



Expansion Source Book

Introduction

This is an expansion source book for the Darkstryder Boxed Set of Adventures. This applies only to the First set of adventures that is included in the box set. I include here simply plot synopses, and background enhancement. There are little stats in this for NPCs, weapons, and starships. I leave that up to the GM. Don't expect a comprehensive coverage of the changes I made. This is just a summary of the notes and things that happened in the session. I usually find little need for stats when I'm GMing. I usually make them up on the fly.

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Add-ons for the Darkstryder Campaign.

WEG Published resources added into the Campaign

Required

This is a list of published stuff I used to add into Darkstryder. These are relatively required.

- *Lords of the Expanse* Box set
- *Classic Adventures Volume 4: The Best of Star Wars Adventure Journal* - “The Gree Enclave”

Optional

- *Star Wars Adventure Journal*, February 1996 “*Death-Hunter*”
- *Instant Adventures* “Heavy Lifting” and/or “The Treasure of Celis Mott”

Added to the over all-campaign

The History of Kathol

Timeline to the Kathol Sector that accounts the dark turmoil that starts with the Precursor civilization. I’ve added a little more history, including a hook into the Gree Enclave, and a renegade Mandalorian warlord. All these can easily link to the Dark Jedi’s presence still being felt, and trying to bring chaos to the sector, which builds his power. I added the Mandalorian stuff because I had a Mandalorian in my group, as well as a Star Wolf (Kalvessan). The Ithulians are mentioned through out the available Star Wars material, so I expanded on them a little, and made them the genetically engineered blood enemies of the Mandalorian . (See *SW_Kalvessen.doc* for more on the StarWolves. The originated from a series of books written by Thorarinn Gunnarsson - *The Starwolves*, *Starwolves: Battle of the Ring*, *Starwolves: Dreadnought*, *Starwolves: Tactical Error*.)

Time	Events
100,000 yr. BSW4 est.	Precursor society begins
30,000 yr. BSW4 est.	Precursor-Gree War - 5000 year long war
28,000 yr. BSW4 est.	Precursor engineers the Ithulian race
23,000 yr. BSW4 est.	Precursors recover from the war with the Gree
6552 yr. BSW4	Dark Jedi subjugates the declining Precursor society
6525 yr. BSW4	Jedi Knights stage a siege on the Dark Jedi’s stronghold on Kathol
4112 yr. BSW4	Renegade Mandalorian warlord, General Kobal, using some Darkstryder technology, and Gree technology, brings down a reign of tyranny on some Rim worlds of Kathol. He causes the Mandalorian s in that sector to go to war with the Kalvessan (Star Wolves) - warrior servant race to the New Republic.
600 yr. BSW4	Colonization of Kathol by fringe Noble Houses and Twi’lek colonists
2-3 yr. BSW4	Empire moved into the Kathol sector and assigned Moff Kentor Sarne to rule over it.
8 yr. ASW4	Sarne is ousted from Kal’Shebbol by the New Republic

The Planets of Kathol Sector Expansion**Kal'Shebbol**

Note: The history of Kal'Shebbol is altered in order to fit the Noble House history I created. Kal'Shebbol was designated as the Old Republic capitol, but was never recognized as the capitol by the Noble Houses. The Old Republic didn't make it an issue. When the Empire took over, they made it an issue. The capitol was officially moved by the Empire to Kal'Shebbol. The Noble Grand Council was forced to meet on Kal'Shebbol or face Imperial consequences. The Noble Houses were forced to accept it.

System: Kal

Star: Yellow

Number of Planets: 5

<u>Name</u>	<u>Type</u>	<u>Moons</u>
Kal'Rhoc	searing rock	0
Kal'Sid	terrestrial	1
Kal'Shebbol	terrestrial	2
Kal'Yas	Gas giant	14
Kal'Ges	frozen rock	0

Torize**System: Tor**

Star: Red

Number of Planets: 6 (+ 1 asteroid belt)

<u>Name</u>	<u>Type</u>	<u>Moons</u>
Tor'Ax	Searing Rock	0
Torize	Terrestrial (Barren Rock)	1
Tor III	Terrestrial (Barren Crater Field)	2
Tor IV	Gas Giant	11
Tor Asteroid Field	Asteroid field	-
Tor V	Frozen Rock	0
Tor VI	Frozen Glacier World	0

Kolatill**System: Kolat**

Star: Yellow

Number of Planets: 4 (+1 asteroid belt)

<u>Name</u>	<u>Type</u>	<u>Moons</u>
Kolat I	Terrestrial Barren Rock	0
Kolat II	Terrestrial desert world	1
Kolatill	Terrestrial	1

Kolat Asteroid Belt	Asteroid Belt	-
Kolat IV	Gas Giant	16

Brolsam

System: Brol

Star: Yellow

Number of Planets: 7 (+ 1 asteroid belt)

<u>Name</u>	<u>Type</u>	<u>Moons</u>
Brol'isck	Barren Rock	0
Brolsam	Terrestrial	1
Broliard	Terrestrial	2
Brol Asteroid belt	Asteroid Belt	-
Har'Gred	Gas Giant	28
Neelara	Gas Giant	15
Goongora	Frozen Terrestrial	2
Mo'adiak	Terrestrial Frozen Rock	1

Aaris III

The history of the Aaris system has been altered slightly to reflect my addition of the Gree-Precursor War, Kalvessan-Mandalorian War, and the renegade Mandalorian , General Kobal.

System: Aaris

Star: Red

Number of Planets: 5

<u>Name</u>	<u>Type</u>	<u>Moons</u>
Aaris I	Terrestrial Searing Rock	
Aaris II	Terrestrial	
Aaris III	Terrestrial	2
Aaris IV	Gas Giant	15
Aaris V	Gas Giant	12

Charis

The history of Charis has been relatively unaltered except that the revolt that Sarne crushed was started by House Shador, which lead to the Shattering. The Shattering was a period in which Sarne usurped Shador's power, and subjugated and suppressed Shador activity, causing the House to fragment more than the others had.

System: Charos

Star: Yellow-White

Number of Planets: 3 (+1 asteroid belt)

<u>Name</u>	<u>Type</u>	<u>Moons</u>
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Charos I	Terrestrial Searing Rock	0
Charis	Terrestrial	1
Charos III	Gas Giant	11
Charos Asteroid Belt	Asteroid Belt	-

Oon Tien

System: Oon'Li

Star: Orange

Number of Planets: 6 (+1 asteroid belt)

<u>Name</u>	<u>Type</u>	<u>Moons</u>
Oon His	Terrestrial Searing Rock	0
Oon Jik	Terrestrial	1
Oon Tien	Terrestrial	
Oon Yad	Gas Giant	22
Oon Asteroid Belt	Asteroid belt	-
Oon Yon	Gas Giant	18
Oon Roc	Terrestrial Frozen Rock	1

Corjain

System: Corsol

Star: White

Number of Planets: 3 (+1 Asteroid Belt)

<u>Name</u>	<u>Type</u>	<u>Moons</u>
Vagnil	Terrestrial Searing Rock	0
Corjain	Terrestrial Rock	1
Belt of Gandik	Asteroid belt	-
Pil'Tas	Terrestrial Rock	2

Gandle Ott

System: Gandle

Star: Orange

Number of Planets: 5

<u>Name</u>	<u>Type</u>	<u>Moons</u>
Gandris	Terrestrial Searing Rock	0
Boro'Jan	Terrestrial	0
Gandle Ott	Terrestrial	1
Gandle Mord	Gas Giant	7
Dag'sor	Terrestrial Frozen Rock	1

Mairne

System: Maris

Star: Red

Number of Planets: 4

<u>Name</u>	<u>Type</u>	<u>Moons</u>
Maris I	Terrestrial Searing Rock	0
Maris II	Terrestrial Rock	1
Mairne	Terrestrial Rock	1
Maris IV	Terrestrial Rock	0

Peirs

System: Pik

Star: Red

Number of Planets: 4 (+1 Asteroid field)

<u>Name</u>	<u>Type</u>	<u>Moons</u>
Pik I	Terrestrial Searing Rock	0
Pik II	Terrestrial Rock	0
Pik Asteroid Belt	Asteroid belt	-
Peirs	Terrestrial Rock	2
Pik IV	Gas Giant	12

Ivatch

System: Vatch

Star: Yellow-White

Number of Planets: 2

<u>Name</u>	<u>Type</u>	<u>Moons</u>
Vatch I	Terrestrial Searing Rock	0
Ivatch	Terrestrial	1

Shintel

System: Shin'Res

Star: Yellow

Number of Planets: 4

<u>Name</u>	<u>Type</u>	<u>Moons</u>
Shin'Res I	Terrestrial Searing Rock	0
Shintel	Terrestrial	2
Shin'Res III	Gas Giant	8
Shin'Res IV	Terrestrial Frozen rock	0

Pembric II

System: Pembric

Star: Yellow

Number of Planets: 5 (+1 asteroid)

<u>Name</u>	<u>Type</u>	<u>Moons</u>
Pembric I	Terrestrial Searing rock	
Pembric II	Terrestrial	1
Pembric III	Terrestrial	2
Pembric IV	Gas Giant	6
Pembric V	Terrestrial Frozen Rock	0
Pembric Asteroid Belt	Asteroid Field	-

Galtea

System: Gal'Leer

Star: Orange

Number of Planets: 6 (+1 Asteroid field)

<u>Name</u>	<u>Type</u>	<u>Moons</u>
Mangus	Terrestrial Searing Rock	0
K'Das Morr	Terrestrial Rock	1
Galtea	Terrestrial	1
Nagrus	Terrestrial	2
Galidian Field	Asteroid Field	-
Jadius Hok	Gas giant	19
Gal'Leer's Edge	Terrestrial Frozen rock	1

Sebiris

System: Seb'Ri

Star: Red

Number of Planets: 7

<u>Name</u>	<u>Type</u>	<u>Moons</u>
Ersyter	Terrestrial searing rock	0
Sebiris	Terrestrial rock	1
Uthirius	Terrestrial	2
Hadorus Mon	Terrestrial	1
Kabisiro	Gas Giant	7
Lasoda Mon	Gas Giant	6
Kam'Dagora	Gas Giant	5

Rim Worlds of Kathol

To make the Kathol Sector worth more to the Noble Houses, I designated three sections of the first Kathol map as Rim Regions. The upper left-hand corner is the Stellar Northern Rim worlds. The lower right hand corner is the Stellar Southern Rim worlds. The section between Sebiris and the Marcol Void is the Marcol Rim. These are areas of planets that have been either unexplored, abandoned, or forgotten by the Noble Houses. There I put any number of unnamed backwater worlds, for any use I like. This gives the Kathol Sector and the Noble Houses something to expand. Many of the minor houses reside on these worlds. There are no more than a dozen planets in each region. Below is a list of some planet names I created for the regions.

Planet	Region	Notes
H'Yesmos	Stellar Northern Rim Worlds	
Utor Gott	Stellar Northern Rim Worlds	
Jaemus	Stellar Northern Rim Worlds	House Karadol Shipyards
Bescane	Stellar Northern Rim Worlds	House Kathor Industrial world in the Ostrexta System. Major City on Bescane: Galentro
Zeta-09	Stellar Northern Rim Worlds	Frozen Oceanic world
The Wastes Region	Stellar Northern Rim Worlds	A Region in the Stellar Northern Rim Worlds named because the Noble houses and Sarne use it weapons testing, etc.
Ilastross	Stellar Southern Rim Worlds	

The Lords of Kathol

(See write up on the Noble Houses of Kathol. - *LordsofKathol.doc*)

House Shador

One House, the Shattered House - House Shador - can prove to be an invaluable ally if the players play their cards right. As they travel through the fringes of the Kathol Sector, they may encounter fragments of the House. If they can bring the location and the leader's name of these Fragments back to Gandle Ott, they could use them as a bargaining chip. Some of the leaders might even want to return in person to Gandle Ott. This will empower House Shador to new levels, and perhaps topple the power structure that House Karadol currently holds.

The Church and the Gates

The Church is based on the mental experiences that stem from visiting the Sanctuary. The Prophets speak to the "chosen" at the Sanctuary. To get to the Sanctuary, one must go through the Gates, which are in reality ancient Gree technology. They are smaller versions of the huge Gree Hypergates. They are usually stored deep below a chapel or cathedral inside the catacombs, on every major world in the Kathol Sector. They always have one brother assigned as a Gatekeeper. The use of the Gates have specific effects to those who use it.

The Gate is strongly in-tuned with the Force. When a group of people walks through the gate, they share life experiences with each other. In a flash, everyone that enters the gate, regardless of order of entry, shares everything. They only retain pieces, but they are as vivid as if they experienced them themselves.

Also, it effects ones bio-electric field and gives the traveler bouts of nausea and other illness-symptoms. The effects on ones bio-electric field are detectable by med-scanner. These effects last for several days.

The Kathol Underground

(See write-up on the Kathol Underground. Along with the existing criminal and fringe organizations, I've added a few to give Loh'Khar some things to work with. This document is primarily intended as a handout to the Loh'Khar player - *Kathol Underground.doc*)

Loh'Khar's Contacts: Loh'Khar should have contacts already set up on Gandle Ott and other Kathol Core planets. He met them while spending time on Kal'Shebbol. His contacts are mostly on the higher levels of the Noble Aristocracy or crime lords or their lieutenants. He has other Noble contacts, as listed in the hand-out, but most reside on Gandle Ott. (*Lohkhar.doc*)

Gorak Khazm's Contacts: Gorak had more dealing in closer to the outback of Kathol, so most of his exist there. (*GorakKhzam.doc*)

Other Contacts (Analia's Contacts): I had another character come in late in the campaign, who was an Rodian arms dealer name Analia (An-ahl-eya). Listed in her contacts are more of the underhanded, back-alley type contacts. (*Analia.doc*)

The Imperials of Kathol

(See write-up on the Imperial of Kathol. Along with the existing Imperials, I've added a few to give Dajus some things to work with. This document is primarily intended as a handout to the Jessa Dajus player - *Imperials of the Kathol Sector.doc*)

Moff Kentor Sarne And his Plan

Background Note: Adding a little history to Sarne, I placed him in the Renik division of Imperial intelligence at one time in his past.

Sarne and Darkstryder

Overall, I have given Sarne more Darkstryder tech than originally hinted towards, and some are much more powerful than what was explained in the write-ups in the campaign. I started out with a few devices, that

were one time usage, but as time went on, I started making some that were one time usage, but perpetuated itself for extended periods of time. The Gas Giant plot is an example.

Also, Sarne has been experimenting in other more sinister uses of Darkstryder. The Mind-Warping effects of Darkstryder can be sustained if linked to the neural system of a carbon-based sentient being. Integrated contact with organic bio-essence extends the life of Darkstryder technology indefinitely. He has been implanting DS-tech in some of his closest advisors' and guards' brain and neural systems, and this allows him to have a certain level of mind control. Not all of his gang are under the influence, and some are more than others. He has a large amount of small spike-like DS-Tech Devices that he uses to turn the majority of his stormtroopers to mindless drones, especially the ones conscripted from the Noble Houses.

Some DS-Tech Sarne has was used on modifying ships systems. He uses some to create a trap on-board the Torpedo Sphere in the "Death is Remotely Possible" adventure (see below). He also uses some to modify his defense force at Oon Tien. The IPV system patrol ships have some modifications that allow them to do some interesting things (See ***Battle Of Oon Tien***).

Other example of DS-tech I created is a one-use personal cloaking device. This device is a small pendant. When the pendant is covered completely with his hand, it renders the user invisible to everything until the device is uncovered. Again, it has one use, like most DS-tech.

Obviously, some of these uses of the DS-tech requires Sarne to have a little more knowledge about it than implied in the adventures.

The Gas Giants of Kathol - Project Storm Giant

Sarne is seeding the major gas giants of the Kathol sector with a special Darkstryder device; the Storm Seed device. Storm Seed devices, reacting with the gravimetric activity within the planet, are causing "hyperspace storms" around the gas giants. Sarne is controlling them with two devices in his possession; Storm Seed Controller and the Storm Seed Trigger Device. Integrated in the Seeds are Precursor tachion field emitters that control the reaction of the Storm Seeds. When they are given a control signal from the Storm Seed Trigger Device, the fields drop, and the Seeds release their energies, causing these "hyperspace storms" to grow at incredible rates. All the gas giants must be seeded before the control signal is given. These storms have no real physical effect in real space, but in hyperspace, they cause insurmountable problems. The storms will grow to engulf the sector. No ship or hyperwave signal will be able to penetrate (without considerable risk in the case of ships). The New Republic will not be able to send relief ships, or supplies into the sector. With the Storm Seed Controller device in his possession, Sarne will be able to navigate around the storms, and slowly take over the sector. The Storm Seed Trigger Device is large. And is located on Sebiris waiting for a specific component to send the signal.

Sarne has labeled this Project Storm Giant. The control signal is coming from the Storm Seed Trigger Device. The Wraith was left behind, along with some supporting agents (Lansel on Gandle Ott, Lieutenant Palme on Shintel, etc.) to make sure the timing of the triggering was right. The Wraith was assigned to get to Sebiris, where Sarne found the Storm Seed Trigger Device and the Storm Seed Controller device, to trigger the Storm Seeds on a specific day. The Storm Seed Trigger Device is hidden among the ruins of a Precursor outpost on Sebiris, in a temple-like structure. This specific day is timed around a Church event known as the ***Coming of the Prophet***.

The Heart of The Trigger-Signal: The primary part of the triggering device is implanted in the Wraith, which is why he is so important to this process. It is an intelligent Precursor device that controls all the Storm Seeds devices. It has actually taken the place of the Wraith's chest cavity and organs therein, but kept him alive and unaware of what he is carrying.

The *Farstar* will detect these storms starting at Aaris. Every system the *Farstar* enters that has a gas giant will have hyper-storms brewing. These can be detected with a good Sensor roll upon entering in the system. The GM should make a note of that, and make the players worry about it. As time goes on, and as the players go deeper into the sector, the tachion fields will begin to degrade and the storms will grow.

This plot is intended to add depth to the first set of adventures in the Box set. On Sebiris, the final battle will be staged, after which Sarne will attempt an offensive.

The Coming of The Prophet

The Arrival... The Ascension... The Coming of the Prophet is an event that Sarne had a hand in. As part of the deal with the Church, he promised to get the church a “worthy” body to house the spirit of their Prophet, which is of course the partial spirit of the Dark Jedi. What’s left of The Dark Jedi’s spirit, of course, is influencing the church to his own ends. This “worthy” body will be transported using the Gree transporters to the Sanctuary in the Kathol Rift, where it will go through a ceremony and take on the spirit of the Dark Jedi. Sarne is hoping that the New Republic will get word of this and try to stop this, meanwhile putting what ever forces the send well out of the theater when the Storms are initiated. Considering the Church has a significant force, the New Republic might have to send a large force to counter it. This, of course, is before he finalizes the plan that leads to *Endgame*. With the assumed failure of Storm Giant, Sarne will fall back to plan B, and head towards the Rift.

This “worthy” body can be any bad guy from a previous campaign, a figure from the movies or books, a clone of someone important, or a figure from one of the player’s past. Since I killed High Inquisitor Tremayne in my last campaign, I used his body. I brought in cameos of older characters also to make things cool.

Battle Of Oon Tien

The defense force at Oon Tien is now more important because it was the gateway world to the Southern Rim Region. Sarne had his ships at Oon Tien modified with DS-tech to allow them to do short, quick micro-hyperspace jumps that would bring them within meters of their target, and jump back out of range in a matter of seconds. In those seconds, the ships would deliver a devastating volley of DS-tech-modified blaster fire and torpedoes. The ships would blink back into hyperspace before the target realized they were under attack.

GM Notes: This can be used in several ways, and can be limited, as well. My players were far enough away from Oon Tien by the time the battle started, this information acted only as motivation, and background. It gave them a feel that it was a dynamic plot. The players may advise the strike force at Oon Tien to stage their next attack near the Gas Giant, where the Storms would interfere with the micro-jumps. This is a cool twist that allows the players to use Sarne’s plans against him, even if they don’t know they are doing it at the time. The Battle should go better after the Farstar crew advises them of this tactic.

The DS-Tech used on board the ships can be limited to one use, and for each micro-jump back-and-forth, a new DS-Tech module has to be fitted into the hyperdrive system. A chain of them can be linked to the coils, and after so many jumps, the ship has to change the links. The DS-Tech in the turbo-lasers and other weapons might have to be changed after so many shots. The DS-Tech weapons can have increased damage or increased scale, whatever the GM sees necessary.

I decided to limit the amount of DS-tech Sarne used to modify ships weapons. Sarne only fitted his defense forces around Oon Tien with he DS-Tech, maybe because he didn’t have the time to fit all his ships before the New Republic arrived. Some of his ships in his main fleet might be refitted as well. It would seem hopeless if all his fleet was refitted with these modifications.

The primary reason Sarne dedicated such a fleet at Oon Tien was to defend a Gree interstellar Hyper-Gate he was using to get supplies in from another Sector (I used the Brak Serctor). This gate was not based on a planet, but in fact, a huge stellar gate, perhaps the largest the Gree made. It is large enough to fit a couple of ISDs through. Several large ships, including a few SDs, have been sent through from the Brak Sector and are with Sarne’s fleet now. Once this gate is discovered, it will be taken care of by a New Republic Spec Ops mission. Re-Enforcements will come from the Minos Cluster conflict as it winds down, and a major battle will be staged around the Gate. The players will get all this from the Intelligence reports. The gate will explode, communication from several surrounding systems, including Kal’Shebbol, will be cut off for a long while. After a point, communication will be restored, and the New Republic will immerge victorious, just in time for Sarne’s counter attack.

Kyli Ned'Lx

The Verpine is very vengeful because he got rejected. I had a verpine character in my party and I made him a rival. There was a greater reason for him to want to be on the *Farstar*.

Ned'Lx also knows about Darkstryder technology and the Gree technology that countered it. He has a fascination with it, and has searched for knowledge of it across the galaxy. He has knowledge of the Ingot on Aaris III and how it works. He will use this against the *Farstar* when he finds out they are headed their at the same time he is.

He has a hyperspace cloaking device the dampens his ship's hyperspace signature for a period of time. It also act as a regular cloaking device in real space. It is limited. It is up to the GM how limited.

Eventually, but not right away, he will learn about Storm Giant. He will then want to control it, and hatches a plan to take control of the Storm Seed Trigger Device on Sebiris.

New Republic Intelligence Reports

At the beginning of every session, the players in my game went through the latest intelligence reports from the NR base on Kal'Shebbol. In these included information about other activity of the NR, intelligence of Sarne's projects, etc. No matter how complete Sarne was with his system wipe-out, it could not have been total. With enough digging, New Republic Intel can get some of. But it won't be complete, and a lot of it will be misleading. Also, the NR is constantly sending out probe droids of its own to places the *Farstar* doesn't go, or to monitor places the *Farstar* does go, after it leaves. Intel is brought in from those as well. As time goes on, the NR will hire freelance scouts to patrol areas the *Farstar* doesn't go, like the Rim Regions. More intelligence gathering will come in from there. As time goes on, when the Battle of Oon Tien begins, the *Farstar* will get their only accounting of that battle from the Intel reports.

Intel Reports can be used to give the players something to worry about, or something to be happy about. It makes the universe there seem more dynamic, and helps make them feel a little less alone.

Adventures

Listed below is the changes I made to the adventures in the first book of the Darkstryder Campaign Box Set. It is important to read the existing adventure first, because all this is, is add-on material.

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- **Omens**

The Bombs

The Bombs were laid in a pattern as a set up for the *Farstar*. In order to have a more complex adventure on planet, and not have the first adventure be so space combat oriented, I hatched a plot that made Sarne seem more methodical. Some bombs that were dropped were actually air-dropped mines. These mines acted in several functions. First, Sarne knew that the *Farstar* crew would try to disarm them, and any taken out by the bombs is definitely a plus for him. Second, a number of the (very small percentage) carry a catalyst for the bio-agent. These bombs are timed. If the players disarm these, the agent to follow will not have an effect, or as strong as effect. This gave them a clue that something was coming back.

The options I had for the catalyst and how it effected things Were:

- It was the primary reactant that made the bio-agent effective. Once the catalyst is removed before the bombs go off, the bio-agent will no longer be effective at all.
- The catalyst acts as an amplifier to the bio-agent's affects, and could cause the agent to effect the entire planet. . When the catalyst is removed before the bombs go off, the bio-agent in the second attack only effects the local area. This would mean the players still have to stop all the bombers.

Imperial Sympathizers

Imperial sympathizer terrorists, under the command of the Imperial Security Commander of Kolatill, General Markod Wilem. These terrorists mobilized fast, capturing a few of the mines with plans on using them to assassinate the *Farstar* crew and the planetary council.

General Markod Wilem worked closely with Sarne, and was granted limited access to Darkstryder technology. Wilem chose to use a special Darkstryder device that gave the user temporary cloaking ability. When the device is gripped and senses a mental command to cloak, the device renders the user completely invisible to sight, and to automated sensors until it is let go by the user. These devices are small nuggets, and Wilem had them made into amulets. As paranoid of the Empire as Sarne was, Wilem planned on using them to get him and his key personnel off Kolatill. Instead, he used them to make an attack force of loyal followers, and plotted to take out the politicians that betrayed the Governor. When he was able to find out about the meeting between the *Farstar* captain and the council, he saw it as a perfect opportunity to make his move.

A side story that was added relates to how Wilem found out about the meeting. One of the council members was loyal to Sarne and was acting as a mole for Wilem. Wilem, in return, gave him one of the amulets so that he could escape just in case he was discovered. In actuality, the amulet was nothing more than a rock on a string. Wilem, in his hatred for all local politicians, even betrayed his mole.

Noble Houses of Kolatill

The Noble Houses on Kolatill would have a major role in this, perhaps some of the sympathizers were of a particular house. I never got into that too deep, but there would definitely be some political in-fighting once word got out that Sarne was ousted.

- **Torize Adventure - *The Smelting Stations of Torize***

This adventure was inspired by the Torize adventure-hook on page 28, of the adventure hook. The players are to be captured, and will be contacted by a small group of Imperials that want to help the New Republic and defect.

Adventure Pull: Intelligence Report from the NR Prov. Gov. on Kal'Shebbol -

Reports from the Torize System, obtained from hyper-probes launched from Kal'Shebbol, have detected some Imperial activity there. Short range receivers detected weak-primitive transmissions from somewhere in the system, encoded in one of the Imperial decryption. Part of it has been translated, and is addressed to the New Republic. The origin of the transmission is unknown, and the rest of it was untranslatable due the poor quality of the transmission.

The message is being sent by factions within the Imperials that have heard the rumors of a New Republic force in the Kathol sector, and want to defect. They are using rudimentary methods to send the message and keep it hidden.

The Smelting Stations

The stations, probably 2 or 3 of them, are these huge boxy, industrial plants in the sky. They are also slave labor stations. Many loyal personnel man these stations, and Sarne would more than likely want some on board with him. I had Sarne visit these stations to get a few essential crew from each station.

The Noble Houses Imprisoned

The Noble Houses of Torize, surprisingly kept their aristocratic structure relatively intact even in the labor prisons. In order for the players to free the prisoners, and bring down the labor camps, they must unite the Noble houses. Once that is done, and they all agree to start a riot, the battle begins.

House Shador have a few lost fragments located here in the prison camps of Torize - House Un'Shador and House Amron'Shador. Currently, they are at odds with each other. It's up to the players to fix things.

- **Artifact of Aaris**

The Gree

The Gree once used planet Aaris III as a research and development planet for their war effort against the Precursors. The Gree placed a HyperGate and entire research complex on this world. They encountered the primitive species on the planets, but paid them no heed. They even used the locals in some of their experiments to counter the power of the Precursor technology.

The Ingot

The Ingot and devices like it, were created by the Gree to counter the Precursor technology (like Darkstryder technology). The particular Ingot that was found, was used to guard the HyperGate from anyone tampering with it. It has specific abilities that go beyond the mind warping abilities explained in the adventure, although those remain true.

The Ingot manipulates brain chemistry which does cause the hallucinations and paranoia. However, these changes in brain chemistry, over time, have a larger effect. The Ingot recodes any organic's DNA and over a long period of time, has a mutating effect. Portions of the genetic code evolve while other devolve. It also can mix the DNA with any other DNA it comes in contact with. The results are horrid mutations. However, this effect only manifests itself over thousands of years. As a weapon, that wouldn't make it too effective. In order to take quicken the pace of the effect, one must transmit a specific hyperwave resonance into the device. The device acts as an antennae for this particular hyperwave resonance. Then the Ingot acts very fast and causes mutations in a matter of hours.

Kyli Ned'Lx

The Vergine knows about the hyperwave resonance trigger, and has constructed a device to transmit it. He is using it for 2 purposes. First to dissuade the Farstar, or anyone else from getting it. Second, to find it. The energy signature is brighter when it receives the hyperwave signal.

Med'Lx has recruited the help of some Jarell raiders for muscle. He knows about the Imperial Supply depot, and has agreed to show the raiders where it is, if they help him get the Ingot.

The Mandalorian -Kalvessan War

Because I had a Mandalorian and a Kalvessan Starwolf in my group, I added some history to the Kathol sector related to them. You can choose whatever race you would like that best relates to your group, if you want to include this aspect in the campaign. It's not essential to the grand scheme of things, but it does drag the characters into it personally.

Centuries ago, a renegade Mandalorian general ravaged his way through the Kathol sector in search of something. It was never clear what (Darkstryder and/or the Dark Jedi calling to him), but in his path he left chaos. He recruited raiders from dozens of sectors, and soon among the fringe he became some what of a cult leader-warlord. The New Republic sent their allies, the Kalvessan in to investigate. At the same time, the Mandalorians sent a contingent to apprehend the renegade. General Kobal, the renegade, in the meantime, had discovered some of the Gree technology on Aaris III, and somehow learned to use it effectively. As a result, he was able to manipulate the minds of the two forces after him, and caused them to battle against each other. Soon the battle got out of control, wiping out the inhabitants and most of the Gree artifacts on Aaris III. The General was overwhelmed by the power and destroyed in the fray. Nothing survived there, and no one but the ghosts on Aaris III remember exactly what happened.

What is left behind is of interest to both sides. Large caches of weapons from both sides was buried on the planet, including a Kalvessan Starwolf Carrier.

The Ruins

The ruins around the Imperial science encampment cover a secret, which the Place of Kastays cover the entrance to. Underneath everything is a Starwolf Carrier ship, an immense craft that was used by the Starwolves. (If not using the Starwolves, insert the big bad-ass race of your choice and use one of their big-ships or big devices).

The Aarisian Descendants

The Aarisian descendants are actually dormant and hidden underground. They are actually mutations of the Mandalorian, Kalvessan, as well as the original species of Aaris III. These creatures have been lulled into dormancy because of thousands of years of the Ingot's effects. Once the Ingot is removed, they will awaken, and search for the Ingot. They are insane, and savage creatures (Read: Big bad bugs ala *Starship Trooper*).

The Imperial Supply Depot

Sarne has left many Depots through out the sector. This particular one was missed by him because it is malfunctioning. Each depot has a beacon, which senses for any type of Imperial signal. Once that signal is detected, the beacon begins to transmit until it receives command signal from the Imperial source. I used this to give the players the first hint that their ship is transmitting an Imperial signal to Sarne (See "Sarne's Secrets: Communications Deeplink" page 28, Main campaign background book).

The supplies can be anything the GM desires. I gave them a bunch of stuff but told them they couldn't fit it all on board.

Project Storm Giant

The *Farstar* sensors will at eventually detect odd activity around the 2 gas giants of the Aaris. The only reason it is detectable is because Sarne made a mistake. The two gas giants were reaching a point in their orbits where they come very close to each other, and the hyperspace storms are attracting each other, and creating a storm area between the two planets. This will be the first sign of the Project Storm Giant, but the players are to believe in the beginning that it's natural occurring. The DS-tech is virtually undetectable by normal means. As the *Farstar* travels to other systems, they will detect more hyper-storms around gas giants. If the report it to the prov-gov of Kal'Shebbol, more will be detected by NR scout sent put by them.

- ***Death is Remotely Possible***

The Torpedo Sphere

I merged two adventures together to make things interesting. The “Torpedo Sphere” adventure in the *Lords of the Expanse* Campaign Guide, page 30 with “Death is Remotely Possible”. I took out the shipyards of Tallaan, and just left the torpedo sphere. There is no escort carrier or star destroyer for reasons that will be obvious soon. The players should suspect something immediately when they get this news.

The Torpedo Sphere is not complete, and not fully armed. Most of the Turbo laser batteries are operational, but there are no Torpedoes aboard. He has also set up a planetary deflector shield projector (A la Endor and the Death Star II) on Gandle Ott. This renders any torpedoes on the sphere useless (*my ruling*) because of the nature and size of the shielding. Blaster can be fired through the shielding, but it's so intense, and strong, that proton torps can not be fired from inside it. I threw this in so that the players felt a little more safe about approaching the planet. They would not if they thought it could fire at them.

The Sphere is not operational, and can even be not completely finished. It is not armed, and the Turbo Laser systems are not even on-line. There are no live personnel, only droids, most of which are rigged to be assassin droids, as part of Sarne's plan (see below).

Sarne left it behind for two reasons:

- (1) Delay Tactic - If anything else. It will act to delay the *Farstar* as they try and investigate, perhaps try to strip it down, and use tech or parts from it. He has set up several deadly booby traps inside it, and as any away team ventures to board it, they will find that it is harder and harder to take control of the Sphere, but not impossible. Droids are rigged to attack, and modified with weapons to do so, walkways, and hallways are rigged with normal and some Darkstryder tech as booby traps. He does want to take a few of them out along the way.
- (2) Final Booby Trap - Sarne modified the hyperdrive systems of the Sphere with Darkstryder tech, but he did it in haste and with little knowledge of what he was doing. He intended to create what he called a “hyperspatial singularity feed back loop” which would annihilate anything near and in the sphere in a flash of hyperspace distortions. The problem is the Darkstryder tech he used has properties which allow it to grow under the right conditions, and is now consuming the hyperspace systems, and replacing it with its own systems. This can cause anything the GM can think of. It will definitely cause the Torpedo Sphere to disappear or be destroyed. If Cuthbert takes it over, it will be how he gets around. The intention was to take out the *Farstar* with the hyperspace wormhole, but of course, that does not happen.

The Noble Houses

The way the Sarne set things up on all planets allowed the houses some autonomy but still allowed some control for himself. The houses on each world were given voice through a planetary council, but the planet was ruled by a Governor and an administration (as per Imperial standard operating procedures). In most cases these Governors and their staff were recruited from the more loyal cells of the noble houses.

Some Noble Houses have a desire to see the Empire gone, but with the Torpedo Sphere threat waiting in the sky, they haven't been able to muster enough support. They all have their individual plans to take it out, one way or another.

There is a complex power-play set up on Gandle Ott, between the Noble Houses and The Church, with the Trade Guilds playing things in the background. The Church has secretly been given the codes to the Torpedo Sphere, and control to the Planetary Shield that surrounds it. House Karadol believes that the Church will allow them to have some control of the Sphere once they take it, and once House Karadol takes control of Cuthbert. House Ik'Tal seeks to control the Sphere for its own reasons; House Shador simply is looking to region with its fragments and thinks that Cuthbert might have data on them; House Brakia is amidst turmoil and indecision and is looking for an event that will bring the House back together (destroying the Sphere); House Kathor looks to control both Cuthbert and the Torpedo.

The political figures in the adventure are part of the Imperial Administration. I also made them members of the Noble Houses, splitting their loyalties in some places.

Character	Noble Title
Vice governor Marja Lang	Baroness Lang of the House Karadol
General Herron Dade	Baron Dade of House Kathor
Colonel Olaver Lansel	<i>Not a Kathor Native</i>
Mayor Stanfeld Duffit	Baron Duffit of the House Kathor

Also, I changed the CMG chapter to the Trade Guilds, and The Bank to the Grand Noble Council.

The players can use contacts within the Noble aristocracy of Gandle Ott to get a feel for the over all situation on Gandle. This is where they can gain allies or enemies. At least one player should be set up with pre-existing contacts. I chose 2 in my group; Loh'khar and a another character named Analia. You can choose what ever character in the group to have these contacts. The players can use these contacts in anyway they see fit.

Cuthbert

I've made Cuthbert a little more dangerous. The Cuthbert machine is insanely obsessive about stopping the *Farstar* crew (Play on some *2001: Space Odyssey* HAL parallels). Cuthbert will eventually want to take control of the Torpedo Sphere, and attempt to crash it on top of the *Farstar* (or something just a viscous). It also can become another re-occurring bad guy, the AI of Cuthbert infiltrating the computer system of the Torpedo Sphere, warping the Darkstryder tech (or the Darkstryder tech warping him), giving Cuthbert a new body. He disappears in a flash using the Darkstryder tech-modified hyperdrive, to come back sometime later, perhaps in the finale of the first set of adventures.

Using the contacts of both Loh'khar and Analia, I was able to establish 2 groups, which worked out rather well. If you have a big enough gaming group, you can do the same. If not, stick with just Loh'Khar's group.

Declaration of Independence

The Adventure doesn't stress enough the political significance of the Declaration of Independence from the Empire. Since I have made Gandle Ott the Noble House capitol, the political significance is even higher. It is more important for the *Farstar* crew to represent the NR in this Declaration process. This is where a lot of the political activity between the Noble Houses can occur.

Itinerary on Gandle Ott

If the players so choose to path the original adventure takes them, which my players eventually did, the itinerary needs to be modified. This is contained in the Gandle Ott Itinerary document (*Gandle Ott Itinerary.doc*).

Climax

Part of the Climax of the adventure was a large land battle to take the island on which the planetary shield emitter was. Who is involved all depends on how the players played their cards out with the Houses on planet, as well as with the church. Cuthbert will round up all sea-capable droids and attack it while he tries to take the sphere.

It also can include the players trying to board the Torp-Sphere, although, a good comp-tech can find out the full status of the *Noblestar* from the island if they take it. It all depends on how the play it.

Of course, this can all happen while the Command characters are going through the Itinerary.

Astrogation Charts

I skipped over the search for the Astrogation Charts, and any encounters with the CMG or Doctor Cantryl, as written in the Adventure. I placed the charts in Cuthbert memory core, which the characters can hack

into at some point. Also, Cuthbert has information about Project Storm Giant he took from Sarne without the Moff knowing. Only sketchy information, like the name of the project, and some systems it effects.

Project Storm Giant

The *Farstar* sensors will pick up similar hyperspace storms around the gas giant in the Gandle system. They can also find out from satellite data stored in Cuthbert's data that Sarne sent a number of shuttle to orbit around the gas giant for an extended period of time.

About this time is when the Farstar will receive NR reports about the other systems having the same phenomenon; Kolatill (System: Kolat), Kal'Shebbol (System: Kal), Brolsam (System: Brol), and other that they haven't visited.

- ***Shintel Downtime: Part one - Shintel***

Campaign Notes

At this point the players will be thrown into the Project Storm Giant plot. The last adventures are heavily modified to fit this plot. Eventually, through intelligence reports from home base, the players will learn that many of the Gas Giants in the Sector are showing signs of hyperspace distortional storms.

Shintel's Environment

Shintel is a tumultuous swamp world. Hurricanes are not uncommon and are usually pretty large. To create an interesting "who-done-it" feel, I trapped the *Farstar* crew on this world for a few days under a major hurricane.

Sarne's Agents

Lt. Palme and his men are true Sarne agents. They have Darkstryder implants and act according to Sarne's wishes regardless of the dangers. They are basically Sarne's Darkstryder drones. They will attempt to deliver the data, and also frame Colonel Heget. If using the hurricane, during the storm, this creates an interesting "who-done-it" situation. Since my players hardly ever landed the *Farstar*, the sabotage attempt in the Section called The Sabotage, had to be done via remote terminal (interesting Cyberpunk-style opportunity). The agents used the Deep-Link signal to piggy-back into the *Farstar* system.

Noble Houses

Some of the crew stationed here are from House Shador and are completely unaware of the problems the House was having. All of them have not gone through Sarne's "modification" and are still reasonably loyal to the House. They have been lied to for years about the state of the nobility, and would react violently against any loyal Sarne-ist once they found out the truth. This could cause some complications.

Computer System Back-up

The station on Shintel acted as Sarne's system back-up to his Sector-wide computer system. It holds more information than just coordinates to planets. It holds information about some of his major projects including Project Storm Giant (and optionally, Project Death-Hunter). This data should not reveal all about each project, because Sarne tried to destroy it before he left. Colonel Heget, seeing this, ordered his slicers to salvage as much as they could before it was all destroyed. This was part of the reason why Heget and his men were left behind.

Below the Depot is the computer back-up system, which is this huge subterranean cavern of computer systems and memory banks.

Project Storm Giant

The *Farstar* sensors will pick up similar hyperspace storms around the gas giant in the Shin'Res (Shintel) system.

Optional Adventure: *Death-Hunter*

This adventure fit perfect into my overall scheme, and worked as a side adventure to make Shintel more interesting. It is optional and it doesn't really effect the over scheme if you don't have this particular SWAJ (see above). It gave me an opportunity to use Rojer 621 in a real plot-line, and have more of the Noble House activity come to light. I also was able to have the characters adventure into some of the Rim regions I created. The adventure is meant for a small group from the *Farstar* to leave on board the Muvon or any available small freighter, and find Death-Hunter.

The basic plot-line of the Death-Hunter adventure is unchanged. The facts about Tigress is true except that Sarne found her out and killed her. Comark's daughter did take up where she left off.

- Modifications of *Death-Hunter*

Rojer 621 Code-name "Tigress"

The captain will receive an encoded message that explains that Shintel was the last known location of the agent known as Rojer 621, the Tigress. I merged the agent from *Death-Hunter* with the agent Rojer 621 in *Darkstryder*. (See *Rojer621.doc*)

Planets

Shintel was placed in a perfect area right near the border of the Northern Rim Region, so I was able to place Jaemus, Bescane and Zeta-09 in relative proximity to Shintel. These planets, as noted, are all in the Northern Rim region, as is the Wastes. The Wastes is a region of space the Sarne, House Karadol and House Kathor all used as a test area for secret projects and secret weapons. The actual nature of the planets and the Wastes has not changed and remains as described in the Adventure.

Jaemus is a House Karadol world, and is their primary ship yards facility. I took out all reference to the Santhe corporation, but kept the references to RenikCo.

Bescane is a House Kathor world, where they rule supremely. It is one of their typical exploited industrial worlds. Description remains the same. All security is handled by House Kathor security, and everyone works for a House Kathor company.

For Zeta-09, nothing has changed about it.

R2-B4

R2-B4 is the droid sent to the players on behalf of Tigress. It will approach the players on Shintel with the first message about *Death-Hunter*. The Captain, who has been given orders to follow up on anything the Tigress left behind, despite suspicions of being a double agent, should order a team together to investigate.

Mission Team

While the *Farstar* waits out the storm, a team will be sent to the first Jaemus. They will leave when the eye of the Hurricane moves over the Depot. They will go the Jaemus to investigate the droid courier vessels.

Jaemus

The adventure calls for the team to meet the droid on Jaemus. Well, since they have already met him, I modified it so that the droid will get the next message from the shipyard's computer system, where Tigress left it.

I noticed after I ran the adventure and placed this world in the Kathol sector that it is also mentioned another SWAJ, as part of the Pentastar Alignment. The GM can deal with this in any way he sees fit. Bring in the Alignment if you like. My explanation is it's a different world (Formerly called Jaemus II, but over time people forgot why they called it the second, so they dropped it.)

“Moff” Jesco Comark

The “Moff” is actually a Lord of House Kathor and head of all House Kathor activity in the Northern Rim sector. Since he has heard the Sarne is leaving the sector, he has self declared himself Moff of Kathol. Few recognize the title, except those in his immediate influence.

Death-Hunter

Death-Hunter is a little more than just cyborged kidnapes. Sarne assigned Lord Comark to create Darkstryder-cyborg warriors. They merge the worst and most deadly Darkstryder tech with the kidnap victims, destroying who they were before, and turning them insane. The Darkstryder spreads throughout the body like a disease, creating a whole new creature. Comark is proud of the work he has done for Sarne, and he at one time plotted to use it against Sarne to take power for himself.

- ***Shintel Downtime: Part two - Tanquilla Beach***

The Wastes

If you used the Death-Hunter adventure, then you know about the Wastes. If not, Then you can choose to use them here or not. Instead of just a nebula, the Tanquilla Beach station can be on the edge of the Wastes. This creates a more interesting and foreboding aura about the station. For a description of the Wastes, either see the aforementioned SWAJ, or above for a brief description.

The Wastes offers an opportunity for quick treasure hunting adventures while staying on station, and the like. The Farstar will have 2 weeks to fix the damage done by the trap door programs, so they will have time for some fun.

The Cardinal

The station commander was conveniently named The Cardinal, so I decided to make him a former member of the Church. He hides from the Church on Tanquilla, and holds many secrets about the Church. He knows the secret behind the Coming of the Prophet, and will tell the players if pushed. He also knows the origin of the Churches power, and about the Sanctuary.

Optional Additions: *Instant Adventures* “Heavy Lifting” and/or “The Treasure of Celis Mott”

The Farstar will stay on Tanquilla for 2 weeks. The Crew will need more to do than just sit around. There wasn't enough in the adventure itself to build a plot that I could foresee lasting 2 weeks. As an option, I decided to add-on two side adventures to it.

The Kathol underground is in shambles. The Noble Houses are making a strong bid for power, and law and order, with the New Republic behind it. The underground organizations are pushing to tighten their grip on what power they have, and sometimes things slip through the fingers. Tanquilla Beach is the center of this chaos, as is also Pembric II. The two adventures above can be intermixed with each other to give an interesting plot to represent this chaos.

- ***Crisis***

Pembric II

Pembric II is an interesting planet when you add in the Noble houses. The Noble Houses were forced by the criminal element to be subservient to the Cartel. It has been this way for a very long time, with the Noble Houses and the Cartel at odds, brewing in a form of a cold war, never overtly taking power, but a lot of covert activity going on. There have been flare ups, most recently when the Empire took over. That flare up rendered the Houses severely weakened. There are only four Houses present on Pembric II, lead by House Brakia. House Shador has no power on Pembric II. With the New Republic arriving and House Shador gaining power with every fragment being found, House Shador is vying for position on Pembric II.

House Brakia is the most out-spoken anti-Cartelist, and participate in most of the covert operations against the Cartel. They are extremely anti-criminal. Bombaasa above all, does not want the New Republic to contact this house. The House Brakia on Pembric II is also the only house that has brokered a peace-Pre-New Republic alliance with House Ik'Tal and maintained it. Despite the hatred that their brethren on other worlds have for the House, Brakia have worked real close with Ik'Tal.

- House Shador and their move for power

House Shador is poised at the verge of taking the Cartel under their control. Assassins have been placed in key positions in the organization, and House Lords are ready to take their place. The only problem is they need a way to get at Bombaasa himself. A player with contacts in the House may be contacted by Shador for some help in this vein.

- The other Houses

The Other houses, since word got to them that Sarne was leaving the sector, have been arming up to fight the Cartel. Even House Karadol and House Kathor are arming up to take what they can. If they time it right, the players can be key in usurping the power from the Cartel.

Breslin Drake

In addition to all the information he has about the Wraith, Drake knows about Storm Giant, and the role the Wraith plays in that. The Drake is an obsessive compulsive guy, obsessed with getting the Wraith and pay no heed to the implications of Storm Giant. He should be willing to tell the players everything about it, if they haven't figured it out by now, if they agree to help him find the Wraith.

The Wraith/Drenn

The Wraiths overall motivations and reason for being here has changed, as explained in the Storm Giant plot summary. He has coordinated with other agents in the sector, with Sarne's help to get the Farstar to come to Pembric II, and get him to Sebiris. He is unaware of Drake and his purpose. He sees it as a great opportunity to not only complete his mission with Storm Giant but also have the opportunity to lead them into a trap. He knows that if he poisons the Captain at the right moment, they will be forced to go the Sebiris to get the cure, even if he has to suggest it. He doesn't know anything about the Coming of the Prophet, other than he has to get to Sebiris before then.

Since the Wraith has been trapped on Pembric II, he has been looking for a way off. He got word through his channels that the Farstar was coming, and set the wheels in motion to manipulate the Farstar to come here. Part of his work was to allow some of Sarne's back-up data to fall into their hands on Shintel, to trigger the trap-doors to make them go the Tanquilla, and then to Pembric. Spang was helping the Wraith, by giving the Farstar the information about Drake on Pembric. Spang wasn't doing it willingly; the Wraith was holding something over the engineers head. (GMs discretion)

Finale

How the adventure ends is up to the players. How the stage the assassination and/or the retrieval of Gaelin is really up to them. They come up with their own plan.

Post Adventure - Refugees , Return to Tanquilla and the Return of Ned'Ix

If the players take on refugees from Pembric II, give them an opportunity to return to Tanquilla to drop off those that don't want to volunteer to stay. Upon returning, they will see a Medium Transport docked at Tanquilla getting major renovations. If investigated, they will find out that Ned'Lx owns the ship and is requesting major modifications to the cargo holds and life support. He is actually using up a lot of Tanquilla consumables stores. He is paying for it somehow, so no one asks why.

In actuality, the modifications are to make the cargo area modular and smaller, converting them to a kind of drop pod. These pods have individual life support systems, and special re-entry shielding. He is going to use them to load up thousands of the Aarisian "bugs", which he now knows how to control, and use them in his final battle to take control of the Storm Giant temple on Sebiris. See Sebiris for more on that. Don't allow the players to destroy his ship. They can cause minor damage, but Ned'Lx has to be a part of the final battle at Sebiris. He will jump to Hyperspace before the *Farstar*, and head towards Aaris.

- ***Traitor in our mist - Part One: Galtea***

Core Plot of the Adventure

Little has changed in this regard. The Core plot should continue, although the Wraiths motivations have changed. He wants to get to Sebiris, so he will put his plan in motion to attempt to assassinate the captain. He figures that the poison will lead the *Farstar* to Sebiris, even if it has to be him that suggests it. It's only his luck that Drake spoke up first.

The *Farstar* is going to Galtea for more than just re-supply. They also need to contact member of the secret Church-faction, the Church of the Light Prophets. This group should be able to help them get to the Sanctuary. There, a group can stop the Arrival (the Coming of the Prophet).

An additional plot s added to make their stay on Galtea more interesting. This plot is "*Murder at the Parish*", and in my game, it stemmed from one of my player character's contacts I established for Gorak. He was the perfect choice because he already had a jaded past that some were already suspicious of.

The Church on Galtea

The Church on Galtea is primarily made up of members of the Light Prophet order, but is ruled by a dark and ruthless Inquisitor with enough power at his disposal to keep everyone in line. The Empire was kind enough to supply him with an Imperial Garrison fortress, and enough weapons and armor to use it.

The High Inquisitor is gone when the *Farstar* gets there, and the Second is in charge. His name is Father Arthur Cowbragon. He is a ruthless character with a obsession for trivial mathematical puzzles. He is an ex-Imperial and one of Sarne's primary contacts into the church. He left the Empire, claiming that he had a religious experience.

The Coming of the Prophet

The Light Prophets will help the players stop the Coming of the Prophet, if that plot was followed.

Murder at the Parish

In short, I arranged for one of the players to be framed for a murder. The murder was of a church brother, in the catacombs below the church parish. I conveniently chose Gorak, because it would be him that the group would believe the least. The murdered victim was Gorak's church contact on Galtea. It is expected, of course, for the players to use that contact as a way to get to the gates to transport to the Sanctuary.

- The Players went to this church contact to ask about the Sanctuary, and how to get to it. There, they learn about the Gates at every church institution. (see The Gates above for more information on the Gates).
- After showing them the Gates deep in the Catacombs, at some point he will ask the players for a communicator or a way to contact them, for when he can set up a time for them to use the gates to get to the Sanctuary. This, of course, will all be done in secret, because only brothers aloud through the gate.
- Upon departing, he will warn them of the effects of the gate and the use of them. He will also give the PCs a name of a contact he trusts. This contact is one of the gatekeepers, and knows how to operate them.
- The player(s) will leave the brother alive and well, out a back entrance. He did not want anyone to catch them leaving the gate-catacombs.
- Unbeknownst to the players, an assassin will come through the gate, and stumble across the brother. He will murder the brother there. The assassin's mission is to destroy the faction of the Light Prophets on Galtea.

The murder will be stuck on Gorak, and the players will be expected to defend the Gorak in court. The clues the players will need is.

- Gorak remembers the brother locking the door they used to access the catacombs as they came down into them. So there was only two ways into the catacombs: through the door he used, or through the gates.
- Further investigation will turn up an unauthorized use of the gate. Getting that information will be difficult, because no one other than a brother is allowed near them or the usage records.
- They also have the gate effect. Whoever used the gate is now very sick and has some odd EM signatures about their body. All the players have to do is find this person. This will also be difficult because they will not be allowed to walk around and scan people. They will have to sneak around, perhaps disguised as monks with med-scanners to find him.
- The murder was done by use of a knife. Gorak never uses a knife.

Anything else, the GM can make up. At some point, the captain should gather a group up to do a spec ops mission to find the gatekeeper contact and get through the gate. This can branch off to a separate adventure, or something that happens in the background. See the **Sanctuary Mission in Part Two**.

The Original Plot

- As mentioned, the remainder of the first part of *Traitor In Our Midst* should stay the same. Once the trial is over and Gorak is proven innocent, the Wraith will make his move as defined in the adventure and the captain will be poisoned. The Imperials will attack as a result of the Wraiths call to them, and chase the *Farstar* out of the Galtea system.

Traitor in our mist - Part Two: Sebiris

The Original Plot

The Core plot of Sebiris adventure is similar but not the same. The Wraith is here to Trigger Storm Giant. How the players figure that out is really left up to the GM. Jessa Dajus can have a prophetic dream. Gunthar could also have a vision. The alien race, the Sebiri can tell them in a riddle or some ruins that have writing on them tell of an ancient race that was building something here. Somehow, they have to get the idea that the trigger is here. However, not until the Wraith is gone. He will kill one of the aliens and take off. This will cause friction between them and the aliens, who will stop guiding them. This will lead to a major land and space battle.

The Coming of The Prophet and Sanctuary Mission

This mission is meant to stop the Coming of the Prophet. This can be an adventure that is linked to the finale or an aside adventure. See The Sanctuary Mission below for more elaboration.

The Trigger in the Ruins

The Wraith has manipulated the *Farstar* the entire time he has been on-board. All a part of a plan to trigger the Storm Giant Project. Instead of attempting to escape (as in the original adventure), the Wraith is here to reach the “main” Temple. It is calling to him, and he now has no control over his actions. The Trigger within him gives him super-human strength and ability and he will reach the Temple at all costs. Once there, the creature within him will break out, killing the Wraith and attempt to merge with the temple’s apparatus (GM’s call - use your imagination) and send the signal out to the Storm Seeds.

Final Battle

Battle Of Sebiris

■ **Imperials**

I added an Imperial Star Destroyer so that it could deploy some land troops. But otherwise, the attack fleet that attacked them at Galtea is unchanged. They will simply make a second attack at Sebiris

■ **Ned'Lx and the Aarisians**

Ned'Lx will arrive late and start dropping his friends immediately. The players can attempt to shoot them down, patch into their control network, or whatever, but a lot will make it through. I estimated about 4000 pods, with 4 creature aboard. He plans on infesting the word with his friends and take over the Storm Giant control unit with in the Temple.

■ **The Starwolves**

Once again, because I had a Starwolf character in my group, I used the Starwolves. This is not a necessity if the GM has other big-bad-ass aliens in mind that will ally with the characters. In my case, they came down when the received a signal from Aaris, which was the carrier buried on Aaris. They came across the battle, already well in progress, and decided to investigate. Once they identify the *Farstar* as a New Republic ship, they will immediately help out the players, sending down thousands of their own warriors and launching their fighters to help the *Farstar* itself

The Battle should be intense, on both the ground and in space. The Starwolves will really start to change the balance once they arrive. The SD is no match for the carrier, and his quickly dispatched. The Imperial contingent becomes quite ineffectual in the battle, so the battle boils down to a stalemate between the Aarisian "bugs" and the Starwolves. Ned'Lx's ship should also be destroyed. The Starwolves will take too many casualties, offer the heavily damaged *Farstar* docking privileges, and call a retreat. They will then head to Aaris to pick up their property.

Battle at the Sanctuary

The Sanctuary is a huge space station in the middle of the Rift. It is partially alien technology, merged with modern as the expanded the station. This is the central location of the Arrival, and can only be accessed via the Gates located at each of the Church's facilities throughout the Kathol Core region.

■ **The Mandalorians**

Who and what the Mandalorians are can be debated for a long time, and I actually don't have anything solid about them. I compiled a majority of the stuff that's out there and came up with my own version. Modern Mandalorians are scattered throughout the Wilds in clans, who are currently at war with each other.

The Mandalorians were on their way once they heard about the Arrival. They feared that the "prophet" was the re-encarnation or spirit of General Kobal. . One of the clans sends a small task force to investigate. This particular Clan is interested in Kobal because they lay claim to his "legacy" and would not like to see him resurrected. The clan leader feared for his life once he heard the possibility of Kobal returning. They will arrive at the peak of the Arrival Ceremony. They are also aware of a weapons cache on Aaris which will help them in the Clan wars.

■ **The Church**

The Church's fleet will assemble at the Sanctuary. They are there to witness the Coming.

■ **The Dark Presences**

The Dark Jedi has been absorbing the souls of those he has been controlling and influencing the most. He intends on returning by inhabiting the body of the "worthy vessel" the Church has brought him. Other souls still remain independent with in the Rift as well, including Kobal, and several of the Light Jedis that attempted to capture the Dark Jedi of the Precursors. This can be used by the GM in anyway he sees fit.

Once the battle is joined, the Mandalorians will simply attempt to destroy the Space Station. The players on board can attempt to contact or help the Mandalorians. Some will attempt to board the station, to seek out the Arrival ceremony itself and set charges. The players can make friends with them and get a ride off when they leave. Once the station is destroyed, the Mandalorians will head towards Aaris to get the cache of weapons.

Return to Aaris

■ Starwolves & Madalorians meet again

At this point, there should be a character on board the Mandalorian ship and a character on board the Kalvessan Starwolf Carrier. The objective is to avoid another war. This can be role-played out by both sides until the Gree arrive.

■ The Gree's Sterilization & The Fall of the Church

At some point, the Gree will get word that some of there technology had been discovered. This is not agreeable to them, so they will send one of their old warships to "sterilize" the area (i.e. strong *ID4* overtones). This ship has the capability in a few hours to render a habitable world a smoldering rock. They will start with Aaris, which will be completely devastated. Then it will proceed to destroy all the Church's gates. This, in turn, will cause the collapse of the Church, and the Church of the Light Prophets will arise to replace.

- ***Sarne's Counterattack***

After the First Set of Adventures, I decided to change Sarne's plan a little. All that occurred in the first adventures, including all that was summarized above, was part of his "Plan A". His "Plan B" is implemented in the books to follow.

His plan was to stage a counterattack when Storm Giant was triggered. Despite the fact that Storm Giant failed to trigger, he executed his counterattack anyway. You can plan the counterattack the way you want. You don't necessarily have to have the counterattack, but it made sense to me. His fleet was larger, with the added ships from the Brak Sector that was sent through the gate at Oon Tien. The counterattack will be thwarted by a combination of Noble ships and New Republic ships fresh from the Battle at Oon Tien.

As for the Starwolves and the Mandalorians, they both will not get involved. The Mandalorians have their own problems at home, while the Starwolves it's not their war.

Kathol Underground

Explanations of Entries:

Name:	<i>Group or Individual's Name</i>
Known Locations:	<i>Known systems, or planets the group or individual can be commonly found</i>
Group Population:	<i>Estimated population of the group and number of contacts</i>
Influence:	<i>Overall percentage of influence the group has with in it sphere of specialty. Anything outside that may have a lower percentage</i>
Leader:	<i>Name of leader if a group</i>
Alignment:	<i>Empire or NR or Independent</i>
Resources:	<i>Known resources that the group or individual can reliably get</i>
Trade:	<i>Known items the group of individual would be willing to trade for.</i>
Notes:	<i>Anything else...</i>

Name:	Smugglers of Kolatill
Known Locations:	The Asteroid Belt of Kolatill, on board the <i>RockHopper</i>
Group Population:	25 internal; 1000+ external contacts and extended associates
Influence:	22%
Leader:	Gris Kerlington
Alignment:	Independent/ New Republic Sympathetic
Resources:	Imperial Surplus supplies, raw asteroid ore, mining equipment, ship parts
Trade:	exotic items, repulsor lift parts, recruits
Notes:	A small operation working out of a specially designed shadowport, the Rockhopper. It's a large freighter size vehicle that uses repulsor lifts to hop from one asteroid to another.

Name:	House Twa'Legra - Twi'lek noble house
Known Locations:	Torize, Charis, Kolatill, Gandle Ott
Group Population:	200.000 est. (fragmented); External contacts vary.
Influence:	12%
Leader:	Yukor'Dak Discuna
Alignment:	Independent
Resources:	Raw ore, food stuff, minor religious artifacts
Trade:	Hi tech, ship parts, hyperdrive tech
Notes:	Twi'lek Noble house of significant honor and power before the Empire arrived. Now it's simply a fragmented second-rate crime family

Name: Chuborro the Hutt and his Crime Syndicate
Known Locations: Pembric II
Group Population: 90,000+; Moderate size external contact network, with some contacts on Hutt homeworld.
Influence: 43%
Leader: Chuborro the Hutt
Alignment: Independent
Resources: Illegal spice, arms, liquor, illegal ship parts, stolen goods, rare goods, black market goods
Trade: Bounty hunter services, raw cash, more of the above.
Notes: Chuborro is a not well know hutt, and in fact, was assigned here as punishment. He detests Twi'Leks and Herglics.

Name: Qulok's Fist
Known Locations: Kathol Sector
Group Population: 4-10; Small external contact network, with most in the Empire
Influence: 10%
Leader: Kolig - Human Renegade
Alignment: Independent/Imperial
Resources: Bounty Hunts
Trade: Bounties
Notes: This is a simple bounty hunter group. Probably the most prominent group in the sector. Known to work with Sarne

Name: Sabiador Slavers
Known Locations: Kathol and surrounding Sectors
Group Population: 3000+ est.
Influence: 25%
Leader: Korag Knom - Rodian Slaver
Alignment: Independent/Imperial
Resources: Slaves
Trade: Slaves, food stuff, high tech
Notes: The slavers the supplied Sarne with his gladiators. They are known to have a few shadowports in the sector

Name: **Noble Houses of Kathol**
Known Locations: Throughout the Sector
Group Population: 1 million to several billion per house
Influence: 2% to 50% depending on the planet
Leader: Noble Lord or Lady
Alignment: Independent
Resources: Anything
Trade: Anything
Notes: The Noble Houses of Kathol have varied through the centuries, as power came and went, and trade came and went. They continue to exist, despite the Empire's Rule over the Kathol Sector. With Sarne and the Empire gone, and new era awaits the Houses, and they are eager to take advantage of it.

Name: **Noble Trade Guilds**
Known Locations: Throughout the sector where the Noble Houses are
Group Population: Varies per Trade
Influence: Varies per trade and planet
Leader: GuildMaster of the trade
Alignment: Noble Houses
Resources: Tradesmen
Trade: Recruits, raw materials, knowledge of the trade
Notes: The Noble Houses of Kathol established the Trade Guilds to handle all the labor among the houses. The Trade Guild acts as a large union for and guild members, no matter the trade. All the houses get their workers from the Trade Guild

Name: **Church of the Kathol Prophets**
Known Locations: Noble House planets
Group Population: Varies with each planet
Influence: Varies with each planet
Leader: High Priest
Alignment: The Church and the Noble Houses
Resources: Knowledge, Religious recruits.
Trade: Knowledge, Religious services
Notes: This Church was started after the Rift was discovered. Prophets returned from the rift reporting visions of grand knowledge. Some even manifested powers they never possessed before.

Name: Des'Maric Pirates
Known Locations: Kathol Sector
Group Population: 1000+; Little external contacts
Influence: 20%
Leader: MikTiss, Saurton Warrior
Alignment: independent
Resources: Stolen ships, stolen cargo
Trade: Stolen ships, stolen cargo, Trade route information
Notes:

Name: Veild-Danol and the Danol Trade Syndicate
Known Locations: Anywhere in the Sector, but most likely on the more backwater planets, like Galtea
Group Population: unknown
Influence: unknown
Leader: Veild-Danol, alien free trader
Alignment: Independent
Resources: Any traded or black market goods
Trade: Any traded or black market goods
Notes: Veild-Danol is an old alien trader who is very interested in old and religious artifacts.

Name: Kamaybrian Jarell Raiders
Known Locations: Ivatch and the Kathol Rim planets in that area
Group Population: Unknown
Influence: Unknown
Leader: Raskildor Yumat, Jarell Warrior
Alignment: Independent/Anti-Imperial
Resources: Weapons, Mercenary Services
Trade: Weapons, Location of Imperials
Notes: A group of ex-slaves formed a group of raiders to attack the Imperials. The problem is they aren't too friendly to anyone else that's not Jarell.

Name: Bombaasa Cartel
Known Locations: Pembric II
Group Population: Unknown
Influence: 35%
Leader: Crev Bombaasa
Alignment: Independent/Imperial
Resources: Hijacking, Piracy, Black Marketeering, gunrunning, fencing, loan sharking
Trade:
Notes: Linked to Hutt agencies

Name: Dr. Cantryl and his Crime Organization
Known Locations: Gandle Ott
Group Population: 1000+
Influence: 23%
Leader: Dr. Cantryl
Alignment: Independent
Resources: Black Marketeering, information, spice
Trade: weapons, ship parts, information
Notes: Very low-profile crime lord on Gandle Ott. Hard to find.

Name: Yaskarak's Tribe of the Tattooed Tentacle
Known Locations: Stellar Northern Rim Worlds
Group Population: 1000-2000
Influence: 14%
Leader: Yaskarak Ulmwyn
Alignment: Fanatically Anti-Imperial
Resources: Contraband, and hiding places for ex-Imperial slaves, small transport Fleet.
Trade: Food stuff, technology
Notes: This group is strongly anti-establishment of any kind, anti-slavery, and severely anti-Imperial. They are a conglomerate of ex-slaves that escaped to the Kathol Sector that have been hiding for years. They are lead by a cult-like group of Twi'lek warrior-monks that all the races trust.

The Lords of Kathol

The Noble Houses Of Kathol

Add-on Sourcebook for the Darkstyder Campaign

(Game Effect Note: Effectively, all the basic information about Noble Houses and their structures that is introduced in the Lords of the Expanse (LotE) box set Chapter 1 of the Gamemaster Guide is also applicable in some way here.)

Introduction

The Kathol Core Sector (inside the Marcol Void) once was the site of a small Noble aristocracy during the Old Republic. However, like many things of that era, it all but collapsed due to its own squandering and petty political infighting. The Great Noble Houses of Kathol were reduced to a handful of houses, occupying the small area of space that is now the known Kathol Sector. However, if the Old Republic Collapse wasn't enough to completely render the Noble Aristocracy powerless, the Empire nearly was. Moff Sarne was assigned to the outback sector, and in traditional Empire fashion, ripped the power right from under the Nobles noses, without them even realizing it.

History: The Old Republic Era

During the Old Republic Era, Kathol Sector was very different. Despite it's remoteness, it was moderately colonized by a mixture of human and non-human Noble houses seeking an area to settle and be away from the Old Republic rule. It flourished for a time, a time long forgot, long before the Old Republic collapse. There were more systems contained in the sector, and the Marcol Void had yet to be discovered. Many of these planets now are long forgotten, hyperspace routes lost in the Collapse. Now the only rule the small amount of planets grouped in the known Kathol Sector.

The Houses rules with strength and wisdom, but not without the politics and underhanded alliances and deals that accompanies any aristocracy. Even today, on each of the planets where more than one house exists, there is still infighting amongst them. The Houses rule over commoners, and traded amongst each other, made profit and lived lavishly like any other Noble house. At times, this sector was called the little Tapani. Corporations primarily allied with one or more houses, and the Trade Guild ruled over commerce, trade and labor of all kinds. However, where the Nobles of Tapani measured there gains and power by the number of systems they controlled, the Houses of Kathol measured their power by the land the controlled on each planet.

Gandle Ott was the capitol and remains so, according to the Noble houses. The Empire moved the official Capitol to Kal'Shebbol, a much contended issue at the time, but the Nobles only partially recognize it as such to preserve the Nobility. After the Collapse, and before the coming of the Empire, the remaining houses struggled to regain its own power. Despite their attempts to get away from the Old Republic, too many ties and dependencies lead to their own collapse when the old Republic began to crumble. Too much squandering and political infighting caused the destruction of many of the Major houses. Now there are only 5 left.

The Collapse, as it's called locally, is a time when the old Republic was falling apart politically, and this in turn seemed to effect the sector great deal. Internal stress, and political infighting caused a major structure collapse politically. The sectors social infrastructure was in shambles as a result of skirmishes through the sector. Houses made and betrayed alliances left and right. New houses formed from factions weekly, and fell just as fast. Stability was nonexistent during this time. During the collapse, many of the outlying colonies lost contact with the sector core, records on their hyperspace routes were lost, and many colonies died off due to lack of supplies. It was a struggle during this time, until finally peace was made, and things settled down with the remaining 5 major houses.

History: The Coming of The Empire

The coming of the Empire was marked with very little flare and fanfare. The Noble Houses that remained saw fit to work with the Empire the best they could. This sector was treated much like the Tapani Sector, except on a much smaller scale. Sarne even recruited some of the House Lords and Ladies into Imperial

service. Many of the Houses agreed to be loyal to the Empire. Other houses waited in the shadows for the opportunity to overthrow the Empire rule, Word of the Rebellion only came late in the war, and too late to do anything about it. Very little word of the Emperor's death has reached the Houses even now.

In return for Imperial protection, Sarne confiscated what remained of the House Fleets, primarily the Hyperspace capable ships, and left behind enough in-systems ships for the houses to defend themselves with. The Houses were reduced in power, and in most cases split up across light years on many worlds. Communication was difficult, with Imperial Jamming and monitoring stations being installed daily. The Nobles had no more power than the Empire was willing to give, but they kept their identity and their honor through the hard times. Sarne gave them enough to feel like they had power, and some truly believed the Empire would allow them to regain their true stature within the Kathol Sector.

The Situation Now:

The Houses remained somewhat fragmented, with factions spread across the dozen planets or so. The factions communicate with the capitol only in code and rarely, most of their news about the other factions obtained by the local newsnets. All of the houses remain intact for the most part. Some have lost factions spread out across the sector, and once the news of Sarne's oust is fully realized, there will be a mad dash to re-contact all the missing factions. House Shador is one house in particular that is very interested in contacting their factions, because they have the most that are lost.

Sarne allowed the Noble Houses to exist, because many were reasonably loyal, and supplied him with soldiers for his fleet. Those that were loyal were given shavings of power and responsibility, and the Fleets would occasionally fly by their system for assurances. During Sarne's Purges, many of the loyal houses were spared his paranoid vengeance while the more traditional, bolder houses were imprisoned, interrogated and in most cases, killed. These purges made many Major Houses into Minor Houses rather quickly, and then to nothing just as quickly. Noble power shifted quickly during the 10 years of Sarne, and it was primarily due to the actions of Sarne himself.

The Houses

There are 5 Major Houses in Kathol, and 22 Minor Houses. During their peek, the 5 Major Houses met in the Kathol High Council. While under the rule of the Empire and Moff Sarne, the Council only met with Sarne approval and attendance, and only on Kal'Shebbol.

The House Courts are similar to the Tapani court system (See *Lords of the Expanse* box set.). The High Council is nearly identical to the Grand Noble Council of the Tapani System. All delegates are resident on Gandle Ott. House Defense Forces at the time of Sarne's ousting are sparse. Some house factions have a few in-system ships. Others have a substantial air and ground defense of speeders and troops. Most Houses have been hiding hyperdrives for their ships since Sarne arrived, and have been waiting to use them when he leaves.

Sarne recruited many of his troops from the houses, and the Houses allowed it thinking that it might give them power within his ranks. However, they did not count on the Darkstyder technology, and in fact, they all are completely unaware. All they know is they lost complete contact to those that entered his ranks, and they became completely loyal to Sarne. This was before Sarne's paranoid purges. Something triggered his purges, and no one is sure what. Some of the House recruits fell victim to these purges.

The following is a table of the major planets in the Kathol sector and the percentage "power" each house has on the system. This Percentage "Power" is a mixture of measures: Population, Assets, and Influence. The Total Noble house control is a measure of the Nobility's overall influence in the system. The remainder is non-aligned "power" and Minor House "power".

Planets/House	House Ik'Tal	House Karadol	House Shador	House Brakia	House Kathor	Total House Control
Kal'Shebbol	11%	17%	0%	11%	12%	51%
Kolatill	12%	25%	2%	22%	10%	71%
Charis	4%	5%	11%	9%	11%	40%
Oon Tien	3%	4%	1%	2%	0%	10%
Gandle Ott	18%	14%	19%	15%	11%	77%
Mairne	12%	11%	3%	12%	19%	57%
Peirs	0%	12%	2%	7%	9%	30%
Ivatch	18%	5%	2%	9%	11%	45%
Pembric II	2%	4%	0%	10%	1%	17%
Galtea	4%	3%	1%	3%	1%	12%
Torize	3%	6%	1%	12%	3%	25%
Brolsam	9%	10%	1%	13%	14%	47%

The Major Houses are the following:

House Ik'Tal

- **Systems**

See Table Above

- **Values**

The House Ik'Tal is the oldest and most prestigious house, although not the most powerful. There is a certain sense of honor when you are with the House Ik'Tal, but that honor is becoming less and less meaningful. The House Ik'Tal hold tradition as the highest value; following the ways of the Church to the letter, honoring the Jedi Saints of the Church. They follow the ceremonies set down by their ancestors long ago, and are traditionally very lavish in their undertaking. They put on a good show, as if they still had the power they once had, but now it's all a show and no more.

- **High Lord/Lady**

High Lord Gres Dorek leads the House Ik'Tal, and he is no more than a puppet leader. He is old and honored by all the families of the house. He is the most beloved of the Ik'Tal Lords in recent years. But he will pass on soon, and the next in line is in question. According to tradition, it would be his eldest son. However, the Lord never had one. He did, instead, adopt a young boy 20 years ago, one that was found in a sleeper pod launched from some unknown origin. This is where the controversy lies, and so many are feuding over what the Law calls for in this case.

- **Description**

Ik'Tal has a history that reaches back thousands of years, before the settlement of the Kathol sector, when the House was part of a long forgotten aristocracy in the Core. Many Noble houses from that area of the Core moved out to the Rim, settling in different sectors of space, intent on starting their own empires. Ik'Tal lead about 20 houses from the Core to the Kathol sector and along with thousands of independent settlers, colonized it.

Ik'Tal has the largest amount of Troops of all the houses. However, it also uses some of the lowest tech among the houses. Trading with mercenaries, and smugglers was beneath the House Ik'Tal, so they had to rely on internal weapons production.

- **Allies**

Ik'Tal have a few allies. Their strongest allies lie with the Church of Kathol Prophets. Due to their traditional beliefs, House Ik'Tal has strong ties to the Church, and usually follows with their ruling. They also have some allegiances in the House Shador, but they are very shaky. They once had a strong alliance

with House Brakia, but it collapsed after an incident involving a large shipment of food and humanitarian aid from House Brakia to some outlying colonies in the Rim Worlds was attacked and destroyed by what appeared to be a faction within the House Ik'Tal. In reality, it was an Imperial plot to break up the alliance.

- **Enemies**

Ik'Tal is not lacking in the enemies either. House Brakia is now an enemy. House Karadol is also a long time enemy since the early years of settlement. Karadol remained a minor house solely due to Ik'Tal's actions, and when the Empire arrived, and gave Karadol enough power to be considered a Major house, Karadol vowed revenge. The Empire has kept Karadol's revenge at bay, however. Ik'Tal originally saw the minor house as a prodigy, doing all things "with the House Karadol's best interest at heart".

- **Assets**

Ik'Tal's primary assets lie in mining, and construction. Ik'tal used to run the corporation that owned the Wathor Ott Shipyards around the fourth world of the Gandle Ott system. That corporation, Wathor Ott Construction is still based on Gandle Ott, but only produces in system ships. The Shipyards were confiscated and dismantled by Sarne. Ik'Tal also has interests in Mairne Mining Conglomerate, based on Mairne.

- **Secrets**

Ik'Tal holds the secret to the location of the hidden shipyards in one of the Rim systems in the Stellar Northern Rim Worlds of Kathol. This system is called the D'Garan System, and is not well known too many, and to some who have heard of it, consider it a myth. Given the opportunity, the House will transport personnel to the abandoned shipyards, and immediately start building their forces.

House Karadol

- **Systems**

See Table Above

- **Values**

Karadol is another relatively old house. It is a strong player in the Imperial political system here in Kathol. It supported their coming and benefited most from their arrival. House Karadol is a collaborator house, a house that allies with the most powerful entity at the time. It's a parasite, at times, sucking as much power from the leadership as it can. It has no ties to the Church and does not hold to their ideals. They are expert information brokers, and slicers, and also are expert manipulators of the truth.

- **High Lord/Lady**

Lady Tamayra Bildrusor, the Empress of manipulation and seduction. She is also known as the Black Widow. She manipulates many minor houses that follow in their shadow. She is a beautiful woman with incredible seduction powers. She is said to have a brothel of minor house Nobel princes in her palace.

- **Description**

Moderate sized house, where the women are considered equal, and in some factions superior. It was at one time a minor house, vying for power under what they considered the "strict and ruthless custodianship" of the House Ik'Tal. They felt that Ik'Tal stifled their potential, and was very eager to gain the power of a major house. When the Empire arrived, they quickly allied with them and was granted major house status with the power the Empire granted House Karadol.

- **Allies**

The Empire and some fragments of the Shador House. Many minor houses look up to Karadol, and admire it for its prowess. Many minor houses keep their alliance with Karadol secret in order to act as spies for Karadol.

- **Enemies**

House Ik'Tal has a strong disdain for the House Karadol's collaborationist attitude and non-traditionalist views. Ik'Tal holds strong grudge against Karadol for it's "betrayal of tradition".

- **Assets**

Karadol's assets revolve around this sectors vehicle and in-system ship development (some of which it took from House Ik'Tal.). It also holds strong ties to the information network and the info-underground in the Core worlds of Kathol. It also has ties to the Black Market and the pirates in the Kathol and outer Kathol Rim areas. Karadol has strong investments in several corporations in the sector, including GandleMotors (Based on Kolatill), and Kal'Shebbol Transport (Based on Kolatill). Karadol's primary controlled corporation is Ja'Dason Agricultural (Based on Kal'Shebbol) and Kathol Shipping Enterprises (Based on Oon Tien).

- **Secrets**

House Karadol have numerous secrets because they are experts at secrets. One of their largest secrets is what they call their "Ace in the Hole". They have established a strong network of minor house forces, mercenary groups and pirate bands that they could mobilize a significant force against any threat they might perceive. With the money and power they gained from the Imperials, they could pay enough of these groups or pull enough favors to have a strong enough force to at least hold their position as a Major House. They are plotting a plan to mobilize these factions in a concerted effort to regain many of the lost Rim worlds, and establish an Empire that will eventually engulf the Sector.

House Shador

- **Systems**

See Table Above

- **Values**

Ruthless, Self-centered, self-preserving. House Shador has always been known as the maverick house, and also a more "barbaric" houses. They abide by a strict honor code, and have strong disdain for non-humans, and their women are almost subservient, although they are never treated as slaves by the men, and are very well protected. Women of true-Shador blood are held in great honor. House Shador members are perhaps the strongest and most reliable warriors of all the Noble houses, which explains why they are able to hold on to their power for so long, even after the "Shattering".

- **High Lord/Lady**

Lord Hask Orphiod, a mountain of a man; prides himself in his physical strength and challenges any wookie to take him on.

- **Description**

At one time one of the most powerful noble houses, House Shador is now by far the weakest house in political power, but strongest in will power. The House Shador is also known as the "Shattered House", because it's primary power structure and information network was dismantled and strictly restricted by Imperials in the Sector. Shador has lost contact with the majority of it's factions. House Karadol is the primary watcher of House Shador activity, and sabotages any efforts made by Shador to regain it's original power. Shador is unaware of Karadol's role and only knows that it's due to Imperial action that they cannot regain their power. The primary reason for this dismantling is the uprising on Charis, which Shador was primarily responsible.

House Shador resembles now a series of minor houses. Each house has now a version of the Shador name, like House Ra'Shador of Mairne, or Jas'Shador on Charis. The factions continue to hold true to the honor of Shador, but feel that they can no longer rely on the House High Lord on Gandle Ott. They do not feel abandoned, as much as they feel they were given more independence during hard times. They still talk of re-uniting the House, but over the years, differences have grown in each faction and a reunion might destroy the house from the inside.

- **Allies**

House Ik'Tal is their strongest ally. However, as Shador's power is slowly bleeding out, some of it is being absorbed by Ik'Tal, unknown to the head of House Shador. Also, House Brakia is a strong ally with Shador, but with the recent break in allegiances between Brakia and Ik'Tal, it has become difficult to be allies with two feuding houses. For now, Shador stays out of the feud.

- **Enemies**

House Karadol is considered an enemy, but only because they seem dishonorable. As stated, they are unaware of Karadol's true role in the Shattering, but if they did know, it would be all out House War.

- **Assets**

House Shador had many assets at one time, most of which were confiscated by Sarne and the Empire. Shador primary corporations were H'Akorus Developers Incorporated, hi-tech developers based on Charis, and Trans-Kathol Transport Systems based on Kolatill, primary travel and freight shipper within sector before the Empire arrived. Currently, a conglomeration of the 4 other houses control these corporations, and Shador is not allowed to be involved in any corporate activity. House Ik'Tal however has been kind enough to funnel information and some controlling decisions to the House heads on Gandle Ott.

- **Secrets**

Shador holds a dark secret. At one time, their house was ruled by a Dark Jedi. During those times, the house grew in power, and ruled large portions of the Kathol Sector. The house tries to forget these times, because of the horrid things the Dark Jedi did to other rival houses. Many of the houses are now long forgotten, but they were all slaughtered viciously by the Dark Jedi for his own power. The souls of those killed are said to still power some of his dark force items, which are still hidden among the royal vaults of the Noble house palace. His dungeons also exist and their location kept secret by the top Shador Lords and Ladies.

House Brakia

- **Systems**

See Table Above

- **Values**

Nothing matters more to House Brakia than power and honor. They all feel that they are destined for greatness and act like it. They value strength, and are very prideful. They are usually expert Melee weapon combatants. They are also expert military engineers, and tacticians. Many of Sarne's imperial ranks come from House Brakia. They value showmanship and strength, their political events are best described like sports events. They are also proud merchants of their goods, and stand strong on the guarantees. They are good business men with their products.

- **High Lord/Lady**

Lord Gres'Iad Oldress, a large and gluttonous man, he is known for his extravagance and perceived wealth. He is a collector of fine weaponry and is known to call for gladiatorial games when the fancy hits him. His house secretly supplied Sarne the exotic weapons used in his own gladiatorial games. He is also a proud showman, and his palace is an extravagant show-place.

- **Description**

House Brakia is an extravagant but strong house. They pride themselves in their weapons making abilities, and have parades solely to display each family's latest creation. House Brakia is a moderately old house, and is strong in its standings now. It has survived solely due to its combat prowess and abilities in war and war-machine making. Of all the Houses, major and minor, House Brakia is best known for their parades, and other events to show off their pride and boost morale. Their weddings are also very extravagant, and every house looks forward to the year the Grand Noble Council meets at the House Brakia palace on Gandle Ott.

- **Allies**

House Kathor is a strong ally to Brakia, and the commonly work together on ventures, although they do conflict when Brakia wants to spend hard-earned credits on a extravagant gala to celebrate their profits. House Shador is also an ally, but this alliance is shaky because of Shador's alliance with Ik'Tal.

- **Enemies**

House Ik'Tal is a sworn enemy, and Karadol is mistrusted but not an enemy.

- **Assets**

House Brakia, before the Empire's arrival, had their primary assets in weapons development. When Sarne arrived, that all changed. They still have a stake in the corporations they used to control, but Sarne ruthless took control of a majority of the assets in order to "insure peace in the sector," and to "re-align the corporate goals to something more compatible to Imperial interests." The primary corporations that this house has interests in is Destructo-Developers Corporation (DDC) of Gandle Ott, and Heshler and Krask Arms Developers.

- **Secrets**

House Brakia has a dark secret as well. At one time, they had among their ranks a secret society of assassins known as the Brodian Order, also known as the Black Order. The Brodian Order were killing machines of the highest quality, efficient and cunning. Most believe that after the Third Age of Brakia, the Order was disbanded, but in actuality it has not. Very few in the upper echelons know, but the few that do are held to a strict code of secrecy. They wait in the wings, to strike against their enemies, and take dominant power for themselves.

Another secret held deep within House Brakia concerns them and their relationship with Sarne. House Brakia supplied Sarne with some of their most heinous and painful weapons. They also provided personnel for his gladiatorial games and training facilities, which populate many of the core worlds. They have close ties to the Sabiador Slavers, although not willingly. These facts are not something the house is proud of, and works hard to keep secret.

House Kathor

- **Systems:**

See Table Above

- **Values**

Nothing matters more to House Kathor than money and the power that can be gained from it. Kathor is a young house comparatively. They are the expert merchant and traders, but are not always the most trustworthy business man. They value their ability to put spin on their contracts, and write them very vaguely to allow for more interpretation. If one doesn't read the contract carefully, one could be at risk of being taken for a ride. They respect good business sense, and believes, above all, a Noble house should be run like a business. House Kathor is notoriously cold and calculating.

- **High Lord/Lady**

Lord D'Gara Mang is the current Lord of Kathor. He is the typical calculating CEO-archetype, cold and calculating. He does not discriminate when dealing with customers, and expects a strict code of professionalism among his customers. He was trained in the hard-core echelons of the Trade Guilds, and excelled at all his business courses.

- **Description**

Kathor was formed in the early years of the colonization of Kathol when several enterprising colonist wanted to start a corporate noble house. This developed well, and as time went on it was quite apparant that Kathor would be a major player in the noble aristocracy. It was cold and cunning in gaining its power, and very calculating.

Kathor, upon the arrival of the Empire, was the least effected. They seemed the most adaptable to the situation and took advantage of it at every chance they could. Most of the time, though, their dealings with the Empire were in secret, and hidden from all other houses.... It was best for business.

- **Allies**

Kathor allies with no one outright, although it does establish friendly business with certain houses, while it restricts business with others. In reality, Kathor secretly works closely with Karadol, using their expertise in the information brokering business.

- **Enemies**

As indirectly stated before, Kathor doesn't make enemies, or at least tries to avoid it at all costs. If House Ik'Tal knew about the dealings House Kathor was making with Karadol, they would be declared a sworn enemy of House Ik'Tal.

- **Assets**

Kathor have extensive assets, but tries not to concentrate on one market. Their primary business is in free merchant trading, and some secret smuggling through a corporation called KathorCorp.

- **Secrets**

Kathor holds many secrets, many of which relate to business and the way it conducts it. One of it's primary secrets is its secret stash of hyperdrives. These are hidden in one of KatholCorps secret black project bases. Another secret is that it did a few black projects for Sarne and the Empire, which involved use of subjects from some of Sarnes' Non-human concentration camps.

The Trade Guild

- **Systems:**

Anywhere a Noble House is, a Trade Guild House is. These houses act as recruiting stations and university campuses for the different trades that are available through the Trade Guilds.

- **Values**

The Trade Guild attempts to be neutral with respect to the House politics, and requires that any of its students to do the same while in training. The Guilds supply all houses with the trained professionals needed to run a small noble empire. They believe in strength in professionalism and pride in one's work. The training at the Guilds is impeccable.

- **High Lord/Lady**

Each Guild is lead by a Master. There are countless Guilds, and so countless Masters. However, the trade Guilds meet together on Gandle Ott in the Guild Council, which is lead by the High Guild Master, which is right now a woman named Rashora G'Doreck.

- **Description**

The Guilds are a conglomerate of labor union-like organizations, training guilds, and merchant guilds that supply the noble houses with personnel and trade management for the sector.

- **Allies**

The Guilds have few allies, as they try to be as neutral as possible. The houses occasionally attempt to influence the Guilds' decisions around trade. The Guilds must work closely with the Church, as they approve what is taught, manufactured, and traded. The relationship between the Guilds and the Church have always been rocky, but no one on either side really thinks that they will come to blows.

- **Enemies**

The Guilds make as many enemies as they do allies. Most of their enemies are independent traders that don't want to have to deal through the Guilds, or non-house corporations that have compete with the

avored Guild-supplied and house-sponsored Corporations. However, few corporations ever make it out this far in the galaxy, and so there are few real problems with corporations. The Guilds hate smugglers and pirates, and constantly work to stop that kind of activity. Just for that function, the Guilds established the Guild Guard, a special enforcement group to combat these problems. Before the Empire, they were greatly feared by pirates and smugglers, but when the Empire arrived, the guard had to officially disband and relinquish authority to the Imperials.

- **Assets**

The Guild owns several major universities across the sector. They have a large freighter and transport fleet, but restrict use of their ships to Guild members.

- **Secrets**

The Guilds harbor secrets abound, all depending on which Trade you are dealing with. One of the primary secrets the Guild High Council holds is they know part of the secret of Sarne's strength and ability to turn loyal Noble knights to loyal Imperial soldiers. It involved Darkstryder technology and its ability to warp the mind. They believe he implanted a Darkstryder device in each of them and is controlling them using the power of Darkstryder. However, they also know that he does not fully understand the capabilities of Darkstryder.

Another secret the Guilds hold is their support for the Rebellion and the New Republic. The few Rebel agents that filtered in during the Galactic War were able to generate strong support from the Guilds. Also, the Guilds officially disbanded the Guard, but in actuality they went underground, helping the Rebels, and acting as a Rebel Cell on each of their planets. They are still unaware of Sarne's departure, but as soon as they learn, the Guard will be re-established. The fear is that the re-awakening of the Guard might give the Houses enough of a sign to get the idea the Sarne is out. This will cause severe unrest on many planets, so some within the Guilds want to wait and see, when the news does come down.

The Church Of Kathol Prophets

- **Systems:**

Anywhere a Noble House is, there is at least one Church of the Kathol Prophets. The Prophets control nothing directly. They manipulate those they can to a central purpose that serves the "Prophets needs".

- **Values**

The Church follows the Prophets' wishes, and their commandments. The Prophets follow a common moral path that coincides with most moral beliefs, but has a strong disdain for Jedi and Force users. Technology is also closely watched over by the Church, at times claiming certain technology forbidden.

- **High Lord/Lady**

The High Cardinal is the leader of the Church, and rules on anything the Prophets see fit to envision him with. The current High Cardinal's name is Father Jas'Iak Moduros, and he is granted Holder of the Key and Seer of the Prophets.

- **Description**

The Church was established before the Houses had made a stronghold in the Sector. It started as a cult that had found some alien technology on Gandle Ott. As the religion spread, and more people began to share the visions, it began to take a strong hold on the society of the Kathol Sector as the Noble Houses started to build up in the sector.

It was established by a group of wayward monks who felt lead to this sector by dreams. These monks, lead by a human named Brother Wes'Lyn Arabus, founded their on Gandle Ott, and claimed they had found devices of the "prophets" that will guide them to heaven. These devices are explained in Secrets.

With these devices, the Cardinals are granted inspiring visions that are used to guide the Noble houses. So far, the visions have been dead on, which explains why the Noble Aristocracy's strength of will and ability

ot survive such diverse and difficult times. It's because the prophets see a greater horizon for them all, and calls them to continue their efforts outward to the Marcol Void and beyond.

The Church is given a wide range of authority. It has proven bad to challenge the Church in the past, and so each house agreed to give the Church the power that it has. It makes rulings on what is good for the people of Kathol spiritually and socially, and usually has a string say so on what can be traded, manufactured, etc. The Empire was less granting in their respect of the Church, but through secret dealings with the Church and a not so well known commandment from the Prophets, the Church was able to make an alliance with the Empire, all for the good of the Nobility.

- **Allies & Enemies**

The Church has enemies in all houses, but every house recognizes the authority of the Church. They make enemies by bringing down the rule of the church rule on trade and technology development, which at times, can be heavy handed. The Church makes no outward appearance to be allied with anyone, putting on the guise of impartiality with respect to the houses, but they have made temporary pacts in the past, and now hold one with the Empire.

- **Assets**

The Church assets are extensive. Before the Empire, they had an extensive Inquisition Department, which acted as the watchdogs over the House development of technology. If a House is suspected of developing outlawed tech, the Church "brought down the Inquisition". Sarne was able to use the Inquisition Department, persuading the Church to only recruit brothers loyal to him into the Inquisition.

- **Secrets**

The Church has a very deep secret, and it's the most questioned secret. "Who are the Prophets of Kathol, and where is the message coming from?". Only the Church heads truly know the nature of the Prophets, and their visions. The devices they founders discovered were actually modified Gree technology that was re-built by the original inhabitants of Gandle Ott. There is no sign of these inhabitants because the Gree found out that someone was tampering with their technology and returned. They wiped out all trace of the race, but not before the race was able to hide the devices in a mountain.

These devices are smaller versions of the Gree hypergate, and are used for personal use. They are kept in the catacombs of Gandle Ott Grand Cathedral of the Prophets, which was built on the site these devices were found. Other devices have been found since then throughout the sector. When one enters one, they are transported to a floating structure in the middle of the Kathol Rift, called the Sanctuary of the Prophet. This floating structure was once an Gree observation post, but now acts as the Prophet's Sanctuary. This structure is fully operation and can support life. This is where the visions come from. The Dark Jedi's presence, along with the many Jedi that died fighting him, can still be felt, and to some Force-sensitives, they sometimes communicate to them. The Brotherhood of the Prophets have no idea who is speaking to them, but they know that a majority of what has been brought back from the Temple has been true. Only the Church officials also hide the true nature of the Prophets. The majority of the Church, including the leadership, is being manipulated by the Dark Jedi's presence. However, there is others who listening to the less power voices; the light side voices. They form a small secret faction within the Church called the Church of the Light Prophets.

Yet another secret held by the Church in the secret deal made between them and the Empire. The Empire was allowed access to the Inquisition Department, if the Church was allowed to function unchanged, and not give up it's secrets to the Empire. The Church became the Sarne's own internal intelligence agency, and still acts as such. The Church never saw more growth than during their alliance with the Empire. The news of Sarne's departure will shake the Church to it's foundation. Many noble houses hold strong resentment towards the Church, and if their power base is pulled out from under them, few can guess what the Houses might do.

The Church has done a number of things in the name of the Prophets, and some were never really inspired by the visions they claim to have. Some were ordered by Sarne himself. The Church, since the coming of the Empire, has expanded the Inquisition Department to include some very dark secret organizations that act on behalf of the Church but are untraceable to it.

The Church also has a secret fleet which they use to bring down the law of the Church. This fleet is partially modern technology, partially Gree technology, and partial Darkstryder technology which the Church found on there own. Sarne never knew about this fleet. They are virtually undetectable, and are quite formidable, but the church has vowed to the prophets to only use them in the enforcement of their will.

Minor Houses of Kathol

There are at least 22 minor houses and perhaps more that haven't been recognized yet. These houses reside on one planet or maybe two, and have little to know power in the over all infrastructure of the aristocracy. They are usually subservient to a Major House in some way, but not all are. Some houses are populated with non-human species, and for now, these houses are underground, hiding from Imperial persecution. Due to the volatility of the minor houses, it is hard to actually list them, but there are a few that actually have enough stability to be listed.

House Twa'Legra

- **Systems:**

Spread out thinly across the Rim Worlds of Kathol.

- **Values**

The Twa'Legra is a Twi'lek species-only House, formed by cast out Twi'Lek outlaws and ex-slaves. They are very shrewd businessman like the House Kathor, but have few ethics where business is concerned. They work closely with Chuborro the Hutt, and many of the other criminal organizations, and are waiting the battle out to make a profit from the coming House wars they expect to follow. They are also a lot like House Karadol, but even more darker and parasitic.

- **High Lord/Lady**

Lord Forganor Rutt is a strange individual. He is eccentric even for a Twi'lek. He has a strong loyalty to the house, but also a very conniving and vindictive; true to his species. He has rapid mood swings and is quite paranoid. He has a special guard of Defel-wraiths to keep watch over him.

- **Description**

Twa'Legra is a struggling House, but it perseveres. It has been here since the first colonization of Kathol, but has never been a major house with in the sector. They have worked with every major house, parastically getting the power they have. The Houses usually express disdain when dealing with Twa'Legra, but they do their work so well, most houses have little choice.

The Twi'Leks of Twa'Legra are best known for doing the dirty work of other organizations, including the Noble Houses. They are among the best in black market trade. They are a supply havens for local smugglers and bounty hunters, and have an extensive underground network. They are banned from any activity with the Trade Guilds, and the Trade Guilds prohibit any House from interacting with them (...*like that stops them.*)

The Twa'Legra are not without their own Church, which is not all that different from the Church of the Kathol Prophets. It is called the Church of the StarWind. They have a secret order within the Church that works closely with the Empire as well, but never working with Sarne. They have dealt with some of Sarnes cronies, but never directly with Sarne. The Twa'Legra Church keep watch over the House, and define their "moral" foundation. This means that they make sure that no individual does anything to jeopardize the house. They say they listen to the StarWinds of Marcol, and follow their predictions.

- **Allies & Enemies**

The Twa'Legra have many enemies, and few friends. They work closely with Chuborro the Hutt, as mentioned, as well as a few Herglic merchant syndicates in the area. They are one of the primary conduits that the black market goes through. They have connections through out the Kathol underground.

The Trade Guilds and the Church of Kathol both have strong disdain for the House Twa'Legra. Their activities with the smugglers and pirates of the sector have always been against Trade Guild Policy.

- **Assets**

Twa'legra live off their contacts and the work they do for other organizations. They have a small freighter fleet, a strong information network, and their hands in everything illegal, underhanded, and seedy that exists in the Kathol Sector and surrounding areas.

- **Secrets**

House Twa'Legra has many secrets, of course, most of which relate to how they sometimes work the middle and while working two sides against each other to make a profit off of it. One of their primary secrets is the size of their freighter fleet and what exactly they have in it. They actually have a sizeable fleet, and most are medium to large freighter that are heavily modified, and armed.

House Umbriok Nel

- **Systems:**

Primary World: Ilastross

- **Values**

This mixed-species House is a strange one. They are more a club than a House, but take on all the guises of a noble house. Not many other Houses take it seriously, but it still endeavors to become a major house. It holds strong it's own values of honor and truth. The House is unstable, and are always working to increase its stability. They are convinced that no matter the cultural upbringing or the sentient species, that an honorable and strong house can be formed. Compromise and diplomacy is common among this House, which slows it's growth.

- **High Lord/Lady**

- **Description**

This is a house of human and aliens mixed, formed long ago by a conglomerate of wayward colonists looking to fit into the Kathol Sector aristocracy. They are a small group, and relatively unstable. No high Lord or Lady has lasted more than 10 year at the head of the house.

- **Allies & Enemies**

- **Assets**

- **Secrets**

Other Societies of Kathol

The Kathol aristocracy is not with out it's secret societies. However, because of it's remoteness, and relative compactness, the sector has not given long life to too many of them.

Yaskarak's Tribe of the Tattooed Tentacle

Description:

A group of fringe Twi'lek that actually act more honorable than most Twi'leks.

The Society For A Free Kathol

A anti-noble house fanatical group that commit true terrorist acts against the Noble Houses.

The Church of the Light Prophets

This is a secret faction of the Church that say they “listen to other voices of the prophets... the ones that follow the light side of the Force”. They are fighting the Dark manipulation of the Church and the Kathol society by Dark Jedi. Their numbers are small, and it has been getting harder and harder to stay organized, because the Church majority is starting to catch on to there operation.

Imperials of the Kathol Sector

Name	Last Station	Responsible For	Status	Bounty
General Markod Wilem	Kolatill	Kolatill Defense Force and Governor Head of Security	Dead	5000
Admiral Abratian OdoneI	Oon Tien	Fleet Forces Commander	Live	5000
General Or'Ryn Sprawning	Oon Tien	Ground Forces Commander	Live	5000
General Walshar Olmorien	Torize	Ground Forces Commander	Unknown	5000
Captain Foldor Morass	Torize	Torize Station Defense Commander	Unknown	3000
Commander Bedral Lambross	Charis	Garrison Commander	Live	6000
Captain Irel Bornson	Kathol Rim worlds	Scout Commander	Unknown	3000

Information Known By Jessa Dajus

- **General Markod Wilem**

Kolatill

Kolatill Defense Force and Governor Head of Security

Headed up a secret operation on Kolatill to antagonize the Noble houses to continue to fight among themselves. Some operations included assassinations and terrorists attacks against the Noble houses, and arranging the evidence to the point to another. Many nobles died in these operations including the Massacre of the Kalabus Temple Wedding.

- **Admiral Abratian Odonel**

Oon Tien

Fleet Forces Commander

Known for his tight control of the space lanes from Oon Tien to the Stellar Southern Rim Worlds of Kathol. One of his most notorious operation was the Blockade of Alsharad; a small colony world along the border. An entire colony starved to death due to his blockade. He is ruthless and smart; battle sense is keen.

- **General Or'Ryn Sprawning**

Oon Tien

Ground Forces Commander

Works closely with the Admiral on Oon Tien. Heads the concentration camps that imprison the majority of the Jarlell population. He is slowly seeing for certain that the Jarell race will not be a problem t the Empire. Apparently he festers a sloght fear and resentment for the species; he seems to think they hold a dangerous secret that is a threat to the Empire.

- **General Walshar Olmbrien**

Torize

Ground Forces Commander

Head of the Labor camp on Torize; ruthless and viscous. All that matters is getting the “product” out. Sarne long ago, stopped using the “product”- hull plating ore, etc, but never told the General. Sarne uses the General to just keep the population of Torize under control.

- **Captain Foldor Morass**

Torize

Torize Station Defense Commander

Slave labor Prison Station Epsilon-8-Epsilon commander. He is in charge of the zero-G ore processing, and slave labor. He has been faltering lately on his loyalty, and has had second thought about his role in the Empire’s scheme.

- **Commander Bedral Lambross**

Charis

Garrison Commander

Garrison commander of the occupational force. He is in charge if insuring that no more uprisings occur on Chars. He makes sue house Shador remains the “shattered” house

- **Captain Irel Bornson**

Kathol Rim worlds

Scout Commander

Nicknamed the “Hunter”, he is a notorious strategist in space, and knows the outlying areas very well. He has been known to use unconventional tactics, and seems to have a sixth sense about starship combat.

Other Jessa Dajus Knows that are not on the List

- **Governor Yas'man Guro-Mor (Baron from the Noble House Karadol)**

Gandle Ott

Planetary Governor

Strong Sarne and Imperial loyalist, Guro-Mor is known for his faith in droids and computers to run society. He is a staunch bureaucrat, and hates manual work that could be more easily done by computers. He was known to have a special force of assassin droids loyal to him.

- **Vice-Governor Marja Lang - Baroness Lang of House Karadol**

Gandle Ott

Vice-governor

Imperial Loyalist, and former lover of Sarne. Ambitious, and at times, devious, she is an even-tempered controlled individual. She can be pleasant when she wants to, or she can be just as deadly when the mood strikes her. You were always careful around her. She is not a stupid person either, she might deal with the New Republic if she is convinced that it's the new power in the sector. However, you would be careful if she seems eager to deal. She might have something up her sleeve.

- **General Herron Dade - Baron Dade of House Kathor**

Gandle Ott

Head of Planetary Militia

He is not known for his loyalty to Sarne, and more known for his loyalty to his world and his House. He is not a diplomat, and he is not a close friend of Lang's. There are rumors that he and his house are plotting to displace Lang.

- **Colonel Olaver Lansel (no house affiliation)**

Gandle Ott

Imperial/Gandle Ott Liaison

Known to be a drinker of expensive Corellian Brandy, he is a pale, morose man with mousy brown hair. He had a "falling out" with Sarne and his clique some time ago, and was transferred to the Thankless job as Imperial Liaison on Gandle Ott. He is quite critical of Sarne publicly when he is drunk.

You remember at one time you found records of Lansel spending some time in Sarne's dungeons, and even in something called his "re-education" facility. He sometimes is too vocal about his low opinions of Sarne. If anyone else was that vocal, that person would have been dead.

- **Colonel Galrif Heget (Knight of House Karadol)**

Kal'Shebbol

Imperial Army Colonel

A well-trained soldier and loyalist to the Empire, Heget is a well-known warrior for the Emperor's causes. He is a firm believer in the New Order, which sometimes put him at strong odds with Sarne. Before he transferred to the Kathol sector, he was in one of the most decorated battalions in the Empire. He was brought on-board to train Sarne's men, but suddenly lost his usefulness as Sarne got involved with Darkstryder. Because of a certain heroic action Heget took while on Gandle Ott, he was knighted Sir Heget of House Karadol. Despite his strong distaste for politics, he appreciated the honor and is very proud of it.

- **Major Daemoth Danthe (no house affiliation)**

Kal'Shebbol

Imperial Army Major

One of Colonel Heget's friends from the Core, Danthe agrees with Heget to a degree, but does not agree with Heget's philosophy about it. Where Heget is more passive and might be willing to talk to the NR, Danthe will more-then-likely not agree to deal with the NR, and want to contact the Empire at all costs.

- **Lieutenant Jak'Roth Palme**

(Location unknown)

Sarne Agent

Palme was a dangerous man at one time, one that you kept an eye on. He was trained at one of Sarne's top facilities in the Minos Cluster Rim, and was responsible for taking care of many of the "bad elements" you pointed out to Sarne. He disappeared recently, about a month before the attack on Kal'Shebbol, and you haven't seen him since.

- **"The Wraith"**

(Location unknown)

Sarne Agent

This agent is a mystery. Several Rebel agents have turned up dead chasing after "the Wraith". You only heard Sarne mention him occasionally, and near the time of the attack, he became a very important entity to Sarne. He was referenced as the "the key to my dominance of Kathol and Darkstryder...". He also referenced something he called the "coming storms" when talking about the Wraith.

- **Lord Jesco Comark (Lord of The Karadol Nothern Rim Worlds)**

Somewhere in the Kathol Stellar Northern Rim

Sarne Loyalist in House Karadol, and primary researcher on some of Sarne's Darkstryder projects.

Comark is a conniving rat of a man, with the heart if and Imperial and a noble of house Karadol rolled up into one. He applied to be Moff of the Sector, but was turned down. He still has ambitions to be Moff.

- **Imperial Governor Denn Wassel (Lord Wassel of House Karadol)**

One of Sarne's Regional Governor, Wassel was in charge of the Oon Tien system and the Stellar Southern Rim. He also is a Sarne loyalist, and one of the key men that would have knowledge about the Gate at Oon Tien. Wassel was a good Imperial and loyal to Sarne. He directed the slave camps of the Southern Rim, and dealt directly with many of the slave organizations. He is also a loyal Noble to the house Karadol, and looks to take over the head of the House. He hates House Shador with a passion, his first wife being killed by a Shador terrorist attack.

He was also very close to Sarne. They shared the same vision. Some people suspected they were clones, only looked differently, they were so much alike in thinking. Governor Wassel will do anything to see Sarne's plans come to fruition, and knows that Sarne would approve of his actions.

- **Walen Blissek (Sir Blissek of House Karadol)**

Blissek was a simple man, who loved to build ships. He was very familiar with the Imperial designs, having worked on some during the Old Republic era. He helped in the design of the Victory class SD. He knows Imperial ships and Noble ships designs like that back of his hand, or so he says. He didn't like Sarne that much, but cooperated when he knew he was going to have the chance on some of his old designs. He was one of the primary engineers that dealt with Darkstryder technology integration with ship systems. Near the end, he became resistant to Sarne's needs, and so Sarne had him "taken care of". You heard he was killed in an "accident".

- **Lira Wassel (Lady of House Karadol)**

Lira is Blissek's daughter, and former prodigy. She is also married to Governor Wassel. She is almost as good an engineer as her father. Sarne replaced Walen with her, when her father met with an accident. She gladly filled the void.

Lira used to be Sarne's lover, but he stopped seeing her for you. She was not happy about that, and seduced his "best friend" instead to get back. Sarne couldn't have cared less. This only infuriated her even more and she sought to kill you and Sarne in the most evil way possible.

Gandle Ott Itinerary

Day 1

0800	Informal Breakfast with Imperial Cabinet (Lang)
1000	Declaration of Independence Ceremony: Ceremonial Mushroom Cutting (Dade)
1200	Trade Guild's Global Organization of Interstellar Shipper's Luncheon
1430	City Tour (Duffit)
1800	Private Dinner at Dade's Estate (Dade)

Day 2

0800	Meeting with the Noble Council Leadership (Noble Parliament leaders)
1000	Meeting with the full Noble Council (Noble Parliament)
1300	Press conference with media representatives (Media)
1400	Private lunch with Lang and key supporters (Lang)
1600	Ganther dances at cultural center (business community)
2000	Mayor Duffit's dinner Party (Mayor Duffit)

Day 3

0800	Meeting with defense forces representatives (Dade)
1000	Flower Garden brunch (Lansel)
1300	Meeting with Noble Council Foreign Relations committee (Parliament)
1800	Theatre Dankse performance of <i>Madra Teene</i> (Business community)

Key Players

- Vice Governor Marja Lang - Imperial Vice-Governor of Gandle Ott and a Baroness in the House Karadol
- General Herron Dade - Imperial General of Gandle Ott's planetary militia and a Baron in House Kathor
- Colonel Olaver Lansel - Imperial Liaison to Gandle Ott and Knight in House Brakia
- Mayor Stanfeld Duffit - Mayor of Montrol City and Baron in the House Kathor
- The High Noble Council - Parliamentary body of Gandle Ott.

Analía and The Lords of Kathol

Analía's View of the Noble Houses

The Noble Houses have proven to be both a hindrance and a help to your business. A hindrance, because they are very strict on who they deal with, and what they deal in. A help, because they are constantly fighting amongst themselves, and in order to do that, they have had to get contraband through non-traditional channels. You know that for the most part, the Noble houses have a pretty strong grip on the Core and Rim worlds of Kathol. However, you have only known the Noble Houses of this area while they were under the control of the Empire. You have heard about the great nobles wars of many sectors before the Empire, and you assume that this sector is no different. What will happen when the word gets out that Sarne is gone, only the Force knows. You were surprised and excited to find out he was gone. When the Noble Grand Council finds out, it could prove rather lucrative, but also very dangerous for you.

There are apparently 5 major houses, plus a innumerable amount of minor houses. All the major houses are human, and a few of the minor houses are alien.

House Ik'Tal

Ik'Tal is a tough old geezer of a house, but pays good for your contraband, even if it takes pulling teeth from a bantha to convince them to trade outside the house traditions. It is an old and very traditional house, and are not too imaginative in their weapons purchases. They usually buy the traditional weaponry of a Noble House, and rarely go out of their way to be interesting. They are easy to please in that regard. Any deals made with them are usually very low-profile and covert.

House Karadol

House Karadol is one of the few groups that do show you some respect because you are female. However, you are not sure if you want their respect. They have been true to their word on a majority of your deals, but working so close with the Empire makes you nervous. If House Karadol was a woman, she'd be the Empire's whore. However, that hasn't stopped you from dealing with them.

House Shador

House Shador, you sometimes say, should have been a noble house of Rodia. Despite their extreme hardships dealt out by the Empire, they have remained reasonably strong. They are very anti-non-human and very male chauvinistic. They are somewhat fragmented in nature, nicknamed the "Shattered" House because Sarne's forces engaged in an intense campaign crush the house and it's power. Shador was the primary instigator of the Charis Revolts a few years back, where Sarne used the opportunity to remind the sector of his power. You have found ways to deal with them, and at times you have helped them keep the communication lines open between fragments by smuggling in communiqués between them. They are a very physically strong house, and all the members are immense specimens of humanity. You had to fight your way to deal with some of the fragments, and you have the scars to show it (Some scars are even so distinctive, they identify the fragment they are from).

House Brakia

House Brakia buys one thing from you; exotic melee weapons. They are very closed to any other type of weapons from you and are very hard to deal with in that regard. Usually, the melee weapon market is a hard market to make a profit, but with House Brakia makes it easy. Their products are also the best quality. This was your primary source of melee weapons in the sector.

House Kathor

You try not to deal with House Kathor. They have proven to be extremely slick in their dealings, and most of their deals tend to be more on the legal-side, and less in your direction. You trust this house the least, solely because you hardly ever can make a profit, and never can sell the real "good" stuff to them. They are shrewd businessmen, and you would rather not deal with them.

Trade Guilds

The Trade Guilds, on the surface, are extremely strict against smugglers and arms dealers like yourself, but you have found ways into certain cells within the Guilds that have proven to be lucrative. These deals involve a wide range of weapons, and are always very hush-hush. They especially ask you to make sure that information about the deals isn't leaked out to the Church, and pay you extra for it. Normally, when trading legally with a House, there is always a merchant member of the Trade Guilds there along with a member of the Church.

Church of the Kathol Prophets

The Church is a treacherous organization that has darker secrets than you'd like to know about. You have seen many dark things happen at the order of some secret departments within the Church. You came across information that points to some less than reputable activities within the Church that really blurs the line that separates them from the Empire. These activities, including murdering families, torturing, and framing innocent victims for crime, all seem to have a deeper purpose, but it is unclear what. You rarely trade with the Church, for obvious reasons, however. You fear that at some point the Church might find out you have this information, and send their secret death squads after you. Avoiding the Church High Cathedral on Gandle Ott would be a good idea.

Analía and Gandle Ott

Analía's Noble House Contacts on Gandle Ott

House Ik'Tal

- **Lord Ambrosh J'Dar**

Long haired, almost elven-looking individual, many have suspected that J'Dar was not human. He and his family are known mavericks and eccentrics of house Ik'Tal. He is somewhat of a celebrity because of that fact and who he, in turn, married. He married probably the least likely person that people would suspect; a Lady of one of the oldest families in Ik'Tal. He has a taste for exotic (and somewhat erotic) alien weaponry.

- **Mavia Tanatus**

She is a private assassin for one of the prominent House families, the Yudora Family. You have been trying to trade with her for a set of plans she has of an alien attack vehicle; something that would sell big on the market.

House Karadol

- **Lord Kadus Ingreshard**

Ingreshard is a prominent noble on the Karadol Council. He is also an Imperial Loyalist. He is almost fanatical about, and expects everyone else to be at least that. He is also somewhat a paranoid, and has a secret armed Guard detail that watches over him everywhere he goes. You have supplied some weapons to this Guard. These weapons are of the more concealable type; more covert.

House Shador

- **Baroness Ambrius Hordic'Nal**

She is a bitter women. She has a strong hatred for the Empire, and is even more vengeful than you. She has good reason. She lost a child, not nearly 9 months old, in the battle on Charis. She wants to hunt Sarne down, and rip out his innards... just for starters. She has secretly posted a bounty on Commander Bedral Lambross, for she holds him responsible for her baby's death. She has hired your services to arm the bounty hunters that are foolhardy enough to try for the bounty. She is one of the Royal house scribes, and Librarian to the Shador Volumes of Knowledge.

- **Sir Jurosk L'Demeer**

He is one of the house top security officers, and is known for his valor while on duty during a time known as the Shadow Murders, when a member of the House was being killed every night by a mysterious killer. He ingeniously captured the killer, and few know the true nature of the killer. He comes to you when in need of weapons for his guards.

House Brakia

- **Sir Hudrus Embiab**

Royal pilot to the Noble Family Erocodos, he a gluttonous man, with a taste for alien pastries. It is unclear how you know this man, except that you woke up on a table next to him, both of you reviving from a long night of drinking, and both of you remembering losing your shirt in a sabacc game the night before.

House Kathor

- **HY-K4 K5-Armorer Droid**

The only thing that you really can deal with from the House Kathor is a droid, and he is hard to deal with at times. He deals with you for arms of high-quality, because the House tends to get the bargain types internally. He is also a skilled musician, especially for a droid.

Trade Guilds

- **Master Remroes Yegar**

Starship repairmen and re-seller, he is the man that might be able to hook you or someone you know up with a starship, if there is one to be had. He also works for the Des'Maric Pirates, a local pirate group. He passes on the occasional trade route to the pirates for them to attack. You supply him with weapons, which in turn end up in the pirates hands.

Analía's Other Noble House Contacts

House Ik'Tal

- **Lord Issia Hambrons** (*Pembric II*)

In an attempt to gain more power for Ik'Tal and the Noble Houses over all, Ik'Tal sent it's most tenacious and honorable Lord to head up the House on Pembric II. He is a staunch anti-Cartel activist, and makes it well known. He is at the center of the Cartel/Noble House conflict, and is not below using terrorist actions to rid Pembric II of the Cartel. He is also the broker of the only remaining alliance between House Brakia and House Ik'Tal, which is only on Pembric II.

- **Duke Genross Kiliarg** (*Galtea, Pembric II, Tanquilla Beach*)

The House Armorer for Galtea Palace, this man constant travels, to avoid going back home. It's not clear why he doesn't like to be on Galtea, but he still serves the House on Galtea to his death. He is commonly found on Pembric II and Tanquilla Beach.

House Karadol

- **Lord B'Gam Gormrus** (*Pembric II*)

Gormrus watches over all activity the House has with the Bombassa Cartel. He is the direct contact. He doesn't trust the Cartel, even though he knows almost everything about them. He requires weapons for his bodyguard team.

House Shador

- **Baron Kas Ordís** (*Charis*)

Kas buys arms for the remaining resistance in on Charis. His deals are very secret, and you have problems dealing with him, because it risks Imperial entanglements, but the pay well.

House Brakia

- **Lord Yadius Ormfeld** (*Pembric II*)

Outcaste from Gandle Ott, he is a well-known boisterous, and loud drunkard that sometimes gets himself in trouble with the Noble Ladies. He was sent to Pembric II after a bad incident with a Lady of a major family in House Ik'Tal. The jealous husband and Lord, now wants nothing less than death for Ormfeld, and sends assassins occasionally after him. Which is why you are in the picture, to help arm his well-paid security force.

House Kathor

- **Sir Wellingly Boron** (*Pembric II*)

Boron is the House Security Commander on Pembric II, and also secretly heads the secret Intelligence Department. He is also more corrupt than anything else on Pembric II. You don't care about that, as long as he pays you for the weapons you get for him. He still owes you for the last delivery, 8 months ago, a total of 8500 credits.

The Church of the Kathol Prophets

- **Father Abram Harriss** (*Pembric II*)

Father Harriss is a devout Prophetist, but he is said to "follow a different voice". He is also secretly one of the most connected arms dealers in the sector, and one of your primary suppliers.

Analía and Tanquilla Beach

Analía's Contacts on Tanquilla Beach

- **Boglin Ordikar - Human Male Arms Dealer and Security Chief**

Organization: Bombaasa Cartel

Ex-Imperial stormtrooper, Boglin was horribly wounded on the battle of Hoth, and left for dead in the tundra until a wandering lost merchant picked up his life signs. It is said that he lived among the Wampa for days.

- **Harumos Jadric - <<Species unknown - Humanoid>> Independent Bounty Hunter**

Organization: Independent

This man is one of the best in the sector, and who ever hires him pays for it. He rarely does Imperial contracts, or even more rarely does New Republic. Rumor is that a battle above his homeworld between Rebel forces and Imperial forces, brought down horrible consequences to his planets ecosystem, and nearly wiped out his race. He has a unique mimic and shapshift ability.

- **Advia Mordoc - Human Female Explorer/ Big Game Hunter**

Organization: Independent

Former Rebel, left the Alliance after the New Republic was formed. She likes to be in a fight, but when politics are brought in, she leaves. She deals in hunting weapons and exotic melee weapons. You and her like to get together and talk "girl talk" every so often. She resides in Tanquilla, but is often out in her freighter, exploring.

Analía and Pembric II

Pembric II

Pembric II is a world that many talk about in the underground. It is the central world of underground activity in the Kathol Sector. Sarne allowed it to exist because it allowed him access to the Kathol Underground, and gave him the occasional opportunity to fine-tune his forces with a raid or two.

Pembric II was originally intended as a colony world, a meteorite-scarred ball of rock that had been terraformed to suit the needs of an agricultural colony. Unfortunately, haphazard and careless procedures in the terraforming process have made the planet habitable, but unpleasant. The temperature is extremely warm, and a drizzling, misty rain constantly bathes the surface. The boggy terrain is unsuited for agriculture, and only extremely difficult engineering efforts made construction of the spaceport and surrounding city possible.

The planet did not have many assets, but it did make the most of what it had, mainly spectacular beaches and other scenic features, including an awe-inspiring field of volcanoes. This wasn't enough to build a proper tourist industry around, of course, since Pembric II is so far removed from galactic civilization, but savvy operators did manage to attract a certain clientele who found more conventional tourist locales too legally restrictive. Pembric II became, in other words, a gangster's resort.

A series of cantinas, museums and other entertainment facilities sprang up, attracting a more orderly criminal element, supplanting the unruly cutthroats and rough settlers that originally settled the area. The planet's corporate government was willing to look the other way while criminal acts like black marketeering and smuggling occurred, as long as the credits continued to pour into the economy. Over time, Pembric's Security Legion became well-known for corruption and graft.

When Moff Sarne took control of the planet, it was used mostly as a mining outpost, exploiting the hfredium deposits in the system's large asteroid field. The criminal tourist industry began to flag a bit under the new Imperial presence, not surprisingly, and the industrial activity went a long way toward ruining Pembric II's beachfront property. The raw ore culled from the orbiting asteroids was processed on Pembric II and shipped to Imperial arms manufacturers.

Pembric system remained fairly corrupt under Sarne's rule; for reasons of his own, the Moff preferred to let the Pembric system remain on the shady side of the law. He found it useful, for example, to have a pipeline into the underworld, and occasionally used the region as a training ground to hone the skills of his troops and intelligence agents (though his "crackdowns" on the region were infrequent and far from all-encompassing).

Pembric II And The Lords of Kathol

The Noble Houses also have a presence here, but not as strong as other worlds. Most are outcasts from the Kathol Core, or are hiding from something or another. The most powerful House here is Brakia, seconded by Karadol. The two Houses here act more like gangs than houses, constantly bickering and challenging to duels. Duels here are more common than in anywhere else.

All Houses are basically covertly subservient to the Bombassa Cartel, a crime organization there. The Cartel controls everything. The Trade Guilds, and the Church are severely restricted. The Church presence here is light at best, and the brothers you do find are not usually completely in line with the accepted doctrine of the church.

House Contacts on Pembric II

House Ik'Tal

- **Lord Issia Hambrons**

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using terrorist actions to rid Pembric II of the Cartel. He is also the broker of the only remaining alliance between House Brakia and House Ik'Tal, which is only on Pembric II.

House Brakia

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House Karadol

- **Lord B'Gam Gormrus**

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House Kathor

- **Sir Wellingly Boron**

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The Church of the Kathol Prophets

- **Father Abram Harriss**

Father Harriss is a devout Prophetist, but he is said to "follow a different voice". He is also secretly one of the most connected arms dealers in the sector, and one of your primary suppliers.

Analía and Bombassa Cartel

You have a relationship with the Bombassa Cartel that is best described as sweet and sour. They are a good customer, but recently, they have been trying to muscle you into joining them. If you did, they would cut into your profits in a big way. They also work too closely with the Imperials for your liking. You supply their bounty hunters and assassins with weapons, and recently, you have heard through the grape vine that they are gearing up for something big, and buying out many of your competitors in the surrounding sectors.

Contacts in the Bombassa Cartel

- **Kadrus Kamassdigo - Rodian Arms Merchant**

Kadrus is a good dealer, who has inordinate access to the strangest weapons. He is an exotic man, and a former lover. You still have strong feeling for him, even though he does deal to the people you would never deal with. His ethics are a little eschew from yours, and that is why you parted ways. You were surprised to find him in the Kathol Sector, considering the last time you saw him, it was somewhere Coreward.

- **Jackranson Ali'Eed - Human Male Assassin**

Cold, almost droid-like, man, with very specific needs, and only seems to trust you. You actually fear this man, because of the things that are attributed to his name. You know for a fact that he killed the last dealer he was going through, rather painfully. He has a deep hate for the Church, and revels in the jobs that make a Church brother or sister a target. This is the delicate area for you, because the majority of weapons you get for him are through Father Harriss

- **Bahan Koodra Ode'I - Barabel Arms Merchant**

Bahan is one of the best fighters and most knowledgeable weapons dealers you have ever known. At times, he doubles as a merc. He will work for the highest bidder and takes no sides otherwise. He knows most of the major military activity in the area.

Loh'Khar and the Lords of Kathol

Loh'Khar's View of the Noble Houses

The Houses have been around long before the Empire was here. You had no idea how deep seeded it was in the sector's society, though. You made several contacts claiming to be a part of one House of another, but you made note of their title but never really realized the power of it. Now that you have gotten an opportunity to see it first hand, the pieces of the puzzle are adding up. The Noble House Aristocracy is much larger than you thought, and it can prove to be either a hindrance or a help. It all depends on how the New Republic plays its cards. And being associated with the New Republic, their first impression affects your business potential.

There are apparently 5 major houses, plus an innumerable amount of minor houses. All the major houses are human, and a few of the minor houses are alien.

House Ik'Tal

An older house, House Ik'Tal comes across as the most stuffy and rigid of all the Houses. They are most friendly with the Church, and prove to be one of the hardest groups to get any outside trade into. They are strict traditionalists, and every time you dealt with them, you wished you had a protocol droid with you. Their protocol is most complex.

House Karadol

This is another older house, but it has spent most of its time as a minor house (of which there are many). It was only recently granted Major House status, due in part because they got along with the Imperials so well. In a lot of ways, you relate to this house, because they do all they can to gain power, but sometimes they will do too much. You trust this house the least.

House Shador

House Shador is a difficult House to deal with, because it was so restricted by the Imperials. For some reason, the Empire somehow blockaded this house of all trade, and commerce. Anyone caught trading with House Shador was arrested as a traitor. You know that they are strongly anti-alien, and dominated by their males.

House Brakia

This is a very interesting House, to say the least. They are extravagant to the point of gaudiness, but also the best melee weapon experts and makers in the sector. They have a particular taste in covert melee weapons. Trade with them is not difficult, but it does take a long time. Their trade negotiations usually end in a grand party that you always end up getting pulled in.

House Kathor

House Kathor always made you smile when you knew you were dealing with them. Not because they were good traders, although they were, but because they always helped you fine-tune your negotiating skills. You always saw trading with them as a challenge. They are the best businessmen you have ever dealt with. You always read their contracts in detail, and everything they do is in a form of a contract. If they can gouge you for a few extra credits, they will.

House Twa'Legra

Twa'Ledgra is a House in hiding, as are many of the alien minor noble houses. However, Twa'Legra is most bitter about being forced underground, because they were on the verge of becoming a major house when the Empire came. Despite resistance with the predominantly human aristocracy, Twa'Legra was fighting hard for Major house status... and Karadol got it instead. So they wait for their revenge, and have been fighting, fragmented and hidden, in the Rim worlds against the Empire. You would like to have a position with in this House one day, and work hard to gain a title.

Trade Guilds

The Trade Guilds are who you usually work through when trading. They are the trade conduit for the Houses. They also act as “labor unions” for the different trades they represent, and sponsor all the noble universities throughout the sector. When trading with a house, a merchant from the Trade Guilds is present, as well as a member of the Church. You know that the Trade Guilds secretly dealt with the Rebel Alliance. One thing worth noting is that the Trade Guilds frown strongly against smugglers.

Church of the Kathol Prophets

The Church depends on the other Houses for its needs, as well as the Trade Guilds. There is always an obvious tension between the Trade Guilds and the Church. You don't know what to make of them. They seem benevolent, but some of their teachings are a little eschew at best, a little dark at worst. The Church always seems to have a hidden agenda, and that little piece of information would be worth a planetary ransom for you. You deal with a few factions within the Church that need special items, but these deals are usually very low-profile.

Loh'Khar and Gandle Ott

Loh'Khar's Noble House Contacts on Gandle Ott

Most of your house contacts reside on Gandle Ott, considering it is the Noble Capitol of the Sector. At times, you can find some of these contacts on other (accessible) house planets, but they are more than likely to be found on Gandle Ott.

House Ik'Tal

- **Horas J'Fara -**

Horas is a merchant for one of the Yudora Family of house Ik'tal. He controls much of the family trade, and has contacts within the other Family merchants.

He has spoken on occasion of having an experience when he was at the Temple of the Prophets on Gandle Ott. He only says that their is more to the prophets than just good intentions, and it is obvious it has effected him mentally. He looks older due to the experience. Now he has a serious mistrust of the Church.

- **Baron Grevas Ili'Yard -**

Ili'yard is a gruff man who likes to gamble. He is one of the few nobles you can tolerate at an extended period of time, because he originally wasn't in a noble house. The Baron was adopted into the House Ik'Tal, and despite resistance with in the House, has made it to baron. He is a warrior of a war he rarely talks about, and a collector of exotic alien weapons.

House Karadol

- **Lady Jaras Gormrus -**

Lady Gormrus has exotic tastes in certain hard to get spice, and is willing to do anything for it, as you found out. She is a slightly over-weight, unusually exotic looking woman that is well known in the courts, and has many friends.

- **Sir G'Hydus Horok -**

Horok is a well renowned knight with in House Karadol, and is proud of his accomplishments in the field of battle. He is too important to the House to be given to Sarne; he is one of the Knights that command security for the palace. Sir Horok is also a known cad; habitually unfaithful to his wife.

House Shador

- **Lord Embra'ant Ordis**

Lord Ordius is a Military vet from the battles before the Empire and also during. Few know this, but he fought during the uprising of Charis, which wiped out 75% of the planets population. Sarne saw it fit to use Charis as an example to the Noble Houses.

House Brakia

- **Captain Sir K'dos Mordis**

Ship captain of the *DragonWing*, an in-system Assault Frigate. This man has not made many friends in the system defense force, and he doesn't care. He worked hard for what he has. There are many that want him dead.

- **Adus Hues**

He is a trained weapons smith within the House Brakia; one of the best. He is also a agent for another house, and your not sure which. All you know is that he has been selling information about Brkia to a another House . He is a good weapons and information contact.

- **Trisha Etrus**

House performer and entertainer, she is well known within all the House. However, she has a dark secret that she shared with you. She was horribly wounded in a terrorist attack (House dispute) and now is modified with some black market 'ware. This is frowned upon in her house, and due to the questionable nature of her modifications, she has to take medication to hide some side effects. She sometimes comes to you for that medication.

House Kathor

- **Lord Uthor Losidro**

A member of the Grand Council, he is a very influential individual. Also an expert negotiator and diplomat. He taught you a thing or two. You look up to him as a mentor, at times, but you have never completely trusted him. He is also known for his obsession with cleanliness, due to his severe allergies. He comes to you for special cleaning items and chemicals, and gambles occasionally.

- **Hydia Jomwell**

House entertainer and dancer. She is a celebrity within House Kathor. She is also a very deadly assassin for the House. She comes to you for less than easily obtainable supplies for her secret nightlife.

House Twa'Legra

- **Brother Nunandor Ker**

Cult leader within the House. Assuages to a religion not too different from the Brotherhood of the Prophets of Kathol. However, he holds a secret that he will not speak of, but you can see it in his face.

- **Captain Jerrius Dom**

A free merchant captain for the House. Due to its hidden nature during the Imperial occupation, the House had to smuggle supplies into their area of space under the guise of free-merchants. She had to come to you to get forged free merchant licenses for him and several others. They owe you big. They have access to a small fleet of ships that are hyperspace capable, but are owned by the House. They are also unarmed and no bigger than a medium size freighter. She also was once one of Sarne's slaves.

- **Master Heed Kerabus**

He asks to be called Master, but you are not clear why. He is in hiding, and asked you to help him hide from Imperials at one time. You suspect he might have some mystical powers but you have never seen him with a lightsaber. At times, he has seemed to read your mind, though. He now acts as an advisor to the House Council. He also has told you that he wants you to follow in some "way" and he would be your teacher, but you are not sure what way that is.

- **Sir Gid Utono**

House scribe, he knows everything that the House has done "on the record" and knows House rules like the back of his hand. He was also wounded in an Imperial raid, and must use a repulsor chair to get around.

Trade Guilds on Gandle Ott

- **Krilistra Ult'Mara**

Precious Metals and Gems dealer, Krilistra has a particular taste in rare crystals, especially ones that have a "force presence". She is a known drinker, a frustrating woman because she won't take anything seriously, but harbors a dark side that only comes out when she feels she is wronged. She is a very vengeful woman.

Church of the Kathol Prophets On Gandle Ott

- **Sister Tarsta Hebellia**

Church head cook on Gandle Ott, she has used you to get some more rare food items. She is also an Agent for the Church inquisition, keeping a close eye internally for any signs of doubt or blasphemy. She is a skilled chemist specializing in poisons of all kinds.

- **Brother Billasat Ungron**

Church corporate administrator, he helps run the Churches corporate affairs, as well as interfaces with the Trade Guilds when the need arises. Before his dedication to the Prophets, he was a House War veteran, and fought in many inter-House wars. He was once a member of House Ik'Tal.

Loh'Khar's Other Noble House Contacts

House Ik'Tal

- **Baron V'Dorak Menzer (*Ivatch*)**

Ore Merchant for House Ik'Tal on Ivatch, this individual is obsessed with stopping the Church from doing something... that something he is not to clear about. He just knows that there is a conspiracy within the Church, and he seeks the truth about the conspiracy.

- **YNT-99 Noble Protocol Droid (*Mairne*)**

Protocol droid for the House heads on Mairne, he covers all the major planetary council meetings that are held. He was sent to you by his master to get a few exotic items only available on Kal'Shebbol.

- **Sir Eridic Tomrius (*Kolatill*)**

Knighted for a service in building some of Ik'Tal's most grand buildings on Kolatill, he is one of the houses most prized architects. You supplied him with rare building material. He is also secretly in debt with Chuborro The Hutt, and is working for him behind the scenes. House Ik'Tal would view this a treason.

House Karadol

- **Baron Ye'Tarad Omithus (*Peirs*)**

Military vet, and originally from Coruscant, his family was brought in the House Karadol as a favor to Sarne. An exiled family from Coruscant, Sarne was friends with Ye'Tarad, so he gave them a new House to be a part of.

- **U8T-88, Assassin Droid (*Kal'Shebbol*)**

This droid is on loan to Karadol from the Church, he usually seeks out information about technological activity, and related data of the other houses. It gathers this data for both Karadol and the Church. Karadol uses it for itself, while the Church passes "judgement" on the activity.

House Shador

- **Sir Tas H'Doras (*Charis*)**

One of the few heroes of the battle on Charis, Tas fought valiantly against the Empire when the attacked. He is now mostly cybernetics, and supplies the local cyber-doc with parts for more of the vets. As parts come in, the restore badly wounded soldiers to better than new. You helped connect him up with some Imperial-grade cybernetic parts at one time, and he said he owed you.

- **Lady Li'Esta Gudro (*Mairne*)**

Lady Gudro was also a survivor of the Charis Tragedy. She is the soul survivor of an amazingly horrifying attack on city, in which the city was leveled. Since then, she has been nicknamed Lucky Li'Estra. She is a true friend, and not just a trading contact. Every trip she took to Kal'Shebbol, she would stop in at the exact same time and have tea with you. You would talk to her all night. The next day, you would always have something very lucrative walk in.

House Brakia

- **Brother K'Brakk Jil'Drath (*Kolatill*)**

K'Brakk Jil'Drath is a special envoy from the Church to House Brakia. The Church assigned a brother to the House for some unknown reason to you. Apparently the Church deems the House Brakia on Kolatill worth watching over. He has a particular taste in a local coffee blend that you had access to at one time.

- **Sir D'Grath K'Badus (*Pembric II*)**

On Pembric, the Houses are servants to a larger body; the crime syndicates. D'Grath is muscle/bodyguard/merc/assassin for the Brakia branch of one of the major cartels, although you are not sure which one. He was a gladiator for the House back on Gandle Ott, before being drummed out of the profession for illegal substance use. He joined the Pembric branch to be closer to his addiction. They have tight control over him, and at times, they don't supply him with his needs. Sometimes you supply him with his needs. Known for his skepticism, and snap temper, but also his swordsmanship.

House Kathor

- **Baron Podia Hasay'as (*Pembric II*)**

This individual is a shrewd business man to the point of utter ruthlessness. He doesn't make friends easily. He has made some enemies on Pembric, and is paying well for body guards, and would even pay better for a way off. He is a CEO of a small corporation on Pembric, known as the Agri-Conglomerate of Kathor, Pembic. He is a former smuggler, and is wanted on several planets for assorted crimes, including murder, by Imperials and New Republic Authorities.

- **Lord Los'Yr Javius (*Brolsam*)**

House Kathor apparently keeps a lot of secrets, and many of them reside on Pembric. Lord Los'Yr is known among the underground, as the Keeper of the Key, and holds many of the records of Kathor's many sorted dealings. He uses you when he wants some of that information to get out to the right side, or wants information from another House. He is an invaluable contact but the problem is he is hard to find and is always guarded by some super secret bodyguards. He will also deny that is the Keeper of the Key, unless he is speaking to one of the "Inner Circle". He has been known to be persuaded by bribes however. He has no known vices, and no known secrets to hold over him, though.

House Twa'Legra

- **Sir Gabr'Yal Longundra (*Ilastross - Stellar Southern Rim Worlds*)**

Veteran of the Twi'Lek slave uprisings that brought many of your kind here, he is now a knight in service to the House court, and an enforcer within the House Council. He is present to all the Council meetings. He is one of your many sabaac player friends.

- **UT-HT-68 Library Droid (*H'Yesmos - Stellar Northern Rim Worlds*)**

UT-HT used to be the data droid for a great adventurer, and a near-legend among your kind. He is now the House archivist, because his former master is considered missing and dead. Within his data-banks are archives of this adventurer's journeys throughout this and neighboring sectors. The problem is that it's protected information.

- **Baron P'Dorus Kuvalus (*Utor Gott - Stellar Northern Rim Worlds*)**

Kuvalus is a professional ship builder that specializes in stealth hulls. He is an outlaw tech of the best kind. However, he has a dark secret, and doesn't share with many. He has yet to share it with you, but it relates to his techniques in hull building. It might be related also to his time he spent in the Church, before the Empire arrived.

Trade Guilds

- **Tefrisious Ermstad (*Pembric II*)**

Tefrisious is unique in the Trade Guilds, because he is a Near-human. They don't usually allow anything but pure humans in since the Empire took over. However, he has very unique and unusual abilities that some, including yourself, find very useful.

Church of the Kathol Prophets

Father Drika Ulmsod (Mairne) -The Father is also a good source of religious relics and spice.

Loh'Khar and Tanguilla Beach

Loh'Khar's Contacts on Tanguilla Beach

- **Jonz Lobros - Gran Merchant**

Organization: Chuborro the Hutt

This Gran owes you money, but you are somewhat hesitant to collect because of his connections with the local assassin's Guild and Sarne's cronies. He owes you for services and merchandise totaling 6000 credits.

- **Gambric Ames - Advozsec Black Market Trader**

Organization: Kathol Black Market - Independent

This is one of your good contacts to get the more illegal addictive substances, such as spice. He has contacts through out the spice world.

- **Fandros Ariod - Human Female Smuggler**

Organization: Independent

Ex-Imperial scout, turned freelance, she is a tenacious and funny woman that entertains you as much as she frustrates. She has helped you out when you were planet bound, transporting you from one place to another, or delivering items you acquired to their buyer.

Loh'Khar and Pembric II

Pembric II

Pembric II is a world that many talk about in the underground. It is the central world of underground activity. Sarne allowed it to exist because it allowed him access to the Kathol Underground, and gave him the occasional opportunity to fine-tune his forces with a raid or two.

You are familiar with Pembric because you have taken a few trip to it, on board Noble House Yachts. There you were able to get some of your more difficult items to find. The majority of your underground contacts can be found or reached here. Every underground organization you know of (and those you don't) has some kind of presence here.

The temperature is extremely warm, and a drizzling, misty rain constantly bathes the surface. The boggy terrain is unsuited for agriculture, and only extremely difficult engineering efforts made construction of the spaceport and surrounding city possible.

The planet did not have many assets, but it did make the most of what it had, mainly spectacular beaches and other scenic features, including an awe-inspiring field of volcanoes. This wasn't enough to build a proper tourist industry around, of course, since Pembric II is so far removed from galactic civilization, but savvy operators did manage to attract a certain clientele who found more conventional tourist locales too legally restrictive. Pembric II became, in other words, a gangster's resort.

A series of cantinas, museums and other entertainment facilities sprang up, attracting a more orderly criminal element, supplanting the unruly cutthroats and rough settlers that originally settled the area. The planet's corporate government was willing to look the other way while criminal acts like black marketeering and smuggling occurred, as long as the credits continued to pour into the economy. Over time, Pembric's Security Legion became well-known for corruption and graft.

When Moff Sarne took control of the planet, it was used mostly as a mining outpost, exploiting the hfredium deposits in the system's large asteroid field. The criminal tourist industry began to flag a bit under the new Imperial presence, not surprisingly, and the industrial activity went a long way toward ruining Pembric II's beachfront property. The raw ore culled from the orbiting asteroids was processed on Pembric II and shipped to Imperial arms manufacturers.

Pembric system remained fairly corrupt under Sarne's rule; for reasons of his own, the Moff preferred to let the Pembric system remain on the shady side of the law. He found it useful, for example, to have a pipeline into the underworld, and occasionally used the region as a training ground to hone the skills of his troops and intelligence agents (though his "crackdowns" on the region were infrequent and far from all-encompassing). It is rumored that Sarne had an uneasy alliance with the Bombaasa Cartel, a shadow organization of criminals which had a lot of pull even when the Empire was running things.

Just recently, with Sarne's departure, the Bombaasa Cartel has seized direct control of the mining interests and purged the planet of Imperial loyalists - at least, any *overt* Imperial loyalists. The system has always harbored a large number of criminals, and the Cartel's ruthless methods of enforcing discipline helps maintain some semblance of control over this nearly-anarchic collection of intergalactic thugs.

The Black Market is extensive here on Pembric II, but most items are over-priced because of the remoteness from the Core. Items are sometimes out of date, and the more cutting-edge stuff is really hard to get. You have enough contacts here to find most things you need. All the major organizations are represented on Pembric, and some you wish weren't. The bounty hunter population is large, as is the con-artists, and crime boss. Several Hutts run their out-of-sector operations out of Pembric, as do a few Herglics.

Pembric II And The Lords of Kathol

The Noble Houses also have a presence here, but not as strong as other worlds. Most are outcasts from the Kathol Core, or are hiding from something or another. The most powerful House here is Brakia, seconded

by Karadol. The two Houses here act more like gangs than houses, constantly bickering and challenging to duels. Duels here are more common than in anywhere else.

All Houses are basically covertly subservient to the Cartel. The Cartel controls everything. The Trade Guilds, and the Church are severely restricted. The Church presence here is light at best, and the brothers you do find are not usually completely in line with the accepted doctrine of the church.

House Contacts on Pembric II

For simplification, your contacts are listed below:

House Brakia

- **Sir D'Grath K'Badus (*Pembric II*)**

On Pembric, the Houses are servants to a larger body; the crime syndicates. D'Grath is muscle/bodyguard/merc/assassin for the Brakia branch of one of the major cartels, although you are not sure which one. He was a gladiator for the House back on Gandle Ott, before being drummed out of the profession for illegal substance use. He joined the Pembric branch to be closer to his addiction. They have tight control over him, and at times, they don't supply him with his needs. Sometimes you supply him with his needs. Known for his skepticism, and snap temper, but also his swordsmanship.

House Kathor

- **Baron Podia Hasay'as (*Pembric II*)**

This individual is a shrewd business man to the point of utter ruthlessness. He doesn't make friends easily. He has made some enemies on Pembric, and is paying well for body guards, and would even pay better for a way off. He is a CEO of a small corporation on Pembric, known as the Agri-Conglomerate of Kathor, Pembic. He is a former smuggler, and is wanted on several planets for assorted crimes, including murder, by Imperials and New Republic Authorities.

Trade Guilds

- **Tefrisious Ermstad (*Pembric II*)**

Tefrisious is unique in the Trade Guilds, because he is a Near-human. The don't usually allow anything but pure humans in since the Empire took over. However, he has very unique and unusual abilities that some, including yourself, find very useful.

Loh'Khar and Bombassa Cartel

The Cartel is one of the most powerful organization in the Kathol underground. No single organization has complete control of a planet, and the Noble Houses on that planet like the Cartel does. You deal with the Cartel quite often, through small time dealers on Kal'Shebbol. You suspect they will not be very friendly to the New Republic.

Their boss, Crev Bombassa, is a fat human that you swear should have been a Gamorrean. He is a tough dealer, and ruthless when he wants to be, which is quite often. He hides his ruthlessness with his educated phraseology, and polite demeanor.

Your contacts with the Cartel are not the most reliable, but at times prove to be so. Because, comparatively, your business is more legitimate than the business carried out by the Cartel, you suspect that the contacts you have into the Cartel are hiding a lot from you.

Contacts in the Bombassa Cartel

- **Jetriiss H'Goromeez - Herglic Merchant**

The Herglics are traditionally merchants of great repute, but in Jet's case, he doesn't quite live up to his species reputation. HE is a clumsy merchant that has had to fall back on you to get some of his work done. You hold a lot over his head, and he is easily manipulated, but he's also not stupid.

- **Goroskum J'Heed - Jarrell Bodyguard**

Goro is a huge hulk of a Jarell and owes much to Bombaasa. He is the next best thing to a slave to the Cartel. He has used your services to supply himself with contacts on Oon Tien to contact his family. He is honorable and strong, but loyal to the Cartel until he knows his family is safe from them.

- **Ham Brasiur - Human Merchant**

Ham is a weasel of a man, who should have been a Twi'lek. He challenges even you as being one of the most contacted beings in the Kathol Sector. You would consider him a mentor, if he wasn't so untrustworthy, and back-stabbing for a profit.

Gorak Khzam and The Lords of Kathol

Gorak Khzam's View of the Noble Houses

The Houses have been around long before the Empire was here. The Noble House Aristocracy is powerful infrastructure that you have had to work through. Before the Empire, the Houses frowned upon Slavery, but with the Empire's arrival, it has become a little more lucrative. The Houses still do not out-right deal in slavery, and some don't even deal covertly with slavers. But there are a few that will, and you have dealt with them in secret and in back alleys. Your primary contacts are on Tanquilla Beach, Pembric II and beyond.

There are apparently 5 major houses, plus a innumerable amount of minor houses. All the major houses are human, and a few of the minor houses are alien.

House Ik'Tal

Closed to Slavery. House Ik'Tal is a traditionalist type house, very idealistic, and valued-centric. They have never "had a need for" your services, but you have angles into the House just in case they do find a need.

House Karadol

This is an older house, but it has spent most of its time as a minor house. It was only recently granted Major House status, due in part because they got along with the Imperials so well. This house deals in slavery the most, and the most secretly. The majority of their slaves are used in their secret projects they perform for the Empire. You have helped them out in those endeavors in the past.

House Shador

Closed to Slavery. House Shador before the Empire, was the hardest House to deal with, because they are fanatically anti-slavery. They saw themselves as self-appointed enforcers against slavery for the aristocracy. Sarne has been stripping the House of all its power since it incited a revolt on Charis, and now it's called the Shattered House because it is so fractionalized. You, in fact, have traded a few human-slaves from the House Shador to some alien clients of the Imperials.

House Brakia

This is a very interesting House, to say the least. They are extravagant to the point of gaudiness, but also the best melee weapon experts and makers in the sector. They have a particular taste in covert melee weapons. Their slavery deals are less covert, but still they don't like to use the word "slave" They prefer to use "candidate" or "gladiator". They use them in their games, pit fights, and gladiatorial competitions, and only deal with the best stock.

House Kathor

House Kathor always made you frown when you knew you were dealing with them. You trust this house the least because their deals are always so difficult and shrouded in spin and double-talk. They were tough negotiators. They are the best businessmen you have ever dealt with. You always read their contracts in detail, and everything they do is in a form of a contract. If they can gouge you for a few extra credits, they will. Their slave deals were also secret, and sometimes handled by House Karadol or an allied minor house.

Trade Guilds

Closed to Slavery. Also extremely anti-slavery, you rarely deal with the Guilds, and have no one you can call a contact.

Church of the Kathol Prophets

The Church depends on the other Houses for its needs, as well as the Trade Guilds. There is always an obvious tension between the Trade Guilds and the Church. You don't know what to make of them. They seem benevolent, but some of their teachings are a little eschew at best, a little dark at worst. The Church

always seems to have a hidden agenda, and that little piece of information would be worth a planetary ransom. The Church *very* secretly deals in slavery, and pays you a lot of money to keep it quiet about it. They had an uncanny way about them, and you suspect that some are part of some secret Jedi society. You make it point not to talk about the Church deals, because they do have the force to back up any threat... The Inquisition.

Gorak's Noble House Contacts

Most of your house contacts reside on Pembric II, but the worlds they are commonly found are list in italics below.

House Ik'Tal

- **Baroness Kara Tanatus (*Gandle Ott*)**

An exotic woman with exotic tastes. She occasionally turns to you for her needs, and they usually include a unwilling strong young human male.

House Karadol

- **Lord Hadix Gormrus (*Pembric II*)**

Lord Gormrus is your primary contact for any House slavery needs for the Marcol Rim Region. He is a ruthless and conniving man. He runs the major slave camps in the Marcol Rim, and is enlisted as a Imperial General. He is also a Sarne loyalist. His family has benefited greatly from Sarne.

- **Baron Hadrus Ingreshard (*Peirs*)**

The Baron is your primary contact for any slavery needs in the Northern Rim Region. He accepts the Imperial presence, although he feels they are crossing in his turf. He is a proud slave runner, an expert in his trade. He resents the influx of some of the aliens the Empire forces into slavery because they have proven to be low-quality slaves.

House Brakia

- **Lord Gadius Mordis (*Tanquilla Beach*)**

Mordis is the Underground master for House Brakia. House Brakia always saw it as important to keep a handle on the underground, especially when the Empire took over, and have developed an extensive information network in the Kathol Sector, centering at Tanquilla Beach. Many house decisions are based on the intelligence brought in from Tanquilla. He has relied on you on occasion for some of that information, for a good price.

- **Sir Fondor Hues (*Pembric II*)**

Hues is the "conscript" contact for Brakia's gladiators, and a trainer as will. He runs the pit fights on Pembric II, and occasionally visits Tanquilla Beach with his best fighters to fight any paying customer. He is a hard, rough-n-tumble type character, who is a master swordsman, and martial artist. It is rumored that he was once a Jedi, but now suppresses his abilities. If he was one, it would have been on the dark side, because he is a viscous trainer and fighter.

House Kathor

- **Baron G'bayus Losidro (*Mairne*)**

Losidro is a broker for the house, trying to find new assets for the House to invest into. He has invested some credits into your former employer. Of course, all the investments are kept secret. He is a salesman-type, and talks out of the side of their mouths a lot.

- **Duke Kash Jomwell (*Pembric II*)**

Kash deals in bodies for house Kathor. He looks for the lost and down-trodden and forms life long-contracts for these people to work for KathorCo, the House corporation. He relies on you to find those

types that won't sell on the normal slave market, mostly human, but will work for the meager wage the House gives them.

Church of the Kathol Prophets

- **Brother Gudiss Groos (*Pembric II*)**

A notorious Inquisitor, he asks you for the “bottom of the barrel” type slaves, the ones that can't sell. You have supplied him with many, and never saw them again.

- **Brother Ungro Jesador (*Galtea*)**

Brother Jessador is a man you have suspicions about, but he has proven useful in the past. He has never asked you for anything in return, but he has supplied you with housing and food when you needed it, and were in his area. He talks at length about the church and his disagreements with the Prophets, and at times says that he would like to “save” you one day from the life you lead. He has a calming demeanor about him, and you have used him for a confessional at some occasions. Of course, in the back of your mind, he will be one of your victims when you see it fit to do so.

Gorak and Tanquilla Beach

Gorak's Contacts on Tanquilla Beach

- **Isokov Rombric - Kerestian Independent Slaver**

Organization: Independent

This slaver is tough, and very independent. Your organization have been trying hard to get him to join or put him out of business, but he seems to out-fox you every time. He shows you respect as a fellow slaver, but one move into his territory can cost you your life.

- **Abros Civ'Rel - Houk Slaver**

Organization: Sabiador Slavers

Abros was assigned by your leader to be the head of operations on Tanquilla Beach. He is untrustworthy and clumsy, as far as your concerned. He has been rumored to be skimming credits from the treasury here, and sometimes working on the side independently.

- **Mandras J'Kamor - Chevin Pit Figher-House Leader**

Organization: Bombaasa Cartel

A big lumbering Chevin, Mandras runs a Pit-fighting House on Tanquilla. He trains and books fighters supplied by you and others. He is also very religious, following a faith he brought from his homeworld. All his fighters are also into this religion, and have proven to be rather successful.

Gorak and Pembric II

Pembric II

Pembric II is a world that many talk about in the underground. It is the central world of underground activity in the Kathol Sector. Sarne allowed it to exist because it allowed him access to the Kathol Underground, and gave him the occasional opportunity to fine-tune his forces with a raid or two.

Pembric II was originally intended as a colony world, a meteorite-scarred ball of rock that had been terraformed to suit the needs of an agricultural colony. Unfortunately, haphazard and careless procedures in the terraforming process have made the planet habitable, but unpleasant. The temperature is extremely warm, and a drizzling, misty rain constantly bathes the surface. The boggy terrain is unsuited for agriculture, and only extremely difficult engineering efforts made construction of the spaceport and surrounding city possible.

When first colonized, the planet did not have many assets, but it did make the most of what it had, mainly spectacular beaches and other scenic features, including an awe-inspiring field of volcanoes. This wasn't enough to build a proper tourist industry around, of course, since Pembric II is so far removed from galactic civilization, but savvy operators did manage to attract a certain clientele who found more conventional tourist locales too legally restrictive. Pembric II became, in other words, a gangster's resort.

A series of cantinas, museums and other entertainment facilities sprang up, attracting a more orderly criminal element, supplanting the unruly cutthroats and rough settlers that originally settled the area. The planet's corporate government was willing to look the other way while criminal acts like black marketeering and smuggling occurred, as long as the credits continued to pour into the economy. Over time, Pembric's Security Legion became well-known for corruption and graft.

When Moff Sarne took control of the planet, it was used mostly as a mining outpost, exploiting the hfredium deposits in the system's large asteroid field. The criminal tourist industry began to flag a bit under the new Imperial presence, not surprisingly, and the industrial activity went a long way toward ruining Pembric II's beachfront property. The raw ore culled from the orbiting asteroids was processed on Pembric II and shipped to Imperial arms manufacturers.

Pembric system remained fairly corrupt under Sarne's rule; for reasons of his own, the Moff preferred to let the Pembric system remain on the shady side of the law. It is rumored that Sarne had an uneasy alliance with the Bombaasa Cartel, a shadow organization of criminals which had a lot of pull even when the Empire was running things.

Just recently, with Sarne's departure, the Bombaasa Cartel has seized direct control of the mining interests and purged the planet of Imperial loyalists - at least, any *overt* Imperial loyalists. The system has always harbored a large number of criminals, and the Cartel's ruthless methods of enforcing discipline helps maintain some semblance of control over this nearly-anarchic collection of intergalactic thugs.

Pembric II has a thriving slavery trade, and is the location of the major slave auctions of the crime organizations. Any truly-loyal Imperial would love the opportunity that these slave auction give him, because all the major crime bosses meet during these auctions, and use them as an opportunity to negotiate with the others, make or break alliances, etc. It's a regular crime boss convention.

Pembric II And The Lords of Kathol

The Noble Houses also have a presence here, but not as strong as other worlds. Most are outcasts from the Kathol Core, or are hiding from something or another. The most powerful House here is Brakia, seconded by Karadol. The two Houses here act more like gangs than houses, constantly bickering and challenging to duels. Duels here are more common than in anywhere else.

All Houses are basically covertly subservient to the Bombassa Cartel, a crime organization there. The Cartel controls everything. The Trade Guilds, and the Church are severely restricted. The Church presence here is light at best, and the brothers you do find are not usually completely in line with the accepted doctrine of the church.

Brakia and the Ik'Tal House faction here are extremely anti-Cartel and are working hard to regain House power on this world. This would be a major blow to the Underground if the Cartel was ousted. It would be a major blow conversely, to the Noble Aristocracy if the Houses were ousted. So there is constant tension between the Cartel and the Houses. With Sarne gone and not there to keep them in line, it's only a matter of time before a war breaks out. Who the New Republic sides with will decide the outcome.

House Contacts on Pembric II

House Karadol

- **Lord Hadix Gormrus (*Pembric II*)**

Lord Gormrus is your primary contact for any House slavery needs for the Marcol Rim Region. He is a ruthless and conniving man. He runs the major slave camps in the Marcol Rim, and is enlisted as a Imperial General. He is also a Sarne loyalist. His family has benefited greatly from Sarne.

House Brakia

- **Sir Fondor Hues (*Pembric II*)**

Hues is the "conscript" contact for Brakia's gladiators, and a trainer as well. He runs the pit fights on Pembric II, and occasionally visits Tanquilla Beach with his best fighters to fight any paying customer. He is a hard, rough-n-tumble type character, who is a master swordsman, and martial artist. It is rumored that he was once a Jedi, but now suppresses his abilities. If he was one, it would have been on the dark side, because he is a viscous trainer and fighter.

House Kathor

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Church of the Kathol Prophets

- **Brother Gudiss Groos (*Pembric II*)**

A notorious Inquisitor, he asks you for the "bottom of the barrel" type slaves, the ones that can't sell. You have supplied him with many, and never saw them again.

Gorak and Bombassa Cartel

The Bombaasa have been good to you in the past, and their deals have been straight up. You have a few insider contacts into the Cartel, that in your judgement, might go deeper than Loh'Khar's would. These contacts deal in the darker side of the Cartel, the drugs, slaves, and assassins for hire. Bombaasa has a significant force of covert operatives that sometimes challenge Imperial agents at being better at their jobs. The challenge is getting out of a meeting with them with your head. Trouble always seems to follow them.

Contacts in the Bombaasa Cartel

- **Har'Umos Mag - Duros Black Market Trader**

As a Duros, he naturally likes to travel. His trading takes him many places, but he does have a home on Pembric II. You have his personal comm-channel address, and can contact him at any time. He likes to spin his tales to you quite often, and you two have spend many nights drinking and talking about each others trade. You have used him in the past for hard to get supplies, and places to store your slaves. He also has hooked you up with customers.

- **Op'Rrish Bik Nassier - Devaronian Slave Trader**

Op'Krish is a slick dealer and one of your major competitors. You have an uneasy respect for each other, but rarely anything more. He is a dangerous being. He heads the slave running division of the Cartel and has a lot of clout. He savors the day he finds you without your Sabiador friends.

- **Bahan Koodra Ode'I -Barabel Arms Merchant**

Bahan is one of the best fighters and most knowledgeable weapons dealers you have ever known. At times, he doubles as a merc. He will work for the highest bidder and takes no sides otherwise. You have used him as both an arms dealer and a body guard. He knows most of the major military activity in the area.

- **Ankridia Hoobrisk - Human Female Madame**

Ankie is a slinky, very beautiful woman (for a human) that is head of the "red-light" district of the Capitol city on Pembric II. She also is used by the Cartel to get information. She has a tendency to make men talk more than they normally would while using her talents. She sometimes turns to you for some girls for her brothels.

Jessa Dajus's Past

Jessa Dajus has a sorted past. The Empire was an answer to her prayers. The New Order was an opportunity for her to redeem her family honor, lost in the corrupt and crumbling Old Republic. She started out in the Imperial Army, and after receiving several honors, she was given an opportunity to serve in the Renik division of Imperial Intelligence. Renik was the counter-intelligence specialists of the Empire. In Renik, she served under many commanders, but seemed to excel under her last, Commander Sarne.

She served under Sarne while Sarne excelled all the way to Moff in a few short years. There, she served as his personal agent, "Inquisitor", and occasional lover. Her job, while Sarne ruled the Kathol Sector, was to supply the Moff with information on all his closest agents, advisors, and subordinates. She would supply the dirt, and he would supply with the means to dispose. She was never told what the means were.

As things progressed, she began to see Sarne's megalomania and paranoia. At the same time, she became obsessively interested in this mysterious enigma known as Darkstryder. She began to question what she was doing, and doubt the information she was digging up. She began to feel like she was being used, and at the same time, felt drawn to something. This put her into a state of depression, and despite whatever relationship she was having with Sarne, she turned to a local Nobleman for sanctuary; Sir Uthor Garadlin of House Shador. She became very close to this man. They both worked together to investigate Darkstryder. They got close. Too close.

In a fit of rage and jealousy when he found out, Sarne framed Garadlin as a seditionist. Dajus saw the frame coming, and protected Garadlin when Sarne's assassins came. She fought off the assassins as Garadlin escaped into the rear of the spaceport. She followed him a few minutes later, only to find him dead in an ally. She didn't see any assassin, although in her mind's eye, she thought she saw the shadows move.

Her closeness to Darkstryder and her betrayal caused Sarne to deem her a traitor. She was captured and put in Sarne's dungeon.

What She knows of Darkstryder:

- All DS devices she has seen are one use, and unique in some way.
- They are made of some kind of organic metal
- The devices emit an odd energy that screams in your head.
- The energy is highly manipulative, as is the technology that creates them.
- Some DS devices energies can be sustained if connected to a living being (implanted)

To: Captain Adrimetrum

From: Kal'Shebbol New Republic Provisional Government - Intel Division
General Crix Madine

Subject: Deep Operative Rojer 621 "Tigress"

Captain, this information to follow is of the utmost secrecy, and should not be revealed to anyone on board the Farstar.

In your last report, it indicated you were heading to a world called Shintel. This is a world of particular interest to the New Republic. It was the last known location of an NR Intel agent known as Rojer 621, The Tigress. This agent infiltrated Sarne's organization years ago. The Rebel Alliance at the time received much information on Sarne and his activities through this sector and neighboring sectors. Up until a point, her information was about 80% reliable. A little over 2 years ago, we lost contact with her. She simply disappeared. Then recently, we have been receiving more reports from her. These reports have proven to be about 60% accurate. Finally, she has disappeared once again.

Upon reaching Shintel, among other things, try to find out what happened to her. We are unaware of anything of importance on Shintel. It's a barren swamp world from all records we have. You should be able to detect a ship somewhere the surface if she crashed. She might have left a clue too her whereabouts.

Follow up on anything she might have left behind, of it seems mission critical. Any data she might have left behind about Sarne's operations might be important, even if she has been turned into a double agent.

Again, I can not stress to you enough the importance of secrecy about this matter. Communicate to me any questions you might have on standard encrypted channel.

Kalvessen Starwolves

Brief History

The starwolves are a race that was created for war. The Aldessen, of Valtrys, created the Kalvessen using the science of genetics at the behest of the Old Republic to fight the breakaway factions of the Old Republic, collectively called the Union, and the Mandaloran threat.

The Union factions waged their war against the Old Republic in an area of the galaxy near the Corporate Sector. The Union were able to wrest control of a majority of space in that area from the Old Republic prior to the introduction of the starwolves and their carrier technology. The starwolves fought the war for a period of approximately 5,000 years. Towards the end of the war the starwolves had come, reluctantly, to the conclusion that they would have to end the war soon regardless of the consequences. The starwolves were willing to risk human civilization and humanity itself because the Union had begun a vast star spanning systematic process of selective breeding and cloning. The starwolves felt this would be the end of humanity in any event. They were able to defeat the majority of the Union's military forces, and thereby force the Union to capitulate.

At one point near the very end of the Old Republic/Union war, an event nearly caused the starwolves to go to war with the Old Republic. The Old Republic, because of the Union's demands for a peace settlement, tried to claim that the Kalvessen were the property of the Old Republic, due to the fact that the Aldessen had created the starwolves for the Old Republic. Had the leaders of this movement not submitted to the starwolves, the starwolves would have gladly destroyed enough of their former allies so as to be able to free any "captive" Kalvessen, and hyperspace to find a home for themselves leaving the Union and the Republic civilizations to crumble.

The Mandalorans were proving to be a problem all over the galaxy. They were genetically bred mercenaries, their business was waging war for profit, and peace was never profitable. The Starwolves, along with the Jedi worked together to control the chaos the Mandalorans wrought.

The Starwolves worked closely with Jedi, and have a strong respect for the Order. In many cases, they worked together in the War against the Union. The Old Republic's primary enforcement arm has always been the Jedi, but they were also not without other options. Even though the Jedi got most of the credit for the Old Republic actions, the Starwolves showed no jealousy or envy towards the Jedi. As long as the Old Republic and their sentient allies remained strong, the starwolves were content. During the Imperial Purges, the Starwolves left the galaxy, feeling like humanity had turned their back on them for the last time. The Empire attempted the same thing that the Old Republic did centuries before - claim them as Imperial and enslave them. The Starwolves would have nothing of it. They left the galaxy and waited for the Republic to be restored on its own.

Kalvessen StarWolves Description

The Kalvessen's genetic code is extremely durable, it allows for genetic advancement without allowing recessive traits to remain in the gene pool. This is a largely unexplained phenomenon. However, Old Republic archives do indicate that positive genetic traits are encouraged by "duty" mates. It seems that the Kalvessen feel that Genetic advancement is both a natural and social imperative. The Kalvessen's elfin appearance was "merely" a byproduct of the genetic requirements to produce the race, they are in no way of human ancestry. They also have four arms and are *completely* ambidextrous. They are able to withstand up to 2000 g's with some discomfort and no lasting effects, also they are able to lift up to 35 times their own weight. The Kalvessen are able to sense the hyperdrives; this ability allows them to target an enemy ship as well as the most advanced targeting computers. This sense also allows them to detect differences in the "harmonics of stardrives" and an "ill-tuned" stardrive can drive a Kalvessen to distraction. There are two types of Kalvessen mentioned in the Old Republic archives, first is the standard Kalvessen who doesn't have *psychic* abilities, and is not as strong as the second type. The second type has *psychic* abilities (the strength of which is determined at birth) and is capable of lifting 35 times their body weight. The Kalvessen do not go around constantly bench-pressing 35 times their body weight. Their abilities to do this is a result of their hypermetabolism. This hypermetabolism results in two deterrents to this race. One is the fact that they must eat more food more often than the humans, and secondly they can only be hyperactive for 15 to 20 minutes before they become exhausted. They also like cooler temperatures

than humans.

Evolutionary Stock: StarWolf

Attribute Dice: 14

Size: 1.4-1.8 M

Move: 10

Attribute Max:

Dexterity: 2D/4D

Knowledge: 1D/3D

Mechanical: 4D/7D

Perception: 2D/4D

Strength: 4D/6D

Technical: 1D/3D

Special Abilities:

Extra Limbs: Extra arms (total of Four)

HyperSensitive Ears: Increase all Hearing related tests by +2D.

Hyperspace Sensitivity - Starwolves have a unique ability to sense things in hyperspace. They usually can identify a ship in hyperspace down to its class just by sensing its hyperspace signature.

Metallic body: Causes: Increased strength; and an ability to 'Hear'

Electromagnetics; and Increased Mechanical aptitude.

Weaknesses:

Metallic Body: Causes Ion Guns to do physical damage; Offensive to electromagnetic sensitive animals and races due to Electromagnetic 'aura'; and require supplements to survive on normal foods.

Exhaustion: After Combat Frenzy, for every three rounds in Combat Frenzy, the Starwolf must make an increasingly difficult (starting with Easy) successful stamina check or go unconscious. Even on a successful check, for every round in Combat Frenzy, the Starwolf receives -1 to all physical traits until body fluids and chemicals are replenished.

Poor Smell: A rarely needed ability (-2D)

About starwolf fighter pilots they also double as extra ground troops when needed, then they are counted as an elite fighting force, due to their higher training levels etc.

>* Do you have any stats on the carriers? How big are they? How many Starwolves do they carry? Do they use > fighters? Are they space craft carriers or troop transports or a combination?

Yes the stats for the carrier are below. Yes they do use fighters see below for stats. The carriers are a combination of fighter carrier, troop carrier, battleship and school as they carry a great portion of the starwolf nation aboard each ship. Basically they are armed cities traveling the stars. They don't even really need to return to base for repairs as the ships complement of droids can usually jury rig something up to replace the damaged sections.

Starwolves Fighters

Craft: Starwolf Fighter

Scale: Starfighter

Length: 20m

Skill: Starfighter piloting :Starwolf Fighter

Crew: 1

Cargo Capacity: 10kg

Consumables: 2 days

Maneuverability: 3D+2

Space: 14

Atmosphere: 505; 1450kmh

Hull: 5D

Shields: 4D

Sensors:

Passive: 30/+2

Scan: 55/1D+2

Search: 75/2D+2

Focus: 10/3D+2

Weapons:

Accessory Cannon

Fire arc: Front

Scale: Capital

Skill: Starfighter gunnery

Fire Control: 3D+2

Space Range: 1-5/24/45

Atmosphere range 0.5-1.5/4.5/7.5km

Damage 2D

4 Laser Cannons (firelinked)

Fire Arc: front

Skill: Starship Gunnery

Fire Control: 3D

Space Range: 1-3/16/34

Atmosphere range: 150-400/1.5km/3km

Damage: 6D

2 Laser Cannons (firelinked)

Fire Arc: Rear

Skill: Starship Gunnery

Fire Control: 3D

Space range: 1-3/16/34

Atmosphere range: 15-400/1.5km/3km

Damage: 4D

2 Proton Torpedo launchers
Fire Arc: front
Skill: starship gunnery
Fire Control: 2D
Space range: 1/3/7
Atmosphere range: 40-110/400/800
Damage: 9D

Craft: Starwolf Carrier
Type: Starwolf Carrier
Length: 3000m
Scale: Capital
Crew:2200, pilots:1000, skeleton 1/no penalty
Passengers: 4000
Cargo: 100,000
Hyperdrive Multiplier:x1/2 or x1
Backup: x7
Nav Computer:yes
Space: 4
Maneuverability: 3D
Hull: 6D
Shields:10D
Sensors:
Passive: 60/2D
Scan: 90/3D
Search: 150/3D
Focus: 30/4D
Weapons:
2 Conversion Cannons
Fire Arc: front
Skill :Capital ship gunnery
Scale: Death Star
Fire Control: 6D
Space Range: 1-50/51-70/70-140
Damage: 2D

8 Double Laser Cannons
Fire Arc: 2 Front, 2 Left, 2 Right, 2 Rear
Scale: Starfighter
Skill: Starship gunnery
Fire control: 6D
Range: 1-3/12/25
Atmosphere: 100-300/1.2/2.5km
Damage: 5D

30 Turbolaser Batteries
Fire Arc: 6 front, 5 left, 5 right
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 3-15/36/75
Atmosphere Range: 6-15/72/150km
Damage: 6D

20 Heavy Turbolaser Cannons
Fire Arc: 5 front, 5 left, 5 right, 5 back

Skill: Capital ship gunnery
Fire Control: 1D
Space Range: 5-20/40/60
Atmosphere Range: 10-20/80/120 km
Damage: 10D

Small Craft
1000 fighters
200 dropships/shuttles
300 assorted specialized craft

The Carriers act as the mobile strike force for the starwolf nation as such they are a fleet unto themselves. They carry over 1500 ships ranging for small non-hyperspace capable fighter to troop transports and other specialized craft. The families of the personnel station aboard are also part for the ship's complement. The number of crew needed is reduced by the use of sentient computer systems that run all aspects of the ship's functions, in all reality they are the ships. The fighters fight in packs of nine with one packleader and eight wingmen. The ships are specially designed for use by starwolves and there fore the inertia compensators are not powered up normally as Starwolves can take in excess of 2000G, other races of humanoid build can used the craft is retro fitted with compensators. The conversion cannons are if effect very large fusion weapons as when triggered 0.5kg of water is converted into energy with no waste. The other weapons are standard lasers and turbolasers. The ship also carries out the functions of educating all aboard. The ship also has the capabilities to manufacture replacement parts if materials are available. The science labs and simulators can be used to research any new item they come across and to keep the pilots trained with out having to leave the ship.

> * How do you see the space battle going? They will obviously side with the NR, but I'm not sure, given the history
> at the above web site, just HOW friendly they will be towards the NR.

They will demand what is there's by right, as a requirement to helping the NR i.e. that the NR recognizees them as a race and not property seat on the senate etc.

> * What kind of command structure do they have? Is it any different from NR or Imperials? Ranks or castes or
> anything like that?

A group of fighter is called apack and has 9 fighters it's leader is called packleader. the captain of the ship is refereed to by the title Commander it is one of high honor as the ship it self picks all it's commanders.

> * anything characteristic or special I should know about how the wage war? Special tactics, etc?

They tend to fight in waves, one wave using there Hyper-Metabolism while the rest hold back when they are to tired to fight the next wave enters and they withdraw to replace fluids and chemicals. this way the people actually fighting are always the fresh for a fight. They also use their high G force tolerance to pull stunts to lose other fighters one's that no unassisted person can make.

Greetings and Salutations,

Here are my thoughts to your questions. I hope they will prove valuable.

> * Do you have any stats on the carriers? How big are they? How many Starwolves do they carry? Do they use fighters? Are they space craft carriers or troop transports or a combination?

Here is our home brewed stats for the carrier mentioned in series.

- > Valthyrre Methryn
- > Craft: Alliance Devastator Class Star Cruiser
- > Type: Alliance Wolf Attack Carrier
- > Scale: Capital
- > Length: 7.2 Kilometers
- > Skill: Capital Ship Piloting: Wolf Class
- > Crew: 10/ Skeleton: 0 +10
- > Crew Skill: Astrogation 9D, Capital Ship Gunnery 8D + 2,
- > Capital Ship Piloting 9D + 1, Capital Ship Shields 8D, Sensors 9D
- > Note Ship's AI can operate all ship functions and usually does
- > unless special circumstances apply.
- > Passengers: 5,000
- > Cargo Capacity: 5,000,000 Metric Tons
- > Consumables: 20/100 yrs (with Recycling)
- > Cost: Not available for sale.
- > Hyperdrive Multiplier: X1/4
- > Hyperdrive Backup: X1
- > Nav Computer: Yes
- > Maneuverability: 3D+1
- > Space: 11
- > Hull: 9D + 2
- > Shields: 10D + 1
- > Sensors:
- > Passive: 200/ 2D
- > Scan: 325/ 3D+1
- > Search: 500/ 4D+ 2
- > Focus: 120 / 5D+2
- > Weapons:
- > Focused Partical Cannon
- > Fire arc: Front
- > Crew: 15
- > Scale: Death Star
- > Skill: Capital Ship Gunnery: Partical Cannon
- > Fire Control: 6D
- > Space Range: 5-30/90/200
- > Damage: Builds 1D of Damage every round to a maximum of 10D
- > Restriction: Requires one round to open and prepare to
- > fire. During this time the gun is exposed
- > Gun Hull: 7D+1
- > Main Laser Cannon
- > Fire Arc: Right, Front, Left
- > Crew: 10
- > Skill: Capital Ship Gunnery
- > Fire Control: 3D
- > Space Range: 20/50/125
- > Damage: 15D

- > 60 Heavy Turbolaser Batteries
- > Fire Arc: 30 Front, 15 Left, 15 Right
- > Crew: 1
- > Skill: Capital Ship Gunnery
- > Fire Control: 4D
- > Space Range: 20/50/125
- > Atmosphere Range: 2-20/90/180 KM
- > Damage: 10D
- > 116 Laser Turrets
- > Fire Arc: Equal Number on each side
- > Crew: 1
- > Skill: Starship Gunnery
- > Scale: Starfighter
- > Fire Control: 5D+1
- > Space Range: 15/40/90
- > Atmosphere Range: 15/37/80KM
- > Damage: 7D
- > 262 Semi-Sent. Missile Turrets
- > Fire Arc: Equal number on each side
- > Crew: 1
- > Skill: Capital Ship Gunnery
- > Scale: Starfighter
- > Fire Control: 5D+1
- > Space Range: 20/90/180
- > Atmosphere Range: 20/50/100 KM
- > Special Rules: May be used as mines, and use fire control
- > to hit. (Detect Diff.: 35)
- > Damage: 6D
- > 3 Heavy Ion Cannons
- > Fire Arc: 1 Front, 1 Left, 1 Right
- > Crew: 1
- > Skill: Capital Ship Gunnery
- > Fire Control: 4D
- > Space Range: 20/50/150
- > Atmosphere Range: 25/65/140KM
- > Damage: 8D
- > Tractor Field Emplacements
- > Fire Arc: All
- > Space Range: 0-10
- > Damage: 6D
- >
- > Note: The ship has two bays which store both fighters and capture ships. The bays are large enough to hold several large freighters. The two fighter bays can hold up to 450 fighters but now only has 90 a fifth of what she could hold. This ship has stealth shields which make it impervious to visual and sensors.

Some names of Starwolves carriers are: Kerridayen, Karvand, Methryn, Mardayn, Theralda Vardon.

The books mention that the carriers don't carry as many Kelvessan as they could. We always just said that they had around 5,000. But we just used the number of around 300 who were actually fighting Starwolves. To your question about fighters yes they use fighters. In fact this is their primary weapon and most often seen item. They are extremely fast Both in hyperspace and real-space with truly excellent maneuverability, have good shields and a weapons package that is comprised of powerful lasers that can destroy other fighters with one shot. They can be equipped with an auxiliary cannons that can be used to take out destroyers. (Sorry I don't have stats for their fighters). Side note: their shields can be modified so their ships can fly under-water, they said it was fly though just

another medium. They do have transports they say they use them but generally the pilot use their personal fighters to hop around. They have a transport/fighter combination that is used with something called Special Tactics.

> * How do you see the space battle going? They will obviously side with the NR, but I'm not sure, given the history

> at the above web site, just HOW friendly they will be towards the NR.

Well I believe that the carrier will come in with stealth shields at maximum and fire its particle cannon at the enemy capital ships to hit the greatest damage to as many ships as possible. Its fighters will perform an encircling maneuver to keep the ship from breaking up their concentration and to facilitate the most destruction. As to the question of which side, they will most likely work with the NR because of their previous history with the Imperials, but will they help with the ground battle with so little information. I just don't know. After they get the skinny on what's going on I believe they will be cautiously help the NR.

> * What kind of command structure do they have? Is it any different from NR or Imperials? Ranks or castes or > anything like that?

Well this is a question. Their home command does have a supreme commander(who was human by the way), but all he did was take the carriers and ship commanders suggestions then he would SUGGEST a course of action that was more often then not taken. However onboard ship: Commander -who is commander of the ship at large; Commander designate- who is chosen from the pack leaders, will become the Commander when the former retires, and is in charge of the carrier as a fighting force; After this is the Helm- this person is second in command and occasionally gets to fly the ship, more importantly this person is the only person able to access the AI's 6 memory storage cells. Then come the Pack Leaders or Captains- they are in charge of a pack which consists of 10 fighters. They are rank in order of seniority or if it shown ability. As to the rest of the crew... They are a fully functioning city with teachers to cooks. There are a large amount of automations that are either directly or indirectly controlled by the ship. So no Kelvessen janitors.

> * anything characteristic or special I should know about how the wage war? Special tactics, etc?

They have a pack that goes from ship to ship when needed that is called Special Tactics It was comprised of two fighters and a transport. This group had to go into a base to retrieve another starwolf who captured. This group is the only people in the books who actually fight on planet. The pilots also could fight on the ground as a couple of pilots did in an enemies ship/space station. All Starwolves wear armor this is for two reasons: Protection and it is a full functioning vac suit with environmental controls to kept them cool during metabolism and normal times. They carry nasty weapons which they never give up on planet. They have a quote for this and it is Quote from book

"Shall I take your gloves, capes or guns? Dveyella smiled pleasantly," We have two rules about our guns. First, we never leave the ship unless we are armed."

"I can appreciate that," Janarns agreed, " And the second rule?"

"We shoot anyone who asks twice.""

No, no stats on the carriers. Pretty big. In the books, they spend years (centuries?) away from drydock, and are basically pirate vessels - preying on cargo ships and the occasional military vessel. At one point the Methryn (one of the carriers) loads two or more of the enemy's cruisers in her holds, but still has plenty of room for her crew and something like 4 squadrons of fighters - normally. StarWolf carriers have capacity for 450 fighters, but I don't think they *ever* use that many in the books. The typical squadron is 9 fighters, and the description states that Valthyrra carries 50 fighters -- but that must include replacements for fighters that are damaged or worn out.

The crew is listed at around 2,000. Most of the 2,000 are there as backups in case the sentient computer (on the Methryn, it's Valthyrra) fails. But the computers are so well protected and their systems so redundant, that a ship would have to be on the brink of destruction before the computer went off-line. No "troops" are carried, as the StarWolves (technically the term "StarWolf" only applies to the fighter pilots -- the racial name is "Kelvessan") do double duty as fighter pilots and the marine/ground troop, on the rare occasions when ground pounders are necessary.

>From _StarWolves_, byt Thorarinn Gunnarsson:

"Valthyrra Methryn slipped smoothly out of starflight to cruise at a speed that was just sublight, paralleling the freighter lane, just far enough out to avoid being seen. She was as vast and black as space itself, three kilometers long and more than one across the short wings of her arrowhead shape. Flaring main drives were tucked protectively beneath her wings; her upper hull was a smooth, armored shell that she could turn toward enemy fire. She moved like a warship, with the smooth, graceful control of a big ship with more than enough power for its size. She was beautiful and frightening to behold.

By design, the Methryn was a destroyer of immense size, all engines and weapons and very little crew. She could turn and accelerate like a ship a fraction her size, while cannons in her shock bumper were more than a match for a fleet of heavy cruisers. On the underside of her tapered nose was a cannon that could turn an entire planet into dust.

By definition the Methryn was a carrier, existing to provide for her handful of fighters. Tucked up against her belly, insignificant against her total bulk, were a pair of bays which housed ninety fighters, a fifth of what she could allow. In truth, for all her speed and power, the Methryn had not seen actual battle in more than half a century. Her fighters ran down and captured her prey, and defended her against the occasional warship daring and foolish enough to take her to task for her discreet piracies. She carried a crew of barely two thousand, existing only to tend her fighters and their own needs. Valthyrra Methryn took care of herself, and she was more than capable of that. There were only twenty-two like her in known space."

> * How do you see the space battle going? They will obviously side with the NR, but I'm not sure, given the history

> at the above web site, just HOW friendly they will be towards the NR.

Hm. The series has them fighting for the "Terran Republic" against the "Union". The Republic is the remains of the original Human government, that was based on Earth in the early stages of the war. The Union is basically a huge corporate state run by businesses for profit. The Kelvessan were genetically engineered by an alien race (the "Aldessan of Valtrys") to defend the Terrans against the "Union". So, they would probably find the racial equality and generally democratic ideals of the New Republic to be attractive, and worth fighting for.

Again, from _StarWolves_:

"Fifty thousand years ago we owned these stars we now haunt. But then the Union came like a sickness from within, a group of fringe worlds who thought that they would be happier and wealthier if they could run everything for themselves. And we fought them, back in the days when we were the old Terran fleet. But all of our bases were swallowed up, and our little ships were destroyed. We withdrew for a time to the one base the Union never found, and tried to think of how so very few could fight something so large.

Our friends, the Aldessan of Valtrys, did what they could. They gave us these big carriers, self-contained worlds, and these fast little ships that can run down anything. And they made us better, so that we can fly these ships. The Union learned quickly to leave us alone. They always think in terms of cost and profit, and it costs too much to fight us. They prefer to pay us ransom in the company freighters we take.

But it was a trap of our own making. They cannot defeat us without destroying themselves, and we cannot defeat them with the few carriers we have. We survive the only way we can, preying upon their freighters and protecting the fringe worlds. Four-fifths of the colonies are fringe worlds, not a part of the Union but dominated by it, and the companies steal away their lives and sell them back with transport charges attached. If we do any real good, it is in the fact that we keep the Union humble and the companies from making slaves of the minor worlds."

That's a speech from the main character's mother to him in the beginning of the series. It later becomes clear that the Kelvessan were created at about the same time as the carriers, and for the carriers as much as the carriers were created for them. But the Kelvessan were also created with the capacity to evolve -- which they do, some 50,000 years after they're creation, during the books. And the Union is defeated, so most of the Kelvessan start thinking of other occupations than pirating -- for instance, exploring the depths of space.

Would they fight for the New Republic? If they felt the cause were just and the enemy unjust, they probably would.

> * What kind of command structure do they have? Is it any different from NR or Imperials? Ranks or castes or > anything like that?

Basically, there aren't a lot of ranks. There's the Commander of each ship, his/her First Officer, the bridge crew, fight crews (with a crew chief), the pilots, and a Pack Leader for each Wolfpack (squadron). That's about it, except there's a human Fleet Admiral back at their central base -- but he doesn't go out in the field, and the carriers operate independently for decades, if not centuries.

> * anything characteristic or special I should know about how the wage war? Special tactics, etc?

Well, they're very innovative, and have tolerances to G forces that would kill an Earth-normal human -- they can walk and operate normally (without great effort) at accelerations of something like 20G (maybe more). If I recall correctly, they can also survive brief exposures to the vacuum of space without protection. They have four arms, making them very dangerous in combat, even without what amounts to superhuman strength (say, in SWRPG terms, about 7D or 8D strength, if you match the books -- you probably want to tone this down for your campaign, or everyone will be playing StarWolves!) They're ships are unbelievable nimble, and the fighters could easily fly circles around A-wings and TIE Interceptors. They are able to sense and attack ships in Hyperspace, and can even target and destroy a ship's hyperdrive without damaging the rest of the ship. The carriers are bigger than Star Destroyers, require fewer crew, have armament enough to outgun a SD, not counting the conversion cannon which is equivalent to the Death Star's Superlaser in destructive power, and their shields can take a direct hit from a conversion cannon, but not two. Also, the newest carriers (only two at the time of the books) have two conversion cannons apiece, thanks to advances in technology.

Tactics? Well, they don't really need a lot once they engage in battle. Most enemies are so overmatched that a little caution will carry the day for the Kelvessan. They have two weaknesses: 1) Their primary combat mode, hypermetabolism, only lasts for 20 minutes or so, and then they need to rest (maybe even sleep) and certainly eat like there's no tomorrow, and 2) their numbers are very limited, and they don't reproduce very quickly, though they are extremely long lived. Hence, they've had to indulge in hit-and-run tactics against the Union for millenia. That, again, changes in the book series, until they manage to defeat the Union.