



Introduction

This is a recreation of the Narn homeworld from *Babylon 5*. The planet orbits 82 Eridani, a yellow dwarf star located about 20 light-years from Earth. As with the Epsilon Eridani system, the add-on is based on a combination of the actual planetary system around 82 Eridani and how it's portrayed in *Babylon 5*, with the Narn homeworld as a fictional outermost planet. As for the add-on itself, I promise you won't be disappointed. Enjoy!

Required add-ons

***G'Quan*-class Narn cruiser, *Th'Nor*-class Narn cruiser, *Shokar*-class Narn cruiser, *Thentus*-class Narn frigate, *Frazi*-class Narn fighter, *Gorith*-class Narn fighter, and Narn Jumpgate by stevecast**

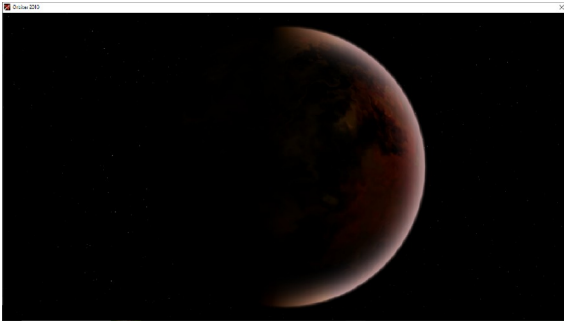
***Toreth*-class Narn fighter by NickD**

***T'loth*-class Narn assault ship by Kendo**

***Bin'Tak*-class Narn dreadnought, Narn transport, Narn outpost, and Narn military base by Buck Rogers**

System contents

The parent star, 82 Eridani, is a yellow dwarf star located about 20 light-years from Earth.



82 Eridani G

Type: Terrestrial

Diameter: 12,124 KM

Rotation period: 12 days

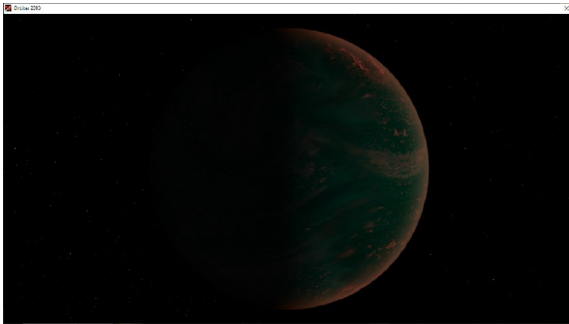
Distance from parent star: 14 million KM

Orbital period: 12 days

Moons: 0

Habitability: Uninhabitable, extremely high temperatures, heavy volcanic activity, tidally locked to parent star

Affiliation: None



82 Eridani B

Type: Terrestrial

Diameter: 18,428 KM

Rotation period: 24 hours, 52 minutes

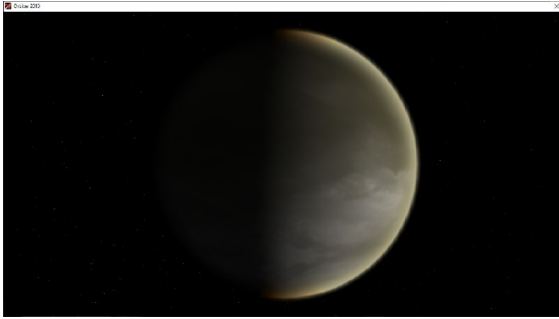
Distance from parent star: 19 million KM

Orbital period: 18 days

Moons: 0

Habitability: Uninhabitable, bubbling chemical soup, surface gravity over 2x Earth standard

Affiliation: None



82 Eridani C

Type: Terrestrial

Diameter: 16,404 KM

Rotation period: 54 hours, 9 minutes

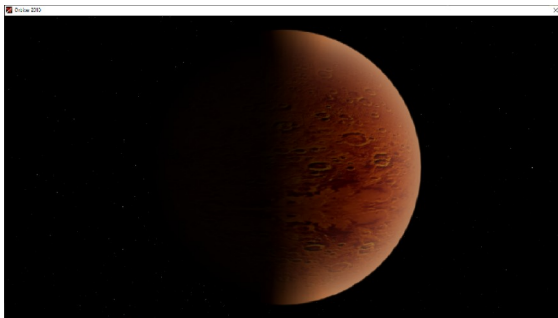
Distance from parent star: 34 million KM

Orbital period: 43 days

Moons: 1

Habitability: Uninhabitable, very high temperatures, atmosphere mostly carbon dioxide, surface gravity over 2x Earth standard

Affiliation: None



82 Eridani D

Type: Terrestrial

Diameter: 22,122 KM

Rotation period: 71 hours, 48 minutes

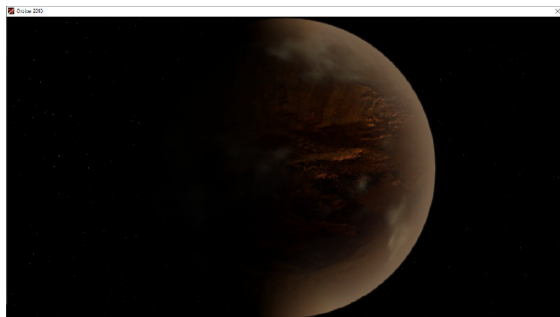
Distance from parent star: 52 million KM

Orbital period: 89 days

Moons: 2

Habitability: Uninhabitable, inhospitably high temperatures, excessive carbon dioxide in atmosphere, high surface gravity

Affiliation: None



82 Eridani E

Type: Terrestrial

Diameter: 26,140 KM

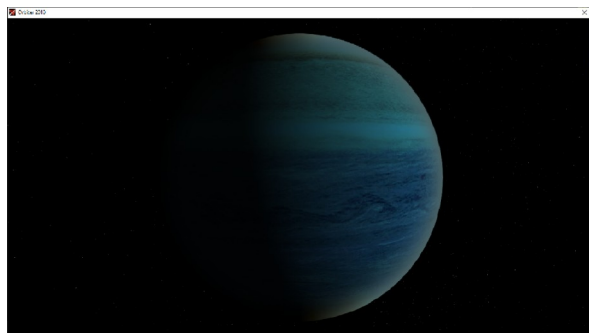
Rotation period: 42 hours

Distance from parent star: 76 million KM

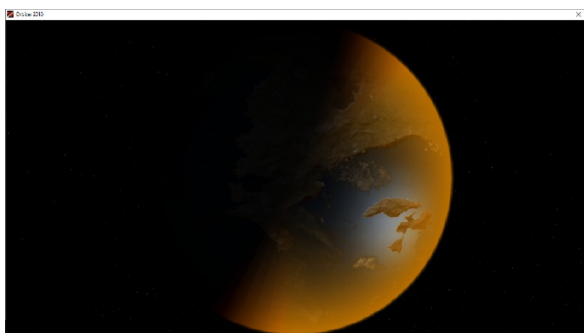
Orbital period: 147 days

Moons: 1

Habitability: Uninhabitable, inhospitably high temperatures, excessive carbon dioxide in atmosphere, high surface gravity
Affiliation: None



82 Eridani F
Type: Gas giant
Diameter: 52,068 KM
Rotation period: 11 hours, 9 minutes
Distance from parent star: 131 million KM
Orbital period: 331 days
Moons: At least 2
Habitability: Uninhabitable
Affiliation: None



Narn
Type: Terrestrial
Diameter: 12,102 KM
Rotation period: 31 hours
Distance from parent star: 152 million KM
Orbital period: 446 days
Moons: 0
Habitability: Habitable, warm dry climate, approximately 1 standard Earth gravity, excessive particulate matter in atmosphere due to planetary bombardment by Centauri
Affiliation: Narn Regime, formerly Centauri Republic

Overview

Narn, also known as Narn Prime, was once a temperate world similar to Earth, with large areas of lush forests, until the two Centauri Occupations reduced it to a barren wasteland, with much of its mineral resources strip-mined by its occupiers. The situation was further exacerbated by orbital bombardments carried out by the Centauri under Lord Antono Refa during the Narn-Centauri War in 2259. The planet's Southern Frontier, a remote, underdeveloped region presumably located somewhere in its southern hemisphere, was particularly exploited before and after the Occupations and consequently was struck by severe famine in 2258. As a further result of the Occupations, the planet's biosphere has been severely depleted, with the few remaining large animal species left critically endangered and the avian species seemingly being the only ones to thrive in the new environment. However, the planet's situation began to improve considerably following the founding of the Interstellar Alliance, thanks to the adoption of Minbari technology in the form of

large atmospheric purifiers which helped clear most of the particulate matter from the atmosphere, although enough of it still remained to produce what many regarded as a beautiful sunset, serving as a permanent reminder of past Centauri atrocities.

The Narns themselves are a species of bipedal marsupials, with the females carrying the young until birth, at which point they are transferred to the male's abdominal pouch, where they remain for the next three months until they are strong enough to survive outside the father's body. As such, the terms "pouchling" or "pouch-brother/sister" are sometimes employed as an insult among Narns, insinuating that the individual is too weak and helpless to survive by themselves. Typically, Narns conceive two or three offspring per family unit and have relatively low infant mortality rates. Physically, the Narn resemble hairless, tall, stocky humanoids with a yellowish-orange complexion, mottled with patterns of brown and/or green spots. Narn eyes are generally red-hued, and they possess very acute vision, able to see objects in infrared as well as visible light.

Because of their tough bone structure and thick hides, Narns are highly resilient beings and have a higher pain threshold compared to other humanoid species, a strength that was often cruelly put to the test during the Centauri Occupations. As well as providing protection, the Narns' tough epidermis also allows them to better regulate their body temperatures and store bodily fluids, which in turn gives them the ability to hibernate for several days at a time as well as a very high alcohol tolerance. The Narn DNA structure is very open to genetic manipulation, and consequently the Narns have become highly experienced in the field of genetic engineering, both of their own genome and that of other humanoid species. Although the Narns were bred to be telepathic by the Vorlons, the vast majority of Narn telepaths, known as *Na'fariki* or "Mindwalkers," were exterminated by the Shadows during the First Shadow War. While the telepathy gene is biologically still present among the Narn population, it is too weak to naturally breed viable specimens, forcing the Narns to turn to genetic engineering in an attempt to reactivate the gene. Although said gene can also be reactivated using the drug known as Dust, the results generally tend to be extremely unstable.

The Narns are a deeply religious, rather conservative society based on traditional family structures with couples mating for life and the female joining the male's family group or "brood." Though they were once a peaceful, agrarian people, the Centauri Occupations have left the Narns bitter and hostile, causing them to turn increasingly to ancient warrior traditions such as the *Shon'Kar*, a blood oath sworn against anyone who has wronged a Narn's family. As life on their homeworld could often be harsh even before the Occupations, Narns have a tradition of giving newborn offspring temporary names until the age of ten local years, at which point the child chooses their religious affiliation and "true" name. Because the Narns pride themselves on physical perfection, even minor disabilities such as poor eyesight are considered a source of great shame. Among Narn males, large dark head spots are considered particularly attractive, and specialized instruments similar to nail files exist to ensure they grow back larger during the individual's next moulting period. Part of the Narn courting ritual involves the male passing fruit to their prospective partner. The Narns' primary governing body is known as the *Kha'ri*, formerly based in the city of G'Kamazad and currently based in the city of Moxtoke, and composed of different levels known as "circles."

The Narns practice several major religions, although atheism is easily accepted among the species due to their pragmatic, practical nature. Most of these religions are based around the teachings of a single particular individual as the Narns believe that their writings are guides to the will of the higher powers of the universe. Among these religious figures are G'Quan, G'Lan, Na'Kili, G'Ston, and most recently, G'Kar. Narn holy books are copied in every detail from the original, with all imperfections reproduced exactly as they were when the books were originally written. Although many of the Narns' libraries and academic centres were destroyed during the Occupations, many temples survived intact, and as a result many of the historical writings of these religious figures have survived with them.

It is unknown how far the Narns' recorded history dates back, but it is known that during the First Shadow War, the Shadows came to the Narn homeworld and set up base somewhere in the planet's southern hemisphere, taking little interest in the Narns themselves. When Narn explorers followed the Shadows' movements across

the stars, they soon realized that they were engaged in a conflict that had far-reaching implications for all the civilized worlds. After managing to locate the Shadows' homeworld of Z'ha'dum, G'Quan and others led a campaign of sabotage against the Shadows which quickly drew their attention to the native populations. Upon learning of the presence of telepaths among the Narn population, the Shadows soon embarked on a brutal program of genocide designed to wipe out all the Narn telepaths lest they pose a threat. However, the few remaining Mindwalkers, including G'Quan, eventually managed to beat back the Shadows and drove them out of the system with the assistance of the Vorlons.

In 2109, the Centauri invaded the Narn homeworld. Although initially welcomed by the Narns with open arms, the Centauri quickly took advantage of their technological superiority to enslave the local populations and began stripping the planet of its resources, devastating its ecosystem and reducing it to the barren world it is today. The Centauri were eventually driven off the planet after more than a century of resistance in 2231, though the damage was done, with the newly-established Narn Regime regularly dealing with outbreaks of regional famine, although they had also managed to successfully restore certain areas of forest land. In 2259, however, war broke out between the Narns and the Centauri as part of the larger conflict between the Vorlons and Shadows. The Narn-Centauri war ended in catastrophic defeat for the Narns when the Centauri mounted a devastating attack on their homeworld using mass drivers to hurl meteorites at the planet's surface, a practice outlawed by the majority of the civilized worlds. Millions of Narns were killed, whole cities were decimated, the planet's infrastructure was completely crippled, and millions of tons of dust were kicked up into the planet's atmosphere.

Two years later, the Centauri once again withdrew following the overthrow of Lord Refa and Emperor Cartagia, the individuals most responsible for the planet's suffering during that period, on Centauri Prime. Within a year, the Narns had joined the newly-established Interstellar Alliance, and from that point on began the long and arduous process of rebuilding their civilization. The initial peace was soon disrupted however, when, in an act of violence not sanctioned by ISA president John Sheridan, the Narn, Brakiri, and Drazi turned their rage towards the Centauri and bombed Centauri Prime from orbit following a series of Centauri raids on said races' civilian shipping lanes. The final fate of the Narns was revealed over one million years later, with the species having gone extinct in the interim along with the Centauri while the humans and Minbari had evolved into beings of pure energy similar to the Vorlons.