



Introduction

This is a recreation of the planet Z'ha'dum from *Babylon 5*. There's not much to see here really, just the planet and its star. As for the add-on itself, I promise you won't be disappointed. Enjoy!

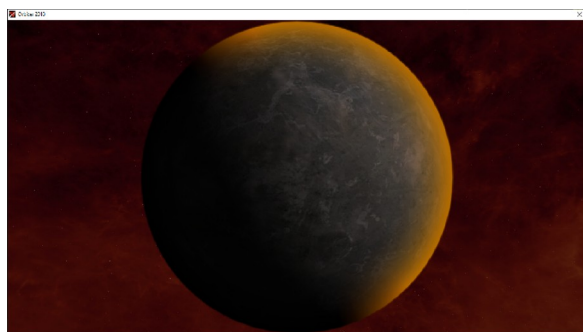
Required add-ons

IPX *Icarus*, *White Star*, Drakh cruiser, Drakh fighter, and Drakh shuttle by stevecast

Drakh advanced cruiser, Shadow scout, Shadow fighter, Shadow carrier, Shadow helix, and Shadow looter by Buck Rogers

System contents

Alpha Omega is the Earth Alliance designation for a subgiant star of unknown luminosity located on the rim of known space. It was approximately a four-day jump from the Epsilon Eridani system. Its exact distance from Earth is unknown.



Z'ha'dum

Type: Terrestrial

Diameter: 16,600 KM

Rotation period: 38 hours, 24 minutes

Distance from parent star: 890 million KM

Orbital period: 14.5 years

Moons: 0

Habitability: Marginally habitable, cold arid climate, atmosphere unbreathable to humans, surface gravity 1.3x Earth standard
Affiliation: Shadows

Overview

Z'ha'dum was the third planet in the system designated Alpha Omega by the Earth Alliance. It was the home planet of the ancient race known as the **Shadows**, and for countless millennia it was also the home of the being known as **Lorien**. The planet's surface was a blasted, charred wasteland, marred by the many attacks that drove the **Shadows** away from the planet eon after eon. For this reason, when the **Shadows** eventually returned to the planet around the 23rd century, their cities were kept mostly underground. Much of the planet's surface was comprised of mountain ranges, with the mountains themselves comprised of igneous rock, along with plains comprised mainly of sedimentary rock. Stone pillars of up to 135 metres in height covered much of the surface, spaced exactly 3.9 kilometres apart. Violent dust storms were regularly observed, cloaking about 25% of the planet's mass at any one time. The atmosphere was extremely dry with low levels of carbon monoxide as well as trace amounts of radiation, the latter likely caused by nuclear bombardment around the time of the **First Shadow War**.

It is unknown if **Z'ha'dum** was the original homeworld of the **Shadows**, but for most of their long history, they considered it their home. The **Shadows** themselves were an insectoid species resembling a cross between an Earth spider and praying mantis, with small triangular heads and seven pairs of pinpoint eyes in two stacked rows — 3 above, 4 below. Externally, they were coloured in shades of dark purple and black and possessed the ability to cloak themselves from most visible wavelengths, although they could sometimes be seen as figures of static in the upper infrared spectrum. The **Shadow** language resembled a kind of dynamic screeching which could only be understood by their human servants via an implant. The name “**Shadows**” was given to them by the younger races, as their actual name, though unknown, was said to be over 10,000 letters long and thus unpronounceable by any of said younger races.

Though no official name or structure of government was attributed to the **Shadows**, they appeared to operate on **Social Darwinist** principles, embracing chaos as the supreme force of the universe and believing that the strong should reign over the weak. The **Shadows** used organic technology in virtually everything, with their vessels requiring a sentient being to serve as the central processing unit. Said vessels resembled giant spiders or tailless whip scorpions and were capable of phasing in and out of hyperspace without the use of jump points. They were equipped with powerful particle beam weapons and were also capable of destabilizing enemy vessels' jump points as well as launching fighter squadrons. The **Shadows** were also capable of tying their technologies directly into the mind and body, allowing them total control over their servants. **Shadow** technology was also extremely vulnerable to telepathic attacks, which led to them carrying out genocidal campaigns to eliminate telepathic abilities in certain species such as the **Narns**.

As with the other races known collectively as the **First Ones**, the history of the **Shadows** may possibly date back billions of years. When they were a young race, they were found by **Lorien** and his fellow **First Ones**, who taught and guided them until they were finally ready to stand on their own. Over the ensuing millennia, the majority of the **First Ones** left the galaxy to explore the mysteries that lay beyond and allow the younger races to evolve and develop independently. Only the **Vorlons** and **Shadows** remained behind, believing themselves to be the guardians of the less advanced beings. However, the two had vastly differing philosophies on how species should grow and evolve, with the **Shadows** believing that strength and growth came from conflict and the **Vorlons** believing these things came from order and discipline. Over the years a series of wars were fought against the **Shadows** with the **Vorlons** recruiting the younger races and even some of the last remaining **First Ones** to assist them in the conflicts. The **Shadows** were repeatedly defeated and driven back to **Z'ha'dum**, after which they would always remain in hibernation until the time came for them to strike again.

Around the year 1250 C.E., the Shadows were once again awakened and set up bases on remote worlds, forging alliances and seeding conflict among the younger races. One of the younger races, the Minbari, were then new to interstellar travel and were almost driven to defeat by the Shadows. When the Minbari base of operations was destroyed, it appeared that their war efforts were on the verge of collapse, until the sudden appearance of space station *Babylon 4*, which had been sent back in time to serve as a replacement base of operations. Accompanying the station's appearance was a man known as Valen, who was actually a human named Jeffrey Sinclair who had been transformed into a Minbari using a mysterious piece of advanced technology known as a Chrysalis Device. On Minbar, Valen managed to unite the Minbari against the Shadow threat and with the aid of the Vorlons and First Ones successfully drove them out of Minbari territory. Around the same time, the Shadows set up a base on the Narn homeworld. Initially, they were mostly ignored by the Narns until the latter learned of the overreaching conflict between the Shadows and Vorlons, and began performing acts of sabotage against the Shadows in an attempt to disrupt their war efforts. Upon learning of the presence of Narn telepaths, the Shadows sent out their various servants to eradicate them. Eventually the prophet G'Quan, with the support of G'Lan and the Vorlons, led the last remaining Narn telepaths to drive the Shadows from the Narn system, never to return.

Once again defeated, the Shadows retreated into hibernation, though not before burying many of their vessels on hundreds of uninhabited worlds, including Mars and Ganymede. In 2253, one of such vessels was discovered about 90 metres below the surface of Syria Planum on Mars during an archaeological dig sponsored by Interplanetary Expeditions, or IPX. As soon as the ship was exposed to sunlight, it let off a homing signal and another Shadow vessel arrived to retrieve it, though not before the humans managed to install a homing beacon of their own, thus allowing them to track the location of Z'ha'dum. Three years later, the IPX ship *Icarus* arrived at Z'ha'dum, causing the premature awakening of the Shadows. The *Icarus* crew were captured by the Shadows shortly after landing on January 3, 2257 and given the opportunity to serve them. All but one - a Dr. Morden - refused and were brainwashed and converted into CPUs for their warships.

A further year later, Morden served as the Shadows' emissary to space station *Babylon 5*, eventually striking up an alliance with Centauri ambassador Londo Mollari. The Shadows and their newfound allies struck their first target on December 31, 2258, resulting in the destruction of a Narn outpost and the deaths of over 1,000 Narns at Quadrant 37. Over the course of 2259, the Shadows assisted the Centauri in their own war against the Narns, apparently without reward. The chaos created an excellent smokescreen for the Shadows to begin moving openly, thus kicking off the Second Shadow War. In the ensuing conflict, many of the younger races banded together to fight the Shadows, including the Minbari and the Earth Alliance.

In December of 2260, *Babylon 5* commanding officer John Sheridan travelled to Z'ha'dum after learning that his wife Anna, who had served onboard the *Icarus*, was still alive on said planet. Anna subsequently appeared to him onboard the station and asked him to accompany her to the planet onboard the *White Star 1*. Despite prior warnings by the late Vorlon ambassador Kosh that travelling to Z'ha'dum would be fatal and his own suspicions that the whole thing was a trap, Sheridan obliged. Although Anna was certainly still alive, she was no longer the person she once was, her original personality having been erased when she attempted to resist the Shadows, who then used her as a CPU for one of their vessels. Upon realizing that the woman he once loved was well and truly dead and that the whole setup was indeed a trap, Sheridan set the *White Star 1* to detonate upon collision with the Shadows' underground city via remote control while also leaping into a nearby chasm. Although Sheridan did die in the ensuing fall as Kosh had warned, Lorien was also there waiting at the bottom of the chasm. Lorien was able to revive Sheridan for a brief period of time, then gave some of his own life energy to sustain Sheridan, but only for 20 years.

Meanwhile, the Second Shadow War continued to escalate. Over the course of the month of January 2261, the two sides became increasingly desperate in their efforts to maintain their foothold on their less advanced pawns, with the Shadows eventually resorting to the use of world-devastating weapons known as Death Clouds, while the Vorlons used their Planet Killers to destroy any world touched by

the Shadows. When the coalition of younger races known as the Army of Light finally learned of the Shadows' plan to herd the remaining Vorlon allies into a particular area of space and destroy their opposition once and for all, they set out to put an end to the whole conflict. It was at Coriana VI where the titans clashed one final time, with the younger races, led by Capt. John Sheridan and Delenn, finally confronting the Vorlons and Shadows head-on and making it clear that the younger races were no longer the Shadows or Vorlons' playthings, and that the two had only become a hindrance to the development of those they wished to uplift. With that, the remaining First Ones fled the galaxy, including Lorien. Two weeks after the Shadows had fled, the *White Star* was sent to investigate Z'ha'dum, only to see a mysterious fleet — almost certainly the Drakh — leaving Z'ha'dum, at which point the planet self-destructed. Lorien, meanwhile, would not be seen again until 2281, when he briefly returned to the galaxy to take John Sheridan, in the last minutes of his life, beyond the galactic rim.