

# The Antei System

*An extensive look at the Dark Brotherhood's domicile and its history*

Serve the Brotherhood —

## **Dark Jedi Master Aristan "Sarin" Dantes**

**DJM Aristan Dantes (Sith)/DGM-EP/Dark Council – Senior Author, Senior Editor**  
AK/SB/SC/AC-WG/DC-KC/Cr-1A-4S-4E-1T-1Q/CF-BIF/DSS/SI/SoL/LSAu/S:-1C-2D

## **Grand Master Jac Cotelin**

**GM Jac Cotelin (Sith)/GM/Dark Council – Senior Editor, Author, Source Author**  
GLS/SL/DS/ED/RS/AK/SB/GC-S-GS/SC-SoA/AC-QL/DC/(GN)/(BNAu)/Cr-1D/CF/DSS-QK-QL-QW-QA/SoL-TC/LSP/S:-28M-1R-1C-3D

## **Sith Warrior Raken**

**SW Raken (Sith)/M:DGM/Council Assistants – Senior Author, Editor**  
SB/SC/AC-WG/DC-KC/(GNP)/(SN)/(BN)/Cr-1D-2R-6A-7S-9E-2T-1Q/CF/DSS/LSAu/S:-10D

## **Krath Archpriest Valerian di Plagia Orzon**

**KAP Valerian di Plagia Orzon (Krath)/PCON-DSC/Clan Plagueis – Author**  
SB/GC-S/AC-LS/DC-KC-O-CS/Cr-12A-15S-16E-4T-5Q/DSS-QK-QL/SI/SoL/LSAu/S:-1D

## **Sith Battlelord Aabsdu di Plagia Dupar al'Tor**

**SBL Aabsdu di Plagia Dupar al'Tor (Sith)/CON-EP/Clan Plagueis – Author**  
SB/GC/SC-SoA/AC-LS/DC-KC-O-CS/(GN)/(SN)/(BNAg)/Cr-5R-4A-10S-11E-6T-3Q/ECF-BIF/CF-BIF-RF-GF-PF-SF-GoF-PIF/DSS/SoL/LSB/S:-5A1-6C-10D

## **Dark Prophet Darth Vexatus**

**DP Darth Vexatus (Sith)/Ludo Kressh of Naga Sadow – Editor, Source Author**  
EDx2/RS/AK/SB/GC-S-GS/SC-CoR/AC-LS/DC-LC-R/(GNG)(GN)/(SNB)/(BNG)(BNG)/Cr-3R-4A-5S-1E-2T-2Q/ECF/CF-BIF-RF-GF-PF/DSS-QK-QL/SoL-TC-TC-BE/LSG/S:-4M-11R-8A1-12C-12D

## **Dark Side Adept Doni Tzu Tarentae**

**DA Doni Tzu Tarentae (Sith)/LHoJ-P:DGM/Tridens of Tarentum – Editor**  
AC/(GNAg)/Cr-1S-1T/SoL/LSB/S:-1D

## **Krath Pontifex Troutrooper**

**KPN Troutrooper (Krath)/P:GM/Tridens of Tarentum – Editor**  
RS/SB/SC-CoR/AC-WG/DC-LC-R/(GNP)/(SN)/(BNAg)/Cr-1D-2R-4A-1S-4E-1Q/CF-BIF-RF/DSS-QK/SoL-TC-TC-BE/LSAu/S:-13D

## **Dark Jedi Master Shan Long**

**DJM Shan Long (Krath)/Marka Ragnos of Naga Sadow – Source Author**  
ED/RS/AK/SB/GC-S-GS/SC-CoR/AC-QL/DC-LC-R-C/(GNB)/(SN)/(BNAu)/Cr-2R-2A-2S/CF-BIF/DSS-QK-QL-QW/SI/SoL-TC-TC-BE/LSG/S:-6M-2D

## **Dark Side Adept Khobai Wrathraven Arconae**

**DA Khobai Wrathraven Arconae (Obelisk)/CoG/Galeres of Arcona – Source Author**  
ED/AK/SB/GC-S/SC-CoR/AC-LS/DC-LC-R-C/(GN)/(SN)/(BNP)/Cr-2D-1R-3A-3E/ECF/CF-BIF-RF-GF-PF/DSS-QK-QL-QW/SoL-TC-TC-BE/LSAu/S:-2M-4C-8D

*Other Sources include the Dark Voice Archives, the Codex, the Dark Side Compendium, the Dark Brotherhood timeline, and the fiction from the Fifth Great Jedi War.*

# The Antei System

## Introduction

What follows is a record and guide of the home of the Dark Jedi Brotherhood. This document is presented in three segments. As the Antei system is actually a composite of two star systems, Antei and Antares, there is a segment for each that details the history, composition, and characteristics of the two merged systems in turn. The final segment explains the anomaly that is the Shroud and Clan Tarentum's role as its guardian.

## System Overview

### STATISTICAL DATA

- Type: Composite
- Major Stars: "*Dark Star*" (Ante), Antares
- Number of Planets: 10
- Number of Moons: 12
- Size: ø75AU
- Native Sentient Species: Minaquoi, Rexan
- Exports: Ore, gems, gas
- Imports: Foodstuffs
- Government: Oligarchy
- Population: 3,649,100,500
- Distance from Coruscant: ~10 Kilo Parsecs
- Distance from Nearest Neighbor (Orian System): ~700 Parsecs

### PLANETS AT A GLANCE

#### Antei System

Planet	Climate	Population	Moons
Antei	Arid	30,100,000	2
Samur	Arid	0	0
Kih	Gelid	0	1
Veridion	Gelid	500	0
Calabrex	Temperate	3,645,000,000	0

#### Antares System

Planet	Climate	Population	Moons
Andrion	Temperate	1,000,000	0
Liren	Gas Giant	0	2
Geroha	Gelid	0	5
Antares Major	Gas Giant	0	2
Geles	Temperate	0	0

#### Moons by Planet

- Antares Major
  - Antares Minor

- Naustlia
- Antei
  - Lyspair
  - Atrophos
- Geroha
  - Vek
  - Nar
  - Sket
  - Tral
  - Lon
- Kih
  - Erika
- Liren
  - Palimen
  - Kivo

## PROMINENT LOCATIONS

- Dark Hall (Antei)
- Shadow Academy (Lyspair-Antei)
- Martial Academy (Atrophos-Antei)

## POINTS OF INTEREST

### Antei

- The Temple Bellseph
- The Temple Tiamat
- The Temple Boyna
- Codei Prison
- Triumvirate Library
- Hall of Immortals
- The Tomb of Okemi
- The Dark Hall

### Samur

- Automated Mining Facility Site 17
- The Spires of Samur

### Kih

- Anger Lake
- Sin Barrens

### Veridion

- Ice Outpost 4
- Ice Outpost 5

### Calabrex

- Stronghold of Darkness
- Combat Training Center
- Strategy & Tactics Academy
- War Simulation Station

- Shipyard Plexus
- Spaceport Complex

### **Andrion**

- Promontory of Ga'lah
- Ruins of Morban Sla'akah
- Fose Swamps
- Mt. Trigony
- The Welling Sea

### **Liren**

- Facility 88

### **Geroha**

- The Blight

### **Geles**

- Scars of Nol Latuk

## **TIMELINE**

Notice: All Times Before the Battle of Yavin are generally approximations derived from various sources and historical accounts.

### **BBY**

- 31000 – City of Vol'ska founded on Andrion
- 30000 – Cor civilization rises to prominence on Andrion
- 5050 – Antei discovered by Okemi
- 4000 – Stand at Kih
- 3950 – Tiamat joins Okemi
- 3945 – Temple Tiamat constructed
- 3650 – Ferran joins Okemi & Tiamat, Triumvirate forms
- 3500 – Miniquoi briefly subjugated by unknown warlord on Andrion
- 2950 – Tiamat's ritual fails, Obscuration occurs, Star Chamber destroyed
- 2949 – The Ruin begins (a period of cultural & technological stagnation on Antei)
- 2200 – Followers of Scorm disappear
- 777 – Samur accidentally discovered by the Ruurese

### **ABY**

- 18 – Antei rediscovered by the Brotherhood, Dark Hall construction begins, Antaran Columnate destroyed
- 19 – Tomb of Okemi discovered
- 20 – Brotherhood takes control of Antei's sun-side, Temple of Tiamat discovered
- 21 – Nanimoun-Carisoni war on Antei, Khaleron accept Brotherhood rule, Codei prison built
- 22 – Antei's last hold-out civilizations join the Brotherhood, Harka civilization destroyed

## **HISTORY**

The Antei system is one of the galaxy's greatest enigmas. Located between the Hydian Way and the Daragon Trail the system is cloaked within an anomaly known as the Shroud. The Shroud is a nebulous cloud of ionized

particles that prohibits hyperspace travel in and out of Antei. Legends labeled the Shroud as a source of evil from which no ship ever returned.

In truth, the Dark Shroud and the Antei system are rife with the Dark Side of the Force. Approximately five thousand and fifty years before the Battle of Yavin, an exiled Sith Warlord named Okemi discovered the sector on the outskirts of the Sith Empire. Guided to the system by the Dark Side of the Force, Okemi established his seat of power on Antei, the fourth planet in the system of the same name.

On the planet of Antei, Okemi and his followers discovered temples built by the first inhabitants, a race of sentient near humans. Okemi and his Sith followers subjugated this race, and turned them into a society of slaves, much as his own Sith had been subjugated by human Dark Jedi. For over fifteen hundred years, the Anteians built temples to honor their Sith Gods and established a potent aura of darkness throughout the system.

In approximately 3950 BBY, the sorceress Tiamat, following her force-fueled dreams, discovered Antei. Tiamat was amazed at the wealth and immense power Okemi had created over the past millennia. The original native species had bred into the Sith populations and a world-wide civilization with Okemi as its theocratic head had formed. Guided by portents in the Dark Side, Okemi accepted Tiamat into his order and the two formed an alliance of power.

The alliance was not complete, however, until Okemi and Tiamat reached out to an assassin of terrible power named Ferran. Ferran was a Sith Cultist from the Mecrosa Order, his life devoted to the art of assassination. Traveling from his home of Corellia, Ferran joined Tiamat and Okemi and the Triumvirate was born. Together they would create a temple, housing a chamber that would later be known as the Star Chamber. The Triumvirate would expand their power from the planet of Antei to the other planets in the system.

The Star Chamber stood as the center of their power, augmenting their ability in the Force and granting powers beyond imagination. The Triumvirate basked in their glory until around the year 2950 BBY when Tiamat lost control of a ritual designed to harness the power of stars. Ferran opposed the ritual from the start, believing it to be too dangerous. However, Tiamat plied Okemi with her wiles until the ancient warrior gave his consent.

The ritual itself focused on Antei's primary star, Ante. It was to create a conduit to the near limitless energy offered by Ante's churning nuclear furnace that could be channeled directly through Tiamat's understanding of the Dark Side of the Force. Unfortunately, for her and the rest of the Triumvirate, her attempt at manipulating forces on the cosmic scale failed miserably.

No one knows what exactly caused the ritual to fail. Many say that Tiamat was too weak to control the forces she meddled in; others say that Ferran's attack caused an otherwise successful ritual to fail. It is known that once opened, the sorceress found she could not control nor close the gateway to Ante's burning heart. Unchained from the universe's governing principles by the witch's dark magic, the star became a monster with fuel and energy enough to rend the very system. Ante burned the remainder of its life's fuel at a maddening rate to escape Tiamat's desperately failing grasp. Were it not for the witch's hold, the star would have burned its children to ash. However, there is evidence that suggests Tiamat had begun to regain her hold on the ritual and that it was Ferran's panic that destroyed the Triumvirate.

Having been betrayed by Okemi and Tiamat, Ferran was already fueled by the rage of indignation. Seeing the ritual begin to fail, he slew Tiamat and the Triumvirate's world came down around them. The Assassin relished his short-lived vengeance, and met his fate with sword in hand.

As it were, in the brief minutes of Tiamat's failing control, Ante consumed its store of fuel in its desperate attempt to escape the witch's grasp. The cosmic struggle between the two magnates of power resulted in the release of devastating waves of energy that pulsed outward from the chamber, violently realigning the landscape of Antei and the other Anteian planets. As Tiamat regained some measure of control, Ante rapidly cooled; the

vast majority of its power was gone. All that remained was a black dwarf star, no longer capable of emitting visible light or heat.

At the focal point of the disaster, the Star Chamber was utterly destroyed. As the shockwave spread from the temple outward, Antei suffered far more than any of its siblings. Its lush jungles were scorched from the land, its once-grand structures vaporized, and its seas boiled. What once was a lush and temperate planet, now only rock and char remained.

But Ante, now the Dark Star, was not done.

The Great Darkening befell the Antei system as it reeled from the transmogrification of its patron star. A great cloak of night fell over its worlds that threatened all life with extinction. Be it the universe's nature to seek balance, or a last bid to destroy that which dared to meddle, it is not known, But the system survived. As the mighty star darkened and began to relinquish its throne as lord and benefactor to the system, the nearby star of Antares, a super-giant, began to exert its natural will on the unstable Antei system drawing it inexorably to itself.

Over the course of the last 3,000 years, Antares system slowly drew the Antei system into proximity with itself. The two stars now form an unholy binary with no equal throughout the rest of known space. Over the millennia, nature ground many planets that once existed within the two systems to dust, pulverized as the massive cosmic wheel churned ever-onward despite the meddling of those who would seek power beyond all reason. Rumor begets that this process is what made the "Shroud" that now covers the two systems.

Legend refers to these titanic events as the Obscuration.

The two systems now exist chaotically, though apparently stably, whose great discs now form an "X" intersecting at the binary of Antares and the Dark Star. Whereas Ante once provided the gift of light, and subsequently life, the sire Antares now makes that grant. Both light and darkness now exist within Antei symbiotically. Antares' power is immense; the super-giant star possesses vast resources of fuel to foster the continued life of all inhabitants, both new and old. However, despite the dominance of the Antares star, those that know of the binary system refer to it as the Antei system. This is largely due to the incorrect legends that once told stories of Antei pulling in the Antares system, rather than the reverse of that.

Scholars within the Brotherhood debate whether the merger that initiated with the Obscuration is complete and fully-stable, or whether its delicate balance could falter and again plunge the worlds of the Brotherhood into chaos. They all agree, though, that any further devastation is lifetimes away.

In 18 ABY Antei was rediscovered by a team of Sith explorers working with Krath researchers under the direction of Grand Master Firefox. In strange visions, Firefox saw the Shroud. Prompted to explore, he dispatched teams to the farthest reaches of the Sith Empire. When the team discovered the Antei system, he ordered the long awaited Exodus, resulting in the Second Civil War of the Dark Jedi Brotherhood.

Since the rediscovery of Antei, the Brotherhood has devoted itself to the recreation of the Star Chamber and the pursuit of absolute power. Within the following pages, you will discover the very details of the Dark secrets protected within the Antei sector since it was rediscovered.

## THE ANTEI SYSTEM

The following is a description of the star, planets and moons that made up the Antei system prior to its merger with the Antares system.

# “DARK STAR” (ANTE)

## STATISTICAL DATA

- System: Antei
- Constellation: Enono
- Right ascension: 19<sup>h</sup> 56<sup>m</sup>
- Declination: 35° 4”
- Apparent magnitude (v): 32
- Distance: 19.7 light-years
- Mass: 4 solar masses
- Radius: 200 solar radiuses
- Luminosity: 2,000 (bolometric) solar luminosity
- Temperature: 1,500 K
- Age: 8.1 billion years

## HISTORY

The Dark Star is the current incarnation of the star once known as Ante. Forever altered by the sorceress Tiamat’s dark ritual, the once M-class star was altered to become a black dwarf during the Obscuration. It is essentially invisible due to its extremely cool surface temperature. Black dwarfs are rare phenomena in the galaxy as they generally require some twenty billion years to cool to the point of no longer emitting light or heat. The Obscuration stands as a testament to Tiamat’s power that she was able to affect such a dramatic event so quickly.

Prior to its unnatural transformation, Ante had burned for some 8 billion years as the sole source of light for the Antei system. Once benefactor, Ante has now become the “Dark Star” silently orbiting Antares, stripped of its role as regent. Now it festers with the Dark Side that some even say enhances the power of the Brotherhood within its sight.

## ANTEI

### STATISTICAL DATA

- System: Antei
- Moons: Atrophos, Lyspair
- Rotation Period: 24 Hours
- Orbital Period: 365 Days
- Climate: Arid
- Gravity: 1.19G
- Primary Terrain: Mountainous, Barren
- Native Species: Humanoid
- Immigrated species: Sith, Human
- Population: 3,100,000
- Landmarks: Dark Hall
- Major Imports: Foodstuffs
- Major Exports: Cortosis, Electrum
- Affiliation: Dark Brotherhood

## TIME PERIODS

For more than 5,000 years, Antei has been a source of great power in the Dark Side of the Force. Dark Brotherhood historians divide the history of Antei into three distinct periods. The first period named Triumvirate, the second named Ruin, and the third named The Final Order.

The Triumvirate is named in honor of the union of Okemi, Tiamat, and Ferran. It begins in 5050 BBY marking Okemi's discovery of Antei and continues until 2950 BBY and the destruction of the Star Chamber. This period covers a remarkable time in Antei's history where Okemi subjugated the population and created a Theocracy of the Dark Side. Krath Historians have identified the architectural style of this period to reflect those structures built in the Sith Empire, in particular the Temple structures still dotting Antei's surface.

The second period named Ruin takes place immediately following the destruction of the Star Chamber dating in 2949 BBY and lasting until the rediscovery of Antei in 18 ABY. This is a period of intellectual and technological stagnation brought on by the cataclysmal destruction of the Star Chamber.

The third and last period, named The Final Order, begins with the rediscovery of Antei and continues to the present day. This period has been one of expansion and rebirth for the Antei system as the Star Chamber has once again returned.

## HISTORY

Ten thousand years before the Battle of Yavin, Antei was a fertile world of jungle flora and sweeping grasslands. The planet was divided into two major continents separated by vast oceans. A sentient near-human species developed pre-hyperspace technology and formed settlements on both the northern and southern continents. These near-humans based their society on religion, worshiping their gods from temples scattered across the planet.

In 5050 BBY the Sith Warlord Okemi and his followers discovered the temples of Antei and crushed the near human species subjugating them into a society of slaves. Okemi created the Theocracy of Darkness and placed himself as the God-King of Antei. Based on the designs and architecture of Korriban and Ziost, Okemi used his slaves to expand upon their temples creating massive structures that focused the Dark Side of the Force.

In 2950 BBY the cataclysmal destruction of the Star Chamber resulted in climatic changes that turned the lush jungles and grasslands of Antei into desert wastelands. The once proud and technologically advanced followers of Okemi were forced into nomadic tribes of hunter-gatherers. These nomadic tribes fled the desolation and ruins of Antei's great temples and sought out the few remaining fertile regions on the planet's northern continent. It was there that Okemi's followers would remain for thousands of years. This was a time of intellectual and technological stagnation. The technology the tribes did possess was a result of mishap; ships would occasionally find their way into the system and stay unable to escape. Thus, when the Brotherhood found Antei, there were some marks of technological advancement, but it was inferior to the Brotherhood's own.

Eighteen years after the Battle of Yavin the Dark Jedi Brotherhood rediscovered Antei and the great ruins of Okemi's dynasty. Under the guidance of Grand Master Firefox and then Jac Cotelin, the rebuilding of this once great planet has begun with the creation of the Dark Hall and the legendary Star Chamber. For the better part of six years, the Brotherhood lived in isolation, developing its forces, building its infrastructure and working politically to gain control of Antei. In 20 ABY, the Brotherhood violently moved for control of the sunside. Two years later, the remnants of Okemi's followers capitulated to the Dark Brotherhood, uniting Antei for the first time in 2,000 years.

## POPULATION CHARACTERISTICS

In 2050 BBY the destruction of the Star Chamber led to the fragmentation of Okemi's followers. Forced to flee their homes in pursuit of survival, the once proud people splintered into warring factions in an effort to gain domination of the remaining resources on Antei.

## **Nanimoun**

Led by a combative society the Nanimoun were resistant to the Dark Brotherhood's occupation of Antei. In 21 ABY they declared war on their neighboring tribe of Carisoni for allying with the Dark Brotherhood.

## **Carisoni**

The smallest faction on Antei, the Carisoni worship the Dark Jedi of the Dark Brotherhood as Gods. In 21 ABY they entered war against the Nanimoun. Despite being outnumbered two to one, the Carisoni were victorious. It is rumored that rogue Dark Jedi allied with the Carisoni in the final battle of the war where the Nanimoun capitulated.

## **Koridians**

The Koridians were the last tribe on Antei to surrender to the Dark Brotherhood. Unable to accept the Dark Brotherhood as their political leaders, the Korind military marched on the Du'san boundary and engaged Dark Brotherhood forces on the plains of Kretamin. Led by Grand Master Cotelin, the Dark Brotherhood overwhelmed the Korind, killing the Head Consulate of Korind and effectively ending the resistance.

## **Khaleron**

The Khaleron are a rough and hardy people located in the north country of Narmar. Led by an elected monarch, the Khaleron accepted Dark Brotherhood rule in 21 ABY.

## **Harka**

Dominated by the Koridians for generations the Harka were slaughtered by the Dark Brotherhood in 22 ABY. Obelisk High Commander Korras and his forces marched on the Harka capital and razed it in a show of force designed to scare the rest of Antei into surrender.

## **GEOGRAPHY**

### **Narmar (Sunside)**

Dominating the northern hemisphere of Antei is the continent of Narmar. The eastern region of Namar known as Zigara is the last fertile land left on Antei. It is here in the rich, fertile soil that the descendents of Okemi were forced to live after the destruction of the Star Chamber.

The western region of Namar houses two ancient temples built during the The Triumvirate period. Under the direction of Grand Master Firefox and Grand Master Cotelin, these temples have been turned over to the Sith and Krath Orders of the Dark Brotherhood.

The center of Narmar is a mountainous region known only as the Death Lands. The Dark Brotherhood built a prison facility in this region that no known sentient has ever returned from. Rumors exist stating the prison doubles as a facility of dark alchemical projects where Elders of the Brotherhood perfect ancient techniques of mutilation on prisoners.

Narmar is often referred to as the Sunside of Antei because it is not trapped under the cloak of ionized storms that plague southern Antei.

### **Adas (Shadow Lands)**

The southern continent of Antei is named in honor of the ancient Sith King Adas who drove away the Rakata at the cost of his own life. Known as the Shadowlands, this region of Antei is trapped under a perpetual darkness created by ionized storms resulting from the Destruction of the Star Chamber.

Adas is the home of the Dark Hall of the Brotherhood. The Dark Hall is a massive complex that serves as the Headquarters and the seat of power of the Dark Jedi Brotherhood. Built on the foundation of Okemi's personal

temple, the Dark Hall radiates the Dark Side of the Force. It is here that the Grand Master and the Dark Council hold sway over the Brotherhood.

Located far to the south of the Dark Hall on the desolate plains of Adas is the Temple of Boyna. This structure was discovered by Dark Jedi Master Spears and was later claimed by the Obelisk Order. Since 18 ABY it has served as the Obelisk Command Center and as a training facility for lightsaber combat.

Unlike Narmar, Adas is barren of fertile land. Because of this, the Dark Brotherhood is reliant on other planets within the system to generate consumables. Adas is rich in mineral resources and has been excavated by the Dark Brotherhood's industrial complex. Abundant supplies of cortosis and electrum deposits have been discovered in the Horeau region on the southern tip of the continent.

### **Du'san Boundary**

The Du'san Boundary is located between the continent of Adas and Narmar. It marks the meeting location of the shadow side of Antei and the light side. In 20 ABY Grand Master Jac Cotelin formally authorized the opening of the Du'san Boundary and ushered in an era of Dark Brotherhood expansion across Antei.

## **LANDMARKS**

### **The Temple Bellseph (Sith Temple) - Narmar**

Prior to the arrival of Okemi in 5050 BBY, Bellseph was an important settlement and cortosis mining center on Antei. By the Triumvirate period the site had developed into a mighty fortress and temple complex showing the distinctive markings of Sith architecture. Okemi's slave workforce created a protective cortosis wall around the complex measuring eleven meters in height and five meters in width. The inner trappings of the complex contained barracks, administrative and residential buildings, slave quarters, and a string of five small temples surrounding the massive central temple Bellseph.

In 2950 BBY the Temple Bellseph was laid to ruin by the destruction of the Star Chamber and remained in that state until it was rediscovered by the Dark Brotherhood in 20 ABY. Under the guidance of the Sith High Warrior, the Sith Order rebuilt the temple as a modern version of what it was 3,000 years ago. The garrison is now populated by Sith Journeymen, while the residential quarters house their Sith Masters. The five subordinate temples contain training areas, Archives, communication centers, alchemical laboratories, and quarters for Sith Elders. The central Temple Bellseph stands as a monument to the Sith Order rising from a square base into polished black stone temple. At ground level the Temple serves as a launch bay and hangar for star fighters. Equites man two squadrons at all times ready to launch on a moment's notice. The second level holds an operations center and war room. It is from this location that Sith Elders plan the future of the order. The third level is one that is held in secret fascination by the Sith Order as a whole. Only those who have obtained the rank of Dark Jedi Master or above may enter this level. Rumors persist that it is an archive dating back to the knowledge of Okemi and his Sith followers. The fourth and upper level is a focusing chamber. From this location Sith Masters contemplate the Dark Side and the swirling futures before them.

### **The Temple Tiamat (Krath) - Narmar**

In 3945 BBY the Sorceress Tiamat swept down on western Narmar with the power of the heavens. Worshipped as a goddess and queen, Tiamat erected a palace where the Dark Side could focus her powers into rituals of power unheard of. It was here that she first dabbled with rituals designed to harness the power of Stars. Unlike Okemi, Tiamat built no quarters for slaves, soldiers, or advisors. Her temple was one of solitary power. Erected out of the purest electrum, the Temple Tiamat glitters gold and silver in the light of Antares.

The Dark Brotherhood learned of the destruction of Antei and gathered evidence it was the result of a failed ritual by Tiamat. In 20 ABY The Krath High Priestess sought out the source of this destruction and rediscovered the Temple of Tiamat. It is here that she brought her faithful and designed a repository of Dark Side knowledge.

Scholarly and insular, the Krath are the most mistrusted of the three Orders. Their foundations are rife with betrayal. It is thus why the contents and workings of the Temple Tiamat remain a secret to all but those who are in the Krath Order.

### **Codei Prison – Death Lands - Narmar**

Unlike the majority of Dark Brotherhood structures on Antei, Codei prison is a new structure. Located on and powered by the geothermal energies of the volcano Ashfire, Codei is an inescapable hell for those who are imprisoned there. Repulsor field generators protect Codei from the frequent volcanic eruptions and tremors spawned from Ashfire.

Grand Master Cotelin had the prison built in 21 ABY to imprison persons for crimes against the Dark Brotherhood. Alchemical scientists were granted access to the facility to conduct experiments on the prisoners in the year 21 ABY and have reported great progress in the field of genetic mutation.

The facility is off limits to all but the Obelisk Guards who protect it and the esteemed Dark Mavens of the Brotherhood.

### **Triumvirate Library – Adas**

Krath Order archaeological excavations in the south of Adas uncovered an ancient archway, buried beneath eons-worth of earth and debris. A steep staircase descended from the archway ninety-one meters under the surface of Antei and entered a vast chamber. Capped by a dome ceiling, the main chamber consisted of four rows of mammoth book cases, four meters high, and numbered seven per row. Several of the book cases had toppled over spilling books, scrolls, and artifacts onto the floor. Led by the Krath High Priest and the Headmaster of the Shadow Academy, the contents of this location were removed and placed in the Dark Hall Archives. It is said that several secret passages were discovered while cleaning out the Triumvirate Library and that it may yet hold more secrets.

### **The Temple Boyna (Obelisk Temple) - Adas**

In four military campaigns Ferran the Assassin conquered rebellious natives in western Adas. To show his power Ferran enslaved the populations of this region and forced them to erect a temple in his honor. For fifty years, Ferran oversaw the creation of his obsidian temple and the protective defensive systems surrounding it. To honor the completion of the Temple Boyna, Ferran took the remaining leaders of rebellious populations and buried them alive in sarcophagi throughout the temple.

In 18 ABY when the Obelisk Order claimed the Temple Boyna as their own, the Obelisk High Commander had the interior of the temple turned into a monument of warfare. It is here that the Obelisk Order perfects the seven basic Forms of lightsaber combat, the art of war, and the training of all martial arts. At the base of the temple are several mobile artillery pieces, each mounted on rails, which allows for them to be rolled back behind durasteel doors inside the temple for protection. The infantry and armor units of the Obelisk are housed on the bottom floor of the massive structure. The second floor contains lightsaber and force power training centers. Screams and cries of terror are often heard on this floor as new apprentices fail to live up to their Obelisk Master's standards. The third and fourth floors of the Temple Boyna contain the Obelisk Command Center. From this location the Obelisk Elders guide the War efforts of the Dark Brotherhood.

### **Hall of Immortals - Adas**

The Hall of Immortals is a magnificent structure located to the south of the Dark Hall, built into a cliff near the Du'San boundary. Designed by Dark Jedi Master Spears, the Hall of Immortals was created specifically to honor Dark Brotherhood members who have made everlasting contributions to the Brotherhood. The structure is preceded by a giant statue of Grand Master Khyron who holds an eternal flame. The inside of the hall is lined by similar statues that were carved from the stone of the cliff. These statues represent the members who are honored in the by entrance into the hall.

## **The Tomb of Okemi – Adas**

Discovered by happenstance, the Tomb of Okemi is the location of the final battle that saved the Brotherhood from enslavement in 19 ABY. The “Conscience” had taken its hold on the Brotherhood, resulting in a great and devastating war. Grand Master Firefox found the source of the consciousness was Okemi’s animated body that was housed within this gravesite. Firefox confronted and destroyed the Consciousness through a grand battle with the long-dead Sith Lord.

The tomb site itself was built by the followers of Okemi shortly after the construction of the Star Chamber. It was an underground chamber designed to admit only those powerful enough to stand in the presence of Okemi. As luck would have it, the chamber survived the Obscuration in pristine condition.

Excavations near the under-construction Dark Hall were ordered by Oracle Trevarus Caerick in 19 ABY. The diggers found the tomb five hundred meters south of the Dark Hall. Rumor says that upon excavation, the diggers released the consciousness itself and spread it like a disease throughout the Brotherhood.

## **The Dark Hall - Adas**

Since the creation of the Dark Brotherhood, the Dark Hall has been the center of power in the organization. Determined to create a structure that would dwarf the original Dark Hall on Eos, Grand Master Firefox decided that the Great Temple of Okemi in central Adas would be the construction site of the new Dark Hall. In 18 ABY he commissioned the creation of the Dark Hall on Antei.

Construction on the ruins of Okemi’s great temple uncovered a series of catacombs and underground labyrinths. While originally intending to rebuild the Temple of Okemi as the Dark Hall, the Grand Master had a vision of the real Dark Hall burrowing its way under the great temple. The Grand Master would use the ancient Sith technique of deception and use Okemi’s Temple as a location for ceremonies and trivial functions while using the underground Dark Hall as the center of the Dark Brotherhood’s operations.

The Temple Okemi stood as a grand monument to the past. Rising four levels above the ground, the Great Temple of Okemi is an enormous ziggurat hiding the underground chambers and labyrinth of the Dark Hall. The first floor of the Great Temple of Okemi holds a security network protecting access to the Dark Hall below. A series of five turbo lifts are located in various locations specific to their security clearance. A sixth turbo lift lies hidden and serves the Grand Master alone. Occupying the second and third floors of the pyramid is a grand audience chamber in the opulent décor of the Sith Lords of Korriban. Garnished with grand tapestries of the Sith, Krath, and Obelisk order, the grand audience chamber is an imposing sight. The Grand Master sits upon his Iron Throne visiting with dignitaries and leaders from across the galaxy. The fourth level of the Great Temple of Okemi houses a network of SLD-26 planetary shield generators.

Located directly below the Temple of Okemi, the Dark Hall is invisible to the naked eye and to sensor sweeps. Hundreds of 220-SIG tactical sensor jamming devices conceal any evidence that the Dark Hall exists and maintains the illusion that the Temple of Okemi is the seat of the Dark Brotherhood.

### Underground Level 1: Dark Hall Offices

Grand Master Firefox’s vision of the Dark Hall did not include recreation, enjoyment, or entertainment. Unlike previous incarnations of the Dark Hall, Firefox centered the construction of The Dark Hall on utility and the pursuit of power. The first level of the Dark Hall was designed as a step in that direction. Protected by security codes, level one houses the offices of Tribunes, Society Leaders, and the Dark Council. Each office is decorated in a fashion designed by the current occupant. The Grand Master’s Office is offset from the rest of the floor and is protected by his Royal Guard. It is not often that the Grand Master accepts visitors to his office and only a few trusted advisors can say they have ever been granted access. Directly opposite of the office space on this floor is the operation center and conference room. From this location the Dark Brotherhood

strategists and long range planners plot and map out the expansion of the Dark Brotherhood. The floor has been modified to allow for Consuls and their entourages office space when visiting Antei.

### Underground level 2: Dark Hall Archives

The second underground level is a restricted level authorized to the Dark Council and a select few Elders. It is the home of the Dark Jedi Brotherhood's Archives and knowledge bank. The Office of the Master at Arms maintains a roll of all those who have access to this level and provides security to ensure those without access cannot enter. JK-13 security droids, known as 'Jedi Killers', patrol the enormous Archives protecting the knowledge of the Dark Side.

Once access is granted to this level, Elders and Council members are often overwhelmed by the power of the Dark Side emanating from the vast library. Turbo lifts open to reveal an endless corridor lined with data banks, holocrons, scrolls, and forgotten tomes of Dark Side Lore. It is rumored that scholars have been lost for days within the immense Archives while searching for the key to long-lost powers and artifacts of the Dark Side.

The northern corner of the Archives requires even higher security clearance than the rest of the Archives: only those who have obtained the rank of Dark Jedi Master and the honorary scholarly title of Dark Maven are permitted. It is here that the Dark Brotherhood's vast collection of artifacts and forbidden knowledge reside. In times of war, the Grand Master seals this area so that no one may enter.

### Underground level 3: Dark Hall Living Quarters

The third level of the Dark Hall is restricted to only the Dark Council and their Praetors. There are many rumors as to what lies on this floor, but in reality it houses the chambers and living quarters of the Council. Access is granted through a lone turbo lift that brings members to a security checkpoint. Here Dark Council members are scanned by Force Detectors, devices once used by Emperor Palpatine to identify Force-sensitive individuals. When an individual was placed between the paddles, the device would produce a hologram of the person in question. If the individual was Force-sensitive, a blue corona would surround the hologram. The blue coronas of the Dark Council and their Praetors were kept on record and matched with any individual attempting to access this level.

Once past the security checkpoints the third underground level opens into a giant semicircle, with Dark Council chambers lining each side. Each chamber is identified by the Councilor's position symbol located on a lock at the center of each office door. Like their offices, the chamber of each Council member varies according to their tastes.

The Grand Master and Deputy Grand Master's chambers stand in the center of the half circle behind a massive polished Kriin-wood door. This door is not only protected by one of the most complicated lock systems in the galaxy, but also by powerful repulsor fields and a company of elite guardsmen. The interior of the Grand Master and Deputy Grand Master's chambers are unknown, but it is rumored that ancient Sith relics and focusing chambers fuel the Sith Lord's power.

### Underground Level 4: Dark Hall Power Generator

With sharp angles and mechanistic lines, the Dark Hall's power generator reflects the designs used by the Naboo in the capital city of Theed. The enormous generator room drops deep into the core of Antei where plasma is generated by natural reaction within the planet's core. Here powerful generators cleanse and purify the plasma prior to compressing and sending it to the Dark Hall's powerful generators. It is from this process that the Dark Hall and the SLD-26 planetary shield generators in the Temple of Okemi draw their power.

This level also contains the Dark Brotherhood's security mainframe is located. Only the Seneschal and Grand Master have complete access to the mainframe and no major changes can occur to the system without the two of them simultaneously unlocking the security measures protecting it.

## SATELLITES

### **Lyspair**

Perhaps one of the most significant locales within the dual-system of Antei and Antares, Lyspair is Antei's most prominent moon and home to the Shadow Academy, the Brotherhood's center of learning for all its members. It should be known that Lyspair is not a native moon to the Antei system, but is actually an unleashed satellite from one of the Antaran worlds in the violent merger during the Obscuration. Freed from its former orbit, Lyspair was caught in Antei's gravity in the wake of the disaster. It has since stabilized to become the world's primary moon and been brought into an elliptical orbit.

A Ruddy-brown in appearance, it is mostly desert textured with arid steppes. The planetoid possesses two seas encompassing some 17% of the moon's surface. Steep cliffs run almost the entire border of these two bodies of water. It is at the edge of one of these remote cliffs that the Shadow Academy proper is found.

The Academy is essentially a rectangular structure with a tower placed at each corner. Within the walls of the facility rises a pyramidal structure centralized among the towers and nearly equaling their height. It is here the offices of administration are found among other work spaces and quarters.

Lyspair rotates through 48 standard-hour periods of light and darkness. The periods of darkness are characterized by moderate rains allowing for the growth of dry grasses throughout the wastes but supporting nothing more substantial.

The moon's atmosphere is considered thin by humanoid standards. Though it does not require the use of breath masks, it can be a fatiguing environment for newly arrived students not yet in the physical condition typical of a Brotherhood member.

### **Atrophos**

First in orbit around Antei, Atrophos is a large brown moon roughly twice the size of Lyspair. Often referred to as "The Ascendant Moon", Atrophos was Antei's only natural satellite until the arrival of Lyspair in the Obscuration. It has only trace atmosphere and requires the use of breath masks for most humanoid species. Its surface is rocky and pocked with craters from meteor impacts.

Atrophos is home to several ongoing archaeological excavations including the Krath Orrery and a former palace of an unknown Grand Master. The Orrery is believed to be a repository for a library of starcharts noting the location of all known Sith relic worlds. The Grand Master to whom the palace belonged is a complete enigma at this time and work continues at the site.

Recently constructed by the Brotherhood, the Atrophos Martial Academy is found on the moon's nightside. This is the primary training facility for the Brotherhood's elite Grand Master's Royal Guard. Excavated from the rock itself, the Academy is almost entirely subterranean due to Atrophos' forbidding climate.

The facility is often referred to by the Guard as "The Spike" due to its architectural aesthetic. The term accurately describes the structure that is predominantly beneath the surface. A small operations cupola breaches the surface in order to maintain reliable communications and to coordinate GMRG vessels arriving and departing the planet via the small pad atop the structure.

The remainder of the facility exists securely buried in the rock bed where it descends some 800 meters tapering to a point at its lowest level; hence the moniker "The Spike" as it would appear very similar in a cutaway diagram.

A centralized turbolift serves the eight primary levels which include a dormitory, dining facility, classrooms, training rooms, storage, and the legendary Crucible Training Seminary. Several other sub-levels exist but whose purposes are known only to those within the GMRG.

## SAMUR

### STATISTICAL DATA

- System: Antei
- Moons: None
- Rotation Period: 27 Hours
- Orbital Period: 162
- Climate: Arid
- Gravity: 1.0G
- Primary Terrain: Mountainous, Barren
- Native Species: None
- Immigrated species: None
- Population: None
- Landmarks: The Spires of Samur, Site 17
- Major Imports: None
- Major Exports: Ore
- Affiliation: Dark Brotherhood

### HISTORY

Samur is what some astronomers refer to as an “Elder Planet”. Believed to be extant within the Antei system for some seven billion years, its craggy surface holds rich mineral deposits that have formed flawlessly, undisturbed over the eons.

Meaning “old one” in Ruurese, Samur had passed the ages in relative neglect until some time in 777 BBY, a Ruurian probe on galactic survey returned hyperspace telemetry suggesting the presence of a nickel-iron core planetoid before losing contact. The probe was never heard from again, but Ruurian scientists extrapolated rudimentary characteristics and relative age of the planet. Intrigued, three more probes were launched in an effort to gather more data, but all shared the fate of the first.

In 764 BBY, a manned mission was launched in order to investigate the communication problems between the probes and Ruuria as well as determine the probes’ fates. A painstakingly reconstructed telemetry stream indicated that the Antei system was “shrouded” in an impenetrable field making navigation impossible and communication nearly so. At mission time +17 standard hours, all contact was lost with the three-man crew and neither they nor the research vessel were ever recovered. After 761 BBY no more missions or probes were sent.

More recently, 18 ABY, the Dark Jedi Brotherhood’s scientists undertook the task of geological survey. These documents, made public through the Deputy Grand Master’s investigation of the planet, suggest that Samur is rich in many relatively uncommon minerals. In 24 ABY, the planet was officially annexed by the Dark Council’s mining guild and construction began on the Automated Mining Facility known as Site 17. Construction was completed a year later and ore extraction, processing and off-world shipping activities began in earnest.

No authorization for visitation or communication to the planet is given outside of Dark Council’s personnel, subsidiaries, or licensed contractors.

## GEOGRAPHY

### **Fosia**

The landmass covering the Northern hemisphere of the planet, Fosia is rich in mineral ore and home to Site 17. Primarily the continent is barren and quite rocky. Many treacherous crags and fissures pock its surface. Fosia is also home to the tallest peak on Samur, Mt. Gol, centrally located and classified as an active volcano, though no noted eruption has occurred in 45,000 standard years.

### **Arktavum**

The planet's Southern-most continent, Arktavum qualifies as near-tundra being comprised of frozen rocky soil rich in sedimentary ore. It was once thought a civilization may have existed on this landmass, but it was later determined the archeological remains were naturally occurring and not indicative of advanced life.

### **Korshin**

Located on the equator, Korshin is habitually the warmer of the three landmasses and also the site of the famed Ribs of Samur. The eastern half of the continent is riddled with deadly sinkholes that collapse the surface with frequent cave-ins.

## LANDMARKS

### **The Dark Council's Automated Mining Facility Site 17**

Located in the Northwest quadrant of Fosia, the DC mining facility is a marvel of technological sophistication and corporate execution. Site 17 is reputed to be one of the most advanced mining facilities in the sector. At a cost of just over 125 million credits, the facility is the flagship mining enterprise of the Antei system. Fully automated, the site runs 27 hours a day continuously extracting, refining, and shipping minerals, metals, and ores off-world and throughout the nearby systems.

One of the primary sites for extrusion of selenium, Site 17 is the sector-leader in bringing the semi-rare material to market. Used in the manufacture of starship hull armor, selenium is heavily traded throughout the galaxy and prized for its energy refracting properties.

### **The Spires of Samur (AKA The "Ribs" of Samur)**

Found on Korshin, the Spires of Samur rise fifty meters into the air in an array resembling the exposed ribcage of a long dead warrior. A fable exists among Ruurian society that many eons ago, Korshin, a titanic warrior lay down to rest after battle. His enemies, finally seeing an opportunity to slay the great warrior, poisoned him where he lay. Death came in minutes for the giant and so massive was his corpse, no effort was made to move his body.

It is rumored that the rock, or calcified bone if you believe the story, is ideal for forging hand-crafted blades of remarkable durability. Also of note, Korshin's Spear is said to rest buried somewhere nearby the Spires, though it has never been confirmed.

## POLITICAL OUTLOOK

Samur is enormously important to the Brotherhood's financial interests in the region. It is the primary source of high-grade ores used in the production of alloys to include starship components, weapons systems, and export to open market.

As the Brotherhood continues to expand its influence throughout the sector, the exploitation of these valuable resources is a key element in the execution of the organization's designs.

## MILITARY

No less than seven squadrons of Mark I Vulture droids patrol the planet and its orbit. These forces are routinely augmented by pickets and flotillas from the Clans who pull regular rotations in the region.

## KIH

### STATISTICAL DATA

- System: Antei
- Moons: Eroka
- Rotation Period: 22 Hours
- Orbital Period: 4.1 Years
- Climate: Gelid
- Gravity: 0.2G
- Primary Terrain: Tundra
- Native Species: None
- Immigrated species: Minor skra'akan
- Population: None
- Landmarks: Anger Lake
- Major Imports: None  
Major Exports: None
- Affiliation: Dark Brotherhood

## HISTORY

A failed-core planet, Kih is a remnant of the obliterated Antares system that has since merged with Antei. It has slowly cooled over the past 3 billion years to become one of the coldest planets in the system. It is known to have never possessed an indigenous sentient population.

Barren and virtually inhospitable to humanoid life, the remote planet is believed to be the site of an ancient battleground of the Great Sith War some 4,000 years prior to the Battle of Yavin. To date, nothing remains on the surface to mark this event and some scholars maintain the idea is legend only.

Records recovered from Coruscant suggest that at the close of the war, a Jedi strike force was dispatched to Kih in order to recover the ancient Jedi Master, Shayoto. He had been taken prisoner by a cult of Sith who had stumbled upon Kih seeking temporary refuge as the war turned against them. Believed to be killed at the attack on the Jedi Conclave at Deneba, it was later learned he had been abducted by Sith agents and disappeared.

Following a Sith supply ship bound for Kih to relieve the small band holed up on its forbidding surface, a force of seven Jedi Knights, whose names are now lost to us, attacked the force defeating all but one of the Sith Warriors that stood between them and their captive Master. So potent and adept in the Sith Arts of Battle, this lone Warrior fought the Jedi band to a stalemate forcing their retreat. Since come to be known as The Stand at Kih, the lopsided battle has come to be the standard by which true warriors of the Sith traditions measure themselves.

No formal archeological expedition has been launched to investigate Kih, but rumors persist that beneath the frozen surface, caverns exist that were used by the Sith as shelter from the harsh climate.

## SATELLITE DESCRIPTION

### Eroka

Eroka is Kih's only moon orbiting the planet at a distance of 275, 400 km. The moon measures a scant 2,200 km in diameter, is devoid of life, and completely exposed to vacuum. Its metallic composition has shown evidence of semi-precious minerals throughout the crust and may be prime for a future mining operation.

## GEOGRAPHY

### **Morvia**

A vast expanse of ridged tundra blown clean by eons of wind erosion, Morvia is the largest continent among the ice flows of Kih. Situated at the equator, this landmass is often referred to as the "Serpent's Back" for its undulating terrain resembling the slithering of a snake.

### **Clentia**

The northern pole of the planet, Clentia is fragmented and shows signs of disintegrating into the surrounding glacial flows. Some spacers talk of the legend involving the Sith Warrior who died in Anger Lake and that the continent's continued disintegration is a result of his mighty death throes far below the icy surface.

### **Aspargo**

Aspargo is the coldest region of the ice planet. Located at the southern pole, it is also the smallest continent. Temperatures rarely climb above -100 °C making it one of the harshest climates not only on Kih, but anywhere in the system.

## LANDMARKS

### **Anger Lake**

Located on the continent of Clentia, Anger Lake is rumored to be the site of the death of the unnamed Sith Warrior, who single-handedly held off the Jedi rescue force sent to retrieve their captive comrade. Legend tells us that the Warrior, refusing to give up his charge even after the war's end, dragged the shackled prisoner to the largest lake on the planet's surface and threw the Master into the freezing waters.

Unable to turn away from the death throes of the ancient Jedi, the Warrior was shocked to see his own lightsaber rise from his belt and burn its way through the ice at his feet, pitching the armor-clad Sith into the frozen waters at the lake's edge. So outraged at the Jedi's trickery, the Warrior thrashed mightily unable to break free of the water's icy grip until exhausted, he ceased. He and his gleaming crimson armor sank to the dark bottom forever entombed in blackness.

### **Sin Barrens**

The wastelands of Morvia have earned the name Sin Barrens after their unforgiving and deadly nature. Any who tread them do so carefully out of respect for their many hazardous features. Chief among these are the razor-sharp ice ridges that adorn the surface. Several meters deep, these naturally occurring erosion channels form an organic radiator-like structure whose edges can cut a humanoid in half with one misstep.

## MILITARY

Once garrisoned by a contingent of Sith Warriors several thousand years ago, the planet's swirling frigid winds have long since erased any trace of their presence.

## VERIDION

### STATISTICAL DATA

- System: Antei
- Moons: None

- Rotation Period: 29 Hours
- Orbital Period: 395 Days
- Climate: Gelid
- Gravity: 1.4G
- Primary Terrain: Tundra
- Native Species: None
- Immigrated species: Human
- Population: ~500
- Landmarks: Ice Outpost 5
- Major Imports: Foodstuffs  
Major Exports: None
- Affiliation: Dark Brotherhood

## HISTORY

Veridion is the farthest planet from the binary stars of Antares and Ante, the Dark Star. Most astronomers within the Brotherhood consider it a “Dwarf Planet” and not a true planet. It is bluish-white in color whose surface is entirely tundra.

During the Obscuration, due to its orbital position, it was one of the few planetary bodies that suffered no damage or climatic changes from the merger. It remains today much as it was some 3,000 years ago.

Beneath the frozen plains of its surface, Veridion possesses an oceanic system replete with aquatic life. The Choifam Ocean lies at an average depth of fifteen kilometers below the planet’s surface. Its sea life ranges from simple-celled organisms to more evolved species of fish and mollusks.

Though the planet holds no economic or strategic value for the Brotherhood, it has found use as a permanent research facility for Krath scholars consumed with understanding the unusual composition of the merged Antei and Antares systems.

The world’s spatial perspective on the combined systems allows for excellent observations of how they interact and function as well as their effect on the Shroud and its navigability.

## LANDMARKS

### **Ice Outpost 4**

This outpost is the abandoned first attempt at a permanent research facility on Veridion. It lies at the equator and consists of some older abandoned equipment and rudimentary temporary habitats. It is an excavation only and no substantial work was completed. This was due to the site’s untenable equatorial position not affording a proper view of the system’s structure due to the moon’s axial tilt.

### **Ice Outpost 5**

Located near the planet’s north pole, this rudimentary outpost was built within the last year as a precursor to a more permanent facility. Work was halted at the onset of the Sixth Great Jedi War and has yet to resume. When completed, the facility will encompass quarters for 500 researchers, an astronomical observatory, and small spaceport.

## POLITICAL OUTLOOK

Veridion is mercifully free of political interest due to its strategic unimportance. It is slowly becoming an important center of scientific discovery as the Brotherhood seeks to understand more about its home’s past.

## MILITARY

Due to Veridion's remote location, the Brotherhood has seen fit to equip it with several squadrons of Mark I Vulture droids as well as a platoon of surplus Droidekas. This garrisoning was mostly due to the uncertain nature of the last Great Jedi War in order to protect the rather considerable investment of equipment and material already on-world from marauders.

## CALABREX

### STATISTICAL DATA

- System: Antei
- Moons: None
- Rotation Period: 20 Hours
- Orbital Period: 412 Days
- Climate: Temperate
- Gravity: 1.4G
- Primary Terrain: Variable
- Native Species: Rexan
- Immigrated species: Human
- Population: 3,645,000,000
- Landmarks: Shipyard Plexus
- Major Imports: Foodstuffs  
Major Exports: Technology
- Affiliation: Dark Brotherhood

## HISTORY

Calabrex's past is shrouded in myth and legend as no written documents exist until humans colonized the planet. Scattered throughout the planet are remnants of a great, massive civilization, known to the Rexans as the "Ancients". These ruins reveal the magnitude of the civilization as its population's centers rival most modern population centers. Only recently have the humans in conjunction with Dark Jedi of the Krath Order begun to excavate the "Ancient" sites.

Upon the arrival of humans to Calabrex, the "Ancients" had ceased to exist and the remnants of their civilization were in ruin. The Rexan had no memory of the "Ancients", only knowing that the ruins were believed to have magical nature. The humans dismissed the Rexan's belief in the "Ancients" and created their own society. The original colonists of Calabrex formed the settlement of Tiran, which now serves as the Calabrexian capital. The documents from the original settlers are vague and explain little of the events that took place in the forming years. The only document that is of great historical worth is the colonists' composition on the structure of the government.

The government, known as the Fortress, is composed of two separate bodies. The Upper Fortress is comprised of a chief executive, known as the Supreme, and upper echelon administrative staff to assist the Supreme. The Supreme is an enlightened dictator for a period of three years. The other body of the Fortress is a group of 100 individuals who represent certain regions of the planet. The Lower Fortress elects the Supreme every three years and has the ability to make recommendations to the Upper Fortress but the final decision rests with the Supreme. This colonial government continues to exist to this day, overseeing all affairs of the planet.

For several decades, the humans dominated the native Rexan, encroaching upon their homelands and destroying many of their populations. Eventually the Rexan formed a peaceful rebellion forcing the humans to desist in

their domination of the Rexan people. In a series of rapid changes, the Rexan were given the same rights as the humans. The Fortress changed drastically as the Rexan were allowed to select their own representatives, making the Fortress predominately Rexan with few humans holding seats in the Lower Fortress. Since the rebellion, known as the Rexan Restoration, the Rexan and humans have lived in reasonably peaceful harmony.

Several hundreds of years after the Rexan Restoration, Dark Jedi discovered the planet. The peoples of Calabrex were fairly sophisticated and had formed many cities scattered throughout the continents of the planet. However, the Dark Jedi were more interested in the widespread climate and terrain differences on Calabrex. Immediately the Dark Jedi realized the possibility of training on a planet with so much contrast.

Within a few short months, the Grand Master had sent Envoys to the Calabrexian Fortress to discuss negotiations and the Supreme, realizing the benefits of joining the Brotherhood's Territories, agreed to allow for Dark Jedi facilities and bases but ensured that the Fortress remained a sovereign entity from Brotherhood influence. The Calabrexian Fortress and Brotherhood formed the pact known as the Treaty of Tiran, initiating Calabrex as a member of the Brotherhood Territories and allowing the Fortress continued reign of the planet.

After the formation of the Treaty of Tiran, the Brotherhood began to build the military infrastructure that is seen today on Calabrex. In several massive undertakings the Brotherhood created the Stronghold of Darkness, the Combat Training Center, the Strategy and Tactics Academy, the War Simulation Station, the Shipyard Plexus, and the Spaceport Complex. In addition, scattered throughout the planet are smaller training posts and stations that allow the Dark Jedi and Brotherhood military forces to train in different terrains and environments.

The Calabrexians and Brotherhood have coexisted peacefully on the now militarized stronghold planet. The Calabrexians have transformed into a military manufacturing and technological society to serve the needs of the Brotherhood's war machine and their own pocketbooks.

## **GEOGRAPHY**

### **Xevgar**

Xevgar is the northernmost continent of Calabrex composed of huge regions of frozen tundra and mountainous terrain. The continent produces an unusual herb that is used for medicinal purposes and serves as a perfect locale for the Brotherhood to train their specialized troops.

### **Kandarin**

The most populated continent, Kandarin is the most hospitable. The continent is composed of vast plains and forests. Kandarin is known for its lakes and massive river systems. In addition, Kandarin possesses some of the greatest beaches known to the galaxy on its coasts. The continent is home to the capital of Tiran.

### **Dalarton**

The largest continent of Calabrex, Dalarton is a great expanse of desert with a massive deadly jungle covering a small portion of the land. These two contrasting landscapes are divided by a massive mountain range, whose pinnacles reach above the clouds. The Calabrexian have several small cities on the jungle coasts of Dalarton but the rest of the continent remains fairly unpopulated.

### **Vasten**

Vasten is not a major landmass, but a sweeping archipelago of more than six hundred islands of various size. The islands possess volcanoes, deserts, jungles, forests and the northernmost tundra. Due to the massive expansive of Vasten it holds the most unique and different terrains and environments on Calabrex. Many of the islands are populated and the Brotherhood has utilized them for their various terrains and amphibious training.

## **LANDMARKS**

### **Stronghold of Darkness**

The Stronghold of Darkness is a massive complex in the jungles of Dalarton. The Stronghold is the training center for Dark Jedi who would like to further their powers and influence in the Dark Side. The Stronghold is an extremely well-defended fortress that was originally created for the protection of the Grand Master and Dark Council in the event of their evacuation from Antei. The Stronghold now serves as the military command center for the Brotherhood. The Stronghold has the ability to command the entire Dark Brotherhood military forces.

### **Combat Training Center**

A training base for the Brotherhood's war machine, the Combat Training Center educates military personnel in offensive and defensive combat. The Kandarín-based center is also utilized by Dark Jedi for advanced combat training without normal Jedi weaponry.

### **Strategy and Tactics Academy**

For the most promising military officers of the Dark Brotherhood, the Strategy and Tactics Academy instructs officers on the proper forms of warfare. The Academy may be utilized by the Dark Jedi to hone their tactical skills for combat in all areas.

### **War Simulation Station**

A large expanse of land on Xevgar, the War Simulation Station allows military ground forces to simulate real battle situations. In addition, the Station houses multiple holo-simulators to practice and formulate tactics and strategies in battles.

### **Shipyard Plexus**

The Plexus is a massive, intricate shipyard that can repair various craft including capital warships. The Shipyard Plexus also serves as the base of operations for the Dark Brotherhood's fleet and space defense forces.

### **Spaceport Complex**

The Spaceport Complex, outside Tiran, is primarily utilized by the Brotherhood and is the staging ground for the transport of their military forces. In addition, The Spaceport Complex has the ability to repair medium to small scale ships with the ability to land.

## **ANTARES SYSTEM**

With the darkening of Antei, the nearby system of Antares' super-giant patron star seized its neighbor in the immutable grip of its gravity. Now the two systems exist locked together in light and in darkness. Concealed by the Dark Shroud, Antares has allowed for the Dark Jedi to utilize the system without the threat of discovery.

The conquering of the Antares system by the Dark Brotherhood, after the Obscuration, resulted in the total destruction of the Antaran civilization and the previously conquered Fohn'kai of Geles. With the extinction of the great Antaran civilization, the Antares system has several vibrant planets left unattended for possible future exploitation.

## **ANTARES**

### **STATISTICAL DATA**

- System: Antares
- Constellation: Enono
- Right ascension: 16<sup>h</sup> 29<sup>m</sup> 24<sup>s</sup>
- Declination: -26° 25' 55"

- Apparent magnitude (v): 1.09
- Spectral type: M1.5Iab-b/B2.5V
- B-V color index: 1.87
- U-B color index: 1.34
- Variable type: LC-type
- Radial velocity (R<sub>v</sub>): -3.4 km/s
- Proper motion (μ): RA:-10.16 mas/yr
- Parallax (π): 5.40 ± 1.68 mas
- Distance: 9.1 light-minutes
- Absolute magnitude (M<sub>V</sub>): -5.28
- Mass: 16 solar masses
- Radius: 700 solar radiuses
- Luminosity: 65,000 (bolometric) solar luminosity
- Temperature: 3,500 K
- Metallicity: 350-400% sol
- Rotation: 28.4 standard days
- Age: 4.9 billion years

## HISTORY

Antares was once the primary star of the system bearing its namesake. It is an M-class super-giant star many hundreds of times larger than Coruscant Prime. Nearing 5 billion years in age, Antares is a relatively young star with immense hydrogen reserves. It is reddish in color and its name translates as “Holds Against Darkness” in seven known languages. The irony here is not lost on the Brotherhood’s scholars.

The star’s normal existence was violently interrupted in 2950 BBY during Tiamat and the Triumvirate’s failed ritual to harness the power of Ante. In a cataclysmic series of events, Antei and its children sheared loose from the fabric of space-time as the dark hand of gravity, augmented to unnatural proportions by the sorceress, reached across the stars beckoning them with irresistible force.

Antares is now the sole source of light for both systems. The Dark Star orbits around it in a binary configuration not seen elsewhere in the galaxy.

## ANDRION

### STATISTICAL DATA

- System: Antares
- Moons: None
- Rotation Period: 29 Hours
- Orbital Period: 3.09 Years
- Climate: Temperate
- Gravity: 0.8G
- Primary Terrain: Wetlands
- Native Species: Minaquoi (sentient, humanoid)
- Immigrated species: Various flora and fauna
- Population: 1,000,000
- Landmarks: Promontory of Ga’lah, Ruins of Morban Sla’akah, Fose Swamps, Mt. Trigony, The Welling Sea
- Major Imports: None

- Major Exports: None
- Affiliation: Dark Brotherhood

## HISTORY

From recovered texts it is believed an advanced civilization known as the “Cor” once dominated Andrion. At its zenith, some 30,000 years BBY, this civilization achieved many wonders of science, technology, medicine, engineering and astronomical navigation.

Visitors to the world are immediately struck by the landscape-dominating temples that seemingly impossibly jut through the lower cloud layers to rise defiantly into the heavens. Identically constructed, each temple is pyramidal in shape capped with four equally proportioned obelisks that extend fully into the planet’s lower atmosphere.

Collectively known as the Ruins of Morban Sla’akah, after the ancient historian/author thought to have written the events depicted in relief on the temples’ exteriors, they exist on every continent covering the planet’s surface.

Rising some ten kilometers into the sky at the equator, these temples are believed to have served as ancient navigational beacons for space traffic entering Andrion’s atmosphere. Known as the Clovani Morvotai, or “Heaven’s Map”, this network of immense structures covers the surface of the planet at regular intervals.

Predominantly found on the three major continents, several of these markers rise out of the world’s oceans from natural sub-surface mounts such as eroded island chains or submerged volcanoes. Ornately adorned with relief carvings, the temples depict major events in the history of the Cor as they coincided with the further mapping of the planet, construction of the markers, and advancement of the race.

From excavations of the markers, themselves some of the only remaining Cor architecture, evidence has been gathered that supports a popular theory that the civilization was destroyed by an extraterrestrial foe. Today the temples stand in various states of decay, but remain vibrant reminders of those that once walked the heavens of Andrion.

From the ruins of the Cor civilization, the primitive Minaquoi rose to assume dominance on Andrion. Briefly subjugated in the year 3500 BBY by a forgotten Warlord, these humanoid sentients have inherited the temples though it is unclear whether they utilize them in any formal capacity. Some anthropologists believe the Minaquoi revere the structures as gul’du or “gateways” to the resting place of the Cor. Others suspect the world’s current inhabitants simply ignore them as taboo sites due to the oppressive religious dominance of Movat.

## GEOGRAPHY

### Gorvan

Stretching pole-to-pole, the massive continent of Gorvan is geographically classified as a super-continent. Its most prominent feature is the ice-capped Mt. Trigony in the southern hemisphere. Reaching some seven kilometers into the mist-clouded skies, Mt. Trigony is the highest naturally-occurring point on Andrion. Amazingly, it is dwarfed by the aforementioned gigantic temple ruins.

Gorvan is also home to the one million Minaquoi inhabiting the planet surface. Its rich forests and terraced farmlands provide a relatively rural and simple existence for the population. Agricultural harvests are supplemented with year-round fishing off the ample shores of Gorvan, bringing in a wealth of sea fare that is often salted and laid away for the sometimes brutal winters experienced there.

## **Da'nur**

To the west of Gorvan across the Welling Sea lies the flat and rectangular continent of Da'nur. Historians believe Da'nur to be an "artificial" continent constructed as a sort of floating dock by the Cor for the eon-spanning construction of the ancient temple markers.

Scans of the continent and the ocean below have revealed a complex network of tethers securing Da'nur to the ocean floor. Though they appear of natural origin, closer inspection has shown the very unnatural symmetry and composition of their construction. Indeed, evidence has shown much of the composite material used to create the tethers as extra-planetary in origin.

Further evidence supporting this claim is the relative proximity of three massive markers to the continent rising from the ocean, yet none are found on the landmass simultaneously suggesting its purpose and lack of ability of supporting one of the enormous structures itself. Why the faux continent was not later dismantled following the temples' completion is unknown.

## **Yulm**

Found furthest from the mother-continent of Gorvan, Yulm lies on the other side of the world in relative isolation. Rich in natural resources and commodities not readily available on the main inhabited landmass of Gorvan, this continent is often the destination for brave sea-farers of the Minaquoi emboldened by dreams of trade enterprises.

Lushly forested with vamen trees, the roughly star-shaped continent is verdant and replete with arboreal life. Twilight in the massive forests brings choruses of the calming chirp of the vist, a small winged nocturnal rodent, reputed to sooth body and soul alike. Relatively free of predators, the forest will often serve as shelter and place of forage for sea-traders waiting out the sometimes climatic storms rolling across the Welling Sea.

## **CITIES**

### **Vol'ska (Capital)**

Located on the giant Gorvan, Vol'ska lies along the equator on the Tormerian peninsula. It is suspected to be the oldest city on Andrion originally founded by the Cor some 31,000 years BBY. Shops and markets line its nexus of roads leading to the commonwealth buildings that see the day to day administration of Minaquoi affairs.

### **Che'su**

Che'su is a trade city located on the remote continent of Yulm. Exotic goods such as spices, minerals, and tea, or "veket" are bartered and exported to the mainland of Gorvan. Oceanic trade routes closely follow the coasts crossing the Welling Sea to make land once again on the western edge of Gorvan. From there they make their way to several harbors where goods are off-loaded and carted across the continent.

Originally founded by religious heretics fleeing persecution, "Che'su" is sometimes translated as The City of Screams. Twelve centuries before arrival of the Brotherhood in the Antei system, anthropological data points to a great cleansing, or "mastu", in which political and religious dissidents were rounded up and put to death in brutally primitive fashion over the course of three days and nights. Though it is commonly avoided, traders entering the city to this day can still hear the screams of the perished from the time of the massacre.

### **Chirarac**

Long ago a supply depot on the artificial construct Da'nur, Chirarac is now only seldom inhabited by more nomadic Minaquoi and even then only in times of harsh winters. It is a stone city featuring beautifully crafted single-story structures and dwellings.

## **LANDMARKS**

### **Promontory of Ga'lah**

Adherents of the Movat faith believe the Promontory of Ga'lah is where the "Machtur", or "Sky God", will return from the heavens and offer deliverance. A massive rocky outcropping located in the Sueshar mountain range on Gorvan, the Promontory hangs forth in space as if supported by mighty invisible hands. From a distance it appears as a massive ramp or platform extending up towards the sky in supplication. Minaquoi hold season-changing festivals there when the weather and treacherous terrain permit.

### **Ruins of Morban Sla'akah**

Found all over the planet's surface, these massive ruins are believed to have served as navigational markers for the long-vanished Cor civilization. Ten kilometers in height, these structures are some of the largest recorded man-made objects in the Antei system. Completed over the course of some 800 years, the monoliths were used by Cor atmospheric craft for navigation over the planet's surface. Evidence suggests that there may have been other uses for these beacons in Cor culture in the form of religious worship. One theory suggests that the Cor deities "could not see" their culture's piety for the interference of Andrion's atmosphere. This popular notion was brought about with the advent of atmospheric flight late in what is known in the historical record as the "Second Age".

### **Fose Swamps**

Also found on the globe-dominating continent of Gorvan, the Fose Swamps extend throughout the south-eastern portion of the landmass. Encompassing some 16,000 square kilometers, the swamps remain largely unexplored and are universally feared by the Minaquoi culture as the home to the "Fe'aspa", or "Newly Dead".

The Minaquoi do not practice the tradition of interment; rather they choose to anoint their deceased in oils designed to break down the body and then wrap it in a coarse linen shroud. The deceased is then transported to the swamp's edge and floated into the murky water on rafts of fibrous wood that eventually absorb enough water to sink the body after a time.

### **Mt. Trigony**

The tallest peak on Andrion, Mt. Trigony sits astride the Pek'tar mountain range in southern Gorvan. Capped with ice above the tree line, the peak is some 7,000 meters above sea level.

### **The Welling Sea**

Largest and most tempestuous of the planet's seas, the Welling Sea stretches from Yulm to Gorvan and serves as the only medium of travel between the two continents. So named for its furious winter storms, most crossings occur in the summer in order to lay up provisions for the bitter winters that often plague Gorvan.

Little data exists on known sea life in the deeper reaches of the sea, but there is some evidence of man-made modifications to the sea floor for unknown purposes. Near the coasts of the primary and more scattered landmasses, ample fishing is found in the shoals and estuaries throughout.

Orbital scans have also indicated the ruins of at least thirteen temple markers below the surface of the sea that have sustained various levels of damage or erosion over the millennia. Sub-surface exploration of these ruins is not planned at this time.

## **POLITICAL OUTLOOK**

Under the rule of demagogic "vates", roughly translated as "seers", the planet is divided among provincial satrapies known as "har'chas". The three major vates govern the planet in a triumvirate format with the primary vate, called a Quon, holding final authority by virtue of his control of Gorvan, the largest and most bountiful landmass. The secondary vates each possess one continent.

This division of power is somewhat odd as all Minaquoi live on the super-continent Gorvan. The vates have no practical means of occupying, exploiting, or administering their titular holdings over the other continents.

Though some trading and commerce does occur, they largely remain untapped resources. Control of these lands is passed down through bloodline only to males over generations until no suitable heirs are available. In this instance, the Quon selects a new vate of his choosing, often from his own aides de camp.

## RELIGION

### **Movat (Primary Religion)**

Movat is a young religion that has swept over the Minaquoi in only the last generation. Founded by the prophet Tep some thirty-five standard years ago, it is claimed that he was visited by a "Machtur". The Machtur visited with Tep for a short time and indirectly revealed a great deal of the power of those beyond Andrion. The Machtur could purportedly fly at will, conjure storms, and wielded a scepter encrusted with gems so radiant it was blinding to look upon.

### **Society of the Black Tree (Obscure)**

The Black Tree is a pagan society of nature-worshippers who view the beliefs of the Movat faith a heresy against Mother Andrion. Existing in tiny, secretive sects, the society hides within the Minaquoi populace biding their time in order to one day show non-believers the true path to salvation.

### **Followers of Scorm (Ancient)**

One of the most ancient and obscure religions alluded to in the anthropological catalogue, the Followers of Scorm were said to be metamorphosed giants altered ritualistically through the penance of their faith. Only the most pious were granted this rite of power through which the person was imbued with enhanced strength, preternatural speed, and immense physical stature among other benefits. The record of this faith ends some 2,200 standard years BBY and their fate is unknown. It is rumored that further evidence of the Followers may be found near the Promontory of Ga'lah, but to date no expedition has been sent.

## MILITARY

The Minaquoi military, known as the Shul'tai, is a primitive force comprised of roughly 10% of the overall population. In a kind of reserve status, soldiers train at home and can be called to action via a "ho'quah", or "rally". Under these conditions, the force reports to their provincial leaders and can assemble en masse at the capitol, or remain in smaller units in order to deal with local trouble, provide humanitarian aid, etc.

Possessing virtually no technology, the Shul'tai is armed with sword and spear-style weaponry. Simple armor is fashioned from the hides and skeletons of beasts of prey and is adorned with "fu'tah" or "pride" in the form of colorful flowers, paint, or other decorative markings.

## LIREN

### STATISTICAL DATA

- System: Antares
- Moons: Palimen, Kivo
- Rotation Period: 8 Hours
- Orbital Period: 196 Days
- Climate: Gas Giant
- Gravity: 0.9G
- Primary Terrain: Rock Core
- Native Species: None
- Immigrated Species: Beldon
- Population: None
- Landmarks: Facility 88

- Major Imports: Foodstuffs  
Major Exports: Tibanna Gas, Corax Ore, Opila Crystals, Gems, Granite, Bronzium, Firefacet
- Affiliation: Dark Brotherhood

## HISTORY

Liren is another primary gas giant of the Antares system. Its atmospheric composition lends the world a gray hue mottled by crimson smudges indicating the presence of invaluable Tibanna Gas pockets. Tibanna is used in the manufacture of exotic weapons systems components as well as some variants being used for hyperdrive coolant.

The planet also possesses a set of five rings measuring some 400,000 km across. These rings are collections of ice, dust, and rock accumulated over the planet's lifetime. Between each ring is a small gap or band of ice enhancing the shimmering aura of the rings and denoting Liren as one of the more impressive sights to behold in the Antares system.

Some rocky components of the ring system are nearly a kilometer in diameter. The Brotherhood has cleverly secreted several Krath research facilities in these bodies so that its scholars may work in absolute secrecy. These scientists' research includes enhanced exploitation of Tibanna mining, crystal synthesis, and advanced ore refining techniques.

In addition to the research facilities intended to increase resource collection efficacy, several mining facilities exist both within the rings, and on Liren's two moons, Palimen and Kivo. Rare minerals and ores such as Corax are painstakingly mined from automated quarries ministered by droids.

Though devoid of a sentient population, Liren is host to a rare species of beldon capable of plying open space and colonizing new homes. Beldons are massive, non-sentient creatures capable of organically processing chemicals and microorganisms in the atmosphere into much sought after Tibanna Gas which they excrete as a byproduct. A future project for the Brotherhood's Krath scientists is rumored to be ascertaining the plausibility of forcibly relocating a beldon colony to its other gas giants in hopes of further increasing Tibanna output.

Prior to the Obscuration and the Antares system's merger with Antei, it is unknown whether any other civilization or organization was able to exploit any of Liren's impressive, though limited resources.

## LANDMARKS

### **Facility 88**

This "facility" is actually a series of eighty-eight repulsor platforms that dot the atmosphere of Liren. So crucial is the Brotherhood's supply of Tibanna to its machinations, the series of platforms is purposefully misrepresented as one single site in an attempt to sew disinformation and thwart possible sabotage.

Each platform is eighty meters in diameter and fully automated. The circular platforms are laden with fourteen large storage tanks that line its outer ring. The platforms are set at various altitudes within Liren's gaseous atmosphere so as to most effectively target the Tibanna pockets.

When capacity is reached, the devices elevate to the upper atmosphere and transmit their coordinates on an encrypted channel for extraction by droid piloted tankers. When relieved of its precious cargo, the platform sinks back to its former altitude to resume mining of its assigned pocket.

The network is controlled by a droid brain and supervised by Krath technicians working in the various labs throughout Liren's rings. Once a pocket is exhausted, the technicians route the platforms to new sources.

## SATELLITE DESCRIPTION

### **Palimen**

Named for a great warrior in Antaran mythology, Palimen was the slayer of Kivo (the namesake of Liren's other satellite), a winged beast half-avian, half-dragon. Palimen literally translates as "protector" in the Antaran tongue. In their culture, Liren was the lover of Palimen and pursued by the jealous and sanguinary Kivo. Like the myth, the moon circles between its parent-body and its nemesis.

Orbiting Liren at some 300,000 km apogee, the brownish moon lies in vacuum devoid of atmosphere or life. Its surface is rocky, pocked with crags, and its natural basins are coated with a fine powdery dust. Though not plentiful, the moon contains the balance of the Brotherhood's supply of Opila crystals. These precious resources are carefully extracted through the use of mining droids and automated facilities built atop the deposits.

### **Kivo**

Sometimes called "The Nemesis" moon, Kivo chases round Liren eternally seeking its prey. With an orbit double that of Palimen, Kivo only completes one circuit every three standard years.

Also in vacuum, the satellite is a ghostly white resulting from its chalky surface. Gravity here is 1/5<sup>th</sup> that of Coruscant, making mining droid labor here efficient and cost-effective. Though non-descript in all other respects, the moon does possess two notable resources: Bronzium and Firefacet.

Bronzium is a remarkably dense metal used in sculpture, the creation of exotic alloys, as well as in some micro-electronics communication systems. Though difficult to work with due to its density, the Brotherhood has put the Herald to good use crafting numerous awards and decorations from the substance.

Firefacet is a rare and brilliant gem also used in the construction of awards, medals, and other Brotherhood regalia.

## POLITICAL OUTLOOK

Liren is a critical link in the Brotherhood's logistical chain. It provides much-needed resources for its starships, weapons systems, and even lightsabers. These items are costly on the open market beyond Antei's borders so it is vital that this planet and its operations are maintained in absolute secrecy.

This further aids the organization by not only saving it precious credits, but allows for a lower profile to be kept by Brotherhood agents seeking resources abroad. As a result of the highly-efficient mining and processing conducted here, fewer of these critical components are required for import.

It is hoped that if the resourceful Krath can further increase output, some materials may even be exported to other systems (filtered through dummy corporations of course) and sold at market to generate capital to be put to other very dark ends.

## MILITARY

As the research and mining facilities on Liren and her moons are secret, the Brotherhood has chosen anonymity as its best defense against would-be raiders however unlikely the concept. All facilities are electronically camouflaged across several spectrums as well as from optical scanning.

What military presence there is comes in the form of several squadrons of surplus Mark I Vulture droids. The squadrons are housed independently across the three primary bodies and are capable of mutually supporting one another. They lay dormant awaiting activation if needed.

# GEROHA

## STATISTICAL DATA

- System: Antares
- Moons: 5
- Rotation Period: 17 Hours
- Orbital Period: 185 Days
- Climate: Gelid
- Gravity: 1.1G
- Primary Terrain: Methane ice
- Native Species: None
- Immigrated species: None
- Population: None
- Landmarks: The Blight
- Major Imports: None  
Major Exports: None
- Affiliation: Dark Brotherhood

## HISTORY

Geroha is a former gas giant stripped of her atmosphere during the violent incursion by Ante and her children during the Obscuration. Brotherhood astronomers hypothesize that the world impacted an Antei system planet or other body resulting in the creation of much of the asteroidal debris in the system today. The smaller Antei planetoid was utterly destroyed in the collision and it is unknown what, if any, life was lost there.

Once brilliantly draped in swirling hues of methane and oxygen, the planet is now charcoal in color and solid methane ice with trace nitrogen deposits. Of all Brotherhood-held worlds, Geroha is perhaps the least valuable economically and strategically. It possesses neither natural resources nor strategic importance.

Of only marginal scientific interest, Geroha does possess five small moons: Vek, Nar, Sket, Tral, and Lon. These satellites are sometimes referred to as “Geroha’s Daughters”. Like their father, they are known to possess no appreciable resources or value of any kind. They are the largest of the remaining fragments from the collision and are believed to comprise elements of both Geroha and the unnamed Antei system world destroyed on impact.

## SATELLITE DESCRIPTION

### **Vek**

Vek is among the smallest of the rocky bodies. Its orbit is closest of the Daughters at some 150,000 km. Comprised of nickel-iron it is believed to be a fragment from the obliterated Antei system world.

### **Nar**

Second in orbit from the planet, Nar is the largest body at twenty-two kilometers in diameter. It is another nickel-iron rock most likely from the aforementioned Antei planet. This moon has piqued the interest of certain Krath scholars of late as to its importance as evidence in a theory suggesting a previously unrecorded temple used by Tiamat to practice the rituals used in the catastrophic Obscuration.

It is the Krath Order's hope that some further information can be recovered from the remnants of this planetoid as whispers amongst their Order suggest the possibility of a revelation capable of astonishing the entire Brotherhood.

### **Sket**

Sket holds an elliptical orbit third from the planet. It is second-largest among the satellites and just under twenty kilometers in diameter and is a nickel-iron slug in the vein of her sisters, Vek and Nar.

### **Tral**

Tral is an ice-cored chunk of frozen gasses. This particular fragment is believed to be atmosphere from Geroha ejected during the collision. Its circular orbit is fourth from its parent and has drawn some minor interest from Krath scientists seeking data regarding the Obscuration as it represents a geological time capsule.

### **Lon**

Lon is another small chunk of nickel-iron a mere two kilometers in diameter. Fifth from the planet, it is of little interest.

## **LANDMARKS**

### **The Blight**

This feature of Geroha is found in the southern hemisphere. It is an eighty kilometer-wide depression on the planet's surface indicative of the impact with the Anteian body Geroha impacted when the two systems merged. It stands out as a slightly darker ragged patch against the already pitch-colored surface.

Krath astronomers have sought funding for an expedition to this feature of the planet to increase their understanding of the Obscuration and complement the data already gleaned from remote surveys of the planet.

## **POLITICAL OUTLOOK**

Geroha has only recently come into any measure of political concern. This attention centers on the supposition that with the destruction of the unnamed sixth planet of Antei during the Obscuration, there may in fact be dire information regarding the founding of the Brotherhood among other revelations.

The likelihood of this information being retrieved from the thousands year old debris orbiting Geroha is slight at best, but there are those who think it possible.

## **ANTARES MAJOR**

### **STATISTICAL DATA**

- System: Antares
- Moons: Antares Minor, Naustlia
- Rotation Period: 32 Hours
- Orbital Period: 440 Days
- Climate: Gas Giant
- Gravity: 3.19G
- Primary Terrain: Ice Core
- Native Species: None
- Immigrated species: None
- Population: None
- Landmarks: None

- Major Imports: None  
Major Exports: None
- Affiliation: Dark Brotherhood

## HISTORY

Antares Major, as was the case with the rest of the Antares system, was chaotically merged with the Antei system during the Obscuration. These titanic cosmic events very nearly saw the destruction of the gas giant. As it were, the planet's rotational axis was violently realigned nearly perpendicular to its former axis.

Now rotating almost on its equator, Antares Major is an atmospheric hell of electrically- charged super-storms. These turbulent climatic events have recently garnered even more attention from the Brotherhood as findings have shown a causal relationship between vagaries in the Force and the intensities of these storms.

Recent traumatic events within the Brotherhood have noticeably increased the fervor of the Antaran storms. According to climatological records, the storms have abated in times of relative quiescence. The specific nature of this relationship remains unknown as do its effects on the planet or the Brotherhood.

## SATELLITE DESCRIPTION

### **Antares Minor**

Orbiting Antares Major at a distance of 364,000 km, Antares Minor is the former home to the now-extinct Antaran civilization. Another failed core, minor planet, Antares Minor was made habitable by the warlike Antarans through the use of geodesic pressure-domes and massive subterranean constructs that allowed the relatively small, yet capable civilization to not only survive the merger of the two systems, but thrive.

A short time after the Exodus, sometime in the year 18 ABY, a feud between the Antaran Columinate and the fledgling Brotherhood erupted. Wiped off the face of Antares Minor to the last, the Antaran civilization had faced nothing like the wrathful Lord Cotelin.

Their insurrection at an end, nothing remained of their civilization save its name and place as a footnote in the sanguinary history of the Brotherhood.

### **Naustlia**

Antaran for "shell", Naustlia is an iron-nickel core rock in elliptical orbit some 221,450 km round its parent body. Devoid of any valuable resources or notable features, the moon remains in both commercial and academic neglect.

## GEOGRAPHY

Antares Major is a gas giant of massive atmosphere comprised of methane, ammonia and hydrogen. With an ice core, no continental system exists.

## POLITICAL OUTLOOK

Formerly of the Antaran Columinate, Antares Major is without political affiliation save for its stewardship by the Brotherhood.

## GELES

### STATISTICAL DATA

- System: Antares

- Moons: None
- Rotation Period: 16.5 Hours
- Orbital Period: 512 days
- Climate: Temperate
- Gravity: 1.2G
- Primary Terrain: Jungle
- Native Species: Various flora and fauna
- Immigrated species: Foln'kai
- Population: None
- Landmarks: Scars of Nol Latuk
- Major Imports: None  
Major Exports: None
- Affiliation: Dark Brotherhood

## HISTORY

A jungle planet in the mold of Yavin IV or Myrkr, Geles is host to a variety of deadly animal and plant life-forms. In the days before the coming of the Brotherhood to the Antei system, Geles served the once-mighty Antaran Columnate as a slave world. Destroyed by a vengeful magistrate of the Brotherhood upon its occupation of the system, the Antaran's fate was tragically shared by their prisoners though they would never come to understand the cause of their meager existence's downfall.

The Foln'kai originally inhabited Geles until Columnate explorers descended upon the world from their base on Antares Minor in search of natural resources for their budding empire. An abundance of oil, timber, minerals, and other raw materials awaited the greedy Antarans as well as the primitive semi-sentient Foln'kai whom the conquerors saw as a ready-made labor force.

Unknowingly welcoming the conquerors as guests and potential friends, the rustic peoples of the lush world were pressed into service under the tyrannical rule of Govan Lesmah, the Columnate Viceroy appointed Lord of Geles. The simple Foln'kai suffered immeasurably at the whims of one drunk with power. Data suggests the Foln'kai sustained a 30% population decrease in the first five years of Antaran occupation.

Stricken by alien disease, malnourished, and often subjected to brutal beatings, the Foln'kai attempted an insurrection in the sixth year of their enslavement. Govan and his security forces viciously put down the revolt. In the wake of the rebellion, Govan chose to make examples of six of the Foln'kai villages surrounding the capitol of Vasmarg—one for every year of their imprisonment. Should there be another uprising, he promised to raze twelve villages, then twenty-four after that. No other coups were attempted and the Foln'kai continued under the bloody reign of the Columnate and its administrators.

In the year of 22 ABY, ten years after the Antarans had first set foot on Geles, the Columnate overseers and their brutal security forces vacated the world. Abandoning their operations totally, the Antarans did not even bother to release the then ~200,000 Foln'kai still living in prison barracks. Having hurriedly loaded their vessels and raised ship, they were never again to be seen.

Uncomprehending, the Foln'kai struggled mightily to free their comrades still imprisoned in the steel and stone forts once the Antaran strongholds of Geles. With only simple tools available to them, most of those still confined were never rescued and died of starvation or disease. The some ~10,000 remaining members of the once 5,000,000 million-strong indigenous population abandoned the death camps in despair to forge new homes in the jungles beyond where their simple villages had existed for thousands of years.

If their Antaran masters had been unkind to them, the jungle was less so. Scattered and divided by ritualistic tribal segregations, some forty-seven separate settlements were established. Left with a world nearly stripped of resources and wildlife by the Columnate industrial machine, the doomed Fohn'kai slowly met their fates succumbing to disease, starvation, and pestilence.

In the Brotherhood today, it is rumored the Grand Master himself having learned of the tragedy of the Fohn'kai regrets the incident that he indirectly set into motion. Nothing remains now of the once peaceful semi-sentients who naively met an invasion force as one might a guest in their home.

## **GEOGRAPHY**

### **Moga**

The equatorial continent of Moga is covered with lush jungle and mountainous terrain. Vast rivers criss-cross the land in a lattice of living blue and green fingers that nurture the abundant forests. Surrounding the island continent is the turbulent Sea of Von that has eroded much of its shores into many wide deltas that feed the complex river system.

In the south lies the Cormier peninsula in which the capitol city of Vasmarg is found.

### **Dienvenet**

Driest of the three primary continents, Dienvenet lies just above the equator and remains quite arid year-round. Atmospheric storms localized in the region have scoured the land here near barren.

It is believed that the Fohn'kai never discovered this harsh land as their meager sea-faring capabilities were limited to coastal fishing operations. Some artifacts have been recovered from this area by remote salvagers, but it is unclear as to what civilization they belong to.

### **Clarlachon**

Clarlachon, or the "ringing bell" is another equatorial continent believed to be entirely mythical by the Fohn'kai. Their oral history, sometimes scribed into the trunks of auat trees, tells of a far away land covered in sweeping plains and rolling hills. While it is not believed the Fohn'kai officially visited this land, it is clear someone or something did and taught the primitive species of its existence for it is quite real.

Under the guidance of the Shum'ta religion, the Fohn'kai were taught that Clarlachon called out to their deceased relatives seeing them to peace and happiness in this paradise land, hence the name "ringing bell".

## **CITIES**

### **Vasmarg**

The once capitol of Geles, Vasmarg is located on the Mogan continent's southern peninsula and has since fallen to ruin in the time following the demise of the Fohn'kai. In its day, the capitol was the primary hub for the trading of goods and home to some 5,000 Fohn'kai who lived near the base of its earthen mound.

Built on a plateau above the surrounding rainforest, the city was designed by its clever inhabitants to offer protection from both the natural predators in abundance and the deadly rain seasons that would flood much of the wide delta nearby. Merchants would barter their goods for pluktoi, or "shine shells" that were the polished carapaces of a rare mollusk found in the treacherous waters surrounding the peninsular region.

### **Mezanwor**

Like all Geles' notable cities, Mezanwor is found on Moga. Sitting at the confluence of a nexus of rivers, the city was known for its great bounties of sea-fare brought in by boat from the surrounding sea and the rivers themselves.

After the occupation of Geles by Antaran forces, Mezanwor became a hub of slave trade activity due to its relatively centralized location. Thousands of slaves passed through its blood-stained docks on their way to the salt mines, clear-cutting fields, or some other imperilment.

**Cul**  
Cul had been a religious center for the Foln’kai. Situated to the east of Mezanwor in the Carn Highlands of Moga, the city had stood for hundreds of years as a center for learning and the passing of the Foln’kai’s ancient oral traditions.

During the occupation, the city was razed to the ground in response to a reference made by a Foln’kai priest that the Antarans might in fact not be deities.

**Ifickto**  
This city lay in the west of Moga along the Weaving Spine River. Foln’kai from this region were often referred to as sha’usi, or “golden skin” for their custom of working without coverings over their upper-bodies, as was the norm for many other Foln’kai villages, which led to the tanning of their skin.

## LANDMARKS

### Scars of Nol Latuk

Great furrows visible from orbit, these “scars” as they’re known are actually the remnants of massive strip-mining operations undertaken by the Antarans. Measuring some seventy-five kilometers in length and four kilometers in width, the terrain features mar the ruined rainforest land of Clarlachon as painful visible reminders of the Foln’kai’s persecution and eventual destruction.

## POLITICAL OUTLOOK

Formerly enslaved by the Antaran Columbate, the Foln’kai is now considered extinct and the world exists under the Brotherhood’s de facto political dominion.

## RELIGION

Though no longer extant, the Foln’kai were believed to have practiced the religion of Shum’ta, or “thankfulness” which preached a pious tolerance of their environment, its hardships, and the simple existence of day-to-day life.

## THE SHROUD

The Antei system is not only an anomaly by its binary configuration and bizarre history: perhaps the biggest abnormality is “The Shroud” that cloaks and protects the system. The Shroud is a nebulous cloud of ionized particles that prohibits hyperspace travel in and out of Antei. Legends labeled the Shroud as a source of evil from which no ship ever returned.

The source of the shroud is unknown. Over the years, scholars have formed a variety of disparate arguments over its construction. Those that are partial to the Antei system’s dominance and believe Antei pulled the Antares system into its grasp also believe that the Shroud is an anomaly of the Dark Side. This theory begets that the Shroud existed even into the times when Okemi discovered Antei. However, as the entire basis for that theory, that Antei is dominant over Antares, is now disproved, the latter prognosis is just as questionable.

More likely is the theory that the nebulous cloud was formed around the binary system over the three millennia in which the system was formed. As Antares pulled Antei and her planets into orbit, there were collisions of

various magnitudes. Scientists believe that both the Antei and Antares systems may have had up to ten more planets with numerous moons, but during the merger, some of these planets collided. The remains of those planets make up what we today refer to as the Shroud. The particles, rocks and other debris found orbit around the perimeter of the Antei system, serving as a strong barrier against entry.

The Shroud is essentially impenetrable without the assistance of the force. History shows that accidental travel through the shroud can happen, but most non-force users cannot navigate the thick cloud. No one is sure how many non force users have actually made it through, but we do have documentation that the initial re-colonization of Antei after the merger may have been by stranded colonists who managed to traverse the system's barrier.

The use of the force to get through the shroud is essential because computers have proven incapable of tracking the intense movements of the cloud. With Antei and Antares pulling at the cloud particles simultaneously, the Shroud is always random and chaotic. Even with the Brotherhood's knowledge of the Shroud, only those of Equite strength in the force have been able to navigate their way in alone. As the force user grows in power, he is generally able to enter in more places and traverse more shrouded space. Elders within the Brotherhood can enter and exit the Shroud at any point without difficulty.

The inability to travel by hyperspace through the Shroud requires all travelers to stop prior to attempting entrance. Those who cannot travel on their own make headway to the Brotherhood outpost on the outskirts of the Shroud, a space platform that is administered by Clan Tarentum. Upon request to and verification of permission by the Dark Council, a Brotherhood Equite enters and pilots the incoming ship through the anomaly.

## CLAN TARENTUM'S ROLE AS GUARDIAN OF THE SHROUD

Clan Tarentum has long been known as the "Guardians of the Shroud." This honor and title came about both by luck and necessity. After the Exodus, Tarentum was the only Brotherhood clan that remained in its system, Yridia. Yridia was well known as a Brotherhood system, and, as such, was the only known location of the Brotherhood after the Exodus. Entities that wished to find and travel to Antei found themselves in Tarentum space. As a result, the clan found themselves guiding visitors along the quick-path of the Hydian way and through the Shroud.

Not long after the Exodus, the Dark Council and the leaders of Tarentum reached an agreement by which Tarentum became the official gatekeepers to Dark Council space. Tarentum was granted administration over the newly-erected Brotherhood platform outside of the Shroud and charged with controlling entrance to the Antei system. When the Dark Council commissioned the Antei Defense Group, one battlegroup was placed at the entrance to the Shroud under the command, but not ownership, of the Tarentum administrators.

The other Clans generally loathe, but understand, Tarentum's role in as the Guardians of the Shroud. The Brotherhood needs an open channel of communication and travel to the outside universe to survive politically and economically; Tarentum's known location at Yridia allows for that. The other clans do not always need to use Tarentum's gateway to enter the system, but the Dark Council looks down on unannounced visits through non-traditional pathways. As such, this role will continue for now. However, as the years have passed and the other clans have become less obscure in their respective systems, other paths have begun to develop to the Brotherhood from those clan systems. The Hydian way is, by far, the fastest route to take to Antei, but other standard routes are sure to develop over the years that will carve into Tarentum's monopoly.