



***Kathol Outback* Expansion Source Book**

## **Introduction**

This is an expansion source book for the Darkstryder Kathol Outback Adventures.

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## **Add-ons for the Darkstryder: Kathol Outback Campaign.**

### **WEG Published resources added into the Campaign**

This is a list of published stuff I used to add into the Darkstryder Campaign.

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

### **Optional**

- *Classic Adventures Volume 5* - "Starfall"
- *SuperNova: The Mynock Conspiracy*
- *Classic Adventures Vol. 2: Domain of Evil*

### ***Plot Add-ons:***

#### **Project Plant Food: (See *Binaros* adventure)**

#### **Project Nuniok Dak**

This is a project I made to pull in another character deeper into the plot - a Sullustan pilot. It grew larger as time went on. It was inspired a little by *Babylon 5*, and the Psi-Corp stasis pods being sent to the Shadows. Sarne has using pirates and slavers in the area to transport several thousand Sullustans he had kidnapped to his different Darkstryder project bases. There is a long history behind the kidnappings, but it relates back to a character specific background.

They original idea was Sarne was using Sullustans, enhanced with Darkstryder implants, to navigate the Rift. As time went on, the idea grew. The central base for Nuniok Dak is located on Uukaablis, near the Qek Confederation. The Qek have agreed to supply Sarne with biotech that might help in the project in return for some power when Sarne takes over. The intention of the project was to tap into the Sullustan navigational ability, and enhance it with Darkstryder.

At the inset of the Kathol Outback adventures, the project is not quite working the way Sarne had intended. He did not know that the Sullustan ability was closely tied into the Force and Hyperspace. With the Darkstryder implants designed by his scientists, the Sullustans have no control over their ability. The first Sullustans to awaken after surgery, died immediately afterwards. However, this was not until they created a huge hyperspace bubble around their location, and transported themselves and a large section of the base to a random place in space. This was unacceptable. The Sullustans had to have control of their ability and they had to survive the first use.

At the time when the *Farstar* is entering the Kathol Outback, Sarne is still desperately seeking a solution to his problem. As the *Farstar* journeys through the first few planets of the Outback, Sarne will be making deal with the Qek, to acquire necessary biotechnology to help in enhancing the Nuniok Dak. Towards the end, the new project development base on Uukaablis will have developed two new types of Nuniok Dak: Edron Orn & Saran Dijaran)

Eventually, the end product will be two new subsets of the Nuniok Dak project: Nuniok Dak: Edron Orn and Nuniok Dak: Saran Dijarans, named after a Kalvessan Starwolf demon. . The Nuniok Dak: Edron Orn Sullustans (a slightly more stable version of the original Nuniok Dak), were then programmed for specific points with the Rift. These later corresponded to jump points for the Rift "ferry ship". Saran Dijarans were a genetic mix of Starwolf traits along with Sullustan traits. The Starwolf body structure could take the strain of manipulating hyperspace. The Saran Dijaran Sullustan/Starwolf highbred are not only able to take ships through the Rift, but also were able to create hyperspace corridors straight through the Rift. But Sarne was only able to create a small amount of them

Where did the Qek get the Starwolf genetic material? They got them from friendly factions with the Kathol Republic. This factions can trace its ancestry back to a radical faction of the original scientists that helped create the Starwolf race for the Old Republic (see the Kalvessan Starwolf history). They still had Starwolf genetic material left over from their experiments. (This of course, pulled in my Starwolf character deeper into the plot).

The initial pull into the Nuniok Dak plot will be the discovery of a shipment of Nuniok Dak Sullustans on board a Sabiador freighter (derelict from an Aing Tai Monk attack). This will pull in not only a Sullustan character you might have, but also Gorak.

Then the Qek tie-in will occur during their adventures in the Kathol Republic. They will witness a deal go down for Starwolves in stasis pods.



They will eventually find the Nuniok Dak facility on Uukaablis, and things will go from there.

It is intended that the *Farstar* is forced to use a few of the Nuniok Dak Sullustans to get across the Rift (using the Rift Ferry). However, they can get one or two Saran Dijarans to hand over the New Republic, who can use them to get their fleet over when the *Farstar* calls for them. Of course, that still would take two to three weeks to cross the Rift.

### **The Qek and their Virus**

The Qek are making moves to make a stronger foothold in the Kathol Outback, behind Sarne's back. They are using a virus spread through contact with droids and computers to create new Qektoth drones. This virus will first be encountered in the *Masters of Exocron* Adventures.

### **Chuborro the Hutt and Operation Chillweaver**

Chuborro the Hutt, tired of staying on the sidelines while Sarne ravages through his sector, decides to try and make his presence felt. Allied with the pirates of the Outback (the Skandrei Bandits) and using his female Falleen second-in-command and personal assassin - Uluala, he set out to find his own Darkstryder and find out what the big deal was. He will attempt to appeal to Gorak using his influence and the influence of his second in command.

This brings about a confrontation with the *Farstar*, which in my game lead to Operation Chillweaver, an out-of-session SpecOps mission for the Night Terrors (a SpecOps team brought in by one of the players). This was, of course, Gorak's idea, one of many ways he manipulated the New Republic to accomplish his goals.

### **Gorak & the Sabiador Slave Ring**

Gorak's role in the slave ring grew from just a former employee to heir to its command. Since they didn't elaborate much on his role in the material, from the beginning, I established Gorak's role as one of it ruling executives on sabbatical. While he was away, his partner and fellow executive, Tangros Wantel, moved to take over the organization. This portion of the plot became more evident in the Outback portion of the campaign than the Initial portion. Along with the conflict with Chuborro the Hutt, Gorak became pre-occupied with using the New Republic in whatever way he could to defeat Tangros Wantel. It made things more interesting, when Wantel started dealing with both Sarne and Chuborro.

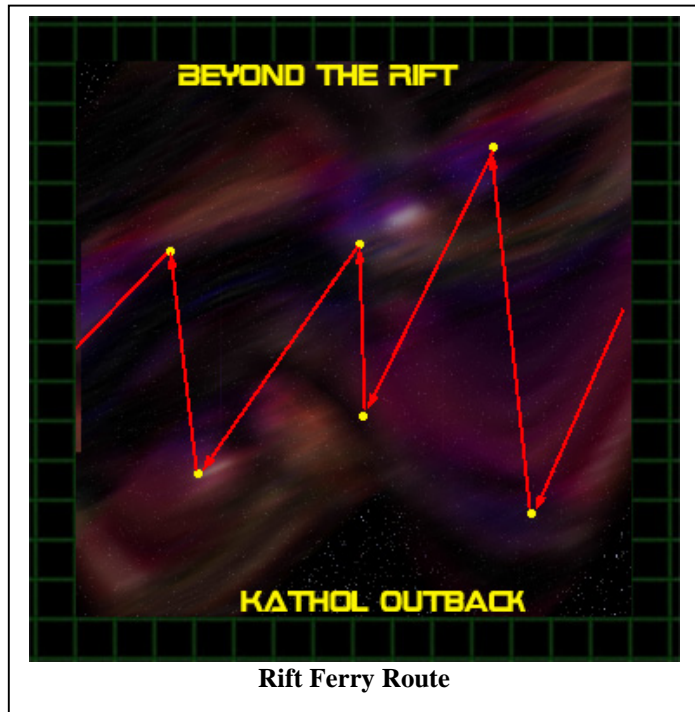
Wintel made a deal with Sarne to help transport Nuniok Dak Sullustans stored in stasis pods to the Qek Confederation. The Aing Tai Monks have also gotten wind of this, and plans to destroy all the shipments. The *Farstar* will come across one of these attacks as part of its initial pull into the Nuniok Dak plot.

The competition between Wintel and Gorak will bring about a splitting of factions within Sabiador (those loyal to Wintel and those loyal to Gorak.) This will start the collapse of that organization. Gorak, in my game, took steps to being about the collapse of Chuborro the Hutt, as well, and was successful in doing so (see Operation Chillweaver).

### **The Rift Ferry Ship**

The bio-constructed ship introduced in the Kathol Rift adventure Waystation, I converted to a semi-sentient alien ship created to ferry ships across the Rift millennia ago. Something has happened in its time now (the Rift is growing?) and how the Ferry is caught with in the Rift. It only stops at specific points with the rift.

See the *Wildfire* adventure for the story of the Xeno-Archeologist, Dr. Fasha Dansun and her quest to hunt the ferry ship down.



## The Planets of Kathol Sector Expansion: Kathol Outback

### Timbra Ott

**System: Timbra**

Star: Yellow

Number of Planets: 4

<u>Name</u>	<u>Type</u>	<u>Moons</u>
Timbra Cron	Searing Rock	0
Timbra Ott	Terrestrial	1
Timbra Nar	Gas Giant	15
Timbra Bor	Frozen Rock	0

### Sapella

**System: Sapel**

Star: Yellow

Number of Planets: 5

<u>Name</u>	<u>Type</u>	<u>Moons</u>
Sapor	Searing Rock	0
Sapella	Warm Terrestrial	1
Sapeliar	Barren rock	0
Sepallor	Barren rock	0
Sapel	Gas Giant	23

### Binaros

**System: Binar**

Star: Yellow-Orange

Number of Planets: 2 (and an asteroid belt)

<u>Name</u>	<u>Type</u>	<u>Moons</u>
Binac	Searing Rock	0
Binaros	Terrestrial	1
Binar Asteroid Belt		

### Pimbrellan League

Number of Systems: 7 systems

This did not play a huge part in the over all plot. I did hint at a near-battle between the Pimbrellan league and New Republic, but the *Farstar* had no way of helping in that situation. I did not expand on this at all.

### Jangelle

**System:** Jangor

**Star:** Yellow-Orange

**Number of Planets:** 5 and one Asteroid Belt)

<u>Name</u>	<u>Type</u>	<u>Moons</u>
Jang'tok	Searing Rock	0
Jaara'elos	Hostile Terrestrial	1
Jangelle	Terrestrial	3
Jang'ora	Hostile Terrestrial	2
Jango Asteroid Belt		
Jan'Far	Gas Giant	12
Jan'essa	Frozen Rock	0

Once again, I didn't expand on this a lot because the group hardly visited. Loh'khar had some contacts down on the surface, which pointed them in the direction of the Kathol Republic. I didn't expand on it much more than that.

### Kathol Republic

Number of Systems: 10 systems

All I did for this sector is name a few of the unnamed stars. I also made a hyperspace route from the lowest system in the region (which I named Hekmar), to Exocron. It was too big to expand on much more than that.

### Exocron

**System:** Exocron

**Star:** Yellow

**Number of Planets:** 1 and one Asteroid Belt

<u>Name</u>	<u>Type</u>	<u>Moons</u>
Exocron Prime	Gas Giant	15 (plus an uncountable number of small moonlets.
Exocron Asteroid Belt		

### The Underground Cluster

(Systems just below Binaros: Minaros, Yog'H'toth and Ambrox)

**Number of Systems:** 3

In a small region below Binaros, just "north east" of the Qektoth Confederation is 3 worlds that make up what I later labeled the Underground Cluster. It contains three worlds used as HQ's for two major organizations in the Kathol Underground. Because of Operation Chillweaver, I had to expand on Yog'H'Toth. It is the HQ of Chuborro the Hutt (see document *Chuborro.DOC*)

- **Chuborro's HQ World: Yog'H'Toth in the Kathol Outback**

<b>Planet:</b>	Yog'H'Toth
<b>System:</b>	Yog'Hal
<b>Sector:</b>	Kathol
<b>Type:</b>	Terrestrial
<b>Temperature:</b>	Temperate to Warm
<b>Atmosphere:</b>	Type I Breathable
<b>Hydrosphere:</b>	Wet (Many violent storms year round)
<b>Gravity:</b>	Standard
<b>Terrain:</b>	Mountains, Grassland, Polar ice caps
<b>Length of Day:</b>	28 Hours
<b>Length of Year:</b>	286 Days
<b>Sapient Species:</b>	Mixture of species. Humans are rare.
<b>Major Cities</b>	Bred'iar Hogg (Capitol city), Gren Sil (Space port city), Kendri'Il (Chuborro's palace located near this city)
<b>Starport:</b>	Standard Class
<b>Population:</b>	690 Million
<b>Planet Function:</b>	Was a mining colony and research facility for the Kathol Republic, abandoned several decades ago. Now a simple colony world of wayward travelers from the Core Region, a Free Trader port. It is the secret HQ of Chuborro the Hutt.
<b>Government:</b>	Central Council of all the colony states, overseen by an elected President
<b>Tech Level:</b>	Space
<b>Major Exports:</b>	Refined Ore, manufactured goods
<b>Major Imports:</b>	Raw Ore, high tech
<b>Star:</b>	Yog'Hal

Yog'H'Toth is an unfriendly world. Its atmosphere is very active and turbulent. The Society is one of the most corrupt anyone has seen, thanks to Chuborro's presence. This is the seedier side of the Free traders. It's a smuggler's paradise, by Kathol standards.

The world is also hazardous to high tech equipment, due the over-abundance of electrostatic charges in the atmosphere. During the harshest storms, people wear protective suits. Ball lightning is quite common on this world.

Chuborro's palace is heavily guarded (you have estimates of those) and heavily armed. It has several planetary-based Turbolaser batteries installed in the mountains around his palace.

### **Qektoth Confederation**

Number of Systems: 6 systems

I expanded on this only by adding a few systems to make the Qek seem more of a threat. I also named all the systems, which can be anything you want.



**Shantuun**

This I made into the Swamp world in the *Domain of Evil* adventure. It is also home to a Duiwoguinn Star Dragon, who is a Jedi Master and also trying to have a family there.

**System:** Shantia

**Star:** Orange

**Number of Planets:** 3 and an asteroid belt

<u>Name</u>	<u>Type</u>	<u>Moons</u>
Shant'iar	Searing Rock	0
Shantuun	Swampy Terrestrial	1
Shantia Asteroid Belt		
Shantex	Gas Giant	19

**Nah'Malis**

**System:** Nah'Morat

**Star:** Red-Orange

**Number of Planets:** 4 world and an Asteroid belt

<u>Name</u>	<u>Type</u>	<u>Moons</u>
Nah'Mar	Searing Rock	0
Nah'Malis	Terrestrial	0
Nah'Maliar	Barren Terrestrial	1
Nah'Morat Asteroid Belt		
Nah'Mis	Frozen Rock	

## **Adventures**

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

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## ***Timbra Ott: Star Fall***

### **Timbra Ott**

The world of Timbra Ott is a world in contrast. There are areas that have been completely rebuilt, while there are others that have been untouched since the "Great Collapse". It is a world best described as post-recovery post-holocaust. It still has some recovery to do, but the large majority of areas have at least seen some reconstruction done.

### **The Clans of Timbra Ott**

Timbra Ott fractionalized once the Noble houses abandoned it. Clans and fragments of Noble houses formed. In the ensuing riots and famine, people looked to whatever leader they could to save them. Some turned to cultism, while others joined violent clans; others still adhered to the Noble house aristocracy. Due to either luck or a strange subconscious submission to Noble power, the Noble Houses that arose from the ashes became the most powerful groups. Collectively, they are called Clans. In order of overall power, the 8 major Clans are the following

- **Clan of House Shador'Mar**

Fragment of House Shador, they are the most powerful clan on planet. They are heading up the effort to establish a planetary government. They are also secretly ruthless and subjugating some of the weaker clans, while negotiating with the more powerful ones. They are located in the old colony capitol.

- **Clan of House Ik'Digan**

Fringe fragment of House Ik'Tal, it is now very anti-Ik'Tal.

- **Clan of Maragana**

This Clan is a sea-faring one, made up of humans and several aquatic and amphibious species. They collectively rule the seaways, using old sailing vessels and a few repulsor lift barges.

- **Clan of Bov'Lenn's Desert Rangers**

General Fedrin Bov'Lenn was once an Old Republic general, who is suffering from some unknown trauma he experienced in the Clone Wars. He has a strong distrust of the Empire, and would have the same for the New Republic if he knew about it. He is a military man to his soul, and has started a paramilitary camp with a significantly large group. Weapons are few and far between, but the few they have are used well. They aren't raiders, but if you trod across land they consider theirs, it will be hell to pay.

Some consider the unofficial enforcers in the desert, other consider him a menace, but overall, they try to keep to themselves. They are located in the western Desert Mountains of the primary continent.

- **Clan Black Pearl**

The Black Pearl is a cult of mystery. Hooded individuals, hiding their identity and their species from everyone. They believe that the heart of the Force and the universe is a legendary Black Pearl, which resides somewhere beyond the Rift. They are rumored to be Force Users, and follow a lost art of Force manipulation. They always refer to everyone as 'sentients'. They refuse to reveal their species or their sex. "We are all a glimmer in the pearl, details do not matter."

- **Clan Liadamor**

An exclusive non-human gang of violent thugs. Most are of some Saurian origin; lizards and other reptilian species. They are strongly anti-human, and anti-Noble House. They are a radical terrorist group that roam the badlands of Great Quake Canyon. They raid any travelers, the conscript anyone that fits their liking. They have a strong liking to melee weapons. They have modified many of their weapons to emit blaster bolts or charge like a wookiee bowcaster bolt. They also enslave human in labor camps.

- **Clan of the Dark Star Rising**

This is a dark and brooding cult with a very questionable agenda. They reside in the alien ruins in the southern equatorial region, and keep to themselves. People that go there, either never return or some out on the other side not remembering a thing. Those who survive later go insane.

- **Clan of Oboros**

Oboros was a fanatical leader of a fringer cult. He and his followers are founded on the belief that the universe is a comet, powered by evil and selfishness. It is ones own peace and selflessness that slows the comet and keeps it from slamming into Hell. When everyone is completely selfless and good, the comet will come to rest, still in God's own mind. The feel that total order within oneself will keep the randomness and chaos of life from hurting them.

The result of his beliefs is a small monastery that is located in the northern mountains of the main continent. They actually live on the slopes of an active volcano, but they believe that the fact that they keep total order in their little society means that nothing bad will happen to them. They do not welcome strangers, and have learned to defend their camp rather well. They are the best martial artists on the planet, and perhaps in the Outback. They evangelize very cautiously, in small recruitment tents they set up outside each providence they visit. They are experts of bureaucracy, and methodical in their cataloging and record keeping.

### ***Starfall into the Darkstryder Campaign***

Basically I used the Star fall as is, changed the names a little, related the characters to the Darkstryder history.

#### **Introduction**

##### ***Sarne and his Forces***

Sarne is just starting his retreat. His Fleet is in shambles and trying to regroup. They have been this way for a few days. While he is retreating, he is making his "Plan B". To establish a new counterattack force at the Darkstryder planet.

##### ***The Farstar***

The *Farstar* is called to establish a command base in the Kathol Outback and continue on with the pursuit of Sarne.

The Command Base on Timbra Ott

- The primary job of the *Farstar* with respect to the command base is to negotiate with the locals and establish good relations so that the New Republic can establish a base there.
- After the *Farstar* reports they have permission, the supplies will be sent by convoy from Galtea.
- As a side assignment, the *Farstar* is expected to transport a man to find his daughter.

#### **Sir Walen Blissek - Knight of House Karadol and formerly Oon Tien Ship Yards Lead Engineer**

- This man is important to the New Republic. He is the head engineer of the Oon Tien shipyards, who has agreed to give the NR all the information he has on Darkstryder and the things Sarne did with it to modify ships. However, he has a condition. He somehow had gotten word that his daughter is dying and he must see her before she dies. She was last seen in the Timbra Ott system.
- Walen stopped cooperating once he realized that Darkstryder was also being used to control the minds of Sarne's grunts. He was almost killed in an "accident" that was almost too convenient, but was saved by a House Shador faction, who hid him until Oon Tien was liberated.
- Sarne then recruited Blissek's daughter to replace her father.

**Lady Lira Wassel, Lady of House Karadol and Head of Imperial Development at Oon Tien Shipyards**

- Lady Lira Wassel is his daughter, which he does not reveal right away. She is actually also an engineer, and learned everything she knows from her father. She continued to help Sarne and the Empire, became a loyal New Orderist, and married the Imperial Regional Governor of the Stellar Southern Region of Kathol, Governor Denn Wassel of House Karadol.

**Imperial Governor Denn Wassel, Lord Wassel in House Karadol, Imperial Governor of the Stellar Southern Rim Region.**

- Gov. Wassel is an ambitious individual and very familiar with Sarne's plan. They are almost like brothers. Some suspect he was cloned from Sarne, at least their souls were. They look nothing alike.
- The *Farstar* will transport him and assign a team to protect him and take him anywhere he needs to go to find his daughter

The Plot

- The *Starfall* plot, except that the fleet the *Starfall* will destroy is the supply convoy bound for Timbra Ott.
- The Victory Class SD is one from the Brak sector under the command of Captain Kolack. He has been assigned by the Governor and Sarne to find Walen and bring him to the Darkstryder planet.

**Other Plot Additions:**

I had a droid character in my party, and he got captured in the *Starfall* adventure. He was taken elsewhere, and implanted with a secret program that would later turn up in the *Wildfire* adventure. It was a sleeper program placed in his memory by a Sarne agent. This program held information about a spy amongst Sarne's most trusted (Rojer 622 Bane also known as C'alben B'Dorbeck, of House Ik'Tal). He has been laying information all along the *Farstar's* path to lead them to this point. This, of course, is a modification of the Rojer agent from the box set. This agent just happened to be the droid's former owner. This created an incredibly cool dilemma for the droid player, when he did finally find out about the information stored in him. It was just too bad it was too late to stop it (see Sleeper)

## *Sapella: Conflicts of Interest*

### **Sapella**

*Capitol City: Davanin*

The system is located in a sparse nebula. The Gas giant in the system was a failed proto-star that emitted a cloud of interference to all communication. The planet itself was caught in the early stages of an ice age. Their technology in most areas was behind by a few centuries, except in the area of in-system ships, weapons and droids. The *Farstar* planned to set up a subspace transmitter, as part of their gesture of peace to the Sapellan colony. They needed to be aware of the negotiations on Timbra Ott.

The Sapellan colony was established 30 or so years ago by a few Timbra Ott Clans. It was well known for its fruit crops, wines and brandies. The society had its own factions, and fragmentation's, but these were more radical and diametrically different than the one on Timbra Ott. There are six clans or houses, all resident along the equatorial region of the planet. These clans all had their own beliefs and social structures. Two were fanatical, and violent, led by barbarians and raiders. Neither liked each other, and hate the peaceful clans. The clan in power, Clan Tellurium, was lead by a man named Goradus, and was seeking to bring the clans together.

Sapella was part of a shared defense pact with Timbra Ott, and the force behind this pact was three Clone-war-era Destroyers. These were reported to be currently (at the time of the *Farstar's* visit) in orbit around the gas giant, docked in the space station, under repairs. Due to the lack of technology and trained engineers, the repairs are taking much longer than it would normally. This would prove to be another opportunity for the *Farstar* to help.

The Clans of Sapella are the outcasts of Timbra Ott. The planet is also home to the best wineries and liquor-making distilleries in the Kathol Outback, using many of the rare fruits and vegetables of the planet. It is also a very cold planet, except around the equator.

<b>Clan</b>	<b>Leader</b>	<b>Notes</b>
Tellurium	Adarake Goradus	Allied with Salmeur
Salmeur	Walt Kamarus	Ex-Imperial known to Jessa, supposed to be dead
Breg-Shetan	Imdiss Realm	Neutral clan
Thacanald	Higass Jelic	Neutral clan
Heda	Derek Medok	Anarchist clan
Virniant	Jareem Orom	Anarchist clan

**Current Situation:** The anarchist clans are seeking to wrest the power from the ruling clans, and seek to destroy the space station and the defense fleet.

**Blue Cure:** One thing that came out of this adventure was something called the Blue Cure; a vigilante group that was working towards the same goals as the *Farstar*, but for their own purposes. There was concern that the *Farstar* might cross paths with the Blue Cure, and the Blue Cure might not be very respectful to the New Republic and their goals.

However, I neglected to expand on the Blue Cure, totally forgetting about them.

**Other Plot:** I used this adventure to play a moral dilemma on the Captain. One of the peaceful Clan leaders told the Captain that if one of the leaders of the more violent clans were to be assassinated, then the power of those two clans would crumble and peace would be assured. They asked the Captain if Kla'al would do the honors. Created an interesting moral dilemma for a Captain who is supposed to be loyal to the NR moral code.

I also used this adventure to plant the seeds of mutiny.

### ***Binaros: Planet Food***

I made the plant creature on this world a little more viscous, and expansive. It has already spread throughout the planet like kudzu. It basically was another Sarne-black project called Project Planet Food. Picture the creature from the *Night of the Triffids*. I even used an influence from that movie and made the weakness of the plants salt-water.

They were lead here by a stray Imperial probe droid. In reality, the probe droid was used to transmit incriminating evidence into the Project Plant Food computers, against Jessa. Sarne is making an effort to frame Jessa for the deaths of all the scientists on Binaros. This, of course, is a fabrication, but it was fun to see Jessa squirm out of it.

The transmission read something like this:

Lt. J. Dajus: "Abandon the base."

Sec. Officer: "...And the scientists?"

J. Dajus: "Release the specimens on them. Make sure they are all infested. Then get out. Sarne needs all the fighting men he can get now."

Sec Officer: "Ma'am, we can fit them all on the shuttle."

J. Dajus: "Liabilities now. They know too much."

**Project Nuniok Dak:** I also made things difficult for Gorak as well, planting another seed into the plot, called Project Nuniok Dak (named after the Sullustan Demon. He is the demon of the ultimate Sullustan nightmare - to be lost).

***Return to Sapella: Nuniok Dak***

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A simple quick adventure where they decided to experiment with one of the Nuniok Dak pods. Took place on board the Farstar. Insert any adventure here if they decide to do the same in your group.



### ***Kathol Republic: Little Empires***

This adventure remained as is, and I just added on to it for some of the minor characters.

#### **Kathol Republic History**

The rogue elements of the Old Republic that formed the Kathol Republic, I took and related them back to the Kalvessan Starwolf history. There was an element of the Republic that was sympathetic to the marauding barbarians collectively called the Union that wanted to create an "anti-Kalvessan". These scientists were banished, and some managed to become a part of the Kathol Republic (while others joined the Qek Confederation).

This relates to the Nuniok Dak tie-in.

#### **Qek Element**

The Qek are dealing with the radical scientist faction (*plug-in your own name for 'em*). This faction is part of the faction that wants to overthrow the current leadership of the Kathol Republic.

They are also helping in creating the assassin droids for Sho'ban Do. These are special droids with Qek biotechnology. This will bring about an encounter with the Qek warriors on Dayark. I used this to show just how "bad-ass" the Qek really were.

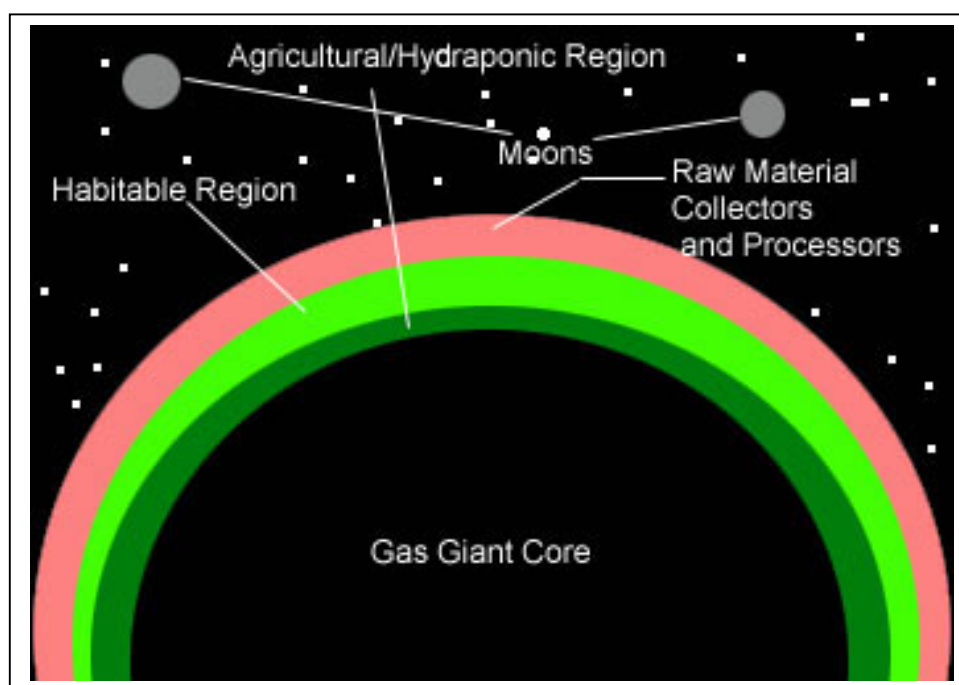
### ***Masters of Exocron: The Qek Virus & Mutiny***

(A merging of the Darkstryder adventure *Masters of Exocron*, The SuperNova adventure, *The Mynock Conspiracy*, and the Darkstryder Adventure *Kathol Rift: Rogue Elements*)

GM Note: Perhaps the best and most intense gaming session of all Darkstryder, short of the final battle.

#### **Exocron History:**

I changed the Exocron to some degree. All that is stated about the origins of the colonists is true, except they never found a terrestrial planet. They found Exocron Prime, a very active gas giant, with a temperate zone layer that the colonists began to colonize with floating cities (This of course, is like Tyed Kant in *The Mynock Conspiracy* adventure). They started by building a city around their ship, using shuttles to bring down raw materials from the surrounding asteroids and moons. As generations past, more and more cities were built.



Basically, I tailored the Exocron history to create a world that is a merge of Tyed Kant and the Exocron airship-society. I thought it would be much more epic.

Little has changed in the Exocron society, except it centers on the floating cities-sprawls. The Devisors now control more. They control the construction of the Sprawls, the mining of the Exocron moons and asteroids surrounding the gas giant, and most other technology. They limit all traffic off the sprawls, and will not allow technology related to hyperspace drives to be produced.

One things to note is that all the sprawls are on one side of the planet, while the other side is "forbidden" by the Devisors (they say because of Storms or something along those lines.) The other side is actually the location of a huge Qek sprawl colony.

#### **The Mynock Plot**

This is the central adventure in *The Mynock Conspiracy* in SuperNova. The Mynock Virus is a Qek virus. The Qek, with help from the Devisors, have decided to test out their virus on one of the sprawls of Exocron Prime. This leads into the Mynock Conspiracy plot a little. I, of course, threw out the corporation mentioned in the *Mynock Conspiracy*, but I suppose they van be made into Corporations

run by different factions within the Devisors (perhaps pro and anti-Qek, or pro and Anti-Sarne/Imperial).

I ran the players through the Sprawl adventure. The basic idea is to trap the players on an infected Sprawl and have them get out.

### **The Kidnapping**

When the Devisors capture the command staff, the Captain is escorted to another location separate from the rest. She is actually taken by the Qek, to be implanted with a mind control device. She will be transported to one of the moons, where the Devisors, the Qek and Sarne have a joint-base.

### **The Mutiny**

While the delegation are dealing with the problems presented to them in the Exocron adventure, the Farstar will be dealing with it's own problems. I interjected the *Rogue Elements* adventure a little early here, using different characters as the instigators. If you plant the seeds of mutiny early, you can do the adventure at any time.

### **The Finale**

The Adventure dynamic is obviously considerably changed, and this of course changed the ending significantly. The resistance against the Devisors grew into a battle with the Qek on the other side of the planet. The Farstar Squadron helped there. There was also a rescue attempt of the Captain from the moon base, once they found out where she was. Of course, there is the Mutiny that the second in command had to deal with. It ends with them unsuccessfully stopping the spread of the Qek Virus, and this will lead to a need for a Cure. They find out from the Exocronians about the Uukaablians, masters of medicine and familiar with Qek bio-weapons.

***Quest on Shantuun: Domain of Evil***

*(Classic Adventures Vol. 2: Domain of Evil: Converted to a solo adventure. See document Quest on Shantuun.doc. Used as Jedi training for the three potential Jedis in the crew.)*

## ***Wildfire: The Cure, & The Sleeper***

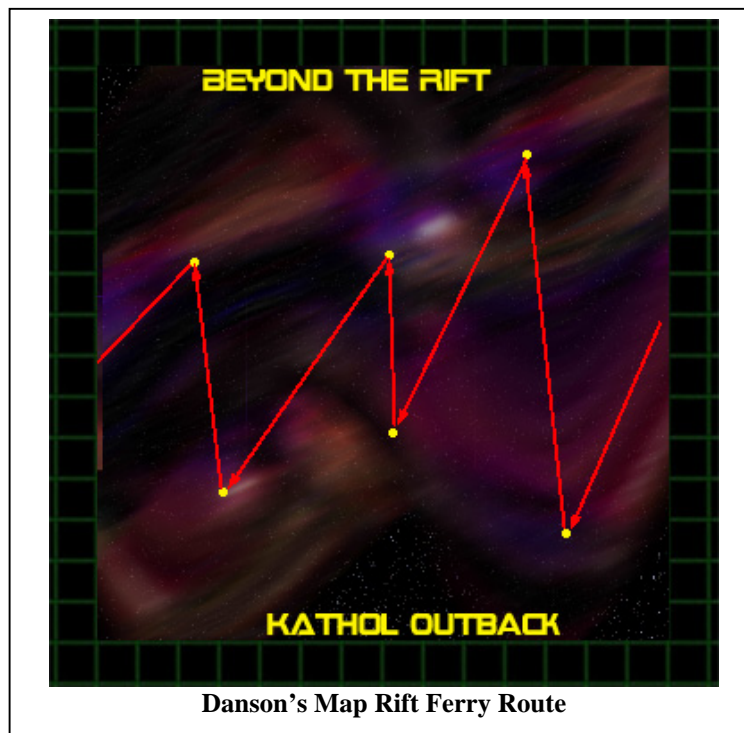
### **The Cure**

This is the central plot of the adventure, changed very little. Now, not only are they looking to cure a virus on their own ship, but they are looking to cure a virus on Exocron.

### **The Xeenarch & The Rift Ferry**

The NPC they find on the Qek space station named, Dr. Fasha Dansun is a Xeno-Archeology (Xeenarch). She is chasing the Rift Ferry ship, and has a map of its route. She claims it was what the Qek were interested in, and why she was in the custody of them. She and her partner, Jensen Makezh, are working on a project to hunt down something called the "Ferryboat of the Rift". This was a legend of yet another ghost ship that traveled the Rift. This legend, however, originated from the Aing Tii Monks. Technically, this was the "ghost ship" legend of the "ghost ship" of the Kathol Outback. Dansun first came to Kathol to investigate the original "ghost ship". When she finally was able to get the Aing Tii to trust her, she learned of the "ferryboat". She had been in search of any sign of this "ferryboat" ever since.

In her search, she was able to find out that many centuries ago, this ferryboat traveled to many of the planets in the sector and beyond. Before the Rift was formed, it would take ships and cargo across great distances. It was created by an unnamed race, which the Aing Tii worshipped and feared. When the Rift was formed, it disappeared. Every world it visited had a waystation; a port for it to dock. Most are in ruins now, but few still exist. She was in search of an operational one, to summon the ferryboat and take it to where it ends up perhaps "beyond the vale of the Rift".



Some of the most recent ruins she had found had maps of places the ferryboat visited. She cross-referenced them with known sightings of the ship in the Rift, from information she got from the Aing Tii. Thus, her map of way points. She was convinced the "ferryboat" was trapped in the Rift, and waiting for ships to pick up. She was also convinced that only that ship could survive the Rift. It had amazing adaptation abilities, and was run by a self-aware intelligence. They just had to get to one of the way points.

The Aing Tii supplied her with a human they had aboard their ship. It was Jensen, a human born with powerful abilities not dissimilar from the Sullustan abilities of navigation. The monks had modified him to help navigate the Rift.

Makezh is on Danoor. He will help with navigating the Rift when they aren't using the Nuniok Dak Sullustan's or the Ferry. They also will to make plans to get the rest of the New Republic fleet across.

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### **The Sleeper**

One of my players was a droid, and had been implanted with a secret program by Imperials when he was captured last. This was a sleeper program that was programmed to reawaken when his comlink picked up a Imperial encoded message. This message is picked up on Uukaablis, were the droid suddenly was taken over by the Sleeper program and forced to deliver the information with in him. He lead a group of PCs straight to an Imperial base on the other side of the planet, where they found the project Nuniok Dak base.

There, they got clues to Sarnes next move: to go across the Rift, using the Nuniok Dak and the Saran Dijaran Sullustan. They should gather that information plus samples of Nuniok Dak.

### **Additional Spice:**

I put a Chuborro run spaceport under construction on Uukaablis to complicate things.

## ***Edge of The Galaxy: The Rock of Armageddon***

### **The Published Adventure**

I basically through out most of the adventure written in the Kathol Outback Adventure book. However, I did take an inspiration from the planet's own history plus a few movies that were out at the time. The history tells a story about how the planet was devastated by a meteor strike years ago. I decided that history should repeat itself.

### **Danoor**

Danoor was a quiet world until it had a visit from an Imperial attack fleet (led by the *Lance of Endor*). The Lance and it's support fleet attacked the world's most populated cities, knocking out the planet's command/control structure. This was all part of a plan to slow the *Farstar* down, and allow the whole of the New Republic fleet time to get closer to the Rift. But it didn't stop there. Once the fleet was finished with the world, they skimmed the edge of the Rift to find a suitable piece of stellar debris, and set charges to knock into a collision course with Danoor.

### **The Tugrah**

I changed the Tugrah to be more of a scavenger race, with more or less the same philosophy as described in the adventure. They come to Danoor en-force to pillage it. They figure since the people were doomed, they should at least save their stuff. At the same time, they are kidnapping whole towns and selling them to the Sabiador Slave ring. This sets up a huge battle, first with the Tugrah, then with the Sabiador, then the Lance of Endor shows up later. See *The Battle* below.

The Tugrah's meager fleet still out number the *Farstar* and it's support. They have several huge cargo vessels with very little armament, a squadron of fighters, and a few well-armed freighters.

### **The Rock & The Ruins**

The asteroid moved by the *Lance of Endor* is on a collision course with the planet. The planet is unaware of the impending doom, but only aware that a race of scavengers are plaguing the planet. To complicate things even further, the Xeenarch exclaims that she must get to that asteroid before the *Farstar* does anything about it. She browsed through scans of the asteroid, and found that there were ruins on the asteroid similar to those related to the ferry way points. She has to see those ruins to get the next ferry way point so they can catch the ferry ship.

NOTE: By this time, the players should have the idea that Sarne has already crossed the Rift (from Uukaablis information), and have an idea how he did it (using the Nuniok Dak project). They themselves should have some samples of Nuniok Dak, the type that get them to one point in the Rift that correspond to the Ferry Way points. If they don't have any of these, then they can use Makezh and find the ferry ship that way.

When they get to the asteroid, what they find is an alien ruin of great power and mystery. I leave this open to the GM. The Xeenarch should get the information she needs to catch the next stop of the Rift ferry, and the rest is up to the GM.

### **The Planetary Government**

The government is in shambles, already at the brink of civil war before the Tugrah arrived. Competing factions, pro-Imperial vs. pro-Republic are all busy squabbling. When the *Farstar* delegation arrive, it's up to the GM how he handles it. I had the pro-Imperials in charge, welcoming the *Farstar* crew with open arms until they have their backs turned. Before they knew it, they were in a cell with several pro-Republic sympathizers.

This I leave open to the GM.

**At the peak**

At this point, the *Farstar* should be spread pretty thin.

- An away team to the surface to contact the planetary government and the civil unrest there.
- The ship and its squadrons dealing with the Tugrah, then the slavers, then the Imperials
- A SpecOps team to escort the Xeenarch and set charges on the asteroid to knock it off course.

**The Battle**

The final battle occurs at the same time the asteroid is being dealt with, and whatever happens on the planet's surface comes to full head. As explained earlier, there will be a battle with the meager Tugrah forces, followed by the attack on the slaver ships. This, of course, creates a conflict of interest with Gorak, handle it as the GM sees fit. In my game, his former-partner was heading up the effort to rape the planet. When things get tough in the space battle, which it did for me, I brought in the Monks (a-la *B5/Vorlon* style) to save the day.

After some recovery time, and the asteroid is dealt with and the planet seems to be calming down, is when the Lance of Endor should show up. The captain of the Lance has gone maverick, and wants to see the *Farstar* crippled, not just delayed. So he attacks hard, despite his orders to not damage the ship significantly (as part of Sarne's over all plan to lure the New Republic to his trap at the Darkstryder planet.)