

The Dark One

Jedi Master Gre-Yan-Ollba sat quietly in his room in the Lotus position, attuning himself to the Force. The room shook and the lights flickered ominously, still through it all he remained motionless. The door opened and a young man in brown and white robes of Jedi of Light came rushing in. It was Gre-Yan's apprentice, Tobias Rynus.

Tobias shook his master roughly. "Wake Up Master! Wake Up! The Empire has found us! We must evacuate along with the others!"

Gre-Yan arose slowly. "No my pupil, He has come for me. I can feel him."

"Who Master?" Tobias said fear welling up in his blue eyes.

"The Dark One." Gre-Yan looked at his pupil, realizing his devoted student would not willingly leave his side, "Come then we must hurry."

Gre-Yan and Tobias walked down the underground passage ways toward the asteroid's hidden escape pods. They were met up with several armed Republic soldiers who also were headed for evacuation.

Four meters ahead of them, the metal door to the right blew open! Imperial stormtroopers emerged from the gapping hole. Red bolts of raw energy flew by the two Jedi. Gre-Yan ignited his lightsaber as did his apprentice in an attempt to deflect the fire. However they quickly noticed the troopers were not aiming at them but the Republic soldiers around them.

Before they could even contemplate why. The soldiers around them lay dead. The stormtroopers then formed a skirmishing line blocking the route to the awaiting escape pods. From the still smoking doorway emerged an ominous figure.

The figure was armored head to boot in shiny metallic armor. Atop his helmet lie a Black Sun encased in a circle of Purple, as was the trim of his black loin cloth. From his belt he removed a lightsaber and ignited it. The glowing red beam hummed in his hand.

"So at last the image from my mind has shown it's worldly form. You and all Dark Jedi like you shall never prevail." Gre-Yan said.

The figure's voice echoed darkly from behind his faceplate, "Spoken like a true follower of the Light Side. I have heard that from many a Jedi, all which fell at my hand. It is your turn."

The Dark Jedi moved forward. Gre-Yan moved forward. Tobias attempted to follow his master into battle, but Gre-Yan entered his mind and forbid it, ordering him to run through the blown doorway and escape. Tobias merely stood by and watched in confusion as Gre-Yan's blue blade crashed defensively against the down swinging red blade.

The blades clashed for several minutes, but after a upswing blow that knocked loose Gre-Yan's saber followed by a forward thrust from the Dark Jedi and the battle was over.

Tobias watched his master crumble to the floor and his youth and emotion overwhelmed his Jedi Control. With a scream of rage he charged forth with his saber, swingingly wildly at the Dark Jedi. Though his rage gave him a temporarily good offense, his inexperience proved to be his downfall.

Tobias fell to his knees, his eyes swollen from tears of rage. The red blade hovered over his head.

"You have much anger in you young one, perhaps you can be useful after all. You will soon learn the TRUE nature of the Force and why your Jedi fail time and time again", having said that the blade retracted into the shaft.

Tobias looked at the expressionless faceplate seeing only his reflection in the metal. "I will kill you someday."

"Perhaps. But first you will join us..or die like your master." The Dark Jedi looked at the troopers. "Take him away!"

The Dark Jedi walked over to the fallen Jedi's saber and looked at it momentarily before his black clad boot fell upon it and smashed the saber casing, destroying it.

By

GRD Darrion Sulco (Krath)

Marka Ragnos of Naga Sadow,DC

Chapter Two

The Sith

"Across the reaches of the galaxy, through seas of dark stars, rivers of whispering black shadows from the Republic's ancient past. Evil history we had thought forgotten. The Republic has grown and expanded for many generations, encountering no worse than a few interplanetary squabbles and civil wars... but if we should confront the fabled Sith Empire, we will experience a war so great, so devastating... it can cross the fabric of Hyperspace, a conflagration spanning the galaxy."

- Jedi Master Ooroo

History of the Sith

The Sith were once mighty Jedi of the Republic, brothers in the Force...but the great schism between the Dark Side and the Light turned Jedi against Jedi. The Sith ancestors were defeated, driven off into the far reaches of wildspace...cast out of the Republic forever. But, the Jedi were extremely capable and resourceful. They began anew...turning their exile into victory on the far side of the galaxy. The Jedi found virgin territory, unblemished by the ways of the Republic, unknown to the ways of the Force. It was here the Jedi found the Sith people, and were treated as GODS. Centuries passed and the Jedi interbred with the Sith people, while others kept the Jedi bloodline pure, but the rift between the purebloods and the half-breeds would eventually be the downfall of the Sith.

The Sith Empire

The Sith controlled much of the Wildspace beyond the furthest of the furthest hyperspace beacons. They controlled their empire from the planet, Ziost, on

the far side of the galaxy. This planet, like all in the Sith Empire, was unmarked on any map to be found in the Old Republic. However, we start the story of the Sith Empire on Korriban. It was on Korriban that the greatest treasure of the entire Sith Empire was to be found...the Sith Lord burial chambers. The burial chambers were hidden in a sheltered canyon full of the Sith tombs and riches, and were guarded by vicious creatures. The Valley of the Dark Lords, as it was known was the site of the first contact between the Sith Empire and the Old Republic.

The reign of Marka Ragnos had just come to an end, and the great Sith Lord was going to be buried where his spirit could join the other Sith Lords to help guide the followers of the Dark Side who seek him out and forever join the battle between the Light and Dark. Ludo Kressh, a powerful Sith Lord had the honor of leading the funeral procession. Kressh was of half-breed lineage. His forefathers, exiled Jedi intermingled with the ancient Sith people, producing a dominant Sith race strong in the force.

The Sith Empire, at this time was a corrupt entity. It was stagnating, wasting its resources reliving the conquests of old. Ludo Kressh was a philosophical predecessor to Ragnos' ways. Kressh deeply believed that the PAST glory of the Sith should be cherished. He did not wish to change the old ways, or try to reclaim this heritage.

However, just after Ragnos joined his other unliving Sith brethren, a second Sith Lord joined the funeral. Naga Sadow, a rebellious Lord who also claimed the title of the new Dark Lord of the Sith. Naga Sadow believed that the Sith Empire had become stagnant,



full of corruption. He wished to expand the boundaries of the Sith Empire...and was at odds with Ludo Kressh. Naga Sadow believed deeply in the ways of his ancestors...the ancient Dark Jedi who were banished from the Old Republic for their belief in the Dark Side. Sadow likened the persecution of the Dark Jedi to his beliefs...the beliefs that the Sith Empire should regain its former glory. Sadow was...also a pureblood Jedi. His ancestors had never interbred with the ancient Sith people. Sadow was strong in the Force. In the ways of the Sith, however, there can be only ONE Dark Lord...

The funeral procession was broken up by the unexpected arrival of two wayward Republic travellers, Gav and Jori Daragon and their ship, Starbreaker 12. Kressh wished to have the "invaders" killed at once. Sadow, however, saw a grand opportunity...a whole new Empire ripe for the conquering.

The Sith council convened on Ziost to decide what to do with the "invaders." Ziost was the central world of the Sith Lords...a neutral planet where the descendants

of the powerful, exiled Jedi conducted the business of the Empire. It was on Ziost where the reigning Dark Lord of the Sith reigns.

It was here where the Council of Ten determined the fate of the new arrivals and who should become the new Dark Lord of the Sith. It was Kressh who had the most favor with the Dark Lord, Marka Ragnos, and it was Kressh who held the most respect within the Council. This did not stop Sadow from his plans. He returned to his private stronghold on the dark side of the Ziost moon, Khar Shian. Khar Shian was a place where sunlight never touched, a place as dark as Sadow's heart. A place where Sadow summoned all of his fleet to attack the Council on Ziost. Sadow controlled an entire Massassi army, enough to destroy even Kressh's might.



Naga Shadow

Type: Sith Master

Dexterity: 3D+2

Archaic guns 5d+2, brawling parry 6D+1, dodge 9D, lightsaber 10D, melee combat 8D+1, melee combat; sith swords 12D+2, melee parry 7D+1, missile weapons 5D+1, throwing weapons 4D+2

Knowledge: 3D+1

Alien species 6D, bureaucracy 4D, cultures 5D, cultures: Sith 14D+1, intimidation 10D+2, languages 6D, planetary systems 5D, scholar: Sith lore 17D, willpower 7D

Mechanical: 2D+2

Archaic starship piloting 5D, astrogation 5D+1,

beast riding 6D, ground vehicle operation 4D, repul-sorlift operation 6D, capital ship piloting 6D, capital ship gunnery 6D, capital ship shields 3D

Perception 3D+1

Bargain 5D, command 10D+2, command; massi 12D+2, con 8D, hide 9D, persuasion 11D+1

Strength 3D

brawling 6D+2, climbing/jumping 7D, lifting 3D+2, stamina 9D

Technical 2D

Armor repair 5D+2, first aid 8D, lightsaber repair 13D

Special abilities:

Force skills: Control 18D+2, Sense 17D, Alter 20D
Naga Shadow has knowledge of all Jedi and Sith
Force powers presented within ToTJ as well as those abilities still hidden in ancient Holocrons and tomes.

The character is Force Sensitive

Force Points: 28

Dark Side Points: 67

Character points: 51

Move: 10

Equipment: Sith Sword (Str+3D+1 damage), Sith amulets for protection & power (+2D to all Force related skills, and +2D to resist Force powers), robes, Sith jewelry.

Naga Shadow's Meditation sphere

Craft: Modified Meditation sphere

Type: Modified Sith Meditation sphere

Scale: Capital

Length: 250 meters

Skill: Capital ship piloting; Meditation sphere

Crew: 25, gunners: 10, skeleton: 25/+20

Crew skill: astrogation 3D+1, capital ship gunnery 5D, capital ship piloting 4d+1, capital ship shields 4D, sensors 2D

Passengers: 10

Cargo Capacity: 500 metric tons

Consumables: 3 weeks

Cost: not for sale



Hyperdrive multiplier: x6

Hyperdrive backup: x22

Maneuverability: 2D+2

Hull 3D

Space: 6

Shields: 3D, backup 2D

Sensors:

passive: 20/1D

scan: 45/2D

Weapons:

2 Heavy Turbolasers

Fire arc: Forward

Crew: Three

Skill: Capital scale gunnery

Fire control: 2D

Space range: 1-9/17/35

Atmosphere range: 100-350/1.3/2.7 km

Damage: 9D

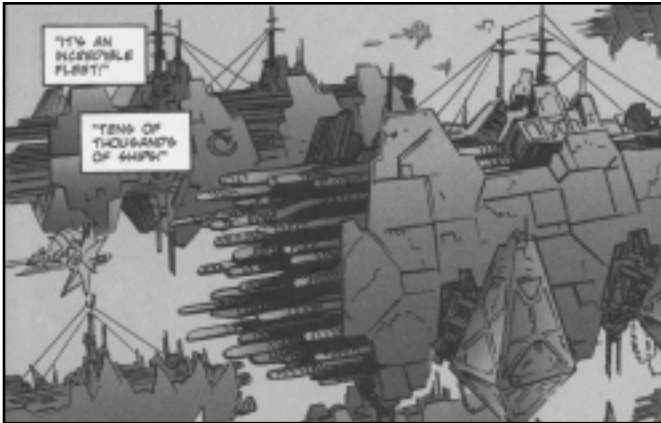
Sith Self destruct device:

Space range 1-2/5/10

Damage: *special

** Due to the immense dark powers contained within the sphere that aid the user with illusions, when the sphere is self destructed, it releases enough energy to set a sun supernova.*

**Note: This meditation sphere aid with the conjuring of dark illusions. It adds +3D to all Force skills as long as the user remains in concentration.*



Space range: 1-3/12/20
Atmosphere range: 2-6/15/40 km
Damage: 4d+2

6 drop ship pods

Scale: Capital

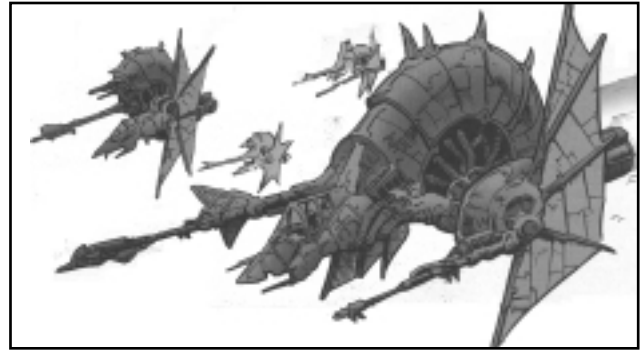
Crew: 5

Cargo space: 250 metric tons

Hull: 2D+2

Game notes: Holds up to 1500 men and equipment or its equivalent. Used for planetary raids.

Craft: Sith Attack Fighter



Type: Sith Fighter

Scale: Starfighter

Length: 18 meters

Skill: Starfighter

Crew: 1, gunners 1

Crew skill: astrogation 3D, starfighter gunnery 4D, starfighter piloting 4d, sensors 2D

Passengers: none

Cargo Capacity: 300 kilograms

Consumables: 1 week

Cost: not for sale

Hyperdrive multiplier: none

Hyperdrive backup:

Maneuverability: 2D+2

Hull 3D

Space: 4

Sensors:

passive: 10/0D

scan: 30/1D

Weapons:

2 Heavy laser cannons

Fire arc: Forward

Crew: 1

Skill: Starfighter gunnery

Fire control: 1D+2

Space range: 1-3/7/10

Atmosphere range: 50-100/250/400 meters

Damage: 4D+1

2 Light laser cannons

Fire arc: front

Crew: 1

Scale: Starfighter

Skill: Starship gunnery

Fire control: 1D+1

Space range: 1/3/5

Atmosphere range: 10-50/100/200 meters

Damage: 1D+1

Craft: Sith Battle Cruiser

Type: Sith cruiser

Scale: Capital

Length: 1,250 meters

Skill: Capital ship piloting; cruiser

Crew: 50, gunners: 30, skeleton: 30/+20

Crew skill: astrogation 3D+1, capital ship gunnery 5D, capital ship piloting 4d+1, capital ship shields 4D, sensors 2D

Passengers: 50

Cargo Capacity: 3,000 metric tons

Consumables: 3 weeks

Cost: not for sale

Hyperdrive multiplier: x8

Hyperdrive backup: x22

Maneuverability: 1D+1

Hull 5D

Space: 5

Shields: 3D

Sensors:

passive: 20/1D

scan: 45/2D

Weapons:

2 Heavy Turbolasers

Fire arc: Forward

Crew: Three

Skill: Capital scale gunnery

Fire control: 2D

Space range: 1-9/17/35

Atmosphere range: 100-350/1.3/2.7 kilometers

Damage: 9D

18 laser cannons

Fire arc: 6 front, 4 back, 4 left, 4 right

Crew: 1

Scale: Starfighter

Skill: Starship gunnery

Fire control: 2D+2

Space range: 1-3/7/10

Atmosphere range: 50-100/250/400 meters

Damage: 2D+2

3 Tractor Beams

Fire arc: 1 front, 1 left, 1 right

Crew: 2

Skill: capital ship gunnery

Fire control: 3D



Behemoth, War Beast

Found on the distant green world of Rathroth, these monstrous beasts skulk about the large forest of Rathroth, their massive bodies destroying the flora underfoot. With two large and danerageous tusks and a thick skin, as well as thick bone structor that protects its head, the Behemoth is the undisputed king of the forest. Standing a massive 15 meters tall these huge creatures roam about their native homeworld feeding of the abundant flora and grasses. Although ill tempered , these huge beasts are prized for their size, as well as for use in ground assault. Normally, a small 'pill box' is placed upon the back of the beast providing for a a mobile attack platform.

Behemoth War Beast

Type: Armored War Beast

Scale: Walker

Length: 23 meters

Skill: Beastriding, War beast

Crew: 2, gunners 2 (pill box only)

Crew skill: Beast riding; War beast 6D+2, Heavy weapons 3D+2, Melee 4D, Blasters 4D+1

Passengers: none

Dexterity: 1D+2

Dodge 3D+1

Perception 2D+2

Strength 8D

Brawling 11D+1, Lifting 9D, Stamina 9D

Orneriness: 4D+2

Special Abilities:

Tusks: Behemoth have huge tusks that they use to gorge the enemy these strong tusks do Strength +2D+2 damage. They also have huge claw like feet that do Strength +3D crush damage.

Thick skin: Behemoths have very thick skin that provide +1D to its strength roll vrs damage.

Bony head: The Behemoth has a very bony head that provide +2D its strength roll vrs damage.

Sharp Beak: Behemoth have a sharp beak that does Str+1D damage

Weapons: (pill box)

2 Light laser cannons

Fire arc: Forward, Rear

Crew: 1

Skill: Heavy Weapons

Fire control: 1D+1

Atmosphere range: 10-50/100/200 meters

Damage: 2D+1

Scale: Walker

Armor: 4D (walker)



Yzzzck, War Beast

These strange creatures, a native of the poisonous swamps of Del'Rath are proboly one of the most gresmoue and hideous alien creatures to ever be found. They have a large mouth covered with smaller feeders that it uses to catch its prey, and huge mouth that crushes its food up using sticky acidic like digestive juice. Although somewhat mindless, Yzzzcks make for excelt war beasts and are easily trainable, if you can manage to find and catch one hiding in the swamps of Del'Rath.

Type: Monstrous Alien War Beast

Scale: Walker

Length: 40 meters (stands 20 meters tall)

Skill: Beastriding, War beast

Dexterity: 1D+2

Dodge 3D+1

Spit: 5D

Perception 2D+2

Strength 6D

Brawling 8D+1, swimming 8D

Special Abilities:

Digestive fluids: any unfortunate creature caught by a Yzzzck is promptly devoured and eaten. Yzzzcks often hurl large balls of the sticky substance at its food. The digestive juices do 3D damage with +1D damage each following round until the creature covered in the flu-ids is dead, or manages to get the sticky fluid off them.

Spit:

Range: 0-5/20/50

Damage: 3D +1D each following round

Skill: Spit

Poison Glands: Several sub-species of Yzzzck exist, and amongst these are a rare type of Yzzzck that has develop poison glands, the poison is mixed in with the digestive fluid, and inflict even more damage: A Yzzzck with poison glands causes 5D damage with +2D damage each following round.

Huge Maw: The Yzzzck has a huge gapping mouth witch it uses manly to feed on its prey. It causes Strength +2D damage in addition to its diges-tive fluids eating away at its prey.

Intimidation: Due to their natural size and fearsome appearance a Yzzzck causes 4D intimidation against those within 50 meters of the creature. Those who fail to make their first willpower test break and run. Those who pass the test may continue to fight normally.

Sadow freed Gav and Jori and murdered the head of the Council in the process. However, the entire operation was made to look like the Republic "invaders" did it themselves. This was all Sadow needed. He returned to the Council, declaring himself Dark Lord. This splintered the Council, with Kressh dissenting. Kressh took his followers, leaving Sadow with four of the other Lords on his side. But this was enough.

Sadow underwent the ancient ritual to become the new Dark Lord of the Sith. On Ziost, he was exposed to the ancient Dark Force of the Sith, gaining power unmatched by any in the whole galaxy.

Using this new power, Sadow quickly corrupted Gav Daragon, teaching him some ways of the Sith while at the same time gleaning all of his knowledge



about the Old Republic. It was time for Sadow to put his plans in motion. Again, he used his tricks and staged an attack on Ziost making it look like a Republic attack. He stole Starbreaker 12 from its impound hanger...giving Sadow access to the nav coordinates of his new conquest...the Old Republic.

However, Kressh found Sadow out and staged a massive assault on Sadow's home-world, Khar Delba. Unbeknownst to Kressh, however, was that

Khar Delba was only a decoy for Naga Sadow. Sadow's main assault force was hidden on Khar Shian. Sadow caught Kressh completely by surprise, eliminating the bulk of Kressh's forces. During the battle, but exactly as Sadow had planned, Jori escaped the Sith Empire, fleeing back to the Old Republic. However, Gav was left behind. Now, with Kressh's forces completely destroyed, Naga Sadow was the undisputed Dark Lord of the Sith. He focused the entire might and power of the Sith Empire into building a fleet to conquer the Old Republic. He had one last trick up his sleeve...a homing beacon hidden on Jori's ship. A beacon which Sadow would use to find and destroy the Republic.



Ziost Planetary Data

Type: Terrestrial plains
Tempature: Temperate
Atmosphere: Type I (Breathable)
Hydrosphere: Moderate
Gravity: Standard
Terrain: Urban, plains
Length of Day: 28 standard hours
Length of Year: 364 standard hours
Sapient Species: Sith, Half-Sith, Humans
Starport: 1 Imperial class
Population: 3 billion
Planet function: Sector Capital, manufacturing, trade
Government: *Dark Side theocracy*
Tech Level: space
Major Exports: none
Major Imports: none

War

Naga Sadow struck. He hit the heart of the Old Republic with the might of tens of thousands of Sith vessels...the entire might of the Sith Empire. All of the Republic's territory was hit, from Empress Teta's systems to Coruscant itself. But, the battle was fought most fiercely on Koros Major, the homeworld of Gav and Jori. It was here that the two finally met for the last time - Gav, traitor to the Republic and Jori, Jedi-in-training. It was too much for Gav to bear, and he fled in the Sith flagship. The ship had a pre-programmed set of nav coordinates; it fled to Primus Goluud, an unstable red giant star. It was here that Naga Sadow would unleash his most terrible weapon of the Sith. It was here that Jori followed her brother.

Naga Sadow was using his Sith magic to ignite the star...forcing it to go supernova and wiping out thousands of Republic systems in the process. Gav convinced Jori the he could stop Sadow and he persuaded to return to the battle at Koros Major. The thought of losing all he loved was too much for Gav Daragon, and he attacked Sadow's vessel, disabling it near Primus Goluud. However, Gav went to meet Sadow, who tricked him one last time. Sadow snuck aboard Gav's ship and left him stranded near the star, inside Sadow's ship - a bomb waiting to go off. Gav ignited the bomb taking most of Sadow's fleet with him.

Sadow, however, escaped back to the Sith Empire, his fleet in ruins. Because of his failure, Naga Sadow was stripped of his title and power of Dark Lord. The remaining Sith Lords exiled Sadow, as his ancient Jedi forefathers were exiled before him. During his exile, the Republic hunted down the Sith to their source, the Sith Empire. The Republic was merciless in their attack. All of the Sith were destroyed, save Naga Sadow and his remaining Massassi Warriors. Sadow escaped to a remote planetary moon... the Fourth Moon of Yavin.



~Massi Warrior stats (pre-exar kun)~

Attribute Dice 11D

Height: 1.3 - 1.5 meters

DEXTERITY 2D/3D+1

KNOWLEDGE 2D/2D+2

MECHANICAL 1D+1/2D

PERCEPTION 1D+2/3D

STRENGTH 2D/3D

TECHNICAL 1D/2D

Special Abilities:



**~Massi Warrior Stats~
(after 400 years)**

Attribute Dice 12D

Height: 1.3 - 1.5 meters

DEXTERITY 2D/3D

KNOWLEDGE 1D/1D+2

MECHANICAL 1D/1D+2

PERCEPTION 2D+1/4D

STRENGTH 2D+2/4D

TECHNICAL 1D/1D+2

Special Abilities:

Yavin 4 was a lush and tropical jungle moon. However, the peace and tranquility would be forever interrupted by the arrival of Naga Sadow. Sadow wasted not a moment in recreating his home on Khar Delba. Sadow instructed his Massassi Warriors to construct mammoth Sith architecture, including the large ziggurats, pyramids, temples and towers of the Sith culture. It was here that Sadow conducted his monstrous experiments on Sith alchemy. Sadow instructed the Massassi to build the most glorious and evil temple that rivaled those in the Sith Empire...the result was Sadow's Temple of Fire. Sadow, however, would not live to see his work unleashed on an unsuspecting galaxy. Sadow would die, the last of the true Sith, leaving only the Massassi Warriors in his wake. Sadow's influences would, however, doom Exar Kun and the galaxy to a great Sith War nearly five hundred years later.

The Jedi Council, knowing that Naga Sadow had escaped, instituted a secret Jedi class within their own structure. The Jedi Order of Sadow Hunters was entrusted with the task of hunting down and destroying the last remaining Dark Lord of the Sith. The "Sadow's", as they were known in the Council, were led by Jedi Master Dojo-Siosk Baas. For three hundred years, the Sadow's hunted and searched for Naga Sadow to the very ends of the galaxy. It was then, and due to the emergence of Darth Warb and Dark Lord Urr, that the Sadow's mandate was changed. The Jedi Council, believing Naga Sadow to be dead, charged the Sadow's with hunting down and destroying ANY and ALL Sith influences. They then took the new title, "Jedi Shadow." The Shadows would forever stand watch for the return of the Sith.

The Sith Empire was destroyed. The Dark Lord of the Sith, Naga Sadow had seen to that. His failed invasion of the Old Republic had caused a quick and brutal retaliation which utterly destroyed the Sith. Only Naga Sadow survived with a small portion of his Massassi Warrior army. It was on the fourth moon of Yavin that Sadow fled to.

THE CODE OF THE JEDI SHADOW

Peace rules emotion

Knowledge replaces ignorance

Serenity calms passion

Harmony eases chaos

Light destroys darkness

But, Naga Sadow was not the only Sith influence acting against the Light. The Sith invasion had reawakened the shadow of the Dark Side in people all throughout the galaxy. Every would-be-god was scouring the galaxy, racing the Old Republic to acquire the Sith artifacts. After the Sith invasion, many of their warships were downed on thousands-of-thousands of planets. The Sith influence would not die with the destruction of the Empire. In fact, with their destruction, the Sith had become more powerful than anyone could have imagined. They were no longer myths, or fantasies...their wrecked remains could be found even on Coruscant in the Galactic Core.

For nearly fifty years after the destruction of the Sith Empire, the Jedi were strained to the limit. Every would-be-adventurer and explorer was out looking for Sith artifacts, which many of them found. The Sith power was too great, and these people fell to the Dark Side. These people were the cause of a number of minor and major skirmishes and battles against the Jedi. Collectively, the whole group of battles would be classified as the Great Sith Hunt.

But, there was a greater threat brewing...

THE ORDER OF THE SITH

Failed Jedi Knight, Nullus Skarr had already fallen to the Dark Side. He was too impulsive, too unrestrained to stay in the Light Side of the Force. The Sith, however, were a perfect match. Unlike many of the explorers of the Great Sith Hunt, Skarr did his searching methodically. He scoured the far reaches of the galaxy, until he stumbled on the great Sith burial grounds on Korriban. It was here that Skarr uncovered the greatest threat the galaxy had ever known. Skarr embraced the spirits of the long dead Dark Lords. It was here that they instructed him in the ways of the ancient Sith power. It was here that, a new Dark Lord was born. Skarr had uncovered the Sith tomes of combat, and had fashioned a dark, evil suit made from Sith ore. Forevermore, Jedi Knight Nullus Skarr would be known as the new Dark Lord of the Sith, Darth Warb. The ancient spirits entrusted Warb with the duty of

recreating the Sith. It was a task that Warb was made for. He quickly found others to join the new Order...the Order of the Sith.

People had grown dissatisfied with the Old Republic. Just like the ancient Jedi had rebelled against the Light and were exiled for their beliefs, just like Naga Sadow rebelled against the Sith Empire for being to stagnant...the people of the Old Republic EMBRACED the ways of the Sith. A new schism in the Force happened, as Jedi killed master... the Sith Order had grown out of control. The Order, led by Darth Warb conquered system after system with the help of the powers of the Sith.

But, like the destruction of the Sith Empire, this new Order would not be stopped from the outside...it would be stopped from within.

The Old Republic had entrusted explorer Keena Hest with trying to find the source of Warb's power. The Jedi Council sent Jedi Knight Daars Ungo to safeguard the Republic explorer. The two had previously tried to document and collect artifacts left over from the invasion. While they both encountered many artifacts, both were strong-willed and were not influenced by the Dark Side. However, as Jedi Ungo helplessly watched Darth Warb slowly conquer system after system, he developed a new course of action. Daars Ungo, known for his solid character and reputation would willfully embrace the Dark Side. He had counted on the Light to bring him back. Ungo had access to a volume of Sith artifacts unmatched by any save Darth Warb himself. This would be the first time a Jedi would embrace the Dark Side to help the Light...but it would not be the last. Luke Skywalker, some four thousand years later would try the same tactic.

In the end, Ungo and Warb fought on Korriban...and both were destroyed. The Dark Side was too much for Jedi Knight, Daars Ungo. But, he would forever be remembered for his victory over the Sith Order. But, the damage had been done...the Sith Order had planted its seeds in the minds of evil beings everywhere.

SITH EMPIRE

The Sith Empire had been destroyed for a thousand years. The new Sith Order had been sent into hiding for nearly five hundred years. The Sith had been wiped out of the galaxy. However, there must be balance. This time, it was the Jedi who were to blame...

"Time and again, throughout the eons, the power of the Dark Side of the Force has advanced with the fury of a storm, sweeping up star system after star system. Only in great conflagration were the forces of the Dark Side defeated..."

The Dark Side has come before, and it will come again. Do NOT underestimate its power. That is why I have devoted my life to teaching Jedi Knights, to strengthen the Light Side against the tide of darkness that is sure to come."

- Vodo-Siosk Baas, Jedi Master

However, was Master Baas strengthening the Jedi, or would he ultimately destroy them? Master Baas taught his students about the Sith and of the Dark Lord that got away...

"Hear me, oh Jedi... It is an ill-fated time for Sith sorcerer Naga Sadow...exiled by his Dark Lord, branded a criminal by the Republic, he flees across the galaxy, desperate to escape. His antiquated Corsair passes under the Denarii Nova, a rare double star. The guns of the Republic warships spell certain doom for this self-proclaimed Dark Lord and his confederates--but Sith magicians play by different rules... The smaller Denarii Star feeds on gases stolen from its larger brother. Periodically, in the natural order of the universe, great flares of burning gases pass from one star to another...However, the fleeing Sith care nothing for the natural order of the universe... Indeed, the Sith sorcerers believe the universe belongs to THEM."

Naga Sadow considered the death of the star system a small price for his own survival."

"The Dark Lords were powerful Jedi Knights who used the Dark Side of the Force to master the Sith people. There could be but one Dark Lord at a time... This lineage was passed from one generation to the next. It is said their mummified remains are preserved forever on a hidden world, in monumental temples they constructed to honor themselves."

With these words, the wise, all-knowing Jedi Master had doomed the galaxy forever. He had implanted the shadow of darkness in one of his students minds. This student was Exar Kun. And Exar Kun would want know more about the Sith...

