer instruction in a number of vocations, with some



Narn Lore – On the Naming of Narn

Narn names are a two part process and are usually motivated by either family heritage or religious background. The first part of any Narn's name is a prefix based on one of the classic letters of their ancient dialect. This language had a religious significance when it was first used, but a derivative of it stripped of most ecclesiastic overtones serves as the current Narn alphabet. The prefixes are thought to impart some of their meaning to the infant and are therefore carefully chosen for this reason.

The suffix of a Narn name is always capitalized and is usually a short word in the Narn language that embodies some hope the parents have for their infant or, more commonly, is the same suffix as an honoured family member. On rare occasions, the suffix is a word in some other language. This only occurs when the parents are trying to commemorate some honoured associate of their family from another world or species. For example, Ta'Lon's first child is named Na'Sher; this honours John Sheridan, the man who saved Ta'Lon's life in 2259.

The ancient Narn alphabet and its usual context is:

- 5 **Da:** Sun, or radiance.
- 5 **Du:** Moon, or darkness.
- 5 **G:** Chosen of destiny.
- 5 **H:** Walker of new trails.
- 5 **Ha:** Sight, or seer.
- 5 **Ho:** Singer, poet, or artist.
- 5 **Ka:** Highest of the high.
- 5 **Kar:** Forest, or abundant live.
- 5 **Ko:** Denial, He who denies untruth.
- 5 **Mi:** Beautiful, or handsome.
- 5 **Li:** Joyful.
- 5 **Na:** One who cannot be defeated.
- 5 **Ni:** Strong, or unbroken.
- 5 **Pa:** Death, or One who brings death. (Very rarely used, considered a dark omen.)
- 5 **Ra:** Sky, stars, or storms.
- 5 **Sha:** Warrior, soldier.
- 5 **T:** The ocean, or a voyage(r) on the sea.
- 5 **Ta:** Loyalty, honour, or duty.
- 5 **Tu:** Oathbreaker. (Also rarely used, sometimes ascribed to a Narn after his removal from society for a heinous crime involving dishonour.)
- 5 **Tza:** Eyes of blood. (granted to a child with unusually dark red eyes)
- 5 **Vin:** Of the Light. (the name usually given to those gifted with the G'tul'tan'eth)
- 5 **Y:** Eternal.
- 5 **Yal:** Fire, or passionate.

establishments having a focus on different disciplines. These specialisations help define the school's character and also indelibly mark its students during their lessons.

All Narn schools teach a ten year course that covers basic lessons, but for those Narn who exhibit enough talent for the Eighth Circle leaders to allow further lessons instead of simply entering the workforce, specialized academies have

advanced curriculum. Some of these academies and their specialities are listed below.

- 5 **Brek'navar:** The greatest of the Fifth Circle schools, Brek'navar identifies those Narn with a keen appreciation or talent for healing and ensures that they receive the skills needed to realize that potential. There are over a dozen satellite schools

all over Narn and on its major colony worlds dedicated to the same principle. Those who attend Brek'navar and reach the Fifth Circle as a physician or Bur'nakur wear their school insignia – an iridescent green and purple ribbon across their left shoulder- proudly.

- ⑤ **Ho'kura've:** One of the few schools with no satellite institutions in any other village or city, Ho'kura've exists only in Veroth, the capital city of the Narn Homeworld. Those who study at Ho'kura do so to develop their artistic abilities. The faculty make up the largest gathering of Narn poets, painters, writers and artists in the Narn Regime. Students can be recommended to Ho'kura've, but the school only admits a few hundred Narn each year from all over Narn space. Even with the focus of their race primarily on war, this academy is still considered a valued cultural treasure and its students are well-honoured for their gifts.
- ⑤ **Kal'naran:** Narn who graduate from Kal'naran have given twenty years of their lives to this institution, but they do so with the reward of a position in the Narn Regime military. The largest school cluster in Narn space, Kal'naran has over fifty satellites and is responsible for all the official training of officers and squad leaders in the military. Most of the Regime's greatest War Leaders and heroes can trace their roots in military life to the hallowed halls of a Kal'naran facility. The greatest of the Kal'naran schools is in Veroth; it is a veritable fortress and can turn out in a single class more than ten thousand soldiers a year.
- ⑤ **Noth'naroth:** Another military academy, Noth'naroth is exclusively an officer's college and is reserved for religious and executive students only. The children of the Kha'ri families go to Noth'naroth and its small satellites on other colony worlds, as do the military-inclined children of the Second and Third Circles. While the Fourth Circle prefers Kal'naran schools, Noth'naroth is the academy of choice for the societal elite of the Narn.
- ⑤ **Ranth'mbor:** One of the Sixth Circle's primary duties in the civic sector, these schools are the training ground for Narn teachers and scientists. Students with potential are referred to one of the many Ranth'mbor facilities for further development of their intellect. Few who come to a Ranth'mbor school ever graduate into the Sixth Circle directly, but that honour is given to the top five students in every graduating class. Other graduates must endure the usual test required to become a Sixth Circle initiate.

- ⑤ **Tur'tangar've:** An oddity for the Narn, Tur'tangar've is an elite form of standard school. It exists to serve as a way for gifted children with no direct preference or talent for any one discipline to nurture their skills in an environment that also prepares them for their likely existence as a valued member of the Ninth Circle. While most Narn who attend a non-specialized school are destined to be placed in the Outer Circle performing some menial role, Tur'tangar've students that perform well will be given skilled labour positions and can even aspire to civic leadership roles.

- ⑤ **Vin'algath:** A six year academy like all the others, this school is considered the educator's education. Run directly by the Eighth Circle and treated as both learning institutions and satellite offices for conducting business, the Eighth Circle handles the task of teaching Narn children and adults the tasks they need to help the Regime prosper in every school in the Regime. Vin'algath is reserved for those students showing a special aptitude for education; leaders of the Eighth Circle and faculty members of all the schools of the Narn come from the graduating classes of Vin'algath.

Once education ends, regardless of its outcome, a Narn of any age is expected to become a working member of the Regime and begin helping his people in whatever way he can best accomplish. The Narn are a gregarious people within their own families, but nothing will cause them to turn on their own faster than a member of their race not doing his part to serve the community. Most members of the Lost reach that discarded status because of some flaw in their health or character that keeps them from being productive members of society.

Adulthood

The Narn are a long-lived race, though their environment limits what might otherwise be even longer lives. Even so, they live on average twice as long as most humans and can accomplish a lot in their lifetimes. This amount of time is not always lived to its fullest because of the sense of servitude to the community that most Narns possess, but few feel the loss. If anything, their ability to remain active members of their society for so long is a mark of pride with most Narn; it allows them to know that their contributions will continue for a long time to come.

During their lives, Narn tend to focus on a single task and define their lives by its limitations and trappings. A Narn merchant is a Narn merchant, no matter what else he might do with his life. This holds true for soldiers, civic leaders, construction engineers and any other vocation. Work is the

primary facet of an adult Narn's life, and when asked who he is, a Narn will usually answer by saying what he does for a living.

The concepts of 'higher education' do not exist for the most part where the Narn are concerned. After leaving the academy selected for him as a child, a Narn rarely ever takes any classes again unless his vocation demands it. Military careers sometimes require refresher courses, but these are not typically more than a few months taken when it is convenient to learn about new weapons or assets of war.

Technology is the only true exception to this rule. Many Narn with a mind for scientific pursuits take courses throughout their adult lives. This is necessitated by the piecemeal way in which the Narn adapt other technologies to their own; when a new item has been lifted from another race through war or purchase, the brightest minds in the Regime get together and tear it down to see how it works. The information they receive is then sent to every technical school on Narn and its colony worlds for analysis and dissemination.

This explains the rapid way in which new technology is assimilated by the Narn. They have thousands of students and masters working on each new innovation, making it available to the Regime in far less time than it takes most other races to conduct research. By working over each new scientific or military puzzle in a hundred classrooms and research stations simultaneously, breakthroughs occur frequently and more often.

The Narn schooling approach does have its drawbacks for adults of their race. Because so few Narn ever get the opportunity to improve upon their education, the skills they gain during their initial classes are all they ever achieve. While an adult Narn improves upon his intellect with experience gained in the workforce, formal education is typically denied to him. This can cause a certain level of stagnation in older Narns, leading to the common misconception that the Narn are an ill-educated, brutish people with no interest in cerebral pursuits.

Narn live for more than 140 years on average, with many reaching much more advanced age. This longevity is not as liberating for them as it would be for most races, but most Narn do not see this as a disadvantage. Narn adults usually work for the majority of their lives, making substantial contributions to their race through their efforts. A group of Narn working together on a civil project can accomplish a great deal. Many of the true triumphs of Narn architecture are projects that took more than a century to build; these are typically constructed by a single crew and thus show

a consistency of effort and direction not found in other cultures.

This level of dedication shows in other pursuits as well. Adult Narn can build great structures, but they also write intricate plays, paint massive works spanning many metres in size, and craft works of engineering or design that are well worth the days, months, or even years they take to construct. A masterful work from the hand of a Narn craftsman can be the result of a decade of work and shows an attention to detail not seen outside the confines of Minbari space.

Of the Narn and Their Greatest Weakness-Themselves

Unfortunately, few other races ever see this degree of sophistication and advancement. The Narn have presented only the face of brutal tyranny learned at the end of a worse tyrant's whip. An adult Narn rarely reveals any more of his emotional depth or intelligence to an alien race than it takes to defeat them in battle or try to turn them against the Centauri. It is difficult to look civilized when the only language you speak in is one of hate and revenge.

In many ways, revenge is the bane of the Narn. It gave them the strength to tear down the monarch-thrones of the Centauri and lift themselves out of slavery. Like a poisoned meal not virulent enough to kill, vengeance kept the Narn alive but has not given them health. Instead, it taints everything they do or say. The Narn appear to be brutes because they have made themselves into brutes. This form slips when they are among themselves on their own world, but it is all the galaxy can see and thus all the people of the galaxy can use to judge them.

This would be a grave concern for most other civilizations, but the Narn are blind to the ramifications of their appearance. They do not believe they will get any allies against the Centauri to begin with, so it matters little to them who they alienate. The Narn are wise enough to know they cannot afford to antagonize other races while they work to repay the Centauri for a century of murder and slavery, but only the wisest of them can see that what little support they might have gained in other ways is denied them because of the brutality they inflict on others in the name of that cause.

For the Narn to understand that they could chose a better life, they had to be reminded of the past. They had to see that they were once at peace with themselves. Only this inner calm could hope to still their war drums and let

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them find a better path to walk than that of destruction and hatred. This was not an easy lesson and some in the Regime have not yet learned it.

The travails of G'Kar, the last of the Kha'ri as of 2261, have shown them a better way. His vision in the darkest recesses of the Babylon 5 diplomatic station gave him a glimpse of the death of his race and the only way in which they could avoid the oblivion of their current self-destruction. A way was provided for him to give the sacrifice his race would have to make some meaning. Whether this can temper them into the noble people they once were remains to be seen.

While the echoes of that revelation and the choices of the Narn since then continue, their lives have irrevocably changed yet remained fairly consistent with the way they did things before. The Narn still have the same traditions and schooling, though they now go about their lives with a renewed sense of hope for the future. For years the Narn could see only the slaughter of their hated enemies. Now that their eyes are opened to a better way, they may yet avoid the doom that was revealed to G'Kar in the moment of his greatest despair.

I fear that no one seems to understand what I have been trying to tell them. When I explain to others the vision given to me by G'Quan, they see what they want to see. They think that I was inspired by the dream of what we can become. They think I saw that our people would fade away into the night and that our enemies would be proven right by our failure. They believe that when I tell them what I saw, I speak as one who has been inspired by greatness and the dream of survival for our people.

They do not understand the truth. I have not been inspired. I have been frightened. I was not lifted up; I was taken to the depths of despair. I am not doing what I do for my people because I saw hope for our future. I do this because when I saw the death of my people, I realized that we would pass and that no one would miss us.

Old Age and Death

When a Narn reaches the Venerable stage of life, his or her body becomes infirm and weakness begins to settle inexorably into limb, bone, and organ. This degeneration is often a dire blow to the self-esteem of a Narn, given how greatly strength is respected in their culture. Most Narn continue to work until the day they are not physically capable of performing their duties. Then, not willing to

admit that they cannot continue with their responsibilities, they 'choose' to take on a less physically demanding task, often slipping a level or two in Circle.

This decision is respected by other Narn, most of whom see it for what it is; a private admission of old age. Narn elderly are treated with great respect; even the brashest young Narn is very unlikely to deride or insult an elder; they would be severely punished by their peer for such grave disrespect. In truth, few would even consider such base behaviour in the first place; elderly Narn are responsible for so much of what the Narn Regime has become that even the lowliest member of society is seen as something of an icon to be admired. Every living Narn beyond the age of 120 among his people has likely contributed a great deal to his community and is recognized for it.

Unfortunately, Narn longevity does have its limits. When a Narn's legendary endurance does finally succumb to ill health and weakness, his death is considered the last step to a well-deserved rest. Toil is no longer his birthright; it is the burden he can now set aside and live with the Prophets in a higher place. Death is not seen as a dark or ominous fate, especially if that demise comes while performing as station and honour dictate.

The Narn treat their dead well and, ironically, have gained much in recent days because of that reverence. It has long been ancient tradition among the Narn to build underground mausoleums for the bodies of those who have passed on. These constructions have become quite massive and extensive under the surface of their world and others of similar design (but not scope) have begun on other colony worlds with a stable enough mantle to support such construction.

Narn burial rites involve a new crypt to be dug and built in an existing mausoleum and the body placed within. Masonry is then poured over the body, creating a solid stone block that preserves the remains and seals the tomb forever. In this way, the dead act as the figurative and literal foundation of the world, one stacked atop the other for generations. These stone plinths are millions upon millions deep all over the subterranean tunnels of the planet. Even the Dur'Nara do not disturb these proceedings, nor will they willingly desecrate an existing tomb.

When the Centauri bombed Narn with mass drivers, these necropolis cities beneath the surface were the only reason that more of them did not perish. The tomb complexes were solid enough to withstand the bombardment; their solid walls acting like support pillars to keep the huddled masses within them safe from harm. While some of the

mausoleums collapsed under the onslaught, most withstood the barrage long enough for those inside to survive.

A Narn burial is a solemn affair, with the deceased being carried past a double line of relatives and friends from the surface entrance to the hereditary mausoleum to the crypt built for him. He is placed inside along with a memorial token of some significance to his memory. The Narn do not bury valuables or weapons with their dead; these can do the living more good. Instead, replicas of such things are made of clay or metal and left with the body in memory of what they represent.

Once the body is interred but before the masonry is poured, a song is sung by the dead Narn's closest relative (wife, brother, eldest child) commemorating his lineage, achievements, unfulfilled desires or place in society. For important military leaders, famous artists, or military commanders, these songs can be quite long and take more than an hour to perform. Some sections of the litany can be given to other family members or close friends to sing.

Only rarely will a non-Narn ever be invited to take part in this musical eulogy and only once in the entire history of the Narn has this been a Centauri. After the passing of the beloved G'Kar, leader of the reformed Narn people and spiritual guide for a generation, a Centauri noble by the name of Vir Cotto was allowed to sing a part of his eulogy as a special tribute to his part in helping the Narn people after the War of Retribution. Without explanation, Lord Cotto finished his song by slicing open his hand with a coutari and reciting 'I am sorry' as each drop of blood fell into the crypt.

After the tomb is filled, an honour guard consisting of the deceased's children – or friends if he is not survived by anyone- remains at the site of the burial for 30 hours and recall the fallen in stories and memories. This is approximately how long it takes the masonry to dry and has become a tradition of grieving and coping with loss. The end of the 30 hours marks the true passing of the deceased and most Narn find that serving this time helps them move on with their own lives.

Cultural Elements – Art, Music, and Literature

The Narn have become in recent years a militant people with more emphasis on ships than song, but there was a time when they were an artistic and visionary people. These ancient skills are still a part of the Narn, though they

have been abandoned by many in favour of their racial goal of conquest and revenge. Those who still follow the older ways of folklore and art are, oddly enough, still considered a valued part of the Narn race.

This might seem like another cultural paradox of the Narn, but it comes from their deep-seated understanding that there is little about their past or spirit they can continue to lose. The Centauri took a great deal from the Narn; historical archives were burned and the weak and infirm culled as examples to the others to work harder. In these purges, so much of Narn history and culture was lost that what little remains is too valuable to abandon. Since most records were destroyed, the creation of new lore and art is as important as trying to recover what still exists.

Because of this, artists are still valued members of society. Indeed, even military families are proud of relatives and siblings with artistic leanings. These Narn are often sheltered so that they can continue to walk an artistic path without having the violence of their race's wars affect them directly. Thus, Narn poets, painters, and singers work in isolation and behind the protected walls of guarded cloisters to produce works of beauty. Art surrounded by a fortress- this is a perfect example of the Narn soul.

The Narn are as interested in entertainment as any other race; they just typically do not devote much time to it. This has led to an interesting dichotomy in the race's music and art. Older styles are extremely long in format, sometimes taking hours to perform or spanning massive areas in presentation. The newer forms -those that arose during the Centauri occupation or afterward- are much shorter and easy to enjoy in a few minutes or a confined space.

The Narn are not ignorant of the educational value of art. Even children's literature is designed primarily to teach a young Narn about history, racial pride and the basics of language. The alphabet of the Narn is based on a much older form of symbology and has a deeply spiritual basis. This adds a level of complexity that can make it difficult for a child to grasp; teaching it in the form of stories and word games aids in retention and understanding greatly. When the Narn produce new artwork of any kind, attention is always given to 'what can this teach?'

Narn respect two forms of art above all others- music and literature. As might be expected, the Narn prefer heavy beats and rhythmic drumming over any other style, but they do have more advanced tastes and can adapt to enjoy anything given enough exposure. While tribal rhythms are their preferred medium, they do not base all of their songs on them. Woodwind instruments, mostly ignored until

the Centauri reintroduced them to the Narn, now have an accepted place in their music.

Literature is usually enjoyed for its value as a teaching tool, but also provides an excellent way for the Narn to experience other points of philosophical view. Even the least erudite Narn can appreciate looking at a conflict from multiple sides and reading about clashing points of view. Philosophy and theology are favourite subjects, with war epics and tales of heroism a close rival. In some places on Narn and its colonies, these preferences are reversed in order, but virtually any Narn can be counted on to be well read and thoughtful about his subject matter.

Narn Art

Few Narn worry in modern times about the aesthetic value of their surroundings, but they were far more concerned with appearances in centuries past. The Narn have never been a vain race, but they understand the basic need for refinement in the areas of clothing, dwellings and find some artistic value in their vehicles and other machines. The red sun of the Narn system and their own limited colour vision ensures that what few pieces of classic Narn art do exist are somewhat selective in their use of hues and tints.

Narn associate red with anger and rage, but this was not always the case. Because most colours that could be seen by the Narn had a red cast to them, red did not have a specific connotation and was considered a 'standard' colour and the basis for most others. After the Centauri, with their preference for white and purple, came to the Narn Homeworld, their clothes (which appeared to be tinged in red because of the white and purple base colours) became a symbol for all the tyranny shown to the Narn during their occupation.

This has forever tainted red in their collective psyche, though few Narn are aware of this on more than a subconscious level. Even those Narn with the ability or affluence needed to travel among the stars see red as a hostile colour. Being away from their home system and seeing things with a base white light has not altered their perception in this regard. Red remains a colour of aggression and is used as such in virtually all current Narn artwork.

The psychological distinction of other colours can be seen in several places in Narn culture. Because of the colour-muted vision of many Narn, metals and other reflective materials are used quite frequently to add emphasis to clothing and structures. Black is commonly used because of its universal appearance in a variety of lighting conditions and its association with honour and strength in Narn society. Not surprisingly, the Narn see purple as a colour of death, but

this was oddly the case before the Centauri came to their world.

The Narn use their art in a variety of different ways. Every vessel in the Narn fleet and all of their vehicles of war have some artistic expression on them. This is done to personalize them all; the Narn think of a weapon (even a ship, tank, or plane) as a living instrument of revenge and tend to anthropomorphize them to some degree. The Narn also value surface painting and have many decorated cliff sides and building walls on their worlds.

While art is an important if not vibrant part of Narn heritage, artists are considered very blessed and given special treatment by many of their race. Artistic talent is not common among the Narn and when a child shows some skill in this regard, it is considered a good sign for the future. These Narn are given special training and put to work as soon as their skills have advanced to a production level. Most Narn artists begin with simple wall painting and work their way up to ship hulls and mountain murals/carvings over the course of thirty or forty years.

Some of the art styles appreciated or reviled by the Narn are presented here. The most important thing to remember about Narn art is that it is very location oriented. Artistic decoration glorifies the thing it is placed on and the area surrounding it. That is why the Narn have no galleries; art is intended for where it is made and it must remain there to be of any significance to them.

⑤ **Kem'oth:** Wall painting style that predates the coming of the Shadows to Narn. This style was used by telepathic artists to render on a building wall what the painter 'saw' of its personality and the people who frequented the domicile in question. It was a great honour to have a kem'oth painter work on a Narn's house and a wonderful way to personalize a building and memorialize the family that lived there. This art was obviously lost when the last of its practitioners died during the Shadow purge.

⑤ **S'dath-tor:** Followers of the S'dath are a hybrid form of artist-scribe. The S'dath-tor are an enclave of religious Narn that illuminate the texts of Prophet tomes such as the Book of G'Quan or the Teachings of Na'Kili. While the Narn believe that a true proponent of these Prophets is best served by making his own copy of these books, possession of a S'dath written manuscript is an even greater honour. These works are very rare; the acolytes of S'dath create only one page every few days each, making the accumulation of a 400 page manuscript

the work of years. S'dath books cannot be bought from the S'dath monastery. They can only be obtained as gifts and only the five Masters of the S'dath order choose who will receive one.

- ⑤ **G'veth:** The practice of painting symbols and pictograms on a military vehicle is attributed to G'Veth, a pilot who did so in a paint mixed with Centauri blood along the hull of his prototype Frazi fighter. His incredible record in dogfighting led to the belief that his painted images somehow drew the favourable attention of the Prophets to his battles. Now, G'veth painting is a common form of decoration in the Narn Regime's military and every vehicle receives at least basic company symbols in its style.
- ⑤ **N'shaki:** One of many fashion styles to have come and gone in Narn culture, n'shaki clothing is one of the most enduring techniques for clothes making. It comes back into popular style once every thirty or forty years and is the current trend in upper level military and diplomatic garb. Recognizable for its wide single lapel and curled, oversized shoulder seams, it is a personal favourite of G'Kar, the sole surviving Kha'Ri member and liaison to Babylon 5. This assures its remaining in fashion for the foreseeable future, even though most of its skilled tailors died during the mass bombing of the Narn Homeworld.

Narn Music

Narn have four main forms of musical expression, voice, drums, stringed and wind instruments. Of these, the first two are the oldest and most respected, while the latter two are newer art forms that have not yet received full acceptance by the Narn people. Stringed instruments are older than wind, since woodwinds are the result of Centauri artistic influence on the Narn's complex musical culture and strings were being played on a regular basis more than two hundred years before that alien race arrived on the Narn Homeworld.

Vocal patterns being what they are among the Narn, most singing is done in a baritone or bass range. Even Narn children and females do not often have a high voice register, though there are some fine altos in the younger members of Narn society. The Narn do not much appreciate high pitches in singing, so females with the appropriate voice to do so still prefer to pitch themselves lower. This musical taste comes from their sensitivity to high vibration; the Narn equate high-pitched noise with discomfort and irritation. Thus, medium and lower ranges are much more pleasant for them.

Drums are a cultural icon for the Narn and any musician with a classical education can play at least one type of drum in addition to any other instrument he may have learned. There are more than two dozen kinds of drum in the Narn musical repertoire- each with its own specialized purpose and place in music theory. Entire concerts have been written with nothing but drums as instruments; the Narn fascination with drum beats and their varied drum types make this both feasible and quite enjoyable. Even other races often find a Narn drum orchestra an enjoyable experience, even if a typical concert does last a few hours longer than they would prefer.

Stringed instruments come in many forms, but they are not as detailed or as widely learned by Narn musicians as drums. Most Narn who learn to play a stringed instrument pick up just one type and learn it exclusively. This is because of the soothing effect vibrational rhythms like those that emit from a stringed instrument can have on Narn physiology. To say that some Narn musicians become addicted to their instrument would not be entirely overstating the psychosomatic influence this can have.

There is some debate, much of it heated, about woodwinds in Narn culture. Some Narn believe that nothing good can come from Centauri art and disdain the fact that many younger Narn are learning to play these instruments. Others are of the opinion that anything useful should be stolen from the Centauri and used in any way the Narn see fit. Most Narn are on the side of the latter viewpoint, though there are enough traditionalists that it can be a grave concern in some areas. Not every colony or village have performing artists with woodwinds, but the art form is increasing in popularity.

- ⑤ Drums are a vital instrument in Narn musical history. Most are made from stretched skins over bone or wood, but some are constructed from more exotic material. A well-crafted drum is a cultural treasure and often treated as an heirloom by its owner.
 - **Nuth:** The simplest of Narn drums, the nuth is a stretched bovine hide over a hollowed wooden frame. Nuth are not very large; they do not commonly weigh more than a few pounds and fit easily under one arm. Nuth make a higher sound than other drums and their small size allows them to be struck very quickly in succession, making them the drum of choice for rapid rhythms.
 - **Gulthar:** A bone bodied drum made from the skin of a Narn and the upper half of a

skull, these macabre instruments tend to be ancestral items and very few are made in modern times. Used during religious festivals to remember the dead, gulthar have a very high, almost hollow tone and can be used to keep a fast paced rhythm or set a slow, ponderous beat in the hands of a practised player. While few Narn find the gulthar distasteful, most would never touch one made from someone other than a direct blood ancestor.

- **Y'vec:** The most common drum the Narn play, these large wooden drums are covered in either natural or synthetic hide and have a deep, resonant tone. Y'vecs are part of any proper drum group and masters of the instrument are fairly common in musical circles. Most Narn trained to play an instrument can skilfully work a Y'vec, even if it is not the focus of his studies.
- **Cen'turk:** A recent development in drums, the Cen'turk is made from Centauri skin stretched over a frame made from the wreckage of a Centauri ship or vehicle of war. Played in martial situations, the medium tone of a Cen'turk is played in defiance of the Centauri and can be heard whenever Narn troops gather to fight them in any large-scale battle. The Centauri hate the sound of a Cen'turk and have been known to pay handsome bounties for the recovery of these drums, preferably still stained in the blood of the Narn musician that held it.

5 Stringed instruments are not as common as drums, but the Narn have learned to appreciate the sounds they make and how well they accompany vocal performances. The Narn have few masters of strings, but many musicians can play them passably if they take the time to learn them properly.

- **Keluth:** A long necked wooden instrument with strings of woven metal, the keluth is the most common of its type on Narn. Players of the Keluth wear metal caps over their fingers to prevent lacerations; the strings are that sharp. Other races with softer skin cannot play a Keluth without significant protection, but the hauntingly vibrant tones a keluth can produce are worth the effort and trouble.
- **Sheno-lar:** A harp-like instrument in the shape of a diamond with strings running

diagonally along its body, the sheno-lar is inspired from the sound of windchimes and produces a tone very similar to them. Sheno-lar music is considered soothing to the Narn; many sheno-lar pieces are used as lullabies and have no vocal accompaniment at all.

- **G'tar:** A recent development in Narn stringed instruments, the G'tar is their version of the Earth guitar and plays in exactly the same way. A mistaken assumption of English spelling has resulted in the Narn pronouncing the name of this instrument *jeh tar*, but this does not seem to distress them. The G'tar is a favourite of younger Narn and is usually played in unison with vocal performances and drumming.

5 A 'gift' of the Centauri, woodwind instruments are not as popular with the Narn as they could be because of that origin. Those who do play woodwinds usually do so to spite the Centauri by enjoying something they have taken from that race, though others play to enjoy the unique sound these instruments can make. Few Narn have any great skill with a woodwind, but outside influence (mostly human) has allowed some Narn musicians to improve dramatically.

- **Luth'eth:** Carved from the same tree the G'Quan'eth plant lives in symbiosis with, luth'eth are extremely long flutes with a high pitch and excellent note range. Manually played, the luth'eth has no valves and requires extensive finger training to be controlled. These are played during religious festivals in the temples of G'Quan; other faiths do not recognize their worth in such ceremonies.
- **Se-tul:** An instrument that has not changed much from the tiro mai (Centauri instrument) it came from, the se-tul is a set of pipes joined together with a single mouthpiece and played by the movement of sliding bars over the tops of holes placed at irregular intervals. Narn who play the se-tul have to devote a lot of time learning the complex patterns of these bars and the hundreds of different sounds it can make when played by a master.
- **Vin'coro-ve:** Nothing more than a short stalk of wood fitted with metal caps

on both ends and a number of holes drilled down its length, the vin'coro-ve is considered both a serious instrument and a children's toy. Professional musicians among the Narn usually discard the vin'coro-ve out of hand, but it can be used to create beautiful melodies of one takes the time to learn it properly.

Just as important as the instruments themselves is what they are used for. Musical compositions can take many forms for the Narn, though the most common is the orchestral concert. This makes sense, given the Narn's community instinct. Some of these orchestras can grow to prodigious size, though none get as large as they once did before the coming of the Centauri. The days of the five hundred member orchestras creating music that carried over miles of Narn countryside are long gone, but orchestras of commensurately smaller size are still a common sight.

Some other popular musical forms are given here, along with some of the Narn's most famous composers and the styles they invented. Sadly, much of the Narn's music heritage has been irrevocably lost to the fires of Centauri occupation. Efforts to recover lost art of any sort, music included, are a high priority for the Narn, especially in the years after the War of Retribution and the fragile peace of the early Interstellar Alliance.

- ⑤ **Tokoro'het:** The music of the spirit. Whenever the Second Circle create a rendition designed to teach a religious lesson or performs an existing song from the earliest days of their Prophet and his or her teachings, it is usually written in the Tokoro'het style. Named for its most famous composer, T'Het, this type of music is inspiring and based entirely on drums and vocal expression. Tokoro'het rarely uses bass singing, mostly because the deep beats of drumming tend to drown out lower pitches.
- ⑤ **De'hen-vot:** A newer form of Tokoro'het, De'hen-vot is a modernization of the style using stringed instruments to enhance the music and compliment the more mature sound of choral singing. The easing off from heavier bass lines in the drumming allows for a wider vocal range; this permits more complex compositions. De'hen-vot is growing in support and is expected to supplant Tokoro'het in the majority of Narn temples by the end of the century.
- ⑤ **Vor'tano:** A martial musical tradition, most of the Regime's marching cadences and military processions are written using this style. The fact that martial exposure to woodwinds occurred first

among the Narn because of their repeated invasion of Centauri noble houses is revealed in Vor'tano music by its inclusion of these controversial instruments in virtually every important body of work in this technique.

- ⑤ **Lesh-tah:** Lesh-tah only has acceptance in the youngest generation of the Narn and is not widely popular even among them. Lesh-tah could be considered 'experimental music' and uses technology to augment its sound with electronic tone generation and advanced mixing techniques with voices and melodies. The only production music the Narn possess, the idea of reproducing something cultural on a mass scale is abhorrent to many Narn. This keeps Lesh-tah music from gaining wide influence among older Narn.
- ⑤ **Bin'tilark:** A classical form that has only Tokoro'het as competition for the oldest known style of music in Narn history, Bin'tilark varies from its contemporary in its application. While the music of T'Het is a tool of the clergy and the Second Circle, Bin'lek (the founder of the Bin'tilark style) wrote his music for the working classes and their more 'common' issues. Bin'tilark is also drum dominated, but it lends itself better to mass performances and is best identified with its tradition of audience participation. Anyone with a drum or a strong voice is welcome to play along with a Bin'tilark song at any point.

Narn Literature

The Narn have had a form of written language for several thousand years, though its earliest forms were very simplistic and was used only to communicate important information like favourable hunting locations and natural dangers. As the telepathic gifts of the Narn allowed their psychics to pass complications in the language to each other much faster than non-telepaths, they became the keepers of this language and evolved it into something more useful and verbose.

The growing Narn language was something of an elite form of communication for several generations, not falling into common usage until after Narn telepaths had become the ruling councils of their race and the script handed down to their administrators and chief hunters. This placed the 'words of the elders' in the grasp of normal Narn and it began to spread quickly. In this way, all the people of the Narn Homeworld had some part in teaching, learning and changing the language until it finally became a common tongue written and spoken freely.

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This did not detract from its religious trappings; the language was still linked to the telepathic elders of the Narn people who were themselves the heads of each of the Narn churches. While there were a number of gifted orators and clergy members in the churches of Narn, the telepaths still oversaw their orders and were seen as the heads of both government and religion; there was little distinction between the two. Thus, the Narn language was seen as a spiritual medium first and foremost.

Instead of becoming less 'blessed' because of its common acceptance, the language served to strengthen the faith of the Narn people. Having the words of the Elders in their grasp made each Narn feel like a special part of the Divine. This was an inadvertent result of allowing common use of the language, but the Elders were certainly pleased with the accident.

Because the words of the Narn language had a religious significance but a common, utilitarian origin, it was uniquely suited to handle any communication task the Narn could put it towards. One of the most common uses of the Narn language until just before the coming of the Shadow forces a thousand years before the War of Retribution was poetry and play writing. The Narn enjoyed (and to some extent still do) writing and witnessing plays set in the history of their own people, primarily around the concepts of their old gods and the newer religion of the Prophets.

After the slaughter of the Narn telepathic ruling class, the race entered a period of discontent and confusion. With little direction and few effective leaders, the race turned from their older ways and required a heavy hand to keep from fragmenting back into nomadic tribes again. This direction came in the form of the two new Prophets (G'Quan and G'Lan), but many of the older traditions were set aside. One by-product of this dark time was the falling away of the Narn people from their religion.

To be sure, religion remained and still remains a vital part of Narn life. What was lost was the utter dedication and the association of all things originally seen as part of the Elders as something painful to remember. In this case, the collective psyche of the Narn chose to disassociate the language from its religious overtones and use it strictly as communication. This ended the use of the language as a morality and religious medium; the era of the Hi'dosh play and Venat poetry was over. While both would experience occasional revivals over the next millennia, neither would ever become mainstream or widely popular venues again.

Some of the more notable forms of Narn literature and stage productions are listed here. These are not always

popular or even seen at the same time, but each has proven itself an important part of the culture of the Narn and deserves some mention.

5 **Hi'dosh:** The original play format and the most persistent of Narn stage styles, the Hi'dosh form of play involves a classic telling or re-imagining of a legend relating to one of the Old Gods or their Prophets. Hi'dosh plays do not commonly have happy endings, though very few are truly tragedies in the classic sense of the word. Instead, the main protagonist of a Hi'dosh play typically finds himself in an honourable quandary and chooses to either do the 'right' thing or abandons his honour for sake of survival or reward. The former choice always involves death or severe loss, while the latter receives a just punishment in form of ironic fate. Hi'dosh plays teach that even if honour demands sacrifice, faith and trust are a better option than the ultimate cost of dishonour- oblivion and ruin.

5 **Venat:** The poetic form of Hi'dosh, Venat poetry is a narrative way of telling the same stories without any additional voices. There is a current form of Venat called Ven'ath that uses a chorus of speakers chosen for their vocal ranges. Almost a chant-style round of multiple part storytelling, Narn find the rhythms of the Ven'ath to be very soothing and artistic. Most other races would prefer a quick, merciful firing squad than listen to the two to three hour long 'cycles' of a Ven'ath recitation.

5 **Ten'datha-ve:** The successor to the Hi'dosh, these plays became popular as an alternative to morality scenes because of their inclusion of more basic problems and circumstances. Rarely if ever was honour or religion featured in a Ten'datha-ve, also called ten'dath plays. A ten'dath play also has the advantage of being somewhat shorter, rarely taking more than an hour to perform. During a typical Ten'datha-ve event, three or four ten'dath plays would be shown around a central event like a dinner or memorial service.

5 **Shephet:** A very simple form of poetry akin to the human haiku, shephet are written in six short lines and always repeat the first line, a single word, in the last line somewhere. Shephet is a warrior's art form and it is not uncommon for Narn soldiers to write home to their families and share shephet inspired by the war and what has occurred to them in service. All Narn children learn to write shephet in their first schools, but few keep up their skills with it unless they see significant military action.

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Narn Lore: An Example of Shephet
As etched into the barrel of a K'la pulse rifle found at the battle of Tillar Ridge

Night.
It comes so swiftly.
Light fades as fires burn.
The dead lie all around me.
The Day of my life burns to ash.
Soon it will be night.

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The Narn Language

Much mention has been made of the Narn language in the previous text. As galactic languages go, it is not as difficult to learn as any of the three Minbari tongues or as phonetically simple as Drazi or Hyach. It lacks the repeated glottal stops of the Abbai racial language and is much easier to hear and comprehend than the nearly inaudible and impossible to distinguish noises of Gaim clicking. In many ways, it is a language of low to medium difficulty if judged against the collective tongues of the Interstellar Alliance.

This is not to say that some of the concepts in Narn language are easy to learn to implement. It takes Narn infants roughly three years to pick up the basics of communication and another year or two before they can effectively impart any significant meaning. Reading is another matter entirely and many Narn children go into their lessons with no true concept of how to write more than their names and some simple words.

This is primarily the fault of Narn sentence structure and its multiple conditional phrases. Like many human languages, the words used in a given sentence are greatly dependent on which gender the word itself is. For speakers of some languages that use this same trait, this is not difficult to learn, but the Narn basis for their word gender is contingent on the judgements of telepaths thousands of years in the past. These were essentially what gender the object, place, or concept 'felt' like to the telepaths, making some of their choices seem very odd.

Newer concepts that postdate the existence of Narn telepaths have been given their genders by the telepaths' successors, the temples of the Prophets and their collective leaders. These words are decided by the Elder Council

of the combined temple community to be either male or female. Once this decision is made, it is indelibly added to the Narn language and no further consideration is given to it.

Another interesting trait of Narn language is that there is only one of them. There has only ever been one written Narn language and all of the minor spoken tongues of the Narn were dissolved into the greater Narn language as decreed by the telepathic elders millennia ago in their race's past. This makes the Narn language rather unique in the galaxy as the longest standing racial tongue to exist in a known sentient species with the possible exceptions of the Vorlons.

Key Concepts of Narn Language

The Narn language has a number of difficult concepts for first-time learners, but these can be mastered fairly quickly with effort and exposure. The most important facet of the Narn language, which native Narn speakers call Hal'eth, is the prime rule of capitalization. In truth, this 'prime rule' is several rules bundled into a single concept. The prime rule covers every instance of capitalization in Hal'eth and explains why some words have one or more capital letters and why these same words may have none of their letters capitalized in other circumstances.

5 Prime Rule of Capitalization: There are three situations governing all capitalization in the Narn language, Hal'eth. These four conditions are inclusive and if any of them apply, the word fragment is capitalized. If they all three apply, the fragment is not capitalized. Technically, a word can always be capitalized without committing a major error, but it is very disrespectful and a sign of linguistic ignorance to have a word that should be capitalized written without one.

- o **Names:** A Narn's name is always capitalized and both fragments receive one. This is because both halves of a Narn's name deserve the same honour; capitalizing one without the other is the written equivalent of insulting part of a Narn's heritage.
 - **Examples:** G'Kar, Ta'Lon, Ni'Kili, Ni'Gosh

- o **Conceptual Terms:** If a word represents something that needs emphasis in a sentence or when written by itself, the word has its first fragment capitalized once. In the case of a word that is used several times in a text, it is allowable for

the word to be left without a capital after this, but most Narn will capitalize the first fragment of an emphasized word every time it appears for completeness sake.

▪ **Examples:** Hal'eth, Narn, Venat, Vor'tano, Ka'toc

- **Placement:** Many languages have the convention of capitalizing the first letter of a new sentence; Hal'eth is no different. In addition, Hal'eth ends each sentence with a capital letter at the end of each word. This occurs because the tone of a Hal'eth sentence is set by the tense of the word that begins it (see Punctuation); the capitalized last letter ends the last sentence for the reader and allows the next one to start cleanly.

Punctuation is a special case in the Narn language. Technically, only three punctuation marks exist in Hal'eth; these are used in conjunction with word fragments, the other complicated part of Narn speech. Technically, all Narn words are a collection of smaller words. Many are used without punctuation when they represent 'simple' concepts. Only the more complicated words have multiple fragments, but as the Narn language ages and its structure has to serve a growing galactic power, Hal'eth is quickly outgrowing its flexibility.

There is some talk of a linguistic reformation, but this is unlikely to occur due to the Narn preference for preserving cultural treasures. After the end of the War of Retribution destroyed most of the population centres of Narn, their language is the last intact link they have to their past. All discussion of replacing or reforming the language has ended as of 2261 and is unlikely to be brought up again before the planet rebuilds. The Narn have more important things to concern themselves with now.

③ **The Law of Punctuation:** Again a collection of laws referred to in the singular, Narn punctuation has only three forms- the hyphen, the parenthesis, and the rarely used colon. In truth, the 'colon' in question is not exactly the same in form to the English colon, but it is similar enough that any variation can be overlooked. The Narn treat a colon as the symbol their language uses, which can cause serious confusion when they attempt to learn English for trade or diplomatic purposes.

- **Hyphens:** The Narn use a hyphen to indicate that a word has been influenced by another concept. While all complex words in Hal'eth are made from smaller

fragments, a special kind of relation is shown with the hyphen; one that shows a meditation or actual 'relation' through time, heritage, or transformation. When a complex word has been changed from a previous form (such as the musical style of De'hen becoming altered through the introduction of vot (the word fragment meaning voice), a hyphen is used to show this transmutation.

▪ **Examples:** Ten'datha-ve (the ve indicates brevity; the original ten'dath plays were at least three hours long), Sheno-lar (the lar shows that the Sheno instrument is meant to be played without vocal accompaniment)

- **Parenthesis:** The most common form of punctuation in the Narn language, a parenthesis is used to link fragments together. In this way, they are effectively joining marks and have little direct use on their own. Parenthesis are never used for other purposes; word forms indicate possession and the Narn language has no concept of contractions.

▪ **Examples:** T'loth, Hi'dosh, G'Sten

- **Colon:** Called a khet in Hal'eth, the colon is a special mark that means what its name does in the Narn language- the end. Only used in large manuscripts or in some forms of poetry, the khet is placed at the end of any text that takes more than two hundred pages by default because it marks the end of the book. In shorter writing, it conveys a sense of ending. When a concept has reached a true end, be that death or just obsolescence, a khet is placed at the end of its sentence to convey its conclusion.

▪ **Examples:** The Book of G'Quan contains two khet. One is at the end of the book because it has more than 200 pages; the other is at the end of the chapter talking about the slaughter of all the Narn telepaths. Shepheth dealing with death usually end with a khet as an emotional expression.

Word gender and construction are also important parts of the Narn language. The gender of a word can be determined by its spelling- typically the last two letters. In cases when a Narn word does not follow this convention, the word is assumed to be 'male'. There are no neuter words in Hal'eth; every word is either male or female (or male understood).

This patriarchal turn to the language is not a comment about the importance of women; it mostly stems from the religious elders assuming that all concepts are inherently male except for those that have purposefully become female. This is a commentary on Narn religion, hearkening to the legend of the origin of the Old Gods. In this tale, passed down for millennia in every Narn church community, the first god Vas, came from the spirit and body of Vas, the Narn deity of oblivion and creation. This act of self-creation is a common theme in Narn theology. In order for Vas, born of Vas, to know himself, Vas crafted Vas again and gave it life free of Vas and the mind of Vas.

The first thing this third Vas did was choose to become female; this created Sava, the feminine power of destruction and birth. The latter role was ascribed to Sava after she began creating more of herself and passing her gift of self-will along to them. Many of these newborn deities chose to become female as well, but they did not have the power of creation because they were removed from the first Vas by two generations. Instead, they had to merge with their sibling gods to create life, giving form to the concept of male and female Narn in the shadow of their own mating.

This legend echoes the gender of words in Hal'eth through its idea of internal choice. Effectively, all words are male except for those that choose to be female. Words that require another word to be complete, like items in a set or ingredients, are thought of as female as a parallel to this cultural symbiosis in Narn religion. Also, anything transitory or capable of changing its own form tends to be attributed with a feminine gender.

⑤ **Examples:** This list of words is given with their gender, where in the spelling this state is revealed, and the reason (if known) for its status.

- **Ka'toc:** The ka'toc, an ancestral weapon with considerable honour associated with owning and wielding one is a male word. The suffix toc means blood, as does its related word tac. The 'o' makes this a male word, primarily because all weapons (with a few rare exceptions) are male by default.

- **Osed'va:** Osed'va and Osed've mean the same thing- a Narn's life history. In this case, va and ve (the words for brief) indicate both the gender of the person being spoken about and indicate that all Narn life is considered a short run of years in comparison with the agelessness of the world. Words like Osed'va and Osed've are another reminder of how spiritual and philosophical the Narn can be.
- **Vor'tano:** An unusual word in Hal'eth because of its gender defining spelling existing in the prefix rather than the suffix, vor does not have an alternate form and is always female. Even though all weapons are by default male, the word vor means war. Its feminine status symbolizes that war is one of the most incomplete things in existence since it cannot exist without people to fight and lives to be lost.

An Brief Conversation in Hal'eth (Narn)

Putting all of these major linguistic concepts together in an example text may help inform those looking to learn Narn of its idiosyncrasies and conventions. All of the rules and laws noted above can be found in one form or another in this conversation, as can several minor rules that are explained in the body of the text itself. The conversation is a dialogue between a Narn priest devoted to G'Quan and an acolyte serving in a rival G'lan temple.

Priest of G'Quan: 'Lur dest g'Narn orat hesH' ('What are you doing here?' This sentence has the word g'Narn; this is how Narn say 'you' when referring to another member of their race. The word g'Narn is one of the rare instances when the prefix of a complex word is not capitalized.

Acolyte of G'Lan: 'Ith korrath-esht ti mesht sa G'Lan v G'Quan I' ('I am writing an historical work on G'lan and G'Quan.' The I in this sentence is not an English I but a mark used to end the sentence because the spelling or capitalization of a formal name never changes. The -esht modifies the word korrath (body of work), indicating that it is in progress.

Priest of G'Quan: 'Ve dist g'Narn-kos inet Rosh'G'Quan I' Roughly translated, this would read, 'Brief must be your visit in the Temple of G'Quan.' The word g'Narn'kos is a common one in the Narn language; it is a formal impersonal possessive. The -kos indicates possession.

Acolyte of G'Lan: 'Ieth narv'las tono sish kos-Korrath paV' This sentence shows how tone and inflection are handled

with word choice in Hal'eth. The sentence translates to, 'I will stay as long as it takes me to finish my manuscript!' Ieth is the emphatic form of Ith, and pav is a written word showing a tone of disrespect. Korrath is capitalized here to show that it is being emphasized by the speaker.

Priest of G'Quan: 'Ju g'Narn-kos inet vesht toth vas g'Narn ka shen survat G'Quan esheT.' 'If you do not leave now, you will be able to ask your questions to G'Quan personally!' In this sentence, the conversation is shown to both end and carry with it a severe note of finality with the use of a colon. A Narn reading this sentence would know that the discussion has just ended definitively.

Narn Galactic Relations

In general, the other races of the galaxy have a healthy respect and avoidance policy where the Narn are concerned. Those that have felt the sting of the Narn Regime's military stay away from them whenever possible or act subserviently while under their sphere of influence. This should come as a lesson in hypocrisy for the Narn, but it does not. Tragically, the Narn are incapable of seeing how one century of mistreatment and terror could change them into what they despise. Tyranny for the Narn ended decades ago, but it was replaced with the same behaviour in their domain.

Each of the major races have their own opinions of the Narn, but far more telling for the Narn's psyche is how they react to those species. Some reactions are logical and obvious; few Narn would cut a Centauri's throat to put them out if they were on fire. Other reactions are not quite as understandable unless one has a solid grounding in Narn psychology and history. Their innate resentment for the Minbari is an example of this seemingly illogical attitude.

⑤ **The Earth Alliance:** The Narn oscillate between admiration for humans for their decisive war against the Dilgar and irritation because of their friendly relations with the Centauri. Earth is a source of fascination for the Narn Regime; they can see the vibrancy in humanity and it both inspires and angers them. Most Narn consider any given human a potential ally, but one that can and will be discarded if he ever shows a connection to the Centauri.

⑤ **The Minbari Federation:** The Narn treat the Minbari with a surprising amount of disrespect. This is unusual, given the evidence the Regime has had of Minbari prowess and the power of their military. To understand this resentment, an observer must remember that before the Narn race lost its telepaths and were enslaved by the Centauri,

they were a peaceful, introspective people much like the Minbari. It is likely that the Narn see in the Minbari the inner peace they lost. For the Minbari to be both peaceful *and* strong denied the Narn the ability to say that their strength comes from the 'weakness' of inner calm.

⑤ **The Centauri Republic:** There are no words to adequately describe how the Narn feel about the Centauri in their own language. Hatred is a feeble attempt to sum up the loathing, resentment, and blinding rage that overcomes most Narn at the mention of the word. Since electing to take a stance in galactic politics, only the strongest willed Narn are placed in a situation where they might have to come into contact with one off the battlefield. This has relaxed somewhat with the opening of neutral territories like Babylon 5, but the old furies run hot and conflict is inevitable when these two races meet.

⑤ **The Vorlons:** Narn treat the Vorlons the same way any other race does; they do not even pretend to understand them. The Vorlons are a complete mystery to the Narn and since the enigmatic old race has never shown any interest in aiding the Regime against its enemies, the Narn do not have much reason to consider the Vorlons anything more important than a riddle they will likely never answer.

⑤ **The Dilgar:** If any race comes close to inciting the Narn to murder just by the mention of their name, it is the Dilgar. While the Dilgar terrorized many of its neighbors, the Narn have special reasons to want the Dilgar slain to the last of their race. During the height of the Dilgar Occupations, several of their War Leaders chose Narn population centres as test beds for chemical and biological warfare experiments. The slaughter was as total as it was grotesque- something the Narn have never forgotten or forgiven. The Dilgar have the 'distinction' of having more Chon'Kar blood oaths sworn against them than any race other than the Centauri.

⑤ **The League of Non-Aligned Worlds:** The Narn have shaky relations with most of the member races of the League, mostly because of the Regime's expansion into their territories and their disregard for the rights of those they conquer. The League clearly sees the hypocrisy of the Narn Regime's actions for what it is; this in turn colours all of their dealings with the Narn. Indeed, if it was not for the might of the Narn military, the League would likely have rallied enough votes to attack Regime space a long time ago.

Narn Religions

When trying to understand the psychology of the Narn, no subject can be more important or more intrinsic to their racial identity than their complex and interwoven religious beliefs. In many ways, religion lies at the very core of what it is to be a Narn. When one strips away the rage, the hatred, and the will to conquer from a Narn, what remains is the devotion and spirituality taught to him since his days as a child in the shelter of his devoutly religious home.

Not all Narn have been blessed with this kind of upbringing. Some few have been raised in homes where religion was a hotly debated topic (typically when each parent worships a different Prophet) or considered completely unimportant. The Narn generation before the War of Retribution qualifies as the least religious group of Narns since they first adopted the worship of the divine thousands of years ago. The current Narn culture is slowly falling away from the old ways, though the rise of the new 'cult' of G'Kar and renewed interest in his patron Prophet G'Quan may reverse that trend in future Narn children.

Even fallen away from their spirituality, the Narn are still a philosophical people. From battlefield poets to government officials making legal rulings influenced solely on morality, the Narn feel their ancestral roots even if they do not actively acknowledge their introspective instincts come from. The Narn have a tendency to consider the larger ramifications of every action, even if many of their younger generations act too impulsively to listen to their better natures.

For those who still act as the proponents of their many religions, devout Narn face a quandary in the modern era. At one level, they are still their society's Second Circle, below only the Kha'Ri in status and influence. On the other hand, increasing numbers of their people have turned their backs on the old ways and are not as responsive to that influence as they used to be.

This is not as great a problem for the Narn as it might be for other races. As opposed to the Minbari, whose very society was nearly torn apart when their religious-based caste and their warriors clashed over governmental power and ideology, the Narn are Narn first – society second. The common Narn goals of conquest and revenge are still very unifying; the Narn are a coherent people despite their internal difficulties. As long as the Narn have a single goal to focus on, they are not likely to splinter as a race.

That role – unification – used to be the driving force behind the Narn. The power of Narn religion to draw the race together was a remarkably potent one and could be counted on to keep the many disparate tribes working together for the common good of all Narn. While war and empire now serve in that capacity, they are not as nurturing as the old religions. Whereas the Narn people once held together for a common goal of survival and reverence, now they do so through dominion and the prospect of exacting their revenge on the Centauri.

One could argue that a perverse sort of Centauri worship has supplanted the devotion the Narn once showed to the Prophets and their Old Gods. This new worship is one of hatred, but few could deny that the emotional intensity behind it is any less than the fervent worship of the past. While not all Narn have gone so completely into the vilification of the Centauri, enough have that it could be considered the new worship of 'choice' for the Regime.

This is a matter of some concern for the adherents of the older ways. While the priesthoods and clergy of the Prophets have no love for the Centauri, many of them can see how destructive and self-abusive the ceaseless wars with their racial enemy have become. Most of these Narn are blind to the other excesses and hypocrisies their race have fallen victim to, but they do foresee that the conflict with the Centauri can only end with the destruction of the Narn as the people they once were.

This viewpoint represents the only sanity left in the Narn where the Centauri are concerned. Like a dog that has been beaten too many times by its master, the Narn can now think only of hurting its oppressor at all costs. The religions of their past preach against this kind of behaviour, but few Narn can hear that wisdom. The message of tolerance is one that the primal Narn would have a hard time living up to in any regard; the additional pressure of Centauri abuse makes doing so quite impossible. On the matter that means the most to the Narn – survival – they are tragically unable to listen to reason.

The Scrolls of G'Lan

When the Shadows came to Narn, G'Lan was an oddity- a religious leader with great power and influence that did not have any telepathic ability. Possessed of a keen intellect and a martial mind, G'Lan was the Narn in charge of communications and administration between the populace of Narn and their mindwalker leaders. Though this position might have seemed subservient, it provided G'Lan with a great deal of influence and contacts throughout the whole of Narn civilization.

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G'Lan was the religious leader other Narn could trust not to peer into their minds; this let them be more honest and open with him. In time, G'Lan built up a great following among the non-telepathic Narn because of his apparent 'normality'. His contact with the religious leaders of the Narn Homeworld gave him great temporal power – power he wielded to the betterment of his race. Many villages and cities with civic difficulties turned to G'Lan for aid even before going among their own citizens for resolution. The only thing that kept G'Lan from constantly being deluged under one problem after another was the long travel time between villages.

It was during these long trips that G'Lan found the time for quiet introspection. His contact with the whole of his people gave G'Lan a unique insight into the character of other Narn. He formulated many theories on honour, personal interaction, and what it meant to be a good member of a community during these days or weeks-long rides from one isolated village to another. The best of these ideas and codes were written down on a series of scrolls that he kept with him constantly.

Psychology

According to Narn legend, it was G'Lan's protectiveness of his scrolls and his habit of taking unhurried journeys through the most remote reaches of his world that began the Purge of Darkness. If the stories are to be believed, G'Lan was writing on one particularly remote journey when the wind caught his scroll and tore it from his writing desk. Riding after it as quickly as he could, G'Lan was taken far off the korus (the spined equivalent of an Earth riding horse) trail into a section of dark hills and broken forest never travelled by other Narn.

It was here that G'Lan, climbing a tree to retrieve his lost scroll, sighted strange shapes in the heart of a secluded valley. As much a scholar and scientist as he was a religious leader, G'Lan's curiosity drove him to return to his korus, fetch a leather and crystal spyglass, and study the dark shapes more closely. He had only just been able to see that the shapes were buildings of a kind never before encountered when G'Lan's korus suddenly cried out in panic and fled as quickly as it could run.

Though G'Lan could find no reason for the beast to be frightened, he chose to go after his korus rather than press on and learn more about the dark shapes moving between the strange buildings. Instead, he spoke with his superiors and they sent a group of telepaths to try and make peaceful contact with the outsiders in the hills. The results of that ill-fated meeting is known as the Purge of Darkness.

G'Lan was not among the slain. Instead, the larger part of G'Lan's story begins with the death of the telepaths and the huge vacuum of power resulting from their passage. A skilled leader and the only recognizable and widely known member of the government to remain, G'Lan naturally took control of the fracturing tribes. It was during this time that G'Lan (and his protégé G'Quan, though many historical texts list G'Quan as G'Lan's technical superior in the church before this point) formed much of the reformed Narn racial identity.

G'Lan's views on honour and society were at the heart of this new identity. The Narn were seeking something to believe in and some way to overcome their own immense grief and loss. G'Lan believed in self-importance and self-reliance, two things his people were in short supply of and desperately needed. Through his teachings, a new religion was formed. This religion, with G'Lan as a Prophet and saviour, became the central focus of all religious and civic life on the Narn Homeworld.

G'Lan's scrolls, written for the majority of his life as a personal aid and for private reflection, were copied by ambitious acolytes and formed the groundwork of the new religion. G'Lan, less than thrilled at the thought of his personal feelings made public and turned into a code of conduct for more than a billion of his fellow Narn, was in little condition to argue. In ailing health and all but incarcerated in the heart of his High Temple, G'Lan was a not entirely willing prisoner of his own charisma and leadership skills.

The stories from this time also record the death of G'Lan. On his deathbed, G'Lan called his truest friend G'Quan to him and asked for a great favour. Under cover of night, G'Quan snuck the aged and dying G'Lan out of the temple and put him in a korus-drawn wagon. G'Quan rode with G'Lan to the edge of the city and said goodbye to his friend in the first light of dawn. G'Lan died contentedly somewhere on the trail hours later, his wagon arriving in the next village with his body lying over an incoherent, half-finished scroll.

This scroll became the greatest mystery in the Church of G'Lan. Written in some code to which only G'Quan knew the key but would never reveal, it is more than forty lines of dense text. Considered the final words of the race's greatest spiritual leader, hundreds of years and lives have been spent trying to decipher the scroll's code- all to no avail. G'Lan's last secret went with him to the afterlife.

The final scroll of G'Lan does have one readable section, a poem in the shepeth style about halfway down the page. Two paragraphs of unreadable code follow it, making most who have studied the scroll assume that that its serious tone and nature indicate that the rest of the text must be of dire import. Others have taken the scroll to be the dying words of an old man who wanted nothing more than to take one last ride through his beloved homeland and write down whatever came to his thoughts the way he did when he was young.

Ending

The path ahead is long and winding.

You have come far with me but now you must go alone.

There are many paths yet to come.

Many choices you must make for good or ill.

For me the path is ending.

The Message in G'Lan's Teaching

To G'Lan, a Narn lived and died by his honour. There was nothing more for a Narn to do in life than to keep his word and serve his community. There was no division of classes in G'Lan's 'word view'; he was not a proponent of the forming concept of Circles in Narn society. At a logical level, he understood why some Narn supported them, but he felt the divisiveness they would engender in his people would overwhelm the good they would do and make it too difficult for Narn communities to work together cohesively.

While he was eventually overridden and later proved wrong about the effect social Circles would have on the Narn, he continued to advocate a message of equality and personal worth. Historians among the Narn believe that G'Lan ironically taught the one lesson that made the Circle method of social division work- that of self-reliance. By making certain that each Narn took responsibility for his or her own actions, the Circles were a stronger system, not a weaker one.

G'Lan preached three central tenets, doing so with a combination of parables and direct lessons. He was a gifted orator, though not quite as charismatic as his student and

later successor G'Quan. He would speak for hours on the purpose of his lessons and would not stop preaching until every member of the audience seemed to understand his message. He was never overtly insistent that his views be accepted, though near the end of his life few Narn could possibly resist his powerful mind and irrefutable logical arguments.

Where G'Lan excelled was in taking a simple message and expanding it in such a way that it became a doctrine of faith. He understood that the simpler one makes a tenet, the easier it is for people to read too much into it and take paths that seem to relate, yet diverge radically. While he was not adamant that his methods be followed exactly, he lived in a time where his people needed a simply defined path- not be lost in the confusion of their changing and fractured world.

To this end, he codified his core beliefs and philosophy into three main Lessons. These became the core for hundreds of years of social behaviour and were so widely accepted that more outsiders believe the Narn have followed these behavioural patterns far longer than they have. What most other races see as the 'personality' of the Narn is instead the Threefold Lessons of G'Lan practised for so many centuries that they have become a sort of subconscious law.

Interestingly, many historians believe that G'Lan's teachings came after G'Quan and that his religion is newer and subjective to G'Quan. While it is true that G'Quan led the Crusades to drive the Shadows from Narn (though in reality, the Shadows were done with the world and chose to leave rather than face the possible ramifications of revealing themselves to the Vorlons by annihilating the Narn), G'Lan was his mentor and the elder by far. The reason for this historic misconception is that G'Lan's teachings were revived a generation after G'Quan and came into strong prominence again; this created the appearance of it being a 'latter day' religion.

The First Lesson: Honour

Few other tenets define what it is to be a proper Narn more than the First Lesson of G'Lan. In his Scrolls, G'Lan talks about Honour not so much as a method of acting but as a way of living. For G'Lan and his followers, honour was as natural as breathing. This total acceptance of honourable accord is evident in the way most Narn are shocked when one of them acts in some way contrary to personal honour.

Not every Narn follows this Lesson, but virtually every Narn who expects to survive in Narn society at least pretends to do so. The penalty for a Narn breaking with personal honour can be very severe; Narn law is extremely harsh.

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The worst punishment is not one ascribed by law, however. When a Narn breaks with his own honour, it forces those around him, even his friends or blood relations, to shun him for fear of violating their own. Being ostracised can be fatal for the Narn, especially after the War of Retribution when they have to depend on each other more than ever just to survive.

G'Lan's words on Honour could (and do) fill hundreds of scrolls written during his lifetime and hundreds beyond that written as further observations by his adherents. Many of these later scrolls open or close with the following words, commonly ascribed as the first words of the original speech given by G'Lan on the topic.

'To the concept of honour, I can only say that it may take a lifetime to teach what I know in my heart. Honour is knowing- not learning. Honour is feeling- not thinking. Honour is how we act in the dark, when no one can see or will ever know our actions. To have honour is to be Narn. To be without it is to be nothing.'

The Second Lesson: Justice and Retribution

Psychology

To the Narn, these two concepts are not separate at any level. When a crime is committed, a punishment must occur. More properly spoken, a punishment will occur. The Narn act as the agency for this punishment themselves, though they also accept that some criminals will evade them in this life. This does not disturb them, as G'Lan taught that no slight is ever unpunished. Somewhere, sometime, those who wrong their own are themselves wronged equally.

To this end, G'Lan introduced two concepts. One was very old and came from the time of the Old Gods that once ruled the heavens of the Narn- the idea of divine vengeance. If a killer or thief escaped detection by his fellow Narn, the Powers Above would not be so deceived. They would seek out those who were otherwise unpunished and levy their own cost for his misdeeds. This was not always enough for the Narn, but it was enough to give them some hope that no misdeed ever went unpaid or unseen. This lesson also gave the Narn hope while they were being killed by the thousands by the Centauri; it was a message of hope when they had little else.

The second concept was new and is considerably better known among those outside the Narn race. The Chon'Kar, also called the Blood Oath, was G'Lan's way of directing the aggression of his people into a focused and more acceptable method of dealing with the emotional need for retribution they felt when a wrong had been committed. Instead of an entire community being disrupted when they all searched for a criminal, the most wronged among them could call the right of Chon'Kar.

In Narn law, there are no penalties for any killing done under the cover of the Chon'Kar. The only thing that keeps the Blood Oath in check is that most Narn will have relatives of their own that will feel honour-bound to deal a Chon'Kar in return for the one that prompted the slaying of their kin. Aliens are now the more frequent victims of a Chon'Kar; their relatives are not as likely to come back

Narn Lore: The Chon'Kar

The Chon'Kar is never declared lightly because once spoken, the Blood Oath can never be taken back until the person it is called upon is dead or the true governing body of the Narn allow it to be dismissed. Nothing else can erase the words of the Chon'Kar, which usually keeps Narn from speaking them in anything but the most dire of circumstances. Once sworn, the Narn invoking Chon'Kar is on a personal quest to find and kill the subject of his oath or die trying. No other outcome is allowed and years may be consumed in the purpose if that is what it takes for justice to be done.

Over the centuries, the idea of Chon'Kar has loosened somewhat, though few outsiders would see much of a difference in the way it was first enacted. Many Narn have a Chon'Kar oath, with many of these being against 'the Centauri' or individuals in their past that are quite beyond their reach. The social impact of an unfulfilled Chon'Kar oath is not as heavy as it once was, but a Narn presented with an opportunity to fulfil one of his Blood Oaths that does not take advantage of it still loses face and, more importantly, loses honour.

Optional Rule: If a Narn is faced with a situation where a subject of his Chon'Kar is visible and could be attacked, he must do so or be subject to a -2 circumstance penalty to all Charisma based skill and attribute checks until such time as he fulfils his Blood Oath. This penalty does not stack; even if a Narn passes up many opportunities, he only suffers a single -2 penalty. The Games Master must define what a 'missed opportunity' is defined as for the purposes of this penalty and when the penalty applies. Every Narn in the galaxy will not instantly know when a Chon'Kar has been ignored, but many will find out and word will usually spread very quickly.

after a Narn for the Oath and will not have the protection of Narn law if they do so.

The Third Lesson: Reliance of Self

When G'Lan rose to power after the slaying of all the Narn telepaths by the Shadows, he inherited a people torn apart by fear, chaos, and grief. He knew that if the Narn did not find something to believe in, they would fall apart and the ancient times of inter-tribal conflicts would return. Wanting something better for his race, G'Lan decided that the most important thing he could teach his people was the ability to rely on their own ability. This lesson was contingent on him first teaching the Narn honour and getting their laws under control, but once the Narn were cohesive again, the time came for him to show them what they had been capable of doing for themselves all along.

Reliance of self was a difficult lesson for the Narn to learn. A close-knit agrarian society, the Narn were instinctually inclined to rely on each other almost to the exclusion of their own abilities. While G'Lan saw great strength in the Narn's ability to care for and nurture each other, he saw that with Narn society fragmenting the way it was, they would need a strength of their own to rely upon. This lesson would prove the hardest for the Narn to learn; G'Lan spent many years trying to get it across to his people in a way they could understand.

Finally, after hundreds of conversations and sermons that accomplished little more than race-wide confusion, it was G'Quan (always the more median-thinking of the two) that solved the riddle of self-reliance for his mentor. In a conversation that has become one of the most cherished anecdotes about G'Lan, G'Quan responded to his teacher's worries over ever getting the Narn to understand his message. He had told G'Quan that he would give anything, even his life, to make them see.

The next night, G'Quan came to his friend's room with a late night meal and a fo'ac board. This was not unusual; they have been dining together and playing fo'ac – a Narn game not dissimilar to Earth chess- for years. After the meal and the game, G'Quan asked his mentor to return with him to the house's sun room. When G'Lan asked why, G'Quan answered simply, 'Because I have poisoned your drink and I do not wish you to die.'

In the sun room, G'Lan was confronted with a long box made of jhawa wood. Still shocked that his trusted friend would poison him, G'Lan was also startled when G'Quan handed him a small iron key. 'This fits one of the locks,' his student told him plainly. G'Lan went to the box and found a lock on one end. He turned the key, but the box

would not open. Now truly worried, he looked up and saw G'Quan on the other end of the box with a second key. G'Quan then opened the second lock, the one on his end, and the chest opened easily.

Inside, G'Lan found and quickly drank a vial of antidote. 'Why, my friend? Why did you do this?' G'Quan shook his head and closed the chest. In reply, he simply walked to the front of the chest and showed his mentor that it was too long for one Narn to open both locks. In a flash of insight, the answers to both questions, why he had been poisoned and what was wrong with his message of self reliance, became clear.

The Narn take from this story the same lesson that is now taught in the Temples of G'Lan; no Narn can rely on anyone but himself, yet no Narn can accomplish anything worthwhile alone. It is only as a community that Narn can move into the future, but each step must be taken by one's own two feet. This tenet of the Scrolls of G'Lan is often regarded as the most character defining trait of any Narn.

The Book of G'Quan

Though the history texts of the Narn, what few have survived the destruction of the Narn Homeworld by the Centauri, differ sometimes on G'Quan's position in the religious leadership of his time, it is accepted that after the fall of the Narn telepaths he became G'Lan's student. G'Quan travelled with his master everywhere, leaving his side only when G'Lan demanded time alone for meditation or some distant journey.

Ironically, it was during G'Lan's long travels, when the Prophet was writing his own thoughts and concerns, that G'Quan began writing his own book. Unlike the Scrolls of G'Lan, the Book of G'Quan was always meant to be a text of wisdom to be shared with other Narn. The words in the Book of G'Quan were intended to be a guide to proper behaviour and reverence in the eyes of the heavens and in the dealing with other Narn. Not as firm in his commitment to 'honour at any cost', G'Quan taught personal ethics over rigid doctrine.

In this, G'Quan and G'Lan suffered their first and only clash. For several years, neither would give any ground to the other's opinion. While it never affected their friendship or their relationship as student and master, they would often break down into sometimes heated debates over the value of honour over compassion or any number of contrived ethical questions. Some of these discussions would rage for hours; others would last days and draw in huge gatherings of Narn arguing on either side. Few of

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these talks ever resolved anything, but the greatest of them would find their way into philosophical texts of the time.

Tragically, most of these scrolls and tomes have been lost in the millennia of conflict and destruction suffered by the Narn people. A few still exist, immortalized in plays and songs or written in stone and unmarred by the fires and bombs of their Centauri enslavers. These texts are some of the foundations for the 'discussions' that still occur between the temples of G'Quan and G'Lan. Even the worst of these never erupt into violence, though more than a few heated tempers have flared when particularly vehement acolytes try to argue one key point or another.

The primary reason why the churches maintain a mostly friendly rivalry is the relationship that existed between master and teacher while the Prophets were alive. This carries over to their followers, allowing the normally headstrong Narn to mitigate their own fury with each other out of respect for the way their spiritual teachers behaved. While few points of agreement exist between the two factions, there are many different ways to reach compromise.

G'Quan himself was a pacifist of sorts, with more of the ancient ways in him than his mentor G'Lan. While G'Lan was hardly a warlike man, his own code of ethics could move him to hostile or extreme behaviour at times. G'Quan was quite different, believing that within any code of conduct, ethics were an important mitigating factor. Where G'Lan taught honour, G'Quan preached understanding. Where G'Lan saw a need for justice, G'Quan urged other Narn to temper it with compassion. If G'Lan became the soul of the Narn people, G'Quan was surely their heart.

Several decades younger than G'Lan, he survived his mentor and went on to teach in the shadow of his memory for nearly fifty years. This half century was some of the brightest time in Narn history, seeing the true height of peaceful Narn civilization and the unification of all the tribes under a single individual. G'Quan was the first singular head of government and religious power since the time of the warlords before the telepaths took authority.

G'Quan led the Narn with wisdom and compassion, though his reign was also blamed later for a weakening of his race's warrior spirit. This was not an entirely fair accusation, occurring as it did only after the Centauri invaded Narn and enslaved them. Detractors of G'Quan blame his message of temperance and kindness for their open acceptance of the Centauri when that alien race landed on their world. If they had been following the direct

teachings of G'Lan, they would never (so they say) been so trusting with these newcomers.

Be that as it may, the teachings of G'Quan were not all about peace and understanding. G'Quan also taught the strength that comes with union of purpose. It was followers of G'Quan, not G'Lan, that banded together to form the underground rebellion of the Kha'Ri. These unified soldiers of freedom overthrew the Centauri and established a government based on the principles of both prophets. Over time, their G'Quan ideals slipped in the face of a rising racial desire for conquest, but they were originally guided by the wisdom of G'Quan in doing so.

This tacit support established G'Quan's place in the religious hierarchy of the Narn. Though G'Lan's followers outnumber the adherents of G'Quan by more than 30% percent, a large enough number of intellectuals, government officials and societal elite follow G'Quan's teaching to balance out their numerical superiority. In Narn society, the two churches completely dominate other religious groups and are effectively considered theological and political equals.

The Duality of G'Quan's Teaching

G'Quan taught a lesson of Duality. In his lessons, he sought to get Narn to become harmonious beings. He recognized the savage side of his own nature and knew that every Narn had the same capacity for feral behaviour within them. This could be a great weakness as it robbed the Narn of the ability to use what separated them from wild animals- their reason.

It was also a great boon in his eyes if it could be controlled. Kept in check, this power was a force for great change, but only if it did not master the Narn but was instead mastered by them. G'Quan was not a fool; he knew that the Narn were a feral people in many ways and that the fury they held for the dark beasts that had taken their telepathic leaders from them was without limit. Rather than ask them to deny their anger, something G'Quan knew was quite impossible, he instead tried to create channels for that rage. These channels were called the Dualities, of which G'Quan taught three.

Before G'Quan passed away in his sleep, he wrote to his students that there was a fourth duality that would come to 'one who would come after him'. Though many students and acolytes tried to 'discover' this fourth duality, it was eventually accepted that the 'one who would come after him' did not refer to any of the current adherents of



G'Quan. For centuries, the church of the Prophet G'Quan has waited for this new teacher- the one who would find and share with them the meaning of G'Quan's last prophecy. In many Narns' opinion, this has now occurred with the coming of the Prophet G'Kar.

Duty and Privilege: The First Duality

G'Lan taught civic duty- a message G'Quan wholeheartedly agreed with. His only difference of opinion was in the way that it was presented. To G'Lan, duty was just that; it was an obligation that all Narn had to their community and to one another. There was no arguing this level of commitment and no evading the responsibilities that duty placed upon each and every Narn equally. Duty was an onus of birth, placed on the shoulders of every Narn and carried until their last breath.

This was where G'Quan diverged in his teachings. To him, duty was a joy to be taken as something every Narn was allowed to do and should revel in the privilege. Instead of a burden, it was a birthright. Narn should not feel as if they laboured under some heavy debt of honour and duty; they should rejoice in the fact that they were all part of the greater whole. Each Narn was gifted with a place in the grand design. G'Quan truly believed that if every Narn saw their duty to each other as a privilege instead, it would make them better able to fulfil their obligations in society.

To the followers of G'Quan, duty and privilege constitute the First Duality. Every Narn has a number of duties they must fulfil to function as a member of their society at their Circle of influence. This is also their privilege; an amount of affluence and importance given only to them and should be treated as a grand gift. While most Narn, even those

who follow G'Quan, are not foolish enough to think of menial labour as anything but menial labour, those who follow the First Duality also see how important such tasks can be and can take great pride in them.

Justice and Compassion: The Second Duality

It was with this duality of purpose that G'Quan firmly separated himself from the 'honour at any cost' approach of G'Lan. The idea that Narn should be willing to pay any price to retain their honour became abhorrent to G'Quan

after seeing some of the extreme behaviour some of them went to in pursuit of their Blood Oaths or in response to any slight real or imagined. This convinced him that some mitigation was needed or the very honour G'Lan espoused would save his people would end up destroying them.

It should be stressed, and often is by the proponents of G'Quan, that the Prophet was a firm believer in honour and justice. He simply wanted his fellow Narn to be more thinking and less extreme in its application. To this end, G'Quan helped write the laws of his people in such a way that Blood Oaths, while still free to be called by any Narn at any time, were only protected under law when dealing with the subject of the Oath itself. Innocents caught in the path of a Narn fulfilling his Chon'Kar were given the weight of the law as a shield against 'collateral damage'. This had its intended effect; most Narn became very selective about where and when they chose to fulfil their Blood Oaths.

This step was a necessary means to an end- teaching the Narn about morality. It is on morality that G'Lan and G'Quan truly differed. G'Lan saw honour and personal behaviour as a rigid code with no variations. G'Quan saw a need to temper that unyielding stance with compassion and understanding. G'Quan believed that the universe had two polar forces – good and evil. G'Lan did not believe that such things could be quantified and never included them in his philosophies.

Even though G'Quan did believe in these two forces, he never truly defined them for his followers. It was always left in his texts for the reader to decide which extreme any given action or thought strayed towards. Good was defined as the proper way to serve Narn and live a full, honourable

Narn Lore: Books and Scrolls

The Narn have a number of traditions about their written manuscripts – rules of behaviour that have only gotten more stringent after the War of Retribution. The Narn believe that part of knowing a thing is in learning it and that no learning can come without effort. For this reason, they do not believe in mechanical reproduction of religious or philosophical texts. To have a copy of a holy book, a Narn must copy it for themselves. No translation is allowed; it must be copied word for word and read in its original form only.

This rule and its corollary that books of wisdom be copied as often as possible by those with the desire to learn their pages is more valuable in modern times. With so few copies of the Book of G'Quan, the Scrolls of G'Lan, and other sources of knowledge and history in existence, it is vital to the continued lore of the Narn that these sources get copied and preserved. While no Narn would ever do so themselves, many have turned a blind eye to other races saving these works in electronic format.

The Narn also believe that the work of a person carries some part of their spirit within them. This is another reason for their insistence that a book or scroll be copied by hand; it continues that spirit and extends its existence. This is also the reason for their delicate treatment of such works. Narn books tend to be sturdy, leather or metal bound volumes, but it is considered a great insult to the spirit inside them to be handled roughly.

Optional Rule: If a Narn takes the time and resources to copy a text on any subject pertaining to a Knowledge skill, he receives a +1 competence bonus to any skill check made using that skill while he carries the book or has it in his possession. The text in question must be written in the same language as the source and must be a language the Narn can write fluently. The Games Master may rule that the text must be a certain length in order to confer this bonus; 100+ pages is recommended.

life. Evil could be honourable, but it was also defined as self-destructive and ultimately disruptive to Narn as a whole. Interestingly, G'Quan sometimes advocated evil in the service of good – a radical moral concept found in few alien philosophies.

Contemplation and Action: The Third Duality

Considered the most important duality by most of G'Quan's followers, this lesson came very late in the Prophet's life. Known as an intellectual first and foremost, G'Quan usually advocated waiting and reacting to any problem in life. While this advice was quite solid and applied well against the impetuosity of youth, some difficulties were only made worse by waiting to see what could be done about them.

This was wisdom it took many decades for G'Quan to grasp. It was only after the outbreak of a terrible disease that wiped out millions of Narn that G'Quan realized the benefit to swift actions. When the first signs of the plague began to show themselves, some of the Narn's chief healers suggested isolation for the infected and an immediate scouring of the village where it had appeared. Instead of taking their advice, G'Quan sent religious leaders from other villages to pray over the sick and infirm. He did not believe the sickness was as serious as they were predicting.

Unfortunately, the priests only carried the plague back with them to their homes and so the disease spread. In hindsight, G'Quan saw his folly and nearly resigned his position as the Narn's spiritual leader over the incident. The plague taught him late in life what the eyes of youth had never let him see; inaction can be just as costly as any action taken in haste. The Third Duality arose from this personal lesson. *'There is a time for contemplation and a time for action without hesitation. Wisdom lies in knowing when.'*

Other Religions

Before the Prophets, there were the Old Gods. Many of these were primal powers personified by the Narn out of forces of nature or philosophical concepts. While most of these deities faded over time or were merged with other identities as tribes moved together to form communities, some of them persisted in racial memory for thousands of years. By the time of the telepaths, the Narn had a pantheon of deities to call upon and did so regularly.

Some few Narn still offer their devotion to these older, more conceptual gods. It is not a taboo in Narn culture to do this; there are even a few small shrines dedicated to the Old Gods on Narn. Most of these were destroyed during the Centauri's bombing of their world, but those Narn worshipping the older deities have long since become

very self-servicing where their religion is concerned. Most have no trouble continuing their meditations and prayers to the Primal Ones without the aid of clergy, temples, or any of the religious trapping the followers of the Prophets possess.

In addition to G'Lan and G'Quan, there are several other minor Prophets. The Prophets, by their nature, are seen by most Narn as those who came after the Old Gods and speak their ancient wisdom in a new way. The Prophets are commonly ascribed some of the attributes of the older deities, thus retaining some of the holy reverence of the Narn people who follow the older ways while still espousing a message that can appeal to younger generations and deal with modern problems.

Some of these 'minor' Prophets have a great deal of influence in their personal spheres of power, while others have only a few families and stray followers. Many of the minor Prophets were lost in the War of Retribution when all of their followers and what few shrines might have belonged to them were obliterated by stones from the heavens. It is a tribute to the understanding between all Narn that no one treated this 'just punishment for heresy'. Instead, all Narn consider these losses to be holes in their philosophical existence that can never be healed.

A few of the more influential Prophets and Old Gods are listed here along with some details of what separates them and their 'message' from the others.

- ⑤ **Na'Kili:** A proponent of the Contemplation aspect of G'Quan's Third Duality, Na'Kili was an intellectual and a pragmatist. While she did not advocate senseless violence, many historical texts attribute Na'Kili with the role of 'trouble shooter' in the time following the death of the Narn telepaths. She is the patron Prophet of the Thenta Makur and those who must use their skills in the field without any support. As such, she is often invoked by Narn far away from home regardless of their normal religious leaning.
- ⑤ **G'Kar:** Considered the greatest of the 'late Prophets', G'Kar has been given an unusual honour – elevation to the status of a Prophet before his death. G'Kar's message of self-sacrifice for the good of all Narn has dovetailed perfectly into the fatalism that threatened to consume the survivors of the War of Retribution. Galvanizing his people into a unified force to be reckoned with, G'Kar's

combination of charisma and personal intensity has served him well as a reluctant living Prophet.

- G'Kar's personal tome, the Book of G'Kar, is published in 2262; several copies find their way into electronic format courtesy of an anonymous source titled 'M.G.'. The electronic version, weakly decried by G'Kar as heresy, is accompanied by a single attachment reading, 'Does this count as thumping?', written in fluent Narn.

- ⑤ **Ja'Kur:** A radical cult whose efforts were denounced by the Kha'Ri even as they were being secretly funded by that same institution, the Cult of Ja'Kur contends that the Centauri are the galactic embodiment of evil and must be purged to the last one from the universe. A faction of terrorists so extreme they do not mind dying or killing other Narn in the course of their activities, the Cult is accredited with more than 250 thousand dead Centauri over the course of their existence. The followers of G'Kar are especially vehement about ending their activities, as they are seen as an affront to the idea of putting anger and hatred behind the Narn.

- ⑤ **The Khena La'Kar:** A degenerate order that briefly gained prominence again after the bombing of Narn, this cult suggests abandoning the old ways of G'Lan and G'Quan in favour of acting with wild recklessness and succumbing to animal passions. It is a testament to how many feral instincts remain in the Narn that such a group could have any appeal, but at several points in their history, the Narn have afforded great authority to the Khena La'Kar. Young Narn are especially susceptible to their message, coming in as it does during a time when their own primal nature is so difficult to control.

- ⑤ **D'Bok:** The most popular and benevolent of the Old Gods, the Mistress of the Fields was the female deity in charge of fertility and the harvest. She served as spiritual midwife to Narn mothers in labour and blessed the fields of farming Narn for most of their history. As one of the oldest of the Old Gods, D'Bok is afforded a great deal of respect and is the only elder deity given the honour of having an active temple in the capital city of the Narn Homeworld. D'Bok's temple's best kept secret is the passage in its basement leading to the Kha'ri catacombs under the capital city.

Narn Government and Organisations

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

-G'Kar

The Narn were, until 2260 when their Homeworld was bombed into near oblivion by the Centauri, governed by

a ruling council of elders called the Kha'Ri. These older, presumably wiser Narn sat at the head of their complex social structure, wielding absolute executive authority over the entire Regime and its multiple colony worlds. Taught well by the Centauri, the Narn had an empire of several worlds. Seized by conquest and exploration, the planets of the Narn Regime were the stage from which their race seemed poised to rule all they could survey.

Then it all came crashing down. Unable to look past their own hypocrisy and hate, the Narn were punished for their ignorance with a scathing war they could not win. Blinded by their fury and the outrage that comes from a century of abuse, slavery and murder, the Narn pushed too hard and burned too fast. In the end, their world became a cinder in tribute to the vanity of its people.

Except that the Narn did not end there. Reborn in the fires of their own destruction, the Narn arose more unified than ever with a common goal and a single leader. United under the wise tutelage of G'Kar, the last survivor of the Kha'Ri, the Narn were given a new purpose in life; sacrifice for the greater good of the universe. The last Great War was upon them and it is safe to say that without the strength shown by the Narn in those final hours, they might have been just that.

This chapter is an oddity in that much of the information in it is no longer technically valid by 'modern' standards. While the Narn still exist after 2260, most of the organisations and governmental bodies listed here do not. They are included for reference and for use in campaigns set prior to the fall of the Regime following the War of Retribution. The Narn slowly rebuild their shattered world

after this time period, but much of their empire has been lost and many of their social orders are little more than a memory and a few thousand unmarked graves.

This chapter is also a sign post that shows where the new Narn Regime may be headed. G'Kar, wise and charismatic as he has become, will not be able to lead the Narn all by himself. While the old Kha'Ri



is gone, a new one (likely with the same name) will have to take its place. It will likely even follow the same patterns of organisation and return to the same seats of power. The Narn are traditional when they can be and there is nothing stopping them from returning to the relative comfort of their previous form of government.

A section at the back of this chapter will instruct Games Masters and Players on possible future developments and ways to integrate the information in this text to campaigns set after the year 2260 in the core Babylon 5 universe. Alternate histories, including some in which the Narn did not lose the War of Retribution, are also possible, but such deviance is best left to the individual campaigns and Games Masters to detail.

The Kha'Ri

Formed originally from a band of rebels who fought with poison, terror, murder, and unyielding courage in the face of an overwhelming and overpowering enemy, the Kha'Ri was the embodiment of what it meant to the Narn to be free and to rule their own destinies. Once the Centauri were repulsed from their world, it was the Kha'Ri that decided to pursue them into the stars with their own ships. It was the Kha'Ri that guided the Narn through engineering and science far faster than their race would have ever discovered such things on their own.

These accomplishments are marred by the blood the Kha'Ri has spilled in the Narn's quest for revenge against the people that enslaved them. In return for a century of suffering, the Kha'Ri have turned a blind eye to the torment and conquest they have inflicted on other worlds and other races in the pursuit of that vengeance. No cost has been too high, no travesty too dark for the Kha'Ri to hold back the heavy hand of their people. The Narn have become the monster they fight.

The Kha'Ri are the face of that monster, the soul of bestial fury that drives the Narn to conquest after conquest. Ostensibly, everything the Regime does is in the name of that sacred Blood Oath sworn communally by the Narn against the Centauri and has long gone unfulfilled. In truth, the impetus of this drive has been lost in many Narn; the dream of empire and the further accumulation of power for power's sake is all that pushes them now. This is true of many of the Kha'Ri, even though most of them are descended from the freedom fighters that drove the Centauri back into the stars.

The stars are now as much a lure for the Kha'Ri as they are a reminder of where the Centauri came from. The stars hold

riches and power, all the reason a young, ambitious race could need to draw its people to build a vast war machine and set it to work conquering the heavens. Some Narn still remember the old feud, the ancient hatred, but the young now see that while they were first brought into space for blood, they stay because of glory.

The Kha'Ri is a government body that must balance these motivations, all of which are represented in its authority structure. Interestingly, the Kha'Ri is organised exactly like the nine Circles of Narn society. The nine Circles of the Kha'Ri are arranged in order of power, with the inner Circle comprising the true executive leaders of the Narn. When a Narn speaks of the Kha'Ri, he is likely referring to the members of the Inner Circle. There are hundreds of individual Narn that make up the political organisation; only seven could be considered the 'lords' of the Regime.

Each of the Circles is responsible for a different level of Narn government, with layers between them dedicated to the interests any executive power must be concerned with. The best way to analyze the Kha'Ri is to list the Circles and their duties clearly. On many levels, the Kha'Ri function well enough. This is mainly due to the Narn philosophy of self-reliance. With a less disciplined or responsible people, the Kha'Ri's format would be completely unworkable.

5 **The Inner Circle:** Also called the First Circle and its members the 'First Narn', this level of government is all-encompassing. The word of the seven highest authorities on Narn is law throughout the Regime. As such, they use their executive authority sparingly and leave most of the actual governing of the Regime to the lower Circles. Decrees of the First Narn can only be overridden by the word of one more First Narn than made the decision originally.

- o **Voting and Decrees:** The First Narn are served by a level of administrators collectively called the Second Circle. These collect votes carved into stone tablets during the monthly meetings of the Inner Circle. To keep the 'One Narn More' rule from overturning any votes taken, the Inner Circle usually repeats all votes until five or more of them agree on a single point. This does not always occur; the Narn have implemented a same day policy on votes. A final decision must be determined the same day it originally comes up in council.
- o **Membership:** Inner Circle members are brought in by unanimous vote, though this is usually a formality where children

of the original founders of the Kha'Ri are concerned. In fact, a prospective member has only been turned away twice; both instances were popular Narn from lower circles voted through their systems to replace members lost to age or war.

The Inner Circle of the Kha'Ri as of 2259

Sho'Kur: The oldest of the First Narn, Sho'Kur is also the only surviving member of the Kha'Ri to have been one of its original founders. A bitter, dispassionate Narn that has seen more than his share of loss and death, Sho'Kur suffers from a war wound in his side that leaves him bedridden for days on end.

Hu'Dayr: Hu'Dayr is in contrast to Sho'Kur the youngest member of the Inner Circle. Barely sixty, he is not afforded quite the same authority among his peers that the others possess. This drives him to be very heavy handed in his decisions when out among other Narn; most consider him the harshest of the Kha'Ri.

Shen'Lar: A calm Narn with the temperament of G'Quan and the honourable nature of G'Lan, Shen'Lar is the spiritual heart of the Kha'Ri and keeps them from going to the extremes that Hu'Dayr recommends or committing the true atrocities that Val'Ret would gladly sanction.

Val'Ret: A terrorist by trade before joining the Kha'Ri, Val'Ret was a member of the Cult of Ja'Kur and an adherent to the harshest of Na'Kili's philosophies. Val'Ret is a proponent of the Blood Oath and infamous for having no fewer than seventeen active Chon'Kar at one time. After the bombing of a Centauri noble's cruiser in 2240, eleven of them were satisfied.

G'Stron: An older, wiser Narn than many of his fellows, G'Stron was the only voice on the counsel to speak out against the Declaration of War that began the War of Retribution. His opinion swayed by an impassioned private message by G'Kar, he changed his vote. G'Stron then volunteered for duty as the commander of the first vessel to strike into Centauri space, knowing it was a suicide mission.

V'Tehn: A dedicated younger member of the Kha'Ri, V'Tehn is the least decisive of the lot and tends to throw his vote behind the majority on any given matter. The only thing V'Tehn is adamant about is his duty to the Church of D'Bok. V'Tehn can be counted on to favour legislation granting religious tolerance or concessions to older faiths.

G'Kar: The last member of the Kha'Ri to join their council before the War of Retribution and the fall of Narn society, G'Kar was brought in for his religious teaching and his fierce actions in the overthrow of the Centauri. An 'everyman' candidate, G'Kar was selected to replace the aged Na'Drath because he was the one choice every member of the Inner Circle could agree on.

⑤ **The Second Circle:** A layer of administration dedicated to the direct needs and decrees of the Inner Circle, these assistants and messengers of the Kha'Ri are given great respect by many Narn and considered little more than glorified couriers by others. Most of the Second Circle has some measure of private authority, but they only technically have the legislative powers granted to them by the Kha'Ri. Limited by the whim of their 'masters', Second Circle members sometimes go rogue and try to exert more control over Narn politics than they have any right to command.

- **Voting and Decrees:** The Second Circle is odd in that it has no authority to make decrees or rule on any legal matter. They are the highest Circle of the Kha'Ri below the First Narn themselves, but this position is only a technical elevation. In truth, they have less legal power than the Ninth Circle. Unfortunately, most of the Kha'Ri politicians know this and treat them with very little respect.
- **Membership:** The Second Circle is staffed according to the needs of the First Narn; their number fluctuate between one to three hundred, depending on how many assistants the Inner Circle of the Kha'Ri requires at any given time. As opposed to other positions in the Kha'Ri that last for life, members of the Second Circle exist at the sufferance of their direct mentor in the Inner Circle. Most are allowed to retain their positions for life, but poor service or clashes in ideology can terminate their roles immediately.

⑤ **The Third Circle:** The planetary governors of the Narn Regime, every world in the Regime has a single administrator (with the exception of the Narn Homeworld) that answers to the Inner Circle directly. The smallest of the Kha'Ri Circles apart from the First Narn, this Circle holds a great deal of authority and on their distant worlds, a Third Circle Kha'Ri Lord (also called a Kha'n-Ri) wields

far more authority than the First Narn he reports to back home.

- **Voting and Decrees:** The Kha'n-Ri do not vote and while they must take the advice of their secondary councils into consideration, they are considered the final authority on their worlds. Only the Inner Circle of the Kha'Ri can overturn a Third Circle decision and this rarely happens in practice. The only things that keep a Kha'n-Ri's ambition in check are his personal honour and the fact that he rules a population famous for their resentment of heavy-handed 'leaders'.
- **Membership:** Colony worlds elect their Kha'n-Ri when the population first settles a new world or outpost. From then on, the position is hereditary and consists of a lifetime contract. The practice of Hal'duth'tara, where a younger member of the Kha'n-Ri takes over unofficially for an aging elder no longer able to fulfil his duties, is both recognized and tactically approved by the Inner Circle. Any of the First Narn members can remove a Kha'n-Ri from his office for any reason, making membership in this Circle somewhat transitory for an unpopular Narn.
 - The infamous rivalry between Du'Rog and G'Kar is an example of the process outlined above. Du'Rog was an embezzling, abusing Kha'n-Ri overseeing the colony world of Dross. G'kar discovered his pilfering during a routine accounting of the Church of G'Quan on that world. After dragging Du'Rog before the step of that temple and flogging him with a purse full of Centauri ducats, he denounced him as a traitor to the Race and threw him out of office. Du'Rog later appealed G'Kar's traitor ruling (successfully) and asked for his position back (unsuccessfully).

5 **The Fourth Circle:** The Fourth Circle is credited with having nearly as much power as the Inner Circle of the Kha'Ri itself. This comes from their position as political liaisons to the military. Whereas the First Narn all have the ability to step

into military operations as commanders when necessary, the Fourth Circle are military officers first and politicians second. All ranking officers in the Narn Regime's armed forces have a position in the Fourth Circle of the Kha'Ri, though only the War Leaders technically reign as true leaders of the political group.

- **Voting and Decrees:** The Fourth Circle, not surprisingly, run their level of the government as a military tribunal. Their word is law within their own provinces (military law, battlefield commands, and dealing with incidents involving the soldiers, commanders and pilots of the Regime), but they can always be overruled by the Inner Circle. Their decrees are usually transmitted through official military channels, though each major force or army has a liaison from the Second Circle that acts as their go-between to the rest of the Kha'Ri.
- **Membership:** Membership in the Fourth Circle is limited to invested military officers only and no one is grandfathered into the group without first serving a five year tour of duty. This pools an incredible amount of tactical and battlefield knowledge exactly where it is needed to be. Since members rise in power within the Fourth Circle equally with their military rank, there is no need or use in jockeying for political position.

5 **The Fifth Circle:** The planetary governments of the various colonies and outposts of the Narn Regime make up the Fifth Circle. Placed below the military leadership because of the Narn's current reliance on their fighting forces for so much of their policy enforcement and empire expansion, the Fifth Circle answers directly to the Third Circle governor of their respective worlds and rarely if ever interact with the Inner Circle of the Kha'Ri. The administrators of the Fifth Circle fill nearly every niche in planetary government and can be found on every world in the Regime, even the Narn Homeworld itself.

- **Voting and Decrees:** Every planet is assigned one member of the Second Circle to act as a liaison to the Inner Circle. This attaché is usually taken by the Kha'n-Ri as a personal assistant and never makes it to the lower echelons of government but is ostensibly supposed to serve all

of them. This is important because the Second Circle attaché is supposed to aid the Kha'n-Ri in selecting Fifth Circle members according to their talents and skills. Because they rarely get to fulfil this role, most members of the Fifth Circle are chosen by the planet's governor directly.

- **The Quorum:** Not a legal part of Narn government, the Quorum is a phenomenon that occurs on Narn worlds with an overbearing and corrupt Kha'n-Ri. Most of these cannot be bothered to do the actual work of governing a planet; this allows for a second unofficial government of Fifth Circle Narn to take power. Some 'Quorums' are so firmly entrenched that the Inner Circle both knows of their existence and accepts them as the rightful (if not titled) rulers of a given colony world.
- **Membership:** Members of the Fifth Circle are selected by the governor of the world they serve. In the case of the Narn Homeworld, this is done by a majority rule of the Inner Circle. Fifth Circle Narn can be removed the same way and can also be taken from office by a majority vote of other Fifth Circle members in a review meeting held each year involving every member of the given world's ruling body.

5 **The Sixth Circle:** This is the highest order of science and education for the Narn; the Sixth Circle administers all research, invention, production, and innovation. The second smallest Circle, this group is little more than an advisory panel charged with oversight into the many production facilities and research centres of the Regime. When the First Narn or the Fourth Circle call for another warship or increased construction of particle rifles, they send a Second Circle liaison to give the order to the council of the Sixth Circle. From there, they are responsible for seeing that the warship is built or the rifles delivered to the appropriate military unit, even if this means a dangerous field drop.

- **Voting and Decrees:** The Sixth Circle has both little true power and a great deal of temporal authority. While the Sixth Circle of the Kha'Ri does not hold any official voting right or make any decrees

that affect anyone outside the scientific or educational community, they control so many resources that if they feel the need to make their opinions known or push through a ruling in higher Circles, they can do so.

- **Invention:** The one area the Sixth Circle of the Kha'Ri does have executive control over is invention. They determine where financial and material resources go in the sometimes hostile and hungry scientific community of the Narn. By holding the purse strings, the Sixth Circle controls the flow and direction of Narn innovation.
- **Membership:** The Jhe'reth are the 11 Narn council that makes up the Sixth Circle of the Kha'Ri. Their selection process is a matter of peer review and nomination, followed by a vote of the existing Jhe'reth. The number of Jhe'reth is limited by Inner Circle decree, ensuring that there are never so many Sixth Circle members that orders get confused or argued about in too large a forum.

5 **The Seventh Circle:** Still a distinct enough part of the Narn racial psyche to warrant its own administrative council, healers are controlled by the Seventh Circle of the Kha'Ri. These Narn are menders of both spirit and flesh, acting in many ways as both doctor and counsellor whenever needed. Because there are so many Narn in hostile places throughout the galaxy, the Seventh Circle was expanded to encompass its current size after the Narn began exploring space in earnest.

- **Voting and Decrees:** Because a medical decision is usually made with very little time to debate, the power of a Seventh Circle member is absolute and uncontestable within the arena of a hospital situation. In other areas, like medical research or general health care, the council must make a majority rule by remote voting for any motions to pass. Once passed, matters are never open for debate thereafter and go into effect immediately.
- **Membership:** Every colony and major city in the Narn Regime has a Healer-

Commander in charge of its hospital and field medics. These make up the scattered council of the Seventh Circle of the Kha'Ri. This council never meet physically; their constant duties keep them far too busy. Instead, they coordinate treatment methods and medical information with each other and share it with their personnel. Healer-Commanders are appointed by the Kha'n-Ri of their world or the War Leader of their section of the Narn military.

§ **The Eighth Circle:** The civilian liaison office of the Kha'Ri, the Eighth Circle forms the lowest known level of Narn government. These political officers are responsible for seeing that laws passed higher above them in the Kha'Ri are carried out and implemented at all levels of the Regime. A work force empowered by the government with enforcement and base decision making capabilities, the Eighth Circle are both administrators and police. This dual nature works for the Narn; most citizens are comforted to have an enforcement branch that can set its own rules.

- **Voting and Decrees:** The Eighth Circle is both the lowest technical level in terms of power and also the one most in control of the lives of individual Narn. Thousands of Narn make up this Circle, giving it manpower almost equal to the military itself. If there was ever a conflict between them, the loss of life would be catastrophic to the Narn. This is perhaps why the First Narn gave the task of approving membership in the Eighth Circle to the military liaisons of the Fourth.

- **Legal Rights:** The Narn have exactly as many rights as the Eighth Circle chooses to give them and the First Narn decide not to overturn or expand. This makes the Regime effectively a police state, but the existence works well for them. Because most Narn (to one degree or another) follow the basic teaching of G'Lan, the power of the Eighth Circle is rarely abused and tends to be fiercely 'discouraged' by the populace when it is.

- **Membership:** The military tribunal in the Fourth Circle decide on the appointment of every member of the Eighth Circle, but the sheer volume of recruitment that goes on with this level of government keeps the military tribunal from doing more than a cursory inspection of each candidate before approving them.

§ **The Ninth Circle:** Every Narn child is taught that there are nine Circles to the Kha'Ri. Inevitably, some inquisitive child realises that only eight of them have been described to them and asks, 'What is the Ninth Circle?' The answer is and has always been, 'Pray to the Prophets you never have a reason to find out.' The Ninth Circle is the true enforcement arm of the Kha'Ri. While the Eighth Circle is the police force and citizen judicial branch, the Ninth Circle is effectively a special cadre of assassins and agents tasked to perform the First Narns' will whenever a more public show of force would not be appropriate.

- **Voting and Decrees:** The Ninth Circle does not vote and it does not make decrees, unless an excessively dead body left in a public place could be considered a decree. The Ninth Circle exists only to make sure problems to the Kha'Ri go away in the most expedient manner possible.

- **Membership:** Narn are recruited for the Ninth Circle from all walks of life and even other Circles of the Kha'Ri. While this could be considered a political demotion, none of the approached recruits complain about the appointment. The best of the Thenta Makur are usually rewarded with an officer's position in the group. Recruiting for the Ninth Circle is never done openly and is never done unless the potential member has already killed in the service of the Regime.

- **Alien Members:** It is true that other races are occasionally brought into the Ninth Circle as apprentice members because of their ability to slip undetected into their own race's territories on assignment. Aliens can never aspire to a leadership role in the organisation, but they are

important enough to the cause of the Regime that they receive excellent treatment and are rarely made to feel like outsiders by other Ninth Circle members.

Promotion between the Circles is unlikely, since most Narn find their niche and remain there for the better part of their lives. The only exception is the Inner Circle itself. Potential members tend to be drawn from the lower levels of the Kha'Ri and no threshold is too low for consideration. For example, Val'Ret was a member of the Ninth Circle for ten years before his activities brought him to the attention of the First Narn. An opening in that group provided him with an opportunity and he petitioned them for a chance to join. This audacity was risky, but he did get the appointment.

Government Buildings

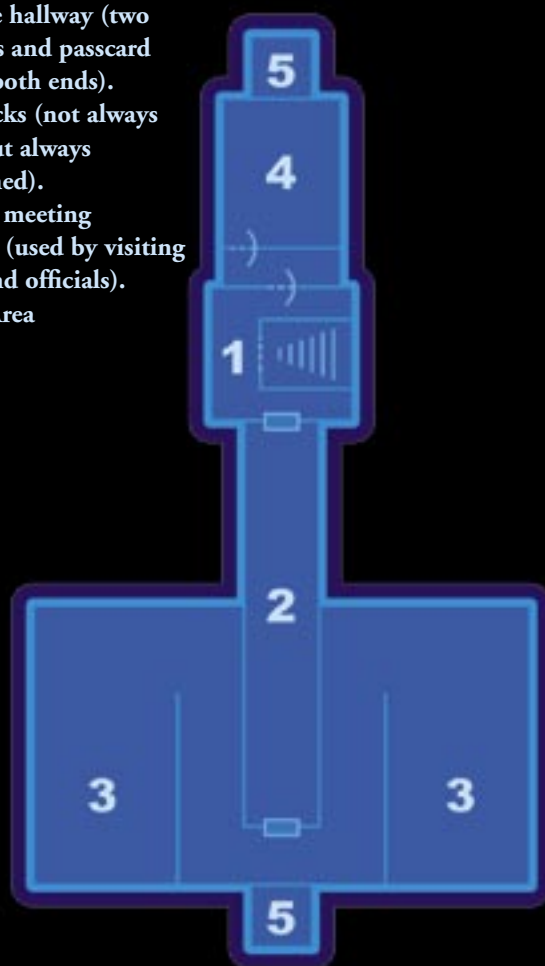
Because the political leadership of the Narn consistently came under attack by the Centauri during its formative years, the tradition of fortifying their places of authority has continued even during modern times. Most of these buildings are the same fortresses that the Kha'Ri originally constructed to weather the reciprocal attacks of their enemies during the hardest twenty years of their freedom fighting. Because of this, few older government buildings are unmarked by the damage of war. Rather than repair some of these craters and blast marks, they are allowed to remain with pride.

Visitors to any government building, even at the lowest levels of the Kha'Ri, require authorization. Accompaniment by a ranking member of the government Circle the building is dedicated to qualifies, but the Narn also issue visitor passes as a matter of courtesy to transient dignitaries from other races. These passes are genetically coded and can only be used by the person to whom they are issued. Anyone else attempting to slide them through the door locks of government or military institutions will invalidate the card instantly and trigger an alarm.

Alarms on Eighth Circle buildings will instantly alert a unit of 2 to 4 armed Narn security officers; higher institutions typically have more numerous response teams. Lethal

Basement

- 1: Passcard door and security centre (guards and autoguns).
- 2: Secure hallway (two autoguns and passcard door at both ends).
- 3: Barracks (not always in use but always maintained).
- 4: Secret meeting chamber (used by visiting Kha'ri and officials).
- 5: Rest Area



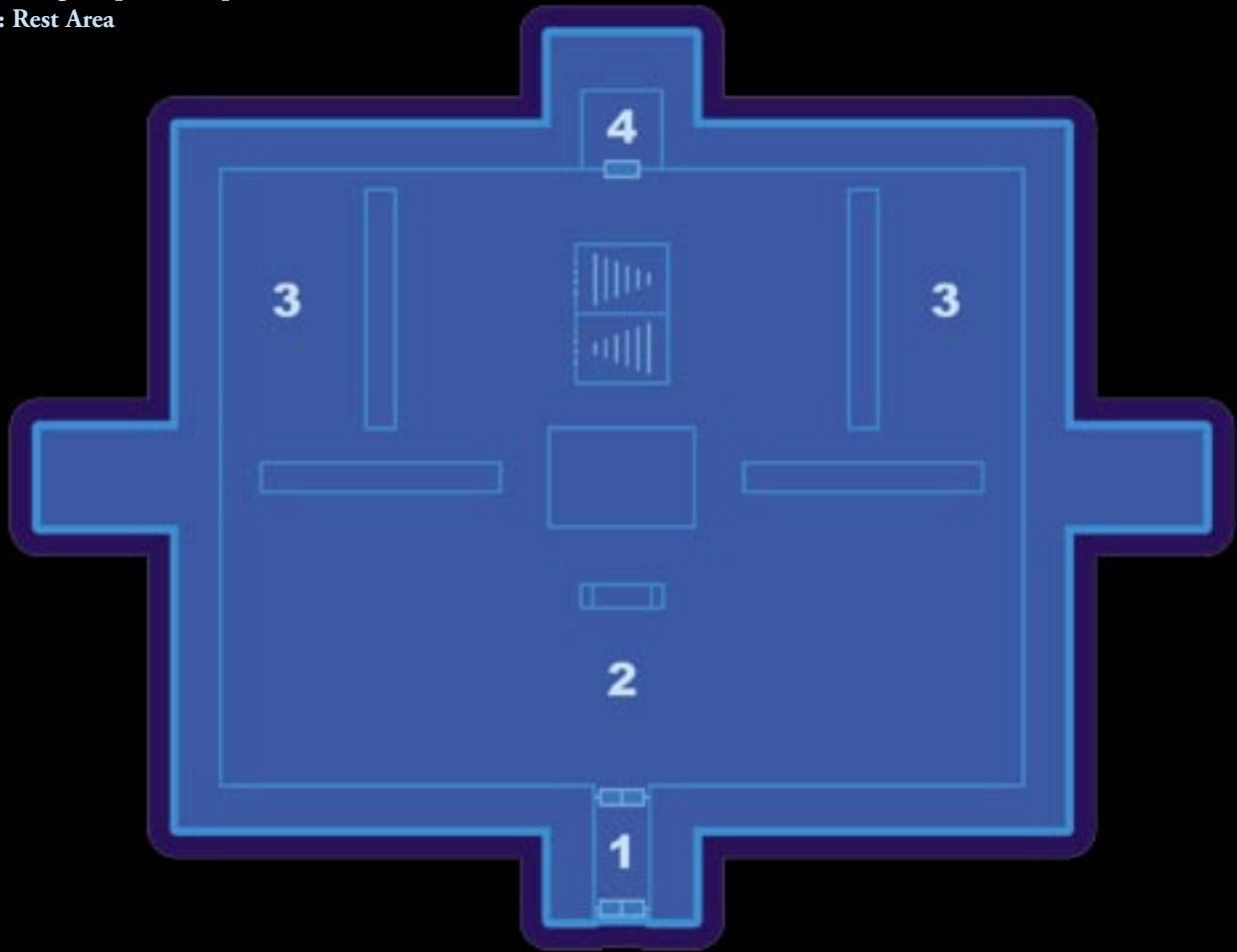
force is never used unless the intruders attack with obvious intent to kill. Narn would prefer to have prisoners to question, but they are not adverse to returning hostility with overwhelming force if pushed. This, coupled with the tendency of a wounded Narn to fly into a rage, means that anyone willing to shoot at a Narn patrol had best be prepared to kill them all or die in the attempt.

The Narn Military

In contrast with the complex nature of the Narn government, the Narn military is relatively simple. While its individual units can carry some level of complication, leadership within the armed forces of the Narn Regime is

Ground Floor

- 1: Reinforced doors (guarded with cameras and automatic particle guns).
- 2: Guard station (2 Narn on duty at all times).
- 3: Administrative office (public office open to those wishing to speak to a political official).
- 4: Rest Area



a structure comprised of proven commanders and trained soldiers leading fresh recruits and elite units in an almost informal arrangement. This is made possible by the basic psychology of the race; only the Gaim have a more open system of command and that is the result of their hive-mind mental state.

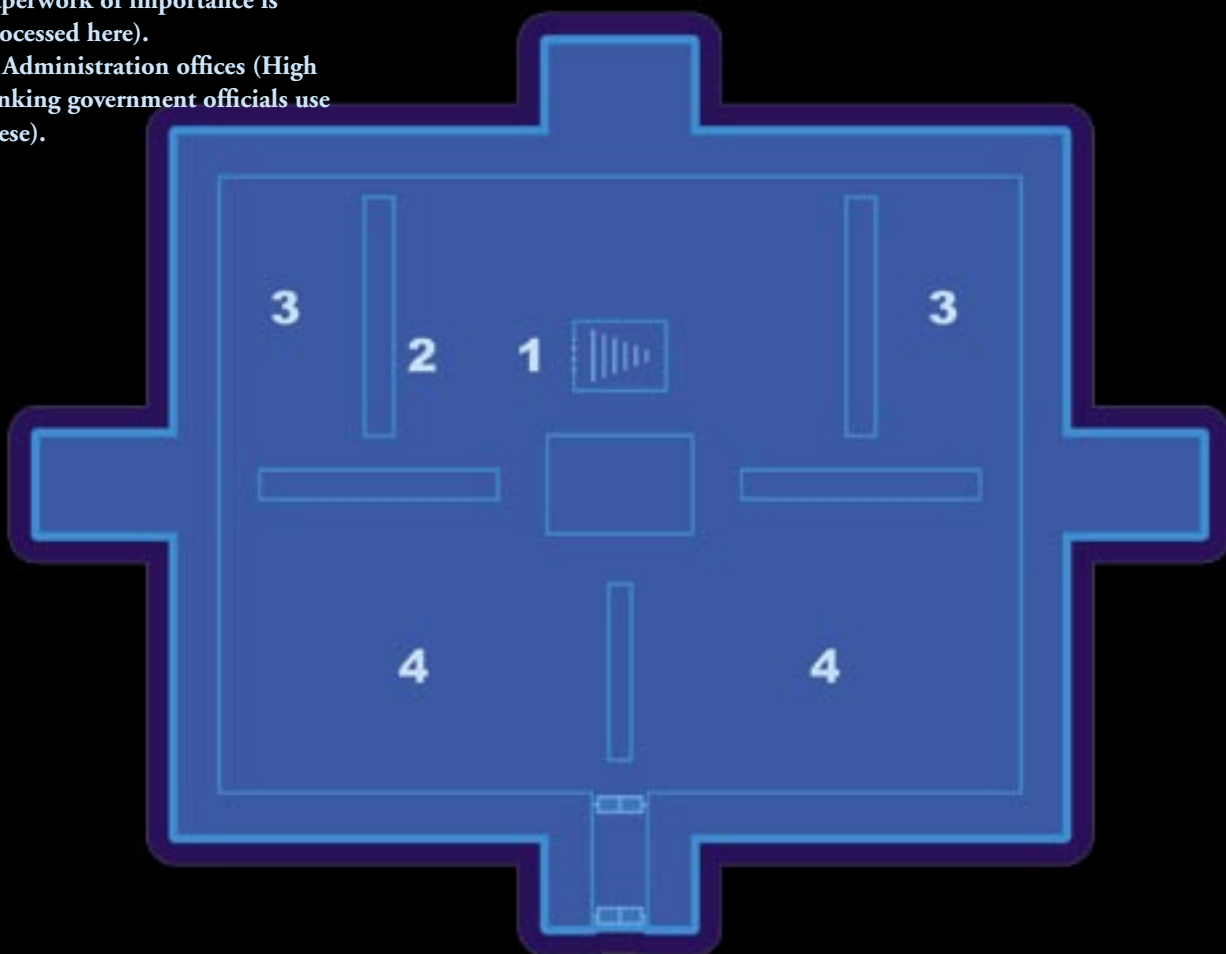
Simple as it may be, no race can command as many ships and field as many troops as the Narn can without some level of regimental order. The overall military of the Narn is one entity; they do not have the same division of fleet versus ground forces that other races quantify. Instead, soldiers fill the role they are best qualified for after basic training and are left there until they are called for other duty. This

effectively creates a division similar to other militaries, but the split is not an official one and no rank differentiations are made between them.

From an outsider's perspective, the Narn military would seem to be delineated on more or less classical lines. Soldiers follow the orders of commanders who in turn report to more experienced officers in leadership roles over large units. The difference between how other races handle their battlefield organisation and the system used by the Narn is a transparent one. The Narn have the same basic layout for every purpose to which an military force can be deployed.

Second Floor

- 1: Passcard door (high security).
- 2: Guard station (2 Narn on duty at all times, covered with cameras and an automatic particle gun).
- 3: Secondary offices (major paperwork of importance is processed here).
- 4: Administration offices (High ranking government officials use these).



This comes from the limited amount of training the Narn had in warfare before undergoing their trial by fire against the Centauri. It is also systemic of their racial preference for using a single tool to handle most problems rather than a specially designed tool optimized for each task. Some jobs might take more force than strictly necessary because of the Narn's approach, but they prefer working harder to having needless (in their eyes) levels of complication. This shows in the relatively small number of ranks in their military and the modular orientation of their units.

While more organised military structures might seem more effective in dealing with their specific tasks, the Narn order functions well in terms of flexibility. No matter what needs to be done in a time of war, Narn troops can be rallied to

handle the situation in far less time than it would take to bring in specialists. Though they would never admit this, the Narn learned some of this approach from the cross-trained Centauri military. The Centauri quickly learned to their dismay that the Narn had done them one better in terms of organisational flexibility and could muster their military manpower even faster in times of emergency.

Narn Military Divisions

Despite their desire and attempts to keep from having any specialization in their military, some level of dedicated troop selection has occurred simply through decades of application. The main bulk of the Narn military exists in their Assault Force – a unified core of aerospace, ground,

and space troops functioning through the same chain of command after a certain point. There is a small amount of specialized logistical support for each type just for expediency's sake, but the troops are not kept separately unless battlefield conditions call for such.

Narn military personnel can be differentiated in the field by rolled bars of coloured patterns on their uniform shoulder pauldrons. These colours alternate with metals and all have a unique pattern, letting Narn with colour blindness still distinguish rank without depending on the hue of the markings. Narn also wear medallions and lapel insignia, but these can be obscured by armour and equipment in time of crisis; the shoulder insignia are constant.

The basic organisational chart of the Narn Armed Forces is just that – basic. It is often altered in the field or ignored altogether during battle situations. As long as a military force fielded by the Narn wins in their engagements, their indiscretions where organisation is concerned are entirely overlooked. If they did not, they are usually completely wiped out or so wounded that military punishment would be less than effective. Even so, the Narn do attempt to adhere to the following chart whenever possible.

The Narn Rank Structure – Command Ranks

- ⑤ **War Leader (Dar'Sol):** This rank is the highest technical rank a Narn can hold in the Regime's military and membership in the ranks of the War Leader automatically provides that officer with a seat in the military liaison Circle of the Kha'Ri. War Leaders are appointed whenever a new division of troops is needed for a specific task (crewing a warship, leading a company of soldiers, manning a newly built military base) and retain their rank for as long as their assigned task remains viable. Given the expanding scope of the Regime and the increasing size of its military force, few War Leaders are ever demoted or removed for anything other than battlefield negligence.



- **War Captain (Dar'Jareth):** Whereas War Leaders are the nominal heads of a given venture of the Narn Regime, War Captains are the ones usually assigned to



make certain that things are done to the Kha'Ri's specifications. War Leaders are often called upon to deal with political matters whilst in transit from Homeworld to the front lines; War Captains keep things moving forward in their absence. While a section of the military may have only one War Leader, it has as many War Captains as there are divisions or specialized groups in that section.

- **Cho'Noth:** Every War Captain is given a command staff of three Cho'Noth. One is with the War Captain at all times as bodyguard and first officer. The other two are typically assigned to the field as liaisons and messengers. The Cho'Noth rank harkens to the days when messages would be carried by runners to different groups of the Kha'Ri Resistance to keep them from being intercepted. Still prone to trust a hand-delivered message over a transmission, Cho'Noth officers are the preferred method of military deliveries and communication.



- **Section Leader (Kar'Veth):** A special form of War Captain specifically assigned to a division of spacecraft or vehicles, Section Leaders are war veterans with enough experience at a single kind of fighting to be given command of specialists in that area. While the main bulk of the Narn



Section Leader

Regime military is generalist in nature, the Kha'Ri do see the wisdom in assigning elite specialized troops to the specific tasks in which they excel.

- **Cho'Rath:** These officers are the exact equivalent of a Cho'Noth, but they hold a different name when assigned to a Section Leader to show that they are also similarly specialized. A Section Leader is expected to make do with a smaller force than a War Captain in most instances; this entitles him to only one Cho'Rath as opposed to three Cho'Noth.



Cho'Rath

The Narn Rank Structure

- Tactical Ranks

- ③ **War Hunter (Dar'Garoth):** Every division of Narn soldiers is usually broken up into attack groups of varying assignment, with a single War Captain or Section Leader over them. These commanding officers call upon one Narn in each of these attack groups to oversee field operations on their behalf. Called War Hunters, these nominal officers are assumed to have command capability during



War Hunter

combat and when staging operations. War Hunters are usually transitory; they resume their troop rank when the current assignment is complete.

- **Ki'Dath:** War Hunters can select a Ki'Dath from each squad under his direct command. This trooper assumes the rank of Ki'Dath and becomes the War Hunter's relay for orders and information. Ki'Dath is a tactical rank and like the War Hunter that appoints him, it is transitory. Successful Ki'Dath in the field often earn War Hunter status for themselves in times of conflict and automatically take over for their War Hunter if he is slain.



Ki'Dath

- ⑤ **Wing Master (Sol'Toroth):** A specialized rank used only by fighter pilots in the Narn military, the Wing Master effectively serves the same role as a War Hunter within a flight of Narn fighters. Wing Masters function with equal authority in atmospheric or space divisions and no distinction is made between them. Unlike the special training given to ground assault aircraft pilots, most Narn pilots are trained to handle every aerospace role and may be called upon to perform multiple duties during the span of a given conflict.



Wing Master

- ⑤ **War Commander (Dar'Kan):** While War Commanders are technically divorced from the tactical ranks listed above, they are primarily the responsibility of the War Hunter assigned to the units they command. They are considered a separate tactical asset because they answer equally to the War Captain or Section Leader above them, making them flexible in their chain of command. War Commanders have control of the Narn military



at a platoon level (each one has field authority over two platoons each).

- o **Tol'Jak (Tol'Dak):** The distinction between these two ranks is very slight, effectively being that a Tol'Jak has seen enough combat to be considered a veteran whereas a Tol'Dak has not yet earned that title. They both function as Sergeants in the Narn Regime's military structure, answering to their War Commander and ensuring that a given unit is fit and fighting ready at a moment's notice.



The Narn Rank Structure - Troop Ranks

- ⑤ **Shorn-nar:** The highest rank of non-officer, a soldier with this rank is a distinguished trooper with at least twenty confirmed kills or the equivalent to recommend him. The -nar part of the rank title translates to 'changed by battle' and is considered a valuable and worthy honorific by Narn soldiers throughout the regime. In the absence of a Tol'Jak, a unit will usually heed the orders of its Shorn-nar over any others.

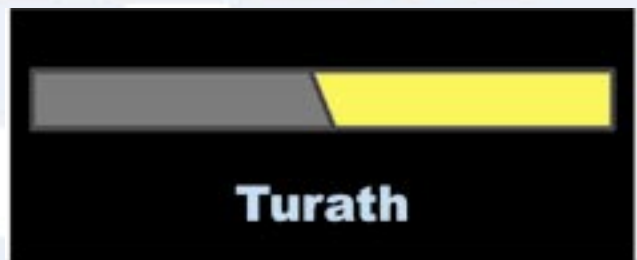


- o **Shorn:** A typical Narn soldier, Shorn should never be taken lightly in the

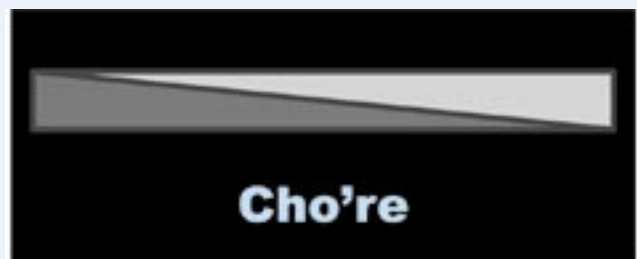
field. Every Narn trooper carries the best weapons the Regime can provide and has years of experience fighting the implacable foes of his people. Shorn are career soldiers and can be counted on to perform any mission given to them without question to the best of their considerable ability.



- o **Turath:** As well armed and armoured as Shorn and given just as much formal training, Turath are Citizen-Troops serving their mandatory decade of military service. All Narn have to provide ten years of service in the Armed Forces of the Regime by the time they are sixty, though there are a few waivers for ill health or for making other contributions (such as scientists or medical services).



- **Cho're:** Untried troopers, no Narn remains a Cho're for very long after leaving a military academy. The 'rank' of Cho're is given to trainees until their first engagement with the enemy or a year has passed in service in a non-combat role.



Military Formations

While the Narn do not differentiate their troop ranks, they do have specialized formations for their military assets. A fleet is not laid out like a unit of ground vehicles; a squadron of fighters is not arranged like a troop of infantry. Each unit is based on effectiveness and, more often, available resources. While other races have standard fleets and unit layouts, the Narn are much more likely to put together a battle force out of whatever is available and expedient.

Even so, the Narn do have some preferred structures that, when the situation permits, they use in whatever form they can approximate. This seemingly chaotic formation design is another holdover to the Narn Regime's roots as a freedom fighter's union taking whatever was available and fielding it when needed. Though the Regime is now much better equipped and rarely lacks for ships to fill out standard formation, their military's origins are still fresh enough that many commanders remember being given only a partial roster in response to their requests.

As such, the Narn Regime has a habit of its commanders requesting the smallest feasible force needed to handle an objective and its War Leaders typically oversupplying whenever possible. This has been a useful method of subterfuge against enemies that have intercepted Narn transmissions and do not have a clear understanding of the Regime's war philosophy. An enemy force expecting and planning around an requested Narn force of two battleships may be direly surprised when three battleships and an escort wing of cruisers arrives out of hyperspace.

This can also cause logistical nightmares for quartermasters in charge of Narn war resources. The fluctuating assignments that can occur to the overall Narn military, especially during times of heavy hostilities or expansion, can make it difficult to keep track of just what is available at any given time. More than once, a War Captain has requested and received confirmation of a new ship or unit of men only to find out after the fact that it has been sent elsewhere.

For its inefficiencies, the Narn Regime's military structure is a strong one and has won more battles than it has lost. The early engagements of the Narn against non-Centaury targets did not go well for them because of their focus on the Centaury and their style of war. Once these engagements were over and the lessons learned from them properly assimilated through the Narn command structure, the Regime's war machine was better able to conquer any objective in their path.

While no Narn formation should be considered an absolute, the military does have several standard patterns that they try to fill out before adding additional ships in improvised roles. These patterns can be used by War Leaders and War Captains to plan out their strike forces, leaving the logistics of how best to use these assets in the field to their support staff.

Narn Fleet Formations

The best thing that can be said about the Narn Fleet is that they accomplish with massed firepower and numbers what other races cannot. Knowing that their technology is only as good as they have been able to scavenge, the Narn Regime has opted for mass production and standardized ship designs over technical superiority or new research. While there are a few Narn innovations in the fleet, most of the Regime's armada is centred around proven designs that perform well in the field.

The Narn philosophy of war includes three main objectives; assault, harass, and defend. They do not use fleet formations that have a single purpose beyond these three, often assigning a given fleet to a duty that is not entirely well-suited to its layout in preference to the complications that would arise from reforming it and moving individual ships elsewhere. While this does cause the occasional mismanagement of force during a crisis, it also allows an assault fleet assigned to garrison duty to immediately take up assault work without having to wait and regroup.

The primary formation used within the space contingent of the Narn Regime's military is the Fleet. There have been as many as six Fleets at one time, but standard practice is to maintain four at combat readiness. Individual Fleets have roughly the same configuration and are scattered throughout the Regime. Unlike other militaries with a sharp dividing line between their major assets, it is not uncommon for two or more Narn fleets to operate in the same quadrant or even the same star system.

Narn Fleets are given coloured nomenclature. There are eight colours used, though eight Fleets have never operated simultaneously in the Regime's history. The colours roughly correspond to a purpose, but necessity often blurs this line and any given Fleet may be assigned to any task the Kha'Ri decides needs done.

5 Narn Fleet Layout

- o **White:** The White Fleet, when assembled, is used as a diplomatic and exploration arm of the Regime. It is seldom used and never kept together for longer than it takes to accomplish the objective for which it

was formed. The last official assembly of a White Fleet was during the Narn's negotiations and peace talks with Earth before the construction of Babylon 5.

▪ **Typical Layout**

- ⑤ *One Harass Group*
- ⑤ *Two Defend Groups*
- ⑤ *Ambassadorial Warship (typically a G'Quan Cruiser)*

- **Black:** Just as black is the opposite of white, the Black Fleet is opposed in purpose to the White Fleet's mission of peace. The Black Fleet's main objective is heavy assault and planetary dominion. War Leaders assigned to the Black Fleet have historically been the most destructive and violent Narn commanders in the Regime.

▪ **Typical Layout**

- ⑤ *2-4 Assault Groups*
- ⑤ *1-2 Harass Groups*
- ⑤ *Command Dreadnought (typically a Bin'Tak with heavy fighter compliment and an elite infantry company stationed aboard)*

- **Red:** The colour of blood, no other hue could be more appropriate for this fleet. Arranged as it is for planetary attack and infantry actions, the Red Fleet is the one assigned to problem sectors of the galaxy and usually experiences the highest casualty *and* success rates. Few garrisons

can withstand the combined force the Red Fleet can throw at them.

▪ **Typical Layout**

- ⑤ *1 Assault Group*
- ⑤ *2-4 Harass Groups*
- ⑤ *0-6 Transports (various designs)*

- **Blue:** The most defensible Fleet of the Narn military, the Blue Fleet is called in to secure conquered worlds and also tapped for the duty and honour of defending Homeworld and the other key systems in the Regime. Arranged with enough firepower to hold off a sizable invasion and resupplied often enough to function for long periods if necessary, the Blue Fleet is the only Fleet that has been in continuous existence since the founding of the Regime.

▪ **Typical Layout**

- ⑤ *2 Harass Groups (usually kept in tactically efficient locations with orders to move to defensible positions on short notice)*
- ⑤ *5-8 Defend Groups*
- ⑤ *Orbital Platforms (1 per Narn system, always considered a Blue Fleet asset and maintained by its technicians)*

- **Green:** An uncommon Fleet because of its specific nature, the Green Fleet is formed



in response to a specific threat of invasion and only exists long enough to deal with that threat before being disbanded back into its component Fleets. Green Fleets exist because a full Fleet of another type may be too scattered to deal effectively with a sudden threat and a single Fleet can be more easily commanded.

▪ **Typical Layout**

⑤ *A Green Fleet has no typical layout, but is usually comprised of as many Defend and Harass groups as can be gathered around the attacking force as possible. Additional ships are often called upon as well, but these are the preferred formation groups.*

- **Gold:** The closest thing the Narn has to an 'elite' Fleet, Gold Fleet is charged with three tasks- defend Homeworld, serve the Kha'Ri, and command the other Fleets. When a Gold Fleet commanding officer is in a room with other Fleet officers of equal rank, he is automatically in charge. Gold Fleet is the highest posting a Narn fleet trooper can hope for and positions are hotly contested.

▪ **Typical Layout**

⑤ *1-4 Assault Groups*
 ⑤ *1-3 Defend Groups*
 ⑤ *0-4 Harass Groups*
 ⑤ *One Primary Command Vessel (This is the headquarters of the entire Narn Military and is always a G'Tal Command Cruiser)*

- **Silver:** The counterpart to the Gold Fleet, the Silver Fleet serves in much the same role as the Second Circle of Narn society; couriers and messengers. The Silver Fleet is not always in existence, but tends to be formed whenever the Regime is ranging far enough from its core systems that communications and logistics are a concern. Silver Fleet detachments are

often used as escorts for merchant vessels and civilian ships.

▪ **Typical Layout**

⑤ *2-6 Harass Groups*
 ⑤ *0-2 Assault Groups*
 ⑤ *Multiple Transports of different designs*

- **Purple:** This Fleet is the most common fleet sighted by the Centauri, given that it has been formed specifically with space combat against them as its purpose. Staffed with the best pilots and crews the Regime possesses, the Purple Fleet exists to hunt down and deal with the Centauri in space. The Purple Fleet does not spearhead planet attacks, it does not defend worlds, and it does not escort dignitaries. The Purple Fleet kills Centauri; that is its only function.

▪ **Typical Layout**

⑤ *4-6 Harass Groups*
 ⑤ *2-4 Assault Groups*
 ⑤ *2-3 Bin'Tak Dreadnoughts*
 ⑤ *5-8 Ka'Toc Battle Destroyers (this design was made specifically for the Purple Fleet and while it exists in other Fleets, Purple Ka'Tocs are always of the highest quality and best repair)*

More regular than the layout of the Fleets is the pattern of each group. Battle Groups are the building blocks of each Fleet and remain relatively immutable by Narn standards. Once a ship is assigned to a Battle Group, it rarely leaves it or is reassigned. This does occasionally happen, but even if a Fleet is decommissioned and its assets moved elsewhere, the individual Groups stay together. This is a matter of experience and expediency; Groups have fought together and respond better in the field when kept as a cohesive unit.

⑤ **Narn Assault Group:** The hammer with which the Narn Regime pounds down the nails of a fractious galaxy, Narn Assault Groups have the heaviest firepower and thickest armour of any Narn fleet unit. Assault Fleets can vary greatly in their individual forces, but the basic intent of any Assault Group is the same – massed firepower. Assault

Groups always contain one G'Quan cruiser; other ships are assigned on the basis of availability.

- *1 G'Quan Cruiser (Command Vessel)*
 - *12 Frazi Fighters*
- *0-2 G'Quan Cruisers*
 - *0-24 Frazi Fighters*
- *0-1 Bin'Tak Dreadnought*
 - *0-18 Frazi Fighters*
- *0-2 T'Loth Assault Cruisers*
 - *12 T'Khar Assault Shuttles*
 - *12 Frazi Fighters*
- *0-2 Rongoth Destroyers*

⑤ **Narn Harass Group:** The Narn prefer massive firepower and thick armour, but their experience with the Centauri and other alien races has shown them the wisdom of having ships capable of high speed and manoeuvrability. In typical Narn fashion, these abilities of evasion and avoidance are turned into weapons of their own; the Narn use fast, agile ships to directly threaten ships of similar design in other militaries.

- *1 T'Loth Light Carrier (Command Vessel if a G'Quan is not present)*
 - *12-24 Frazi Fighters*
- *0-1 G'Quan Cruiser (Command Vessel if present)*
 - *12 Frazi Fighters*
- *0-2 Ka'Toc Battle Destroyers*
 - *6 Gorith Fighters*
- *0-2 Dag'Kar Missile Frigate*
- *0-1 Sho'Kar Light Scout*
- *0-4 Sho'Kos Police Cutters (usually pressed into service from nearby Defend Groups in-system)*

⑤ **Narn Defend Group:** The Narn are a practical people even in the midst of their holy war against the Centauri. They understand the need to hold their own places of dominion against incursions and that the best way to attack a foe is where he is lightly defended. This philosophy stands behind the formation of Defend Groups, collections of defence capable ships and support vessels intended to keep a Narn system or contested target well-protected.

- *1 G'Quan Cruiser (Command Vessel if Bin'Tak is not present)*
 - *12 Frazi or Gorith Fighters*
- *0-1 Bin'Tak (Command Vessel if Present)*
 - *12-18 Frazi Fighters*
- *1-3 G'Karith Patrol Cruiser*
- *1-2 Ja'Dul Starbases (in-system only, is not a mobile asset)*

- *0-4 Thentus Frigates*
- *1-2 Sho'Kar Light Scouts*

Narn Infantry Formations

While there is no clear distinction between service in the fleet and service as a ground infantry soldier in the Narn military, those who spend a great deal of time fighting 'in the dirt' tend to specialize in it for the rest of their (often brief) lives. This elitist attitude creates the odd phenomenon of Narn citizens idolizing their infantry more than their fighter pilots and battleship crews, as is the norm with many other races.

The reason for this also dates back to the Kha'Ri and the Narn fight for freedom. Since their voyages into space are still a relatively new facet of the military, most citizens find it easier to sympathize with the plight of a soldier with a plasma rifle in his hand on some distant world fighting Centauri he can see. This is not to say the Narn people do not support and admire their mighty space fleet and the brave men and women who serve in it, but the plight of the ground pounder is one nearer and much dearer to their hearts.

Because a lot more personal energy goes into the formation and operation of ground infantry soldiers, they tend to remain units and fighting mates for their entire military careers. Narn wartime philosophy dictates that any soldier may be called upon for any kind of duty, but successful infantry units are rarely ever assigned to any other kind of service and never separated if it can be avoided. The Kha'Ri still remembers the camaraderie that carried them through their war of independence; this makes them very hesitant to disrupt the same bonds in other Narn.

Narn fondness for uniformity over specialization keeps their ground formations fairly simple. When a military force is needed for some task, the War Leader appointed to the role is given a list of available Groups and assembles battalions from them if such a division has not already been made. Often, accomplished battalions, companies, or platoons are already in the contested area or can be transported easily to the site of the conflict.

Most Narn commanders prefer to use these rather than build them from the squad level up. When a Narn commander does construct an entirely new battalion (the smallest size force most War leaders feel comfortable throwing into battle), it is typically because another force has been critically damaged in battle and has platoons that need reassigning in any case.

Narn Infantry Layout

The Narn believe in four kinds of Armies – attack, defend, expeditionary, and garrison. The first is used far more than any other form, with Defend Armies usually being reassembled after a successful campaign to hold and fortify an objective once it has been gained. Expeditionary Armies only form to be the first force sent to an alien world with the prospect of scouting and conquest. Garrison Armies are what Defend Armies eventually become when there is no longer a reason to actively defend a site but a military presence is still needed.

This shows the modular advantage to the Narn ground military. One Army becomes another type in format and design when its objective changes. While there are certainly gaps in the approach, it allows important platoons to the current needs of the Army to remain while superlative or unnecessary forces move on to join Armies forming for tasks they deal with more effectively. Because Armies

change so often, they do not use the colour designations. Instead, they have a numbering system that differentiates them in the record books of the Kha'Ri and from each other when such separations are necessary in the field.

At any given time, the Narn Regime has three standing Armies. Each of these has a different mission and usually remains constant in form and size. Additional Armies come and go, but these three stay basically intact and can be counted on to ship out at a moment's notice should they be needed on some distant world or to do battle against the Centauri on more familiar shores.

5 The First Army: Defend Format

o Typical Unit Size: 4 Battalions

▪ Battalion One – Headquarters

5 Command Company

o 2 K'So'Tal Transports

5 Infantry Company

o 2 K'So'Loth Transports

- 4-8 Standard Infantry Platoons

▪ Battalion Two – Heavy Defence

5 Command Company

o 2 K'So'Tal Transports

- 1 Standard Infantry Platoon
- 1 Thistle Rocket Team

5 Defender Company

o 1K'So'L-oth Transport

- 2 Anti-Tank Platoons
- 0-2 D'Ka'Sho

▪ Battalion Three – Heavy Defence/Response

5 Command Company

o 2 K'So'Tal Transports

- 1 Standard Infantry Platoon
- 1 Thistle Rocket Team

5 Defender Company

o 1K'So'Loth Transport

- 2 Anti-Tank Platoons
- 0-2 D'Ka'Sho
- 3-6 D'Va'Ten

▪ Battalion Four – Mobile Response/Interception

5 Command Company

o D'Van'Quanth

o D'Van'Karri

o Recon Team

o 1-3 D'Va'Korrac

- 2 Standard Infantry Platoons
- 2 Anti-Tank Platoons



- 2 Thistle Rocket Teams
- ⑤ Air Cavalry Company
 - 1-5 K'So'Tal
 - 1-5 Assault Infantry Platoons

The First Army is stationed in and around the Narn Homeworld and is the leading force in defensive tactics and battlefield responsiveness in the entire Regime. Service in the First Army is not as prestigious or prone to battle as the Second Army, but War Leaders are usually chosen from the First Army because of their proximity to Homeworld events and their more complete training in every aspect of military doctrine.

- ⑤ The Second Army: Attack Format
 - Typical Unit Size: 3 Battalions
 - Battalion One – Headquarters
 - ⑤ Command Company
 - 2 K'So'Tal Transports
 - 2 Standard Infantry Platoons
 - ⑤ Infantry Company
 - 2 K'So'Loth Transports
 - 4-8 Standard Infantry Platoons
 - ⑤ Additional Company (Unorthodox placement, but traditional)
 - 2 K'So'Loth Transports
 - 2 Assault Infantry Platoons
 - 2 D'Va'Tren Tanks
 - Battalion Two – Heavy Assault
 - ⑤ Command Company
 - 2 K'So'Tal Transports
 - 1 Standard Infantry Platoon
 - 1 Assault Infantry Platoon
 - 1 AB Prox Mine Team
 - 1 Thistle Rocket Team
 - ⑤ Assault Company
 - 2 K'So'Loth Transport
 - 1 Anti-Tank Platoon
 - 1 Assault Infantry Platoon
 - 1HFRP Pulse Battery
 - 0-2 D'Ka'Sho
 - Battalion Three – Air Strike Squadrons
 - ⑤ Command Company
 - 1 K'So'Loth (Command Transport)
 - 2 K'So'Tal Transports
 - 1 Standard Infantry Platoon
 - 1 Thistle Rocket Team

- 2 K'So'Tal Transports
 - 2 HFRP Pulse Batteries
- ⑤ Air Assault Company
 - 1K'So'Loth (Command Transport)
 - 1-4 K'So'Tal
 - ⑤ 1-2 Standard Infantry Platoons
 - ⑤ Bomb Racks (Standard Load)

The Second Army has had many additional Armies formed in its image over the decades of its existence. A very effective gathering of forces for bombardment and assault purposes, the Second Army sees a great deal of action and has its share of heavy losses during times of serious warfare. The Narn that survive these periods of intense violence wear their battle scars with pride and proclaim that service in the Second Army is the only true form of military service. While this sentiment is often echoed in the glory-hungry Narn populous, it has not made commanders in the Second Army very popular from a political standpoint.

- ⑤ The Third Army: Garrison/Attack Format
 - Typical Unit Size: 2 Battalions
 - Battalion One – Headquarters
 - ⑤ Command Company
 - 2 K'So'Tal Transports
 - 2 Standard Infantry Platoons
 - ⑤ Infantry Company
 - 2 K'So'Loth Transports
 - 4-8 Standard Infantry Platoons
 - 0-1 Recon Team
 - ⑤ 0-1 D'Vas'To
 - 0-1 Sniper Team
 - ⑤ 0-1 D'Vas'Sto
 - Battalion Two – Assault/Fortification
 - ⑤ Command Garrison
 - 4 K'So'Tal Transports
 - 2 Standard Infantry Platoon
 - 2 Assault Infantry Platoon
 - 2 AB Prox Mine Team
 - 2 Thistle Rocket Team
 - ⑤ Skirmish Company
 - 1 D'Van'Quonth
 - 1 K'So'Loth
 - 3-6 D'Va'Korrac
 - 1-2 Anti-Tank Platoons
 - 1-2 Assault Infantry Platoons
 - 1-2 Standard Infantry Platoons

5 Skirmish Company

- 1 D'Van'Quonth
- 1 K'So'Loth
- 3-6 D'Va'Sten
 - 1 Anti-Tank Platoon
 - 1 Assault Infantry Platoon
 - 1-4 Standard Infantry Platoons
- 0-1 Sniper Team
 - 0-1 D'Vas'Sto
- 0-1 Recon Team (Special, this Skirmish Company will have either a Recon Team or a Sniper Team- possibly both. This second Skirmish Company will not be formed without one, the other, or both.)
 - 0-1 D'Vas'To

The Third Army has the unenviable job of dropping onto 'hot' worlds and being expected to pacify local resistance by whatever means are necessary. They are often given only the resources listed above and an occasional support presence by a passing Fleet; for the most part, they are expected to engage an entire world's Armed Forces on their own. This is made possible only because of their guerrilla warfare training and the usual superiority of their equipment and troop efficiency. If a given world is far too hostile to warrant a single instance of the Third Army, additional battalions are formed and placed under the direct authority of the Third Army's current War Leader.

Other Narn Organisations

The Narn may have a generalist approach to their military, but there are a number of specialists among them that seek out the company of like-minded Narn and serve their race in their own way. The religious shrines and temples of the Narn are one example of this, but there are others. Some are secretive – others well known. Some few are so vital to the way of the Narn that membership in their brotherhoods is a replacement for mandatory military duty. Some few are so reviled and outlawed that being discovered as a member can carry penalty of death.

Those Narn willing to join a fellowship can easily find one that fits their needs. The Narn Regime is a social order in itself and as such spawns and nurtures the idea of Narn coming together for a similar cause. This camaraderie is not always a healthy occupation, especially in the case of organisations like the Thenta Makur, but when the Narn join a group it is for life and with the whole of their honour turned towards service. Few races understand loyalty as completely as the Narn.

The Thenta Makur

The Thenta Makur is talked about in the shadows of Narn, a secret organisation that gains far more by being the worst kept secret of the Regime than it loses from the exposure. Every Narn learns of the existence of the Thenta Makur one way or another. They see the absence of a co-worker or see a murder that goes unpunished and they know; the Thenta Makur has fulfilled another contract. The appearance of the organisation's calling card, a death blossom, is usually a

I remember the sky over Ardun as if it was yesterday. As a world under a red sun should be, the air was cold and the land the colour of the blood we were all about to spill. When the first line of Nexus tanks came rolling up over the horizon, I can recall thinking, 'It takes just one of those firing its gun once to end my life. I will never see Homeworld again, never feel any sun on my face but this one.' Life is brief, and to be forty and feel as if you have barely lived at all is a sorrow I know each of you will feel in your own time.

There are those who will tell you that war is glorious, and perhaps it is. War won us our freedom when peace could not and there are inarguably times when a kind word and a gun will accomplish more than a kind word. A friend, now lost, taught me that and now I pass the lesson on to you. Take with it this additional thought. When the Battle of Ardun Majora was over, I was among those still standing. We cheered and rejoiced over the bodies of friend and foe alike, just happy to be alive.

It occurs to me now that we were not the only group united by the events of that bloody, brutal day. At our feet, Centauri and Narn bled their last into the red sand. They too were the same, joined by the bonds of a needless death too far from their own homes.

I cannot tell you that forgiveness is a path we can take with the Centauri; they have done too much to us for that. All I can say is this. Are they worth dying for?



sign to any Narn that his or her life will be over in a matter of hours.

It is a testament to the skill and lethal effectiveness of the Thenta Makur that most Narn choose to put their affairs in order and await their deaths rather than squander that time trying to run. Even Narn who intend to fight for their lives (most Narn) do not attempt to outrun or bribe the Thenta Makur; both tactics have failed so universally over the centuries of the order's history that their ineffectiveness is taken as a given.

The Thenta Makur have a tradition of first success at all times. Whenever a target manages to elude an assassin of the Thenta Makur, it is considered the opinion of the Death Masters of the organisation that he or she is protected by the prophets and no further action will ever be taken against that individual. This is as much to save face as a mark of any real faith in the organisation, but it is considered a sign of great destiny and strength of character to have weathered the Thenta Makur's attentions.

Purpose

The Thenta Makur exist to carry out Chon'Kar for those too weak, infirm, or unable for any other reason to do so themselves. That was the whole of their original charter, though they have somewhat expanded that mandate to include assassinations for any purpose. The Thenta Makur no longer require an official announcement of Chon'Kar on the part of their clients towards their targets, but it makes their legal status as an legitimate arm of the Regime easier.

Recruitment

Members of the Thenta Makur are drawn to the organisation through a similar mindset; they are hunters

of their own kind and predators in a land of dangerous animals. The Thenta Makur can be very selective and most 'candidates' end up dead long before they ever meet a member of the order in person. Only those that can survive the ultimate test, a contract taken out on them by the Thenta Makur themselves, are offered a place in the organisation. On rare occasions, the Thenta Makur do this to bring in a promising Narn with no apparent desire to join them. Typically, the candidates approach them willingly through established message drops.

Once given a provisional membership, agents of the Thenta Makur are called Duth'Darak- 'death seeds'. It is up to them to prove their worth by succeeding in four missions over the course of a year. If they let a single target escape or fail the order in any other way, their membership is terminated as is their lives. Only after these four missions have been successfully concluded is a potential Thenta Makur agent given the rank of Duth'Karath (death hand) and allowed to meet with others of the order.

Recruitment is handled entirely by message and usually done through letters as opposed to voice. A recruit never sees another member of the order until after their tenure as a potential recruit is over. If during this time they do anything unbecoming of the order (killing an innocent target, trying to reveal other members, carrying out personal vendettas under the auspices of the Thenta Makur to name a few), their secret contact in the organisation has standing orders to 'remove' them permanently from the training roster.

Organisation

The Thenta Makur is stationed on the Narn Homeworld and has a chapterhouse on every Narn world and outpost. Members of the Thenta Makur are welcome in any of these locations and can requisition special equipment and travel from them as long as they require such dispensation to fulfil a contract. Contracts are taken in through couriers and dispatched at the behest of a Chapter Master. One Chapter Master leads each house and is responsible for the conduct of all Duth'Karath under him.

On the Narn Homeworld, the Headquarters of the Thenta Makur is at a hidden location and moves once every four years to maintain its secrecy. There, the five Duth'Duras

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(death masters) have authority over the whole of the order. Their word is life and death for the Thenta Makur and if they single out a given Narn, that person is typically dead within 24 standard hours. The Duth'Duras are notoriously intolerant of failure and dishonour; both are crimes punishable by a slow, violent death within the order. Thenta Makur agents live in constant fear of any infraction and while they have a remarkable amount of wealth and personal power, they must watch themselves at all times.

Contacting the Thenta Makur

Narn wishing to hire the Thenta Makur have only one option; they must go to a Narn floral shop and purchase a death blossom. These flowers are stocked at any floral shop operated by a Narn and are sold for no other purpose. Once they do, the purchasers are contacted within twelve hours by courier and given an empty package. The death blossom and all the details of the target are placed in the package along with the base payment (10,000 marks, roughly equivalent to 25,000 standard credits).

The package is taken by the courier and delivered to a neutral location for pick-up and transport to the local Thenta Makur chapterhouse. If the target is acceptable (and most are, even members of the Kha'Ri are not immune though an official Chon'Kar *must* be registered against such high profile victims), additional payment is arranged and an agent is given the assignment. From here, no further contact is made with the client; the job is done and the matter closed. No appeals are possible and once the Thenta Makur are set into motion, an employer may not repeal his grievance for any reason.

The Kana Rituk

An organisation assigned to the losing battle of restoring the ecology of the Narn Homeworld in the wake of both the Centauri's legacy of strip-mining and the Kha'Ri continued abuse of the planet's natural resources, the Kana Rituk has a history of coming into conflict with every industry of their people at one time or another. The Kha'Ri continue to support the Kana Rituk even as they consistently ignore their edicts and efforts to limit the military's mining of Homeworld for the materials needed to expand their forces.

Most members of the Kana Rituk are devoted ecologists only interested in making sure that the ravages of war do not destroy what little is left of the ecological balance of their world. Others are borderline terrorists that see the industrial giants of the Narn government as little better than the fan-headed marauders that spent a century

demolishing Homeworld. Both groups look to each other for support, even if they do not willingly acknowledge that they need each other if their mission to revitalize the Narn ecology is to succeed.

In truth, the Kana Rituk knows they are fighting a futile effort. The Narn Homeworld is a dying planet with too much taken too quickly. The Kha'Ri have only added to the eventual destruction, robbing their world of what little life the Centauri left. As such, plans have been made and are growing in support within the Kana Rituk to take samples of indigenous lifeforms from their world and transport them to other planets within the Regime.

Purpose

The Kana Rituk are, visibly, an ecological preservation society. They are not given a great deal of respect in this regard, since the average Narn citizen is more interested in revenge than recycling, but they continue to function regardless of acclaim or their lack of it. The Kana Rituk's hidden agenda is the preservation of all Narn life regardless of the cost to the military or the dreams of conquest entertained by the Regime. To this determined end, the Kana Rituk have been secretly responsible for several non-violent 'obstructions' to resource mining and industrial growth on the Narn Homeworld in the last few centuries.

Recruitment

Anyone who wishes to join the Kana Rituk may do so; there is no provisional status and no restricted membership rosters. Anyone joining the Kana Rituk is subjected to a careful background check, but only actively branded traitors to the Narn Regime are turned away (and not always then, depending on the cause of their 'traitor' status). The Kana Rituk is a small enough and desperate enough organisation that any Narn expressing a desire to join them is taken in gratefully.

Because resources are an issue, prospective members are required to donate a pledge of 1000 marks towards the operating costs of the organisation. This cost can be mitigated in the case of certain skills (biologist, known eco-terrorist, demolitions or mechanical experience) or discarded altogether for an attractive candidate. The Kana Rituk is most interested in saving the Narn Homeworld; finances are a necessary evil but not one they concern themselves with over much.

Organisation

The organisation structure of the Kana Rituk is an uncomplicated affair. The capital city of the Narn Homeworld holds the official office of the group, but this

building is little more than a clearing house for paperwork and a place to hold meetings with members of the lower-circle Kha'Ri. The real work of the Kana Rituk takes place in field offices all over the planet. These are little more than tent collectives placed on the sites of strip mines, industrial plants and other sources of ecological impact.

Each office is run by a department head called a Field Lead; these have a staff of two or more Narn called Field Assistants. Other members of the Kana Rituk are assigned to these Leads and Assistants as needed. The Kana Rituk is not a very formal organisation and over-complicating their operation is only a detriment to their already limited effectiveness.

The Kana Rituk's less public aspects are much more details in scope and structure. Arranged much like infantry units, these ecology squads are armed with tools, explosives, and light arms for use in the field against targets that legislation and diplomacy have failed to deal with. These squads are never authorized to kill in the pursuit of their agendas, but anything less is considered fair game. Some of these field squads have achieved a great deal of notoriety among their own people, little of it approving. The Kana Rituk does not care about their unpopularity; theirs is a holy mission to preserve their only true home.

The Ga'To Jutun

A radical terrorist group even among a race of radical terrorists, the Ga'To Jutun go farther in their ideals of Narn purity than any other member of their species would dare to imagine. These soldiers of isolation are dedicated to the idea that the Narn should remain completely isolated and use only force to take what they want from a hostile universe. With no room or desire for diplomacy or trade alliances, the Ga'To Jutun are more than willing to kill aliens and even other Narn to keep any form of negotiation from happening between them.

The Kha'Ri does not support the Ga'To Jutun tacitly or publicly. Their methods are too radical, too deadly, and too destructive to the fragile alliances the Regime needs in order to prosper and take their revenge on the Centauri. In the Ga'To Jutun's ideal galaxy, there would be a line of warships at the edge of Narn space, scoured worlds behind that line with no trace of other sentient species and a floating field of debris where the affront called Babylon 5 exists now.

The Ga'To Jutun are a collective of soldiers, politicians (though these keep their membership a dark, closely guarded secret), and citizens disenchanted with the idea of Narn as part of the greater galactic community. Not

willing to work with other races, the Ga'To Jutun see aliens in Narn territory as an affront and can be a constant danger to visiting dignitaries and traders. Raider activity linked to the Ga'To Jutun is always a risk whenever an alien vessel uses a Narn jumpgate or comes out of hyperspace near a Narn world.

Purpose

The organisation, if a loose confederation of terrorists and Narn supremacists can be called an organisation, has only one goal – a completely isolated Narn race. No interaction with other races can be tolerated because it could lead to the weakening of Narn purity or allow another species to gain power over the Regime. While the Kha'Ri might agree with the latter sentiment, it cannot condone the Ga'To Jutun in any fashion after the number of dead Narn at their hands. The Ga'To Jutun are neither selective or careful about their targets; if Narn collaborate with the enemy, they become the enemy.

Recruitment

This terrorist organisation takes in new members only once the potential recruit has proven himself with an act of destruction or murder that furthers the cause of Narn isolationism. The Ga'To Jutun is very liberal about what this includes, all the better to swell their ranks with people of varying skill sets and temperaments. Because discovered membership in the Ga'To Jutun carries an imprisonment or execution punishment, the group is also extremely careful about bringing in new members until their loyalty is assured.

This is usually done through arranged 'tests', not that a recruit will know them for what they are. The Ga'To Jutun arranges for the potential member to be in the same area as a known Narn alien sympathizer. If the recruit deals with the Narn 'traitor', he is taken into their confidence since he now has as much to lose from discovery as they do. If he does not kill the target, preferably in a showy or violent way, the Ga'To Jutun disappears without making further contact. They are fanatical, not stupid.

Organisation

The Ga'To Jutun are not a complicated group. There is a single self-styled War Leader at the head of the organisation and is credited as the single most wanted man in the Narn Regime. Called the Varak-ulth Tar, the 'Bloody Beast', by the hundreds of Narn with sworn Chon'Kar against him for the deaths of loved ones and family members, this mysterious leader is behind every major offensive the Ga'To Jutun has engaged since its inception.

Most orders come to the scattered members of the group through coded electronic transmissions. These always lead to dead transceiver points in orbit around a nearby planet or similar dead-end. Tracking the command structure of the Ga'To Jutun is a matter of painstaking and dangerous work; most Narn authorities that try either turn into members of the group or wind up dead. Either way, little is left behind for others to pick up as leads. The Ga'To Jutun is as dangerous to their own race as they are to aliens, but their amorphous structure makes them very difficult to deal with.

One of the most dangerous aspects to the organisation of the Ga'To Jutun is that individual members are 'empowered' to take any action they feel like with the full support of the group. Those wishing to kill a sympathizer will be supplied with weapons, those that want to blow up an embassy or delegation vessel are given access to explosives and the like. This policy of supported personal agendas makes stopping the Ga'To Jutun all the harder.

Narn Organisations after the War of Retribution

Campaigns set after the mass driver bombing of the Narn Homeworld have to deal with the terrible truths of decimation and death. The Narn were broken worse in that single military action than by a hundred years of slavery and a hundred battles since they become free. The dust clouds hanging like a pall over the surface of their world block out the thin rays of their red sun, freezing and choking the few survivors of the onslaught at the same time.

This destruction is catastrophic not just in loss of life but in loss of hope. Many of the things the Narn fought for since regaining their freedom were bombed into oblivion. Families disappeared, the strip mines became mass graves and the institutions and landmarks of the Narn's proud past tumbled down under the driving rain of asteroids flung from orbit. The Narn saw their strength fade, their resolve shatter and their pride turned into empty, bitter arrogance. Their sixty

year crusade for revenge had failed; their lives spent for naught.

The organisations listed here no longer truly exist after the year 2260. Instead, fragments of each struggle to rebuild or become something new in the dawn of a changing galactic future. The Narn cannot survive as they were, but they were formed once by the crucible of brutality. The Narn sprang back once from the ashes; if they can only find the will that drove them to survive their oppression before, they can do so again.

The Kha'Ri

The Kha'Ri is gone. G'Kar, the Inner Circle's last surviving member, does not take steps to immediately reinstate the order of government as it was before. Instead, he leads his people in much the same way G'Lan and G'Quan did after the Purge of Darkness. This may change as the years pass and his duties within the Interstellar Alliance keep his focus from settling exclusively on the Narn, but in the immediate future, he is the primary authority.

Several members of the lower Circles of the Kha'Ri survived the bombing and may still be capable of fulfilling their duties, especially on the other worlds of the Regime. While the Centauri took a heavy toll on the Regime planets as 'reparations' for the War of Retribution, they were simply not interested in management of the Narn worlds past a certain level. This apathy may have protected the basic infrastructure the Regime's government more than any direct efforts by the Narn themselves. While authorities will lay low until the leaving of the Republic following the death of Emperor Cartagia, they will eventually make



contact with G'Kar again and begin the long, arduous task of collectively leading their broken race.

The Narn Military

By executive order of the Centauri Republic, the military of the Narn Regime was decommissioned immediately after the Kha'ri's unconditional surrender. All war materials, including soldiers, vehicles, weapons and ships became the immediate property of the Republic and either dismantled for parts or taken out of service and rendered incapable of being used against the Centauri. This was one of the hardest blows against the pride of the militaristic Narn people.

The only hope that remains in the face of this disarmament is the survival of several units and vessels and their ability to hide from the search teams of the Centauri. Dozens of ships and thousands of armed infantry soldiers still exist, though most are in exile on the fringes of the Regime or in neutral territories. When the Interstellar Alliance returns full sovereignty to the Narn, these scattered forces return and form the core of what will eventually become a powerful military presence in the galaxy once more.

The Thenta Makur

In the aftermath of the bombing, an organisation dedicated to the killing of other Narn is not only redundant, it becomes socially abhorrent. Rather than fading into obscurity, the Thenta Makur may simply shift force and remain a valuable part of Narn culture. At least one of the Death Masters survived the devastation of the Narn Homeworld, so the continuance of the Thenta Makur in one form or another is assured.

It is likely that the members of the Thenta Makur are directed by their masters to lie low during the Centauri occupation of the Regime. The network of the Thenta Makur is turned over to the Resistance to facilitate weapons and supply transport. This not only makes it easier to fight the Centauri on their home turf but it also ingratiates the survivors of the war to the remnants of the order. When the Narn regain their authority and independent status, it will be some time before the Thenta Makur can resume business as usual but there are numerous other violent tasks the Regime will need doing. Who better to handle them than a brotherhood of trained assassins?

The Kana Rituk

When the destruction of the Centauri bombardment was fully understood, it became apparent that the Kana Rituk had – through no fault of their own – failed in their mission. The ecology of the Narn Homeworld is gone; it disappeared under a carpet of hurtling rocks and shrouds of dust that will asphyxiate the planet for decades to come. In the wake of this, it would seem the Kana Rituk would be a defunct organisation. With no real ecology left to save, what use could the Narn have for an ecological organisation?

The answer is surprising. Since the majority of the Kana Rituk were stationed in remote areas far away from the major cities of their world, very few of their members were killed in the bombing. While their original mandate is now quite defunct, the group has the membership strength to reinvent themselves. It is likely the Kana Rituk will take up the greater cause of ensuring that what few life forms survived the bombing get transplanted to other worlds and protected regardless of the cost or effort involved.

The Ga'To Jutun

Of all the organisations here, this is the one least likely to survive the War of Retribution. Technically, most of its members have probably survived, but the weakened Narn people will be completely intolerant of any group that impedes the flow of aid they desperately need to recover and rebuild. The Ga'To Jutun's message of isolation will fall on extremely deaf ears, at least until the Interstellar Alliance has gotten the Regime back on its feet and its citizens have homes, dependable power and food once again.

After this, the Ga'To Jutun might find a foothold in the citizenry once again, but it is unlikely. The charisma of the Regime's leader and the Narn's racial tendency to never forget either favours or slights will keep them from supporting any policy that involves cutting off the hand that helped them up. The Ga'To Jutun members that can simply turn their rage on the Centauri will be given some tacit aid, but nothing more will be tolerated from them for years to come.

Narn History

'It is said that the future is always born in pain. The history of war is the history of pain. If we are wise, what is born of that pain matures into the promise of a better world. This happens because we learn that we can no longer afford the mistakes of the past.'

- G'Kar

A brief overview of the history of the Narn race might leave an outside observer feeling less than impressed with the depth and epic magnitude of these people. This would be a false assumption, primarily because while the Narn have only had a small percentage of the kind of harrowing events in their past that other races might have experienced, they are also one of the youngest races in current galactic history.

When one considers that the Narn have already had a segment of their population subjected to genocide by the galaxy's greatest threat, repulsed that threat through force of arms, endured that purge and rebuilt their society, suffered a hundred years of slavery and murder, expelled that invading race from their shores, developed incredible technology in a short amount of time, fought one war, lost it to the cost of their homeworld, endured a beating that would have eradicated a lesser race, and still retained enough dignity and strength to help found an interstellar alliance, the Narn begin to unfold as the intriguing people they truly are.

Beneath a Red Sun - Narn Evolution

Life began on the Homeworld of the Narn in the way it does for virtually every sentient life form in the galaxy. The development of complex acid chains gave rise to single celled organisms that, because conditions were harsh and a different form would be more advantageous, become more complex in order to survive. This is the way of life on any world, but the pattern of changing to survive an increasingly harsh environment would become commonplace on the Narn Homeworld.

Change through adversity ruled the prehistory of the Narn Homeworld and the simple organisms that spawned there beneath the heated sky and the barren earth. As storms brought unceasing rains, the first creatures to live amid

these waves would adapt and evolve over millions of years into the early piscine ancestors of every other creature to eventually live and die in the light of the planet's red sun.

In biological age, the development of the Narn into bipedal sentient life forms has also been remarkably quick. While the process still required millions of years, most other races would still have been in their earliest ancestral mammalian stage by the time the first proto-Narn walked the stones of his planet and gazed out questioningly into the infinite red sky above. These early Narn were little removed from their feral ancestors, but they were recognizably a different species.

In evolutionary circles, there has always been a great deal of debate on the subject of the accelerated development of the Narn. Why has everything been so rapid for the race? Why have they gone from simple organism to sentient species in far less time than any other Younger Race? Opinions fall into one of three possibilities, each with its own merits and flaws. The Narn themselves rarely question this rapid evolution. In their opinion, they are exactly what they are supposed to be exactly when they are supposed to exist.

Outside Interference

Given that galactic scientific circles now have proof of the Vorlon's interference of other species on a genetic and developmental level, it is only logical that some might argue the amazingly short evolution of the Narn is the result of their handiwork. While this theory has no physical proof to back up such a claim, its supporters point to the Purge of Darkness incident as their indicator that the Narn attracted the attention of 'higher powers' once before. It stands to reason that if the Shadows knew of the Narn, the Vorlons might have also been aware of them.

In the Interference argument, the Vorlons arrived on the Narn Homeworld and found a planet teeming with natural resources but with an environment so harsh, it would not likely support the development of a sentient species. In an effort to support this development, and likely to create another race that would support their philosophy, the Vorlons made some baseline alterations to the ancestral animals that would become the Narn and ensured that they evolved faster than normal.

The flaw in this reasoning is that the Vorlons would not have had any reason to speed up development in the Narn, especially as the end result has been a race notorious for its ferocity and violent behaviour. It would have been more logical for them to have simply shielded some part of the Narn Homeworld from the worse of its environmental effects and let evolution take its natural course from there.

Even if they did enhance certain animals as well, the idea of the Vorlons speeding up evolution is a difficult one for most of the scientific community to accept.

Mutation

A cursory scan of the atmosphere and lithosphere of the Narn Homeworld reveals that not only is its red sun a very radiation heavy solar body but that the surface of the planet has been inundated by powerful cosmic rays for most of its geological history. This massive celestial energy could easily have had a mutative effect on any life form developing on the Narn Homeworld and could explain the rapid evolution of the Narn race.

Proponents of this theory point to the heavy layer of skin the Narn possess and the fact that they do not have serious colour variations in their species. This suggests that their epidermal layer has been subjected to constant radiation of a continuous source with little difference in intensity regardless of location on the planet's surface. They also note that laboratory tests have shown conclusively that the development of a species can be significantly altered

for better or worse by controlled exposure to high-band radiation.

There are several flaws in this line of reasoning, unfortunately. Nothing in the Narn's biology shows any sign of having been artificially altered by the presence of radiation beyond what any other mammalian race has indicated. The Centauri also have a special layer of skin that blocks harmful levels of radiation and their development has been much slower than the Narn. Lastly, the intensity of radiation necessary to speed up development in laboratory tests is not found in the atmosphere of the Narn Homeworld nor are there significant levels of it in the crust or mantle of the planet.

Adversity

This is the major school of thought on the rapid development of the Narn and the one currently considered the 'accepted' evolution of their race. According to the Adversity theory, the Narn simply developed faster because they were constantly pushed by the harsh conditions of their world to do so. It is likely that many proto-organisms lived and died in rapid succession until one emerged that

In the places where we meet, there has been an increasing call for the many races among the stars to begin pooling their lore, their wisdom, in one place for all to share. This is a noble endeavour to be sure and one that the Narn can only benefit from agreeing to be a part of. This great library will contain the wisdom of ages multiplied by the many different people that have given voice to their elder's words and the hopes of their children.

To this, we as Narn will add the words of G'lan. We will place for posterity the deeds of G'Quan. We will write the philosophies of Na'Kili and the blessings of our oldest gods for those whose lives are dark for not knowing them. We can contribute so much and gain so much back for the telling. To not participate in this venture would be the stuff of fools and tragedy.

Our history is not a long one, though struggle and anguish weigh down the years like tablets of stone around our necks. Where races like the Minbari have the long road of years to draw on for epic tales, we have the flash fire of brief intensity. Their story is no greater than ours; we know this as if it were a truth written on our souls at birth. We are Narn, and the story of the Narn is a triumph of our spirit through the harshest storms the universe can throw. We survive. We are epic.

Where we fail at times is not in our lack of greatness but in our inability to accept the same in others. We are great, but we are not greater. Therein lies the path of pride, a path that has cost us too much to walk any longer. We will never be able to rise beyond our past if we never accept the triumphs and success of others. We are alive because of kindness. We thrive because of a greatness that exists in those we must... no, those we have the honour to call family.

We Narn are part of a greater family that makes us more than the sum of our races. We are human, Gaim, Drazil, Abbai, Narn, and more. We are Minbari, Hqach, and even Pak'ma'ra. Only through this union of souls and histories are we able to become what we were born to be.

Together, we survive.

Together, we are epic.

could survive the environment on the Narn Homeworld. From there, changing conditions (including evidence of heavy meteor activity) drove the life forms of the planet to adapt in order to survive.

In addition to being self-evident as one of the known forces of evolution, adversity as an explanation of the Narn's rapid growth is accepted by those Narn that hear the theory almost unilaterally. This is not surprising, as it fits with their psychology of strength and perseverance over any obstacle. They are naturally drawn to any indication that even their evolution was a struggle- one they triumphed in by becoming what they are now.

The only flaw in this line of reasoning is the existence of other worlds with similar conditions that have thriving ecologies but no indigenous sentient life forms. If the Narn exist as they are solely because a harsh environment drove them to evolve, why has this phenomenon not occurred on any other charted planet in the galaxy. The answer might lie in the word 'charted'; there may indeed be races like the Narn in the vast reaches of the galaxy the Younger Races have yet to explore. Until they are discovered, the Narn remain an interesting anomaly.

The Time Before the Tribes - Narn Prehistory

When the first Narn began to walk their world, life was a difficult, deadly affair involving predators, the difficult gathering of food and a need for shelter from the often lethal extremes of weather and climate. The Narn began to flock towards naturally warmer areas for survival, seeking out caverns near geothermal activity. The many volcanoes and underground magma lakes were a natural draw and before very long, the Narn became a subterranean race.

Geological and fossil evidence shows that the Narn developed above ground first and then went into the caverns for protection. It is also shown that most Narns were isolationist and did not come together for survival for a great deal of their underground existence. This was likely the result of the cavern structure within the Narn Homeworld. The larger caverns are all deep underground; most of what would have been accessible to a hunter/gatherer people like the Narn would be surface caves too small to support large numbers.

The Narn had to remain close to the surface because of the need for food. It is likely during this time in their racial development that the Narn evolved their ability to store quantities of food and water for long periods of time. This allowed them to stay in their protected but barren cave

environment out of the harsh storms and violent ecosphere for longer periods of time. It has been projected that the average male Narn would begin hunting for his family, a group no larger than six or eight, by the age of ten and would do so once approximately every six days.

It is also during this time that an adaptation normally associated with avian forms of life likely developed. Because of their cavern setting and the difficulty most Narn females would have had caring for infants while trying to hunt, the Narn evolved an ability to regurgitate food from their stomachs effectively on command. This was likely a way to carry food in a pre-digested state back for infant Narn to consume; it also allowed the Narn an intriguing method of self-defence in desperate situations.

Aside from evolving many of the biological traits the Narn are known for in current times, this period of prehistory marked the formation of the close-knit Narn family unit. Since hunting was a difficult affair and safe return was never assured, every member of a cave-dwelling Narn family had to depend on and support his or her siblings and parents. Older Narn were kept safe from harm and relied on for child care; younger Narn were taught the basics of hunting. Adults in the family shouldered all of the risk and dangers of supplying food and fighting off predators.

The life forms that shared the above- and below-ground environments of the Narn were extremely dangerous creatures. Some, like the cave-dwelling ferakt, were hunted to extinction by the Narn because of the danger they posed to infants and the elderly. The dark-skinned ferakt would creep into family caves and drag away anything they could kill swiftly, all under cover of absolute silence.

Creatures like the ferakt and the much larger spined kar'ag (a quill-backed analogue to the Terran bear) posed a great challenge to the early Narn, but they were nothing compared to the threat that finally drove the Narn out of their 'safe' caves and back out to the surface of their world. It is not entirely known what this event might have been, but geological evidence does show a drastic rise in the water table of the planet about the same time the Narn abandoned their underground homes and moved into the red light of the surface world.

Given that they would not have willingly done so for any reason other than survival, it is safe to assume that flooding was the likely force of their exodus. The fact that the entire race (aside from some isolated families that fled farther underground and become the Dur'Nara) left their caves at once is something of a mystery, since little physical evidence can be found to support the theory of a global flood. The

planetary ice caps do not show any unnatural thawing effect and the storms blanketing the globe were more of a wind/electrical variety by this stage in the planet's history.

Regardless of the reason for their flight from the caves, the Narn found themselves on the surface of their world for the first time in thousands of years. They were ill-equipped to deal with the dangers of the surface world and it is likely that many families were wiped out entirely by predators and harsh conditions before rudimentary shelters could be put together.

These first shelters were likely stacked stones in the shadows of mountains, high enough up the side of such elevations that the flood waters would not force the Narn out. A few such constructions still stand in modern times, though they are mostly derelict and unusable. They stand as the first attempt by the Narn to shape their own world, something the entire race has been proud to preserve.

It is ironic that many Narn fled to these same structures and rebuilt them as quickly as they could when the Centauri began bombing their cities from orbit. These rocky huts were so far from modern cities that the destruction of the Centauri mass drivers did not threaten them as badly. The fact that stone buildings from Narn's prehistory provided shelter to what might have been its last generation is a tribute both to the survival instincts of their people and to the enduring legacy of Narn ingenuity.

From these stone dwellings, the Narn had to contend with new issues of survival. Their world was likely a flooded mire with millions of displaced creatures all struggling for dominance. Hunting had become even more difficult than before, making it necessary for the Narn to find new ways to do so. Some of the first weapons attributed to the race can be found from this era; sharpened stone implements and animal parts altered to be used by the Narn provided the 'edge' the race needed in order to thrive in their hostile world.

After adapting enough to dominate the survivors of whatever global catastrophe drove them from their cave homes, the Narn began to range farther inland. They abandoned their permanent dwellings and had to stay on the move to keep up with the need for food and the shifts in animal migration. It is supposed that these shifts and the difficulty most Narn had in hunting enough to feed their families is what drove their evolution away from a carnivorous diet.

This took a great deal of time, though in evolutionary terms, it happened almost instantly. The Narn went

from meat eaters to largely plant consumers in a matter of generations. This was facilitated by the fact that they were likely never intended to be meat eaters and had simply been doing so because gathering plant materials had been too difficult until the world-flood wiped out many of the species that had posed such a threat to the Narn's survival. Now that they were relatively safe, the Narn could return to the kind of diet their biology preferred.

Doing so caused a massive increase both in Narn general health and their birth rate. While a nomadic lifestyle did make it difficult for the latter to occur as widely as it could have, the Narn population easily caught up with previous levels and surpassed them. Three generations after returning to an herbivore diet, the Narn had nearly quintupled their population. They were still scattered family units, but their numbers were beginning to encroach on each other.

The Gathering Time - Narn Civilization begins (Year 0 - Year 400)

Narn families continued to swell. They had finally gained the numbers and the strength of arms to dominate their world. Predators were still a threat to individuals, but they could not do enough damage to significantly impact an extended family's survival. Hand weapons were limited to spears, knives, and thrown weapons like rocks and the h'chak (a sharpened scale from the back plates of a lachak lizard). These evened the playing field where hunting was concerned, though they were mostly used in self-defence now. Slain animals were used primarily for their skins and bones. The remains were taken far from camp as an inducement to other hunting beasts to stay away from the family.

It was likely during one of these excursions or while a family was on the move from one gathered-out area to find another source of food that two families met for the first time. Given Narn temperament, there was probably hostility and possibly a skirmish, but Narn legends say that the first meeting became a peaceful one that eventually resulted in the two extended families travelling together for mutual protection.

This then became the First Tribe, but it was certainly not the last. Similar meetings occurred across the Narn Homeworld between families during their nomadic travels. While it is unlikely that every such encounter ended peacefully, the majority of them also formed binary tribes. Decades of these meetings, between individual families and with smaller tribes, created large tribal groups in what has been described as the Gathering Time.

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The Gathering Time lasted roughly 400 years and resulted in the formation of seven major tribes of Narn and dozens of smaller binary and trinary family groups. Of these, most eventually settled into one of the larger tribes or hunted out their resources and scattered again. The official end date of the Gathering Time is set at the point in which every traceable Narn lineage leads to one of the families in the seven Great Tribes. The system of numbering the years began in this time as well; Narn dates begin with the founding of the first Great Tribe and continue unbroken from there until the War of Retribution with the Centauri.

The Seven Tribes

Each of these Tribes could be considered a country or kingdom, especially as they defined themselves in terms of territory and geographic location. The Seven Great Tribes were the end of the nomadic phase of Narn development and the beginning of their existence as an agrarian people. The safety imparted by the size of each Tribe allowed the Narn to develop farming techniques and food storage methods. The Narn could, for the first time, adequately supply themselves in advance for harsh weather and times of ecological famine.

The Seven Great Tribes did have their drawbacks. Most of them were ruled by the oldest families of their formation, a situation that did not always sit well with the elders of the younger families. This caused a great deal of strife and led to more than one outbreak of violence. These uprisings were occasionally successful in changing the leadership structure of the Tribe, but they were more often put down by the much larger force of Narn loyal to their founders.

There was also the concern of disease. While the Narn families had become biologically immune to their own pathogens and illnesses, they had little to no resistance to those of others. The Tribes went through more than a century of one illness after another rampaging through their populations, killing off the infirm and weakening their numbers to the point of epidemic proportions. These were a universal problem; no Tribe was spared this harrowing experience. At one time or another, each of the Seven Tribes came close to collapse from the illness of its people.

Just as no growth comes without pain, the diseased people of the Seven Tribes became strong from their exposure to one another. By the end of the Gathering Time, the surviving Narn had developed a remarkable immunity to illness and their general constitutions were even more enduring than they had been beforehand. The Seven Tribes has been sorely tested, but the Narn people were ultimately stronger for their suffering.

The Seven Great Tribes were also a time of learning and growth in intellection directions. The basic language of the Narn refined itself over this period of history, driven by the need to communicate and question. The Narn's first shared religions took shape during the Gathering Time as family gods were communicated to others and common ground was found between them. New names emerged for community deities and older gods were set aside in preference for these widely-reaching (and thus perceptually more powerful) divinities.

By the end of the Gathering Time, the Narn Tribes were the centres of their race. Each one dominated a different part of the world and while they knew of each other through border skirmishes and the occasional trade agreement, they were very much separate entities. The Seven Tribes were the founding nations of all that would eventually be called the Narn Regime, though their dreams were just a little bit smaller in those simple times.

The Age of Unity - (Year 400 to Year 2140)

By marking the end of the Gathering Time with the last year in which any living Narn could trace his heritage to a family outside the Seven Great Tribes, the Age of Unity begins with just that- the unity of the Narn race in a greater tribal sense. It is technically erroneous to say that the Narn were a unified people at the beginning of this era, since there were some major philosophical and cultural differences between the Tribes.

In fact, the Seven Tribes could be seen as a legitimate source of rivalry and disunion between the Narn. There was a period or time in the first part of the Age of 'Unity' where the Tribes were more often at war with each other than trading or co-existing peacefully. Hundreds of small wars were fought in the first hundred years of the Age of Unity, mostly over religious differences and territorial disputes. The later were often more important, but the former were usually fought with far more vehemence. Because the names of the gods were determined within each Tribe, there was little common ground between the Tribes on the basis of religion; this made it very easy for theological arguments to escalate into wars of heresy.

In contrast, the more important concerns over having enough territory to feed and support growing populations were not given as much perceptual importance by the Narn people. They needed to survive—that was a given- but their gods were seen as more important and the fact that other Tribes did not respect their deities by the names they had given to them was an affront that could not be tolerated.

Blood was more often spilled over this than over the need to eat.

The Birth of the Seven Made One

Finally, the elders of each of the Seven Great Tribes, began to see their numbers falling to these religious crusades. Many of them had been the ones to name their gods in the first place, allowing them the unique perspective of seeing that the arguments over whether the supreme deity of the Narn was D'bok or Kel'tora was nothing more than a matter of semantics. Something had to be done or everything they had struggled to build together would be swept away faster than thrown grains in a summer storm.

They met together in a secret place that later became the founding site for a monument to the Old Gods. Their agenda was simple- stop the fighting by coming up with a unified pantheon of deities from each of the Tribes. This was not a simple matter, given that each of them had their own pride and religious ideals to consider. Eventually, and with more than a little hostility between them, they chose a single deity from each tribe to represent a specific divine aspect. This became the Na'Voras-kesh, the Seven Made One.

Returning to their tribes, each of these supreme elders told their people the same incredible tale of receiving a vision from Chon'Var, the realm of the gods. In that revelation, they were made to see the true forms of the many gods and how each one had many aspects. They shared the seven faces of the gods with their tribesfolk and explained how the Na'Voras-kesh resided in all Narn across any ideological or territorial line.

The elders expected some resistance to this idea. They knew that it was a radical suggestion that few Narn would be able to accept immediately at face value. There would be a period of adjustment and the wars might continue for a time before the idea settled in, but they believed that with their support and the faith of their individual people, the shape of Narn religion could be changed and the fighting would subside.

The elders of the Seven Tribes were not prepared for the reaction they received. Almost overnight, the Narn completely changed their religious views. The Narn people had also grown tired of the wars and subconsciously were seeking a way out of their own theological dead-ends. The Na'Voras'kesh was the perfect answer to their dilemma. There were only seven true gods, but every god they worshipped was a valid aspect of one of them. This

made everyone right and every viewpoint valid in its own way. Instead of dividing the Narn race, religion became a powerful, galvanizing force.

True Unity

What happened after this was an even greater shock to the seven tribal elders. The Seven Great Tribes stopped fighting over territory and trade resumed in much greater numbers than before. The Seven Tribes were no longer divided on the issue of religion. This made cooperation much easier between Narn of different tribes.

Communal farms began appearing in the areas between Tribal boundaries. The first few intertribal marriages began on these sites with families moving to support the farms and provide its harvest to both halves of the sponsoring Tribes. Trade roads were cleared through joint projects between territories and commerce began to replace the intermittent barter that had taken place before. All Seven Tribes flourished under this new peace and their numbers once again turned around and swelled past their previous thresholds.

Eventually, the inevitable occurred. Enough intermarriage had built up the communal farms to the point of having territories that linked two or more tribes physically as well as racially. These border lines blurred and were erased by group consensus over several decades until by the Year 800, there was no true dividing line between the Seven Great Tribes. After a generation of this co-existence, the current elders of the Tribes made the only decision they could. They joined their rule into a true council and agreed to unite the Tribes officially.

This created the Narn nation as a single entity, brought together by blood, religion and the wisdom of its ruling class. These elder Narn became the first Kur'Tar, or Council of the Wise. Membership in the Kur'Tar was a hereditary right of the founding families and under their guidance, the Narn flourished and prospered for more than a millennia. Many of the old lessons of violence and strife were forgotten in this era of peace, but some few kept the martial traditions alive under the realm of memory and lore. Weapon training became a matter of religious rite and academic curiosity.

Peace and Stagnation

The Narn flourished physically, but their development as a race all but halted under this new golden era. With all of their cultural differences set aside and the shelter and agriculture needed to withstand the worst their environment could throw at them, the Narn had no reason

to become more than they were. Evolution continued to refine the more bestial of their heritage, but beyond breeding out most of their savagery, the Narn remained the way they were.

This situation was only made worse by the forces of stagnation that descended on the Narn people next-overabundance of food, a sharp decline in predators and no constant racial enmity. With peace, no need to worry about sustenance, and nothing to fight, the feral spirit of the Narn began to dwindle. The worse representatives of their race in this respect were considered unattractive and received few chances to mate; this limited their more feral biology from continuing in the genetic heritage of the Narn race.

The Age of Unity had brought prosperity to the Narn at the cost of their previous racial strengths. Had this been allowed to continue, it is likely Narn evolution would have slowed to match the pace of other less-atavistic species. The Narn have always been a people spurred by their environment and their surroundings to become more than what they were before. In the wake of racial harmony and union with their environment, the Narn no longer had a need to develop further.

The First Sign of Change

It was near the end of the Age of Unity that the harbinger of the race's next great challenge appeared. Telepathic powers began to manifest in the Narn. At first, these powers were frightening to the Narn, but their deep religious beliefs allowed them to accept the change in their species as a gift of the heavens. This short-cut the typical rejection of most races to their ascendant telepathic members. The trappings of peace were heavy enough that the Narn did not immediately respond with violence.

Instead, they elevated their telepathic relatives to the position of religious luminaries. This sat well with the telepaths, as they also assumed their powers were divine in origin. With the power to see into other Narn's minds, they saw themselves as natural leaders and healers of their people. Many Narn telepaths began to seek positions in their government, while others learned the healing arts and used them in conjunction with their telepathy to become remarkable physicians.

The Narn accepted both of these choices as the due of those touched by the gods. The current Kur'Tar posed surprisingly little resistance to the intrusion of telepaths, though they did insist on remaining on as advisors and mentors. While the telepaths were powerful and 'blessed', they knew very little about administration and leadership.

This combination of wise elder and young telepath worked remarkably well for the first generation of the new Kur'Tar, but the non-empowered elders fell away from the government role as more telepaths with a lifetime of training in the political arts stepped in over time. Within a century, the Kur'Tar had been completely replaced with telepaths. The ruling class of the Narn was entirely telepathic now; those few telepaths among them that did not wish a role in government were firmly entrenched as healers and civic dignitaries.

Telepaths began to codify the basic language of the religious community and, as its self appointed spokesmen for the gods, enhanced it with additional forms and usage. This gave rise to Narn literacy and while it took them some time to share the language outside the sanctity of religion, they eventually provided written communication to their people as a whole. The ability to record their thoughts and works in a way others could share brought the Narn race together even closer than they were before.

The Impact of Literacy

This also spurred a form of change in the Narn. Suddenly, it was possible to learn more and communicate those findings with other members of their race. Education, traditionally the responsibility of individual families to handle as they saw fit, became more of a community experience with Narn seeking knowledge in anything they could imagine. This time period is credited with the greatest leap forward in Narn mental development in their history.

While most races have a rapid period of discovery and learning, these are usually based on smaller leaps in education reaching a cultural critical mass. In the case of the Narn, the firestorm of literacy and education took the Narn from a mostly ignorant people happily living as an agrarian, uninformed populace to a culture of seekers questioning everything about their existence. The fact that this change in their society did not come with a commensurate decline in civic responsibility and necessary labour is a testament to how dedicated the Narn had become to their race's prosperity and well-being.

End of an Age

The fall of the Age of Unity did not come as a result of this explosion of inquisitiveness or the sudden education of the Narn people. It took an outside force to break the peace the Narn had forged within themselves. Modern historians have projected that left undisturbed, the Age of Unity might never have ended and that the Narn could have accomplished a racial harmony on par with or beyond that of the Minbari or the Abbai.

Unfortunately, this was not to be. The Narn were about to encounter a life form not born of their world. Approaching these newcomers with the same innocence and curiosity that spawn hundreds of years of peace, the Narn would quickly learn one of the most painful and basic lessons the universe can teach to any race.

The Purge of Darkness and the Shattered Age (Year 2141 to 2200)

'And the spirit of darkness moved upon the land. It screamed in the dreams of the mind walkers and they fell, destroyed by it, to children, and their children's children. Then did the darkness come to Narn, until it was driven out by G'Quan and the last of the surviving mind walkers.'

In 2141 by the reckoning of their own calendar, the Narn discovered visitors on their world. The Shadows had come to the Narn Homeworld many years before and scouted out a location for a base far from the semi-sentient (by their standards) race that lived there. When the Narn first saw the Shadows, they were constructing that base and using it to monitor events happening elsewhere in the galaxy. Hiding as they often did on the worlds of others, the Shadows were engaged in a dark war with others and had no interest in the Narn at all.

Unfortunately, when the Narn chose to make contact with the Shadows, they did so with a religious delegation comprised mostly of telepaths. The Shadows assumed the sudden telepathic contact to be an attack staged by minions of their ancient enemy and counterattacked with instantly lethal force. The entire delegation was slain to a man and the Shadows were suddenly very much interested in the Narn race thereafter.

This interest was a horrible thing and it spelled doom for the telepaths of the Narn. Shadows and their minions moved from village to village, hidden by their abilities and technology as they walked among the unsuspecting Narn. They rooted out every telepath they could find and killed them as far back as they could trace their lineage. The Shadows could not suffer any telepath to live and they worked a terrible purge on the Narn population, killing almost every Narn with any measurable ability and every member of his family.

Because telepaths had been given such acceptance, this meant that a considerable part of the Narn population had some traceable connection to one in their heritage. The deadly scouring of the Shadows destroyed entire villages in some cases and left many cities with dead piled like stacks

of firewood. For weeks, murder at the hands of invisible wrath haunted the waking hours of the Narn people and dark dreams shook them in their sleep as the Shadows searched for telepaths everywhere.

By the time the Narn people rallied to fight back against this fearsome, unseen foe, there were fewer than a hundred telepaths left on the entire planet. The Narn government was shattered and the world had lost more than a quarter of its population. The devastation was impossible to imagine for most; the Narn knew only one thing. Something on their world was killing them and it would not stop until they were all dead. Faced with fight or die, the Narn chose to fight.

The Crusades of G'Quan

The Narn had a number of advantages in their seemingly impossible battle against a foe they could not see. The first was the reason for the Purge of Darkness in the first place- their telepaths. The Narn telepaths could use their abilities to find the Shadows and their allies. The second advantage was the Shadow's desire to remain hidden from their enemies elsewhere in the galaxy. Because of this, the Shadows could not use their true power against the Narn or their planet.

The other major advantage was that the Shadows did not know that a Narn still lived that knew the location of their base- G'Lan. Though he was too old to effectively lead an attack against the Shadows by himself, his much younger and more tactically wise protégé G'Quan was more than capable of doing so. Using the weapons stored in their temples and riding beasts more comfortable as plow animals than cavalry mounts, G'Quan led the first of many charges against the Shadow forces.

These initial battles went well for the Narn. The Shadows could not have foreseen a lesser race with sticks and rocks choosing the suicidal path of attacking them. They did not count on being revealed by Narn telepathy and they had not taken into account that their allied races were far less invulnerable than they and carried technology that could be turned against them. Skirmish after skirmish went against the Shadows, with the stunned ancient menace falling back against the surprisingly effective Narn advance. They were stunned more than they were injured, but they made the cardinal mistake of leaving their fallen minions on the field of battle.

G'Lan and the surviving Narn telepaths scoured the battlefield behind G'Quan and gathered up the tools of the slain. Many were so far beyond their kenning that they were discarded as useless or too dangerous to investigate. Others

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were analyzed as quickly as possible and sent forward into the hands of G'Quan and his warriors. While the religious acolyte had begun the Crusades as an untried leader and fighter, he quickly became a battle-hardened commander with a powerful force of will.

Armed with far more potent weapons they barely understood, G'Quan's forces pressed the attack into the scoured villages the Shadows had left in their wake. Rather than lead the Narn back to their home base, the Shadows chose to sacrifice one of their own and hundreds of their followers in a 'final battle' that would convince the Narn that they had been defeated. The Shadows had already decided that Narn was too contentious a world to remain on, but they also knew that if the race was allowed to believe the Shadows still existed, they would be a problem in the future.

This plan was flawless from the Shadow's end of things, but they did not know that the Narn already knew where their main base of operations was located. When the time came for the final battle, the Narn were not deceived by the outcome. Though a large part of their force was decimated by the massed army of aliens led by a Shadow on its front line, G'Quan's Crusade was not deterred in the slightest by the loss.

The Shadows expected the sight of one of their own dead and so many slain enemies to make the Narn believe their main base had been compromised and the invasion defeated. This would then lead the Narns to disband and give the Shadows time to pull out of their base and depart the world quietly. Knowing better, G'Quan rallied his troops, rearmed with weapons from the fallen, and took

for himself a suit of armour cut from the chitin of the slain Shadow. Armed, armoured, and more determined than ever to destroy the killers of his people, G'Quan led his battered but defiant soldiers in a Last Crusade against the hidden fortress of the Shadows.

G'Quan's Last Battle

The Shadows were surprised to learn that a sizable force of Narn were moving directly for their 'secret' position. Unprepared for being found so quickly, the Shadows gathered every last minion they had for a holding action while they personally vacated the planet. Delayed because of their desire to leave no evidence of their existence here for the Vorlons to find, the Shadows had not entirely abandoned Narn by the time G'Quan arrived.

The battle that took place then is a legend most Narn do not even believe any longer. Epic in scope, hundreds of Narns armed with scavenged weapons they only barely knew how to operate held off thousands of well-equipped technologically superior foes. The balancing factor for the battle was the corps of mindwalkers, the last telepaths of the Narn race, that fought beside G'Quan and guided his every tactical decision. The technological advancements of the Shadow forces were of little use against a skilled Narn commander with precognition and clairvoyance on his side.

The Last Crusade took more than a day of constant fighting to resolve and ended with the utter defeat of the Shadow's minions at the bloody and exhausted hands of G'Quan's troops. Unwilling to accept defeat from a race of savages, the few survivors of the Shadows' minions turned a terrible weapon of mass destruction on themselves- a collection of fusion cores rigged into one massive bomb.

The blast of atomic fire ripped the Shadow base apart and killed every living creature within twenty kilometres of the battle site.

G'Quan's army was destroyed and the remaining telepaths died in an instant. G'Quan himself only survived because he had been told by his telepathic advisors that he would be needed to hold off a rear assault that never came. He



and his command forces were far enough away from the explosion to survive, though the flash of light forever hindered his sight thereafter. Half blind and grieving for the loss of so many friends and comrades, G'Quan rode home with his hollow victory to the adulation and gratitude of his people.

A Second Sundering

While the Narn were briefly united in their rejoicing over the defeat of the darkness, the sentiment did not last long. Their ruling class completely devastated, the Narn were without leaders and left with more questions than they had answered. Where had the enemies come from? What were the strange things they carried and what magic empowered them? Had the gods abandoned them in their darkest hour? Why had the Purge been allowed to happen?

What followed was a lawless time that lasted more than two decades. In this time, many of the advances of the Narn nation were torn asunder. Families separated again along lines of blood and many cities were abandoned for isolated living in remote villages. Learning was left behind and a great deal of the lore collected during the previous age was lost or destroyed by a bitter, angry people looking for answers and settling for pointing blame at their apparently heartless gods. If the chosen of the divine could not keep so much death from befalling the Narn, the gods themselves must be at fault.

Perhaps even more tragically, the many devices and technologies found by the Narn during the Crusades of G'Quan were for the most part destroyed in a frenzy of anger and rage against anything that reminded the Narn of the Shadows or their invaders. Much of what was learned in that time was lost in this one; the Narn wanted only to forget and in that, they got their wish. The Narn forgot the Shadows, their minions and the lessons of the Age of Unity.

What had started to occur when the Seven Great Tribes had warred over the existence of the gods was now nearly completed by the race completely abandoning their faith. Instead of belief bringing the Narn people to the brink of extinction, it was their bitterness at having that faith shaken that took them within a single generation of destroying themselves.

Visitation and Revelation - Narn Reconstruction (Year 2201 to 2330)

In the midst of their racial madness, a few Narn could see the end coming for them and sought to overcome it. Most were high up in the religious orders and had been the advisors or assistants of the now dead telepaths. Of these, two came to the forefront of the sundered age- G'Lan and G'Quan. Wise beyond their years and far-sighted enough to know that the Narn would tear themselves apart if not given some semblance of order to cling to, they struggled along with like-minded contemporaries to seek out that that order could be.

It helped these visionaries that they were still well respected in their communities and around them, the concept of a community still existed. G'Lan and G'Quan were the two constants in the Narn's now broken world-view. When they moved, many of the surviving Narn moved with them. Where they went, they could expect the other Narn to follow. Better still, what they said, they could be certain other Narn would hear.

The only thing left was to determine what to say. They had both seen the end of one order and the approach of anarchy. They knew they had only a short time before their people fell away from what stability they could provide and slipped back into a scattered tribal state or worse. They could see the signs clearly enough to know that their people were in the grip of an impotent, pointless rage. Sooner or later, it would writhe in their hearts until it found a target and then there would be blood. G'Lan and G'Quan knew that if their people were to be saved, they would have to find a way to do it before the world came crashing down around them.

Legends say that the answer came to G'Lan during one of his famous long journeys. Eschewing his usual bodyguard and seeking the distant places of the world again for the first time after discovering the Shadows and unwittingly ushering in the Purge, G'Lan travelled alone in search of answers. What he found was recorded in the Scrolls of G'Lan, a text he never expected anyone else to read.

'And in the most desolate place on my world, I came upon a creature of such beauty and grace that my fear vanished and my pain disappeared. No longer could I feel the weight of my body or the ache in my heart. In the light of this perfect being, no shadow could exist. I was unafraid. The creature bid me to come closer and I did so, though I do not remember walking or how far I travelled.

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To write of it now, there is so much that I cannot recall. I think that my mind, unable to know the truth of the universe, has kept only that which is important and discarded the rest like the husk of a talfa nut. I remember only that the voice of this ageless being was a balm upon my soul. It asked me of my cares and woes and I shared them freely. It did not occur to me not to – so precious was its company to me and so complete was my acceptance of its wonder.

The being of light had not come to ease my burdens, yet it did so with as little effort as I might lift a small child to its feet or carry him upon my back. When the luminous one left me, never to return, I knew only sorrow in its passing and great joy because I had been given the future of my people as a gift. I knew what had to be done and though others may think the wisdom from my lips, I know the truth. We who turned from the gods have been saved by them once again.

As foretold by the messenger of light, others will someday call me Prophet. I know the truth. I am but a child, carried on the back of the divine.'

The Era of Reconstruction

G'Lan returned from his journey with a plan to reunite the Narn. Sharing it with G'Quan, the two of them set about gathering supporters in every splintered tribe and family across their world. The effort took years, but the Narn people's fury of their lost faith turned quickly into pride at the thought of recovering their past glory. Hatred and rage have always been short-lived for the Narn; it had run its course and left an exhausted people eager to regain what their anger had destroyed.

Acting as the midwives to this new age, G'Lan and G'Quan guided their race to come back into their abandoned homes and begin the long process of rebuilding their lives. This was not easy at first. So much had been lost. Decades were spent getting back to self-sufficiency and many innovations and techniques of the previous age were simply gone. The Narn pressed on, inspired by their new leaders, recovered what they could and reinvented the rest. Burned farms were plowed under and replanted. Herds of livestock were gathered together again and put back to work.

It was a time of construction and renewal both for the Narn people and the Narn soul. In preference to their old gods, the Narn psyche chose to personify the lost religions in the body of G'Lan (and later G'Quan, though history is uncertain on the matter of who was canonized first) as Prophets. This concept of semi-divinity was vociferously denied by G'Lan during his life, but this did not dissuade the Narn people from raising shrines in his image and

codifying his diaries (stolen by well meaning adherents from his chambers) as holy writ.

Narn reconstruction as an era technically ended with the founding of the new Narn capital city and the restoration of every scattered tribe back into a single Narn nation once more. The establishment of the Nine Circles of Narn society begins at this point and rulership by religious luminaries and the aid of a council of elders from all over the main Narn continent becomes the accepted executive authority for the entire race.

The Second Age of Peace (Year 2231 to 2810)

It is generally accepted that the period of time 50 years after the passing of G'Quan marks the last half century of Reconstruction and ushers in the second truly peaceful age of Narn history. This era was one of calm reflection on the past, focused efforts to build a better world and the kind of racial cooperation only a people that have been tried and tempered can accomplish. Lessons of the past were incorporated into the education of all Narn, ensuring that while many aspects of their heritage might have been lost, some things would never be forgotten.

Unlike the Age of Unity, this did not become a period of stagnation. The Narn had been too bloodied and languished too long as a broken people to ever become truly complacent again. Weapon skills were still taught to the young in the hope that they would never have to be used. Trust, once broken, was a difficult wound to heal but the Narn overcame their paranoia and fear as centuries of prosperity and growth passed uneventfully.

Though the Narn had been exposed to extremely complex forms of technology, they had retained so little of it and understood nothing of its basic principles. While the relics of the Purge were curiosities to be certain, they were not considered important enough for the Narn to spend a great deal of time trying to learn. They were archived in religious vaults and all but forgotten about. The Narn were not a grasping people at this point in their history; they had all they could want and felt no need to try and obtain more.

The Founding of Veroth

The capital city of the Narn nation grew in size over large areas, encompassing farms and ancestral homes until it was its present size of nearly 70 kilometres from one side to the other. This massive expanse of construction became a point of pride for the Narn and much of the planter's population moved into its many buildings and made their living in the hundreds of sheltered fields it enclosed. Built

of solid stone and made to withstand the fiercest of their world's windstorms, Veroth means 'unyielding' in the Narn tongue.

Veroth became the centre of the Narn nation, but other cities did grow in the many fertile places of the main Narn continent. Few settlements were founded elsewhere on the planet, but at least a dozen smaller cities came into being during the Second Age of Peace. These colonies were usually established to take advantage of some geological or natural benefit that could not be transported back to Veroth. For example, the coastal city of Tel'eth was founded in the shelter of a curved cliff face and harvests a very nutritious form of kelp that only grows in the unique mineral balance of its small, coral-lined cove.

Fading Fear

It is also during this era that, towards its end, the Narn people began to consider their past more a matter of religious legend than historical fact. While their leaders were usually privy to the original documents recording the Purge and the reflections of the Prophets, other Narn became so content with the way of their world that the idea of such horrible violence was hard to reconcile with their current prosperity. While few Narn actively denied their history lessons, most considered the event apocryphal or at least exaggerated.

Sadly, this fading from racial memory of the events of the Purge of Darkness and the Crusades of G'Quan left the Narn open to exploitation because their natural paranoia also disappeared. The Narn were by nature both feral and peaceful. By the end of the Second Age of Peace, the Narn had shifted strongly towards the later. Their ability to believe that a dire threat could come from outer space and overwhelm them was all but gone.

The Darkest Hour – Coming of the Centauri (Year 2811 to 2907)

Narn trust in a fair and just universe had returned and held sway for hundreds of years by the time the next alien race came to their world. Unlike the Shadows, the Centauri did not arrive by stealth. A group of landing craft touched down

in an open field in the middle of the southern half of the Narn Homeworld's main continent.

The Narn of Veroth and many other cities saw the plumes of fire in the sky that marked the entry of those vessels into the atmosphere. Curious about meteors that had somehow changed direction in mid fall, Narn from several different settlements rode to the landing sight and caught their first glimpse of their world's new guests. The Centauri emerged from their spaceships and were greeted by a few dozen unarmed Narn with their hands extended in tentative friendship.

The Narn left that clearing with their hands bound in unquestioned captivity. The Centauri had not come to negotiate or explore; events in the Centauri Republic were driving them to seek resources and territory as quickly as possible. The Centauri could easily have come to a treaty with the Narn if they had been so inclined, but the Republic was not in the habit of making alliances, especially with 'savages'. They did with the Narn what they had done with many other small, non-space faring races; they enslaved them and began voraciously mining their world for its riches.

The Narn were pressed into work gangs and driven from their homes across the face of their world into camps overseen by some of the most brutal Centauri in the Republic. Other wars had depleted the coffers of the Republic to the point where replenishment by any means necessary was the order of the day. This drove the Centauri to heap abuse upon the Narn in an effort to take what their world had to offer as quickly as possible.



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This was accomplished by working the Narn to death and strip mining vast sections of the planet. The Narn withstood the punishment better than their world; the planet's ecosystem was permanently wrecked for hundreds of kilometres around each of the mining sites and reeled as the Centauri went on 'hunting holidays' in the verdant forests and on its teeming lakes and oceans. The waste of the Centauri's industrial machines poisoned the world's waters and air. Lumber was used to fuel the factories and the earth was rent asunder in search of ever-increasing demands from the Imperial Court of the Centauri Republic light years away.

Whenever the Narn people wavered under the crushing workload or showed any sign of rebelling against their slave drivers, the least effective slaves were brutally executed and other punishments were visited upon them by cruelly creative overlords. By the end of the seventieth year of slavery, most elderly Narn had been worked to death and two generations had grown up in captivity.

The Rise of the Kha'Ri

History

While this usually means the breaking of a people's will, such conditions only made the Narn more defiant. The lessons of G'Lan and G'Quan sustained the Narn through the worst of the Centauri abuses. While they died by the hundreds, the Narn people's spirit never wavered. They made the Centauri pay dearly for every pound of ore or gallon of water they stole from their world.

The Centauri finally crossed the line when the planetary governor appointed by the Imperial Court decided to 'break' the Narn by an act of extreme atrocity. Gathering the entire population of a work camp together in the bottom of a strip mine that had played itself out, he brought in recording equipment and made sure that every Narn slave watched as he fired on the mine from orbit with his Vorchan's plasma accelerators. Fire from the sky roasted over 10,000 Narn men, women and children on that terrible night.

This massacre, the Burning of Ka'dar Rift, is credited as the single act of brutality that sparked the creation of the Kha'Ri. Unable to endure any more of the unreasoning barbarism of their captors, the Narn decided as a people that the Centauri had to leave their world, even if it took every Narn's life to accomplish the task. No words were spoken, no messages exchanged. The Centauri had pushed the Narn too far and they no longer cared whether they lived or died. All that mattered was that the Centauri died first.

To this end, no means was too extreme; no resource could go unspent. The Centauri had been consistently shipping trouble-makers to nearby worlds they were also 'harvesting'; this spread the Narn to other planets and gave them a network in all of the Centauri bases of power in their quadrant of space. Because slave camps had to be in contact with each other for purposes of command and control, the Narn began to use these same transmission points to coordinate their efforts.

The Narn were furious; many of them wanted nothing more than to rush the nearest Centauri and strangle him to death. Wiser heads among the slaves prevailed. These natural leaders, many of whom had been devoted adherents of the Prophets, became the Kha'Ri- the organisers of what would become the greatest episode of rebellion and insurgency in the history of the Centauri Republic. Stationed on five different worlds, the Kha'Ri used stolen time on Centauri communication channels to outline their plan of attack to the other Narn.

The Ways of the Enemy

The Kha'Ri knew from the lessons of history that an unknown enemy can only be defeated through the use of his own tools against him. This had proven true with G'Quan and it looked to hold true now. Before the Narn could destroy their oppressors, they had to learn the Centauri's strengths and more importantly, their weaknesses. For a time, the Kha'Ri preached patience and their people heard them. The Narn slave corps calmed down, making the Centauri believe their 'demonstration' in the Ka'Dar mine had been effective.

For more than ten years, the Narn played as if they were broken and defeated. All the while, they turned their efforts inward. They began training themselves to fight by watching the Centauri beat down their brethren. It was difficult going; more than one Narn was shot and killed when his temper got the better of him. Though many died and many more were abused horribly, the Narn swallowed their rage and learned the dark craft of their oppressors.

The Narn learned other things as well. Once they had been given the opportunity to study technology and turned their backs on it. Now, they took in every piece of technical knowledge they could scavenge from their captors. When a powered piece of equipment came into their possession. They took it apart and studied its design. When they were given tools that could become weapons, they converted them quickly and hid the results of their labour. To the Centauri's perceptions, the Narn had become calmer but far less efficient slaves.

Nothing could have been farther from the truth. The Narn were getting smarter with each passing year. Farmers with no greater aspirations than a bumper crop of wheat became demolitionists of the first order. Tailors and teachers become commandos, training in the dark and preparing for the fateful signal from the Kha'Ri that would finally let the bloodletting begin.

The Night of Bleeding Stars

The call to arms finally came 82 years to the day of the Centauri's landing on the Narn Homeworld. Across their planet and on several others, Narn work crews turned on their guards and overpowered them with weapons that seemed to appear from nowhere and with a will that the Centauri had long thought crushed. On that one night, thousands of Centauri bled their last into the streets and stones of a hundred work camps and labour sites. The Narn rebellion had begun with a baptism of five planets in the blood of their enslavers.

The ramifications of that night and the many to follow it were acutely felt in the Centauri Republic's Imperial Court. Learning that the largest part of their command staff in that quadrant of space was either dead or tied up in a war against a bunch of 'primitives armed with sticks', the Emperor ordered the use of full military force. The retaliation had to be swift and unquestionable, to quote the order. This was carried out by a contingent of the Purple Fleet; planetary bombardment and Centauri special forces accounted for nearly a million Narn deaths in retribution for the Night of Bleeding Stars. The Narn had to learn their place.

They did not. Instead, each act by the Centauri spurred a greater act of violence by the Narn. Now 'in the open' so to speak, the Kha'Ri started commanding the other Narn directly with captured equipment. Narns learned quickly to operate Centauri vehicles and weapons. What had begun as primitives with sticks became two races equally matched in arms.

The End of Occupation

What the Narn lacked in discipline and training they more than made up for in zeal and determination. The Centauri simply could not keep sending enough troops to overcome the home advantage of the Narn, even on the worlds that the Centauri had settled and brought the Narn to work. The loss of one squad of soldiers after another simply meant that when the Republic sent the next team, they would have to deal with rebels they helped equip.

The Centauri kept fighting for their claim on the Narn Homeworld and its surrounding systems because they could ill-afford to lose any more territory in the Republic. They were already falling back in the face of several League worlds and their assets were rapidly diminishing at home. The resources the Centauri needed so desperately from Narn were no longer flowing, but cutting their losses and leaving the area entirely was a gamble the Imperial Court did not wish to make. Counterattacks against the rebel Narns were ordered; each one was more brutal and vicious than the last.

This only fuelled the fires in the hearts of the Narn. Knowing that the Centauri would not fight so hard if they could afford to retreat, the Kha'Ri saw that their struggle was hurting the entire race, not just the Centauri they were killing with guns and knives. This sense of greater vengeance began to drive the Kha'Ri's every action. Soon, they were purposefully staging attacks of attrition just to make the war effort a little more costly to the Centauri with each loss.

Though the Kha'Ri had hoped to cripple the Centauri back in Republic space with the expense of their rebellion, they accomplished something better in the short term. The Narn had finally managed to make fighting them too costly. Knowing that the lost slaves and ruined production facilities would take too much to recoup even if the rebels were crushed, the Emperor finally had to admit defeat and pull his forces out. Weeks after telling the Centauri Fleet to dig in and set up permanent facilities, the Imperial Court commanded an immediate withdrawal.

As eager to leave as the Narn were for them to get out, the Centauri fled as soon as they got the order. This caused the armada stationed in Narn space to abandon everything they could not immediately get loaded in their transports. The lost equipment and derelict ships were not considered important enough to lose any more lives over retrieving. The Centauri made the fatal mistake of underestimating the Narn again. This would cost them, though it would be some time before Centauri Prime would know the full price of their arrogance.

Grasping the Heavens - The Narn Space Age (Year 2908 to 2957)

The Narn were an agrarian people when the Centauri came to them and slapped them in chains. When the Centauri left Narn space, their legacy was one of death and destruction. From the tyranny of the Centauri, the triumphant Kha'Ri took two lessons. One was that no

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matter how terrible the oppression, the Narn spirit was indomitable. This pride kept the Narn alive when any other race might have faltered or broken.

The other lesson was nothing so noble. The Kha'Ri saw that force of arms can empower a race to accomplish anything it might wish- even take it into the stars. Knowing that space travel was possible now, the Kha'Ri took immediate steps to link the many worlds they found themselves on together for transport and communication. The Kha'Ri, most of whom had never met in the flesh, united for the first time on the Narn Homeworld to the cheers of their triumphant people. Like G'Quan of old, the Kha'Ri had slain the darkness and sent it fleeing from their world.

History

Unlike G'Quan, the Kha'Ri were not content to leave matters there. This darkness had proven that it could cross the stars at any moment and might come back to terrorize them again. The Narn were not about to let that happen. Since the Kha'Ri had led them in time of rebellion, they were the logical choice to lead them now in time of victory. Promising to keep their people safe, the Kha'Ri assumed the authority offered to them and became the new government of the Narn race.

Birth of the Regime

Gone were the days in which peace would be the norm for Narn citizens. The Centauri had ensured that their legacy would endure long after the shadows of their warships darkened the Narn sky. In this new age, many personal freedoms had to be given up in favour of security and a well-maintained military force. The Narn had never needed a military; now they needed a powerful one to contend with the mere possibility of the Centauri returning to threaten their fragile freedom.

To this end, mandatory training was required of every able bodied citizen and steps were taken to ensure that equipment issues were addressed. There were many spoils from the war after all, and though most of the ships and vehicles did not work, there were enough parts to cannibalize and bring some of these dead assets back to life. The Narn had learned well in their captivity. It did not take them long to learn this new technology well enough to use it effectively.

Before long, the Narn were travelling regularly between the scattered planets they had been taken to as slaves. These became the first colony worlds of the Narn. Because each one had to have a garrison of troops to defend it from the Centauri, they united these worlds

under their exclusive rule and formed a interplanetary empire based on those four worlds and their own Homeworld. None of the other Narn blocked this manoeuvre. The Kha'Ri had proven themselves capable and an empire of their people was an attractive thing to behold after so many years of oppression and poverty.

This five world collective and the massive military it took to keep it all safe became the Narn Regime. With the Kha'Ri, who renamed themselves the First Narn and expanded their group to include many other levels of executive authority, at the helm of this new territory, the Narn took their first steps out into an unknown galaxy.

First Encounters

The Kha'Ri had made contacts with a few other alien races while trying to develop resources to overthrow the Centauri. These were mostly slaves from those races with connections to their worlds and a desire to see the Centauri punished as well. The first few space flights outside the sphere of Narn control was to these planets. After brief negotiations, these few planets were brought into the Regime under the promise of 'shelter' from the Centauri.

Some of these worlds were less than pleased at the thought of joining one empire so soon after being freed from the last, but the unspoken power of the Narn and their martial ability (mostly untested in space, but these smaller races had no way to know this) kept their objections in check. Through intimidation more than by diplomacy, these allies were added to the growing territory of the Regime and their own technical innovations added to the stolen knowledge of the Centauri. In this way, the Narn received several major scientific advantages within years of beginning their space program.

The next few worlds visited by the Narn were not as friendly and not as impressed with their achievements. The Descari and the Gaim had colony worlds near Narn space and were not at all interested in either negotiations or the veiled threats of the Narn in regards to becoming part of their expansion plans. The Narn, flush with their victory over the Centauri and their easy conquest of several smaller races, decided to solve this lack of cooperation through force. In response to demands that the Narn leave their areas of space, the Narn attacked without warning.

They were soundly defeated just as quickly. The Gaim disabled several of their vessels and left them so completely unable to fight back that the Narn could do little more than retreat. The Descari were less gentle; none of the ships that entered their sector of space returned intact and less than half of them returned at all. The Narn had fought their first two engagements as a major galactic power and lost them both.

Narn Expansion

This embarrassment made the Narn reconsider their tactics. With little experience in space, the Kha'Ri accepted their defeats as the just due of their acting too hastily. They learned from their mistakes and decided to probe the galaxy in other directions. The discovery of valuable resources in nearby, unoccupied or non-sentient systems allowed the Narn to add vital worlds to the Regime with no need for bloodshed or violence.

Narn expansion efforts were greatly aided by their development of ships capable of constructing jump gates. This allowed the Narn to link their systems together without needing to rely on the few capital class ships they possessed with jump point generators. Moving resources back and forth with smaller, more efficient ships allowed the Regime to step up production of specialized vessels, improve their material stockpiles, and take some of the strain of industry off their already taxed inner worlds. The Centauri had left little behind in regards to natural resources; jump gates allowed the Narn to bring what they could find to their production facilities for processing.

In this period of growth, the Regime came into contact with several other civilizations. Learning from their failures with the Descari and the Gaim, they chose diplomacy as an alternative to immediate conquest. The Narn were also concerned that the Centauri would eventually react to their increasing presence in the galaxy; this kept the Narn more controlled and cautious than they might otherwise have been. As the lack of Centauri response continued, the Narn became bolder- a mistake that would cost them dearly in the long run.

During these peaceful contacts, the Narn discovered that they had something of great value to other races in the galaxy; a stockpile of arms and equipment left over by the Centauri. While much of it was in use by the Regime's own troops and ships, there were thousands of

items that had never been used, had been bettered by later advancements, or were simply stockpiled until a purpose for them could be found. The Narn found that purpose in arms trading.

This could not have come at a better time for the Regime. Their overextension and several small skirmishes with the Centauri along their hostile border with Narn space had left the Kha'Ri with a skyrocketing debt and little way to maintain their growing empire. Sales of arms and technical items to smaller races became the fiscal windfall the Narn Regime needed to keep functioning. Trade ships were constructed and interstellar trade began fuelling the Narn expansion effort.

First Contact with Earth

The Narn's initial contact with humans and the Earth Alliance did not go well. The Narn expanded their borders out to the Epsilon Indi system. Unfortunately, Earth had just been exploring that sector as well and when the Narn arrived, Earth ships were already in orbit around its major worlds. The designs of the Earth ships looked primitive enough and they were apparently a newly space going race. With the Regime in need of rich systems, the War Leader of the expedition decided to attack.

The engagement was a long and brutal one, but the Narn were on the losing end of it. What the Earth vessels lacked in sophistication, they made up for endurance and skilled tactics. Outmanoeuvred and outfought, the Narn pulled back and regrouped. Several smaller battles later, the seriously diminished Narn fleet withdrew from the system completely.

In later negotiations, the Narn regime foreswore all rights to the Epsilon Indi system and ceded authority over that area of space to the Earth government for as long as they chose to hold it. These negotiations were very much a matter of academic decree – the Narn had proven incapable of taking the system without a massive cost in ships and lives – but the gesture was accepted by Earth and formal talks opened between the two species. In retrospect, this would benefit the Narn far more than the meagre resources of Epsilon Indi could ever have done.

Dealings With The League of Non-Aligned Worlds

The Narn came into contact with the League several times during their decades of expansion. Their scuffle with the Gaim had been effectively forgotten and the two races entered into a number of small trade agreements afterwards. Other races followed suit, though some were initially hostile to the Narn presence near their worlds. The Drazi, the Brakiri and the Vree all fought engagements against the Narn, but Narn tactics and ship design had improved greatly following their defeats and the outcomes of these battles were generally favourable for the Narn.

Knowing that a few border wars were not an accurate indicator to the ease of difficulty of a race's conquest, the Narn did not pursue any of these battles to their conclusion, instead allowing the defeated forces to withdraw without further incident. This battlefield generosity won the Narn a great deal of support, if not trust, by several League powers. This trust extended itself as an invitation to join the League as an equal member, an honour not lightly offered by that collective.

The Narn debated the offer for some time, but Narn pride and the fact that none of the League worlds would openly support them in their desire to seek revenge and domain over the Centauri prompted the Kha'Ri to decline the proposal. Though they did so graciously, many of the races of the League took offence at their refusal and relations between the Narn Regime and the League of Non-Aligned Worlds have remained strained ever since.



For their part, the Narn did not pursue any active quarrel with the League and many trade connections remained open between them. This was aided by the fact that while the League of Non-Aligned Worlds did not feel confident enough to offer official support against the Centauri, none of its component races had any love for the Republic. Any chance to hurt the Centauri was considered a positive move by some of the League worlds. To that end, the Regime's military received several technical 'donations' through their League trading partnerships.

In the Wake of the Dilgar

When the Narn encountered the Dilgar, like minds immediately saw in each other a prime opportunity. In exchange for materials and technical information, both races began to support each other as secret allies. While the Dilgar would have happily accepted the Narn as a full military partner in their plans for a war of conquest, the Narn could not accept such an offer and provided only their assurance that if the war never turned against Regime worlds, they would remain neutral.

This was enough for the Dilgar, who would have simply betrayed the Narn eventually in any case. The Dilgar provided some weapon technology and advanced spaceship design theory in exchange for stellar cartography and a guarantee of a neutral border at their backs. The Narn gave both and held to their end of the agreement. While the Narn were intimidating to the point of being considered a 'bully' in galactic affairs, they were not truly dishonourable. Their word, once given, was a strong enough bond for other races to trust.



While the Dilgar played themselves out in a wave of conquest and war across League space, the Narn moved in behind them and took several worlds for themselves as part of their silent agreement with the spaceborn tyrants. Worlds like T'llin and Tuchanq were gained in this way. With the galaxy's attention turned against the Dilgar, the Narn managed to gather quite a bit of power and wealth in the war's aftermath. The Dilgar were eventually defeated by a power the Narn considered a non-aggressor and most of the worlds the Regime had gained remained firmly under their control.

The Narn did have to deal with quite a bit of resentment from the League for their lack of aid against the Dilgar. While their bargain with that race was never officially revealed, most of the League believed that something of the sort had occurred. The Narn were saved from further scrutiny when it was revealed that several Narn colonies had been used as secret testing grounds for the Dilgar's experimental biological weapons. The Kha'Ri's genuine outrage had the inadvertent effect of quelling any rumours of collaboration.

Diminishing Returns

After only forty years in space, the Narn had accomplished a large empire, a powerful fleet and more than a dozen colony worlds to show for their efforts. This was a remarkable roll of achievements for such a short period of time, but the accumulation of new stars in the Regime's sphere of control was inevitably slowing down. The Narn had used every trick they could conceive of to turn the galaxy against the Centauri and gain control of more worlds in preparation for their inevitable assault.

To that end, the Narn had fostered false rumours against the Centauri, sold Republic built weapons to the Earth for use against the Minbari and even freed Centauri-held colony worlds without conquering them personally just to swing sentiment against the 'Lion of the Galaxy' and shine a positive light on themselves. The Regime was less successful at any of these endeavours than they would have liked, but they did manage to make themselves into a large enough power in the galaxy that they outstripped the League of Non-Aligned Worlds in perceived political and military power.





The War of Retribution (Year 2960, also called the Last Year)

Ruin came to the Narn Regime in the accepted galactic year of 2259. Partially of their own making, this destruction caught them unaware and unprepared. The Narn technically struck first in this war, declaring war following the destruction of their outpost in Quadrant 37. While the Narn believed the Centauri had struck at them using the same tactics the Regime tended to use, the truth of

the massacre was even more ironic. The ancient enemy of the Narn people, the Shadows they had 'driven out' from their world, had awakened in their dark places and chosen the Narn as the first victims of their return.

The War of Retribution initially went well for the Narn. The Centauri were ill prepared to fight a full scale war and aside from the deadly help of their unknown allies, they were no match for the full force of the Narn armada. The first few battles of the Narn advance left wreckage in their wake and a wave of retreating Centauri ships leading all the way back into the heart of the Republic. This bolstered Narn confidence in their ability to win the war and without pause, they pressed their advantage.

It was only later, when the dead became too many to count and the Regime lay in burning ruins, that the Narn would see that they never truly had an advantage. The Centauri were taken by surprise and lost a few battles, but by the time they rallied in their own space, the Republic fleets had the power and reinforcements to deal with anything the advancing Narn fleets could throw at them. Brilliant Narn tactical leadership slowly gave way to the increasingly better armed and capable Centauri Fleets. With the loss of key personnel in a few critical battles, the Narn found themselves without enough effective strength to sustain their momentum.

The events of the Narn/Centauri War of Retribution have been recorded in greater detail in other places, but the important turning point of the war came with the Narn strike against Gorash 7 turning out to be a ruse by the Republic. This drew off their Fleets and left the Narn Homeworld vulnerable to attack. The Centauri did not

While this perception difference did not matter much to the Kha'Ri, it would prove to be the turning point for the fortunes of the Regime. Their empire was becoming too big for them to control with their present income and trading agreements. The loss of trust by many of the League worlds had limited what they could accomplish financially. While the Regime was far from collapse, the massive gains of the past were gone and the slow but steady decline of empire management had begun.

During the first years of the Babylon Project, the Narn had an opportunity to use their power to accomplish all of their goals. They were in a position to open new trade territories, bring to light the terrible past deeds of the Centauri in an open galactic forum and make alliances with major powers. Their reputation as a major player in galactic events earned them a coveted seat on the Babylon Security Council, a position that gave them as much political power as the entire League of Non-Aligned Worlds. The Narn had built up a lot of potential and from their position on Babylon 5, they could forge it into something meaningful.

Unfortunately, Babylon 5 would prove to be the culmination of their diminishing returns. Through skirmishes with League worlds over meaningless colony worlds, the failed invasion of Ragesh 3 after three years of occupation, and other political and military disasters they squandered so much of the goodwill the Narn Regime had managed to accumulate that when disaster struck them, they had no one to turn to for shelter or support. Their returns were gone. All the Narn had left was loss.

waste this opening; they moved in capital ships armed with illegal mass drivers and rained asteroids down on the undefended planet.

Within hours, the Narn civilization was in ruins. With more than a billion Narn dead from the bombardment and more slain in follow-up attacks by orbital and ground assaults, the War ended with the unconditional surrender of the surviving Kha'Ri and the cessation of military action by all remaining Narn forces. What they had not done with whips and slavery over a hundred years, the Centauri managed to accomplish with rocks and fire in a single day. The Narn, long defiant and eternally proud, were finally broken.

The Great War and the Rise of the Interstellar Alliance (New Year 1)

Not every member of the Narn Regime was broken, it would turn out. One member of the Kha'Ri still remained safe from the angry demands of the victorious Centauri- G'Kar. Once ambassador to Babylon 5, his people's defeat rendered him without power and left him in the tentative protection of sanctuary aboard that neutral diplomatic station. Even without official sanction, he continued to speak for his race and organise a resistance against the Republic's second oppression.

In the midst of this planned rebellion, the true force behind the Centauri's secret alliance revealed itself and the galaxy was plunged into a terrible war against the Shadows. It was the knowledge of the Shadows and their fear of telepaths recorded in the Book of G'Quan that turned the tide against them and gave the younger races of the galaxy a fighting chance against their terrible might. The suspicions of the Shadows had been correct a thousand years sooner; the Narn, allowed to live with the knowledge of their existence, had been a blow against them in the future.

It is safe to say that the Narn were instrumental in both defeating the Shadows and protecting the source of the defeat – Babylon 5 – during its most desperate times of need. G'Kar, acting as the leader of the Narn people reformed them out of their self-destructive hatred and showed them a better way. Through a vision given to him in the form of a Prophet by the Vorlon Kosh Naranek, G'Kar was made to understand that only through service to other and the willingness to sacrifice all that they were could the Narn race become something greater than what they were.

It was a unification of the races of the galaxy, including the Narn, Minbari and humans, that finally brought the Great War to an end and broke the cycle to ensure that another war would not come again in another thousand years. The Shadows and the Vorlons joined the other ancient races remaining in the galaxy in an exodus to 'beyond the rim' with their progenitor Lorien. The dark fate of destruction and war that had bound the galaxy for millennia finally departed with them.

A New Age of Unity

G'Kar was invited to join the Interstellar Alliance, a gathering of races working to better each other and work together to ensure lasting peace, for his efforts in the Great War. On behalf of his people, G'Kar accepted the appointment. As it had always been a tradition for a Narn ambassador to be someone with the right and authority to truly represent his people, this was not considered a conflict of interest with this other role-leadership of the surviving Narn Regime.

The Narn people have been returned to their homes, though this has not gone as easily as one might believe. Many worlds have rebelled against the Narn, including some of the planets first 'protected' by the Regime to begin with. The territory of the Regime is much smaller than once it was, but this does not concern G'Kar or the government he has created. Better, he feels, for the Narn to rule only what they rule well. When the Narn's reach exceeded their grasp, only tragedy resulted. G'Kar and his council are doing what the Narn have done for centuries; they are learning from the past.

Only time will tell if these lessons will be taken to heart or set aside in another moment of revenge. While the Narn and the Centauri are technically allies within the Interstellar Alliance, G'Kar has already admitted openly that his people can never and will never forgive them for what they have done. No Narn can look upon the ruined face of their once beautiful world and not feel the rush of fury that drives their race in an eternal jihad against the Regime.

It is possible that the harsh teaching of the War of Retribution will convince the Narn to find a better way. G'Kar, for his part, seems to have let go of his inner turmoil in the interest of peace. It remains to be seen if his words, eloquent and powerful as they are, will convince his people to do the same.

Worlds of the Regime

The reputation the Narn Regime holds in the minds of most other races does not endear this area of space to the idea of casual travel. This is a shame in many respects. While the Narn Homeworld does suffer from a harsh environment and the scars of a century of strip mining, many of the other planets in Narn-controlled space are quite pleasant and inviting. The Narn are not exactly the most welcoming of people, but they are not openly hostile to those who come to them openly and without violent intent. The worlds of the Narn Regime can be part of a fascinating tour of the galaxy for any traveller intrepid enough to make the journey.

There are a few things in common about every world in the Narn Regime (with the exception of the planets around Sigma 957). They all bear the marks of an industrial society willing to do whatever it takes to compete with races far older and far more experienced in their technical advancements. As such, strip mines are a common sight on many of these planets and most are chosen for their material wealth over any physical aesthetics.

This is not to say that the Narn do not have any pleasure worlds or vacation spots. The Narn are a sentient species with the same needs and desires as any other. They do indeed have places set aside for their simple beauty or relaxing view. Vistas of enjoyment abound in the Regime, but as opposed to entire planets set aside for such activities like the Centauri possess, Narn vacation locales are more of the retreat or small isle variety. This makes such places rare and precious, while retaining the usefulness of the rest of the world for the more mundane needs of the Regime.

The area of space claimed by the Narn Regime as of the standard galactic year 2257 is roughly 90 light years by 70 light years in area. This is measured in length from Shu to Ardun towards the rim of the galaxy and spinward from Hilak to Sigma 957. It should be pointed out that while Sigma 957 is technically a border world of the Narn Regime, they only claim it in the loosest possible sense and have never

attempted to defend or exploit the system in any way. Rumours in the Regime abound of strange goings on in that part of space and all ships, even those of other governments, are strongly advised to avoid the region entirely.

Travel in the Narn Regime

Very few Narn feel the need to travel from one area of the Regime to another without a military or mercantile reason. The Narn people tend to be very sedentary unless given a task that requires large amounts of relocation. As such, only Fleet transports or trading vessels move between the stars of the Regime's territory with any frequency. Passenger liners are not unheard of, but these are mostly religious vessels carrying Narn from world to world on missions of personal significance.

This is not to say the Regime is not open to the concept of tourism. There are vacationing opportunities in Narn-occupied space, but they are of limited appeal to most races are almost exclusively for Narn use only. Aliens wishing to spend time in the Regime are typically directed to either a designated visitor's area on the Narn Homeworld or the 'garden' planet of Kotak. Called 'the world so beautiful even the Centauri could not bear to spoil it', Kotak is considered the closest likeness the Narn have ever found to their own planet before the Republic strip mined it and shattered the ecology irreparably.

Narn hospitality is neither renowned nor deserved to be, but they at least do not make visiting Regime space terribly difficult. While restrictions on jump gate travel have increased during the time leading up to and during the War of Retribution, non-Centauri ships are usually only given



cursory inspections and then cleared for essentially open flight within limits. No unauthorized ship is given flight privileges around the Homeworld system, but visitors can be brought through special courier vessels on occasion.

Access by Other Races

The League of Non-Aligned Worlds still has a very uneven relationship with the Narn and rarely use Regime star systems for anything but emergency refuelling or sporadic trade. The Narn have opened their territory and trading ports up to any race except the Centauri, though as tension in the galaxy increases, the rate of traffic to these ports of call decreases accordingly. Narn space does not see much use except for its own military and the resource traffic it needs to maintain the Regime.

Narn Outposts

Whenever the Narn build structures on other worlds, it is their first inclination to design bunkers and fortified constructions of a military nature. This is done even in areas where such architecture would be superfluous or inappropriate. Paranoia and the anticipation of an attack at any time have become so ingrained in the Narn psyche that reinforced buildings make up the majority of any Narn colony whenever the resources exist to build them.

When the Narn cannot find the quarried stone either near enough to an outpost location or bring it in efficiently, they usually settle for underground shelters or camouflaging the purpose of each building in the complex to the point where an invader has a difficult time determining key points for attack. This includes making several buildings appear to be communication centres or command and control towers. Subterfuge is an important element in the Narn Regime's military strategy and it shows itself even in their city planning and civil engineering.

Another unique feature of Narn buildings is concealed sections and hidden weapon caches. With a few minutes notice, a Narn family can usually outfit every viable member in a house with a hand weapon of some kind or conceal everyone inside wall panels or passages under the floor. In areas with cavern systems or artificially dug transit tunnels, these well-hidden passages usually open up into emergency earthworks or fortified bomb shelters.

Narn Lore – Buildings and Outposts

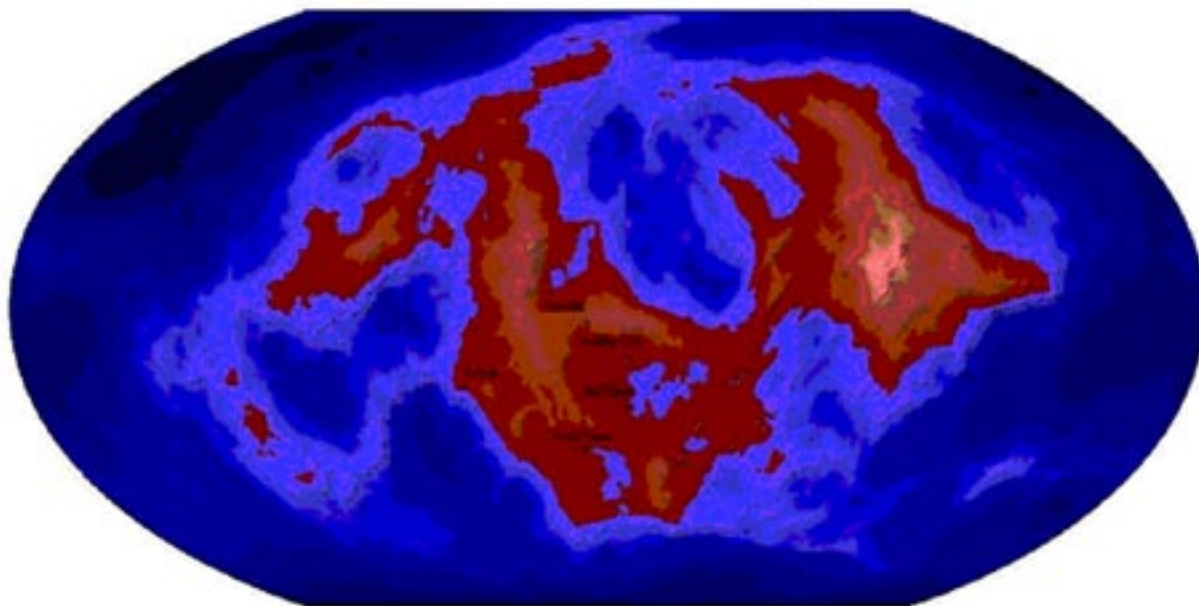
When an outside force seeks to invade a Narn city or attack the Narn in their homes, they usually encounter far more resistance than they planned on. With just a little forewarning, the Narn in any given outpost can either vanish completely or muster themselves into a fully armed defensive force capable of holding off nearly any force until military assistance arrives. This capacity of the Narn is well known to any race with experience fighting them; few infantry forces relish the idea of trying to fight the Regime in its home territory.

Optional Rule: Concealed Passages and Caches

Any given Narn building (or domicile if the Narn living there have had any significant amount of time to make the necessary alterations) is likely to have one or more of the following modifications. The Games Master is free to choose which of these apply and how many make exist in the structure in question. Narn Players may make these modifications if they can afford the cost in credits and have Games Master approval to do so.

- ③ **Hidden Wall Blind:** This is a small area of space hidden behind a sliding wall section. It is large enough to hide a single Medium creature. The Search DC to find a hidden wall blind is 23; this can be improved up to DC 30 at 200 credits per +1 increase. *Base Cost:* 400 credits
- ③ **Weapon Cache:** This is a panel compartment concealing up to 6 Medium weapons, 12 Small weapons, or any combination thereof. The Search DC to find this cache is 24; this can be improved up to DC 30 at 100 credits per +1 increase. *Base Cost:* 300 credits (this does not include the cost of the weapons themselves)
- ③ **Escape Tunnel:** Usually built as part of a hidden wall blind, an escape tunnel connects a building to a larger section of caves or passages underground. Built to withstand bombardment without collapsing, these tunnels can be used to evacuate entire cities given enough time. *Base Cost:* 250 credits per 10 foot section

The Narn Homeworld - Narn Regime



Circumference: 29,900 mi. Water Percentage: 76% Equatorial Mean Temperature: 68 degrees F.

The Narn Homeworld

Planet: Narn Homeworld (also called Nar'Shal)

Climate: Temperate-Cool to Cold, Warmer near Equator

Weather Average: Mild 50%, Light Storms (Winter) 20%, Light Storms (Rain) 15%, Severe Storms (Mixed) 10%

Technical Level: Advanced, hyperspace-capable, high energy engineering, fast technical development rate

Native Sentient Race: Narn

Dominant Government: Kha'Ri (pre-2260), Provisional Ruling Council (post-2260)

Notable Cities: Veroth (capital city), Tel'eth, Na'Taran, Vesh'Taran, Orth, Gortha City

Population: 2 billion (95% of population is urban, 5% live in rural or isolated areas)

Cultural Information: Population is divided into nine distinct social classes and a small number of classless outcasts. These deviants make up the largest part of the 5% rural and isolated population statistic.

Planetary Notes: Nar'Shal is the central world in the Narn Regime and the one planet all the Narn consider their true home. This includes younger Narn born on other colony worlds; they are taught from birth to respect the memory of their family's homeworld as if it was their own. Nar'Shal is not tectonically active on its own, but severe mining operations have caused the lithosphere of the planet irreparable damage and caused some minor shifting of the crust. After 2260, the surface of Nar'Shal is rendered inhospitable and most of the world's major cave systems have collapsed from the stress of multiple meteor impacts.

It is a tradition of every space born Narn to visit Nar'Shal at least once during their lives. The great city of Veroth has a number of grand shrines and family memorials considered to be some of the greatest cultural treasures of the race. Even during their most active periods of industrial expansion, the

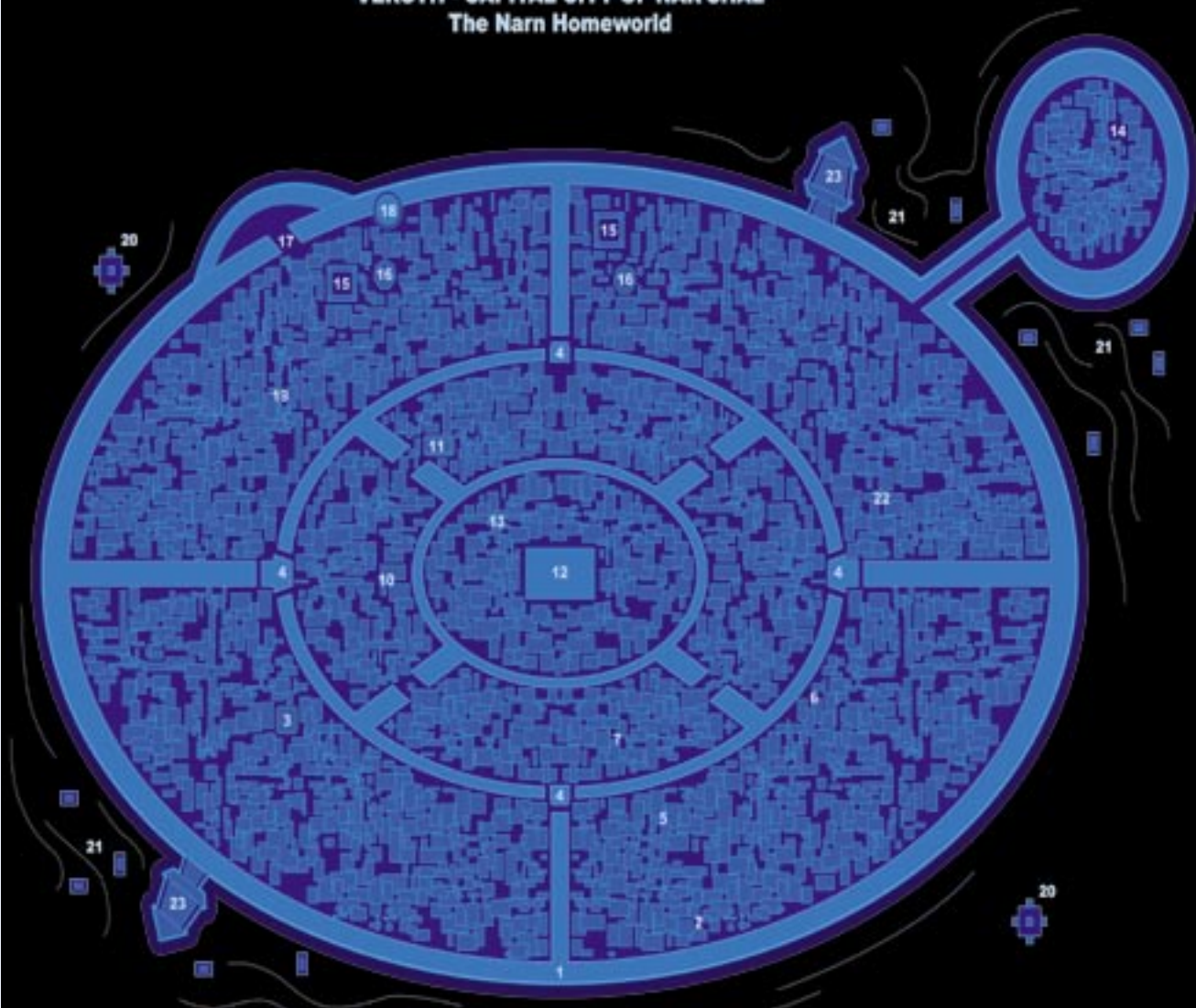
Narn never allowed any harm or disfigurement to come within sight of Veroth. Nar'Shal is the heart of the Narn; Veroth is the heart of Nar'Shal.

Gortha City is the newest settlement on Nar'Shal, built on the site of the infamous Ka'dar Rift massacre during the enslavement of the Narn by the Centauri. This city, constructed in a massive rectangle of streets around the mouth of the strip mine that served as a mass grave for the Narn slain during Republic occupation, is sometimes called the City of the Dead and given some religious significance as a place to commune with lost loved ones or seek the wisdom of generations long past. The people of Gortha City have reported numerous hauntings and supernatural activities, but the Kha'Ri generally discounts these stories as wishful thinking on the part of its inhabitants.

'There are moments when, in working with the Centauri as fellows in the Alliance, I can almost find it in my heart to forgive them and move on with my life. Then I return to Homeworld and see Veroth in ruins. I hear the echoes of those who will never move on with their lives. We can never forgive.'

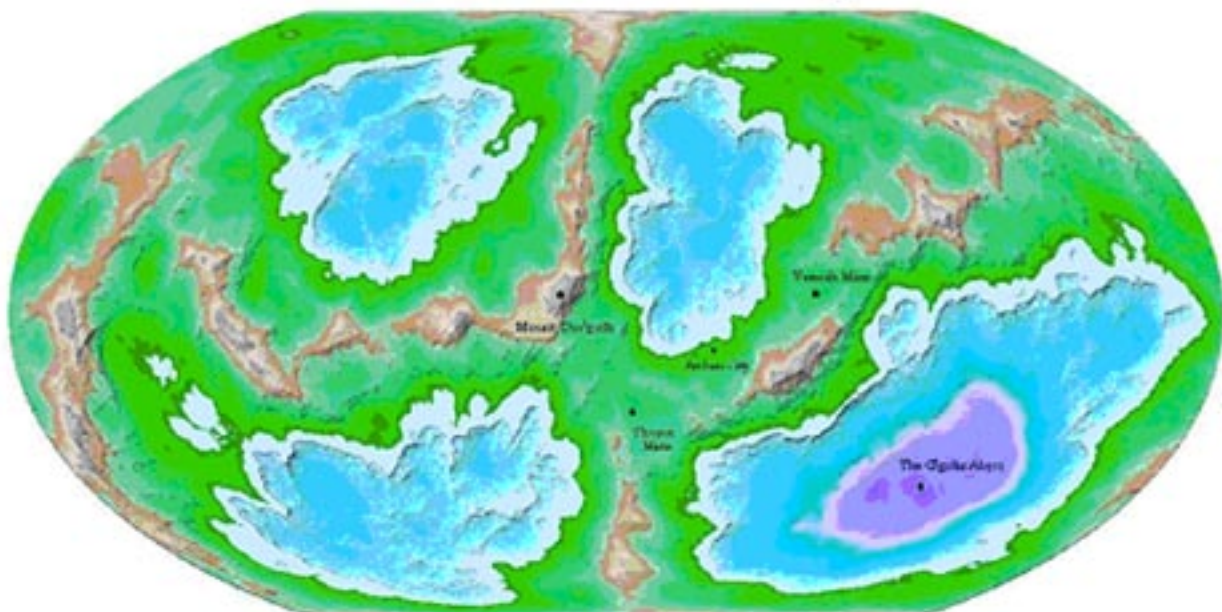
-G'Kar, speaking in closed session to the President of the Interstellar Alliance

VEROTH - CAPITAL CITY OF NAR'SHAL
The Narn Homeworld



- | | |
|--------------------------------|------------------------------|
| 1 Main Gate | 13 First Circle Homes |
| 2 Outer Ring Homes | 14 City of the Lost |
| 3 City Maintenance | 15 City Garrison |
| 4 Guardian Tower | 16 Barracks |
| 5 Eighth Circle Homes | 17 Defence Centre |
| 6 Seventh Circle Homes | 18 Communications |
| 6 Sixth Circle Homes | 19 Spaceport |
| 6 Fifth Circle Homes | 20 Sentry Outpost |
| 9 Fourth Circle Homes | 21 City Farm |
| 10 Third Circle Homes | 22 Marketplace |
| 11 Temples | 23 Aqueducts |
| 12 Palace of the Kha'Ri | |

Ardun - Resource World - Narn Regime



Circumference: 22,800 mi. Water Percentage: 60% Equatorial Mean Temperature: 80 degrees

Ardun

Planet: Ardun

Climate: Temperate to Cool, Warmer near Equator

Weather Average: Mild 70%, Light Storms (Winter) 10%, Light Storms (Rain) 17%, Severe Storms (Mixed) 3%

Technical Level: Advanced, hyperspace-capable, sophisticated mining and refining facilities

Native Sentient Race(s): None (Narn colonists)

Dominant Government: Rule by Kha'Ri (pre-2260), Council-appointed Governor (post-2260)

Notable Cities: Ardun City, S'korus Mine, Vareesh Mine

Population: 30,000 (90% of population is urban, 10% live in rural or isolated areas)

Cultural Information: The majority of Ardun's population is made up of work crew members for the two major mines on the planet's surface. A small number of colonists have broken away from the mines and lead a rural lifestyle around Mount Dro'goth.

Planetary Notes: Ardun, with its one viable hyperspace lane and its isolated location, would likely have been left unsettled were it not for Centauri greed and its rich deposit of Quantum-40 under the section of continental shelf tapped by the G'ghor Abyss. An underwater drilling operation produces a sizable amount of the valuable fuel in the dark depths of that undersea chasm, but the intense pressure and occasional seismic activity makes constant maintenance almost more expensive than the precious resource it generates.

Ardun is called the 'World of Four Oceans' by the Narn and is one of the last world settled by the Regime during its push towards the Centauri Republic. Discovered while retreating out of Quadrant 1 during a raiding skirmish, Ardun was almost eagerly abandoned by the Centauri to

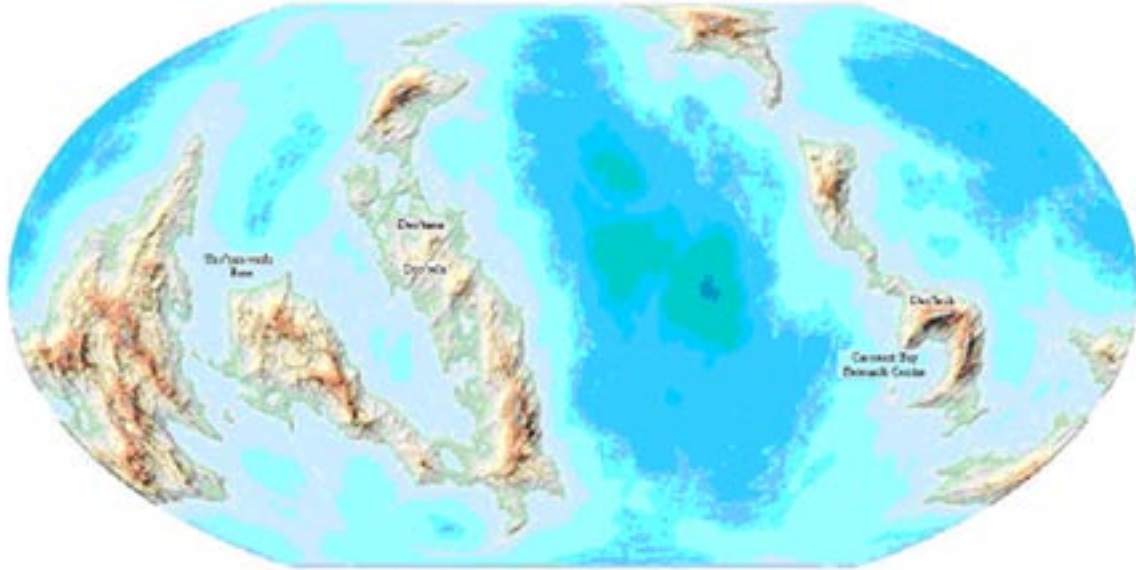
invading Narn forces because of the costs of maintaining their colonies there. The Narn have fared little better in that regard, but their stubborn pride will not let the Kha'Ri release a world so close to their enemies.

Ardun does have one advantage. While it is not a very profitable member of the Regime, it does have the distinction of some of the best fishing and hunting on any Narn world. Narn looking to relax and take in a wilderness holiday usually include Ardun on their list of worlds to visit. Its isolation makes it a less frequently travelled world than Kotak, but this is also a benefit in the eyes of some Narn. The fishing around the G'ghor (pronounced juh-gore) is the best the world has to offer, occasionally yielding fifteen to sixteen foot long zorosh to skilled anglers.

'Why we stay here I will never understand. I do not like to fish. I do not like to hunt, unless Centauri are involved. I hate mountain climbing and the damned Lost around Mount Dro'goth infuriate me every time I see them. We have other worlds more valuable than this one, so why don't we give this money sink back to the Republic and leave?'

-War leader T'Koth

Dross - Resource/Military World - Narn Regime



Circumference: 27,500 mi. Water Percentage: 88% Equatorial Mean Temperature: 80 degrees F.

Dross

Planet: Dross

Climate: Temperate to Cool, Warm near Equator

Weather Average: Mild 75%, Light Storms (Mixed) 15%, Light Storms (Rain) 10%

Technical Level: Advanced, hyperspace-capable, water-siphoning and gravitic lift facilities

Native Sentient Race(s): None (Narn colonists)

Dominant Government: Rule by Kha'Ri (pre-2260), Council-appointed Governor (post-2260)

Notable Cities: Dro'tana, Dro'sela, Dro'lesh, Sho'tan-vash Base

Population: 70,000 (95% of population is urban, 5% live in rural or isolated areas)

Cultural Information: The population of Dross is primarily migrant farmers and resource collection specialists moving from one city on the planet to another optimizing the harvests and generating food for the Regime. The only other significant population is the military base and the staff of the aquatic research station.

Planetary Notes: Dross has a valuable natural quirk to its oceans; limited sea life beyond a plankton stage and heavy churn through mostly limestone and calcium rich beds have caused the majority of their planet's water supply to be potable with only mild filtration. Lack of sediment in the oceans also carries over to table water and contributes to extremely beneficial rainfall levels.

Dross is one of the galaxy's most perfect water worlds. While the planet has little indigenous life to speak of, this is not a detriment to the agrarian Narn. The soil of Dross's narrow archipelago-style islands is rich enough to support abundant planting seasons and the weather is temperate enough to handle numerous crop rotations each year. The Narn, knowing how valuable a resource this is, have developed a cycling population that moves every two

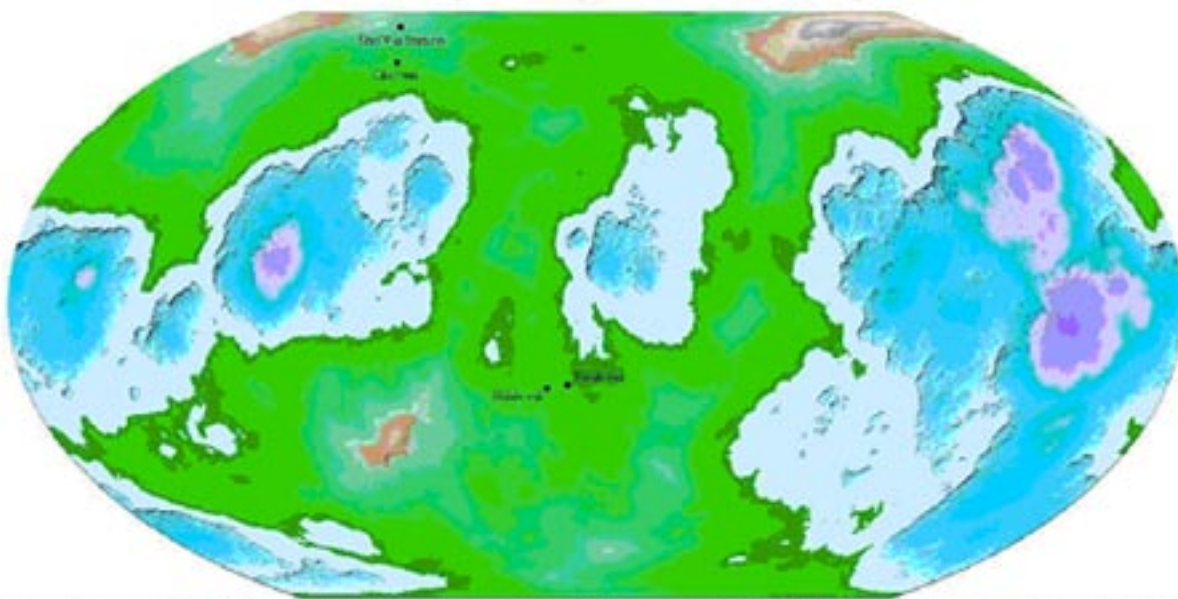
years to ensure that the bountiful fields get four years of recuperation between binary agriculture periods.

The only thing more valuable than the food crops that grow easily on this world and its teeming water resources is its tactical value as a gateway world to Nar'Shal. Knowing that any invading force is likely to hit this planet before moving on to their Homeworld, the Narn have fortified it in orbit with multiple defence stations and keep a constant garrison of troops and aircraft. These tactical assets have never seen battle in the sixty years they have been stationed on Dross, but their importance if the regime ever does suffer an invasion so deep into their territory means they are kept in top fighting form at all times.

'I was only told that my predecessor had been dismissed for misappropriation of funds. I can assure the Kha'Ri that I have no intention of repeating such a dishonourable and reckless act. Dross is vital to our world and our way of life. Taking care of it is a privilege I can only try to live up to.'

Kha'n-Ri Na'Lor to First Narn G'Kar shortly after his appointment to Dross' vacant leadership post

Hilak - Military/Colony World - Narn Regime



Circumference: 23,850 mi. Water Percentage: 40% Equatorial Mean Temperature: 70 degrees F.

Hilak

Planet: Hilak

Climate: Cool to Cold, Temperate near Equator

Weather Average: Mild 60%, Light Storms (Winter) 20%, Light Storms (Rain) 10%, Severe Storms (Mixed) 10%

Technical Level: Advanced, hyperspace-capable, military surveillance capabilities

Native Sentient Race(s): None (Narn colonists)

Dominant Government: Rule by Kha'Ri (pre-2260), Council-appointed Governor (post-2260)

Notable Cities: Cho'ven, Hilak-val, Hilak-tul

Population: 20,000 (99% of population is urban, 1% live in rural or isolated areas)

Cultural Information: With its often freezing conditions and severe storms, the vast majority of Hilak's population live in the settled areas of the three surface cities. The Sho'Var listening station is mostly submerged and provides underground shelter for up to a thousand personnel in emergency conditions.

Planetary Notes: Hilak is not a stable planet ecologically, but its severe weather and freezing conditions mask the one stability it possesses that makes it perfect for the Narn Regime's military needs. The planet's magnetosphere is unusually calm, making it an ideal world to place a listening/relay post to monitor alien activity along the Regimes border and act as a pass-through station for communications coming in from all over the anti-spinward half of Narn space.

Though it serves a valuable purpose, very few Narn appreciate being stationed on Hilak. The cold, the constant storms, and the strange effects its lack of electromagnetic activity has on sleep cycles makes a posting to Hilak a long, restless, gruelling experience few officers are willing to repeat during their military careers. The world only has a population of 20,000

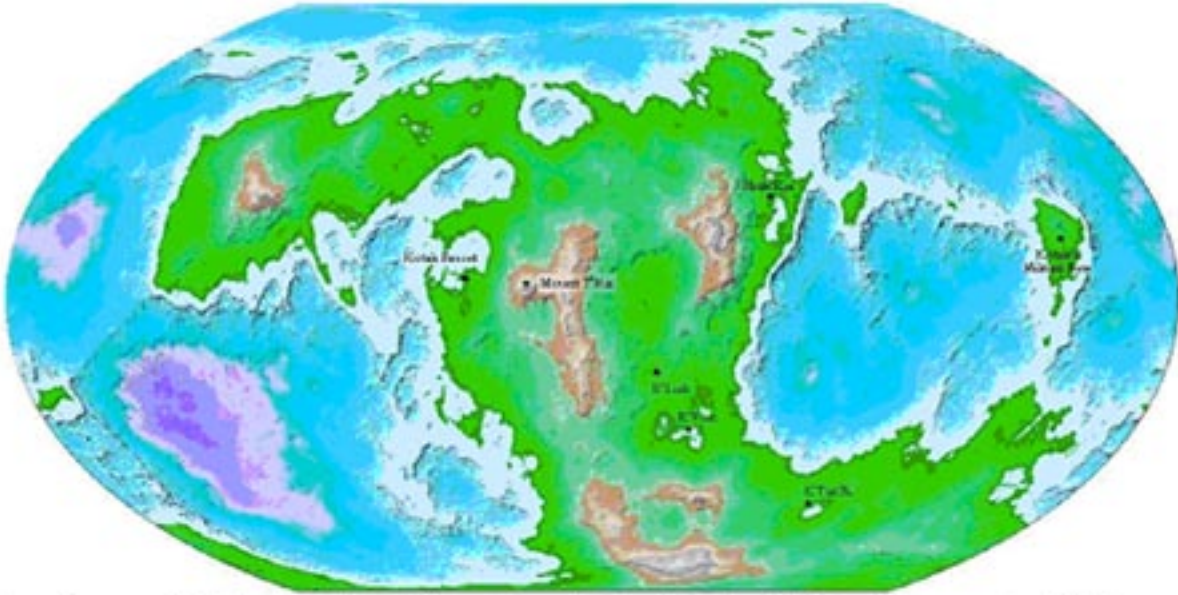
and this is considered a skeleton crew for the planet's resource extraction facilities. Given the conditions, it is difficult to keep Narn on Hilak regardless of their devotion to duty. Apparently, there is only so much even a Narn can endure.

The planet has very little to recommend it, but there are a couple of selling points to the world. First, it is one of the only natural sources of weapons and communication grade crystal in the Regime. The second reason to come to Hilak is the subterranean entertainment centre built in the caverns between Hilak-val and Hilak-tul. This facility is nearly four kilometres long and hosts every kind of distraction imaginable. While some of the entertainments present are immoral, illegal or both, the Kha'Ri turns a blind eye to its operation as long as its presence maintains the minimum crew needed to keep the inhospitable world of Hilak functioning.

'Cheer up, turath! Yes, you were transferred to the frozen ass of the galaxy and no one cares back home if you ever return. That's the story we've all got, so why the long face? You are sitting on a gold mine here and you don't even know it. Have another drink! So... you a betting man?'

-Shorn Leader D'Grath, introducing another recruit to the Earth game of Poh'Kur

Kotak - Colony World - Narn Regime



Circumference: 27,600 mi. Water Percentage: 77% Equatorial Mean Temperature: 79 degrees F.

Kotak

Planet: Kotak

Climate: Temperate to Cool, Warmer near Equator

Weather Average: Mild 85%, Light Storms (Winter) 10%, Light Storms (Rain) 5%

Technical Level: Advanced, hyperspace-capable

Native Sentient Race(s): None (Narn colonists)

Dominant Government: Rule by Kha'Ri (pre-2260), Council-appointed Governor (post-2260)

Notable Cities: K'Lash, K'Vort, K'Tan'Ri, Kotak Resort, Mount T'Nar Retreat, Neth'Kar

Population: 330,000 (70% of population is urban, 30% live in rural or isolated areas)

Cultural Information: Kotak has an unusually high percentage of rural dwelling Narn simply because of the number of farms and small rustic settlements that cover its main continent. Of the 70% of its population that live in an urban setting, more than a third of them are attached to the military base located in the planet's eastern-most island chain.

Planetary Notes: The climate, ecosystem, and atmosphere of Kotak are all nearly perfect for a planet its size. Certainly the most lush and temperate of the Regime worlds, Kotak is considered a racial treasure by the Narn and guarded jealously from any thought of further damage or invasion by the Centauri. While some areas of Kotak were strip mined the way the Narn Homeworld was, the damage was not allowed to become as extensive because of the Kha'Ri rebellion against the Centauri. It has been rumoured that the despoiling of Kotak caused the Kha'Ri to hasten their timetable and attack three years sooner than planned.

Regardless of the truth in the matter of the Kha'Ri and their plans, it is true that had the damage been any more extensive to Kotak, its ecosystem would have suffered the same fate as

Nar'Shal. As it stands, the Narn must take great care to ensure that nothing further befalls the fragile balance of this planet. For now, Kotak is a veritable paradise- one of the truest garden spots in the known galaxy. Whenever dignitaries of other races express an interest in seeing Narn space, they are usually directed to the Kotak Resort for the majority of their stay.

While the Narn are not often given to wasteful sentimentality, the Regime considers Kotak to be the world Nar'Shal once was and would do almost anything to protect and preserve it. The Centauri are aware of their attachment to Kotak and during their occupation after the War of Retribution, the colonists of this planet were easily kept in line through the mere intimation of a visit by the mass driver-equipped warships to this system.

'There is nothing in the universe more beautiful than my retirement home on the slopes of T'nar. From my window in the kitchen, I can see the sunrise every morning while I sip my hot jala from the skull of the Centauri captain who dared threaten to bomb Kotak.'

-Retired War Leader Na'Kal

Quadrant 7 - Resource World - Narn Regime



Circumference: 33,800 mi. Water Percentage: >1% Equatorial Mean Temperature: 20 degrees F.

Quadrant 7

Planet: Quadrant 7 (fifth world)

Climate: Cold to Frigid, Frozen near equator.

Weather Average: Virtually non-existent, occasional windstorms (2%)

Technical Level: Advanced, hyperspace-capable, sophisticated mining and refining facilities

Native Sentient Race(s): None (Narn colonists), League Miners

Dominant Government: Provisional Narn World, covered under special League treaty

Notable Cities: Sho'Toth Dome, Sho'Grath Dome

Population: 4,000 Narn, numerous other League races at any given time. (100% of population is urban)

Cultural Information: Quadrant 7 is a special case world of the Narn Regime in that it does not technically belong to them. Under special treaty ratified by the League of Non-Aligned Worlds, Quadrant 7 is a Narn-held planet with automatic leasing rights belonging to the League for use of the world's abundant mineral rights.

Planetary Notes: The surface of the fifth world in the Quadrant 7 system is a brittle silicon/iron mix that is both resistant enough to form a solid, non-tectonically active crust and easily mined with the right equipment. The mantle beneath this ferric shell is an amalgam of numerous precious ores and useful minerals including more iron, aluminium, carbon and Quantum-40. While the latter is a limited resource, virtually every other mineral in the make-up of this planet is so abundant that continuous mining for more than three hundred years by several different races has not significantly depleted any of them.

Quadrant 7 is a case of the Narn regime both having the military capability to bully their way through a galactic situation and their capacity to learn from past mistakes.

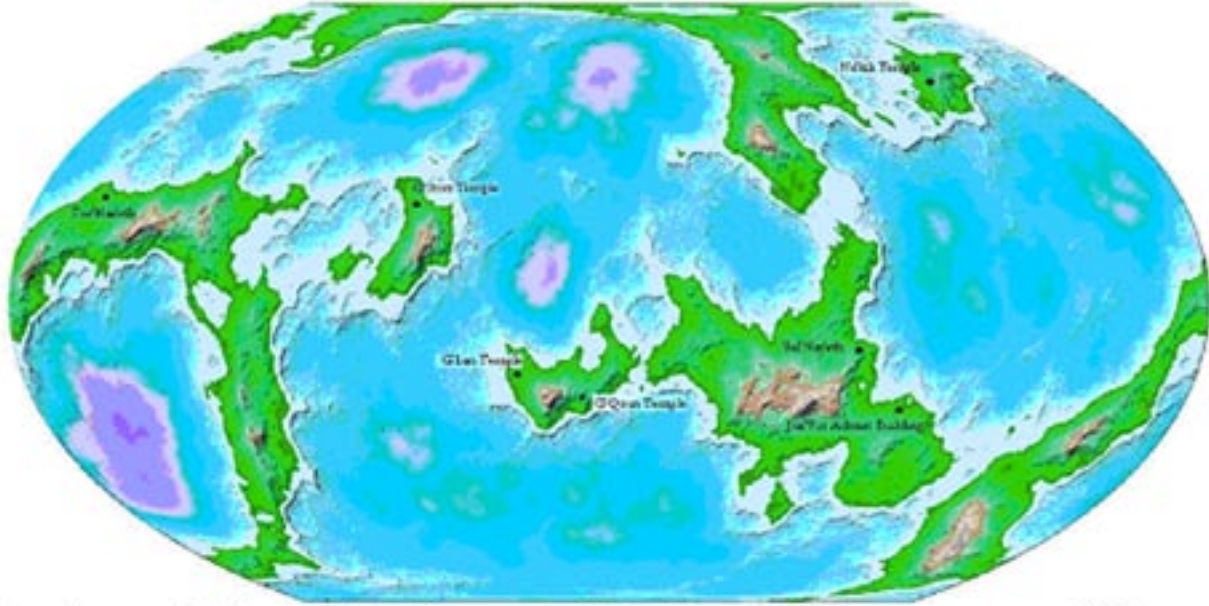
When the Narn encountered Quadrant 7, they immediately directed a large part of the Regime's fleet to secure its fifth world. This planet was incredibly rich in mineral resources and seemed virtually untouched after a preliminary sensor sweep. It was only after a number of League warships from multiple different races showed up to 'contest' the Narn's claim of ownership that the Regime learned differently.

Every side in the disagreement knew that if a battle occurred in Quadrant 7, there would be incredible losses on all sides. At the same time, the wealth of resources that the fifth planet represented was too rich a prize for any race to pass up. A compromise was reached that gave the Narn Regime (the largest force present) technical rights to the world in exchange for guaranteed mining claims for each of the League worlds. All sides involved have been happily reaping the planet ever since.

'This world's a bigger mystery than anyone gives it credit for. Take the Anomaly for example. It's a strip mine five times bigger than any other on the planet, yet no one knows who operated it, how long they've been gone, or when they might be coming back.'

-Mine Leader G'Fen

Quadrant 14 - Resource/Colony World - Narn Regime



Circumference: 34,000 mi. Water Percentage: 84% Equatorial Mean Temperature: 80 degrees F.

Quadrant 14

Planet: Quadrant 14 (third world)

Climate: Temperate to Cool, Warmer near Equator

Weather Average: Mild 70%, Light Storms (Rain) 25%, Severe Storms (Rain) 5%

Technical Level: Advanced, hyperspace-capable, sophisticated mining and refining facilities

Native Sentient Race(s): None (Narn colonists)

Dominant Government: Rule by Kha'Ri (pre-2260), Council-appointed Governor (post-2260)

Notable Cities: Tol'Nar'eth, Vel'Nar'eth, Multiple Temple Cities

Population: 2,330,000 (90% of population is urban, 10% live in rural or isolated areas)

Cultural Information: As one of the Regime's major colony worlds, the population of the third planet in the Quadrant 14 system is very high. The majority is urban, living in one of the two massive cities originally built by the Centauri before the Narn military 'emancipated' it. Rural dwellers tend to use the hundreds of small shelters constructed near abandoned mining sites.

Planetary Notes: There is nothing particularly remarkable about this world from a planetary viewpoint. It had clement weather, low tectonic activity and an average abundance of mineral and natural resources. The planet is positioned in the right orbital ring for life to prosper, but a trace element in the atmosphere has limited the development of sentient life forms. It is harmless to living creatures, but it retards the single-chain amino acid formulations that would have created animal life on this planet. The presence of this element cannot be explained by planetary science and may have been artificially added by an unknown source during the world's infancy.

Quadrant 14 is a perfect example of what can go wrong during planetary development. It is a lush, green world with absolutely

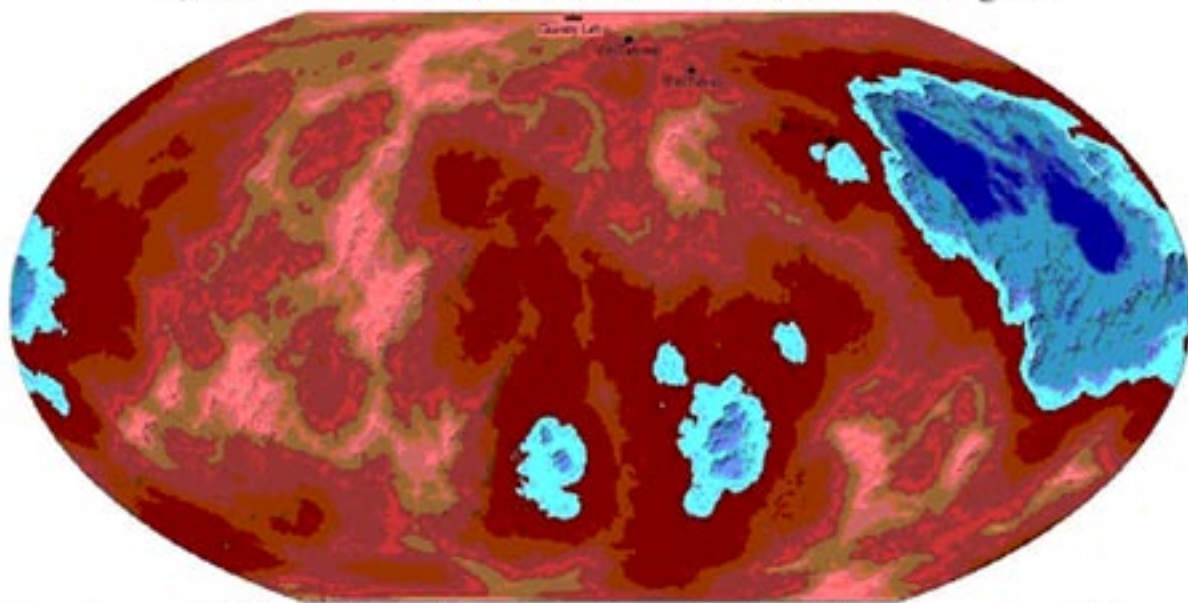
no indigenous life. Every plant is the product of wind and rain fertilization; no animals exist to propagate or fertilize the soil. No birds soar in its crystal blue sky. No fish swim in the planet's clear, mostly fresh water oceans. With no animal life to deteriorate into minerals for top soil, the planet's ecosphere has shifted completely to high-mineral plant life with complex protein structures.

This could not be more perfect for the Narn's needs. At a point in their history when starvation was becoming a real threat, expeditionary ships discovered Quadrant 14. It is a paradise as far as the Narn are concerned. The fact that it bears years of mining scars on its primary continent means nothing to the Regime. While the Narn do mine here, they do so remarkably responsibly given their voracious appetites elsewhere. This is due in part to the reverence they show the temple towns that have been constructed by various religions in thanks for what is seen as a miracle world.

'The Narn claim they drove us out of Quadrant 14. That is yet another of their lies. Why would we defend that miserable place? There is not one decent thing to hunt on the entire planet! Well, in hindsight, there is now.'

-Londo Mollari, Ambassador to Babylon 5

Quadrant 24 - Resource/Construction World - Narn Regime



Circumference: 28,900 mi. Water Percentage: 12% Equatorial Mean Temperature 60 degrees F.

Quadrant 24

Planet: Quadrant 24 (fourth world)

Climate: Cold to freezing, cold near Equator

Weather Average: Mostly non-existent, very occasional windstorms 3%, severe windstorms 1%

Technical Level: Advanced, hyperspace-capable, sophisticated mining, refining, and construction facilities

Native Sentient Race(s): None (Narn colonists)

Dominant Government: Rule by Kha'Ri (pre-2260), Council-appointed Governor (post-2260)

Notable Cities: Vin'Tak-var, Vin'Tak-el, Na'Tor

Population: 50,000 (100% of population is urban)

Cultural Information: The Narn of Quadrant 24 take great pride in their work and the importance they hold to the Regime. This planet's population are predominantly weapon makers and shipwrights. The planet's thin, somewhat hostile atmosphere keeps all Narn colonists inside one of the three underground facilities. Only the operators of the still-functional Centauri ground-to-orbit gravity lift live on the surface, albeit in a special atmospherically-sealed complex.

Planetary Notes: The fourth planet in the Quadrant 24 star system is perfect for the construction of ships, weapons and other military and electronic grade hardware. Between abundant natural resources, a stable orbit and tidally locked hydrosphere, this world is a platform from which a large percentage of the Regime's war machine is made. The planet is also difficult to approach unseen because of its system's lack of an asteroid belt and the low energy emissions of its red sun.

Quadrant 24 is a thoroughfare world with a primary jump path that leads directly to Dross and then Homeworld. Its foundries and forges run constantly, turning out armoured vehicles, ships and weapons for the Narn Regime at a non-

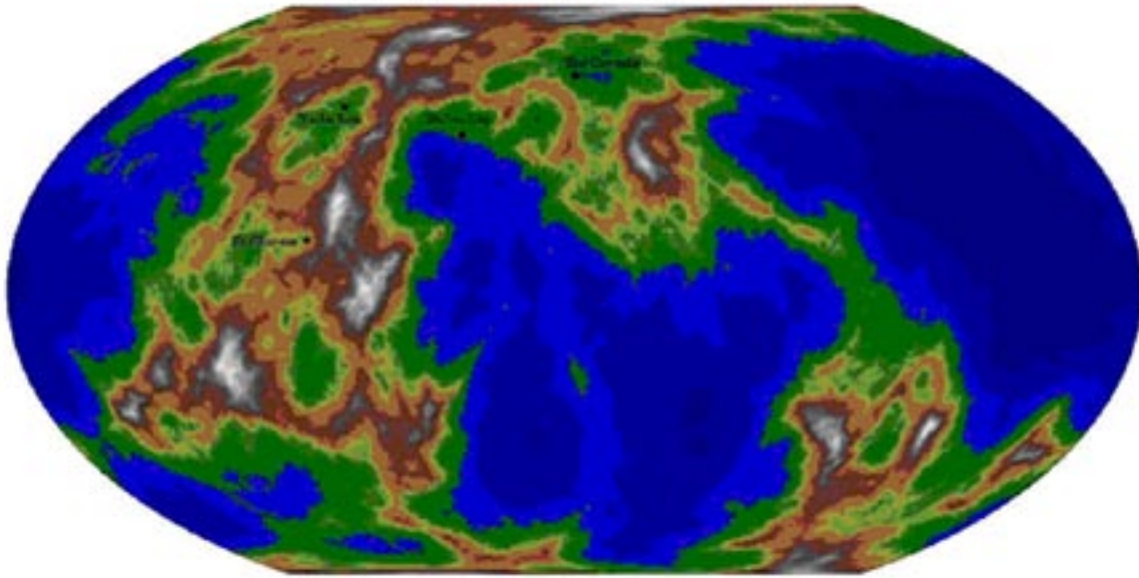
stop pace. The best and brightest of the Regime's engineers and craftsmen are located in Quadrant 24, a situation that is both a great advantage for production quality and a logistical nightmare for the Regime because of the contested status of Quadrant 34.

The Centauri are well-aware of the importance of Quadrant 24, but their efforts to take back that world since losing it to the Kha'Ri during the initial Narn rebellion have been stymied due to the massive Regime military presence in Quadrant 34. Because the only reliable way to reach Quadrant 24 is via the Quadrant 34 jump path, the latter must be taken or bypassed first. While the Centauri Republic have tried many times to take Quadrant 34, the cost in ships and lives has always been too high for them to commit what it would take to succeed.

'Every day when I come into work, I give thanks to the Centauri. If they had not run like cowards and left all of these wonderful machines behind, I would not be able to make the guns we use to shoot them in the back.'

-Craftsman G'Ven, Weaponsmith

Shu - Colony World - Narn Regime



Circumference: 29,200 mi. Water Percentage: 53% Equatorial Mean Temperature: 70 degrees F.

Shu

Planet: Shu

Climate: Cool-Temperate to Cool, Temperate near Equator

Weather Average: Mild 75%, Light Storms (Winter) 15%, Light Storms (Rain) 10%

Technical Level: Advanced, hyperspace-capable, sophisticated agriculture centres

Native Sentient Race(s): None (Narn colonists)

Dominant Government: Rule by Kha'Ri (pre-2260), Council-appointed Governor (post-2260)

Notable Cities: Shu'Sho-nar, Shu'Cho-neth, Shu'vas City

Population: 890,000 (80% of population is urban, 20% live in rural or isolated areas)

Cultural Information: The majority of Shu's population is made up of colonists working and living in one of the planet's three farming commune/cities. Numerous individual families have settled elsewhere on the world and set up collectives with good relations to the established cities.

Planetary Notes: Shu's temperate climate and excellent fertility have made it one of the Narn Regime's most valuable worlds from a colony sense. It is mildly tectonically active, but the worst areas are avoided by colonists and no mining occurs in these locations. The Northern hemisphere is more stable than the southern; most of the Narn colonies on Shu are located north of its equator.

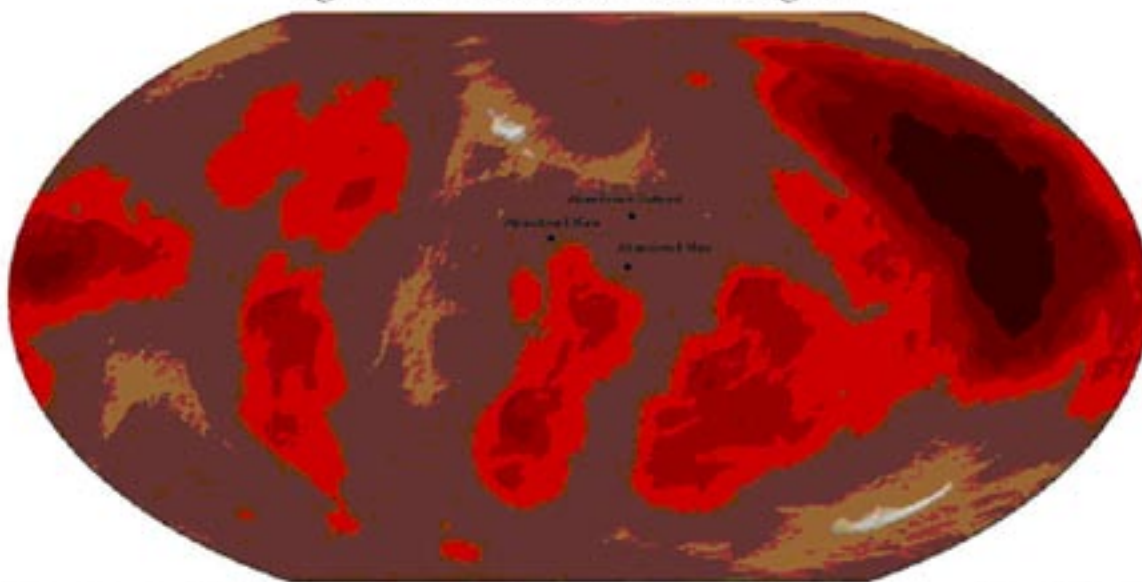
The Kha'Ri considers Shu to be the unofficial last chance colony world for the Regime. If every other world falls to an invader, there are evacuation plans for the citizens of other planets to relocate to Shu for a last stand. Numerous redundant facilities and a military base far larger than a world of Shu's apparent worth stand ready to facilitate this forced relocation if it ever occurs. Nearly fifty thousand

troops and a full Defend group of starships are ready for action if ever called upon to act. The orders to retreat back to Shu are on automatic send in the offices of the Kha'Ri and will transmit to every colony in the Regime if not suspended by code entry once every three days by a member of the Inner Circle.

After the War of Retribution, Shu is finally activated and more than three million Narn come flooding into its facilities as part of this long-standing order. The military forces here remain intact and while the Centauri Republic had tracked their positions, it does not move against them immediately because, in the worlds of one Centauri Admiral, 'At least we know where they all are.' The Narn of Shu survived occasional Centauri harassment long enough for the Interstellar Alliance to arrange for their relief and recovery following the end of the last Great War.

'I am not sure which is more disorienting. When the Kha'Ri fell, our world become extremely crowded. There were people everywhere and our homes were crammed full with desperation. Now the IA has given us our other planets back and the streets are empty...'

-Kha'n-Ri Cho'Voc, in a speech before the Elder Council on Nar'Shal in 2267

Sigma 957 - Abandoned - Narn Regime

Circumference: 38,900 mi. Water Percentage: 22% Equatorial Mean Temperature: 48 degrees F.

Sigma 957

Planet: Sigma 957 (sixth planet)

Climate: Temperate to Cold, Cool near Equator

Weather Average: Mild 40%, Light Storms (Winter) 30%, Light Storms (Rain) 20%, Severe Storms (Mixed) 10%

Technical Level: None, abandoned. Possible high technology of an unknown type.

Native Sentient Race(s): None (Narn colonists, abandoned)

Dominant Government: None (abandoned by order of the Kha'Ri), Explored by Narn (post-2260)

Notable Cities: None, Abandoned Outpost

Population: 0 (was 21,000, all urban, before the world was abandoned by the Narn)

Cultural Information: Before the general order to abandon the world in Sigma 957, the Narn colonists were all miners investigating rich mineral deposits close to the surface. The efforts to begin resource reclamation were ended in 2240 when the Narn left Sigma 957 and placed an orbital beacon warning other traffic away from the planet. This beacon disappeared without a trace one year later on the anniversary of its launch.

Planetary Notes: As large, mineral-rich planets go, the sixth world of the Sigma 957 system is an unremarkable specimen. The crust and mantle are laden with iron and other heavy metals along with significant deposits of Quantum-40 and radioactive elements. The planet would seem to be a valuable addition to the Regime, but other factors have rendered this world and every other planet in the Sigma 957 star system unsuitable to exploration or settlement of any kind.

When the Narn first found Sigma 957, they could not believe that a world this useful to mining and production operations would simply be untouched in the wake of exploration efforts by the Centauri. They got their answer

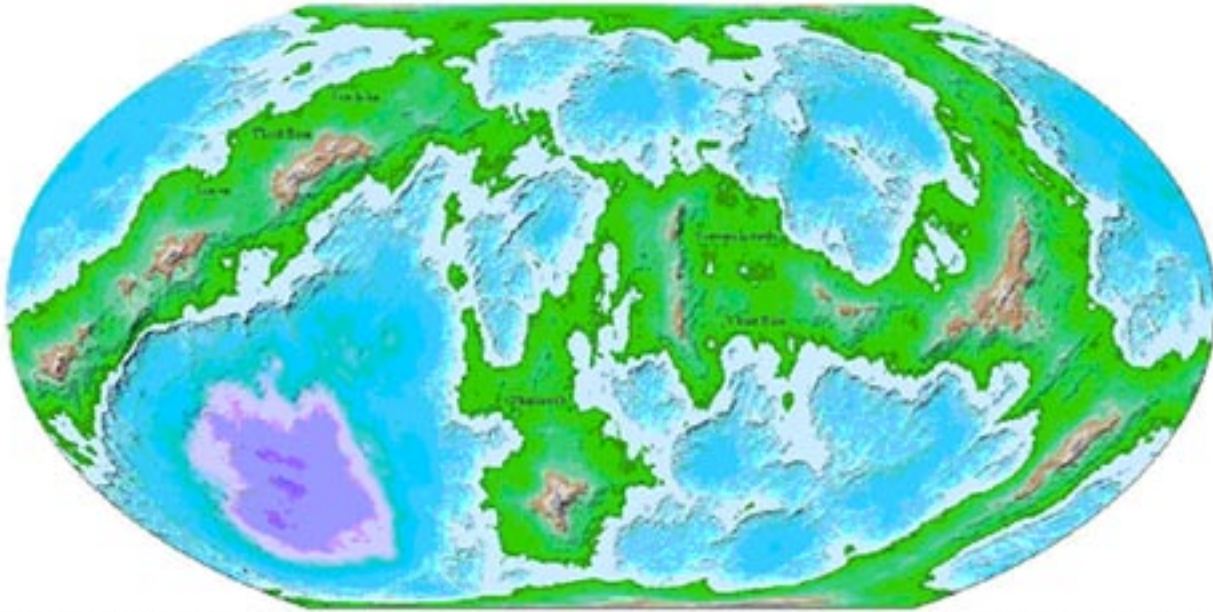
a few years after establishing a colony and a pair of mines on the planet's surface. Ships began reporting seeing a strange vessel appearing in orbit shortly before they fell out of contact and either disappeared completely or burned up in uncontrolled re-entry.

All attempts to make contact with the mysterious vessel failed disastrously and the Narn, not wishing to earn the wrath of a powerful adversary they knew nothing about, pulled back from the world and marked it off-limits on all of their star charts. While the Narn do not startle easily, there are a few things they are wise enough to leave along in the galaxy. The enigmatic 'Traveller' of Sigma 957 is one of these things. While the Kha'Ri would appreciate knowing what drove them away from such a rich and valuable world, they are not willing to lose any more ships and crews in the process.

'There are things in the universe billions of years older than either of our races. They are vast, timely, and if they are aware of us at all, it is as little more than ants and we have as much chance of communicating with them as an ant has with us. We know; we've tried. And we've learned that you can either stay out from under foot or be stepped on.'

- G'Kar to Catherine Sakai

Sorith - Resource/Colony World - Narn Regime



Circumference: 27,350 mi. Water Percentage: 65% Equatorial Mean Temperature: 80 degrees F.

Sorith

Planet: Sorith (Sorion Homeworld)

Climate: Temperate to Cool, Warmer near Equator

Weather Average: Mild 70%, Light Storms (Winter) 10%, Light Storms (Rain) 10%, Severe Storms (Mixed) 5%

Technical Level: Advanced, hyperspace-capable, sophisticated agriculture centres (all imported by the Narn)

Native Sentient Race(s): Sorians (Narn colonists)

Dominant Government: Rule by Kha'Ri (pre-2260), Independent Sorian Rule (post-2260)

Notable Cities: Sorvan-li-Neth, Sor-li-ka, Sor-vi (Sorith Cities), G'Kam-esh

Population: 20,350,000 Sorians, 220,000 Narn (75% of population is urban, 25% live in rural or isolated areas)

Cultural Information: Sorith is an uncomfortably shared planet with serious cultural differences between the native Sorians (a semi-reptilian species) and the Narn colonists and military personnel that occupy it. The Narns mostly keep to themselves as unwelcome neighbours while the Sorians, lacking the firepower or true inclination to drive them out, tolerate them because they are better than the Centauri.

Planetary Notes: Sorith is very similar in size, climate, and planetary composition to Earth. It is mildly active and has a fair amount of electromagnetic activity, but these traits are not detrimental to any colonization or mining efforts. The Narn have kept their drilling and strip mining to a minimum as a gesture of good faith towards their neighbours, but these are fairly hollow gestures given the hostage status of the planet's indigenous species. While the Sorians have not organised to expel their Narn 'allies', their status as a conquered race is not in question where either people are concerned.

The Narn show the worst of their hypocrisy where the planet Sorith is concerned. After getting the help of Sorian slaves in their own war for freedom, the Narn turned around and 'liberated' Sorith as part of their growing Narn Regime. Adding Sorith to their conquered worlds was a difficult decision for the Kha'Ri, as doing so was a dishonourable act against a people that been instrumental in ridding Nar'Shal of the Centauri. Ultimately, it was done because the Regime felt they needed the resources of another rich world more than they needed to keep their promised to a people that could not keep them out in any event.

The Sorians have never forgotten this act of treachery on the part of the Narns and while they can understand at some intellectual level the reasons for their subjugation, they are always alert for any opportunity to regain their freedom. More dedicated to pacifism than the Narn were when the Centauri Republic enslaved them, the Sorians would never take up arms to this end. Instead, when the Narn fall in the War of Retribution, the Sorians are there to seize their chance and take back their world again.

'It has been discussed in open council that we should take back Sorith now that our fleets have regained some of their former strength. Have I taught you nothing? When we meet our gods at the end of time, I do not want to answer for our crimes against the Sorians twice!'

- Leader G'Kar before the Council of Elders on Nar'Shal

T'ill - Resource/Colony World - Narn Regime



Circumference: 28,900 mi. Water Percentage: 80% Equatorial Mean Temperature: 88 degrees F.

T'ill

Planet: T'ill

Climate: Warm to Temperate, Cooler near Equator

Weather Average: Mild 70%, Light Storms (Winter) 15%, Light Storms (Rain) 10%

Technical Level: Advanced, hyperspace-capable, sophisticated agriculture centres, mining and refinery facilities

Native Sentient Race(s): T'lori (Narn colonists)

Dominant Government: Rule by Kha'ri (pre-2260), Anarchy and Centauri Rule (2260-2262), T'lori Vindicrat Overlord (post-2262)

Notable Cities: Bulva Ka, Oolt Ka, Kul Ka, Oon Le (T'lori cities), V'Sten-or, V'Shar'neth Base

Population: 1,250,000,000 T'lori, 400,000 Narn (60% of population is urban, 40% live in rural or isolated areas)

Cultural Information: Because the T'lori are an isolationist people by nature, the Narn occupation of T'ill has mostly been the same as it was with the Centauri. The T'lori stay on their side of the planet and the Narn remain in the area they are most concerned with from a resource standpoint. Given the physical abilities and dangerous nature of the T'lori, this arrangement is acceptable to the Narn.

Planetary Notes: T'ill is a rich world with a clement –if extremely warm- temperature. The indigenous race, the T'lori, are descended from a reptilian race with over-developed patagia and the muscular strength to make them functional. They prefer highlands and mountain for gliding purposes, something their planet has in abundance. These mountains are not as laden with mineral wealth as the plains and plateaus of T'ill, allowing both occupying races to remain where they are without conflict.

Like the Sorians, the T'lori were slaves to the Centauri at the same time the Republic was subjugating the Narn

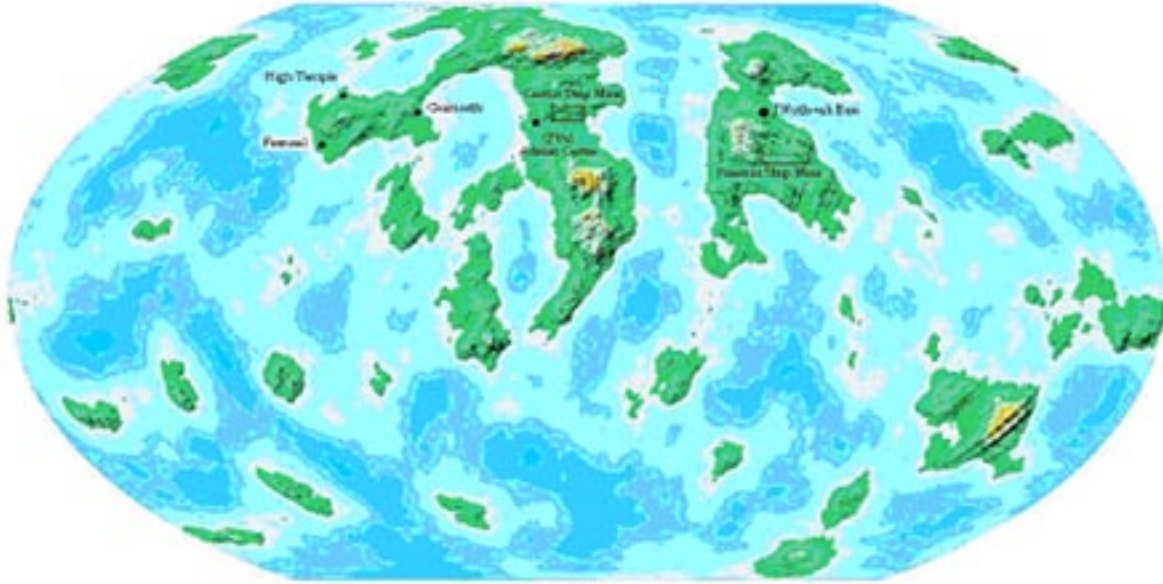
during their occupation of Nar'Shal. The coalition of aliens that aided the Kha'ri members on nearby planets included a trio of T'lori the Centauri were using as manual labour in the same mining colony on T'ill. This alliance was the doorway the Regime used to bring 'freedom' to the T'lori homeworld when they drove back the Centauri and cleared them out of the quadrant.

Unlike the Sorians, the T'lori were not resentful of this emancipation. They have little use for the parts of their planet the Narn desire, so the Regime's occupation is little more than an annoyance. The T'lori know that space travel exists, but they are not interested in exploring the galaxy. For them, the only things that matter are the freedom to soar on the turbulent mountain winds of their homeland and enough resources to live in peace. Beyond this, they wish little else. Even so, they did seize the chance to claim independence again after the return of the Centauri taught them that the Narn could not defend them any longer.

'The windless ones are not our friends, but they were not our enemies either. We could not count on their strength and so we choose to depend on our own.'

**-Vindicrat Overlord Oolvara,
Leader of the T'lori**

Tachunq - Resource World - Narn Regime



Circumference: 25,550 mi. Water Percentage: 86% Equatorial Mean Temperature: 80 degrees F.

Tachunq

Planet: Tachunq

Climate: Temperate to Cool, Temperate near Equator

Weather Average: Mild 50%, Light Storms (Mixed) 35%, Severe Storms (Mixed) 15%

Technical Level: Advanced, hyperspace-capable, mining and refining facilities (all imported by the Narn)

Native Sentient Race(s): Latach (Narn colonists)

Dominant Government: Rule by Kha'ri (pre-2260), Centauri control (2260-2263), Narn Council rule (post-2263)

Notable Cities: Ferrusel, Gerruseth (Tachunq villages), G'Vel Admin Centre

Population: 24,000 Latach, 3,000 Narn (20% of population is urban, 80% live in rural or isolated areas)

Cultural Information: Tachunq is an alien homeworld that almost slipped into oblivion when the Centauri, furious that their recapture of the world was meeting with resistance by the indigenous population, approved a full-scale invasion of the planet. The overzealous Republic troops were given full license to use lethal force and did so to the tune of more than a million Latach killed over the course of a few weeks. What few Latach still exist are isolated on one continent of their world in a pair of major villages and a series of underground fortresses near their only remaining temple.

Planetary Notes: A planet with a tremendous amount of tectonic and volcanic activity, the world's high ambient temperature has created a mostly tropical surface regardless of latitude and a landscape primarily comprised of continuous island chains in a single, massive world-ocean. The Latach, a humanoid race with a great sensitivity to vibration and several amphibious adaptations, live in harmony with their world. This is not always an advantage; the Centauri occupation had a serious impact on the health of both.

The Latach Homeworld is another example of the Centauri's push for resources victimizing a weaker, primitive race. Their story is identical to the one the Narn tell of their first encounter with the Republic, down to the part about welcoming the newcomers to their world and being immediately enslaved. The Tachunq, now a virtually extinct race, has a rich culture and a religious heritage- all hauntingly similar to the painful past of the Narn Regime before the Centauri came and changed their lives forever.

This only makes what the Narn did when they freed T'ill from their oppressors more appalling. The Narn moved in, fortified a number of military bases on the surface, and continued the strip mining unchecked. When the Latach came to their 'rescuers' in protest, they were turned away at gunpoint and told that the mining of their world was required to keep it safe. After the Narn returned to T'ill in 2263, the Regime has taken steps to correct their past injustices, but much of the damage in both trust and environmental impact is irreversible.

'We found a helpless people. We took advantage of them. They found a helpless people. They took advantage of them. Some call it evil. I call it evolution.'

-Lord Refa to Londo Mollari in a conversation about redeploying troops to T'ill

Narn

Technology

'Technology is nothing but a matter of doing the same thing faster. When we first emerged from the caves on our world, we walked. Now we fly, but the end result is identical. When we killed our first Centauri, we did so with rocks. Now we have guns. Of course, when the Centauri bombed our world, it was also with rocks. Trust me; the irony has not escaped us.'

-G'Kar

THE NARN HAVE a special approach to technology and technical achievement- they take the majority of their knowledge from others. While this is not exactly the most innovative approach and it does not cast them in the best light as pioneers of their own research, it should be noted that the Narn have come by this dishonesty honestly. The Narn did not seek out high technology. Both times their culture was introduced to the concept of technology, it was used to subjugate them.

The first exposure The Narn had to the concept of anything beyond simple machines, it was at the hidden hands of the Shadow's allies as they scoured Narn villages murdering their telepathic leaders and their entire families. It was only through turning that technology against the Shadows and their allies that the Narn defeated this Purge of Darkness and keep themselves free. While these technological advancements were later lost in a cultural Dark Age, the Narn remembered at a subconscious level the lessons they had been taught.

From the Scrolls of G'lan, on Dangers in the Dark

I fear for my people. Every night, the shadows around us hide death. We can hear them moving in our streets and in our homes. Though we have tried to reason with the darkness, it comes for us unabated and takes away those we need most. We have prayed to the gods, but they do not hear us. Entire families are found dead with the rising of the blood sun. No guard can stop this. No watch can find killers that have no shape. I fear for my people, but it is not the dark that frightens me.

I fear what we have done in our defence. G'Quan rides to the villages where those who lurk in shadow have been. He takes with him the last of our seers, the surviving mindwalkers that are the subject of this terrible hunt. Through their eyes, he can see the stalkers of our people. With their own weapons he brings them death in payment for the lives they have taken. This is just. His fight would be my fight if I were but younger and stronger. Yet it is within this righteous crusade led by G'Quan that my fear lies.

He wields the tools of the enemy and now wears the shell of one of their leaders. How will we know G'Quan when he returns to us? Will he have become the enemy by touching too long the enemy's soul? I feel that we cannot trust these things of the night. How can we trust a staff that creates fire? How can we know the soul of flying beasts without limbs or voices? G'Quan tells me that he cannot fight our slayers without using these things and I know in my heart he is right.

I will stay silent on this. I will pray that when G'Quan and the mindwalkers return, they do so as themselves and leave behind the cursed tools of the enemy. I foresee a time where, if we dwell too long in the houses of those who would oppress us, we will become them and become worse than they could ever be.

It is here where my fear lies. It lies not in the wake of what comes for us in the night. It lies in the shadows of our own souls.



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This experience served the Narn well when the Centauri appeared a thousand years later to enslave them. For a time, the Narn were overwhelmed by the power of the Centauri Republic, but they quickly learned to adapt. This time, the Narn kept the machines they stole and after the Republic was driven from their planet and their sector of space, the Narn did not cast away the 'gifts' their subjugation had provided. The Narn had been forced forward in the technological development once before and turned away from it. This did not occur a second time.

Instead, the Narn people took a massive leap forward in scientific achievement. With the captured equipment taken from the bodies of their captors and left behind by the retreating Centauri forces, the Narn began to build their own machines. These were crude at first- little more than retooled Centauri devices heavily bent to new tasks. As the Narn continued to study the 'how' of their new machines, they learned the secrets of designing their own.

This process of gathering technology from other races - reverse-engineering it and applying the lessons learned to their own technical base- has carried the Narn a long way in the sixty years since they first won their freedom from the Centauri. In six decades, the Narn have advanced from a

pre-industrial society to one that has mastered the concepts of space flight, high energy weapons, and advanced starship design. This haste is unprecedented in the galaxy, suggesting that the Narn mind has an amazing ability to adapt to new situations and assimilate information.

The speed with which the Narn have advanced their scientific knowledge is a blessing, especially for a race with a pressing need to defend themselves against an enemy with vastly superior technology. In a few short years, the Kha'Ri of the Narn were able to put together enough crude but effective weapons to begin the long road to freedom for their people. Keeping in mind that before the Centauri came to their world the Narn had little in the way of technical skill, this is nothing short of amazing.

Quick advances in science have also been something of a detriment to the efforts of the Narn as well. While the Narn Regime has been able to put together a space fleet with capabilities the equal of any other race in the galaxy (except the Minbari and the ships of the First Ones), they have effectively run into a developmental wall. Because their technology has come to them as a matter of quantum leaps and borrowed knowledge, the Narn do not effectively understand some underlying principles and theories relating to those innovations.

The Narn, for instances, can build a particle gun's components and construct such a weapon from the ground up, but they are not entirely certain how particle physics work in the first place. While the Narn are more than capable of outfitting their fleets and their soldiers with advanced technology, they are not developing new technologies based on what they know very quickly. This means that in fifty years, other races will have advanced past the current technology held by the Regime while Narn scientists are still struggling to understand what they have now.

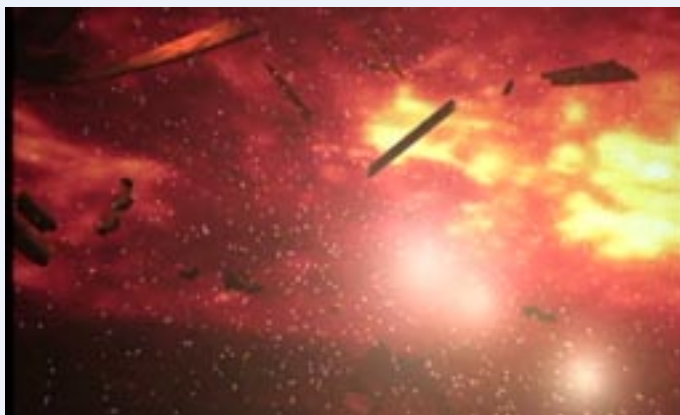
This is not to say the Narn may not surprise the galactic community again by achieving breakthroughs in basic scientific theory. They are a very adaptive race and if they fall behind because of their lack of insight into technical basic, they may very well seize on that problem and work feverishly until they overcome it. Narn history is filled with examples of this kind of single-minded dedication.

What the Narn Know

The simple answer to this question is 'exactly what they need to'. This points out that the Narn's technical knowledge is entirely geared toward the needs of the Regime and the continued functioning of its machinery. The Narn have accumulated a great deal of information on the technology they possess. When they acquire more, they take it apart, study each component and how it connects with others, and then puts it back together again. In this way, they build a greater knowledge base in the 'what' of their science at the cost of 'why' or 'how'.

The Narn have a lot of knowledge regarding high energy generation, heavy machinery, resource processing, and space-based technology. They can build starships from raw materials and understand every part that goes into their construction. They have the ability to design new weapons and vessels around the inventions they have on hand, though their innovations in any area not fully catalogued and dissected are extremely limited.

The Narn know fusion power and the many ways to generate, contain, and direct it. They can create coherent beams of light, adjust its intensity, and build devices to do so for both military and civilian purposes. The Narn can generate synthetic materials and augment natural ones with scientific additives to alter their properties. They have rudimentary weather control, advanced irrigation and hydroponic techniques, and understand the necessity of chemical additives in agriculture when their top soil is no longer producing efficiently.



All of these advancements are either learned directly from captured equipment or purchased through the Narn's market opportunities with other races. Very little of this has been deduced from basic science; reverse engineering is the principal form of Narn research. While the Centauri formed the cornerstone of Narn innovation and remains an important part of their technical capabilities, the Regime has since added elements of Abbai, Hyach, and Earth technology to their repertoire.

What the Narn Do Not Know

Even though the majority of their early technical knowledge base came from the Centauri, there are certain advantages the Republic has that the Narn did not receive. Because the Kha'Ri were unable to take down or seize any capital ships during their initial rebellion, the Narn were unable to procure a working gravity generator. They have been unable to get a functioning model in the decades since then, making gravity one of the few scientific puzzles they have not solved in their quest to exceed everything the Republic has accomplished.

The Narn are also capable of creating Jump Gates but they have an unfortunate hole in their scientific skills where hyperdrive is concerned; they cannot actually construct the crucial pieces of a jump point generator powerful enough to maintain a jump gate's field. They can create smaller versions used on their capital ships, but Narn jump gates use arrays of these smaller drives and are therefore less efficient. The problem lies in their inability to get an intact jump gate generator and discover the secret of how to maintain their fields over so great an operational area. Because the Narn build their jump gates well shielded, it is not immediately apparent to an observer that the function through a phased array of smaller devices.

The Narn are also not as effective at building vectored thrust engines, large scale laser optics past a certain size, and plasma accelerators. These three deficiencies are extremely galling to the Narn because the Centauri can do so with better results and in less production time. To be fair, the Centauri have centuries of experience ahead of the Narn, but logic has little to do with the Kha'Ri's vehement desire to outdo the Republic.

The only thing the Narn really have no skill with is patience. The Narn have been catapulted so far ahead of their time where technology is concerned that they have no appreciation for what can be accomplished by moving at a slower rate. The Narn Regime only knows one speed where research is concerned- immediate results. Any line

of scientific study that takes more than a year without producible results is usually abandoned by Kha'Ri executive order and its funding transferred to more prolific projects.

This handicaps Narn scientists and keeps them from being able to make the fundamental discoveries that would ultimately lead to better innovations than what the Regime achieves now through scavenging and theft. Technology is a chief concern of the Narn, mostly because they have been thrust into an arena where the biggest gun and the fastest ship are the only true keys to survival. Because the Narn refuse to step back and stay out of the line of fire, they have left themselves in an arms race they may ultimately lose by running too fast.

Narn Markets

While the Narn Regime is primarily a military power, it has actually accomplished more through trade and exchange than it has with all the ships in its fleets. The Narn have gained more through the actions of their merchant captains than with the commanders of its warships. Through intergalactic trade, the Narn have made alliances, advanced their own understanding of technology, and opened the way for future expansion of their territory.

Not all of their opportunities were capitalized upon, however. The Narn Regime had the chance to join the League of Non-Aligned Worlds and passed it up because the League races would not back them militarily in an assault on the Centauri Republic. While some might say this also allowed the Narn to retain their independence, the Regime missed out on the strength alliances of the kind found within the League could have provided them. This also limited their market trade with League races in the short term, though most of these embargoes have lifted.

The key to Narn trade success has been the central focus of their technological research; weapons. By trading weapons, the Narn have been able to open doors that no other export could have accomplished. While supporting other races to improve their militaries might seem like a poor idea for a galactic empire with plans for expansion, the Narn Regime typically provides weapons inferior to their own at prices that allow the Narn to construct better weapons for themselves.

The tacit alliances made while trading arms and weapon technology have also held the Regime in good stead. In particular, selling desperately needed munitions to Earth during their war with the Minbari provided an in-road to better relations with them later. This goodwill also solidified connections with Earth enough to land the Narn Regime an invitation to sit on the Babylon Project's

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Security Council. While the opportunities this position provided were not used very effectively, it still proved to be invaluable during the turbulent period of time surrounding the War of Retribution.

Weapons are not the only commodity the Narn export. Knowing that the only way an empire can expand is through resources, the Regime also maintain fiscal avenues through food and consumable goods. Quantum-40 and other fuels are short enough supply that the Narn regime does not typically traffic in them, but raw materials are a strong seller for the Narn. Iron, lumber, and building grade stone can be found loaded into Narn transports throughout the Regime's territory.

Of special note when discussing Narn markets are the items the Regime prefers to import. The Narn have a thriving business in advanced technologies and are one of the few races that use it as a turnaround market. Once the Narn purchase a new piece of technology, they analyze its closely and then usually sell it again for the same amount or more than they paid originally. This is in keeping with their scientific policy and ensures that the acquisition phase of their research ends up paying for itself. Merchants from all over the known galaxy know that the Narn are usually the best clients for technological goods.

Trading with the Narn

Merchants may understand the needs of the Narn market, but they also have to comprehend how Narn tradesmen think. Dealing with a Narn is not as simple as offering up goods, arranging for payment, and moving on. The Narn prefer to be a little more interactive with their purchases than this. The Narn rarely if ever buy something sight-unseen. In this case, images of cargo are rarely good enough; a Narn merchant has to be able to touch goods before he is convinced they are real and worth bargaining over.

While some traders might balk at bringing the entirety of a shipment within arm's reach of a client before they have been paid, those with any experience at dealing with the Narn know that this is not an issue. The Narn have a fairly straight-forward sense of honour where trade is concerned. Things have to be paid for and deals must be honoured. A merchant can always count on a Narn holding up his end of any business arrangement. To do otherwise would be an affront to the Narn's personal honour- something they take very seriously.

For any merchant thinking that this is a character trait to be exploited, there are a number of stories about what happens to those who cheat the Narn. These should act as



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gruesome lessons in why it is not wise to double-cross the Narn. Given that the Regime has been pointedly fighting a war with the last people to offend them for sixty bloody years with no signs of slowing down, merchants should be able to figure out that no Narn will let an insult go lightly. At best, the Narn trader will take the good involved and anything else the betrayer owns. At worst, it will take a fully stocked MedLab and a team of doctors a very long time to identify the body.

All of this assumes duplicity, of course. If a merchant deals fairly with a Narn, he can stand to gain quite a bit. While Narns are no strangers to bargaining, they have as much experience with it as they do in every other aspect of galactic affairs- around six decades worth. This can make them a little naïve about values and the aspects of supply and demand. While raking a Narn trader over the price of a given set of good repeatedly is a dangerous game, most Narn will chalk up a single incident to their own ignorance and let the matter drop.

The Narn are also a very loyal people when it comes to those they trust. This means a merchant that deals with them open and honestly can expect a great deal of repeat business. In the galactic market, repeat customers are vital to economic survival. The Narn are some of the most dependable clients an honest trader can have.

Narn Personal Equipment

The Narn tend to be a very spartan people. They carry only what they need and little more. This is not to say that some of them do not have deep pockets or avoid utility items just for their value as curiosities, but most Narn will only be encountered with the minimum gear they need to perform their daily functions or deal with the trails of their

normal routine. This comes from their time as slaves when they were denied personal possessions and had to make do with what little they could hide or keep nearby in their normal lives.

This also explains the Narn fascination for hidden items, concealable gadgets, and items that break down into components that can be easily overlooked. Any given Narn is likely to be carrying at least a knife secreted on his person and, if his means allow it, a projectile weapon and some means of contacting other Narns in an emergency. In this way, the

Narn are very much like the Centauri, though it would be very unhealthy to point out this similarity to members of either race.

Weapon Descriptions

Agony Whip: Also called an electric lash or by its traditional name, the *sio poro*, an agony whip is normally used by Centauri Imperial torturers and professional 'interrogators'. When used in combat, it is ineffective against creatures with any kind of Damage Reduction, but it can be extremely lethal against an unarmoured opponent. Agony whips have two settings and use a kinetic field to deliver their damage. On the low setting, it can inflict 1d2, 1d4, or 1d6 subdual damage as its wielder desires. On the high setting, it builds up a constant charge as it strikes. On this setting, an agony whip inflicts real damage, but its first strike does 1 point. Each round after that, it does another point of damage to a maximum of 12 points per strike. When used in interrogation, an agony whip adds a +2 circumstance bonus to all Intimidation checks once it inflicts at least 1 point of real damage on its target.

The agony whip is listed as a Narn Regime weapon because of the number of whips that remain in their hands after driving the Centauri from their world. Many slave masters died with one of these wrapped around their throats; the slaves in question have kept these whips as trophies and continued to use them enthusiastically on any Centauri they can find. While the Narn's history with agony whips is a distasteful one, several members of the Regime carry one as a not-so-subtle reminder of the past.

Bin'Tar Laser: While the Narn have a problem building lasers larger than a certain size, they have developed the ability to create them extremely small. This has resulted in

the Bin'Tar laser, named for the only outpost where they are crafted. Bin'Tar lasers are extremely compact and can burn through plate steel on their normal setting. These pistols are usually carried as back-up weapons by Narn officers and dignitaries.

D'Va'Lesh Pulse Rifle: The standard issue pulse weapon for Narn infantry units, this is considered a pistol class weapon because of its size and the ease in which it can be used. While there is a large pulse weapon issued to assault troops that better fits the bill of a 'rifle', the D'Va'Lesh is usually fired with one hand by Narn troops while they throw grenades with the other. The D'Va'Lesh is less dangerous with each shot than a military PPG but its cyclic rate of fire is much higher.

D'Va'Tak Assault Pulse Rifle: A larger, heavier version of the D'Va'Lesh, these weapons are harder hitting than a PPG rifle and fire at a much faster rate. Somewhat expensive to produce, these weapons are only issued to elite troops in assault squads. While they are very dangerous rifles, the Regime cannot afford to mass-produce them the way they do the D'Va'Lesh. As a Large weapon, the D'Va'Tak requires two hands to fire.

Many Narn take advantage of the D'Va'Tak's additional feature- a bayonet mount. Considered archaic by most militaries, the bayonet is a valuable addition to a Narn weapon because it allows them to take advantage of their physical prowess in infantry combat. A Narn equipped with a bayonet-fixed D'Va'Tak may make attacks of opportunity as if he were wielding a spear (see the spear entry for further details).

Fuel Grenade: Fuel grenades are made out of resistant containers such as glass jars, metal drinking vessels, or anything else that can hold about a litre of fluid. The Narn fill these with a volatile mixture of fuels and cap them under enormous pressure. Piezoelectric crystals are used for the impact-sensitive detonators; these ignite the fuel mix and spread its sticky, flaming mass all over the target site. Fuel grenades continue to do their fire damage to anything caught within the blast radius for 1d4 rounds. Only complete vacuum or total immersion will stop the flames before they burn themselves out.

Garbage Grenade: Another testament to how far the Narn will go to be free, the garbage grenade is a small explosive bound into the centre of a mass of broken glass, scrap metal, and other dangerous junk. When thrown, it scatters this deadly debris over a wide area, slashing any unfortunate in its radius. While garbage grenades have some advantages over military grade anti-personnel munitions, they are also

unreliable. On a natural attack roll of 1, the grenade goes off within 5 feet of the thrower, inflicting its maximum damage on him and normal damage on anyone within its normal area of effect.

Improvised Blade: The Narn are masters of getting weapons past detection. One of the ways they accomplish this is their philosophy that anything can be a weapon in the hands of the desperate. An improvised blade is usually found in an innocuous place or hastily crafted from seemingly innocent materials. With a few moments and a pressing reason to have a weapon, a Narn can usually find something lethal to wield. Improvised blades never last long. Once used in combat for 1d4+1 rounds, an improvised weapon is damaged enough that a new one must be found.

H'chak: The lachak lizard is a large reptilian predator from the southern hemisphere of Nar'Shal, the Narn Homeworld. Its most prominent feature is the bladed scale ridge that grows along its back. The Narn have used carved lachak scales as melee and thrown weapons since their prehistory. These deadly weapons resemble handleless hatchets with a blade on either side of a leather-wrapped hand grip and are sometimes wielded in pairs.

Ka'Toc: A long blade of Narn manufacture, the Ka'Toc is a powerful weapon in melee combat. It is said that once drawn, it cannot be sheathed in honour without having first drawn blood. Use of the Ka'Toc is therefore regarded with some pride in Narn society and is often used in the fulfilment of the Chon'Kar blood oath. To all races other than Narns, the Ka'Toc is considered to be an exotic weapon. While a given Ka'Toc is a typical example of the weapon, there are extremely finely crafted versions that exemplify both the Narn swordmaker's art and their race's strange balance between hostility and spirituality. Those who wield a Ka'Toc usually do so with honour and reverence.

Ka'Toc, Masterworked: A masterworked Ka'Toc is an incredibly well-balanced sword with a tempered steel blade and a fitted handle carved of bone or worked in fine hardwoods. A disturbing number of masterwork Ka'Tocs have a handle made of Centauri bone and have been wielded by the family members of those with Chon'Kar called against the entire Republic. The keen edge of a masterworked Ka'Toc can make short work of any opponent; these weapons have an improved critical threat range and add a +1 to attack rolls.

Na'Sethi: The Narn are an opportunistic people and few artefacts of the rebellion show this more than the na'sethi.

~*~*~*~

Frazi



A huge club made from a steel shaft and a craved stone head, the na'sethi was a weapon of opportunity that has found a place of appreciation in hearts of the Narn people.

Na'Seth was the name of the first Narn to use a weapon of this kind; he was a rebellious labour slave that had been shackled to a metal post in the centre of Veroth for his disobedience. Invoking his Blood Rage, Na'Seth tore the pole out of the ground and used its concrete end to crush seven Centauri to death before he was finally brought down. His strength and bravery inspired the slaves of Veroth to riot and while their rebellion was eventually quelled, hundreds of Centauri guards and 'masters' were killed with similar weapons.

Narn Stun Gun: Looking very similar to a PPG, the Narn stun gun is very different in operation. Emitting a debilitating charge of particles that disrupts nerve pulses, the stun gun is capable of rendering a subject utterly helpless. Very short ranged, the stun gun is used most often by agents and assassins who are required to keep their victims alive. Any character struck by a stun gun must make a Fortitude check at DC 15 or be knocked unconscious for an amount of hours equal to 6 minus their Constitution modifier. The stun gun uses the same energy caps as a PPG, which provide enough energy for 5 shots.

Ni'Shal PPG: A standard infantry PPG, these weapons are the equivalent of military grade PPGs found in use by most of the ground forces in the galaxy. The only unique feature of a Ni'Shal PPG is its field recharger and gas containment system. The Narn military, seeing a need to be autonomous in battle for long periods of time, created systems in their PPGs to reclaim some of the expended energy of a PPG burst and channel it back into the weapon.

After a Ni'Shal PPG has been emptied of ammunition, its containment pack can be cycled back into its cap with a DC 10 Technical check. This takes one minute and restores 1d10 shots. A Ni'Shal can only be recycled like this once per fresh energy cap, but the additional firepower has been a life saver on the battlefield many times for the Narn. Cut off from supply lines as they often are, the ability to reclaim even a few shots is a major advantage.

Plasma Grenade: A refinement on the concept of the fuel grenade, plasma grenades were an early offshoot of the Narn's research into plasma accelerator weaponry. After an unfortunate laboratory accident involving a tiny prototype magnetic containment field, military Research and Development saw the potential uses of a small plasma burst and turned the prototype into a fieldable grenade. These do intense damage in a controlled area; this is much

Weapons

Weapon	Cost	Damage	Area of Effect	Critical	Ammo	Range Increment	Size	Weight	Type
Melee Weapons									
Agony Whip	500 cr.	Special	10' reach	-	-	-	Medium	3 lb.	Bludgeoning
Improvised Blade	*	1d3	-	19-20/x2	-	-	Small	-	Slashing/Piercing
H'chak	200 cr.	1d4	-	20/x3	-	10 ft.	Small	1 lb.	Slashing
Ka'Toc	400 cr.	1d8	-	19-20/x2	-	-	Medium	8 lb.	Slashing
Ka'Toc, Masterworked	900 cr.	1d8	-	17-20/x2	-	-	Medium	7 lb.	Slashing
Na'Sethi	300 cr.	1d10	-	20/x2	-	-	Large	10 lb.	Bludgeoning
Spear	60 cr.	1d6	-	20/x3	-	20 ft.	Medium	3 lb.	Piercing
Grenade Weapons									
Fuel Grenade	100 cr.	1d4	30 ft.	-	-	20 ft.	Tiny	1 lb.	Projectile/Fire
Garbage Grenade	120 cr.	2d6	10 ft.	-	-	20 ft.	Tiny	1 lb.	Projectile/Slashing
Plasma Grenade	500 cr.	3d4	20 ft.	-	-	20 ft.	Tiny	1 lb.	Projectile
Slap Bomb	350 cr.	6d6	-	-	-	5 ft.	Tiny	1 lb.	Projectile
Pistol Weapons									
Bin'Tar Laser	1,100 cr.	2d4	-	20/x2	9	20 ft.	Small	1 lb.	Energy
D'Va'Lesh Pulse Rifle	1,200 cr.	2d6	-	19-20/x2	24	50 ft.	Small	3 lb.	Energy, Rapid Fire
Narn Stun Gun	1,250 cr.	-	-	-	5	20 ft. max.	Small	1 lb.	Energy
Ni'Shal PPG	800 cr.	2d8	-	19-20/x2	20	60 ft.	Small	1 lb.	Energy
Rifle Weapons									
D'Va'Tak Assault Pulse Rifle	1,700 cr.	3d6	-	20/x2	40	90 ft.	Large	6 lb.	Energy, Rapid Fire
Thrush Grenade Launcher	600 cr.	**	-	-	8	70 ft.	Large	5 lb.	Projectile

* It takes 1d4 rounds to 'create' an improvised blade from any given setting. These weapons are either slashing or piercing (Narn's choice) and require a Search check (DC 15) to make.

improved over the deadly but difficult to use with accuracy fuel grenade previously in use.

Slap Bomb: An early attempt by the Narn to create a shaped charge explosive, the slap bomb is a terrorist's delight. It consists of an explosive charge, a remote detonator with a range of 200 feet, and an adhesive side with enough tensile strength to remain in place on a moving target. Once a slap bomb is attached (a melee or ranged touch attack), it takes a full round action and a DC 18 Strength Check to remove. The Narn used these to great effect during their rebellion against the Centauri. When placed against a vehicle or structure, they reroll any 1s generated when determining damage. This improved damage only affects the structure; slap bombs do not have an appreciable blast radius.

Spear: While a weapon like a spear might seem out of place in a high technology setting, the Narn's hunting

heritage and their need for any weapon that could be easily fashioned from materials at hand made the spear a popular choice during their rebellion against the Centauri. While few wield one in modern times, the spear is included here as a representative weapon of what the Narn were armed with in the past. Narn spears carried forward to a modern game setting may have some distinctive feature, such as a haft made from a machinery part or a blade from a broken coutari.

Thrush Grenade Launcher: While the Narn have a fondness for throwing grenades by hand, they sometimes need to get better distance out of their explosives. This is especially true when fighting the Centauri as Republic troops have an advantage at longer ranges. To this end, the Thrush grenade launcher was built. Using a magnetic accelerator, the Thrush fires grenades much farther than a Narn can throw with any degree of accuracy. Deficiencies

in Narn science keep the Thrush's magnetic coils from being able to recharge quickly; this limits the Thrush's rate of fire and keeps it from being a rapid fire weapon. In every other respect, it is the equal to the Centauri Daximus launcher.

The Tools of Rebellion

When the Narn began their revolt against the Centauri, they were an oppressed people with very little chance of success against the superior technology and training of their enemy. The Kha'Ri preached patience and caution, knowing that if they could just learn how the Centauri's great machines worked, they could turn the Republic's advantages against them. This was wise council and it won the Narn their freedom at last, but many Narn could not wait that long.

Instead of worrying about how the Centauri's technology worked, many Narn slaves turned to more familiar devices. By blade, bludgeon, and ambush, they were able to make the Centauri pay in blood for every Narn live they destroyed. The Narn became master of guerrilla warfare; they struck from the shadows and used weapons the Centauri would never have considered dangerous. They waited until their masters' guard was down, then attacked quickly and faded away again. Never going for massive damage when a few surgical deaths could be achieved, these Narn whittled away at Centauri numbers for decades.

In truth, it was the slow damage done by these Narn patriots that made the Kha'Ri's efforts successful at all. The Centauri overseers were so busy trying to root out and crush the constant slashes at their authority that they did not see the sword over their heads until it was too late. While the Kha'Ri did not appreciate their advice being ignored by so many of their people, they were grateful in the end that this dissention served their case.

The Narn developed a number of techniques for killing Centauri without being seen in these days. While a great deal was accomplished in alleyways or in the shadows with a rock or a knife, the Narn had to become more inventive as their quarry grew wise to their tricks. To this end, the Narn began using traps and poisons to kill their prey. Many of these traps still exist, scattered around abandoned

colonies and set on shelves in Narn homes as trophies of past defiance.

A few of the more devious tricks the Narn have used are given here for historical reference and as an aid to Games Masters running campaigns set in the Narn rebellion era. These devices could also find their way into modern-set scenarios as curiosities or recovered artefacts. The true nature of these deadly devices might not be discovered until it is too late and someone gets inadvertently (or purposefully) injured.

Narn Poisons

Because the majority of all poison crafting done by the Narn has been with the Centauri in mind, their creations are specialized for Centauri physiology. The listed damage and Save DC for the poisons below are for Centauri victims. If one of these toxins is used on a member of a different race, it inflicts -1 damage per initial and secondary effect (minimum of 0) and the Fortitude saving throw DC to resist it is reduced by 2. A Narn poison maker can increase the craft DC of one of these poisons by +4 to make it as effective on any race as it is on Centauri. This also adds one hour to the creation time.

Bin'Tural: A common poison from the rebellion era of the Narn, this toxin is not as widely used any longer. Bin'Tural is a muscle-affecting poison with a crème and oil base that easily applies to any edged surface. The advantage to Bin'Tural over other blade poisons is its persistence. Once applied to a weapon, it remains effective for hours and can even withstand multiple uses without rubbing off. Each successful attack with a weapon coated with Bin'Tural after the first reduces the Save DC by 1. Once an application of Bin'Tural's Save DC drops below 10, it is too weak to have any effect.

Fin White: Named for the physical effect that it leaves on both its victims and those who survive its terrible damage, fin white is an ingested poison that has only the faintest aftertaste of fish oils. When consumed in a drink or as part of a meal (typically seafood to hide the flavour), fin white immediately attacks the nervous system. The effect is sheer agony as the victim writhes and begins bleeding from the face and neck. Those few that survive a case of fin white

Sample Narn Poisons

Poison	Type	Save DC	Initial Effect	Secondary Effect	Craft DC	Time	Cost
Bin'Tural	Injury	15	-1d3 Strength	-1d6 Con	18	4 hr.	500 cr./dose
Fin White	Ingested	18	-1d4 Con	-1d6 Con	20	2 hr.	600 cr./dose
Sha'dra's-ect	Injury	19	Sleep, 1d6 Con	Special	22	6 hr.	800 cr./dose
Vin'rath	Inhaled	16	Paralysis	-2d4 Dex	19	3 hr.	700 cr./dose

poisoning usually have streak of white in their hair to show for the harrowing experience. Those that do not have their hair turn completely white as a side-effect of the toxin.

Sha'dra's-ect: A typical poison used by the Narn, this formula only affects Centauri physiology. This toxin is made from the poison glands of a specific fish common to most coastal reef areas of the Narn Homeworld. Extracting this poison is difficult, but Narn are immune to its effect naturally. The secondary damage from a typical Narn poison is 3d4 Constitution, but if this second Fortitude save is failed, the victim loses consciousness and remains comatose while this damage is applied one point every hour until death occurs or the poison runs its course. This unconsciousness also occurs if the initial save is failed, but the victim will awaken in an hour if the secondary save is successful and suffers no additional damage as mentioned previously.

The name for Sha'dra's-ect comes from the word Sha'dra'sha, the Narn concept of the soul. In their religions, the Sha'dra'sha is an ephemeral force that makes up and is made of everything that a person is. The suffix '-ect' means to dissolve or burn away. Thus, this poison is an erosion of

the soul; it withers away someone's body and dissolves them from the inside out through an uncontrollable rise in their body temperature.

Vin'rath: An insect venom based poison, Vin'rath comes from the stingers of the vinlish bees found in the northern hemisphere of Nar'Shal. Chemically enhanced, this toxin has the ability to stiffen a victim's muscles to the point of immobility. Even if a victim manages to keep from inhaling enough Vin'rath powder to cause paralysis (a condition that lasts 1d3 hours), they may suffer serious mobility impairment instead. The Dexterity damage done by Vin'rath powder fades after 6 hours regardless of whether the victim suffered paralysis or not.

Broken Stones: A simple but surprisingly effective deterrent against pursuit, broken stones are usually created with shards of glass or metal instead. Nothing more than a clay pot filled with sharp debris, a case of broken stones is thrown to the ground where it shatters, scattering fragments of painful shrapnel to cover the ground in a 10 foot radius. Anyone moving through the area must make a Reflex save (DC 15) or suffer the damage listed and be forced to come to an immediate stop for one round. If the saving throw is a natural 1, this is a 'critical' attack by the broken stones.



Горит
Gorith

Sample Narn Traps

Trap	Cost	Damage	Area of Effect	Critical	Ammo	Range Increment	Size	Weight	Search DC
Broken Stones	40 cr.	1d3	10'	20/x2	-	10 ft.	Small	2 lb.	15
Chon'Vak	50 cr.	1d6	-	-	-	-	-	-	18
Idol of Pain	250 cr.	(poison)	-	-	1	5 ft. maximum	Tiny	1 lb.	23
Tural Sling	180 cr.	1d6	-	20/x3	-	10 ft.	Medium	3 lb.	20

They inflict double damage and the victim is no longer able to run until they receive one day of medical attention.

Chon'Vak: Named for the Narn tradition of testing one's endurance and courage by holding a hot stone longer than an opponent does, the Chon'Vak trap involves a metal object and a concealed connection to a generator or other source of power. This takes a DC 14 Technical skill check to create, but once set, the Chon'Vak can inflict its damage as long as the connection remains intact and the generator sustains power. In the days of the rebellion, Narn would connect the power lines of Centauri homes to door handles or metal fixtures. The Chon'Vak inflicts electrical damage.

Idol of Pain: An overt little item, the idol of pain is a statuette with a hidden pair of dart launchers hidden in its eyes. The statue is covered with an imperceptible sensory field that detects the contact of a life form picking it up and checks their genetic structure. If the person handling the statue is of Centauri origin, it fires its darts as soon as it faces them directly. This device can deliver any number of poisons, some of which stay virulent for centuries. As with most Narn poisons, these tend to be directly fatal and painful venoms, causing slow but inexorable Constitution damage until the victim dies in agony. The most common toxin used in idols of pain is Shādra's-ect (see above).

Tural Sling: A favourite weapon of opportunity, a tural sling is a jar of broken stones (see above) loaded into a tension spring mounted launcher and attached to a door or other likely place where a target will be moving through. Opening the door or otherwise disturbing the area sets off the 'sling' and provokes an attack by the trap with an Attack Bonus of +10. A common tactic with tural slings is to place one behind a door that is also rigged with a Chon'Vak. The electrical shock convinces surviving targets that there may be something valuable behind the door. This combination was responsible for hundreds of deaths during the Narn Rebellion.

General Equipment Descriptions

The Narn have no love for carrying extraneous gear around with them, but they do recognize the need to have

equipment available when they require it. To this end, the Narn have developed a number of ways to transport, store, and maintain their gear on the move. Partly due to their history and partly due to

the strong tendency in most Narn to be nomadic, these storage devices and maintenance tools are some of the most efficient and resilient in the galaxy.

The Narn have also designed some very unique equipment over their years of technical scavenging. They have brought together many of the best traits of other race's technologies and juxtaposed them in several ways. Not all of these special combinations have been successful. The Narn have, in the past, suffered from trying to accomplish too much in too little space, wasting their tools and talent in the process. From these failures, the Narn have learned the valuable lessons of space consciousness and combining only as many features into one device as it actually needs.

Narn devices also tend to be somewhat concealable or obfuscatory about their purposes. This is a trait learned during the Rebellion when the Narn were only allowed to keep things that either appeared to be tools or had no apparent value. Anyone encountering a piece of Narn equipment for the first time may, at the Games Master's option, have to make an Intelligence check (average DC 14) to determine what the item is and how to use it. Failure on this check does not usually carry a penalty, but some devices might be dangerous and on a natural check of 1, the Games Master may decide that some injury has been sustained. As with anything about the Narn, caution is always advised.

Breather, Slave: An inefficient and sometimes useless piece of environmental equipment, the slave breather is included here for two reasons. One, the Narn still possess hundreds of these from their time serving the Centauri on other worlds. Occasionally these respirators turn up on Narn vessels as emergency back-up units or as trade items to less sophisticated cultures with little appreciation or understanding of the drawbacks of these items. The other reason these devices are listed is because they are a prime example of the abuse and disregard with which the Centauri treat their slaves.

A slave breather uses the same rules given for breather masks (10 minute air supply, DC 15 Reflex saving throw to don in

response to a gas attack). Their cheap construction leaves them with a cumulative 10% chance of failure each minute after the first minute of operation. Once a slave breather fails, it is ruined and cannot be repaired. Two broken slave breathers can be cobbled together to make one functioning one with a DC 15 Technical skill check, but the cumulative chance for failure is 15% and is checked before each minute of operation.

Collapsible Shelter: The need for dependable shelter in adverse climates and dangerous conditions has refined the Narn's version of camping equipment to include this useful item. A bundle of insulating synthetic fabric held closed by several loops of memory steel first scavenged from Centauri transport vehicles, the collapsible shelter expands in a single round when its contain catch is released. The resulting tent is dome shaped and can accommodate 2 Medium creatures comfortably. Collapsible shelters also contain four chemical heating sticks and a week's worth of subsistence rations.

Communication Repeater: Thought the Regime communicator is the standard issue for troops in the Narn military, its range can be a little too limited when trying to contact distant bases or ships in orbit. For this purpose, the heavy but powerful communication repeater is called upon. These operate on the same frequencies as Regime communicators and can lock on to faint incoming signals and boost them enough to allow a much greater range of effect. Repeaters are usually mounted on scouting vehicles, spaceships, or carried in aerial transports. As long as a straight line of effect can be traced between a Regime communicator and a communication repeater (buildings and terrain features do not block this line), the former's range is increased to 5000 miles.

Gene Scanner, Fine: An intriguing piece of technology that was neither developed nor built by the Narn, the gene scanner is an extremely small biomedical computer with a scanning aperture that functions in a radius around the device and a transmitter that can generate simple electronic impulses depending on the results of the scan. While the potential of this small device is vast, the gene scanner is most open used to activate genetically keyed traps such as the Idol of Pain. Gene scanners are roughly the size of a ball bearing and are of Vree manufacture.

G'Quan Eth: These plants are extremely valuable plants used in religious ceremonies honouring G'Quan, the Narn Prophet that drove a great evil from the Narn Homeworld a thousand years before the War of Retribution. While these plants are almost extinct following the bombing of Nar'Shal, they were always rare to begin with and acquiring one over vast distances in space can be a tremendous undertaking for a devout follower. According to the

Centauri, dissolving one in a glass of brevari can increase its intoxicating effect, but this might just be one more way the Centauri have found to infuriate the Narn.

Hidden Pocket: This modification can be applied to any piece of clothing or armour. Created through trial and error by the Narn over the period of their enslavement by the Centauri, these little pockets can hold one Tiny item or enough broken down components to make one Small item. The useful trait of a hidden pocket is its concealment factor. A cursory glance at a person with a hidden pocket will not detect its presence and a careful Search requires a DC 18 skill check to find it. Many Narn have at least two hidden pockets in their clothing at all times.

Ka'Veth Blanket: This item is representative of the kinds of creature comforts Narn enjoy. A Ka'veth blanket is a leather sheet made from the hide of a ka'veth lizard on the Narn Homeworld. Before the War of Retribution, a good quality ka'veth blanket can be obtained at the price listed below. After the mass driver bombing of Nar'Shal, Narn can only get already produced blankets and have to pay 3x or 4x the listed cost when they are available at all. Arranging for such simple luxuries after 2260 can be the basis for an interesting scenario for a Narn- one that will certainly put his Diplomacy and Gather Information skills to the test.

Lightglobe: Based on one of the oldest technological discoveries of the Narn, the lightglobe has been around for hundreds of years on Nar'Shal and exist in large numbers on every Narn outpost and colony. Capable of creating a 10 foot radius of warm yellow light using nothing but simple chemical reactions and water as fuel, the lightglobe costs nothing to operate and can function for 12 hours on an ounce of slightly saline water. Lightglobes do not generate heat per se, but the water inside them is electrically charged and will inflict 1 point of electrical damage if contact is made with the normally shielded internal reservoir. After discharging this point of electricity, the water is drained and must be replaced for the lightglobe to function again.

Lor'tak Harp: A common instrument of the stringed variety on the Narn homeworld, a lor'tak harp can be considered representative of similar musical instruments. The lor'tak has a reputation for durability that makes them the most likely Narn instrument to be found on space transports or among the belongings of starfaring members of the Regime. The lor'tak is also one of the mildest sounding instruments the Narn play and have some value as a trade item with other races.

Manacles: The Narn have a lot of experience with manacles and restraints of all kinds. While they were not commonplace on Nar'Shal before the arrival of the

An Example of an Overpowered Weapon

G'Teth, a Narn soldier assigned to a suicide mission defending Babylon 5 from an impending EarthForce attack, knows that he is not likely to live out the next 24 hours. With little to lose, he decides to use the overpower technique taught to him in military academy. He breaks open his D'Va'Lesh pulse rifle and removes several of its beam inhibitors. This takes a DC 20 repair check, which he passes with a fortunate roll.

His weapon now has the following statistics. Once he has fired the last of his shots, the D'Va'Leth will burn out and can never be used as anything but a makeshift club again. G'Teth just hopes he lives long enough to worry about that.

Weapon	Cost	Damage	Area of Effect	Critical	Ammo	Range Increment	Size	Weight	Type
Overpowered D'Va'Lesh	1,200 cr.	3d6	-	19-20/x2	12	20 ft.	Small	3 lb.	Energy, Rapid Fire

Centaurs, manacles are an everyday sight there now and on many other worlds in the Narn Regime. The specimen listed on the Equipment chart is of average quality and require an Escape Artist check at DC 30 to remove without the key (assuming they are not simply bolted on and have no lock). Narn manacles have DR 15 and 30 hit points, reflecting their much thicker nature over regular handcuffs.

Narn Toolkit: The Narn prefer to keep all of their tools in one place, making an average Narn toolkit effective at dealing with all kinds of technical and mechanical problems. The tools in a Narn toolkit are of a general but typically well-crafted design. Possession of a Narn toolkit provides a +1 circumstance bonus to any kind of Technical skill check, whether the repair or project in question in mechanical, engineering, or electronic in nature. The bonus granted by a Narn toolkit is not cumulative with circumstance bonuses provided by other tools or advanced toolkits.

Na'Tarla Gum: The Narn do not often need to worry about oral hygiene. Their saliva and unique tooth enamel usually take care of any possible damage to dentin or other mouth surfaces before it can begin, but stains are sometimes a problem. The gum from a na'tarla tree, a conifer native to the northern reaches of Nar'Shal, is an effective bleaching and whitening agent for Narn teeth. Narn apply the gum with the tip of a finger, usually gloved to avoid discolouration, and spread it over their teeth vigorously. The pressure and motion activates the gum, which then whitens any calcium or enamel it comes into contact with. Na'tarla gum has a blackening effect on organic surfaces; this allows it to double as a skin, leather, and clothing dye when needed.

Overpower Modification: The Narn have a tendency to try and squeeze every last bit of power out of a weapon in an attempt to inflict as much damage as possible on their

enemies. This has the detrimental side-effect of ruining their weapons, but the Narn would rather win a battle swiftly and worry about supplying their troops later than losing because they lacked the strength to overcome their foes in the first place.

An overpower modification can be done to any energy weapon and requires a Technical (mechanical) skill check at DC 20. Failure ruins the weapon. Success immediately drops the weapon's ammunition capacity by half, reduces its Range Increment by 30 feet to a minimum of a 5 foot value, and imposes a -2 circumstance penalty on attack rolls. In exchange for this, the weapon inflicts one additional die and rerolls 1s generated on damage. Overpowered weapons cannot be reloaded after modification. When the weapon runs out of ammunition, it is ruined and cannot be repaired. The additional stress of the overpower modification has burned it out.

The Narn do not use this modification lightly and they never teach the technique outside their own military. While it was useful during their Rebellion when it was not likely that any given Narn would survive long enough to reload his weapon, it is considered a wasteful tactic in any prolonged combat. Even so, the Regime has been known to overpower their weapons before important battles and is certainly willing to exchange equipment for victory when the need calls for it.

Regime Communicator: Because the Narn do not have ears in the same way other humanoid races do, they cannot use typical headset communicators. While wrist and hand links are useful, infantry forces often need communication equipment that keeps their hands free. To this end, the Regime equips its ground forces with a headband communicator with an attached throat microphone. The headband transmits vibrations directly to the bone over the auditory canal and the throat piece channels speech regardless of external noise conditions. This communicator

is the equivalent of a hand unit and can send coded signals up to 50 miles under normal conditions.

Retalk Chitin: The iridescent panels seen in many pieces of clothing and artwork favoured by the Narn is made from the polished chitin of the retalk beetle, an abnormally large insect native to many parts of Nar'Shal. Appreciated for its reflective beauty and extraordinary resiliency, retalk chitin improves the Hardness of any item plated with it by +1 and adds 5 hit points to its durability. Many Narn wear retalk plates on their everyday clothing both for their appearance and the minor protection they impart (see retalk clothing below). An average piece of clothing (of the non-armoured variety) uses 2 to 3 pounds of chitin.

Scrambler: Decades of subversive combat have made Narn communication encryption some of the best in the galaxy. While every military communication is assumed to be encrypted at some basic level, these devices are dedicated computers that run encryption subroutines on outgoing messages and decrypt them using the same code sets on incoming signals. While the Narn are the leaders in this technology, most other races have similar models that are approximately as effective (but weigh 50% more because of their inferior construction).

Breaking a scrambler-enabled encryption requires a Technical (electronic) skill check at DC 35 for a military scrambler, DC 25 for a personal scrambler. Possession

of a personal scrambler reduces this DC by 5. A military scrambler reduces the DC by 10. Because different races use different codes, possession of a scrambler only reduces the Difficulty Class if the scrambler that encrypted the signal is from the same racial manufacture.

General Equipment

Item	Cost	Weight
Breather, Slave	50 cr.	1 lb.
Collapsible Shelter	280 cr.	4 lb.
Communication Repeater	4,500 cr.	80 lb.
Gene Scanner, fine	450 cr.	n/a
G'Quan Eth	500 cr.	1 lb.
Hidden Pocket	+20 cr.	-
Ka'veth Blanket	100 cr.	5 lb.
Lightglobe	80 cr.	2 lb.
Lor'tak Harp	300 cr.	4 lb.
Manacles	120 cr.	6 lb.
Narn Toolkit	350 cr.	10 lb.
Na'tarla gum	5 cr./use	n/a
Overpower Modification	-	-
Regime Communicator	250 cr.	-
Retalk Chitin	50 cr./lb.	-
Scrambler, Military	4,500 cr.	70 lb.
Scrambler, Personal	1,500 cr.	5 lb.

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Armour and Clothing

Descriptions

The Narn are well described by the phrase 'form follows function'. Even their most formal clothing is more functional than it is elegant, though there is a certain artistry to their designs that echoes the aesthetic past they have all but forgotten. When the Narn create new clothing, they keep in mind what the garments will be used for and consider their visual appeal to be a secondary concern at best. Only the highest fashions of the Narn, mostly in use only by government officials, are made for fashion's sake (and even then because appearances are also considered a tool by the Kha'Ri).

Assault Armour: When the Narn are about to engage in heavy combat, assault armour is issued to the front line troops. While the plating and resistant materials of assault armour will not significantly reduce the impact of heavy arms, it will improve the chances of a glancing blow over a solid killing strike. Narn assault armour is equipped with a first aid kit, a flashlight, and a single energy pod in external pockets for easy accessibility.

D'Ka Crew Armour: The vehicular crews of the Narn Regime are expected to get out of wrecked vehicles and continue fighting if their conveyances are destroyed. To facilitate this, every member of a vehicle's crew is issued resistant uniforms that function as armour. D'Ka grade armour is reserved for tank crews and is heavy enough to prevent the shrapnel and force from an engine explosion from killing its wearers.

D'Vas Crew Armour: D'Vas crew armour is a lighter grade of vehicle driver protection, designed to help with the kind of abrasions and injuries that can result from a crash at high speeds. D'Kas armour is considered to have DR 5 when applying its value against crash-related damage. In addition to its protective value, a D'Vas suit contains enough pockets to count as a carryall, a flashlight, and a single use of fire form. Each major Narn vehicle usually carries a mechanic as part of its crew; these personnel usually modify their suits to carry a Narn toolkit in addition to its other attachments. The cost for a Narn toolkit must be added to the D'Vas crew armour's standard cost.

Labour Uniform: Narn working away from the front lines on technical issues are under constant stress to produce at an almost impossible rate of speed. With little time to waste on hunting for tools, many Narn technicians wear a worksuit that carries all of the tools they need right on their person. These uniforms hold a Narn toolkit (the cost for which has been factored into the clothing's cost) and have reinforced sections for dealing with occasional

lab accidents. In addition, every labour uniform carries a small generator for powering its tools and external devices; this counts as an energy pod capable of handling the energy needs of any Small item.

Retalk Clothing: Clothing accentuated with heavy plates of retalk chitin, these garments do not tear easily and can withstand a considerable impact on its hardened surfaces. Many diplomats and government officials of the Narn Regime wear retalk clothing of armour-grade quality on a daily basis, appreciating both its stately, imposing look and the protection it provides from small arms fire. Retalk clothing must have 1 pound of new chitin added to it to replace lost plates each time its Damage Reduction applies against projectile or explosive damage. Until this occurs, retalk clothing only offers a DR of 1.

Smuggler's Flight Suit: Not really a flight suit per se, this type of clothing can take any number of different forms. Some Narn smugglers and gunrunners wear light bodysuits with a heavy reinforced duster over it and tall boots while others prefer a more conventional flight suit and jacket style. The important distinction is not form so much as function. This style of clothing incorporates light protection by way of resistant panels and reinforcement, but its primary function is concealment.

Several cunningly worked pockets and secret panels exist in a smuggler's flight suit; these conceal items so well, it takes a DC 20 Search check to find them. Up to 20 lbs worth of items can be concealed in this way. The Games Master is the final arbiter on what can and cannot fit within the concealing confines of a smuggler's flight suit.

Stealth Armour: The 'work uniform' of the Thenta Makur, stealth armour is a form of retalk clothing that is cut to optimize the stealth capabilities of its wearer. When clad in stealth armour, a Narn with 4 ranks or more in both Move Silently and Hide can add a +2 circumstance bonus to checks made using those skills. Stealth armour also comes with four hidden pockets, a 10 ft. length of steel chain, and a set of manacles. It takes a Spot check (DC 24) and an active attempt to discern any difference between stealth armour and standard retalk clothing.

Toroth Flight Suit: A Toroth flight suit is the standard work uniform of all Narn fighter pilots. These suits contain an integral breather mask, hand computer, Regime communicator, holster for a Bin'Tar laser (purchased separately), and a knife. Toroth flight suits are often highly personalized by their wearers, a practice that is encouraged by Regime commanders as it seems to improve the performance of their pilots. Sol'Toroth are provided a

uniform upgrade that improves their suit's DR to 3; these flight suits cost 6,000 credits and are highly sought after by collectors and other militaries hoping to copy the design.

Armour & Clothing

Item	Cost	Weight	DR
Assault Armour	3,000 cr.	20 lb.	4
D'Ka Crew Armour	2,000 cr.	25 lb.	3
D'Vas Crew Armour	1,200 cr.	15 lb.	2
Labour Uniform	650 cr.	7 lb.*	1
Retalk Clothing	900 cr.+	9 lb.	2
Smuggler's Flight Suit	1,000 cr.	16lb.	1
Toroth Flight Suit	5,000 cr.	13 lb.	2
Stealth Armour	**	11 lb.	2

* Weight without tools.

** These are not typically for sale.

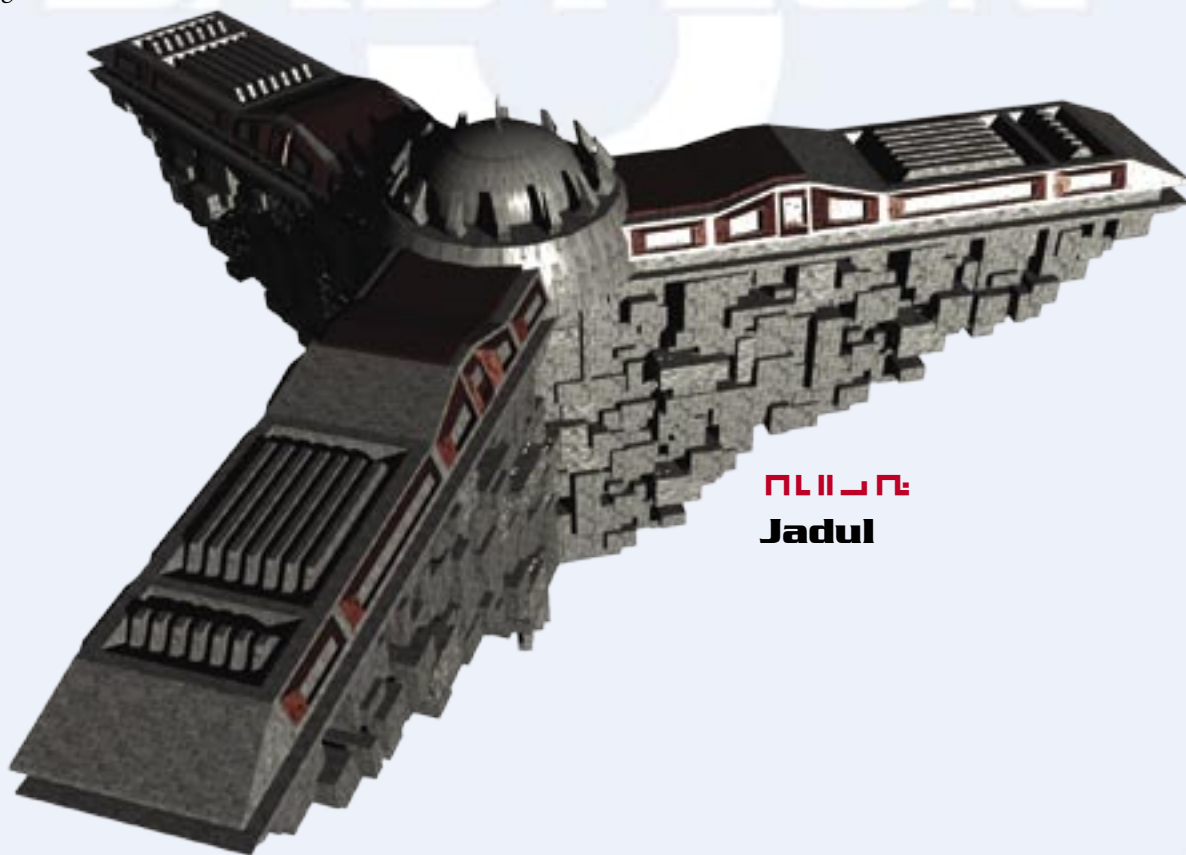
Narn Heavy Weapons

The Narn approach to weapons and warfare could best be summed up by, 'whatever hurts'. They are not terribly precise about their armament choices and while Regime tactics have evolved past the 'swarm it and kill it' stage, they are still one of the youngest militaries in the galaxy. This suggests correctly that they have little finesse in their weapon decisions and tend to mount the most powerful guns any given frame can hold and then worry about strategic mixes.

This is not to say the Narn do not understand the value of certain weapons in certain situations. Instead of creating specialty ships from the design phase up for each given tactical scenario, they usually opt to use existing hulls and tailor their offensive load outs accordingly. This can lead to some logistical problems when a given hull is insufficient for the task at hand, but the Narn usually make do. This approach does provide a useful tactical advantage in that when an enemy fleet spots a group of Narn ships, they cannot immediately determine what weapons the Regime battle group is mounting.

This is another example of Narn strategy. By concealing the capabilities of their military until the last possible moment, an opponent has to work much harder to position himself advantageously. Wide attack angles and fields of fire on most of their vessels allow the Narn to maintain the same fleet formations for most of their weapon groups, making their flight patterns little clue to the offensive strategy a War Leader may be planning until it is far too late to react.

Lasers: The mainstay of most Centauri vessels, the laser is considered something of a give-and-take weapon with the Narn. On the one hand, they have fitted many laser weapons on the ships of their fleet, copying designs directly from captured Centauri examples. On the other, the Narn Regime has proven remarkably unsuccessful at adapting



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their technical knowledge of laser technology to larger designs, limiting the tactical range and power of Narn light-optic armaments.

This has not been entirely a loss where the Narn are concerned. They still have many viable laser designs and their ships of the line use them with remarkable effectiveness. The Regime's inability to field lasers larger than a certain size has forced their scientists to work on replacement beam technologies, advancing their capability in other directions. For example, particle weapon technology has been greatly advanced by Narn research- the direct result of their roadblocks in laser design.

Gauss Weapons: Gauss weapons have a very simple concept at heart; a ferric projectile is accelerated at phenomenal speeds down a firing lane surrounded by phased magnetic coils. These structures move the metal round at velocities many times the speed of sound, making the impact of such round so destructive the targets are usually penetrated completely. Gauss weapons were introduced to the Narn by the Centauri, but the Narn have taken the technology far beyond where it was when the Republic first fielded it on their world.

Current gauss weaponry in the Narn Regime fills niches at every level except personal infantry. Light versions of gauss cannons can be found on vehicles small enough to be considered scout class and much heavier guns provide the knockout punch required by heavy battle tanks. Gauss cannons are also mounted on battleships and cruisers in the Regime fleet. While limited by ammunition concerns, most Narn engagements are won or lost in the first few salvos; this all or nothing approach makes worrying about supplies a secondary concern.

Following the War of Retribution, an enraged Narn fleet—what was left of it—began experimenting with mass drivers as a form of ironic justice. While mass drivers are typically too slow to be of any real use in tactical space combat, the Narn military science community discovered how to scale one down and fit it with an ammunition feed that greatly sped up its rate of fire and projectile velocity. These superheavy gauss cannons can be retrofitted on any Bin'Tak Dreadnought or G'Quan Cruiser.

Doing so replaces a heavy laser cannon (twin-linked weapons count as one and are both removed for one superheavy gauss cannon in exchange) and only one of these energy hungry weapons can be fired each round due to power constraints. In addition, a superheavy gauss cannon takes one full round to recharge and cannot be fired again until it does so. The most common variant vehicle to

carry these is a Bin'Tak Dreadnought; it carries two of the monstrous magnetic guns and usually alternates fire with them each round.

5 Superheavy Gauss Cannon; Same Arc; Attack +* (based on targeting computer); Damage 100+10d10; Critical: 1 automatic critical per hit; Range 3

Particle Beams: Another technology the Narn have advanced far beyond the state they received it in from the Centauri, particle beam weapons are the standard armament for most vessels in the Regime fleet and many ground attack vehicles as well. Even the typical firearms given to infantry troops are built around charged particle accelerators; the pulse rifles carried by assault and elite Narn soldiers are particle based.

Few vessels or vehicles exist in the Narn military without carrying at least one particle array or cannon. The Frazi fighter is armed with particle guns, as is every form of tank, artillery, or fighting vehicle in the Regime's ground attack army. Particle weapons fit the Narn ideal of hard-hitting, short ranged weapons with short recycle times and fast rates of fire. The Narn have reached a glass ceiling with particle technology; they can see the next advancement in their research—molecular slicing beams- but they have been unable to attain it for several years.

Energy Pulse: Never ones to pass up any advantage in combat no matter how expensive the cost, the Narn have developed a class of battlefield technology no other race has been willing to entertain. By taking expensive power cores and rigging them with diffusion jackets and remote detonation charges, the Narn have been able to design energy pulse mines powerful enough to overwhelm the radiation shielding of other vessels and cause power failures and electronic overloads with predictable precision.

This technology is frightfully expensive, primarily because each 'weapon' of this class is a reactor core capable of powering a fighter or small ship's main engines. The Narn are keenly aware of the cost and usually craft their mines from captured fusion cores from other races' ships or damaged cores from their own that would require repairs too extensive to be cost effective. Even with these 'recycling' efforts, energy mines are too expensive to use in every engagement and tend to be last resort weapons used when a Narn vessel is facing fighter squadrons vulnerable to energy pulses or to cover a fleet's retreat from a lost battle.

Energy Mine: The energy mines used by the Narn Regime are extremely potent weapons that have been designed to damage enemy vessels at long range and break up attacking formations before they engage with Narn fleets. Though unlikely to cripple warships, they are capable of scoring telling damage and are absolutely lethal to deployed fighters. Based around a warhead with a self-generating plasma field, energy mines are pre-programmed on launch to detonate at a set range, unleashing a destructive pulse with a huge area of effect which allows them to batter several vessels at once.

An energy mine is targeted at a specified square, rather than an enemy spacecraft and the attack is required to hit DV 10, modified for range and speed as normal. Any object within the target square or up to 2 squares away from this point will be automatically hit by the energy mine, taking 20+3d10 points of damage.

Improved energy mines exist. These came into production during the last few weeks of the War of Retribution when desperate War Leaders gave the order to cannibalize cruiser class vessels with severe battle damage for parts and supplies. One of the outcomes of that order was the heavy energy mine. This is a normal energy mine with an explosive range of 4 squares as opposed to 2. Within 2 squares of the detonation point, damage is 30 + 4d10 and any fighter class vessel surviving the damage must make an immediate Pilot skill check at DC 20 or be stalled and unable to make any manoeuvres or attacks for 1d4 rounds. At a distance of 3 to 4 squares from the detonation point, damage is 10 + 2d10 and has no additional effect.

The Narn have also developed a special form of energy mine called a pulsar mine. More radioactively 'brilliant' than a typical energy mine, a pulsar mine acts like an energy mine in all respects but remains in effect for 1d4 rounds after its detonation. Any ship moving through its burst radius while it is active takes its damage and cannot make communication contact with any other vessel while it remains in the pulsar mine's effect due to electromagnetic jamming.

⑤ **Energy Mine;** Boresight (typically); Attack +* (based on targeting computer); Damage 20+3d10; Critical 19-20; Range 8; Burst Radius 2

⑤ **Improved Energy Mine;** Boresight (typically); Attack +* (based on targeting computer); Damage 30+4d10+stall or 10+2d10 (see rules text); Critical 19-20; Range 6; Burst Radius 4

⑤ **Pulsar Mine;** Boresight (typically); Attack +* (based on targeting computer); Damage 20+3d10+jamming;

Critical 19-20; Range 8; Burst Radius 2; Duration 1d4 rounds

Missiles: While the Narn have made many advancements in the technologies of others, they have one area of expertise they share only with Earth- missiles. First acquired during weapon exchanges during the Earth/Minbari War, missiles have been a mainstay of the Regime's war chest ever since. Missiles are a primary tactical consideration every time the Narn go into battle; War Leaders plot out approach paths to enemy ships specifically to account for the passage of their inevitable missile salvoes. When facing a Narn ship in combat, preparing to intercept missiles is almost a combat given.

Narn missiles are built around the same nearly universal concepts- high yield, low cost, short range. While the Narn do have a couple of designs that break these guidelines, they are usually saved for specific forms of engagement and cannot at all be considered common usage munitions. From mines and mortars to rapid fire missile delivery platforms, Narns appreciate the tactical benefits of a guided air strike coupled with the relatively low resource cost of missiles over beam weapons.

⑤ **AB Prox Mine Launcher:** A weapon based on a much smaller application of the energy mine, the AB prox mine is a tiny fusion cylinder with a proximity sensor and ballistic arc compensation. Narn tacticians use the AB prox mine whenever they have a large group of enemy targets and need to clear them without regard to what may be around them. While this weapon is not terribly effective against vehicles with any kind of hardened armour, it is lethal against infantry because of its phased energy waves.

- **Special Damage Rule:** When an AB prox mine explodes, it does its listed damage 1d4+1 times in rapid succession. This damage is considered separate attacks and DR from any source will reduce each instance. If a creature has a DR of 2 or less (including no Damage Reduction at all), the damage is added together and if the total exceeds the target's Constitution score, it must make an immediate DC 10 Fortitude saving throw or be slain automatically.

⑤ **Dirk Auto-Mortar:** This weapon is a simple mortar launcher with a much more complicated aiming mechanism. The Dirk is rapidly being replaced on most infantry vehicles and in anti-infantry squads in preference to the AB prox mine, but it still has a

place in assault platoons and on anti-tank vehicles. The Dirk uses a binary shell with a shaped cone explosive in from of a spherical charge, enabling it to blast through armour and deliver its payload inside a hardened target very effectively. While the Dirk carries a -2 circumstance penalty to hit because of its design flaws, it ignores 5 points of DR with each hit.

- 5 *Lasha AAFFM*: The Lasha is the Regime's attempt to design an effective anti-aircraft missile and in that regard, it is a mixed success. While it can engage fast moving aerial targets very well, it is extremely inefficient at nap-of-earth manoeuvres and cannot strike ground targets with any degree of dependability. Lasha AAFFMs have a +2 to attack rolls against aerial targets; they suffer a -6 to attack rolls when directed at a ground target or vehicle.
- 5 *Scram ATAFFM*: The ground counterpart to the Lasha, the Scram is much older and a far more proven design. Scrams are effective in any role and have a sensory array based on Centauri design. This lets Scram tactical missiles strike any target, aerial or ground, with equal if unremarkable accuracy. Scram ATAFFMs have no bonuses or penalties to attack rolls and ignore 1 point of Damage Reduction due to their armour-piercing nose charges. In the unlikely event that a Scram missile

is launched at a target with adaptive armour, this 1 point reduction is negated and will not apply.

- 5 *Thistle Launch System*: A major advantage in Narn missile technology, this man-portable turret has the capacity of rapid firing from two to all eight of its munitions in a single volley. This is treated as a single attack with the number of missiles fired being dependent on the operator's command. A salvo fire of this type imposes a -2 circumstance penalty to hit and one additional missile hits for every point above the Defence Value of the target scored on the attack roll.

- o Thistle Missile Launcher; Turret (technically, a Thistle is carried by a trooper and can therefore fire in any direction); Attack +* (bonus equals the base attack bonus of the operator, Dexterity bonus does not apply); Damage 3d6; Critical 19-20/x2; Range 5; 8 missiles each; Special Qualities: Salvo Fire; Reload Time: No reload.



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Vehicles of the Narn Regime

Vehicles do not much interest the Narn. They exist as all tools do- to accomplish an objective. To the Narn, a vehicle is what one has to use to get where one is going. A land car gets a Narn from one city to the next. A transport shuttle takes a Narn merchant from one sale to another. A battle cruiser gets a War leader from one combat to the next field of engagement. Some Narn become philosophical, naming their ships and attributing some level of sentience or awareness to them, but most are as concerned with the metal beneath them as they are which shoes they put on that day.

For the Narn, vehicular technology is more important than the products themselves. The Narn, much like the Centauri they despise, are always watching for the next piece of new tech that will lift their vehicles beyond the level of other races and make them superior. This kind of competition exists at all levels of Narn society. Once, the

Narn were unconcerned with competition; now, it is they chief and most debilitating vice.

If one race has an air car, the Narn want one that flies higher and moves faster. The Hexus main battle tank is the yardstick by which the Narn D’Ka’Sho was built and is constantly being modified to exceed. The fleet of the Regime is built around the idea that every element of ship design is something to be constantly improved until each vessel is faster, stronger, deadlier, and more manoeuvrable than the same class fielded by anyone else. The Narn have had little success in this regard, but they have found their unique niche in the galaxy; they may not exceed any other race in a given category of high technology, but they certainly try the hardest. Even humanity has a hard time matching the Narn’s zeal in this regard.

Cargo Transport, Narn: The Narn have a lot of cargo they need moved and a number of locations in their empire that rely on the efficient hauling of goods. With trade becoming a more valuable component of Regime management,

Special Quality: Dependable

A vehicle or spacecraft with this quality is constructed in such a way that its main components are easily serviceable, its superstructure can be replaced with little need for specialized tools, and its entire chassis is both durable and difficult to significantly disable. While a dependable vehicle may not be more resistant to direct harm, it can be repaired with great ease. The Narn are pioneers at this kind of construction; their designs are very resilient and rarely stay out of service for long.

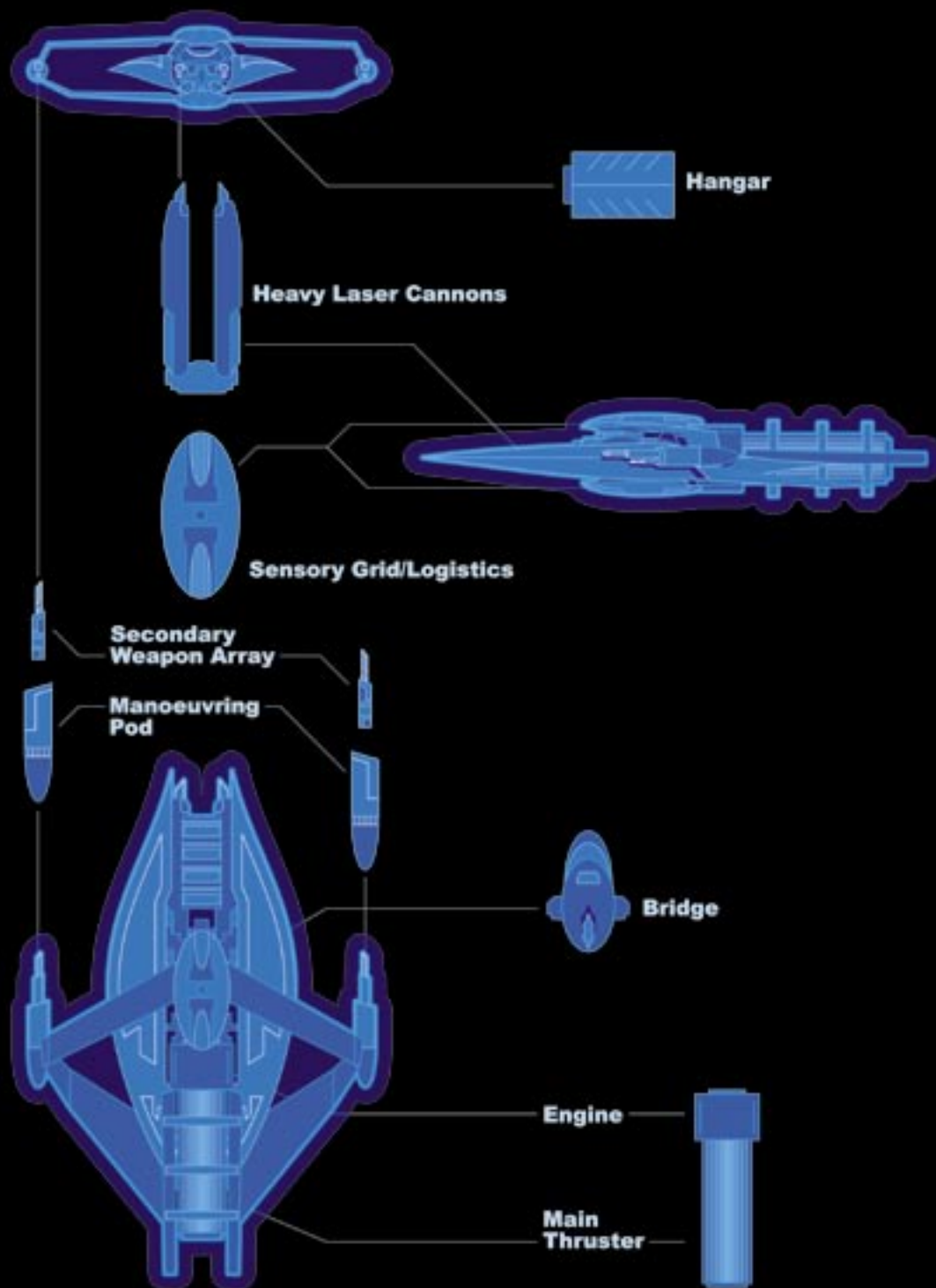
When a dependable vehicle needs to be repaired, any Technical checks made to do so take half the normal amount of time and benefit from a circumstance bonus equal to the rating of this quality. Dependable vehicles easily regain hit points and can be ‘patched up’ for their given an hour of work and a Technical check with a DC equal to the following chart.

Dependable Repair Chart

Size of Vessel	Number of Hit Points Regained	Personnel Required	Technical DC
Small	5	1	10
Medium	10	2	15
Large	20	4	20
Huge	30	16	25
Gargantuan	50	32	30
Colossal	70	64	35

Personnel required for a patch job is an estimation; the Games Master is free to adjust this value up or down depending on the vehicle in question. A ship can only be patched once before requiring a complete repair cycle involving a shipyard and a fully trained repair crew. Once patched, a vehicle suffers a -1 to its Handling score because of the short cuts involved in the process.

NARN REGIME G'QUAN CRUISER



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cargo and its dispensation have finally warranted some development time by Narn scientists. After much consideration, they have come up with what may be the most reliable aerial transport hauler in the galaxy. Slow to the point of ponderous, it has a massive capacity and is very easily repaired.

Gargantuan Aircraft; hp 40; DV 10 (-4 size, +4 agility); DR 7; Spd 20; Acc 2; Dec 2; Han +1; Sensor +0; Stealth 5; Special Quality: Dependable 4; Cargo 8,000 lb.; 1 Pilot, 16 passengers

Da'Vas Civilian Car: A common vehicle in use by Narn citizens with a need to possess such a thing, the Da'Vas is more a style of vehicle as opposed to a specific manufacture. While many variations on this theme exist, virtually every personal transport in the Regime has the following characteristics and conforms to -more or less- these statistics. As with many Narn vehicles, every make of the D'Vas chassis has at least one hidden compartment capable of hiding up to 50 lbs. worth of equipment in the same manner as a hidden pocket.

Large Surface Vehicle; hp 18; DV 9 (-1 size); DR 5; Spd 20; Acc 2; Dec 3; Han +1; Sensor n/a; Stealth 5; Cargo 250 lb.; 1 Driver, 4 passengers.

Da'Tarata Speeder: The Da'Tarata is an exception to the rule about all Narn civilian vehicles being equal. The Da'Tarata comes from a private manufacturer and has a clientele of predominantly young adult Narn with highly placed government or military parents. While the Narn do not much suffer the same 'idle rich' problem and some other races, there are a few wastrels in their population despite the best efforts of the Kha'Ri. Most of them manage to kill themselves driving these ridiculously fast vehicles, neatly solving the dilemma.

Large Surface Vehicle; hp 14; DV 10 (-1 size, +1 agility); DR 4; Spd 30; Acc 6; Dec 5; Han +2*; Sensor +2; Stealth 5; Cargo 150 lb.; 1 Driver

* At speeds of 28 or more, the Da'Tarata's Handling bonus becomes a -2 penalty instead.

G'Ston Trawler: As massive as it is slow, the G'Ston is an outdated model of ground cargo hauler still in use on some Regime worlds simply because they refuse to break down and be replaced. Built so solidly that they are difficult to take apart even on purpose, the G'Ston is as stubborn and obstinate as the Prophet for which it was named. G'Ston trawlers have huge wheels and a set of tracks on both sides between its axles. With this arrangement, it can handle any form of terrain with the same utter lack of celerity.

Gargantuan Surface Vehicle; hp 60; DV 6 (-4 size); DR 9; Spd 15; Acc 2; Dec 5; Han +0; Sensor +2; Stealth 4; Special Quality: Dependable 2; Cargo 24,000 lb.; 1 Pilot, 24 passengers

Ka'Vas Air-Water Transport: Many of the colony worlds of the Narn are heavily aqueous or have coastal cities in preference to inland colonies. For these areas, a transport with air to water capabilities is a major advantage in turnaround time and efficiency. The Ka'Vas answers this need by being capable of landing on water as easily as ground zones. The Ka'Vas is not truly submersible, but it treats water terrain as solid for purposes of take offs and landings.

Gargantuan Aircraft; hp 35; DV 9 (-4 size, +3 agility); DR 6; Spd 30; Acc 3; Dec 4; Han +3; Sensor +4; Stealth 4; Cargo 10,000 lb.; 1 Pilot, 16 passengers

Na'Tari'Vas Sky Lifter: A complete redesign of a Centauri concept the Republic abandoned when the proliferation of atmospheric-capable shuttles outdated them, the sky lifter is a short range shuttle with ventral mounted engines and heat tile armour. The Na'Tari'Vas is designed to do one thing, fly straight up from its launching/loading bay, dock with a transport or capital ship in geosynchronous orbit, and go straight back down to land. The advantage of the Na'Tari'Vas is its speed. While it has very little in the way of manoeuvrability in an atmosphere, its dedicated role allows it to travel at incredible speeds.

Huge Aircraft; hp 30; DV 8 (-2 size); DR 8 (10 against heat, fire, and lasers); Spd 50; Acc 8; Dec 8; Han -1; Sensor +6; Stealth 5; Cargo 16,000 lb.; 2 Pilots

Sho'Va'Sto Heavy Car: The vehicle of choice for the First Narn and members of the Second Circle of the Kha'Ri when they must travel under possibly hostile conditions. In addition to its dependable construction and heavy armour plating, the Sho'Va'Sto has an extremely powerful vehicle-mounted communication rig (5,000 mile range) and a troop carrying capacity of 8 soldiers. The Sho'Va'Sto is a recognizable design, something the Narn consider both good and bad from a tactical sense. It is common practice for three Sho'Va'Sto to leave the same location and travel by alternate routes; this makes enemies work three times as hard to try and intercept the official being transported.

Huge Surface Vehicle; hp 30; DV 9 (-2 size, +1 agility); DR 8; Spd 22; Acc 2; Dec 3; Han +1; Sensor +6; Stealth 8; Cargo 200 lb.; 1 Driver, 9 passengers (typically 1 official and 8 troops).

Civilian Vehicles

Item	Cost
Cargo Transport, Narn	40,000 cr.
Da'Vas Civilian Car	18,000 cr.
Da'Tarata Speeder	59,000 cr.
G'Ston Trawler	78,000 cr.
Ka'Vas Air-Water Transport	150,000 cr.
Na'Tari'Vas Sky Lifter	280,000 cr.
Sho'Va'Sto Heavy Car	110,000 cr.

Military Vehicle Descriptions

D'Ka'Sho Main Battle Tank

The D'Ka'Sho has the unusual distinction of being the one vehicle in the Narn Regime's ground force the Kha'Ri never wished to build. It is too expensive and too slow for their tastes, but the need for a heavy hitting assault vehicle with the armour to withstand return fire was too great for them to ignore. The result of this unwilling necessity is the D'Ko'Sho, also called the 'na'kath' after a Nar'Shal animal as ponderous as it is stupid. The na'kath is a massive land mammal so strong and stubborn that if it hits an obstruction while running, it will either push the barrier down or starve trying to do so. The similarities between the na'kath and the lumbering D'Ka'Sho are ironically unmistakable.

Huge Surface Vehicle; hp 45; DV 9 (-2 size, +1 agility); DR 10; Spd 7; Acc 2; Dec 2; Han +1; Sensor +2; Stealth 8; Cargo 750 lb.; 1 Driver, 2 Gunners.

Weapons:

Heavy Gauss Cannon; 1 Boresight; Attack +2 (targeting computer); Damage 4d8; Critical 18-20; Range 4
Light Pulse Guns; Front/Left, Front/Right; Attack +2 (targeting computer); Damage 2d4; Critical 19-20; Range 2; Rapid Fire

D'Ka'Tal Artillery

When the D'Ka'Tal design was being research, it was originally supposed to be its own hull type. Unfortunately, the weight of its massive twin gauss cannons kept stressing its undercarriage so badly, the vehicle was considered impossible to build. The unwelcome addition of the D'Ka'Sho tank revived the project by providing a chassis the Narn had to build in any case. Its solid structure is even more ponderous with the twin gauss array, but the slow movement rate actually helps its manoeuvrability. The D'Ka'Tal is more expensive to field than the D'Ka'Sho, making the Kha'Ri very hesitant to commit then to anything less than a major engagement.

Huge Surface Vehicle; hp 44; DV 9 (-2 size, +1 agility); DR 7; Spd 6; Acc 2; Dec 2; Han +2; Sensor +6; Stealth 8; Cargo 550 lb.; 1 Driver, 2 Gunners.

Weapons:

Twin Heavy Gauss Artillery Cannons; Boresight; Attack +4 (targeting computer); Damage 4d8; Critical 18-20; Range 5*

* For every range unit past 5 that the heavy gauss artillery cannon fires, it suffers a -1 to the attack roll. The heavy gauss artillery cannon has no effective maximum range and can ignore any cover bonus the target might have. A target's speed - 10 serves as an additional penalty to the attack roll.

Light Pulse Gun; Front/Left/Right; Attack +2 (targeting computer); Damage 2d4; Critical 19-20; Range 2; Rapid Fire

D'Va'Korrac Infantry Fighting Vehicle

A swift infantry transport with the twin advantages of armour and firepower, a D'Va'Korrac specializes in getting Narn soldier close enough to heavy action that they can dismount and fire with a few moments of solid cover between them and the enemy. The D'Va'Korrac is a solid and efficient design, with the majority of its firepower arranged around its boarding doors to provide cover fire for infantry squads during their vulnerability window.

Huge Ground Vehicle; hp 35; DV 10 (-2 size, +2 agility); DR 6; Spd 14; Acc 4; Dec 4; Han +2; Sensor +4; Stealth 10; Cargo 1000 lb.; 1 Driver, 2 Gunners, 16 infantry, 1 Thistle field turret.

Light Gauss Cannon; Boresight; Attack +2 (targeting computer); Damage 2d8; Critical 18-20; Range 5

4 Light Pulse Guns; 2 Rear/Left, 2 Rear/Right; Attack +2 (targeting computer); Damage 2d4; Critical 19-20; Range 2; Rapid Fire

Dirk Auto-Mortar; Turret; Attack +0; Damage 2d6; Critical 19-20/x2; Range 5; 5 mortar rounds.

D'Va'Maric Air Defence Artillery

The best artillery vehicle the Narn have when it comes to fighting enemy aircraft is the D'Va'Maric. This is not saying much, unfortunately, as the D'Va'Maric is only barely up to the job and has only its speed and manoeuvrability to recommend it. Not armoured enough to take a solid blow from the guns or missiles of its prey, the D'Va'Maric has to stay mobile or it will certainly be taken out by the first aircraft it fails to destroy. Fortunately, it carries a large number of missiles to this end. Once the D'Va'Maric is out of missiles, it is a poor military vehicle for any other

purpose and usually vacates the battlefield as quickly as possible.

Huge Ground Vehicle; hp 35; DV 11 (-2 size, +3 agility); DR 7; Spd 15; Acc 5; Dec 4; Han +3; Sensor +6; Stealth 11; Cargo 1000 lb.; 1 Driver, 1 Gunners.

Twin Lasha AAFFM Missile Launchers; Turret; Attack +0 (plus guidance software as per description); Damage 3d8; Critical 19-20/x2; Range 6; 4 missile capacity each Light Pulse Gun; Turret; Attack +3 (targeting computer); Damage 2d4; Critical 19-20; Range 2; Rapid Fire

D'Va'Quan Armoured Fighting Vehicle

A vehicle built on the same frame as all D'Va class infantry transports, the Quan designation is reminiscent of its main purpose. The D'Va'Quan leads infantry assaults with its weapons blazing and its sensors active, seeking out hidden pockets of resistance and laying down enough firepower to ensure that nothing remains a threat for long. Like G'Quan of old, this fighting vehicle lives up to its name and Narn troops have an almost hero-worship mentality where it is concerned. The mere sight of a D'Va'Quan on the battlefield is sometimes enough to rally disheartened Regime soldiers.

Huge Ground Vehicle; hp 40; DV 10 (-2 size, +2 agility); DR 9; Spd 14; Acc 4; Dec 4; Han +2; Sensor +5; Stealth 10; Cargo 1000 lb.; 1 Driver, 2 Gunners.

Medium Gauss Cannon; Turret; Attack +2 (targeting computer); Damage 3d8; Critical 18-20; Range 5 Light Pulse Gun; Rear/Left/Right; Attack +3 (targeting computer); Damage 2d4; Critical 19-20; Range 2; Rapid Fire

AB Prox Mine; Turret; Attack +0; Damage 2d6; Critical 19-20/x2; Range 5; 5 mortar rounds.

D'Va'Sten Infantry Fighting Vehicle

While the D'Va'Quan gets the glory in a ground assault battle, the D'Va'Sten is the model deployed when a stationary target or vehicular squad absolutely has to be destroyed. Capable of directing a hug amount of destructive force against a single target, the D'Va'Sten is a remarkable fighting vehicle in a ground assault. It can even offer limited air support since its Scram missiles are capable of attacking air targets with some success.

Huge Ground Vehicle; hp 40; DV 10 (-2 size, +2 agility); DR 8; Spd 14; Acc 4; Dec 4; Han +2; Sensor +5; Stealth 10; Cargo 1000 lb.; 1 Driver, 2 Gunners.

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Medium Gauss Cannon; Turret; Attack +2 (targeting computer); Damage 3d8; Critical 18-20; Range 5
Light Pulse Gun; Rear/Left/Right; Attack +3 (targeting computer); Damage 2d4; Critical 19-20; Range 2; Rapid Fire

Twin Scram ATAFFM Missile Launchers; Turret; Attack +0 (plus guidance software as per description); Damage 2d10; Critical 19-20/x2; Range 6; 5 missile capacity each

D'Va'Tren Armoured Fighting Vehicle

An upgrade of the D'Va'Sten, the Tren variant is fast becoming the most common armoured fighting vehicle in the Narn Regime. The D'Va'Tren proves the stability of the D'Va chassis and undercarriage, mounting even more firepower than the D'Va'Sten with very little lost in the process. The only significant limitations of the D'Va'Tren are a slight decline in sensors efficiency and the heavier guns needing a stable mount as opposed to the flexibility of a turret.

Huge Ground Vehicle; hp 39; DV 10 (-2 size, +2 agility); DR 8; Spd 14; Acc 4; Dec 4; Han +2; Sensor +1; Stealth 10; Cargo 1000 lb.; 1 Driver, 3 Gunners.

Medium Gauss Cannon; Boresight; Attack +2 (targeting computer); Damage 3d8; Critical 18-20; Range 5
Light Gauss Cannon; Boresight; Attack +2 (targeting computer); Damage 2d8; Critical 18-20; Range 5
Light Pulse Gun; Rear/Left/Right; Attack +3 (targeting computer); Damage 2d4; Critical 19-20; Range 2; Rapid Fire

3 Scram ATAFFM Missile Launchers; 3 Front/Right/Left; Attack +0 (plus guidance software as per description); Damage 2d10; Critical 19-20/x2; Range 6; 5 missile capacity each

D'Van'Quonth Command Vehicle

Built around the idea that a command vehicle needs to have an advantage in speed over heavy armour, the D'Van'Quonth is a wheeled armoured car with enough mobility to overcome its relatively thin defences. The D'Van'Quonth is a response vehicle, built to get a command level officer to the front lines or out of harm's way when things go poorly on the battlefield. Armed almost as an afterthought, the D'Van'Quonth only uses its weapons in desperation.

Large Ground Vehicle; hp 30; DV 12 (-1 size, +3 agility); DR 5; Spd 15; Acc 6; Dec 5; Han +3; Sensor +6; Stealth 12; Cargo 500 lb.; 1 Driver/Gunner, 3 Passengers.

Twin Light Pulse Guns; Boresight; Attack +2 (targeting computer); Damage 2d4; Critical 19-20; Range 2; Rapid Fire

D'Vas'Sto Fast Fire Support Bike

Many Narn infantry soldiers detest crewing a D'Vas'Sto because of its mixed mission design. The D'Vas'Sto is armed with a single heavy pulse gun- just enough firepower to make it a threat. Unfortunately, it is not heavy enough to really bring down other vehicles with a single pass. This makes the D'Vas'Sto more of a target than other attack bikes because enemy forces cannot afford to ignore the damage its gun can do. Its light armour is also a detriment; it slows down the potential speed of the bike without offering enough protection to make much of a difference.

Large Ground Vehicle; hp 25; DV 13 (-1 size, +4 agility); DR 4; Spd 15; Acc 5; Dec 5; Han +4; Sensor +3; Stealth 12; Cargo 100 lb.; 1 Driver, 1 Gunner.

Heavy Pulse Gun; Boresight; Attack +2 (targeting computer); Damage 4d4; Critical 19-20; Range 3; Rapid Fire

D'Vas'To Fast Attack Bike

The D'Vas'To is a rapid response vehicle used by elite infantry soldiers looking for a way to get two-man teams to critical points on a battlefield as quickly as possible. The D'Vas'To serves this purpose well, but it does so at the often high price of getting both elite commandos blown to pieces because of its thin armour and lack of any armament. Most War Leaders choose to go with an Infantry Fighting Vehicle whenever they are available because of the extra protection they offer.

Large Ground Vehicle; hp 24; DV 14 (-1 size, +5 agility); DR 4; Spd 16; Acc 6; Dec 5; Han +5; Sensor +4; Stealth 14; Cargo 100 lb.; 1 Driver/Infantry, 1 Passenger/Infantry.

D'Vas'Va Sniper Bike

A specialty version of the D'Vas frame, the Va variant is a new design being fielded in some of the most dangerous battles of the Narn Regime's history. Driven by specialist commandos with the ability to pilot a ground car and work a heavy assault weapon while doing so as stealthy as possible, the D'Vas'Va carries a unique weapon built specifically for this vehicle and its unusual mission profile- battlefield assassination. D'Vas'Va drivers are instructed to find a secluded location within sight of a battle, pick out key targets with the bike's sophisticated sensor array, and destroy them at will.

Large Ground Vehicle; hp 25; DV 13 (-1 size, +4 agility); DR 4; Spd 15; Acc 5; Dec 5; Han +3; Sensor +8; Stealth 16; Cargo 50 lb.; 1 Driver/Gunner.

Sniper Gauss Cannon; Boresight; Attack +5 (targeting computer); Damage 2d8; Critical 17-20; Range 6

K'So'Loth Heavy Lifter

A combat-worthy aircraft with the armour needed to survive coming in and out of a battle with a heavy cargo of infantry units and vehicles, the K'So'Loth is a very distinctive ship used only for its given purpose. This makes it recognizable by enemy forces- not a welcome trait as far as its highly trained pilots are concerned.

Huge Spacecraft; hp 40; DV 11 (-2 size, +3 agility); DR 8; Spd 14; Acc 2; Dec 1; Han +3; Sensor +4; Stealth 10; Special Qualities: Atmospheric Capable, Hover (can maintain position in the air automatically without need for a Pilot check); Cargo 1000 lb.; 1 Driver, 2 Gunners, 24 infantry, 2 Thistle field turrets.

Heavy Pulse Gun; Boresight; Attack +2 (targeting computer); Damage 4d4; Critical 19-20; Range 3; Rapid Fire

Twin Scram ATAFFM Missile Launchers; Turret; Attack +0 (plus guidance software as per description); Damage 2d10; Critical 19-20/x2; Range 6; 5 missile capacity each

K'So'Tal Gunship

The K'So'Tal is the workhorse of the Narn Regime's air force. It does its job of aerial suppression and attack so well, the Kha'Ri have never seen the need to build other designs or vary its load out in any appreciable way. A few pilots make some field changes themselves, usually swapping out two of the K'So'Tal's Scram launchers for a pair of Lasha missiles for dogfighting. The K'So'Tal is also a recognizable aircraft, but its pilots take pride in that fact. They are birds of prey on the battlefield, circling high overhead before swooping down for the kill.

Huge Air Vehicle; hp 30; DV 13 (-2 size, +5 agility); DR 6; Spd 18; Acc 4; Dec 3; Han +3; Sensor +5; Stealth 12; Cargo 200 lb.; 1 Pilot, 1 Gunner

Heavy Pulse Gun; Boresight; Attack +2 (targeting computer); Damage 4d4; Critical 19-20; Range 3; Rapid Fire

Six Scram ATAFFM Missile Launchers; 6 Front/Left/Right; Attack +0 (plus guidance software as per description); Damage 2d10; Critical 19-20/x2; Range 6; 5 missile capacity each

AB Prox Mine; Rear; Attack +0; Damage 2d6; Critical 19-20/x2; Range 5; 20 mortar rounds.

T'Khar Assault Shuttle

An extremely effective assault vehicle with the ability to function as well in space as it does in an atmosphere, the T'Khar has advantages and disadvantages. Its advantage in ground combat is that its extremely powerful weaponry can make short work of its targets and leave the enemy's side of a battlefield a smouldering ruin. The disadvantage of a T'Khar is that it has to land fully when deploying troops and cannot hover at all.

Huge Spacecraft; hp 50; DV 11 (-2 size, +3 agility); DR 9; Spd 16; Acc 3; Dec 2; Han +3; Sensor +4; Stealth 10; Special Qualities: Atmospheric Capable; Cargo 1000 lb.; 1 Driver, 2 Gunners, 24 infantry, 2 Thistle field turrets or one Large Vehicle

Light Pulse Cannon; Boresight; Attack +2 (targeting computer); Damage 10+2d6; Critical 20; Range 3; Rapid Fire

Twin-linked Particle Array; Front; Attack +2 (targeting computer); Damage 25+2d10; Critical 20; Range 2

Space

For a race that has only had the better part of seven decades to prove themselves in the area of space combat, the Narn have done a remarkable job. While very little of the fleet would be considered the greatest example of its specific class, they have a very high general ability in every one of their combat tested designs. The Narn have a number of basic hulls and change up weapon loads to fill tactical needs rather than design new ships. This is based primarily on past experience shaping current policy but is also a necessity brought on by the Narn Regime's limited budget.

For this reason, the Narn build their ships to last. Each design is very sturdy, with solid superstructures and very few frills inside. Service aboard a Narn ship is not one of creature comforts. Most state rooms sleep six or eight in cramped conditions, but the space saved goes towards heavier weapons and larger engines. The Narn have a lot of metal resources and it shows in their shipbuilding. Metal armour and supports are very thick on Narn ships, all the better to bring them back in one piece again.

The Narn fleet is not one that can win a war of attrition. The Narn fleets are vast compared to their territorial size and the amount of time they have had to build them up, but they cannot replace losses very quickly and it takes time to train lost crews. The Regime knows all of this and is usually very cautious when it comes to accepting new engagements, especially in light of recent galactic events. Every lost capital ship is a serious blow to the massed fleets

of the Narn Regime. They will never be squandered lightly or considered expendable.

Arcismus Supply Ship

Never one to get in the line of fire, the Arcismus is ill equipped to deal with any kind of conflict. Unfortunately it finds itself in contested space quite often because of its vital role in the Regime. As the chief supply vehicle to Narn colonies, outposts, and military vessels, the Arcismus often has to move through hostile space to deliver its valuable goods where they are needed most. Lightly armed, the Arcismus does carry a special weapon uniquely suited to its role- the burst beam. Effectively a magnetically contained fusion pulse, targets struck by the burst beam take no damage but suffer the same effect as a heavy energy mine. The burst beam has no blast radius, however.

Gargantuan Spacecraft; hp 60; DV 3 (-4 size, -3 agility); DR 6; Spd -; Acc 1; Dec 1; Han +0; Sensor +0; Stealth 12; Special Qualities: Dependable 3, Cargo 20,000 lb.; 1 Officer/Pilot, 6 Crew

Weapons:

Burst Beam; Boresight; Attack +3 (targeting computer); Damage Stall; Critical 20; Range 6

Two twin-linked Light Pulse Cannon; Front, Rear; Attack +3 (targeting computer); Damage 10+2d6; Critical 20; Range 3; Rapid Fire

Craft (1):

4 Shuttles

Bin'Tak Dreadnought

The pride of any Narn fleet, a Bin'Tak is almost always the flagship of any attack group it accompanies. Bin'Tak hulls are the largest in the Regime, representing a huge expenditure in resources and work hours. While a Bin'Tak's armament is considerable, it is vulnerable to massed assault and is never devoted to a battle without a sizable escort. This should never be mistake for weakness, however. The Bin'Tak can single-handedly decimate a small fleet of lesser spacecraft and is a worthy rival to an Octurion battleship.

Colossal IV Spacecraft; hp 1300; DV 2 (-14 size, +6 agility); DR 24; Spd -; Acc 2; Dec 2; Han +1; Sensor +10; Stealth 12; SQ Jump Point, Long-Ranged; Cargo 275,000 lb.; 3 Officers, 24 Pilots, 20 Sensor Operators, 50 Crewmen

Weapons:

Mag Gun; Boresight; Attack +4 (targeting computer); Damage 9d10+10; Critical 20; Range 4

Two Twin-linked Heavy Laser Cannon; Boresight, Rear; Attack +4 (targeting computer); Damage 60+6d10; Critical 19-20; Range 5

Two Heavy Laser Cannons; Front/Left, Front/Right; Attack +4 (targeting computer); Damage 50+5d10; Critical 19-20; Range 5

Two Energy Mines; 2 Boresight; Attack +4 (targeting computer); Damage 20+3d10; Critical 19-20; Range 8; Burst Radius 2

Five twin-linked Particle Arrays; Front/Left, Front/Right, Rear; Attack +4 (targeting computer); Damage 25+2d10; Critical 20; Range 2

Four Light Pulse Cannon; 2 Front, 2 Rear; Attack +4 (targeting computer); Damage 10+2d6; Critical 20; Range 3; Rapid Fire

Two Ion Torpedo Launchers; 2 Front; Attack +4 (targeting computer); Damage 30+3d10; Critical 20*; Range 8; Burst Radius 2

* Ion Torpedoes score two critical hits every time a critical confirms with them. This does not apply to ships caught in the ion torpedoes' blast radius; only a ship that has been directly hit suffers the additional critical effect.

Craft (1):

18 Frazi Fighters

4 Shuttles

Dag'Kar Missile Frigate

A vehicle with incredible destructive potential, the Dag'Kar rarely returns from large engagements and is considered the second most expensive vehicle in the Narn Regime to field because of its high attrition rate. Dag'Kars rarely return because enemies often open fire on it as soon as it is spotted even in preference over closer or more valuable targets. This is because the Dag'Kar, if given a chance to fire, can launch an incredible number of missiles. The power of a Dag'Kar's salvo is so great, no vessel in any younger race fleet can ignore its damage potential.

Colossal II Spacecraft; hp 380; DV 5 (-10 size, +5 agility); DR 20; Spd -; Acc 2; Dec 2; Han +2; Sensor +8; Stealth 12; SQ Long-Ranged; Cargo 20,000 lb.; 3 Officers, 3 Pilots, 2 Sensor Operators, 12 Crewmen

Weapons:

Six Energy Mines; 6 Front; Attack +3 (targeting computer); Damage 20+3d10; Critical 19-20; Range 8; Burst Radius 2

Six Ion Torpedo Launchers; 6 Front; Attack +3 (targeting computer); Damage 30+3d10; Critical 20*; Range 8; Burst Radius 2

* Ion Torpedoes score two critical hits every time a critical confirms with them. This does not apply to ships caught

in the ion torpedoes' blast radius; only a ship that has been directly hit suffers the additional critical effect.

Craft (1):
2 Shuttles

G'Karith Patrol Cruiser

Considered the 'pack hunters' of Regime warships, these light capital ships can be very deadly when they are fielded in groups of two or three. With fighter carrying capability and a decent compliment of weapons, the G'Karith handles its role as a system patrol craft very well. Most of the outer worlds of the Narn regime have at least one G'Karith watching over them at all times, even when their normal defend group has been cycled out or called away on other business. A tactical cruiser by design, the G'Karith can hold its own against heavier ships but cannot fight outside its class for long.

Colossal II Spacecraft; hp 340; DV 6 (-10 size, +6 agility); DR 20; Spd -; Acc 4; Dec 3; Han +2; Sensor +6; Stealth 12; SQ Jump Point, Long-Ranged; Cargo 20,000 lb.; 3 Officers, 6 Pilots, 3 Sensor Operators, 14 Crewmen

Weapons:

Four Light Pulse Cannons; 2 Front, 2 Rear; Attack +3 (targeting computer); Damage 10+2d6; Critical 20; Range 3; Rapid Fire
Four Medium Pulse Cannons; 2 Front/Left, 2 Front/Right; Attack +3 (targeting computer); Damage 20+3d6; Critical 20; Range 3; Rapid Fire
Two Pulsar Mines; Boresight, Rear; Attack +3 (targeting computer); Damage 20+3d10+jamming; Critical 19-20; Range 8; Burst Radius 2; Duration 1d4 rounds

Craft (1):
6 Frazi Fighters
2 Shuttles

Gorith Medium Fighter

A medium-class fighter with a long service record, the Gorith is only in use by the Regime because Frazi fighters are more expensive to maintain and have not become standard on every ship in the fleet. While the Gorith is a solid design and very capable in what it does, the Frazi packs a heavier punch and can almost match it for sheer speed. Where the Gorith excels is in manoeuvrability. When pitted against its most common adversary- the Centauri Senti fighter- the Gorith outperforms it in nearly every category.

Huge Spacecraft; hp 36; DV 13 (-2 size, +5 agility); DR 5; Spd 34; Acc 7; Dec 5; Han +4; Sensor +3; Stealth 14; SQ Atmospheric Capable, Grapple; Cargo 25 lb.; 1 Pilot

Weapons:

Twin Particle Gun; Boresight; Attack +3 (targeting computer); Damage 3d8; Critical 20; Range 1

G'Quan Heavy Cruiser

The G'Quan heavy cruiser is perhaps the best known of all Narn warships and examples can be seen throughout Regime space. Though technologically behind races such as the Minbari and Centauri, the G'Quan possesses a brutal efficiency that allows it to compete on an almost even level with its peers in the fleets of other governments. It boasts an impressive array of weapons, many based on technology captured from the Centauri during their occupation of Narn, and its crewmen are usually very highly trained. Many variants of the G'Quan have been constructed and vessels heavily damaged in battle are often refitted into one of these new types while in space dock.

Colossal III Spacecraft; hp 625; DV 8 (-12 size, +10 agility); DR 19; Spd -; Acc 4; Dec 2; Han +3; Sensor +3; Stealth 18; SQ Jump Point, Long-Ranged; Cargo 22,000 lb.; 2 Officers, 3 Pilots, 6 Sensor Operators, 10 Crewmen

Weapons:

Twin-linked Heavy Laser Cannon; Boresight; Attack +3 (targeting computer); Damage 60+6d10; Critical 19-20; Range 5
Energy Mine; Boresight; Attack +3 (targeting computer); Damage 20+3d10; Critical 19-20; Range 8; Burst Radius 2
Two twin-linked Particle Arrays; Front, Rear; Attack +3 (targeting computer); Damage 25+2d10; Critical 20; Range 2
Two twin-linked Light Pulse Cannon; Front, Rear; Attack +3 (targeting computer); Damage 10+2d6; Critical 20; Range 3; Rapid Fire

Craft (1):
12 Frazi Fighters
2 Shuttles

G'Quonth Attack Cruiser

A deadly variant of the G'Quan cruiser built of the same hull, this ship is purely about firepower. Its hanger has been all but removed to make room for the generators necessary to power its two additional main laser cannons. With its energy mines exchanges for ion torpedoes, the G'Quonth's opening volley can be decimating to any opponent caught in its line of fire. The G'Quonth is not a common sight in the Narn fleet, mostly because of the cost of its additional armaments and the fact that it cannot double as a carrier in times of need.

Colossal III Spacecraft; hp 625; DV 8 (-12 size, +10 agility); DR 19; Spd -; Acc 4; Dec 2; Han +3; Sensor +3; Stealth 18; SQ Jump Point, Long-Ranged; Cargo 22,000 lb.; 2 Officers, 3 Pilots, 6 Sensor Operators, 18 Crewmen

Weapons:

Twin-linked Heavy Laser Cannon; Boresight; Attack +3 (targeting computer); Damage 60+6d10; Critical 19-20; Range 5

Two Heavy Laser Cannons; Front/Left, Front/Right; Attack +3 (targeting computer); Damage 50+5d10; Critical 19-20; Range 5

Two twin-linked Particle Arrays; Front, Rear; Attack +3 (targeting computer); Damage 25+2d10; Critical 20; Range 2

Two twin-linked Light Pulse Cannon; Front, Rear; Attack +3 (targeting computer); Damage 10+2d6; Critical 20; Range 3; Rapid Fire

Two Ion Torpedo Launchers; 2 Front; Attack +3 (targeting computer); Damage 30+3d10; Critical 20*; Range 8; Burst Radius 2

* Ion Torpedoes score two critical hits every time a critical confirms with them. This does not apply to ships caught in the ion torpedoes' blast radius; only a ship that has been directly hit suffers the additional critical effect.

Craft (1):

2 Shuttles

Ka'Toc Battle Destroyer

A deadly vessel built for one purpose- to hunt down and destroy enemy warships. It is not a carrier, it is not an escort, and it is not a transport, though it can serve in all of those capacities to some degree. What it does best is what it was built to do; the Kha'Ri know this and deploy it in its chosen role as often as possible. With the ability to field six fighters when the need arises, a Ka'Toc can remain in a battle for quite some time and still expect to survive heavy combat. Its lack of a jump drive makes it dependent on other capital ships or jump gates for true mobility, however.

Colossal II Spacecraft; hp 340; DV 6 (-10 size, +6 agility); DR 20; Spd -; Acc 4; Dec 3; Han +2; Sensor +6; Stealth 12; SQ Jump Point, Long-Ranged; Cargo 20,000 lb.; 3 Officers, 6 Pilots, 3 Sensor Operators, 16 Crewmen

Weapons:

Mag Gun; Boresight; Attack +4 (targeting computer); Damage 9d10+10; Critical 20; Range 4

Two Twin-linked Heavy Laser Cannon; Boresight, Rear; Attack +4 (targeting computer); Damage 60+6d10; Critical 19-20; Range 5

Two Heavy Laser Cannons; Front/Left, Front/Right; Attack +4 (targeting computer); Damage 50+5d10; Critical 19-20; Range 5

Four Light Pulse Cannon; 2 Front, 2 Rear; Attack +4 (targeting computer); Damage 10+2d6; Critical 20; Range 3; Rapid Fire

Craft (1):

6 Frazi Fighters

2 Shuttles

Ja'Dul Civilian Starbase

Originally a military design, the Ja'Dul base hull has now been converted to civilian use and can be found in many of the star systems controlled by the Narn Regime. Ja'Dul starbases see a great deal of traffic and are often used as trade outposts in sectors where security is too tight to allow alien vessels to approach or land on an occupied world. From refuelling to ship repair and construction, the Narn use Ja'Dul bases for nearly every non-military purpose.

Colossal V Starbase; hp 800; DV -6 (-16 size); DR 22; Spd -; Acc -; Dec -; Han -; Sensor +5; Stealth 4; SQ Artificial Gravity, Long-Ranged; Cargo 700,000 lb.; 6 Officers, 24 Sensor Operators, 120 Crewmen

Weapons (Weapons (3 arcs (Front/Left/Right, Left/Rear, Rear/Right/Front), weapons per arc):

Heavy Laser Cannon; Attack +3 (targeting computer); Damage 50+5d10; Critical 19-20; Range 5

Two Light Pulse Cannons; Attack +4 (targeting computer); Damage 10+2d6; Critical 20; Range 3; Rapid Fire

Three twin-linked Particle Arrays; Attack +3 (targeting computer); Damage 25+2d10; Critical 20; Range 2

Turret Weapons:

Three twin-linked Particle Arrays; Attack +3 (targeting computer); Damage 25+2d10; Critical 20; Range 2

Ja'Stat Warbase

When the Ja'Dul was decommissioned to civilian status, the Kha'Ri knew they needed a replacement base for system security and to act as an operational headquarters in key Narn star systems. The Ja'Stat was that replacement. Designed around a five prong layout as opposed to the Ja'Dul's three, the Ja'Stat mounts an immense amount of weaponry and is more than a match for any fleet foolish enough to come within the reach of its hard-hitting armament.

Colossal V Starbase; hp 1500; DV -6 (-16 size); DR 25; Spd -; Acc -; Dec -; Han -; Sensor +6; Stealth 4; SQ Artificial Gravity, Long-Ranged; Cargo 1,000,000 lb.; 15 Officers, 30 Sensor Operators, 240 Crewmen

Weapons (Weapons (5 arcs (assume any given target is in 2 arcs at all times, weapons per arc):

Mag Gun; Boresight; Attack +4 (targeting computer); Damage 9d10+10; Critical 20; Range 4

Two Twin-linked Heavy Laser Cannon; Boresight, Rear; Attack +4 (targeting computer); Damage 60+6d10; Critical 19-20; Range 5

Heavy Laser Cannon; Attack +4 (targeting computer); Damage 50+5d10; Critical 19-20; Range 5

Two Light Pulse Cannons; Attack +4 (targeting computer); Damage 10+2d6; Critical 20; Range 3; Rapid Fire

Heavy Pulse Cannon; Attack +4 (targeting computer); Damage 30+5d6; Critical 20; Range 3; Rapid Fire

Two twin-linked Particle Arrays; Attack +4 (targeting computer); Damage 25+2d10; Critical 20; Range 2

Ion Torpedo Launcher; Front; Attack +4 (targeting computer); Damage 30+3d10; Critical 20*; Range 8; Burst Radius 2

* Ion Torpedoes score two critical hits every time a critical confirms with them. This does not apply to ships caught

in the ion torpedoes' blast radius; only a ship that has been directly hit suffers the additional critical effect.

Turret Weapons:

Five Energy Mines; 5 Front; Attack +3 (targeting computer); Damage 20+3d10; Critical 19-20; Range 8; Burst Radius 2

Two Pulsar Mines; Attack +3 (targeting computer); Damage 20+3d10+jamming; Critical 19-20; Range 8; Burst Radius 2; Duration 1d4 rounds

Craft (5):

6 Frazi Fighters

1 Shuttle

Rongoth Destroyer

A destroyer pure and simple, the Rongoth is a valuable part of the Narn Regime's tactical fleet because of its heavy weapons load and the efficiency with which it performs its primary task. The Rongoth has a long history of solid service and while the design is aging, it is far from outdated. The Rongoth hull has been a test bed for many weapon systems since the design was first fielded, but its original layout has remained unchanged. The Kha'ri do not tend to upset successful combinations and the Rongoth has proven itself that in hundreds of engagements.

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T'Loth



Colossal Spacecraft; hp 240; DV 8 (-8 size, +6 agility); DR 16; Spd -; Acc 4; Dec 3; Han +3; Sensor +5; Stealth 14; SQ Long-Ranged; Cargo 10,000 lb.; 3 Officers, 3 Pilots, 4 Sensor Operators, 10 Crewmen

Weapons:

Two Light Pulse Cannons; 2 Rear; Attack +3 (targeting computer); Damage 10+2d6; Critical 20; Range 3; Rapid Fire

Two Heavy Pulse Cannons; 2 Front; Attack +3 (targeting computer); Damage 30+5d6; Critical 20; Range 3; Rapid Fire

Four twin-linked Particle Arrays; 2 Front, 2 Rear; Attack +3 (targeting computer); Damage 25+2d10; Critical 20; Range 2

Craft (1):

2 Shuttles

Sho'Kar Light Scout

A very effective light scouting vessel, the Sho'Kar is equipped with a powerful sensors package and is one of the best surveillance vessels in the Regime fleet. Unfortunately, the light armour and weapons of the Sho'Kar makes them easy targets for enemy ships and they have to be heavily protected at all times. This makes them too risky to field alone, something that limits their effectiveness tremendously and relegates the design to light usage and constant upgrade testing.

Gargantuan Spacecraft; hp 80; DV 9 (-4 size, +3 agility); DR 7; Spd -; Acc 5; Dec 4; Han +2; Sensor +9; Stealth 16; Special Qualities: Long-Ranged, Cargo 2,000 lb.; 1 Officer, 2 Pilots, 4 Sensor Operators, 6 Crew

Weapons:

2 Burst Beams; 2 Boresight; Attack +3 (targeting computer); Damage Stall; Critical 20; Range 6

Four Light Pulse Cannons; 2 Front, 2 Rear; Attack +3 (targeting computer); Damage 10+2d6; Critical 20; Range 3; Rapid Fire

Three twin-linked Particle Arrays; 1 Front, 2 Rear; Attack +3 (targeting computer); Damage 25+2d10; Critical 20; Range 2

Craft (1):

6 Fazi Fighters
2 Shuttles

Sho'Kos Police Cutter

A slightly more effective vehicle than the Sho'Kar, the Sho'Kos is roughly the same size but drops some of the power-hungry sensory gear for a better mix of weapons

and slightly faster engines. The result is a small, agile vessel capable of acting in a cutter/interceptor capacity. The Sho'Kos is used heavily in trade areas where it enforces Narn law against raider activity and protects incoming and outgoing merchant vessels. It is rare to find a Sho'Kos on extended patrol as the vessels are not designed for long-term autonomous missions.

Gargantuan Spacecraft; hp 110; DV 10 (-4 size, +4 agility); DR 9; Spd -; Acc 6; Dec 5; Han +3; Sensor +4; Stealth 15; Cargo 2,000 lb.; 1 Officer, 2 Pilots, 2 Sensor Operators, 4 Crew

Weapons:

2 Burst Beams; 2 Boresight; Attack +2 (targeting computer); Damage Stall; Critical 20; Range 6

Four Light Pulse Cannons; 2 Front, 2 Rear; Attack +2 (targeting computer); Damage 10+2d6; Critical 20; Range 3; Rapid Fire

Two Light Pulse Cannons; Front/Left, Front/Right; Attack +2 (targeting computer); Damage 10+2d6; Critical 20; Range 3; Rapid Fire

Medium Pulse Cannon; Front; Attack +3 (targeting computer); Damage 20+3d6; Critical 20; Range 3; Rapid Fire

Craft (1):

1 Shuttle

T'Gan Orbital Satellite

A common sight in orbit around blockaded worlds or minor outposts with so little strategic value that the Narn Regime often pulls its defend group of ships for other missions, T'Gan satellites can be set to automatically track and attack targets not responding to hails with a set security code. Under normal circumstances, the satellites are manned by a single Narn soldier to ensure smooth operation during the infrequent times they are needed. This is considered the single worst assignment any Narn can receive and most troopers consider it an insult to their honour and their abilities.

Huge Spacecraft (Satellite); hp 45; DV 8 (-2 size); DR 6; Spd -; Acc -; Dec -; Han -; Sensor +6; Stealth 12; Cargo 25 lb.; 1 Pilot (or automatic)

Weapons:

Two Light Pulse Cannons; Left, Right; Attack +3 (targeting computer); Damage 10+2d6; Critical 20; Range 3; Rapid Fire

Energy Mine; Front; Attack +3 (targeting computer); Damage 20+3d10; Critical 19-20; Range 8; Burst Radius 2

2 Ion Torpedo Launchers; 2 Front; Attack +3 (targeting computer); Damage 30+3d10; Critical 20*; Range 8; Burst Radius 2

* Ion Torpedoes score two critical hits every time a critical confirms with them. This does not apply to ships caught in the ion torpedoes' blast radius; only a ship that has been directly hit suffers the additional critical effect.

T'Loth Assault Cruiser

The T'Loth is a deadly addition to any assault group because of the powerful weapons and full assault company it brings with it into any fray. Built to support or spearhead an attack depending on the needs of accompanying vessels, a T'Loth can even act as a command ship in an emergency. There are variants of the T'Loth that use it exclusively for this purpose, but its aging design and outdated technology compared to a G'Quan keep it from being widely accepted by commanders.

Colossal III Spacecraft; hp 650; DV 6 (-12 size, +8 agility); DR 18; Spd -; Acc 4; Dec 2; Han +3; Sensor +3; Stealth 16; SQ Jump Point, Long-Ranged; Cargo 20,000 lb. or Assault Company with vehicles; 3 Officers, 5 Pilots, 6 Sensor Operators, 22 Crewmen

Weapons:

Four Plasma Cannons; 2 Front/Left, 2 Front/Right; Attack +3 (targeting computer); Damage 40+4d10; Critical 20; Range 3

Eight twin-linked Light Pulse Cannon; 2 Front, 2 Rear, 2 Left, 2 Right; Attack +3 (targeting computer); Damage 10+2d6; Critical 20; Range 3; Rapid Fire

Craft (1):

12 Frazi Fighters

12 Assault Shuttles (K'So'Loth or T'Khar)

2 Shuttles

Thentus Frigate

The ever-reliable Thentus Frigate has been serving the Regime since shortly after the Narn took to space. Built to replace the first warships the Narn fielded, this vessel was one of the first designs to use components of Centauri technology without placing them in a retrooled Centauri hull. A vast improvement over the ship it replaced, the Thentus is beginning to show its age and is rarely used for anything more serious than anti-fighter support or light system patrol duty. The Thentus does have a role in heavy combat, but only as fire support and screen clearance.

Colossal Spacecraft; hp 220; DV 8 (-8 size, +6 agility); DR 15; Spd -; Acc 4; Dec 4; Han +3; Sensor +5; Stealth 13;

SQ Dependable 2; Cargo 10,000 lb.; 3 Officers, 3 Pilots, 4 Sensor Operators, 10 Crewmen

Weapons:

Two Medium Laser Cannons; Front; Attack +3 (targeting computer); Damage 25+2d10; Critical 19-20; Range 6

Four twin-linked Particle Arrays; 2 Front, 2 Rear; Attack +3 (targeting computer); Damage 25+2d10; Critical 20; Range 2

Two Burst Beams; 2 Boresight; Attack +3 (targeting computer); Damage Stall; Critical 20; Range 6

Craft (1):

2 Shuttles

Var'Nic Long Range Destroyer

The true hunter/killer ship of the Narn fleet, the Var'Nic destroyer is a deadly ship with the ability to jump into a system, quickly locate a warship target, and assault it with enough firepower at every tactical range. In a single attack pass, a Var'Nic can feasibly and reliably take out a ship of its class or smaller and inflict enough damage to cripple larger vessels most of the time. Effective as very little else, the Var'Nic operates as the scalpel of the Regime.

Colossal II Spacecraft; hp 300; DV 8 (-10 size, +8 agility); DR 20; Spd -; Acc 5; Dec 4; Han +2; Sensor +8; Stealth 14; SQ Jump Point, Long-Ranged; Cargo 20,000 lb.; 3 Officers, 6 Pilots, 6 Sensor Operators, 15 Crewmen

Weapons:

Heavy Pulse Cannon; Front; Attack +4 (targeting computer); Damage 30+5d6; Critical 20; Range 3; Rapid Fire

Two Medium Laser Cannons; Front; Attack +4 (targeting computer); Damage 25+2d10; Critical 19-20; Range 6

Twin-linked Particle Arrays; Front; Attack +4 (targeting computer); Damage 25+2d10; Critical 20; Range 2

2 Light Pulse Cannons; 2 Rear; Attack +4 (targeting computer); Damage 10+2d6; Critical 20; Range 3; Rapid Fire

Craft (1):

6 Gorith Fighters

1 Shuttle

Narn

Characters

'If the Narns gathered together in one place and hated, all at the same time, that hatred would fly across dozens of light years and reduce Centauri Prime to a ball of ash.'

-Londo Mollari

HATE. IN A word, that is what the Narn, right or wrong, represent to most beings in the galaxy. Whether their rage and fury have a legitimate purpose or has long since been paid back in kind and now become empty bitterness is an argument of semantics. The Narn embody hate. They feel it in their souls. They see a Centauri and their blood almost boils in their veins. They feel a visceral need to reach out, grasp the fin-haired slaver by his pale throat, and crush the life from him as Centauri women wail laments against the power of the Regime all around.

At least, this is the image most of the galaxy holds in mind where the race from Nar'Shal is concerned. For the most

part, they are not far off the mark. The Narn do hate. They hate freely and they hate often. Before the Centauri came, their world was a beautiful place- one of the finest agrarian planets in the galaxy. After the Centauri were driven away, their homes were rubble, their fields burned from forced harvests, and the better part of their continent a strip-mined ruin.

One could say the Narn have a very good reason to hate. To be honest and fair, one would also have to say that reason has long since been drowned in blood. The Narn have killed Centauri and the Centauri have killed Narn for so long, there is no way to ever tally the bodies and decide who has 'won'. Only the dead remain as a testament to the Regime's vengeance, and by the end of the War of Retribution, most of them are the broken bodies of slaughtered Narn. While the Narn would say their hatred took them into the stars, others might argue that it only lifted them up so they could fall.

After the death of the Centauri Emperor Cartagia, Nar'Shal and the colonies of the Regime were systematically abandoned by the Centauri Republic as payment for a debt of honour by Londo Mollari. This marked the first time in nearly seventy years that Narn space was totally free of Centauri influence. It gave them a chance to redress their

Excerpt from The Acceptance Speech given by G'Kar in the ruins of Veroth

'It is with great joy and a heavy heart that I accept my place among the new Council of Elders. These leaders, the wisest among you, will take our people into the bright tomorrow of rebuilding our world, and it is a great honour to finally join with them. The Kha'Ri, in spirit if not in name, will live on in their -our- guidance.'

'I say great joy because this is a positive step towards when we need to become. We have spent too long beating plows into ka'tocs and ripping out the hearts of our worlds to build vessels of war. Building is the key to our future, but we must turn our craft to homes for our children, farms for our food, and medicine for the millions who still suffer from the shadows of the past. We have been done a great wrong, but now it our chance to heal and become stronger than ever we have been before.'

'This is the reason for my heavy heart. I fear that we will not be able to see past the wrong and behold the opportunity we have been given. The day we won back our world, there were those who felt the time was right to attack. It was not. The time is not right now, nor will it be right tomorrow. The time will never be right to seek our revenge because down that path lies only our destruction. I know better than anyone else the strength of those we would loose our rage against, but it is not in their power to defeat us.'

'No, my friends, our doom lies within us alone. We are a broken people with a chance to mend. We have burned in the fire of our bitterness for so long, there may be nothing left of our hearts but cinders. We stand at a crossroads with two paths before us. I want to help us walk down the right-hand road towards the peace we need so desperately.'

'If you wish the left-hand path of destruction, I cannot stop you. We have been told what to do for so long, even if I wanted to try and force you to heal, I would be little more than the tyrants we have just gotten rid of. I will guide, instruct, and advise as much as you will hear but I will never impose my will upon any of you. If you insist on walking back into the fire, I will not hold you back, but you will go there alone.'

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wounds and begin rebuilding the sundered cities left in the wake of the War of Retribution.

For the first time in generations, the Narn were free- totally and completely un beholden to another race and at peace with every other power in the galaxy. Their first desired action was, not surprisingly, to rebuild their fleets and strike back in yet more vengeance against the Centauri. Why? Because hate had become all the Narn knew. Without hate, they were nothing and they had nothing.

In a speech before his assembled people in what was left of the city of Veroth, Citizen G'Kar tried to explain this and urge the Narn to seek another path. While the response was not entirely positive, his people owe too much the G'Kar to reject his ideals out of hand. Whether his influence will save the Narn from themselves will be a matter for the future.

The Two Souls of the Narn

The Narn people are a conflicted race, something that makes them all the more violent in its way. While they have been pushed to the limits of mental and physical endurance, the Narn have a great capacity for endurance and could likely have emerged from such abuse unscathed. It is the twin nature of the Narn psyche that explains why they have been so consumed by their rage and why they have within them, even at this last hour in their history, the capacity for salvation.

It is their deeply honourable heritage, the result of a thousand years of religious teaching in the light of such figures as G'Quan and G'Lan, that serves as both the Narn's greatest gift and their most terrible curse. When the Centauri came and enslaved their people, it was not the alien race's brutality that struck them first, it was the Centauri's dishonesty and betrayal of their trust. This was the first wound the Republic inflicted on the Narn and -in a spiritual sense- the deepest. The Narn had been an open, trusting people. The actions of the Centauri left a lasting scar.

Narn Players should always keep these two sides of the Narn psyche in mind. One half of a Narn's nature is to be violent, brutal, and vindictive. Their race has been subjugated and had literally everything stripped from them by an unrepentant force that abused them simply because it could. This mistreatment, borne of dishonour and sheer contempt, made a mockery of the Narn's racial belief in nobility and personal worth.

Because of this, the Narn were forced to re-examine everything they believed in. Some races would have abandoned their previous beliefs and embraced the attitudes of their abusers, but the Narn were too headstrong to give into this entirely. Instead of becoming like the Centauri, they took all of their outrage and internalized it. For a hundred years, the Narn managed to endure their enslavement with their ideals and morality more or less intact. Mounting atrocities by their oppressors made things increasingly harder for the Narn to cope with until finally, when a thousand women and children were vaporized from orbit, they could withstand no more.

This period of endurance and enagement shows in the halves of the Narn's very striking personality. Narn players need to keep both the fury and the philosophy in mind when portraying the inner struggle that all of their race must deal with in the modern galaxy. While most Narn would love nothing more than to hunt down every Centauri he can find, the repercussions are such that doing so, especially after the War of Retribution when every Centauri murder is punished by the execution of 500 Narn including the killer's own family, keeps most of them at bay.

Fury

The Narn's capacity for hatred is nearly infinite. Because the Narn are a sentient race with a very feral side, they have some very interesting qualities where hatred and aggression are concerned. Effectively, they feel the same pure violence a predator feels while retaining enough of their own minds to know what it means to kill. For millennia, this duality stayed their hand when it came to their own race, but once the Centauri came and showed them that other aliens were not so caring or concerned with the distinction, their ways changed.

When a Narn commits himself to a violent course of action, there is little turning back. Most lose all reason when the act has been accepted and begun. A Narn in combat will rarely if ever turn back or try to retreat. It is not a matter of them being so aggressive that the thought of withdrawing is distasteful; it literally never occurs to them. The act of aggression is in itself their only focus and to deviate from that is to no longer, in their minds, truly be a Narn.

One aspect of fury that most non-Narn cannot appreciate is how violence feels to the Narn themselves. It is not like another race getting angry, lashing out, and then calming down. At some level, the Narn never calm down. They always have a slow trickle of adrenaline rushing through their bloodstreams. Their feral senses are always alert for danger. They have lived under the lash so long, they expect its sting at the slightest provocation. To the Narn, acting

violently is a chance to finally let out all the pent-up rage that they carry every day of their lives.

Unfortunately, the rage can be let out but it never truly leaves. Before the Centauri, the Narn had a certain centre of balance in their culture to help deal with the aggressive tendencies in their blood. Now, that ferocity flows unchecked. The strength it gives them is matched or exceeded only by the destructive impulse carried with it. A Narn enraged loses all sense of self-preservation or sense of worth. Nothing is too important to be risked if it stands between a Narn and the source of his anger.

This single element is the key to the Narn's self-destructive wars against the Centauri. As the progenitors to the Narn's imbalance of rage, they are its most common source. In pursuit of their destruction, the Narn have lost homes, worlds, starships filled with crew, and millions of lives just for the chance –often unfulfilled- to 'hurt' the Republic.

The word 'hurt' is important when examining what fury means to the Narn. The Narn do not always seek to kill when they lose their tempers and rage against something. That is the result of their sentience at odds with their emotions. A Narn usually retains just enough awareness of self to know that if they cannot or should not become murderous, they go for the pain instead of the kill. With the Centauri, this goes even deeper. The Narn do not just want the Centauri dead, they want them utterly and completely *destroyed*.

Destroyed, to the Narn, means losing everything someone cares about by having it taken from them and either ruined or claimed and made a part of someone else. This is something they learned from the Centauri, who took everything the Narn had except their lives and their pride. These two things the Narn held onto and see as their first victory against their oppressors. The Centauri tried to destroy them, but the Narn have survived and stayed defiant.

Unfortunately, this definition of destroyed also stands between the Narn and an ultimate victory they can never achieve against the Centauri. The Narn are philosophical enough to understand that in order to truly defeat the Centauri, they must take their lives and their pride- the two things the Republic could not steal from them. Until the Narn can take both, something they have not accomplished in two decades of rebellion and seventy years of open war, they can never truly win.

Philosophy

The Narn are aggressors; this cannot be denied. Simply examining their history after repelling the Centauri from their world will show that they have learned their lessons of violence and tyranny all too well. Digging deeper into their history will show a time when this was not the case, however. Long before the coming of wars and shadows, there were the philosophical Narn who lived in harmony with their planet and with each other.

The ancient gods of the Narn were not always gentle, but they were rarely capricious or cruel. The Narn did not see anything in nature or in themselves that had this kind of evil within, so they did not externalize it in the form of a 'god of evil'. To the Narn, everything lives in balance with everything else. Even death was not something to fear. When a creature reached the end of its days, either by age or at the claws of a natural predator, it simply ended one cycle and became part of another. This acceptance of death gave the Narn a remarkable clarity of vision and inner peace.

When the Centauri came, they were not like any predator the Narn had ever known. Their appetites were not normal; their hungers were destructive. They did not take from the land; they destroyed it and sifted what they wanted from its bones. The Centauri were wrong on so many levels, the Narn could not understand them. This clash with Narn philosophy helps to explain that while some Narn were rebellious and fought back almost immediately, the largest part of their race held back and did nothing but submit. They were emotionally and ideologically stunned.

In the modern era of the Babylon 5 roleplaying setting, the best of the Narn still have this dichotomy of spirit. One half is rage, but it is tempered with a philosopher's soul. Warrior-poets of the new age, the Narn have a sentience strong enough that centuries of blood and violence cannot wash it away. This art is part of them, crafting thoughts grander than base aggression and making it possible for them to be saved even in this late hour of their endless war.

The core of a Narn's philosophy is this; all things have their place. The problem the Narn had when dealing with the Centauri was never really understanding where the latter race fit in the universe. They did not act sanely, from a Narn perspective, and had no apparent place in the natural order. They took without giving back, lived for no purpose other than to dominate, and returned nothing to the land through the course of their lives. G'Kar showed his people that the Centauri's place in the universe was to serve as the crucible for the Narn race to become better than they had ever been. Only then could the Narn let go of their hate

and accept that the Centauri did have a place, albeit a transient and somewhat pitiable one.

In campaigns set after 2260, the Narn have become philosophers again. Not every Narn player needs to worry about long-winded, impassioned speeches or concern themselves with politics, but the art in their souls has been given the chance to awaken once more. Not every Narn will answer this call- this open challenge to better himself- but some will. Some few Narn, with more coming each year, will try to set aside his aggression for a little while and see if there is something better and nobler for him to aspire towards.

Becoming more than a murderer bent on the utter slaughter of another race will not come easily and will likely not occur over the course of a few hours, days, or even months. The personal journey of G'Kar from sinner to saint took three years and was never truly complete; the point was the journey, not the fact that he might never get where he was going.

On Being a Narn

More so than most, the Narn race was stripped of virtually everything they had. Without their freedom, the only thing a Narn could really call his own was his racial identity. This makes the statement 'I am a Narn' something most of them say with a certain reverence for the term that other races cannot truly appreciate. At a time when everything else was taken from them, pride in themselves was literally all the Narn could retain.

This sense of self-pride is something Narn players can use as an integral part of a character concept. Even a Narn lurker is likely to withstand the worst things life with nothing can throw at them and still not lose hope because, even with nothing but rags and filth, a Narn is still a Narn. Pride kept their race going with nothing else could; they are not likely to be brought low by a little privation or hunger. This endurance at all costs can be a powerful character motivation. If nothing else, seeing the same trait in Non-Player Characters controlled by the Games Master can spawn a sense of pride in Narn players and given them something to call their own.

Every Narn also takes this attitude to a different degree, defining themselves not just as a Narn but also in their terms of what that means. Many Narn soldiers see themselves as the defenders of their race or the *katoc* of their people's vengeance. A Narn follower of G'Kar will see herself as a seeker of wisdom or someone searching for the divine within all Narn. While definition of purpose is not a unique trait to the Narn, they take it much farther than

most. In a way, the Narn define their souls with a single word and cleave to it during times of adversity.

Narn derive strength of purpose from their identity. When a Narn is put under incredible duress, it is what they truly believe in and who they are that keeps them going. At the core of this remarkable inner strength is the unshakeable knowledge that they are Narn. At the core of what it means to be Narn is the word 'survival'.

The Narn Paradox

The most important thing for a Narn player to keep in mind when portraying his character is what level of balance (or imbalance) that Narn represents between the fury and the philosophy of his people. Is this Narn a warrior born or a poet and priest? Does he see every problem as a chance for growth or another opportunity to lash out at an unfair universe? Is he reasonable enough to see a Centauri and not leap to the attack, or is he likely to be killed or incarcerated because his rage cannot be denied?

These are all valid character choices and there is no right way to portray a Narn. Every member of the race is different in his or her own way. Some, especially later generations born on colony worlds, can see the greater picture of Narn survival and are more likely to follow G'Kar's vision of the future. Others remember the abuses heaped upon them and their families by the Centauri and can never forget or forgive. For some Narn, the wars will never be over. For others, they cannot end soon enough. How any given Narn falls between these extremes is a question only time, experience, and circumstance will resolve.

Narn-Specific Skill Uses

'The Centauri came to our world with technology beyond our imagination. We took their tools, learned to make our own from them, and drove them off our world with the same weapons they used to turn us into slaves. The universe occasionally provides a lovely sense of poetic justice.'

-G'Kar

The Narn have had years to perfect some of their skills, while others are new enough that the race has only just scratched the surface of their potential. The Narn are masters of subterfuge, the kinds of warfare fought with terror and stealth, and how to scrounge through the garbage of others to build the future of their race. The Narn are inventive and creative, though these laudable traits are far too often turned solely towards the harm of others.

In their history, the Narn have shown a few aptitudes that set them apart from the rest of the galaxy. They can gather

intelligence in some intriguing ways and derive desperate but effective strategies from what would seem to others to be very little useful information. They can also turn scraped technology into functional weapons and devices with seemingly little effort and with remarkably effective results. Such devices rarely last long, but they endure long enough to do the job in most cases. The heart of all Narn capability is the power to do a great deal with very few resources- a talent that has lifted the Narn race out of slavery and into the stars.

Racial Skill Usage

As with any other 'racial specific' skill use, there may well be times when it would be appropriate for other races to use a given skill the way the Narn (or any other race) do; these instances are best approved by a Games Master on a case by case basis. What are listed in this chapter are skill uses the Narn are famous for and have been refining for decades. The Narn certainly are not the only race capable of applying Gather Information to tactics or cobbling together a technological device out of ruined machines with the Technical skill, but they have honed such abilities through longer experience and desperate need.

New Skill Use: Gather Information (Tactical Assessment)

By studying troop movements, the lay of the land, and other details of a potential combat area, the Narn have been able to provide themselves with an advantage over less prepared opponents. While other races might field more effective gear or outgun a Narn regiment, War Leaders in charge of ground and space battles have long been aware that knowing a battlefield is the first step toward emerging victorious from it.

Using Gather Information for tactical advantage requires an uninterrupted hour (at a minimum) and a clear view of the area to be fought in. If there are known potential opponents within 10 miles (or one 2 light minutes in space) of the area, the Narn making the skill check must have an additional hour to observe them and learn their behaviour patterns. This makes scouts and sentries extremely important and useful to a tactical assessment officer, as their reports will suffice for this requirement.

Once these conditions are met, a Narn may make a check against a DC of 10 plus 5 for each major hazard or group of opponents (a solitary creature counts as a group, as does a ship without escorts). Major hazards would include traps, obstacles that would provide cover or concealment bonuses,

An Example of Gather Information (Tactical Assessment) in Use

Na'Geran has been ordered into the site of a future attack by his division of the 2nd Fleet. A Narn Assault Group awaits his signal to begin an attack run on a colony outpost of the Centauri Republic and wants as much of an advantage as it can get when it arrives. The area has already been scouted, but a tactical assessment has been requested by the Kha'Ri.

Coming into the system via a Sho'Kar light cruiser, Na'Geran begins immediately by making a passive sensors sweep to verify the scouting information provided for him before he left Homeworld. The scan comes back as a match, so he starts his study of the system and charts out possible avenues of interference and windows of opportunity for the fleet. This process will take 3 hours (one for the basic check, one for the Centauri Phalanx defence satellites in orbit, and one for the Kutai Gunship patrolling the area. During this time, he has to stay out of sight but his expert crew manage this handily.

Na'Geran is very good at what he does; he possesses a total bonus of +12 to Gather Information and a +2 Charisma bonus. One of the members of his crew has a +4 Charisma bonus and is his liaison to the rest of the Fleet. Once he makes his check (a 16 rolled +12 makes 28, 8 more than the 20 needed to be successful), he communicates his findings through that liaison officer and provides a +1 bonus to four units other than himself. In an assault group, this is typically given -in order of priority- to Bin'Tak Dreadnoughts, G'Quan Cruisers, T'Loth Assault Cruisers, Rongoth Destroyers, and then fighter wings, depending on the organisation of the group.

If the system had been more heavily defended, such as by fielding two Kutais and/or an additional satellite type, Na'Geran would likely have taken additional time to try and improve his chances of success at the skill check. Given that Na'Geran has a +2 to Wisdom, he could study four hours and add a +4 competence bonus to the Gather Information check. He could technically study eight hours, but his bonus cannot grow larger than +4. Additional hours are only useful to him if study time is lost because conditions in system change (such as the sudden arrival of a Vorchan warship).

or unusual ways into or out of the area (such as a balcony or underground passage). Opponent groups would be every single type of ship or unit involved in the upcoming battle. Fighter wings each count as a separate group.

A successful check provides a +1 circumstance bonus to all attack rolls, weapon damage rolls, and saving throws for the next day. This bonus is gained by the Narn commander or tactical officer making the skill check and one of his allies (or allied unit in a military situation) for each point of Charisma bonus the Narn (or his communications officer) possesses. Because a bonus provided by this skill only lasts 24 hours, it must be capitalized upon quickly.

The Narn loses this bonus completely as soon as a new hazard presents itself or an unobserved group of opponents enters the fray. If the Narn with Gather Information desires and has the uninterrupted time to do so, he may take a full-round action to re-roll the Tactical Assessment check (raising the DC to account for the new conditions) to regain the bonus. He must be able to communicate freely to his allies for them to regain the bonus.

Retry: Not until a new factor is present in the situation (some other group or hazard). You may introduce this factor yourself to gain the retry.

Special: Each additional hour spent studying the situation adds a +1 competence bonus to the skill check. If any new opponents or hazards enter the area being studied, this bonus is immediately negated until these new factors are removed somehow. A Narn can only effectively study an area for eight hours each day. The competence bonus

granted from additional study can not grow higher than twice his Wisdom score in any case.

Narn using vehicles or vessels with a Sensors statistic may add half the vessel's bonus to his Gather Information checks though doing so may, at the Games Master's discretion, make it more likely for the Narn to be detected while gathering data. Scout vehicles can be assumed to use mostly passive sensors, reducing or negating this risk, but other craft may be less subtle.

New Skill Use: Technical (Juryrig)

Making a lot from a little has been a Narn hallmark talent for many decades. Their entire first star fleet was built from the ruins and abandoned components of Centauri ships wired together with equal measures of skill and determination. While the cutting edge of Narn science has far surpassed these humble beginnings, kit-bashing things together out of old parts and making them work despite the odds is still a Narn tradition.

In the field, this is a far more useful skill than some might think. A ruined vehicle is typically written off as a tactical loss. Most races would salvage the wreck for major components and consider the rest little more than battlefield scrap. To the Narn, a broken device is an endless source of potential. Many vehicles and ships can be made operational again even when they seem to be ruined; Narn repair skills are often miraculous. Even when something is beyond saving, its parts can often be scavenged and used to create something almost as effective as the original.

An Example of Technical (Jury-rig) in Use

Na'Geran's tactical assessment did not go as planned. A Primus battlecruiser hidden in hyperspace completely changed the course of the battle as he had planned it. Now his Assault Group has been utterly decimated and his own scout cruiser is dead in space. The Centauri have pulled back to tighten defences around their colony and wait for more ships to arrive. Na'Geran has no intention of waiting around to greet them.

His engineer is a master of bent metal and baling wire, so Na'Geran gives him orders to get the ship functioning enough to limp home. Homeworld needs a report on how a supposedly unimportant colony world had a Primus attack fleet waiting in ambush; and Na'Geran would like to live to see another red sunrise. G'Har, his engineer, starts barking orders at his surviving staff and they get to work. A complex Technical skill check (DC 25) and thirty five minutes later, the Gargantuan space craft makes its 63% chance (50% plus the chief engineer's +13 Technical (engineering) total skill bonus) to get its jump engines online and leaves the area as quickly as it can.

If the jury-rigged Sho'Kar has to fight, it only has a DV of 8 and a single light pulse cannon to defend itself with. The badly damaged ship can only withstand 16 hit points of damage, so any hit with a starship mounted weapon will likely spell the end for it again. If it gets destroyed this time, there will be no bringing it back...



This miracle-working does have its drawbacks. Narn jury-rigging is rarely an aesthetic art and while it makes items that are serviceable, their creations have very limited life spans. The cycle of taking something broken apart to create a new, short lived device is also very degenerative. It eventually leaves the Narn with nothing useful at all, forcing them to turn to more stable, conventional technology for their long term needs. Building a ship out of refurbished construction vehicles is impressive, but having it fall apart in hyperspace most definitely is not.

In rules terms, a Narn can use this skill to restore hit points to damaged or destroyed vehicles and items, but doing so shortens their operational life spans and makes them less able to resist additional damage. The specific effects of this skill are dependent on the item in question, but a jury-rig attempt always requires a complex Technical skill check (DC 25) of the subtype appropriate to the device or vehicle in question. Any failure when making a jury-rigging attempt ruins the parts involved and a natural 1 always results in the item in question being impossible to repair with this skill.

- ⑤ **Weapons:** A destroyed weapon can be made usable again. A jury-rigged weapon will operate for 1d4+1 rounds before becoming useless again. These can

then in turn be jury-rigged again but each time a weapon is 'brought back from the dead', its operational life is reduced by one round. When a jury-rigged weapon has an operational life of 1 round (possibly after only two jury-rig attempts if the 1d4 roll results in a 1), it will permanently cease functioning after its round of use is expended. Jury-rigged weapons lose any Rapid Fire capability.

- ⑤ **Equipment:** General items of equipment are useful for 1d4 hours after being jury-rigged. After this time, they can be repaired a second time for one hour and a third time for 30 minutes. After the third successful jury-rig, a general equipment item is expended and cannot be repaired again either through this skill or through conventional means. Jury-rigging can be used to get an extra use out of an item with limited uses (such as a breather mask). This adds 30% to the uses or duration of an item, with a minimum improvement of one use or three minutes. Once the device has used this extra potential, it has a 50% chance of becoming permanently non-functional. This chance is checked every time the item is used thereafter, whether the extra functionality is used or not.

- ⑤ **Vehicles:** Jury-rigging a disabled spacecraft or vehicle takes five minutes plus ten more per

size category of the vessel past Medium. This immediately restores 20% of the vehicle's hit points, brings one weapon system back on line (determined by Player choice), and enables the craft to regain half of its Sensor bonus and Stealth scores. Acceleration, Deceleration, Handling, and any Agility bonus to Defence Value are all reduced by 1. While jury-rigged vehicles do not specifically degenerate after a certain time, they must be conventionally repaired to exceed these new maximum values. Jury-rigged spacecraft have a 50 + highest available Technical (engineering) skill bonus % of recovering the ability to make a jump point; otherwise, jump engines remain off line and must be repaired manually. Once jury-rigged, if a vehicle is destroyed before getting proper repairs, it is permanently ruined.

Narn Feats

For all of their vaunted racial unity, the Narn also take great pride in their unique natures. One Narn may act and look very much like another, but it is a sure bet that both have some trait that sets them apart. Moreover, this trait will be brought to the forefront whenever the two of them are in the same place. Both Narn will feel the need to differentiate themselves, making it easier for others to know who they are dealing with. Differences in the Narn are a source of pride, with no talent or feature being reviled or disapproved of (with one or two exceptions).

The Narn rarely have anything physical to distinguish them. As a race honed by their harsh but fertile environment, the Narn's external physical development is fairly locked and very few visible variations occur. Aside from spotting patterns on their epidermis, most Narn have a very similar look to them and while Narn have no difficulty determining themselves from one another, it can be a trail for other races to do so with any great skill.

Where Narn differ the most is in their attitudes and skill sets. In the last seventy years, the Narn have been part of a thriving galactic community. In such an environment, any subject a Narn might show curiosity about has been available for study. While war efforts have kept such opportunities artificially reduced, a determined Narn (and is there really any other kind?) can learn anything he or she desires. From galactic history to alien combat techniques, the Narn are developing a massive racial stockpile of lore and talents.

Traits

This section of the Character chapter utilizes a type of feat first introduced in the Minbari Fact Book, the Trait. Traits are feats that, because of their internal balance of benefits versus detriments, do not count towards a character's allowable number of feats. Because traits are rare and do not tend to occur multiple times in the same individual because of the physical integrity of a given race, a character may only begin play with one Trait feat unless the player has Games Master's approval to select one or more additional ones.

Despite their nature as being physical oddities or changes, traits are not always limited to the first level of character creation. Instead, some can occur after a character has been played and advanced in level over the course of a campaign. A Games Master is always the final arbiter as to whether a character can take a trait; sometimes, the course of a game may dictate a given trait is imposed on a character due to some occurrence involving an unwanted change that could not be avoided. It is recommended that this be a rare event in game, as changes to characters can become disruptive if they occur too often.

As a purely optional part of character creation subject to Games Master approval, a Narn may be given one of the following bonus feats to reflect that part of his race that he most exemplifies. A Narn may choose between Alertness, Endurance, Great Fortitude, or Toughness. If Toughness is chosen, this stacks with their racial bonus to hit points. These bonus feats bring Narn characters more in keeping with the race as presented in the Babylon 5 setting, while not skewing game balance too severely.

Physical Feats

Darkened Sight (Trait)

Your dark inner eyelid is permanently closed. This is not really a detriment for you as it provides a remarkable amount of protection for your eyes.

Prerequisite: Narn only.

Benefit: While the sight of a Narn with constantly black eyes is disconcerting and results in a -1 circumstance penalty to all Charisma based skill and attribute checks, this physical flaw does carry with it a +4 circumstance bonus to all saving throws involving light effects. A Narn with Darkened Sight can never be dazzled, but only possesses low-light vision out to a 30 foot range.

Normal: Narn get no bonus to light based saving throws and have the ability to see twice as far as normal under starlight or limited lighting conditions.

Kor'Vas (Trait)

Considered one of the most disgusting throwbacks to the prehistory of the Narn, Kor'Vas is certainly a surprise for your enemies... and your friends.

Prerequisite: Narn only. Constitution 13+

Benefit: You can call upon a set of muscles in and around your second stomach to hurl forth a gout of powerful digestive bile. This vomit attack is made with a ranged touch attack and inflicts 1d4 acid damage on any target with DR 3 or less. A living target must make a DC 14 Fortitude saving throw or be nauseated for 1d3 rounds. A nauseated target can only take a move action while that condition lasts; no other action is possible until the nausea passes. A full face mask (such as a breather or an environmental suit) reduces this damage by -1 point and negates the secondary effect. Targets with no sense of smell are not affected by the secondary effect of Kor'Vas.

Kor'Vas can only be used once a day per point of Constitution modifier (minimum of one time) and each attack inflicts 1 point of acid damage on you due to internal injury. The same physical development that makes a Kor'Vas attack possible also leaves other internal organs in a more primitive state. You suffer one additional point of damage every time you are hit with projectile or melee attacks due to inefficient internal structures.

Meat Eater (Trait)

Your digestive system has suffered a regression and shift in efficiency. Instead of vegetable matter, you need copious amounts of meat to survive. This is not a serious problem, though it does make your eating habits somewhat repulsive to your fellow Narn.

Prerequisite: Narn only.

You like meat, the bloodier the better. As a predator, this is your rightful diet and there is nothing unnatural about it from your perspective. In some ways, your metabolism works better than that of a normal Narn. You recover an additional hit point from rest or medical attention, but only if you have a steady diet of meat during this time. You also resist poisons better; you gain a +1 inherent bonus to Fortitude saves against toxins of any kind. Unfortunately, you have limited resistance to disease and you cannot go as long as other Narns without food. You suffer a -2

circumstance penalty to disease-based saving throws and you are no more capable of handling starvation or thirst than a human.

Sharpened Nail (Narn)

You have been sharpening one or more of your nails for so long and become so adept at it, you can use the natural blade like a tool or weapon at will.

Prerequisite: Narn only. Dexterity 13+

Through years of experience, you are naturally adept at wielding your sharpened nails in combat or for any number of tool-specific uses. You are always treated as armed for purposes of taking and provoking attacks of opportunity and can let go of a held object enough that even using a ranged weapon does not negate this effect. You always count as having an improvised tool for the Technical (mechanical) skill.

Thick Skinned (Trait)

Your epidermis is very thick and heavy, almost resembling the hide of a reptile more than the mammals from which you are descended.

Prerequisite: Narn only. Strength 13+

Benefit: You have a natural Damage Reduction of 1 point because of your thick hide. This improves to 3 points of DR against unarmed attacks and bludgeoning weapons of any kind (superseding the optional 2 points of DR mentioned in the Biology chapter). Along with your thick skin comes a decreased tactile sensitivity. If you are the target of any kind of pain based attack (except telepathic pain oriented powers), you gain a +2 circumstance bonus to any saving throws involved. This all comes at the high cost of a -2 penalty to Initiative and a -1 to all Reflex saves. You do not feel the outside world as well as others and this shows in your reaction time.

Social Feats

Artisan (General)

You have an aesthetic sense that is very uncommon in your culture. While you may not be considered 'normal' because of this artistic streak, you can accumulate a remarkable amount of respect for your skills if you desire.

Prerequisite: Narn or other warrior culture. Profession skill (any) 4+

Anyone can be an artist, but only someone with drive, talent, and the ability to make their work known to their people can truly claim to be an artisan. Artisans can belong to any profession; they are a subclass of workers, not a specific category of work type. Whenever an artisan attempts to sell their wares by making a Profession check for income, you gain 120 times the result of the skill roll in credits. This assumes you have access to your own culture, many of whom respect you for your art, or an appreciative alien market.

As a side benefit, you do not suffer any circumstance penalties to Charisma-based skill and attribute checks that might be imposed on one of your race that does not choose the life of a warrior. In militaristic societies, this benefit can make the feat worth taking all by itself.

Normal: Profession checks made to make money provide 100 times the skill check result in credits and have no standard way to improve this multiplier.

Exalted One (Trait)

By no great worth or intent of your own, you have been elevated above other Narn and are considered to be a modern Prophet. You have a following and, whether you like it or not, a direct impact on your people's culture. Good luck.

Prerequisite: Narn only. Liturgies of the Heart.

You have committed the ultimate sins of being well-spoken and charismatic. Now, Narn from all over the galaxy will come to hear your words and try to benefit from your 'wisdom'. You may have no clue why you have become so famous or appreciated by your fellow Narn, but you have impressed enough of them that your name has been added to the list of great Prophets and your words, for good or ill, will forever live on in your race. You gain a +2 circumstance bonus to any Charisma-based skill or attribute check made involving your own people and the bonus granted from a use of Liturgies of the Heart improves to +3.

Lost (Trait)

Your place in Narn society has been lost, either by your actions or by unfortunate circumstance. You have very few opportunities left to you, but at least you will learn to survive.

Prerequisite: Narn only.

Becoming one of the lost immediately grants you the lurker character class as a new favoured class. Former class levels

in Soldier do not count towards a multiclassing penalty; you effectively have two favoured classes from the time you take this trait until the time you lose it (if ever). In addition to this change, you gain a +1 circumstance bonus to Survival checks. The bottom may be a hard drop, but it teaches you some things once you land.

Pariah (Trait)

By committing the sacrilege of collaborating with the Centauri, you have forever damned yourself in the eyes of your race. No Narn will ever willingly support you and if you are not very careful, you will suffer the same fate as your 'friends'.

Prerequisite: Narn only.

A step beyond Lost, you have rightly or wrongly been accused of selling out your race to the Centauri Republic. As such, you are no longer welcome in Regime space by any Narn that recognizes you and your life is in danger because of your apparent betrayal. In addition to the role-playing and combat 'opportunities' of this feat, you may choose any one Skill Focus feat to represent what you have learned while running for your life.

General Feats

While these feats are not listed as Narn feats and are conceivably available to any character in the Babylon 5 setting, they have been written with Narn in mind and are more likely to appear as part of their race more than any other. This is not a limitation; the Games Master is certainly welcome to make these feats available as best fits the campaign. They simply exemplify the Narn race better than they do any other.

Blood and Fire (General)

You are overwhelmed whenever you give vent to the rage in your heart. All you can think of when you are infuriated is the blood of your enemies and his cities in flames.

Prerequisite: Blood Rage or class (or racial) feature of Rage, BAB 4+

Your rages are epic, leading you to incredible acts of nigh-wanton destruction and inspiring others to release their inner demons for a few moments of utter devastation. Your statistic bonuses granted by Blood Rage increase to +6 each, you gain +3 hit points per level instead of +2, and you suffer a -3 to your Defence Value because of your utter disregard for personal safety. Every ally within 10 feet of you when you use your rage gains a +2 to Strength and +1 hit point per level, but they share your fatigue when this

fades in a number of rounds equal to 3 + their Constitution modifier.

Dedication (General)

You cannot be dissuaded once you focus on a task. You may be convinced to do something else or even give up your goal, but minor distractions have no power over you.

Prerequisite: Concentration 2+, Wisdom 13+

Your strength of focus is incredible, allowing you to perform a task without letting anything minor distract you. You have the ability to take incredible punishment and still not let your concentration waver. When forced to make a Concentration check due to discomfort or injury, you automatically succeed if the DC is less than 15 or your Constitution score, whichever value is higher. Higher DCs still prompt a skill check, but you gain a +2 circumstance bonus. This bonus stacks with Combat Telepath, Nerves of Steel, and/or Skill Focus.

Eternal Enmity (General)

You can never forget. Other may let things go or preach forgiveness, but you never will. For what they did, they must pay. You will make sure of it personally.

Prerequisite: Bonus to attack or damage against a race or group of people as a class feature, feat, or racial trait.

Because of your unreasoning hatred and unrelenting opposition to a specific people, your bonus against them improves by +1. In addition, you get to apply this improved bonus to all Search, Spot, Sense Motive, Gather Information, and Intimidate checks involving that race. Unfortunately, you must make a DC 10 Will saving throw every time you have the chance to attack or otherwise harm a member of that group. Long term exposure to a specific member of that group can overcome this nearly uncontrollable aggression at the Games Master's option.

Harrowed Heritage (General)

Either through a recessive genetic quirk or because of the dedicated efforts of others, you have regained the powers of your ancestors- something thought lost forever.

Prerequisite: Racial inability to be telepathic.

Your secret gifts are not automatically controllable, but you have something no one else in your race can claim-telepathic ability. You may freely take the telepath character class, but the difficulties of your race being telepathic have not completely been cured in you. While you still qualify

for bonus feats as per the telepath class feature, you may not take Telepath feats with the normal feat slots you get every three levels.

Long Suffering (General)

A lifetime of torment and pain has left its scars, but you wear them with pride. Let others break beneath the lash; abuse has forged you into something stronger than you could ever have imagined.

Prerequisite: Constitution 15+, Iron Will

You have the ability to overcome any adversity by drawing on the strength of will given to you by the suffering you have endured. Long Suffering has three effects. You gain an extra hit point. This stacks with any other bonus hit point source. You also gain an additional +1 to your Will saves; this stacks with Iron Will. Lastly, you may substitute a Will saving throw for either a Reflex or Fortitude save once a day each. This represents your ability to force your survival against any obstacle.

True Enlightenment (Trait)

They say a light is brightest when surrounded by darkness. In your case, this was certainly true. Your soul was very dark, but you have now seen the light and will never be overshadowed again.

Prerequisite: Bonus to attack or damage against a race or group of people as a class feature, feat, or racial trait, Blood Rage, Blood and Fire

Either through self-enlightenment or the words of others older and wiser than yourself, you have managed to overcome your hatred and embrace the 'better' path of inner peace. You immediately lose the ability to use any of the prerequisites listed above; they are part of your past and have been released as the spiritual baggage of your former blindness. Instead of the bonuses these once provided, you gain +3 hit points, an inherent +2 bonus to your wisdom score, and your choice of either Iron Will or Nerves of Steel. You also get the ability to pass on your insight to others. Anyone you can communicate with freely and is in line of sight of you gains a +1 bonus to any Will saving throw they need to make.

Narn Prestige Classes

The Narn have a lot of specialized roles in their society that only arduous training and unique skills can provide. This is an interesting contrast with their racial tendency towards

generalisation in every other aspect of their culture. While they have a simplified military, this is more from a lack of experience than any specific doctrine. In effect, the Narn culture, changed by abuse and hardship, is in a state of flux. While they have general structures now, the seeds of greater complication are already in place.

Specialized roles are also the province of those situations the Narn have never found themselves in before. Merchants, special forces soldiers, dealing with telepaths, and diplomacy all have new places in Narn society— places that did not exist until the Narn were exposed to other cultures and found themselves in a galactic 'sink or swim' situation. While the Narn have little experience with these skills sets, they have approached this limitation in themselves with the same unrelenting drive they have with everything else.

Narn with a special position in their society have stepped outside the normal Circle arrangement, both to their benefit and detriment. While they do not have the same level of stricture on their societal freedoms as other Narn of their age and status, they are also treated very slightly as outsiders. More typical Narn are not sure where such specialists fall in their society. Therefore, they err on the side of caution and can be very reserved when dealing with them. For some, like the Thenta Makur, this only makes their jobs easier. For others, like the field scientists of the Tha'Vrin, keeping people at a distance only makes their goal of restoring the natural balance of Nar'Shal harder.

Bin'Loth Bodyguard

Every major member of the Kha'Ri and key leaders of the military are too valuable to lose to an assassin's particle beam or the kinds of 'accidents' that tend to strike down people in high places. To this end, a special breed of soldier has been taken from the ranks of the infantry and further trained to bend his reflexes and skills to the service of these important individuals. Whenever a Narn in a position of power enters the line of fire, there is likely a Bin'Loth bodyguard in the shadows nearby.

A sort of counter-assassin, Bin'Loth are trained to watch for trouble, react to it before it can fully manifest into a threat, and remove the source of that disturbance before it becomes apparent. Bin'Loth soldiers that do their jobs properly are never seen by the people around their charges. The only individuals to see a Bin'Loth are either their protected subjects or the unfortunate source of the attacks they intercept. With reflexes like lightning and a keen eye for trouble, a Bin'Loth bodyguard is said to be so adept at anticipating danger, he is even one step ahead of himself.

Unfortunately, Bin'Loth bodyguards are not psychic and they sometimes fail to protect their charges. When this occurs, they are recalled to the Bin'Loth training hall in Veroth to answer before a member of the Kha'Ri's secret Circle. If he is not found at fault for the death, he is given a new assignment and sent back into service. If he was in any way responsible for the loss, he is expected to pay the very final price for that failure. Needless to say, the Bin'Loth are very dedicated to their charges.

Additional Hit Points: 3

Requirements

To qualify to become a Bin'Loth bodyguard, a character must fulfil all the following criteria.

Race: Narn

Special: Must have at least 3 levels in the Soldier character class.

Skills: Concentration 5+, Hide 5+, Move Silently 5+, Spot 5+

Feats: Alertness, Improved Initiative, Harm's Way

Base Attack: 5+

Class Skills

The Bin'Loth bodyguard's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Drive (Dex), Hide (Dex), Intimidate (Cha), Listen (Wis), Medical (Wis), Sense Motive (Wis), Spot (Wis), and Tumble (Dex).

Skill points at each level: 2 + Int modifier.

Class Features

All of the following are class features of the Bin'Loth bodyguard prestige class.

Anticipation: A Bin'Loth is trained to expect attack at any time and to constantly be on the lookout for any threat to him or his charge. A wise Bin'Loth soldier knows that most people looking to kill his charge will try to take him out first, so making certain that he is as well-protected as his charge is just logical thinking. Few Bin'Loth are ever caught unaware; fewer still react *after* an opponent has moved against him or the one he protects.

A Bin'Loth bodyguard is never denied his Dexterity bonus to his Defence Value. This makes it very difficult to use class features like Sneak Attack on him or check him with a surprise attack. In addition, a Bin'Loth bodyguard can always roll for initiative during a surprise round. If he acts before the ambush or surprise, neither he nor his charge are considered flat-footed. The only limitation to this ability

The Bin'Loth Bodyguard

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+1	+2	+0	Anticipation
2	+2	+2	+3	+0	Charge Attunement +1
3	+3	+2	+3	+1	Strength of Purpose
4	+4	+2	+4	+1	Charge Attunement +2
5	+5	+3	+4	+1	Not While I Breathe

to keep a Bin'Loth's charge from being flat-footed is that the bodyguard must be within 10 feet of the charge. At a greater distance, the Bin'Loth may still act first but his charge is still considered flat-footed.

Charge Attunement: Bin'Loth bodyguards with some experience in the field gain the ability to better react in time with his charge and the various threats that may come at them from any direction. As long as neither the Bin'Loth bodyguard nor his charge are flat-footed, they both get a bonus to their Defence Value and Reflex saving throws equal to the listed amount of the class feature. Charge Attunement also provides an equal bonus to attack rolls against any target that has tried and failed to attack the Bin'Loth's charge. This attack bonus must be used in the same round as the failed attack; it only lasts one round and fades if not used immediately.

Strength of Purpose: Bin'Loth bodyguards will do almost anything to keep their charges alive. They train themselves in all aspects of the defensive and life-sustaining arts. Because a bodyguard cannot block every bullet, an experienced Bin'Loth soldier is prepared to provide whatever aid his charge requires even after a deadly attack gets through.

Bin'Loth bodyguards with Strength of Purpose get a circumstance bonus to their Medical skill checks when made to save the lives of their charges. This bonus is equal to the Bin'Loth's prestige class level. Bin'Loth bodyguards may also reroll one failed Medical skill check involving his charge each day. The results of the failed check must be accepted even if it is lower than the original attempt. The reroll attempt benefits from the Strength of Purpose bonus and gains an additional +1 as the Bin'Loth desperately attempts to stabilize his charge.

Not While I Breathe: A Bin'Loth master will go to any extent he must to ensure the life of his charge. At this level of experience, a Bin'Loth bodyguard and the person he is sworn to protect are practically one person. As long as the Bin'Loth bodyguard stays within 5 feet of his charge, that well-protected individual cannot be killed unless the Bin'Loth is reduced to 0 or fewer hit points or is physically unable to move. As long as a Bin'Loth can act in the

defence of his charge, that fortunate person's defence is unassailable.

This does not keep successful attacks from reducing a protected charge to 0 hit points, but they cannot take him below 0 and he automatically stabilizes for as long as the Bin'Loth is conscious. Active, and remains within 5 feet. If the Bin'Loth is forced farther away or moves of his own volition, the charge becomes instantly vulnerable.

Narn Gunrunner

While any member of any race can be a smuggler, it takes a certain level of character, or the lack of same, to run arms. Weapons are a special kind of cargo; those who traffic in them tend to become very skilled at using them as well. This is out of necessity, as many others consider arms shipments to be some of the most valuable ones in the galaxy to steal, and by proximity. It is hard to carry hold after hold full of military grade PPGs and not learn how to fire one.

It stands to reason that a Narn Gunrunner prestige class is most appropriate for a Narn character only, but this is one of those few racial stereotypes that easily cross the racial boundary. Examples of noble pirates and smugglers abound in science fiction; this prestige class can easily accommodate Players looking to portray one in the Babylon 5 roleplaying game. With the Games Master's permission, the racial requirement can be waived for the Narn Gunrunner prestige class, opening it up to characters of any racial stock.

Technically, this can be done for any prestige class, but the Narn Gunrunner is especially appropriate for general use. It should be kept in mind that the class has a very racial feel and if it is allowed for multiple racial use, the given modifiers are altered to reflect the heritage of the Player in question. A Drazi gunrunner would be considered a hero of the Drazi people- something very different indeed from the image of a noble Narn.

The Narn have their own take on this profession, practically considering one of their race who takes up the cause to be a hero of the people. While the Narn are not foolish enough to believe that a Narn gunrunner is a bright and virtuous soul, this is of little consequence. It is not a bright and virtuous universe, after all, and a hero tends to reflect his surroundings. Instead of providing a moral example for admirers to follow, the Narn gunrunner provides something better to the Narn people- the weapons they need to fight for their future.

This is dangerous business, but Narn gunrunners learn how to take care of themselves. They are some of the most self-sufficient Narn in the galaxy, always at the ready with a weapon, handful of credits, or a round of drinks for his 'clients'. The Narn gunrunner is one of the most effective of his breed, though other races may follow in his footsteps if they have the same temperament, sense of honour, and focused determination.

Additional Hit Points: 2

Requirements

To qualify to become a Narn Gunrunner, a character must fulfil all the following criteria.

Special: A Gunrunner must have access to a spaceship of some kind to qualify for this class. If the ship is later lost, the class is still valid for advancement and its benefits remain, but the Gunrunner must try to obtain another vessel if he wishes to be very effective. The size of the ship is irrelevant; some gunrunners use fighters while others fly massive transport haulers.

Race: Narn

Skills: Appraise 8+, Bluff +8, Hide 6+, Pilot +5, Sense Motive +5

Feats: Spacecraft Proficiency, Fire Control

Class Skills

The Narn gunrunner's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Computer Use (Int), Concentration (Con), Diplomacy (Cha), Drive (Dex), Escape Artist (Dex), Forgery (Int), Hide (Dex), Intimidate (Cha), Knowledge (any, taken as separate skills) (Int), Medical (Wis), Pilot (Dex), Sense Motive (Wis), Spot (Wis), and Technical (Int).

Skill points at each level: 4 + Int modifier.

Suggestion: Unless campaign circumstances have already provided a functional ship for the gunrunner to use, most Narn gunrunners pilot the following vessel. It is a modified Narn transport ship and externally seems identical to the

civilian/military Arcismus Supply Ship presented in the Technology chapter. The Games Master should either work acquiring such a ship into the campaign or assume that the Narn Player gains access to it during the period of training time required to take the first level in this prestige class.

Gunrunner Transport

Gargantuan Spacecraft; hp 60; DV 7 (-4 size, +1 agility); DR 6; Spd -; Acc 4; Dec 3; Han +1; Sensor +2; Stealth 15; Special Qualities: Dependable 2, Smuggling Compartments, Cargo 20,000 lb.; 1 Officer/Pilot, 6 Crew

Weapons:

Burst Beam; Boresight; Attack +3 (targeting computer); Damage Stall; Critical 20; Range 6

Two twin-linked Light Pulse Cannon; Front, Rear; Attack +3 (targeting computer); Damage 10+2d6; Critical 20; Range 3; Rapid Fire

One Twin-linked Particle Array; Rear; Attack +3 (targeting computer); Damage 25+2d10; Critical 20; Range 2

Craft (1):

2 Fighter (This is a capability, Players must provide the fighters if they are to be carried.)

2 Shuttles (Used for running goods to and from atmospheric locations)

Class Features

All of the following are class features of the Narn gunrunner prestige class.

Respect: A Narn gunrunner is a figure of some renown among his own people and when out in the galaxy has the benefit of his race's reputation to draw upon. When a Narn gunrunner talks, people tend to listen and when he wants to make a deal, most aliens are more than willing to hear him out. This is not always effective, but he gets at least begrudging respect from his peers at all times. Even his enemies know that they are dealing with someone formidable when they cross paths.

This translates in game terms to a +1 circumstance bonus to all Charisma-related skill and attribute checks with authorities and criminals of any race. The gunrunner gains an additional +1 bonus when dealing with members of his own race for any reason; this stacks with the former bonus and can make the Narn gunrunner very persuasive with members of his own people.

Standard Cargo: The Narn gunrunner is assumed to fill some of the carrying capacity of his hold with standard goods at all times. These not only allow the gunrunner

to do legitimate business from time to time, a full hold is much harder to scan and search than an empty one. Most gunrunners fill this space with basic items like food packs, blankets, and other sundries. These give him plausible deniability and allow him to claim relief status when he needs to get into quarantined areas.

As long as it would be possible for him to restock during adventure scenarios, a gunrunner always has 1000 credits times his prestige class level in simple items in his ship's hold or on his person at any given time. This is of course limited to the carrying capacity of his vessel, but Narn are masters at creating additional cargo space so some leeway should be given in this regard. No single item can be more than 200 credits in value and none of them may be weapons. No matter how many items are used or given away, the hold is refreshed between scenarios. This does not cover items given to other Players; these are permanently deduced from the Standard Cargo unless restored out of the gunrunner's own finances.

Bonus Feat: A gunrunner learns many things while plying his trade in spaces. The many lessons of the criminal life he leads pose numerous obstacles and dangers, but the benefits are equal to the effort. A Narn gunrunner may select a bonus feat at 2nd, 5th, and 8th level from the following list: Alertness, Contact, Data Access, Dogfighter, Improved Fire Control, Improved Initiative, Iron Will, Lightning Reflexes, Resist Scan, Skill Focus, Vehicle Combat, Vehicle Dodge, and Veteran Spacehand.

Deadly Control: Oddly, there are authorities in the galaxy that do not take kindly to gunrunners and smugglers of any sort. These forces tend to use force when dealing with such criminal types, making it necessary for Narn gunrunners to learn how to fire their shipboard weapons while moving at incredible rates of speed. Because Narn gunrunners are almost always outnumbered in a combat, this becomes a vital skill very quickly.

The bonus associated with Deadly Control (+1 at 2nd, +2 at 4th, +3 at 6th, +4 at 8th, and +5 at 10th) is applied against the penalty normally taken for firing while in a moving vehicle. This is applied after the Fire Control feat, making a high level Narn gunrunner a very effective starship combatant at high velocities. This bonus only serves to offset speed penalties. If it negates a velocity penalty completely, any overage is discarded.

Evade Sensors: Every gunrunner knows that no matter how well an item is hidden on his ship, an external sensor array may make all of their efforts useless. As a gunrunner gains experience at evading the authorities, he learns little tricks

that can blank out sections of his ship and make it more difficult to detect what he might be carrying. These tricks are not always effective, but they give the Narn gunrunner a fighting chance to evade what might otherwise be automatic detection. When another ship uses its sensors to scan his vessel (as presented in the Smuggling section of this Fact Book), the Narn gunrunner gets to add the bonus of this feature (+3 at 3rd level, +6 at 7th) to the DC of the check.

One In Every Port: The travels of a Narn gunrunner take him to many different locales and corners of space. In addition to learning the ins and outs of a hundred different ports of call, he gets to know people and can make friends (or at least people who will talk to him) quickly. While most of these new acquaintances only last as long as the conversation and forget him thereafter, a few stick around and will treat him as a comrade whenever he comes there way again.

Whenever a Narn visits a starport or station he has been before, he has a 25% chance of having a contact there (as per the feat). If this chance succeeds, the contact becomes a permanent part of the character's history and will last as long as campaign events allow. Unlike the contacts granted by the feat of the same name, the Narn gunrunner is expected to pay for any assistance provided and may lose the contact(s) involved if he does not treat them fairly.

Always At Hand: A Narn gunrunner of 6th level or higher typically had more than a dozen little tools and items hidden on his person at all times. This lets them pull out just the right device for any given task just when he needs it most. A Narn gunrunner is always considered to have the following items handy and can retrieve one of them each round as a free action (this can be combined with Quick Draw if desired in the case of weapons, allowing two retrievals each round): Breather Mask, carryall, chain, communicator (hand unit), crowbar, data crystal, fire foam, first aid kit, flashlight, grappling hook, hammer, handcuffs, fake identicard (DC 25 forgery), recorder, rope 50', toolkit (any one kind, Player's choice), knife, W&G Model 10 PPG, and smoke bomb.

Once an item has been retrieved and used, it must be replaced through normal purchase if it cannot be retrieved. Most of these items will be stored in the mentioned carryall, but they can also be secreted elsewhere on the Narn's person. Other small items may be added to the Always At Hand list with the Games Master's permission.

Think It Over: A 7th level Narn gunrunner has built up quite a reputation; this can open closed doors for him or slam them shut in other people's faces. Whenever he is

The Narn Gunrunner

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Respect, Standard Cargo
2	+1	+0	+3	+0	Bonus Feat, Deadly Control +1
3	+2	+1	+3	+1	Evade Sensors +3
4	+3	+1	+4	+1	One In Every Port, Deadly Control +2
5	+3	+1	+4	+1	Bonus Feat
6	+4	+2	+5	+2	Always at Hand, Deadly Control +3
7	+5	+2	+5	+2	Think It Over, Evade Sensors +6
8	+6/+1	+2	+6	+2	Bonus Feat, Deadly Control +4
9	+6/+1	+3	+6	+3	Scourge of the Spaceways
10	+7/+2	+3	+7	+3	True Hero, Deadly Control +5

faced with a problem or a potential combat, his reputation may cause his opponents to reconsider their decision to face him. As a standard action that does not allow an attack, a Narn gunrunner can identify himself and inform his foes to 'think it over' in whatever words seem most appropriate at the time.

This forces all visible targets within line of sight to make a Will save with a DC equal to 5 + the gunrunner's prestige level + the gunrunner's Charisma modifier (if positive). Failure will force the opponent to seek whatever means of surrender or retreat presents itself (Games Master's discretion). If the gunrunner attacks or otherwise pursues his foes after this, the effect of the feature breaks and they may act normally. For the purposes of this feature, 'visible' extends to include opponents in successfully spotted spaceships.

Scourge of the Spaceways: The Narn have a serious reputation for being very aggressive in space. This works well with the growing mystique surrounding a Narn gunrunner and makes him a more formidable figure in the minds of others. Authorities, raiders, and pirates are automatically affected by a 9th level gunrunner's Think It Over ability; no action on the gunrunner's part is required. If the gunrunner does take an action to enforce his presence, the DC of the Will save increases by +1.

True Hero: A 10th level Narn gunrunner is a legendary figure in the eyes of most Narn and has almost certainly been responsible for dozens of narrow escapes, space combats, and brought hope to millions of his people. This prestige is enough to ensure a warm welcome for the gunrunner at any Narn population centre. A True Hero can take 10 on Charisma-based skill and attribute checks involving Narn and can reroll any single failure each day by

drawing on his reputation. The results of the reroll must be accepted, even if it is worse than the first check.

Slayer of Ja'Kur

The Centauri have taken too much, say the members of the Cult of Ja'Kur. They are demons, the Cult proclaims. Their proof is in what the Centauri have managed to steal from the Narn. They are not speaking of the resources or freedom the Centauri have stripped from the Narn Homeworld. They are not even talking about the millions that have died at the silk-gloved hands of the Republic's brutal military. The Ja'Kur know the Centauri are demons because they have stolen something the Narn can never get back- their souls.

At least, normal Narn can never get them back. That sacred duty falls to the most holy of holies, the Slayers of Ja'Kur. A subset of the Cult trained by a loyal member with Thenta Makur contacts, the Slayers know the anatomy, habits, and weaknesses of the Centauri. They have studied them to the point of obsession and beyond. To the Ja'Kur, the Centauri are the greatest evil the universe has ever allowed into being. They are a darkness that must be expunged regardless of the cost.

Ja'Kur Slayers are trained to be the hand that crushes these demons from the face of the galaxy. They are the light that will drive away the darkness of their accursed pestilence. They are also the obsessed, wanton killers with no compunctions against ripping apart entire colonies full of innocents—even those of their own race- to kill even just one Centauri. The innocent will be given their reward, say the Ja'Kur, and the universe is a brighter place with the death of another demon...

Additional Hit Points: 2

Requirements

To qualify to become a Slayer of Ja'Kur, a character must fulfil all the following criteria.

Race: Narn

Special: Must have at least 1 level in the Agent character class.

Skills: Hide 6+, Move Silently 6+, Intimidate 6+

Feats: Blood Oath (any Centauri), Eternal Enmity

Base Attack: 3+

Class Skills

The Ja'Kur Slayer's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Drive (Dex), Hide (Dex), Intimidate (Cha), Medical (Wis), Pilot (Dex), Sense Motive (Wis), Spot (Wis), Technical (Int), and Tumble (Dex).

Skill points at each level: 4 + Int modifier.

Class Features

All of the following are class features of the Ja'Kur Slayer prestige class.

Rite of Ja'Kur: The Slayers of Ja'Kur pray to their Prophet for the strength to strike down the filthy Centauri that poison the galaxy with their very existence. This fills them with a terrible power that they gladly use to tear apart their foes whenever they find them. There is nothing mystical to this ability, but the mental focus and effort of will required to do it limits the Rite of Ja'Kur to one Rite invocation each day.

The Rite takes one hour, during which time the Slayer burns special herbs mixed with Centauri blood. The herbs

cost 100 credits and are commonly available, but the ounce of Centauri blood may be harder to obtain. Once the Rite is completed, an act that requires total privacy with only other Slayers allowed (and encouraged) to attend, the Slayer will automatically inflict a critical hit against the first Centauri he successfully hits in melee or ranged combat. This must occur within 24 hours of the Rite or its effect is wasted. Most Slayers invoke the Rite of Ja'Kur after selecting a target and moving close to them. Thus, the time limit is rarely a concern.

Seeker of the Unclean: While under the effects of a Rite of Ja'Kur, but before expending it by attacking a Centauri, a 2nd level Slayer benefits from an additional +1 to the skills improved by the Eternal Enmity feat. This focus is made possible through the incredible single-mindedness of a Slayer intent on tracking down and killing his prey. While benefiting from Seeker of the Unclean, a Slayer may ignore other Centauri in preference of a single target he is tracking, but he must be honestly trying to get to his target and eliminate it.

Unrelenting: At 3rd level, a Slayer of Ja'Kur benefits from the bonus granted by Seeker of the Unclean constantly and gains the Endurance feat as a bonus feat to represent his tireless pursuit of his Centauri prey. A Slayer never rests and never gives into privation while there are Centauri he could be killing. In addition to the effects of the Endurance feat and Narn racial abilities, a 3rd level Ja'Kur slayer can go one additional day without food, water, or shelter per prestige class level before suffering any adverse affects or penalties.

Call the Red Hunt: The truest strength the Slayers of Ja'Kur can draw upon is not their own hatred; it is the hatred of others. While the Narn government does not overtly support the Cult of Ja'Kur in any way, it is a poorly

The Slayer of Ja'Kur

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Rite of Ja'Kur
2*	+1	+0	+3	+0	Seeker of the Unclean
3*	+2	+1	+3	+1	Unrelenting
4*	+3	+1	+4	+1	Call the Red Hunt
5**	+3	+1	+4	+1	Eternal Foe

* Every level of Slayer of Ja'Kur taken past the first requires a solo kill of a Centauri of equal or higher character level. At least one Non-Player Character must have been a witness to this murder.

** To advance to 5th level in this prestige class, a Slayer of Ja'Kur must use the Call of the Red Hunt class feature to kill a Centauri noble of any level in addition to a Centauri of any social class and equal character level to himself. A witness is still necessary for the latter requirement.

kept secret among those with reason to know that the Red Fleet has hundreds of Ja'Kur sympathisers in their ranks. Even some War Leaders and command officers are either members of the Cult or consider their cause worthy of support.

If a 4th level Slayer can provide proof of a Centauri noble's location in either neutral territory or in Narn Regime space, he can call upon an Assault Group of ships from the Red Fleet or a full Assault infantry squad to come and eradicate his target. While this will take 1d4 days to approve and arrange, the troops and/or ships will be under the Slayer's tacit command for as long as it takes to destroy the Centauri selected as their target. Any other Centauri or enemies of the Regime killed along the way will just be a fortunate bonus. The Red Hunt can be called once every game month, though the Games Master may limit or extend this ability to reflect campaign factors or the Slayer's personal resources.

Eternal Foe: A 5th level Ja'Kur Slayer gains such incredible strength of conviction that his ability to score automatic critical hits on his Centauri foes becomes a constant class feature and is enhanced by the Rite of Ja'Kur. From this point on, a Slayer performing a Rite of Ja'Kur will be empowered to ignore up to 2 points of a Centauri opponent's Damage Resistance with melee or ranged attacks. This bonus is only in effect if the Slayer is calm and able to concentrate; it will not stack with bonuses derived from the Blood Rage or similar feats.

Ka'Toc Master

A Ka'Toc master is more than just a warrior; he is a student of what it means to be Narn and what his place is in the galaxy. A Ka'Toc Master never calls himself one. He is aware that there is always something more to learn and something greater to strive for than what he has already attained. To consider one's self a master of anything is to entertain arrogance of the highest level. It is a deception that only blinds the deceiver.

It is this denial of truth that must be avoided at all costs, as a Ka'Toc Master is taught early on that the hardest thing in the universe to cut is the web of deceit that lies like a shroud over all reality. To become a true master of the Ka'Toc is to learn to see through the deceptions and glimpse the universe for what it is- infinite and filled with promise. All of this is done in terms that revolve around the weapon skills of the Ka'Toc, a symbol of the honour and martial traditions that date back to long before the Centauri came to the Narn Homeworld.

Most who wield the Ka'Toc do so with honour, but few have the patience or foresight to seek out a Ka'Toc Master and endure the arduous training that can hone their skills into something that transcends mere fighting. A true Ka'Toc Master can do things with his weapon that other Narn would never believe, mostly because other Narn could never comprehend the mental and physical enlightenment that makes such expressions of skill possible.

Additional Hit Points: 2

Requirements

To qualify to become a Ka'Toc Master, a character must fulfil all the following criteria.

Special: May not have the Blood Rage feat

Race: Narn or Trained by a Narn

Skills: Concentration 4+, Balance 4+

Feats: Family Ka'Toc, Weapon Focus (Ka'Toc)

Base Attack: 5+

Class Skills

The Ja'Kur Slayer's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Drive (Dex), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Medical (Wis), Move Silently (Dex), Spot (Wis), Survival (Wis), Swim (Str), and Technical (Int).

Skill points at each level: 2 + Int modifier.

Class Features

All of the following are class features of the Ka'Toc Master prestige class.

Focused Fury: Once per day, a Ka'Toc Master can reroll a missed attack using his Concentration skill ranks instead of his normal attack bonus. This only replaces his Base Attack Bonus; attribute, feat, and other bonuses to his attack roll still apply. This feature is only usable with a Ka'Toc in melee combat; it does not apply to any other attack or with the presumably rare instance of a thrown Ka'Toc. At 4th level, a Ka'Toc master gains the ability to invoke his Focused Fury twice a day. Regardless of the result of the reroll, it must be accepted and cannot be combined with any other ability that might grant a reroll in combat.

Balance on the Blade: When armed with a single Ka'Toc in both hands, a Ka'Toc Master's sense of balance and placement in combat becomes fluid and effortless. This allows him to sidestep, parry, and riposte attacks with flawless timing, becoming a constant motion of steel and skill. Ka'Toc Masters of 2nd level learn how to harness this combat form, replacing their normal Defence Value each round with a Balance skill check made at the beginning of

The Ka'Toc Master

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Focused Fury
2	+2	+2	+0	+2	Balance on the Blade
3	+3	+3	+1	+3	The Price of Honour
4	+4	+4	+1	+4	Shattering Slash, Focused Fury 2/day
5	+5	+4	+1	+4	One Soul, One Strike

their turn. This is a move equivalent action, leaving them just enough time for a single attack, but they become very difficult to strike back.

Balance on the Blade only affects a Ka'Toc Master's DV in melee combat. He still has his normal Defence Value against ranged attack or special attack forms. Balance on the Blade is difficult and exhausting to perform as well; it can only be used for as many consecutive rounds as the Ka'Toc Master has prestige class levels. There must be at least one round spend at rest (a full round action that permits the Ka'Toc Master to defend himself normally but not move or attack) before Balance on the Blade can be called upon again.

The Price of Honour: A Ka'Toc Master knows that when the moment to strike comes, it must be taken at any cost. The galaxy does not offer a given truth more than once; to not seize the true moment of attack is to be denied victory. Even if it means being struck or killed as well, an opening in a duel must be taken without hesitation and with everything one has. To hold anything back is to not be truthful with the galaxy in return.

A Ka'Toc Master, upon missing an attack, may spend hit points equal to the margin of error on the attack roll and succeed in his strike. These lost hit points represents being hit with an opponent's weapon, so any special qualities that attack might have (such as poison) will also occur. The Price of Honour can only be used one against a given foe each day; the proper opening to take such a perfect stroke only occurs infrequently.

Shattering Slash: A Ka'Toc Master knows that some duels need not be fought to the death when an opponent can be defeated simply by taking away his ability to attack. When striking at a foe's weapon, the Ka'Toc Master does not draw an attack of opportunity and may reroll any 1s on damage against the weapon if he successfully strikes it. This ability does not affect other inanimate objects, even if they are being held by an opponent, unless they are being wielded as weapons against him.

One Soul, One Strike: The 'ultimate' truth, if one truth can be considered such a thing when the only reality of

a Ka'Toc Master's search for perfection is that he will never achieve it, is revealed at this level of experience. By following the rhythm of the universe during a fight, a 5th level Ka'Toc Master can, once a day, feel the exact right moment to attack and pour his entire warrior's soul into one lethal attack. This strike can never be taken as non-lethal damage, it does not roll to confirm a critical hit, and no class feature can be used to reroll it or ensure that it hits successfully.

If it connects, it is treated as a critical hit multiplied by the base number of attacks the Ka'Toc master can take each round plus 1. This damage is applied as a single hit against the target and is only reduced by Damage Reduction once. If it does more than the target's remaining number of hit points, it slays that target instantly; there is no roll to stabilize and no survival until -10 hit points.

Merchant of the Ta'Var Cartel

The Narn are a new race in the galactic markets that span the many wonders of the stars. They have not yet learned the ins and outs of interplanetary barter and the quirks of each race when it comes to the exchange of goods or information. When a Narn merchant needs to do business, it is often difficult for him to break through the cultural barrier. All he really has on his side in such negotiations is his racial reputation for taking deception poorly and the inherent threat of his being Narn to begin with.

The Narn are quick to capitalize on their strengths and when they see an advantage, they maximize it to its fullest potential. In the case of interstellar trade, the Narn know that they are still too recently arrived on the scene to have any kind of market dominance. The fear they generate is not necessarily a useful tool, but the Narn never discard anything beneficial, no matter how slight it might be. In this way, the Ta'Var Cartel was born as an association of related merchants and transport captains with one goal uniting them- service to the Regime through mercantilism.

Most trading outposts hate to see members of the Cartel enter their docking bays, but there is very little they can do about it. Under orders to obey every law of a marketplace

to the letter, the Ta'Var Cartel are very well-behaved unless they feel they have been cheated or see a good deal they cannot capitalize on for themselves or for the Narn Regime. Then, the polite behaviour vanishes and the Cartel does everything in their power to seek restitution- even if that means meeting the trader in question off station with a flotilla of gunships.

Additional Hit Points: 1

Requirements

To qualify to become a Ta'Var Cartel merchant, a character must fulfil all the following criteria.

Race: Narn

Skills: Appraise 8+, Sense Motive 4+

Feats: Skill Focus (Appraise or Sense Motive), Contact (Ta'Var Cartel Representative)

Class Skills

The merchant of the Ta'Var Cartel's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Computer Use (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (any) (Int), Listen (Wis), Sense Motive (Wis), and Speak Language (None).

Skill points at each level: 4 + Int modifier.

Class Features

All of the following are class features of the merchant of the Ta'Var Cartel prestige class.

A Better Deal: Whenever a member of the Ta'Var Cartel begins to do business, word of what they are capable of in the cold reaches of space begins to circulate throughout a marketplace. While some merchants are not intimidated by unspoken threats, many are. As long as a potential client (buyer or seller) has not been directly harmed or threatened by a Narn in the last 24 hours, he will be inclined to make the Cartel merchant a 'better deal'. This translates in game terms to a +2 circumstance bonus to all Diplomacy and Intimidate skill checks made against merchants in a marketplace or private setting. This is not effective on a

battlefield, nor does the bonus apply if business of some kind is not involved.

Unfair Market Value: Because most merchants learn quickly that it is not wise to upset the Ta'Var Cartel, they tend to offer better prices when they purchase goods from the Narn. A Ta'Var cartel member always gets 110% of the normal price for his transactions as a benefit, while his funds purchase 110% of what they actually would. For example, if a stolen PPG would normally run 300 credits on the black market, a merchant of the Ta'Var Cartel could purchase it for only 275 credits and would be paid 330 credits when they sell it.

By the time a Ta'Var Cartel member has reached 4th level in this prestige class, his reputation (deserved or not) has gotten so extreme, his percentage increases to 120%. This usually comes along with a healthy dose of fear and respect in his typical ports of call, though a greater reputation can sometimes mean greater trouble if the Narn is seen as a possible mark by thieves or raiders.

Barter in Blood: Merchants of the Ta'Var Cartel have very little time or patience for long, drawn out debates over prices and shipping details. By committing a sudden act of violence during negotiations, a Ta'Var merchant can get his point across literally and figuratively. This is done as a normal melee attack and can be taken with any melee weapon or performed unarmed. The damage cannot be non-lethal and it must be done as the first attack, not as part of an already occurring combat.

As long as the attack doesn't kill, the target must make a Will save with a DC equal to 5 plus the Ta'Var merchant's Charisma modifier (if positive) plus the damage inflicted by the attack or immediately agree to the 'proposal'. If the save is successful, a combat is likely to break out immediately and if the attack kills, the merchant may have to deal with the legal repercussions if he sticks around long enough for the body to be found. For this reason, Barter in Blood is most often used in private with no witnesses or expendable ones in case things go poorly.

Merchant of the Ta'Var Cartel

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	A Better Deal
2	+1	+0	+0	+3	Unfair Market Value 110%
3	+1	+1	+1	+3	Barter in Blood
4	+2	+1	+1	+4	Unfair Market Value 120%
5	+2	+1	+1	+4	Merchant Marines

Merchant Marines: A 5th level merchant of the Ta'Var Cartel is accompanied at all times by four 4th level Narn soldiers with orders to protect the investment that he represents at all cost. These are effectively Narn characters controlled by the Games Master that always act in the best interest of the Cartel where threats to the Narn Player are concerned. This usually means they fight to protect the Ta'Var merchant, but he had best stay profitable or they may turn on him and commandeer his assets.

In addition to this 'honour' guard, the merchant gains the ability to call in a Harass Group of the Narn Regime's space fleet to try and convince other merchants with vessels to hand over their goods at a reasonable price. While few merchants of the Ta'Var Cartel use these ships for outright piracy, it is not exactly frowned upon. This Harass Group can be called upon once each game month for an engagement that can last no longer than a single day.

Master Assassin of the Thenta Makur

The secret order of the Thenta Makur is not so secret, as every Narn knows of these killers that walk among them, fulfilling the contracts of their masters and ending the lives of any Narn unlucky enough to be their target. The Thenta Makur are well aware that their 'secret' group is public knowledge; it helps them accomplish their goals because once a target's friends learn of his being singled out by the guild, they usually abandon him. This makes their targets that much more vulnerable and ensures that when they die, it is alone and without witnesses.

What is not common knowledge is that there is a guild within the guild, a higher order of assassins that deal with very specific problems that arise from time to time. The master assassins of the Thenta Makur are given the truly high-profile missions and are the only ones allowed to act against alien targets. Most Narn would say that the Thenta Makur only act to protect the right of Chon'Kar for those too weak to perform it themselves. They would be right; the normal Thenta Makur assassins do exist for this purpose.

The master assassins have a mandate that is a little bit less rigid or well-defined. When a client wants an alien target dead or when a Thenta Makur agent goes rogue and either lets a target go or murders non-targets carelessly, these killers among killers are called upon to rectify what has gone awry. They are authorized to use any transport, requisition any weapon, and seek out their targets no matter where they might hide.

Additional Hit Points: 3

Requirements

To qualify to become a master assassin of the Thenta Makur, a character must fulfil all the following criteria.

Special: Must have 5 levels of Thenta Makur Assassin

Race: Narn

Skills: Computer Use 6+, Gather Information 8+, Hide 12+, Intimidate 10+, Move Silently 12+, Survival 6+

Feats: Weapon Focus, Weapon Specialisation, Improved Critical

Class Skills

The master assassin of the Thenta Makur's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Computer Use (Int), Concentration (Con), Disguise (Cha), Drive (Dex), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Medical (Wis), Move Silently (Dex), Pick Pocket (Dex), Pilot (Dex), Search (Int), Sense Motive (Wis), Speak Language (None), Spot (Wis), Swim (Str), and Technical (Int).

Skill points at each level: 6 + Int modifier.

Class Features

All of the following are class features of the master assassin of the Thenta Makur prestige class.

Improved Critical Strike: The training of the Thenta Makur is surpassed only by that of their master assassins. When rolling to confirm a critical hit, a master assassin may add his prestige class level to the roll as an additional bonus. If the strike does *not* confirm, it was still a more telling blow than normal and the master assassin may add 1d6 damage of the same type as the original attack. This ability stacks with other forms of additional damage, such as Sneak Attack, but only occurs if a possible critical attack does not confirm.

Perfect Interrogation: Though the Thenta Makur's masters do not often send their expert killers on interrogation related missions often, when they do it is a special case and requires the utmost skill. Master assassins of the Thenta Makur are among the Narn's very best interrogators, well versed in a number of techniques taught to them in the order's special class chambers and from the many gruesome lessons given to the Narn by their Centauri oppressors over the long, painful years of their occupation.

This specialised skill allows the master assassin to take 10 on an Intimidate check regardless of any conditions that

Master Assassin of the Thenta Makur

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+2	Improved Critical Strike
2	+1	+0	+3	+3	Perfect Interrogation
3	+2	+1	+3	+3	Sneak Attack +1d6
4	+3	+1	+4	+4	Continuing Training
5	+3	+1	+4	+4	Swift Demise

would not normally allow him to do so. If there is time for the master assassin to take 20 of the check he may do so and add a further +2 circumstance bonus for the extra time taken to 'get to know' his target.

Sneak Attack: Master assassins are skilled at silencing their victims quickly and efficiently. At 3rd level, if the master assassin can catch an enemy by surprise, when flat-footed or by flanking, he can make a sneak attack. The extra damage the agent deals to the enemy he has managed to sneak attack is listed on the table below. However, he may only make sneak attacks in melee combat or with ranged weapons when the target is no more than 30 feet away. Sneak attacks may not be made against non-living targets or those immune to critical hits. A master assassin's +1d6 sneak attack damage is added to the Sneak Attack class feature from his five levels of Thenta Makur assassin and any other sneak attack dice he might possess from other sources (such as levels in the agent character class).

Continuing Training: A master assassin never stops training. When he is precise enough to hit the dead centre of a target, he practices making subsequent shots travel through the same hole. This striving toward perfection allows a 4th level master assassin to select one free feat from the following list: Rapid Shot, Precise Shot, Quick Draw, or Far Shot.

Swift Demise: A master assassin of 5th level has reached the true pinnacle of the killing arts and can now gut a target without enough ease that most foes present no challenge at all. This can cause a master assassin to become jaded and try more exciting methods of dispensing death. Most relish the thrill of a melee kill and get as close as possible to their prey to deliver the final blow. Once per combat with a given target in a 24 hour period, a master assassin can deliver a melee attack against a foe as if he were flat-footed. This lets the master assassin inflict a Sneak Attack effectively at will.

This ability will not work on targets that have the Alertness feat, Combat Reflexes, any class or racial feature that allows

them to retain their Dexterity bonus when caught flat-footed, or have an equal or higher character level than the master assassin. The Games Master may also allow other targets to evade this extremely lethal ability due to speed or awareness, but most enemies will fall victim to the Swift Demise of a master assassin readily enough.

Tha'Vrin (Field Scientist of the Kana Rituk)

The Narn Homeworld is dying and the many members of Kana Rituk know it. They have become so bitter about this, and about the fact that so few of their own people care, that they have become as dispassionate about saving the Narn race as they are dedicated to the preservation of everything else that lives of Nar'Shal. The Kana Rituk has never been a large organisation, but its numbers have been dropping and its funding has been dwindling as the battles against the Centauri –the source of Nar'Shal's damage in the first place– expand.

When the War of Retribution hit the Narn Homeworld with rocks from orbit, the fragile ecosystem the Kana Rituk had spent decades rebuilding finally shattered. Their battle lost, it looked for a time as if the Kana Rituk were going to fade away along with the dying embers of what life remained on their planet. Instead, the Kana Rituk has returned from the fires of oblivion with a renewed sense of purpose and an even greater goal.

The Kana Rituk's scientists have two missions now. The first is to prove that life can still be sustained on Nar'Shal by living on it as best they can in the midst of dust storms and planetary upheaval. The second is to spend their time in the wilds of their world finding and protecting any life they come across. If that means building shelters around a dying tree, so be it. If that means capturing a breeding pair of animals and getting them off world to a new habitat, that works too. More than ever, the Kana Rituk has a 'whatever it takes' policy and a monomaniacal obsession to succeed now where they have already failed once.

Additional Hit Points: 2

Tha'Vrin (Field Scientist of the Kana Rituk)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+2	Preservation of Home and Heart
2	+1	+3	+0	+3	Field Research
3	+1	+3	+1	+3	Living Off the Land
4	+2	+4	+1	+4	Nar'Shal Provides
5	+2	+4	+1	+4	Minor Genesis

Requirements

To qualify to become a Tha'Vrin scientist, a character must fulfil all the following criteria.

Race: Narn

Skills: Knowledge (any science) 6+, Survival 2+

Feats: Skill Focus (any science), Endurance

Class Skills

The Tha'Vrin's class skills (and the key ability for each skill) are Computer Use (Int), Concentration (Con), Knowledge (any) (Int), Medical (Wis), Profession (any) (Wis), Speak Language (None), Spot (Wis), Survival (Wis), and Technical (Int).

Skill points at each level: 8 + Int modifier.

Class Features

All of the following are class features of the merchant of the Tha'Vrin's prestige class.

Preservation of Heart and Home: Scientists of the Kana Rituk have been charged with a sacred task- the last defence of all life on their world. Rather than acting as soldiers or warriors, they are scientists trying to make sure that the few species to survive the War of Retribution manage to live long enough to either be protected and nurtured or moved off planet so that they do not die now that their environment has been thoroughly wrecked. Most Tha'Vrin are optimistic about Nar'Shal's chances for eventual recovery, but most prefer to hedge their bets by moving off-world anything they can find.

This class feature gives the Tha'Vrin free passage to any world in the Narn Regime's territory as long as they claim it to be for 'official business'. Given that even a scouting expedition counts for this purpose, this translates to free passage on a ship of at least transport class anywhere in the Regime within 4d6 hours of making the request. This is the time it takes to secure the transport; travel time is of course subjective on the destination.

Field Research: The wilds of Nar'Shal are not pleasant to be in and it can be very difficult to get efficient work done

there. The Tha'Vrin have learned a number of techniques for doing their jobs under adverse conditions. A Tha'Vrin scientist can take 10 on Knowledge checks even if conditions would normally not allow them and never need to make Concentration checks caused by environmental conditions or non-damaging distractions. This ability functions anywhere, not just on the Narn Homeworld where it originated.

Living Off the Land: A Tha'Vrin is expected to spend a great deal of time in the field and while he is given all of the equipment he needs to survive out there, actually doing so is up to him and his survival skills. A Kana Rituk field scientist can always take 10 on Survival checks even if conditions would normally not allow him to do so. He is also considered to always have the basic materials needed to start a fire, build shelter, and provide enough consumables for himself. Others with him will either have to fend for themselves or hope that the Tha'Vrin's survival skills are up to the challenge of providing for them.

Nar'Shal Provides: There are ruins all over the main continent of Nar'Shal now. These ruins have been extensively documented and are well known to the Tha'Vrin. Whenever on his Homeworld or in any ruined area that once had a thriving civilization, a Tha'Vrin's field skills will allow him to acquire basic equipment from what remains of the area. This can be used once a day to obtain up to 1,000 credits times the Tha'Vrin's prestige level in items, but anything found will be in poor repair and has no resale value.

Anything requiring power will be depleted when found and will have to be fuelled by power cells or energy pods provided by the Tha'Vrin himself. It should also go without saying that nothing can be found in an area that has no chance of having been there to begin with.

Minor Genesis: The ultimate end of a Tha'Vrin's research and efforts, this class feature allows a Tha'Vrin to take just the barest signs of life in something and nurture it back to health. While this capacity is normally reserved for the plants and animals a Tha'Vrin finds in the ruins of his homeworld, it does have medical applications as well.

Narn

Campaigns

'You all have many questions, which poses a problem for me as I have very few answers. I will take one at a time, and give back what I can. If this is not enough, I suggest you find someone more capable of giving you what you seek. On the matter of what it means to be a Narn, I can only tell you what it means to be me.'

-Ta'Lon, from the Book of Ta'Lon

ONE OF THE advantages to setting a science fiction campaign in the galaxy presented by the Babylon 5 roleplaying game is that very few stories can *not* be told using the many diverse aliens, planets, technologies, and political situations that lie among its stellar backdrop. The Babylon 5 setting contains petty dictatorships, incredibly ancient beings so powerful they could almost be gods, and all the war a military minded Player or Games Master could wish for.

There are actions, intrigues, mysteries, and treacheries. There are nobles, soldiers, working classes, and the down on their luck. With different races in every corner of the known galaxy and hundred more just waiting to be discovered (or doing the discovering), the details are there for any story a group of people might wish to tell. From epic story lines like the Earth Civil War and the coming of the Shadows to simple character pieces like Doctor Franklin's struggle with addiction and the redemption of G'Kar, any tale can be woven from the stray threads of such a rich tapestry.

That is where the Narn come in. They are perhaps of all the alien races in the Babylon 5 the most human. They have their differences to be sure, but they struggle with very understandable issues and strive to achieve what any human can easily understand. They were direly abused and now they stand against their oppressors ready to take their revenge at any cost. Right or wrong, that is a motivation any human can certainly understand.

The Minbari are sometimes so aloof they can hardly be identified with and the Centauri are so wrapped up in

medieval ideals of nobility and courtly infighting that modern-day Earth pales by comparison. The League of Non-Aligned Worlds are, not to put too fine a point on it, too alien for some Players to really grasp well enough to portray, but the Narn are something we can comprehend. They are the underdogs in a tragic war and they fight only to be knocked down again and again.

When they win their freedom, we can relate to their jubilation. When they struggle against their inner demons and fall victim once again to blind rage, we can sadly identify with that as well. The Narn are at once what is best and worst in the human soul. Because of this, it is possible that they are the easiest and the most satisfying of the alien races to base a Babylon 5 campaign around. Games Masters can write story lines involving them with little effort beyond worrying about the game's details and Players can so easily understand their motivations that they can step into character without pause.

The Narn are also advantageous from a campaign stand point because their race's need to get along with the other powerful species in the galaxy makes them easy to drop into a mixed campaign. Aside from Centauri issues, some of which will be addressed below, there is no race they cannot serve in conjunction with as part of a group. The Narn are a prideful people, but they can set that elitism aside for the betterment of their race.

Whether mixed with other races or as part of an all Narn campaign, that may be the single most important factor to keep in mind with Narn characters. The Narn do what they do, whatever it is they do, for the sole purpose of bettering themselves and their race. Unlike some races that have unfathomable motivations or character goals that are too nebulous to comprehend, the Narn have simple needs and use simple methods to achieve them.

This is not to say the Narn are a simple people. They are no more or less complex than humans, which is to say they can be incredibly complicated. They just tend to be, like humans, very blunt in how they go about dealing with their needs. The Narn are not an old race and they lack the intricate levels of sophistication of species like the Minbari, but they make up for their lack of experience with vigour and determination. When they want something, they try to get it. When they hate something, they fight against it. If that description sounds a lot like a certain bipedal race from the third planet in the Sol system, it should.

The Narn are capable of great complexity and any campaign involving them should consider how much its Narn players might grow and change during the course of the chronicle.

Like a new plant, a Narn's life is much more vibrant and easy to see growing than an older, established 'tree' like the other races of the Babylon 5 galaxy. As long as a Narn is given room to expand from what he might seem like at the start of a campaign, what he has become at its end might be a delightful surprise.

All Narn Campaigns

To the Narn, they are never better or never worse than when they are with others of their race. The Narn often move as one, but they rarely manage to stay that course for very long before they come up against an obstacle that stops them as one. The Narn are an adaptive people, but under stress they can be alternately fractious or unified. The key to using this trait in a Babylon 5 campaign is to predict which way that switch will throw itself.

If, as a Games Master, you are not psychic, do not worry. You do not have to be. The best thing to do in this regard is to thoroughly analyze your Players and do one of three things. Which these options are useful in any kind of campaign, they are especially important for campaigns that can get as passionate and as involved as ones including the energetic and always forceful Narn.

The first thing you can do once you are comfortable with the direction your Players will likely go once they reach a certain level of adversity is to plan around that likely choice and script events in your campaign that will reward that course of action and punish other decisions. If you believe your players will unite in the face of a common enemy (a very Narn thing to do, but not always a given since Players and characters are always an unknown commodity), arranging for that unity to be the key to overcoming said enemy is a great way to ensure that at least basic cooperation becomes a default Player choice from then on.

The second thing you can do is try to tilt the balance of where your players might take their actions by providing an example of either the choice you want to encourage and/or the choice you prefer them not to make. If a threat to their security will surely destroy the Narn Players or something they hold dear if they do not cooperate with each other and work against it, throwing in a Non-Player Character from a group that did not unite against that threat can provide a tragic example of the consequences of failure. The converse is also true; good examples can accomplish as much as wretched ones.

The third thing you as Games Master can do is to plan for every logical choice and make your campaign fluid enough to deal with whatever decision the Players make. This is the

most flexible option and while it provides the most freedom to Players, it is also the most work for a Games Master. Planning for every contingency means -by definition- having a plan for every contingency. This means that once the Players have made a choice, every other plan becomes a moot point. This can mean a lot of wasted work, though many plans can be applied to other moments later in the campaign.

Ultimately, the approach you take in your campaign will depend greatly on your preferences and what your Players like to portray. If they (or a large enough group of them that the stragglers can be brought in line) like to act as a team, you will probably be able to use the first technique with a reasonable chance of it working at any given time.

If your Narn Players are more like the Shadows and believe that everything, even a roleplaying game, is made better through conflict and chaos, you may not be able to plan anything in advance and may be left with the third technique as your only real option. Because the Narn can literally be anything their environment demands of them, there is not a certain path to running an appropriate campaign for them. The only thing set in stone about the Narn is that if they do not like what has been set in stone, they will tear it down and grind it into rubble to line their streets.

Even with that said, there are some excellent story ideas involving groups of Narn. These are just story seeds; what they go into will greatly depend on how they are used and who you choose to plant them for. In-depth story lines are lost on Players who just want a war epic, while combat is usually an undesirable campaign premise for groups that prefer roleplaying over rolling dice.

5 **Redemption:** Narn all over the galaxy have committed great atrocities in the name of their race's revenge. After the War of Retribution, the Narn have begun to see how dark their path through history has been and how little hope they really have for any future at all. Rather than be consigned to the oblivion reserved for tyrants and marauders, a group of Narn Players might want to try a campaign where their talents are put to some use other than bringing pain and war to others.

5 **Conflict:** There are still places in the Babylon 5 universe where the power of the Regime military could be brought to bear for good or ill. Not every Narn believes in the peaceful ways of G'Kar; Narn Players could form the core of some fleet or infantry unit looking to take their revenge on the Centauri now that the Republic has its back turned.



Nothing strikes deeper than a dagger in the dark, or so says the Thenta Makur.

- ⑤ **Recovery:** The Narn Homeworld has been smashed. A rain of fire has left virtually nothing for their race to come home to after the War. While other Narn worlds exist, the spiritual heart of the Narn people has been broken. A fascinating chronicle could be set on Nar'Shal and in its surrounding colonies with the Narn Players seeking places for their dispossessed people. From trade opportunities to secure desperately needed medical supplies and food to military encounters with the Players defending their people from those who would take advantage of their weakness, this kind of campaign could appeal to all types.
- ⑤ **Exploration:** Captain John Sheridan said it best at the end of the Shadow War; 'This is ours now. We can't blame anyone else for our mistakes.' Narn Players could be given the task of finding new worlds to colonise for their race. Planets like Sigma 957 could finally be explored and might be detailed and complex enough under the surface to warrant an entire story arc of its own. Many worlds once held by the Shadows or the Vorlons are now open for exploration. Where will these endless opportunities take the Narn?

- ⑤ **Feral Souls:** One idea for an all Narn campaign might be to run all Dur'Nara characters. Players would have to cope with the War of Retribution utterly changing their subterranean world. New passages deep within the planet may have been opened by the orbital bombing while old, established ones collapsed. If the Players have to find new routes to help support their tribe, an even mix of desperation and discovery could make for an interesting game.

Mixed Narn/Aliens Campaigns

Narn are not alone in the universe. After 2260, they begin to accept that idea. G'Kar expressed to his people the need to accept humans as the key by which they could unlock their destiny and have a future once again. This lesson could be taken one step further by intrepid Narn to include all the divergent races of the galaxy. If travelling with and aiding humans can enrich the Narn, how much more could the Narn race benefit by interacting with all other aliens?

This approach has its drawbacks, not the least of which is the distrust many alien cultures have for the Narn. Users

and bullies of the first order in their earliest spacefaring days, the Narn are still among the most brutal and direct of the galaxy's sentient species. Many races will want very little to do with the Narn for a long time, at least officially.

Unofficially, the League of Non-Aligned Worlds has always wanted as an overall entity to welcome in the strength and power of the Narn Regime. Even battered and broken by the Centauri after a war of their own making, the Narn still possess one of the most potent militaries in the known galaxy. This is a selling point for other governments; most races will not have their leaders object if some of their citizens try to establish better relations with representatives of the old Regime. Any contact could be diplomatically important in the future, after all.

This is the window of opportunity for campaigns set after the War of Retribution to include Narn with other alien and/or human characters. The Narn are a vibrant people and do not get overwhelmed easily, making it more than possible for a Narn Player to group himself with Players of other races and not be overshadowed by them. While a Narn might not be able to stand up against a Minbari warrior caste in battle, he would certainly leave the bonehead with some lasting scars before going down. This kind of tenacity is well-respected by other races, as is the kind of spirit and strength of character it suggests.

Mixed alien campaigns tend to have a very eclectic feel; this cannot be avoided but should not be seen as a drawback. A mixed campaign has the potential to be more colourful and varied than a campaign based around a single race. While an all Narn storyline can focus closely on situations that concern only their race, a mixed campaign has the possibility of touching on Narn issues during one session and another species' problem the next.

In other words, a mixed Narn/aliens campaign should be seen for its rich possibilities more than its 'wouldn't it be neat to drop a Narn, a Centauri, an Abbai, and a Human Psi Cop in a shuttlecraft and see what happens?' potential. With a little forethought and some flexibility on the parts of the Games masters and the Players, any combination can be enjoyable. It is perfectly acceptable for a campaign to start with the jumbled shuttle idea, but having an idea as to *why* those races are on the shuttle and *who* each Player is portraying will make for a much better, more believable game.

A few ideas for mixed Narn and other alien races campaigns can be found here. These are concepts to get you started on brainstorming your own ideas. The possibilities for mixed campaigns are even wider than for Narn only chronicles if

only because the palette is much bigger to start with. The picture you eventually paint with it will be your own epic, no matter what colours you choose.

⑤ **Diplomatic Complications:** Very Babylon 5 in its initial approach, this kind of campaign assumes that there is a single goal or multiple agendas each of the Players wish to pursue and that nothing will be resolved by shooting at each other. In a diplomatic game, the potential for roleplaying is vast, but Games Masters need to watch out for signs that the Players might like a little action and provide it in plausible ways whenever possible. External threats such as Soul Hunters or unknown alien menaces are always effective, but internal conflicts between the Players should also be explored.

⑤ **Task Force:** The Players in a task force style game are all specialists of one kind or another that have been brought together across racial lines because the goal of the campaign is more important than any differences they might have with each other. This is a classic campaign type, but it became a classic because it is also a very effective storytelling technique. When the Players begin to work together and see the skills and personalities beyond the racial framework of each character, the storyline is at its finest.

⑤ **Isolation:** In this kind of campaign, the alien Players are all together because they have very little choice. They may be the only survivors of a shipwreck, the quarantined crews of several different vessels being held in one place until a disease runs its course, or prisoners of some external force or being with an agenda of its won. In any case, this setting can either bring the Players closer together by making them set aside their differences for the common good or tear them apart because they cannot see past their outward appearances. The Narn, with their history of unreasoning hatred, make an especially good race to add to this kind of mix.

Eras of Play

The Narn have had a brief but very exciting history and roleplaying campaigns involving them could be set at any point in their past or potential future. While most Babylon 5 campaigns take place during the more familiar time period of the television show and its attendant movies and specials, the real potential of the setting is that it is very freeform and can be adapted to any style of play and any desired type of storytelling.

The Narn are an especially diverse group where alternate settings are concerned. They may have one of the shortest histories in the galaxy and be the youngest of the Younger Races, but they can accommodate nearly any desired kind of epic. From wars too terrible to imagine to the brightest possibilities of redemption and salvation, the Narn have been through it all and will likely go through it many more times. The beauty of a young race from a campaign standpoint is that they have nowhere to go but up. Kosh Naranek advised once that the Narn were a finished people and the galaxy should simply let them pass. If a Vorlon could be wrong about them, is it any wonder that their potential for roleplaying is so vast?

- 5 ***The Fight for Survival:*** In the dawn of time for the Narn, there is nothing but harsh battles against an adversarial environment and the brief but warm joy of family. In this kind of campaign, Narn Players are part of a family tribe with nothing more epic on their minds than the survival of their entire species. A campaign like this could easily become a more global storyline involving the formation of the Seven Great Tribes.
- 5 ***The War of the Gods:*** The Seven Tribes battle each other over nothing more complicated than the ascendancy of their gods. The Players must take sides against each other or work to come up with a better way in a campaign set during this turbulent period in Narn history. If the Players become part of the politics involved in the elder's decision to reform the pantheon of gods, they could be directly responsible for the shape of their race's future.
- 5 ***The Crusades of G'Quan:*** It is the coming age of Darkness and the end of the mindwalkers. The Shadows have seized control of the night on Nar'Shal and every sunset brings more screaming and death. In a chronicle based around this historical period, the Narn Players could ride with G'Quan and wield forbidden alien technology in a desperate war to drive a vastly superior but unprepared enemy from their world. A campaign like this could also provide foreshadowing for one set in the next major event in Narn history.
- 5 ***The Second Darkness:*** With chains and guns, the Centauri bring suffering and slavery to the Narn race. This campaign is set in the near past of the Babylon 5 universe and allows Narn Players to have a direct part in the rebellion that frees their race and sets them up to become a galactic power in their own right. This kind of campaign can be extended to allow for the period of exploration and discovery that founded the Narn Regime and brought a dozen worlds into its grasp.

5 ***Dawning of the Third Age:*** This campaign style is set in the time period detailed by the Babylon 5 television. It includes the War of Retribution and the terrible suffering that comes with it. Narn Players may be set against a hostile galaxy with no allies and only the constant threat of capture and execution to drive them onward. They may also be diplomats, free traders, or anything else the setting will support. Narn in this time conform to the typical rules put forth in the Roleplaying Game and Fact Book, allowing Games Masters to use every sourcebook for inspiration and campaign ideas.

5 ***Echoes of Hope:*** A near future campaign based on the projected time line of the major setting and taken several years of decades into the future, the Narn have become a reunited people and waged another war to punish the Shadow ally-tainted Centauri Republic for the last time. G'Kar is gone, sacrificed to save the last hope for the galaxy. His twin legacies, the Interstellar Alliance and the re-emergence of telepaths among his race, are the stuff of possible legends and epic story lines that offer the ultimate freedom for Games Masters and Players brave enough to explore uncharted territory.

Narn Smuggling

In the pursuit of a free Narn, the children of Nar'Shal will do anything to secure victory. They will fight to the last man, defy authority even if it kills them by the thousands, and cobble together weapons from trash if it is all they have on hand. The desperation of the Narn people to be free is something that must be seen to be believed, preferably at a great distance. Forged in adversity and tempered in blood, the Narn are a fierce and proud race with only one true creed- 'We will be free.'

Unfortunately, freedom tends to come at a great cost. The Narn are willing to pay that cost in effort, lives, and pain, but sometimes the universe requires a more conventional currency. A war effort requires weapons and supplies; these tend to be in short supply just when the Narn need them most. Some things can be scavenged from the battlefield or built out of spare parts, but other vital items must be procured more directly. Since an occupying force (like the Centauri) are not likely to allow the Narn to go shopping openly, an alternate method of procurement and delivery must be used.

Enter the smugglers, gunrunners, and thieves. Normally reviled by the honourable Narn during times of peace, they are the life's blood of the resistance when times get hard.

Another example of how the morality of the Narn race can become very fluid as need demands, criminal assistance has saved the Narn many times in the past.

They were there in the beginning of the Narn's tale of woe against their Centauri enslavers. The Kha'Ri would never have been able to pull off their first coup had it not been for aliens willing to smuggle weapons to resistance leaders on the scattered worlds they occupied. These criminals put the first guns in the hands of those who would be free, empowering the Narn to take back their homeworld and rout the Centauri Republic back out into the stars.

During the War of Retribution, the Narn were also dependent on arms shipments from other worlds to ensure their production numbers remained at a level to compete with the much larger, much wealthier Republic. These entrepreneurs kept the front lines of the Narn war effort stocked with missiles and replacements parts, sustaining their battles much longer than the Regime could have managed on their own. The Narn lost the War of Retribution eventually, but it would have been over much sooner without the help of 'freelance contractors' and their associates.

Once the War ended and the Narn were again enslaved, the black market and smugglers were the only avenues left for the beaten but not broken race. The same old habits of wars past came back into major use as Narns contacted their former suppliers and made arrangements for food, blankets, and weapons to be delivered behind what were now very hostile enemy lines. The only thing that changed with the loss of governmental power by the Narn was the price.

The price is usually paid by the savings of the many Narn involved in the illegal smuggling. They take up a collection or take turns paying for materials until their finances are drained and someone else takes up the burden. This method of payment is surprisingly well accepted by the black marketers and criminals involved; most underworld merchants understand that the Narn will not back out on an obligation if they can help it. It is a matter of personal responsibility for them and while there is no honour among thieves, there is a great deal among the Narn who deal with them.

This sword cuts both ways. As the quotation above suggests, the Narn do not take kindly to their honour being abused. It is usually a fatal mistake to double cross a Narn during a business deal in any case, but when revenge and freedom are on the line, the Narn can be notoriously unsympathetic toward betrayal. Most races would react violently to being

cheated, but they are not likely to send waves of fanatical warriors to destroy the cheater, his business, his associates, and any family members who might get in the way. The Narn would, and those who deal with them know it. It is not therefore surprising that even the most disreputable criminal elements deal fairly with them.

The Narn are also quite capable of running guns and wartime supplies themselves. While most of them depend on the contacts and resources of others, some few do go into the business of smuggling themselves. Few black market figures are as direct, brutal, and ultimately effective as a Narn with a trading ship and enough sources to ensure a continuous supply of equipment.

Gunrunning and Galactic Law

One of the things that make smuggling in the galaxy of Babylon 5 both lucrative and dangerous is the sheer space in which it occurs. While most smugglers are limited to jump gate travel, the laws are so different from world to world that a wily black marketer can stay one jump ahead of the authorities just by plotting his course through allied or neutral systems until he absolutely has to make his drop inside illegal territory.

This is compounded by the fact that most League worlds and galactic powers have very different definitions of what constitutes illegal weapons and what does not. Some systems might have a ban on nuclear devices, while another may be a fusion-dependent civilization and therefore allows such materials in freely. The Narn Regime has ensured their continued support by smugglers of all races by relaxing their system laws to the point of near non-existence. Because a number of black market runners use Narn space to evade other governments, they often traffic with the Regime simply through proximity and opportunity.

The Narn also enjoy a very special relationship with EarthGov because of their mutual history during the Earth/Minbari War. Because the Narn Regime was the only galactic power willing to sell weapons to Earth in their darkest hour, EarthForce tends to turn a blind eye to anything short of wholesale smuggling operations in Earth territory where the Narn are concerned. Any transports bound for Regime space are typically allowed to continue on their way as long as contraband materials are not brought back into Earth jurisdiction.

The Narn developed quite a network of contacts in the smuggling and illegal salvage operations of nearby systems during their rise to power as a galactic state. They continue

to use those contacts, many of which have faded because of the dangers in associating with the losing side in a major war. Those that remain are heavily drawn upon during 2259-2261; most either get caught or finally break away for their own protection. Those few that survive this harrowing time with their connection to the Narn intact are considered valued allies of the Regime and have done quite well for themselves.

This is the benefit to gunrunning for the Narn; appreciation and respect. The Narn normally despise the thought of theft and illegal activity, but only when it applies to their own kind. They are also harsh realists and have no doubt that they would still be slaves to the Centauri if they could not bend their morality. As such, they do not see the criminals they work with as deviants or scoundrels; in the eyes of the Narn, these men and women are patriots.

It should be noted that this appreciation is mostly geared to their own race. While the Narn can be grateful to a load of weapons dropped from low altitude by a human transport, it is not likely to elicit the same gratitude they would feel toward a Narn doing the same. Of course, this is also because a Narn would generally never charge more than cost for the weapons drop in the first place, assuming he charged anything at all.

In this respect, galactic law means nothing to a Narn smuggler when his activities are supporting his race. A Narn transport captain will evade blockades, ram police cutters, open fire on security flights, and do anything he had to if it ensured that his cargo made it to the front lines of the Narn's fight for freedom. To that end, no law exists except that of survival.

Levels of Security

These levels are a general indication of how well patrolled the colony systems of each galactic power are at any given time. This level is subject to change at any time, but it usually remains at the stated value unless situations or circumstance dictate that it be altered. For example, a system experiencing heavy levels of piracy may improve its security while a remote system with no strategic or criminal importance might lower its security due to lack of need.

⑤ **Very High:** Very High security occurs around territorial homeworlds and systems with a history of criminal activity. There is a 90% chance that any given transport will receive the attention of a system patrol craft above and beyond the usual jump-gate scan that automatically occurs.

⑤ **High:** Militaristic societies and troubled areas set their security levels at High when they want to severely restrict the flow of illegal substances and transports moving through their space. High security tends to be a financial drain on a government, but some galactic powers prefer to pay the cost upfront rather than lose it later to deal with contraband that slipped past weaker border safeguards. Ships entering High security have an 80% chance to get scanned by at least one system patrol craft in addition to the mandatory jump-gate scan it received upon entry (assuming it did not use its own jump point).

⑤ **Medium:** Some territories are either not terribly concerned with illegal traffic or do not embrace the concept fully into their legal system due to ignorance, apathy, or a cultural inability to understand the behaviour. Ships travelling through a Medium security system has a 60% chance to get

Narn Lore – Smuggling and Gunrunning

The rules given here are suggestions only. Each system in the Babylon 5 galaxy is very different and should never be stereotyped unless the Games Master simply wishes to use general rules as a backdrop for a more complicated story. Even Low security systems should never be considered without law enforcement and smuggler Players should quickly discover this to their dismay if they unabashedly start tearing through remote systems without caution or concern. Even if the local authorities do not get them, the Players may find up in the gun sights of a flight or two of raiders eager to discover the lovely treasures in their holds.

The Narn treat gunrunning as a nearly sacred act, especially in times of crisis. While some few may have embraced the typical culture of a pirate, most are noble space captains with a part to play in the emancipation of his race and the pride that goes along with that. While these Narn may smuggle drugs and other contraband to support his cause of a free Narn, that goal is never far from his mind and any sacrifice can and should be made without hesitation.

The Narn Gunrunner prestige class presented elsewhere in this Fact Book should provide another way for Games Masters and Player to explore the exciting campaign possibilities this aspect of Narn culture has to offer. The Narn are normally a very noble and law abiding race, but on the matter of their race's freedom, they can instantly become every bit as vicious and conniving as any other race in the galaxy.

scanned by a system patrol craft or remote listening base in addition a 50% chance of a jump-gate scan.

- ⑤ **Low:** In territories with a governmental sanctioning (whether official or clandestine) of smuggling and illegal transport, security is more of a formality or precaution against non-licensed traffic. These systems pose only a 30% chance of a patrol scan and only do a thorough scan at its jump-gates 25% of the time. All other security is precursory, usually on the theory that people bringing in contraband probably have somewhere important to take it to and should not get delayed.
- ⑤ **Very Low:** Security only exists in these remote systems if the ship in question falls into one of the galactic power's spheres of control or if a survey vessel is present. If not, smugglers can use these systems freely and never worry about a scan. Unfortunately, pirates and raiders know this quite well and usually lie in wait to catch smugglers trying to dodge authorities by using these systems.

Penalties

When security does exist, it tends to do its job very well. While altercations in space are best left to roleplaying and Games Master decisions, it is likely that a smuggling vessel will get caught if it is scanned while carrying illegal goods. A simple check of the patrol craft's Sensor score against a DC of 5 + the smuggling vessel's Stealth score should suffice. Once caught, a smuggler may face any number of different penalties, though that assumes the authorities can catch them.

- ⑤ **Credits:** The simplest penalty is a fine, payable at the time of the infraction. Generally speaking, most governments are willing to take cargo in trade on a more or less equal value basis if the smugglers are unable to pay the fine upfront. Differing payment is rarely an option, and the transport itself may be held in lieu of payment until the smuggler can come up with the credits to release it. In some systems, like Brakiri space, interest may be charged against the balance of the fine until it is paid in full.
- ⑤ **Confiscation:** A common but not universal punishment, this involves the unceremonious seizure of all illegal and questionable goods on the smuggler's ship and on his person. This is usually

Legal Codes and Enforcement (Smuggling)

System/Territory	Level of Security	Penalty for Minor Infraction	Penalty for Major Infraction
EarthGov	High	10,000 credits	10,000 credits + Confiscation + Impound
Centauri Republic	Medium	5,000 credits + Confiscation	25,000 credits + Confiscation + Impound
Minbari Federation	Medium	Confiscation	Confiscation + Impound
Narn Regime	Low	10,000 credits + Kha'Ri Contact	Confiscation + Impound + Kha'Ri Contact
League of Non-Aligned Worlds	Varies	2,000 – 20,000 credits (2d10 x 1000) + 25% Confiscation	20,000 – 50,000 credits (1d4+1 x 1000) + Confiscation + 50% Impound
Unclaimed Systems*	Very Low	10% Confiscation	50% Confiscation (10% Impound if Confiscation occurs)
Homeworlds**	Very High	25,000 Credits + Confiscation	100,000 Credits + Confiscation + Impound + 2-8 years Incarceration (2d4)

* An Unclaimed system is a star system without a significant colony or homeworld presence and no intelligent life. Most of these are within the territories of a galactic power (Narn, Earth, etc.), while some few are outside any claimed area. The penalties listed above only apply to unclaimed systems inside galactic territories; completely unclaimed systems have no security.

** These are the Homeworld systems of each galactic power and the security around each is nearly impenetrable. Smuggling usually only occurs in these systems when some event makes doing so feasible, such as a political upheaval like the one after the War of Retribution.

5 accompanied by a thorough and uncomfortable search of both and the possible payment of a small (1000 to 2000 credits) fine for the 'labour' involved.

5 **Impound:** A step beyond Confiscation, Impound means exactly what it says; the offender's ship is impounded. This punishment is very severe and usually far outweighs the potential gain of any illegal cargo, making areas of space where this is enforced less likely to see smuggling traffic. This also has the downside of ensuring that nearly any ship carrying illegal goods will choose to fight or run rather than surrendering.

5 **Incarceration:** Not a common option because of the costs involved in operating a prison, some systems prefer to make sure that offending smugglers are not immediately able to continue running contraband. This is accomplished with a jail sentence and time served, during which time the offender is put to work performing menial tasks as community service.

Narn on Other Worlds

An interesting campaign concept can be built around the simple and often unfounded prejudices and opinions the Narn have formed about the members of other races and galactic civilizations. The Narn are a something of a reactionary people and do not easily change their minds once they make a decision about someone or something. While evidence to the contrary of a Narn's beliefs are not necessarily discarded out of hand, it will take a persistent member of another race to make a given Narn change his opinion of his or her people.

No race exemplifies this more than the Centauri. Most Narn would rather spit on a Centauri than ever work with one, even if his own survival was at stake. This is not to say that all Narn are unreasoning brutes with no choice but to attack Centauri on sight, but the level of hostility and animosity between the two races cannot be overstated. The occasional exceptional Narn can manage to overcome his hatred enough to accept a Centauri as an associate, but he will likely never consider the latter an equal.

To aid Games Masters and Players in understanding the opinions of an average Narn when it comes to the subject of races in the Babylon 5 galaxy, the following section includes a dialogue given by a Narn soldier asked about his views on different species. While no given viewpoint should ever be considered universal for a given race, these opinions are typical of the Narn.

5 **Earth:** 'Earthers? They fight well and they buy a lot of guns, or at least they used to. They have the strength

to be a great empire, but they may not have the force of will. They fight among themselves too much and their leaders can never be trusted. What can you say about a race whose leaders kill each other for power?'

5 **Minbari:** 'If I live to be 150, I'll never understand the Minbari. They have all the might in the galaxy and do nothing with it. They are like a kathla beetle in the sun. They only move when angered and then burrow through anything between them and the source of their anger. Then, when they are sated in blood, they return to the sun as if nothing happened. They have no passion, no soul. I say we leave them alone. No good can come of getting between the beetles and their sun.'

5 **Centauri:** 'Our leaders say that now we have a truce with the Centauri. We are left to rebuild our cities and take back the ruins of what space they have chosen to abandon. I say this is the perfect time to gather our forces and strike. Their backs are turned and their defences are down. Though it take a thousand knives and a million lives, the Centauri will pay for what they have done to us!'

5 **The League of Non-Aligned Worlds:** 'What do you want me to say? That the League is a group of cowards and weaklings too small and miserable to stand up to the Centauri on their own? Why should I waste my breath on something so obvious? Ask me about a specific member race, and maybe I will tell you something you do not already know.'

- o **Abbai Matriarchy:** 'Fish. We are talking about fish now. They are not an altogether horrible race. They know their place and they at least understand the idea of racial unity. They are too naïve to be among the stars though, and their ships prove it. They are no challenge in space and if they are foolish enough to clash with us again, we will prove it to them once more.'

- o **Brakiri Syndicracy:** 'Which one? Seriously, you have to know what one of their many companies you are dealing with. They are like a many headed ta'chath; each one with its own special poison. If they did not spend so much of their time worrying about trivialities like money and business, they might be of import. As it is now, they are as easy to bribe as they are to fight.'

- o **Drazi Freehold:** 'The Drazi live for combat and in that, I can respect them. I would respect them more if they had anything else to recommend them. To them, everything is a fight. From government ascension to family rank, everything is a battle with the

winners ruling over all. We have little in common with the Drazi, but at least they understand the most important lesson in the universe- anything worth having must be fought for.'

- **Gaim Intelligence:** 'We do not understand the Gaim. Does anyone? They have their own hierarchy; it has something to do with their females. If you can tell which of them are female, you know more about them than I would ever want. I have been told they engineer their race to improve it, but I cannot imagine how growing each generation is an improvement over anything. Experience is the only true teacher.'
- **Markab Theocracy:** 'Why are you asking me about a dead race? They were fools who let their religion kill them. I know this may be an unpopular opinion and some of my more devout brothers will no doubt protest, but I think that if the Gods want someone to do something that might kill them, the Gods should be ignored. I have the Prophet G'Lan and I have this gun. What else do I need?'
- **Pak'ma'ra:** 'Do you mind? I'm eating. Well, I was. I think I have lost my appetite now. The Pak'ma'ra are, quite honestly, disgusting. Did you know they eat their dead? Well, did you know they like to let them 'ripen' a bit first? The less said about their toilet use the better. I was on Babylon 5 once when a human accidentally tried to use a Pak'ma'ra stall and... Well, I think he lived. I am not sure.'
- **Vree Trading Guilds:** 'The Vree never speak, but they don't need to because of their telepathy. I have never met a Vree soldier and I am not sure they even have them. I know that the Vree have strong ships that they rarely ever use but I have never heard of them fighting a ground war.'
- **Shadows:** 'It was not until the Prophet G'Kar recognized the Shadows as the darkness that spread over our land a thousand years ago that we knew who our ancient enemy was. Now that we have driven them from the galaxy, our nightmares can finally end. We no longer have anyone to fear.'
- **Vorlons:** 'The Vorlons are gone and good riddance to them. The Interstellar Alliance records say that they were once here to protect

and shepherd us, but that they somehow lost their way. If five dead planets and the threat of annihilation is 'lost their way', I say it's a shame they weren't kicked out a thousand years ago!'

- **First Ones:** 'They say the mysterious force that used to haunt Sigma 957 was a First One race and that now it is gone along with all the others. I think we should go to Sigma 957 as fast as we can and see if they left anything behind we can use. When we hit the Centauri, I would like to have that kind of technology powering our weapons and protecting our ships.'
- **Drakh:** 'The Shadows had helpers and they survived the destruction of Z'hádum? We should deal with them as soon as we can. They may have been part of the Purge of Darkness a thousand years ago and if they were, they must pay. Besides, who knows what poor fools they will set upon next? If we let them get entrenched again, we may live to regret it.'

Narn Living Among Aliens

The Narn are a slightly insular people, thought they can be far more gregarious than some races. They usually keep to themselves, something that the reputation they have for being violent and unreasonable ensures happens more often than they would like. The Narn are not a completely xenophobic people and can even learn to appreciate other cultures if given a chance. Some, like Ambassador G'Kar of Babylon 5, even begin to enjoy the company of aliens as much as that of his own people. This is not a common occurrence, but it does happen.

The Narn rarely live among other races, with places like Babylon 5 being the exception rather than the rule. While the Narn are not truly isolationist, they are not outgoing enough to enjoy cohabitation with other species. This is mostly the result of their forced enslavement and the unwanted integration of the Centauri into their daily lives. This kind of close proximity living did not endear them to the idea of sharing their world with others or seeking out multiple-race colonies. Humans build communities; the Narn do not.

When some external circumstance forces or coerces the Narn to live with other aliens, they tend to keep to themselves and form a sub-culture within their race apart from others. This is not as violently enforced as some might be, such as the Drazi and their fighting circles, but Narn can and do make members of other races feel distinctly uncomfortable

when they intrude on a meeting or during meals in shared colony facilities.

There are a few colony or station settings in which Narn can be found living among other races. These are useful in a campaign context because Narn Players may wish to be from one of these groups as a way of acclimating themselves to the presence of aliens and thus better fitting in a mixed group. The Games Master is welcome to create other group settings for the Narn, but these are the ones established by the genre and can be adapted to any standard campaign.

- ⑤ **Babylon 5:** The typical example of Narns living among other aliens, any Narn Player can easily be among the 'quarter million humans and aliens' on the station during its history. While the Narn population of Babylon 5 fluctuated, it never dropped below a hundred at any given point, giving Narn Players a ready-made background detail if they wish to be from this community. The Narn of Babylon 5 can serve just about any role, from soldiers assigned to a leave of absence pending relocation to diplomats serving as go-betweens to the Kha'ri. Narn lurkers are also a possibility; they are no less prone to getting to Babylon 5 and then running out of money and having to scratch out an existence in Downbelow than any other race.
- ⑤ **Proxima 3:** This EarthGov colony is home to nearly a thousand Narns as part of a mining collective living near their workplace in specially constructed underground shelters. Because Narn and Drazi are the most suitable denizens for a subterranean commune of this sort, they outnumber the other inhabitants and have an effective majority in terms of in-housing decisions. Narn Players from Proxima tend to be workers by trade and have an in-depth knowledge of mining and civil engineering. The mining colony on Proxima 3 is a good campaign choice for Players and Games Masters wishing to incorporate 'normal' working class Narn into scenarios.
- ⑤ **Centauri Slave Pits:** While the Narn were freed nearly seventy years before the War of Retribution, there were still several small colonies in the Centauri

Republic where Narn and other aliens toiled in the fields or served nobles as house slaves. These worlds have systematically lost those slaves over time, but some have only been rid of their Narn population for a few decades or less. Because of the considerable life spans of the Narn, this allows Narn Players to be former Centauri slaves who have only recently been freed. While these may be some of the most violent Narn in a campaign because the scars of their mistreatment are still fresh, they may also be the most docile and accepting of other races because their indoctrination is equally recent.

- ⑤ **Tuzanor, Minbar:** The Anla'shok opened their doors to accept members of several different races in 2261 with the formation of the Interstellar Alliance. When the Narn officially agreed to join that new governmental union, they became eligible to have their best and brightest reside in the Ranger Training Hall on Minbar. This communal living is some of the most intense and immersive the galaxy can offer, allowing those Narn who reside there to have some of the deepest bonds with other races. While any Narn Player with this background is expected to have the Ranger prestige class, it is quite possible for those who fail to complete their training to also exist in a campaign. How a Games Master handles 'washed out' Narn trainees is a campaign matter, but it is likely to be a sore point of honour at the very least.

Other mixed colonies likely exist in the Babylon 5 galaxy, but these are the most likely to appear in a standard campaign setting. Narn Players are encouraged to work with their Games Masters to create a background that is both fitting to the Narn in question and the current campaign. If the Narn is going to be comfortable around aliens, he will need a back story to explain why. If he is uncomfortable around them, what sort of incidents in the past caused this reticence? As long as such concerns are met with something as brief as a few lines of character history and an understanding between Player and Games Master, the campaign will be better served and more believable.

Narn Non-Player Characters

IF A GAMES Master is going to use this book as a window of opportunity to place more of a Narn influence on the campaign, it may be valuable to have a listing of noteworthy characters of the Narn race at his fingertips. These characters are people who have been instrumental in the history of the Narn in one way or another. While only a limited number of them are listed here, there are many more that deserve mention. Games Masters are encouraged to provide statistics for any notable Narn he desires to bring into his story arcs.

In addition to 'named' Narn, this chapter also provides a selection of basic Narn non-player characters for those times when a Narn might be important to the plot and the Games Master has no desire to take the time and effort to create an entire character for the purpose of a single scene. These non-player characters can also be useful if a Player wishes to make a Narn for the campaign but does not wish to go through the entire character creation process.

Commanding Officer (Dar'Garoth - War Hunter)

3rd Level Narn Soldier/5th Level Officer; hp 28; Init +1; Spd 30 ft.; DV 13; +7 melee, +6 ranged; SQ Covering Fire, Narn Racial Traits, Branch Specialization (ground forces), Rallying Call; DR 2; Fort +5, Ref +3, Wis +6; Str 15, Dex 13, Con 14, Int 12, Wis 10, Cha 13

Skills and Feats: Concentration +5, Diplomacy +6, Intimidate +8, Listen +1, Spot +4, Sense Motive +6, Technical +5; Point Blank Shot, Weapon Focus (PPG), Weapon Focus, Iron Will, Nerves of Steel, Precise Shot

Possessions: Regime Communicator, Ni'Shal PPG, shock stick, Retalk Clothing (Uniform)

Commanding Officer (Dar'Sol - War Leader)

3rd Level Narn Soldier/10th Level Officer; hp 38; Init +1; Spd 30 ft.; DV 16; +12 melee, +11 ranged; SQ Covering Fire, Narn Racial Traits, Branch Specialization (ground forces), Rallying Call, Way of Command; DR 2; Fort +7, Ref +5, Wis +10; Str 15, Dex 13, Con 14, Int 12, Wis 12, Cha 14

Skills and Feats: Concentration +8, Diplomacy +10, Intimidate +10, Listen +1, Spot +6, Sense Motive +12, Technical +5; Point Blank Shot, Weapon Focus (PPG), Weapon Focus, Iron Will, Nerves of Steel, Precise Shot, Sixth Sense, Liturgies of the Heart

Possessions: Regime Communicator, Ni'Shal PPG, shock stick, Retalk Clothing (Uniform)

Dock Worker

3rd Level Narn Worker (blue collar); hp 16; Init +1; Spd 30 ft.; DV 12; +3 melee, +2 ranged; SQ Narn Racial Traits; Fort +4, Ref +2, Wis +1; Str 15, Dex 12, Con 15, Int 11, Wis 9, Cha 10

Skills and Feats: Bluff +1, Climb +8, Computer Use +4, Concentration +5, Drive +7, Jump +8, Listen +1, Profession (dock worker) +9, Spot +1, Technical +6; Endurance, Skill Focus (profession - dock worker), Toughness



Lurker

2nd Level Narn Lurker; hp 12; Init +6; Spd 30 ft.; DV 14; +2 melee, +3 ranged; SQ Lurker's Knowledge, Survivor's Luck, Narn Racial Traits; Fort +4, Ref +2, Wis -1; Str 12, Dex 15, Con 15, Int 11, Wis 8, Cha 10

Skills and Feats: Appraise +3, Bluff +3, Escape Artist +5, Gather Information +4, Hide +6, Intimidate +3, Move Silently +6, Pick Pocket +6, Search +3, Survival +4; Endurance, Improved Initiative, Toughness

Merchant Trader

1st Level Narn Worker (white collar); hp 8; Init +0; Spd 30 ft.; DV 10; +0 melee, +0 ranged; SQ Narn Racial Traits; Fort +1, Ref +0, Wis +2; Str 10, Dex 11, Con 11, Int 12, Wis 14, Cha 16

Skills and Feats: Appraise +5, Bluff +9, Computer Use +3, Diplomacy +4, Forgery +2, Intimidate +5, Profession (trader) +8, Sense Motive +8; Skill Focus (bluff), Skill Focus (profession (trader))

Narn Smuggler

5th Level Narn Lurker/2nd Level Narn Gunrunner; hp 21; Init +5; Spd 30 ft.; DV 15; +6 melee, +6 ranged; SQ Lurker's Knowledge, Multi-Skilled, Survivor's Luck, Narn Racial Traits, Respect, Standard Cargo, Deadly Control; DR 2 (4), Fort +7, Ref +5, Wis +1; Str 13, Dex 12, Con 18, Int 14, Wis 10, Cha 10

Skills and Feats: Appraise 10+, Bluff +8, Computer Use +3, Concentration +4, Escape Artist +6, Hide +6, Intimidate +10, Listen +4, Move Silently +6, Pick Pocket +4, Pilot +8, Sense Motive +6, Spot +5, Technical +6; Weapon Proficiency (spacecraft weapons), Thick Skinned, Fire Control, Spacecraft Proficiency, Improved Fire Control

Possessions: Knife, PPG (any kind), Smuggler's Flight Suit, Regime Communicator, Hand Computer, Arcismus Smuggler Configuration Supply Ship

Researcher

2nd Level Narn Scientist; hp 9; Init +0; Spd 30 ft.; DV 10; +0 melee, +1 ranged; SQ Primary Area of Study (technical), Narn Racial Traits; Fort +0, Ref +0, Wis +4; Str 9, Dex 11, Con 12, Int 16, Wis 13, Cha 10

Skills and Feats: Bluff +4, Computer Use +7, Concentration +4, Diplomacy +5, Knowledge (alien culture) +6, Knowledge (alien technology) +4, Medical +6, Profession (researcher) +6, Sense Motive +5, Spot +5, Technical (electronics) +9; Data Access, Nerves of Steel

Possessions: First Aid Kit, Hand Computer, Narn Toolkit

Soldier/Guard

3rd Level Narn Soldier; hp 18; Init +1; Spd 30 ft.; DV 12; +5 melee, +4 ranged; SQ Covering Fire, Narn Racial Traits; DR 4*; Fort +4, Ref +2, Wis +0; Str 15, Dex 13, Con 14, Int 10, Wis 10, Cha 10

Skills and Feats: Intimidate +4, Listen +1, Spot +1, Sense Motive +1; Point Blank Shot, Weapon Focus (PPG), Weapon Focus (shock stick), Precise Shot

Possessions: Ni'Shal PPG, shock stick, assault armour*

* Only if part of an assault squad or assigned to high-risk or high-profile duty.

Commoner Thug

4th Level Narn Lurker; hp 17; Init +5; Spd 30 ft.; DV 12; +4 melee, +4 ranged; SQ Lurker's Knowledge, Multi-Skilled, Survivor's Luck, Narn Racial Traits; DR 1 (3), Fort +7, Ref +2, Wis +0; Str 13, Dex 12, Con 18, Int 10, Wis 7, Cha 8

Skills and Feats: Bluff +5, Computer Use +3, Concentration +4, Escape Artist +6, Hide +6, Intimidate +8, Listen +4, Move Silently +6, Pick Pocket +4, Sense Motive +4, Spot +4, Technical +4; Alertness, Thick Skinned, Toughness, Improved Unarmed Strike

Possessions: Knife

Fighter Pilot

3rd Level Narn Officer; hp 14; Init +1; Spd 30 ft.; DV 12; +5 melee, +4 ranged; SQ Branch Specialization (fleet), Narn Racial Traits; DR 2; Fort +2, Ref +4, Wis +4; Str 12, Dex 14, Con 14, Int 12, Wis 10, Cha 12

Skills and Feats: Drive +5, Intimidate +4, Listen +1, Pilot +11, Spot +8, Sense Motive +5, Technical +5; Skill Focus (pilot), Vehicle Combat, Spacecraft Proficiency, Data Access

Possessions: Bin'Tar laser, Toroth flight suit, knife

Ambassador G'Kar

'Yes, for a moment their guns are silent. But when they realize they have been able to do this to us without your interference, their eye will turn to you. You sit in silence today, but tomorrow that will change. Are you willing to sacrifice all that you are to keep all that you have?'

2nd Level Narn Diplomat / 3rd Level Officer (ground forces) / 4th Level Soldier

Hit Points: 25

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 13 (+3 Reflex)

Attacks: +12/+7/+2 melee or +9/+4 ranged

Special Qualities: Branch Specialisation (ground forces), Contact x1, Covering Fire, Low-Light Vision, Rallying Call

Saves: Fort +8, Ref +3, Will +9

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

Skills: Climb +8, Computer Use +7, Concentration +10, Diplomacy +5, Gather Information +3, Intimidate +10, Listen +6, Pilot +4, Sense Motive +7, Spot +4, Survival +7

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

Since the Narn War of Independence that threw the Centauri occupation from their homeworld, Ambassador G'Kar has dedicated his life to furthering the cause of the Regime. As an adolescent, G'Kar watched his father die at the hands of the Centauri, hung from a tree because he had accidentally spilt hot Jala over a noble lady. Killing his first Centauri the next day, G'Kar became a noted resistance leader and was offered a position within the Narn ruling body, the Kha'Ri, when freedom was finally achieved and the Regime was born. When Babylon 5 was built, it was G'Kar who was chosen to speak for all Narns among the other races of the galaxy.



3

G'Kar's experiences in the War of Independence, like those of many Narns, have coloured his perceptions and he nurses a dark inner hatred of all things Centauri. He views the destruction of the Centauri Republic as not only a duty of all Narns but also a matter of galactic justice. When dealing with other races, G'Kar will always place the Narn Regime first. This attitude has caused some diplomatic friction in the past, but G'Kar remains unapologetic on such matters. Many see the Ambassador as compulsive and hot-headed but he has a highly developed sense of personal honour, refusing to see another Narn suffer if he is able to act.

In Later Years

Though G'Kar's assignment to Babylon 5 came from the Kha'Ri's desire for him to sow dissension in the ranks of other races and hopefully turn them against the Centauri, his place there becomes much more than that. While there, he has an epiphany- one that transforms his character from adversary to saviour. He proves to be a figure of hope, not just for his own people but for the entire galaxy through his superlative work in the Interstellar Alliance. While G'Kar's character is one of great rage and fury at times, he also shows the spiritual depths that reside in all his people. He is the best and worst of his race and as such, there could be no better personification of what it is to be Narn.

Diplomatic Attaché Na'Toth

G'kar, 'You will know pain.'

Na'Toth, 'And you will know fear.'

G'kar, 'And then you will die. Have a pleasant flight.'

3rd Level Narn Soldier

Hit Points: 16

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

Speed: 30 ft.

DV: 15 (+5 Reflex)

Attacks: +5 melee or +5 ranged

Special Qualities: Covering Fire, Low-Light Vision

Saves: Fort +6, Ref +5, Will +2

Abilities: Str 15, Dex 14, Con 16, Int 11, Wis 12, Cha 10

Skills: Climb +2, Intimidate +6, Jump +2, Survival +2

Feats: Improved Initiative, Lightning Reflexes, Weapon Focus (PPG)

Appointed to represent the Narn Regime on Babylon 5 as Ambassador G'Kar's diplomatic attaché, Na'Toth is eager to serve her people in whatever way she can. Forgiving

G'Kar's more outlandish eccentricities (having heard the rumours of his fascination with human women), she believes the ambassador has the safety and prosperity of their people at heart.

Much of her immediate family were killed on Hyach VII at the hands of the Deathwalker during the Dilgar War, causing Na'Toth to take Chon-Kar, the Narn blood oath promising vengeance. Though her father was a disciple of G'Lan, her mother held no religious convictions and this has passed on to Na'Toth, who believes only in herself and the blind forces of chance. While she is of great help to her assigned ambassador during her early tenure on Babylon 5, pressures of the growing war on Homeworld recall her before she can witness the remarkable transformation in G'Kar.

In Later Years

Na'Toth returns to the Narn Homeworld in 2259 on the behest of the Kha'Ri and is there when her race is beaten worse than it has ever been at the end of the War of Retribution. Ever one to rail against the enemies of her people, Na'Toth is later imprisoned in the dungeons



of Centauri Prime and later set free by G'Kar himself. Returning to his side as attaché afterward, she is with him until he leaves the station in pursuit of his 'destiny'. Na'Toth served with distinction and is in many respects more of a typical Narn than her 'superior' ever was.

Regime Soldier

Ta'Lon

G'kar, 'I worry, Ta'lon, that my shadow may become greater than the message.'

Ta'lon, 'If that happens, I give you my word that I will personally kill you.'

G'kar, 'This is supposed to put my mind at ease?'

Ta'lon, 'I am a warrior. It's what I have to give.'

5th Level Narn Soldier

Hit Points: 22

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

Speed: 30 ft.

DV: 15 (+5 Reflex)

Attacks: +7 melee or +7 ranged

Special Qualities: Covering Fire, Low-Light Vision

Saves: Fort +6, Ref +5, Will +2

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

Skills: Balance +2, Climb +2, Intimidate +6, Jump +2, Survival +2

Feats: Improved Initiative, Lightning Reflexes, Weapon Focus (Ka'Toc)

A soldier with the Narn Military, Ta'Lon was returning from a remote garrison with the rest of his platoon when the Streibs, an alien race with a cruel penchant for the capture and examination of other races, attacked his troop transport and took him aboard their vessel. On their ship, Ta'Lon was subjected to terrible physical pain and forced to wear a mind-control device that amplified his rage and made him little more than an aggressive pawn for them to test the strength of others through involuntary combat.

After he was rescued from the Streibs ship by John Sheridan, Ta'Lon went home for a time and healed. He never forgot the kindness show to him by Captain Sheridan and when he was fully recovered, he travelled to Babylon 5 to offer his service as a bodyguard. In truth, this was less an offer than an insistence. Ta'Lon's strong sense of honour demanded no less than this from him; he literally had to serve Sheridan until such time as he repaid the human for saving his life.

While on Babylon 5, Ta'Lon served as a source of inspiration to other Narn and even reminded G'Kar what it meant to serve his people. In Ta'Lon's eyes, honour and duty are very simple concepts. Either a person is acting in accordance with his moral code or he is not. To Ta'Lon, concepts like extenuating circumstances are usually just excuses for people to do what they were already going to do in the first place. He has little use for such deceptions. He is no fool, but his view of right and wrong is a very straightforward one.

In Later Years

Ta'Lon returns to Babylon 5 again and serves G'Kar for a time as bodyguard and as friend. His fondness for John Sheridan keeps him on the station even when others, including G'Kar, have left. Ta'Lon's philosophical side, his sense of unwavering honour, and the wisdom that comes with having suffered what he has all bring him to the inevitable fate of being chosen by G'Kar to lead the Narn after the former ambassador departs. This mandate is accepted reluctantly by Ta'Lon, not because he is unworthy of it, but because he is wise enough to know the price of power.





Regime Warmaster

G'Sten

5th Level Narn Soldier/11th level Officer (Fleet)

Hit Points: 40

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

Speed: 30 ft.

DV: 15 (+5 Reflex)

Attacks: +7 melee or +7 ranged

Special Qualities: Covering Fire, Low-Light Vision

Saves: Fort +12, Ref +4, Will +12

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

Skills: Bluff +6, Computer Use +5, Concentration +10, Gather Information +10, Intimidate +10, Jump +2, Pilot +12, Sense Motive +10, Survival +4, Technical +8

Feats: Iron Will, Great Fortitude, Weapon Focus (PPG), Nerves of Steel, Toughness, Blood Oath

A War Leader for many decades before the War of Retribution, this grizzled old Narn fleet commander took it as a mark of great pride when the Kha'Ri placed him in charge of the gathered Narn fleets during their final battles with the Centauri Republic. A tactically competent warrior with a great deal of experience in executing difficult missions in space, G'Sten's fatal weakness as a commanding officer came in his inability

to take any situation as more than faced value. His successes as a leader stemmed more from a remarkable ability to get his fleet out of trouble than avoiding that danger in the first place.

During the last few battles with the Centauri, G'Sten's leadership and courage held the flagging Narn fleets together long after many of its commanders had faltered. By the time the push towards Gorash 7 had been approved by the Kha'Ri,

G'Sten was personally in command of more than half the Narn's remaining fleets with more ships on their way to join him en route to the system. While the attack on Gorash 7 was ill-fated and did not succeed, it is G'Sten's wise decision to hold several dozen ships in reserve in hyperspace was all that permitted any of the fleet to survive the assault.

A friend and personal mentor to G'Kar and several other followers of G'Quon, G'Sten was a deeply spiritual Narn and a great leader of his people. His death at Gorash 7 came as a huge blow to the character of the Narn people and a loss to its future generations. On the rebuilt Narn of 2261+, there is a monument to his sacrifice in the garden of the Kha'Ri in Veroth.

In Later Years

Unfortunately, there are no later years for G'Sten. He dies in 2259 leading an assault on the Centauri supply depot world of Gorash 7. This character is presented here mostly to provide Players and Games Masters with an example of how a high ranking member of the Narn military might appear and what statistics would be appropriate for one during play. It is also worth noting that the title Warmaster is not a common one in the Regime; it is only applied to a ranking War Leader during times of great crisis and then only when one or more fleets must be called together for a united operation.

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*Are you willing to sacrifice all that you are, to keep all
that you have?*

Ambassador G'Kar

MGP
3337



The Narn Regime Fact Book

It has been said that to defeat the monster, one must become it. There can be no greater example of this truth than the metamorphosis of the Narn into what they have become. There is, however, an inner peace that even a hundred years of slavery and warfare cannot extinguish or destroy left within them. The Narn are a study in contrasts. They are a brutal, savage race capable of much bloodshed and violence, but they are also inherently spiritual and given to lengthy philosophical debates and contemplative reflection.

When the final day of the Narn dawns, their destiny will be only what they make it. No one else will ever shape the future of the Narn again. Whether they fall into darkness and are consumed by their own hate or rise above the dire past and find a new fate among the stars, they will do so through the strength or weakness of their own character.

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Psychology and Sociology – A review of Narn mindset and culture

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