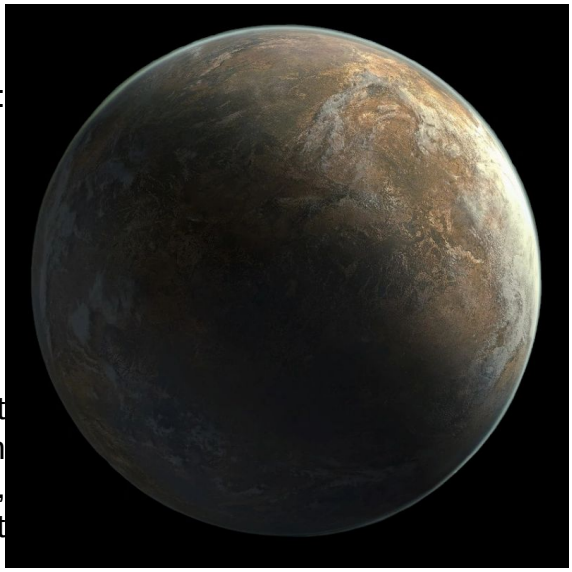
Planets D6 / Koboh



Name: Koboh
Region: Outer Rim Territories, Galactic Frontier, Sector: Varada sector
System: Koboh system
Grid square: H-19
Moons: 1: Shattered Moon
Class: Terrestrial
Atmosphere: Breathable
Terrain: Rugged cliffs
Points of interest: Basalt Forest, Dredger Gorge, Forest Array, Jedi Chambers, Koboh Observatory, Koboh Mountains, Prospector's Folly, Imperial Post 8L-055, Rambler's Reach Valley, Alignment Control Center, Fort Kah'Lin, Stone Spires, Central Manse, Unidentified ranch, Viscid Bog, Primacy
Flora: Bluebell squish, Cactus ball, Crimson jelly spire, Grass, Fire pineapple, Goldenlight moss, Koboh spiker, Palm fruit shell, Pine fern, Spine fluff, Trees, Tuber maw
Fauna: A variety of fish, Bilemaw, Bogling (Invasive), Bramlik, Glottsamcrab, Gorger, Gorocco, Mogu, Nekko, Oki-poki, Piasa, Rawka, Relter, Shiverpede, Trontoshell, Viscid lurker
Other species: Gen'Dai, Gotarite, Human, Jawa, Latero, Mirialan, Melbu, Namara, Nautolan, Nikto, Ovissian, Pantoran, Rodian, Sakavian, Trodatome, Twi'lek, Waluna
Major cities: Bygone Settlement, Rambler's Reach Outpost
Major exports: Priorite
Affiliation: Jedi Order, Galactic Republic, Bedlam Raiders, Galactic Empire

Description: Koboh was a planet in the Outer Rim Territories with a breathable atmosphere and a rugged, rocky cliff environment. The planet was adjacent to the nebula Koboh Abyss, as well as a planet hidden within the abyss, known as Tanalorr.

Passage to Tanalorr was enabled by Abyss compasses built by the Jedi Order during the High Republic Era, that were used to calibrate navigational beacons stationed on Koboh and its Shattered Moon. During the Imperial Era, a group of unsuccessful prospectors had settled on Koboh. The crashed core ship of the Lucrehulk-class battleship Primacy was also located on the planet, containing an army of Separatist battle droids from the Clone Wars. These droids were later used as weapons and tools by the Bedlam Raiders. A post of the Galactic Empire was also located on the planet. Wildlife on Koboh included grasses, trees, boglings, gorgers, trontoshells, rawka, goroccos, and shiverpedes.

Description
Most of the terrain on the planet was rugged cliffs, although there were forests and many cave systems. Priorite, a valuable metal, was found in abundance throughout the planet's surface, attracting many prospectors. The planet also had numerous early prospectors based in Rambler's Reach Valley, and built complex systems to provide the area with fresh water. At some point, however, dams were constructed in the nearby Dredger Gorge to redirect the flow of Koboh tar

such that deposits could be found. However, this had an unintended side effect of backing up the tar into Rambler's Reach Valley. The tar eventually found its way into and through the valley's water treatment system, contaminating the water supply. Doma Dendra assessed the damage, concluding that repair was unfeasible. From that point, the locals got their water from the river flowing through the valley, however, the water tasted a little strange.

The planet had a thriving collection of local wildlife and vegetation that ran through its many valleys and chasms. The massive Piasa was one of the dominant predators on the planet, rarely staying in one place for too long without moving somewhere else. Under the giant avian, many other large predators existed such as bilemaws and mogu.

Roller mines were a danger prospectors had to be weary of, due to Soont Madas.

History

Pre-Republic Times

Beginning groups carved houses and buildings into the cliffsides with mud and stone during the earliest times of the planet's history. One of these was the Bygone Settlement in Rambler's Reach Valley. However, these were eventually abandoned prior to the Galactic Republic's arrival.

High Republic Era

Koboh was once on the Republic Frontier for centuries. Republic scientists and the Jedi Order cooperated to build several facilities on the planet, including the grand Forest Array, Chamber of Duality, Chamber of Clarity, Chamber of Fortitude, Chamber of Reason, Chamber of Connection, and several other scientific and Jedi focused buildings. The planet was also used to scout the deadly nebula Koboh Abyss and eventually used by Dagan Gera to discover Tanalorr, which he had hoped would house a Jedi Temple. This failed after the Jedi Council decided to abandon the planet, after the Nihil attacked the planet and forced the Jedi defenders to flee.

In 232 BBY, an Emergence struck the planet's moon, annihilating it and causing massive streams of meteors and debris to hit the surface. This hastened the Republic's evacuation, and the planet was abandoned. However, the planet was instead plagued by frequent bandit attacks and a lack of the resources the prospectors had hoped to exploit, which led to Koboh becoming a forgotten footnote in galactic history.

Clone Wars

During the Clone Wars, the Separatist Lucrehulk-class battleship Primacy crash landed in the Viscid Bog after straying too close to the Koboh Abyss. Most of the droids would become deactivated for several years, including many B1-series battle droids, B2-series super battle droids, BX-series droid commandos, droidekas, IG-100 MagnaGuards, vulture droids, and HMP droid gunships.

Imperial Era

Eventually, Rambler's Reach Valley found new life when prospectors searching for priorite settled. By 9 BBY, the town had been well established. The unofficial mayor of the town, Doma Dendra, ran Dendra's Antiquities within the town, and a cantina eventually called Pyloon's Saloon was constructed nearby. Below the saloon lay a network of smuggler's tunnels, which provided access to a sizable landing pad. Although many prospectors lived within the valley, other residents sought a pastoral lifestyle, such as herding nekko. Due to the planet's remoteness, the Galactic Empire did not establish a large presence on Koboh. Instead, its vast wilderness fell largely to the Bedlam Raiders, a group of marauders led by the warrior Gen'Dai Rayvis and later fallen Jedi Knight Dagan Gera. These raiders had amassed an army of former Separatist droids from the derelict Lucrehulk-

class battleship in the Viscid Bog. The raiders often fought the Imperial forces who were stationed on the planet, while prospectors and residents of Rambler's Reach Outpost often had problems and encounters with the Bedlam Raiders.

By 9 BBY, a group of Jawas had settled in the Bygone Settlement and built a digger crawler. They would occupy the ancient mud buildings carved into the cliffs and trade with the nearby settlement of Rambler's Reach Outpost.

In 9 BBY, surviving Jedi Knight Cal Kestis and BD-1 crash-landed on Koboh to seek out help by an old friend following a mission that had gone awry. Cal quickly learned about the nearby Koboh Abyss and its potential access to Tanalorr, which seemed like a perfect safe haven for fugitives from the Galactic Empire. On his quest to find a passage through the Koboh Abyss, Cal decimated the local Bedlam Raiders and killed their leaders Gera as well as Rayvis. Although this initially caused cautious optimism in Rambler's Reach Outpost concerning the future of Koboh. It also left a power vacuum which the Empire quickly exploited and dispatched an Imperial-class Star Destroyer that assumed position above the outpost with an increased significant presence on Koboh. Aided by old High Republic Era droid ZN-A4 and the crew of the Stinger Mantis, Cal would eventually re-align the old navigational beacons on Koboh, which then enabled him and the Mantis to travel to Tanalorr.

Places of Interest

Basalt Forest

The Basalt Forest was a forest on the planet Koboh. This forest was considered a geographical oddity, and was part of the reason that during the High Republic Era, the Galactic Republic and Jedi Order found the planet so fascinating and chose to construct one of their research arrays in the forest. Between massive, distinctive stone formations there grew lush vegetation. Additionally, deep gulches and rivers helped form a network of pathways through the forest, which provided ideal conditions for large creatures, such as bilemaws to nest. Smaller creatures, such as rawka, also nested in the Basalt Forest. The forest variant of the species fiercely defended their nests, incubating their eggs for a dozen Koboh moon cycles.

The massive basalt pillars that gave the Basalt Forest its distinctive geography, referred to by scholars as 'stone sentinels,' were formed by seismic activity deep within Koboh's crust. The seismic activity would uproot the pillars, causing them to erupt from the surface fully formed. The porous surface of the stone spires provided ideal scaffolding for rudimentary organic life to take root.

Dredger Gorge

Dredger Gorge was a location on the Outer Rim planet Koboh. It was a winding canyon with steep rises and drops. During the busiest era on Koboh, it was a favorite priorite prospecting location for the local mining population. By 9 BBY, however, the gorge's crevices were filled with rusting machinery and stalked by territorial fauna, such as goroccos.

Long before Koboh was first settled by prospectors, the gorge contained vast and numerous tar pits. As prospectors sought valuable priorite to sell, they constructed rudimentary dams and reservoirs to funnel tar away from potential prospecting sites. By 9 BBY, the gorge was largely abandoned. Left to ruins, a dam in the gorge burst, causing several tar pits to form, which eventually took the lives of at least one Koboh prospector. The destruction of some of the dams may have been deliberate, however, as there was evidence of sabotage on at least one. The gorge also was largely claimed by the Bedlam Raiders, a group of marauders from Koboh, led by the Gen'Dai warrior Rayvis.

Forest Array

The Forest Array was a research array used jointly by the Jedi Order and Galactic Republic located deep inside the Basalt Forest on the Outer Rim planet Koboh. It was here that mysterious Koboh matter and the Koboh Abyss were studied by the Jedi.

History

The Forest Array once served as a research array for Jedi and Galactic Republic scientists studying the mysterious Koboh matter and the Koboh Abyss during the High Republic Era. They were drawn to the area due to their fascination with the Basalt Forest. After the fall of Jedi Knight Dagan Gera to the dark side of the Force, Master Santari Khri placed her friend in a bacta tank in the rehabilitation wing of the Forest Array, where he stayed in stasis until discovered by Jedi Knight Cal Kestis in 9 BBY.

The Forest Array had a central rotational apparatus in which an orb amplifier was situated. The complex subterranean mechanisms which rotated the above ground ionic beam to dispel Koboh dust could be activated by use of the Force on an above-ground lever. In addition, there were four auxiliary telescopes around the array which served as generators of highly-excited energy currents that mimicked interstellar ionic storms.

By 9 BBY, the Forest Array was mostly in ruin, and was occupied by the Galactic Empire, who knew little about the site. The mechanisms had not been moved in decades, and indigenous fauna had moved in, including the dangerous mogu. Errant Koboh dust had filled many of the surfaces, making travel difficult, and accumulations of Koboh matter into nearly impenetrable Koboh barriers had formed over several walkways.

Jedi Chamber

The Jedi Chambers, also known as Meditation Chambers or High Republic Chambers, were buildings on the planet Koboh where Jedi and their Padawans came to train their abilities. The Chamber of Reason was a Jedi Chamber.

History

The chambers were built on Koboh during the High Republic Era and used by many Jedi to train. Around 9 BBY, after the fall of the Jedi Order, Cal Kestis, one of the last Jedi Knights, visited the Chamber of Duality. There he found the droid ZN-A4 who helped him on his mission to find the planet Tanalorr inside the Koboh Abyss.

Known Jedi Chambers

The Chamber of Duality, the Chamber of Clarity and the Chamber of Fortitude were all located in the Rambler's Reach Valley. The Chamber of Reason was located in the Basalt Forest. The Chamber of Detachment was located in the region named Prospector's Folly and the Chamber of Connection was located in a region called Viscid Bog. An unidentified Jedi Chamber was located in the Stone Spires.

Koboh Observatory

The Koboh Observatory, also known as the Mountain Observatory, or simply called the Observatory, was a research facility located on the planet Koboh in the Outer Rim Territories. The Observatory represented the pinnacle of investment on the planet during the High Republic Era.

The observatory was constructed during the time of the High Republic for Jedi and Republic scientists to study every facet of the mysterious Koboh Abyss. Located adjacent to the Basalt Forest and Prospector's Folly, the observatory technically sat above the mountain rather than on it as a series of powerful repulsorlifts suspended several platforms among the peaks. The heart of the facility was the Grand Oculus, a huge viewing station used to study the Abyss. The rotating

oculus was powered by the same Koboh matter as the Forest Array. However, the larger grand oculus indicated that Republic scientists created the prototype for later designs focused on compactness and efficiency.

In 9 BBY, a battle occurred at the Observatory between the Bedlam Raiders and the Galactic Empire. During the battle, Jedi Knight Cal Kestis and Bode Akuna scaled the Observatory to confront the fallen Jedi Dagan Gera and retrieve the final navigational compass to allow them passage through the Abyss to the hidden world of Tanalorr. Kestis later defeated Gera, killing him and successfully obtaining the compass.

Koboh Mountains
The Koboh Mountains were a mountain range on Koboh.

Prospector's Folly
Prospector's Folly was a region of the Koboh Mountains on the Outer Rim planet Koboh, located near the Rambler's Reach Valley and Rambler's Reach Outpost. Prospector's Folly was named after the many priorite prospectors that died attempting to climb the peaks of the area. Supposedly, the area rose like a threat or challenge to anyone bold or foolish enough to ascend.
In this region there was a long-rumored High Republic Era Jedi chamber, known as the Chamber of Detachment. By 9 BBY, forces of the Galactic Empire had set up an Imperial post and garrisons were stationed along the winding paths leading up the mountain.

History
Sometime before 9 BBY, prospectors in search of riches established small yet functional homes in the foothills of Prospector's Folly. Indeed, several structures and lifts were established in the area, including technology for prospecting. For instance, a seismic detector that used small pulses to locate small objects, such as priorite deposits, could be found in the Fogged Expanse. Water storage tanks and abandoned prospecting equipment could also be found along the ascent.

At some point, two prospectors, one of which was named Shana, made the dangerous ascent up the mountain. In the Foothill Falls area, the pair were gazing over a waterfall when Shana slipped. Their companion saved them, and the two had to shake off their fear before advancing. In the Fogged Expanse, the two prospectors encountered a mogu, who attacked them, killing Shana in the process. Shana's companion, now alone, doubted that they could finish the ascent without Shana. Nevertheless, they continued their journey, and made it to the Summit Ridge. Grievously tired, they considered their journey, remarking that Shana would have enjoyed the view. The prospector died atop the summit, and their body remained there at least until 9 BBY.

In 9 BBY, Jedi Knight Cal Kestis and his droid companion BD-1 ascended through Prospector's Folly, where they met the Sakavian fisherman Skoova Stev, and encountered a wrecked TIE fighter. Upon reaching the Fogged Expanse, Kestis and BD-1 encountered Imperial Stormtroopers and KX-series security droids. They noticed a recently crashed Lambda-class T-4a shuttle atop a ledge, still burning. As they made their way, they fought a mogu and more Imperial forces before entering the crashed shuttle. While inside, the ship shifted, causing the entire craft to tilt and cutting off their egress with a security droid. Kestis and BD-1 crawled towards the cockpit, leaping across a chasm which split the shuttle. In the cockpit, BD-1 found a component in the flight controls which allowed him to shoot electrodarts. In testing his new ability, the force created caused the cockpit to begin falling off the ledge, sending the body of a deceased Purge Trooper down the cliff side. Kestis used his ascension gun to reach safety before infiltrating the Imperial Post 8L-055. In the main hangar, Kestis encountered significant resistance from Imperial forces, before ascending a lift into the post. He then encountered a Stormtrooper and security droid with controls to a locked

door, safe behind 15 centimeters of Imperial-manufactured transperisteel. Kestis used a Jedi mind trick to convince the Stormtrooper to open the door and let him through. Deeper within the facility, Kestis encountered Rick the Door Technician. Kestis then ascended another lift and made his way to the Summit Ridge, which gave he and BD-1 access to the Mountain Observatory.

Also in 9 BBY, Grock, a tradesman and mechanic, was killed in the Mountain Ascent region by Stormtroopers. He had decided to collect a big score, and set out with his partner, Dana, to steal an industrial fuel injector from the mountains, fully aware that other prospectors were too afraid to attempt the action because of the Imperial presence. Grock was caught by the Stormtroopers, but was able to extract the injector before his death, which Dana collected and referred to as her bereavement tax. Upon finding his corpse, she vowed to return and bury him properly.

Chamber of Detachment
The Chamber of Detachment was one of the centuries-old Jedi Meditation Chambers on the Outer Rim planet Koboh. The chamber was constructed during the High Republic Era, and was found behind a waterfall in the Mountain Ascent region of Prospector's Folly, near the Rambler's Reach Valley. Like the other Jedi Meditation Chambers on Koboh, Jedi Master Santari Khri had the Chamber of Detachment built to train Jedi Knights and Padawans for the difficult journey through the Koboh Abyss to reach the hidden planet Tanalorr. The turbolift to access the chamber was sealed, only able to be unlocked with a Republic tuner device. Upon entering the chamber, a recording Khri's voice welcomed the arriving Jedi and compelled them to look at their problems with fresh perspectives so that they may no longer appear so vexing. Within the chamber, access to the shrine adorned with the Jedi crest required using the Force to move powered cubes to create a makeshift staircase. This was complicated by the small turbolift to raise one cube needing to be activated by a large pressure sensor, such that Jedi would need to appropriately time the movements of both cubes.

Some Jedi held conversations within the Chamber of Detachment, including discussing their favorite hidden gems on Koboh's surface, comparing Koboh to their time back on Coruscant, and expressing concerns over Jedi Knight Dagan Gera's sudden disappearance following a reported rampage due to the Jedi Council ordering the abandonment of Tanalorr.

By 9 BBY, the Chamber of Detachment had been infiltrated by Koboh dust, which solidified into barriers only susceptible to the energy from an orb amplifier, of which one was located in the chamber. One of these barriers walled off access to one of the two cubes necessary to reach the upper chamber room.

Fogged Expanse
The Fogged Expanse was a location within Prospector's Folly on the planet Koboh. It contained Marl Cavern.

Marl Cavern
Marl Cavern was a cavern located within the Fogged Expanse on the planet Koboh.

Foothill Falls
Foothill Falls was a location within Prospector's Folly on the Outer Rim planet Koboh.

Mountain Ascent
Mountain Ascent was a location within Prospector's Folly on the Outer Rim planet Koboh.

Summit Ridge

Summit Ridge was a location within Prospector's Folly on the Outer Rim planet Koboh.

Imperial Post 8L-055
Imperial Post 8L-055 was an Imperial post located within Prospector's Folly on the planet Koboh.

Rambler's Reach Valley
Rambler's Reach Valley, often simply called Rambler's Reach, was a basin valley on the planet Koboh that was the site of the small town Rambler's Reach Outpost, as well as a Bedlam Raider base known as Fort Kah'Lin. In 9 BBY, Jedi Knight Cal Kestis spent time in the area while investigating the hidden planet Tanalorr.

History
Long before the Republic initially settled Koboh, earlier groups constructed stone and mud structures directly into the cliff sides. This Bygone Settlement was eventually abandoned, and their structures were considered the oldest on the planet. By 9 BBY, a group of Jawas had settled in the same area and built a digger crawler.

Rambler's Reach Valley was named by the first priorite prospectors on Koboh, who found the area to be the best spot to put down roots. It was a dry and craggy place home to a variety of flora and fauna in spite of the challenging environment. During the High Republic Era, scientists from the Jedi Order and Galactic Republic collaborated to research the Koboh Abyss and the anomalous Koboh matter. They had several installations within and near the valley. Within Rambler's Reach Valley, the Jedi constructed two meditation chambers, and the Republic and Jedi together built the Alignment Control Center as well as monitoring stations within the Phon'Qi caverns, among others. After an Emergence struck Koboh's moon, the resulting debris caused massive damage to Koboh's surface. The destruction accelerated the evacuation of Jedi and Republic officials, who subsequently abandoned the planet.

Eventually, Rambler's Reach Valley found new life when prospectors searching for priorite settled. By 9 BBY, the town of Rambler's Reach Outpost had been well established. The unofficial mayor of the town, Doma Dendra, ran Dendra's Antiquities within the town, and a cantina eventually called Pyloon's Saloon that was constructed nearby. Below the saloon lay a network of smuggler's tunnels, which provided access to a sizable landing pad. Although many prospectors lived within the valley, other residents sought a pastoral lifestyle, such as herding nekko.

Early prospectors based in Rambler's Reach Valley built complex systems to provide the area with fresh water. At some point, however, dams were constructed in the nearby Dredger Gorge to redirect the flow of Koboh tar such that priorite deposits could be found. However, this had an unintended side effect of backing up the tar into Rambler's Reach Valley. The tar eventually found its way into and through the valley's water treatment system, contaminating the water supply. Dendra assessed the damage, concluding that repair was unfeasible. From that point, the locals got their water from the river flowing through the valley, however, the water tasted a little strange.

In 9 BBY, Cal Kestis crash landed on Koboh and traveled by foot to Rambler's Reach Valley where he reunited with his friend Greez Dritus, who had become the owner of the town's cantina, which he renamed after his great-grandmother. Kestis frequently visited the cantina as he investigated the Jedi history of Tanalorr, a legendary planet rumored to lay beyond the Koboh Abyss. In doing so, Kestis came into conflict with the Bedlam Raiders, a local marauder group led by the Gen'Dai warrior Rayvis and his master, a fallen Jedi named Dagan Gera. The Bedlam Raiders indiscriminately persecuted the local populace of Rambler's Reach Valley with their reprogrammed battle droids and well-trained warriors.

Kestis's actions soon brought increased Imperial presence to Rambler's Reach Valley, as well as bounty hunters from the Haxion Brood.

Alignment Control Center
The Alignment Control Center, also referred to as the Valley Control Center, was a High Republic Era scientific installation overlooking Rambler's Reach Valley on the Outer Rim planet Koboh. The towering center had a subterranean monitoring system and state-of-the-art security for its day, as well as an observation deck from which at least three massive arrays in the Koboh system could be controlled. It was considered the nerve center of research and experimentation on Koboh.
In 9 BBY, Jedi Knight Cal Kestis spent time on Koboh investigating the hidden world of Tanalorr as a possible refuge from Imperial oppression. After defeating fallen Jedi Dagan Gera in combat, Kestis was betrayed by an ally and friend who stole the final remaining Abyss compass, believed to be the only pathway to accessing Tanalorr. However, Kestis discovered an alternate pathway to Tanalorr within a message from Jedi Master Santari Khri, the lead scientist of Jedi and Republic operations on Koboh during the High Republic Era. Master Khri explained that using the Alignment Control Center to activate the Forest Array, lunar array, and the Koboh Observatory array, aligning them based on a set of coordinates embedded in the message, it would create a safe pathway through the deadly Koboh Abyss.

Kestis returned to Koboh and entered the Alignment Control Center, only to be ambushed by Imperial forces. After defeating the enemy combatants, Kestis used the Force to remove the locks the Jedi had placed on an internal turbolift during their evacuation of the planet, and ascended to the observation deck. Khri had left behind audio messages in the facility to guide future Jedi towards proper alignment of the arrays. Once reaching the observation deck, Kestis was met by Master Khri's droid ZN-A4, who stayed behind to operate the arrays while Kestis and the crew of the Stinger Mantis made the treacherous journey through the Koboh Abyss.

Once activated, the Alignment Control Center coordinated the simultaneous firing of all three arrays into the Abyss, creating a relatively clear pathway. Nevertheless, there were still massive, volatile accumulations of Koboh matter which could prove deadly. Although making significant progress through the Abyss, the arrays soon began overloading, with ZN-A4 unable to help from within the Alignment Control Center. Kestis made a Force-guided short hyperspace jump, and the crew arrived in orbit over Tanalorr.

Bygone Settlement
The Bygone Settlement was a dilapidated habitation located near the Rambler's Reach Valley on the Outer Rim planet Koboh home to a group of Jawas scavengers.

History
Long before the Galactic Republic initially settled Koboh, earlier groups constructed stone and mud structures directly into the cliff sides. This settlement was eventually abandoned, and their structures were considered the oldest on the planet. By 9 BBY, a group of Jawas had settled in the same area and built a digger crawler, reminiscent of those on Tatooine.

The Bygone Settlement was also the home to many varieties of Nekko and other Koboh wildlife. This included several boglings, an invasive species.

Chamber of Clarity
The Chamber of Clarity was one of the centuries-old Jedi Meditation Chambers on the planet Koboh. This chamber was located atop a cliff overlooking the Untamed Downs near Rambler's Reach Valley. This chamber was part of the Jedi trials of Koboh, which collectively presented Jedi

with trying, painful challenges that Jedi had not faced since their struggles as learners.

Chamber of Duality
The Chamber of Duality was one of the centuries-old Jedi Meditation Chambers on the Outer Rim planet Koboh. In 9 BBY, Jedi Knight Cal Kestis and his droid companion BD-1 fell into a collapsed passage while searching smuggler's tunnels below Pyloon's Saloon. From here, they discovered and entered the subterranean chamber. Within the chamber, they found ZN-A4, a droid who served the Jedi Order. She had been tasked by Jedi Master Santari Khri with delivering a tuner device to the Forest Array and activating it as a cataclysm caused pieces of Koboh's moon to pummel the surface. As she passed through the tunnels towards the Forest Array, however, ZN-A4 became trapped in rubble, where she stayed deactivated for centuries. The droid was grateful that a Jedi had finally rescued her, and she gave to Kestis the Republic tuner device such that he could continue her mission.
The Chamber of Duality made use of technology developed in the High Republic Era surrounding the mysterious Koboh matter. There were several bridges made by solid Koboh matter, as well as modified orb amplifiers to power mechanisms within the chamber. Additionally, a nearly impenetrable door to a turbolift could be accessed using a tuner device. This turbolift led up to the Rambler's Reach Outpost, just next to Dendra's Antiquities.

Collapsed Passage
The Collapsed Passage was a passage that led to the Chamber of Duality on the Outer Rim planet Koboh.

Harvest Ridge
Harvest Ridge was a location within the Rambler's Reach Valley on the Outer Rim planet Koboh.

Phon'Qi Caverns
The Phon'Qi Caverns, also known as Phon'Qi's Caverns, were a series of caves underlying the Rambler's Reach Outpost and nearby Foothill Falls area on the Outer Rim planet Koboh. The caverns were the home of many endemic mysterious and unique organisms, including various fungal species. The caverns were named after a priorite prospector, Phon'Qi, who rediscovered the caverns after they were abandoned during the High Republic Era. While the Galactic Republic and Jedi Order researched the Koboh Abyss and the planet Koboh itself, they built a small installation in the caverns to monitor the planet's activity and study the unique fungal species. At some point, a stoic Jedi Padawan lamented the irony of studying the stars from underground, receiving chiding from her master. After the fall of Jedi Dagan Gera to the dark side of the Force, the Gen'Dai warrior Rayvis, who was in service to Gera, scoured the caverns for information on his master's whereabouts, slaughtering several Jedi and Padawans in the process. Their bodies were unceremoniously discarded in the caves.
Unable to find his master, by 9 BBY Rayvis and his group of Bedlam Raiders entrenched their presence in the caverns to continue searching for clues. The Raiders stationed some of their reprogrammed Separatist battle droids in the caverns. They also built a small depot in the caves, co-opting Republic facilities for their own uses, storing droid parts, weaponry, and other supplies.

The caverns were dangerous for Koboh prospectors who dared explore the maze-like tunnels. The endemic bulbous fungi, which developed mouths, tongues, and touch sensation, would explode with extremely strong acid which could rapidly melt metal. These fungi gave off an acidic odor as well. In addition to the flora, the presence of Bedlam Raiders created significant risk. At some point before 9 BBY, a rancor took up residence in the caverns. Some speculated that the Bedlam Raiders lured it there, but regardless, the Raiders provided the rancor with a steady supply of humanoid victims to devour.

Other installations in the Phon'Qi caverns included a network of turbolifts and a lattice-like series of rafters and buildings connecting their various dig sites.

Pyloon's Saloon
Pyloon's Saloon was a saloon in Rambler's Reach Outpost on Koboh. It was owned and operated by Greez Dritus after the death of the previous owner Abel Drongite. The saloon was named after Dritus' great-grandmother Pyloon.

Description
Pyloon's was situated opposite Dendra's Antiquities flanking the main street at the mouth of Foothill Falls in the settlement Rambler's Reach Outpost on the planet Koboh. The building was erected from stone and complimented with wooden decking and stairs with rusted red and yellow metal support foundations and roofing decor. It had three distinct dome-shaped structures across the roof and a large turbine. The exterior of the building had protruding generators and vents and was surrounded with miscellaneous scrap, including an old XJ-6 airspeeder, droid parts, and crates.

The main entrance was labeled with a simple sign that read saloon and had a detection device above the door with green material drapes hung above the entrance.

The walkway leading through to the main bar area had a wooden floor with circular orange and brown rugs with three burnt orange sofa areas. The walls were adorned with numerous artifacts including hanging bone decorations, hookah pipes, and large blasters fixed to the wall. Red and green drapes covered parts of the walls, as did a selection of posters including ones warning locals not to feed the boglings and advertising Pyloon pie. An inactive droid detector was placed on the wall by the door. The arched door that opened to the main bar area was guarded by a TT-8L/Y7 gatekeeper droid.

A stone staircase with wooden handrails led to the main bar area, with black tubing providing electricity to the bar from outside. The interior was constructed from wooden foundations with additional metal pipes and vents, and golden metal furnishings and rails.

Near the entrance were the refreshers, which contained three cubicles, a hand dryer, washing sinks, dirty mirrors, and an additional GNK unit. A post on the wall stated that the sale and use of death sticks was prohibited.

A large curved bar was present and included a built-in rail that allowed the saloon bartender droid M-6NK to travel around the bar and into the adjoined kitchen area. The bar was fitted with several dispensing units with the bottom of the saloon's vast aquarium as its backdrop. Dritus had a modified chair on one end of the bar that allowed him to oversee the bar and the patrons.

The ground level of the saloon was adorned with large blue and gold, red and blue, and purple and gold sheets that draped from the ceiling and over certain wall areas. A collection of artifacts was visible above the bar area upon entering, including a Republic Clone Trooper helmet and a diorama of a sail barge, with additional cultural decor placed throughout the level. Further posters were found on the walls including a poster depicting Pyloon, one advertising Doma's shop, another stating GONK chargers were available on the premises, and warnings that Rayvis, B1-series battle droids, and the Bedlam Raiders had been seen on patrol and were not to be allowed entry.

There was seating available around the bar with two standalone tables and three booths tucked into the walls. The booths contained orange sofa seating and each contained varying artifacts including Phillak skulls and hookah pipes, and the booth frequented by bounty hunter Caij Vanda

had blasters hung to the wall, an assortment of weapons, an additional Clone Trooper helmet plus bounty hunter helmets and B1 droid heads presented as trophies.

A stage in the corner of the saloon provided an area for entertainment, complete with a sound desk and a rudimentary lighting system. The DJ droid DD-EC and musician Ashe Javi eventually performed there with Javi describing the acoustics of the venue as wonky but found that the sound was to their liking.

A lobby between the bar and kitchen contained serving utensils, drinking vessels, GNK power droids and was decorated with a brown, orange, and light blue circular rug. The area also provided access to a small storage room in which the Mirialan Moran stored some belongings and a view of the kitchen area which was stocked with various cooking utensils and ovens.

The area also led to a staircase down to Dritus's quarters, with hidden access to a vast network of smuggler's tunnels. Within Dritus' quarters were items retained from his prior adventures including Cere Junda's hallikset, Cal Kestis' Bracca scrapper outfit, and a collection of Dritus' red and silver flight suits. There was also a workbench, power generators, a bunk bed, and a selection of flora collected from various planets. A private entrance was available also leading to the landing pad.

Leading up to the second floor were two stone stairways situated on either side of the bar. The walls leading up were decorated with further colored drapes and posters, including one advertising the maintenance services of Zygg Soza. The upstairs balcony level had additional seating and tables which offered a clearer view of the bar area and aquarium which was eventually maintained by the Sakavian Skoova Stev.

One of the tables would be used by the rescued High Republic droid ZN-A4 to trade datacards with Kestis. A poster on the wall depicted the Trontoshell of Dredger Gorge in its natural habitat. A smaller room was cleared to host a Holotactics table run by Bhima Ook and Tulli Mu.

Another stone stairwell led to the rooftop area. The area was home to a large garden area with four plots to plant seeds and was managed by Pili Walde. Across the area were spare planting pots, shelving units, and work areas. A small rock formation and water fountain could be found in one corner. Access to the turbine roof could be found here due to the overgrown roots forming a vertical pathway.

History

The saloon was originally managed by Abel Drongite. According to M-6NK, Drognite also ran a smuggling ring on the side and had a deal with the Bedlam Raiders that they would receive a cut of any profits he received. However, on one occasion, Drongite shorted the Raiders their fee and was subsequently killed when one of the gang members shot him with their blaster. The local prospectors Gulu and Gido recalled that Drongite would let customers go hundreds of cycles without settling their tabs and allow patrons to sleep on the floor if necessary. In around 9 BBY, after Drognite's death, ownership of the saloon was picked up by the M-6NK and the Latero Greez Dritus, who named it after his great-grandmother Pyloon. Many of the credits Dritus used to purchase the saloon were fronted to him by his friend, the Jedi Master Cere Junda, but he was unsure of where Junda had gotten ahold of that much money.

That year, the resident Turgle was attacked by Rayvis and the Bedlam Raiders in front of the saloon, but was saved by Cal Kestis, who had come to the planet in search of Dritus. Cal Kestis stayed in the private quarters under the saloon as a base of operations while on Koboh. During his time on Koboh, Kestis recruited several beings to settle in the saloon and attract more patrons, as

well as planting many seeds in the rooftop garden, filling it with plants. Those recruited include Ook and Mu, Stev, Javi and DD-EC, and Walde. These efforts boosted the popularity of the saloon until the increased presence of the Galactic Empire on Koboh changed the plans of many Rambler's Reach Outpost residents. Other regulars at Pyloon's Saloon included bounty hunter Caij Vanda, the droid ZN-A4, Mosey Cimmaron, Turgle, Bode Akuna, Toa, Moran, Tulakt, Zygg Soza, Wini Eres, Harr, Dana, and Grock. While Kestis sought the key to Tanalorr, a fabled planet inside the Koboh Abyss, the saloon was often defended from Bedlam Raider attacks by the Nightsister Merrin. At this time, the saloon was thriving and was busier than it had been for a long time. Once the Raiders had been defeated, many of the patrons decided to leave Koboh for pastures new, as the Empire had moved a Star Destroyer into orbit over the planet.

Riverbed Watch
Riverbed Watch was a location within the Rambler's Reach Valley on the planet Koboh.

Smuggler's Tunnels
The Smuggler's Tunnels was a network of tunnels beneath Pyloon's Saloon on the Outer Rim planet Koboh.

Sodden Grotto
The Sodden Grotto was a cave on the planet Koboh. At one point, the cave system was used as a mine to find priorite due to its abundance of the valuable mineral. Within the Sodden Grotto lived a rancor and as such, many priorite prospectors went missing in the mine, falling victim to the creature.

Swindler's Wash
Swindler's Wash was a location within the Rambler's Reach Valley on the planet Koboh.

Untamed Downs
The Untamed Downs was a location within the Rambler's Reach Valley on the planet Koboh.

Fort Kah'Lin
Fort Kah'Lin was a fortress on the Outer Rim planet Koboh. Originally a bandit camp, it was transformed into a base of operations for the Bedlam Raiders after Rayvis unified them. It was located in the same area of Koboh as Rambler's Reach Valley. Evidence found by Jedi Knight Cal Kestis and his droid, BD-1 suggested that Fort Kah'Lin was previously much more lively and active than in 9 BBY, when Kestis arrived to Koboh. Additional datapad entries found in the camp revealed internal division by the bandits occupying the fort before the Bedlam Raiders. Such discontent was stoked by Rayvis's offer to unite the local bandits of Koboh. Inside of the camp rested the Spawn of Oggdo, a powerful and long-tongued beast.

Stone Spires
The Stone Spires, also known as the devastated settlement, was an area near the Rambler's Reach Valley on the Outer Rim planet Koboh. The area held the remains of a village dating back to the High Republic Era that was destroyed in the aftermath of an Emergence destroying Koboh's moon. The village was the primary settlement of Jedi and Republic scientists researching the Koboh Abyss nebula and the mysterious Koboh matter, but it was destroyed when seismic forces incited by the moon's destruction caused the ground under the village to collapse into a volcanic rift. The surface cracked, allowing lava to flow freely. The resulting pressure was vented through natural fissures. Eventually, Koboh locals began to refer to the outcroppings of ruins as the Stone Spires.
By 9 BBY, the Stone Spires area was perilous to traverse. Even so, local marauders called the

Bedlam Raiders were stationed there in defense against Jedi Knight Cal Kestis, who explored the area in search of an Abyss compass. Within the Grand Courtyard, which was surrounded by a great manse in the style of the Jedi Temple on Coruscant, Kestis used psychometry to observe two Jedi destroy the compass with their lightsabers, only for an enraged Dagan Gera to slaughter them in cold blood.

Central Manse
The Central Manse, or Grand Commons, was a structure that served as a central point of operation for the Jedi Order and Republic scientists on the Outer Rim planet Koboh. The manse was located in the heart of their main settlement. This royal blue building was outfitted with spires that intentionally resembled the distinctive towers of the Jedi Grand Temple on Coruscant, as well as a Grand Courtyard in the center. It served as a home for Jedi Knight Dagan Gera. Bookshelves and other luxurious furnishings littered the decorated halls and rooms of the building. Sitting on one of these bookshelves was the Theses of Yaddle, which detailed little known Jedi arts.
After Koboh's moon was struck by an Emergence during the Great Hyperspace Disaster of 232 BBY, large fragments of the moon pummeled the surface of Koboh, damaging part of the manse. This rendered some of its passageways inaccessible and made gaping holes in some of the walls.

Centuries later, in 9 BBY, Jedi Knight Cal Kestis discovered a broken Abyss compass on a desk in the Central Manse, and saw through psychometry how when Jedi Knight Dagan Gera fell to the dark side of the Force, two Jedi decided to destroy the Abyss compass to prevent Gera from acquiring it. Gera quickly killed the two Jedi in his frustration. Kestis brought the Abyss compass with him on his travels as he sought the way to Tanalorr.

Grand Courtyard
The Grand Courtyard was part of the the Central Manse, located in the Stone Spires area on the Outer Rim planet Koboh. It was situated in their main settlement. The Grand Courtyard was situated at the center of the Central Manse, and was intended for Jedi training.
By 9 BBY, the entire settlement had been devastated by a cataclysm after Koboh's moon was struck by an Emergence during the Great Hyperspace Disaster of 232 BBY. The Grand Courtyard remained largely intact, but some passageways were inaccessible and some pieces of the structure were missing.

Unidentified Jedi Chamber
A Jedi Chamber was one of the centuries-old Jedi Meditation Chambers on the Outer Rim planet Koboh. It was located in a Devastated settlement in the Stone Spires, proximal to the Grand Courtyard. It was constructed during the High Republic Era, located near the heart of Jedi operations on the planet. By 9 BBY, however, the chamber was largely in ruins. Overgrowth of flora and accumulation of Koboh matter had left the chamber fragmented and its walkways impassable.

Central Manse
The Central Manse, or Grand Commons, was a structure that served as a central point of operation for the Jedi Order and Republic scientists on the Outer Rim planet Koboh. The manse was located in the heart of their main settlement. This royal blue building was outfitted with spires that intentionally resembled the distinctive towers of the Jedi Grand Temple on Coruscant, as well as a Grand Courtyard in the center. It served as a home for Jedi Knight Dagan Gera. Bookshelves and other luxurious furnishings littered the decorated halls and rooms of the building. Sitting on one of these bookshelves was the Theses of Yaddle, which detailed little known Jedi arts.
After Koboh's moon was struck by an Emergence during the Great Hyperspace Disaster of 232 BBY, large fragments of the moon pummeled the surface of Koboh, damaging part of the manse. This rendered some of its passageways inaccessible and made gaping holes in some of the walls.

Centuries later, in 9 BBY, Jedi Knight Cal Kestis discovered a broken Abyss compass on a desk in the Central Manse, and saw through psychometry how when Jedi Knight Dagan Gera fell to the dark side of the Force, two Jedi decided to destroy the Abyss compass to prevent Gera from acquiring it. Gera quickly killed the two Jedi in his frustration. Kestis brought the Abyss compass with him on his travels as he sought the way to Tanalorr.

Unidentified ranch
The human hunter Mosey Cimmaron and her mother at one point had a ranch with a barn and moisture vaporators on the planet Koboh. It was terrorized by a caniphant that destroyed the barn twice, but covered its tracks to make locating it difficult. In order to track it, Cimmaron and her mother reversed the vaporators, which filled the air with moisture that made the caniphant's scent more pungent.

Viscid Bog
The Viscid Bog was a swamp located near the Rambler's Reach Valley on the Outer Rim planet Koboh. During the High Republic Era, the area served as a fresh water source for Jedi and Republic scientists stationed on Koboh to research the Koboh Abyss and the anomalous Koboh matter. When an Emergence shattered Koboh's moon, devastating the planet, residual damage occurred to the area, causing the fresh water to be contaminated with Koboh matter. The resulting mixture was sucking, viscous, and toxic to most creatures.
Years before 9 BBY, the Lucrehulk-class LH-3210 cargo freighter Primacy crashed its core ship in the Viscid Bog. As the ship descended to the surface, many Vulture droids were thrown clear of the ship, crashing into the tar. The wreckage was eventually infiltrated and claimed by the Gen'Dai warrior Rayvis, who united several local gangs into the fearsome Bedlam Raiders. They reprogrammed the Primacy's droid army, and established the swamp as their base of operations.

In 9 BBY, Jedi Knight Cal Kestis, his droid companion BD-1, and gunslinger Bode Akuna infiltrated the swamp to rescue ZN-A4, a High Republic Era droid kidnapped by Dagan Gera, Rayvis's master. Around the same time, interior designer Wini Eres arrived on Koboh when her datapad was stolen by local wildlife. She chased it to the Viscid Bog, where she became stranded. She soon met Zygg Soza, who stayed with her. The two eventually became romantically involved.

Although most creatures who entered the toxic tar perished, some survived their encounter. One bogling, an invasive species to Koboh, got covered in the morass. Although small and not hostile, the appearance of the sticky creature frightened away two prospectors. At some point, a particular mogu entered the toxic tar, later emerging much more fierce. It became known as the Mire Terror. It was made stronger by the morass that clung to its body, and killed many prospectors.

Primacy
The Primacy, also known as the Sunken Lucrehulk, was a Lucrehulk-class LH-3210 cargo freighter that served as the base of operations for the Bedlam Raiders, a group of marauders on the Outer Rim planet Koboh.

History
The Primacy dated to the Clone Wars era. Years before 9 BBY, the ship exited hyperspace too close to the Koboh Abyss, which began to pull the ship apart with its strong gravitational forces. In a last-ditch effort for survival, the remaining bridge crew detached the core of the ship, planning for an emergency landing on the planet below. The core ship landed in the Viscid Bog near Rambler's Reach Valley, dominating much of the surrounding landscape. Following the emergency landing, the Gen'Dai warrior Rayvis came across the abandoned core ship, finding within a droid army. He believed that the many battle droids in the hangar could be used to find his master, Dagan Gera, a

fallen Jedi who had bested Rayvis in combat, leaving the Gen'Dai under an oath of service. The lieutenant Yupah assisted Rayvis in evaluating the army they had uncovered.

Rayvis subsequently reprogrammed the droid army to serve him. The armament of droids included B1-series battle droids, B2-series super battle droids, BX-series droid commandos, IG-100 MagnaGuards, and droidekas. The Bedlam Raiders further modified the programming of these droids to compensate for decreased munitions supply after the time the Lucrehulk spent in the swamp. Some B1 battle droids, for instance, were equipped with makeshift batons for melee fighting, which required reconfiguration of their tactical programming. One droideka, known as E3-VE3 was custom-modified with enhanced offensive capabilities and heightened belligerence algorithms. E3-VE3 was, however, reprogrammed once more, overriding the original loyalty and logic protocols that made the droid loyal to Rayvis. The MagnaGuard known as the Massiff became a Rayvis's personal project. Its programming was altered to make the droid a more dangerous opponent than a regular MagnaGuard. The core ship also held AAT battle tanks, multi-troop transports, HMP droid gunships, and vulture droids.

When Rayvis eventually forged the Bedlam Raiders from disparate gangs around Koboh, he invited them to live on the Primacy. Some raiders saw its potential at once, whereas others were apprehensive about the stability of such a large structure in the bog. Nevertheless, the raiders modified the ship's superstructure to fashion crude villages of yurts within the ship as their living quarters. Other modifications to the ship included the creation of a makeshift dock on the lower exterior of the ship to facilitate the movement of goods in and out of their base, the restoration of the power generators (which were disabled during the ship's landing), and the use of dismembered B1 battle droids as decorations.

In 9 BBY, after Dagan Gera was recovered from his stasis in a bacta tank, the Bedlam Raiders kidnapped ZN-A4, a droid dating from Gera's time, to see if she had any information about navigating the Koboh Abyss to reach the hidden planet Tanalorr beyond. This action drew the attention of Jedi Knight Cal Kestis and his gunslinging partner Bode Akuna. The two men infiltrated the Primacy, killing Bedlam Raiders and deactivating droids as they made their way to the ship's forward control tower, where ZN-A4 was kept. There, Kestis and Akuna fought Gera before the fallen Jedi fled. Kestis, Akuna, and ZN-A4 then took two escape pods from the control tower to exit the core ship.

An arena for a revenge

After Rayvis and Gera were killed by Kestis, and along with other losses, the Raiders were decimated. The surviving Bedlam Raiders and their remaining battle droids allied with Jo the Cannibal and the Haxion Brood to kill Cal and avenge their leaders. The confrontation took place at Primacy. Jo set up a series of bounty hunters and Bedlam Raiders to fight Kestis to mimic the Haxion Fight Pit from which Kestis had escaped years prior. Cal succeeded in killing them all, including Jo.

Chamber of Connection

The Chamber of Connection was one of the centuries-old Jedi Meditation Chambers on the planet Koboh. The chamber originated from the High Republic Era, when Jedi and Republic scientists collaborated to research the mysterious properties of Koboh matter and reach beyond the Koboh Abyss. The chamber itself was used by Jedi Master Santari Khri to train Jedi and Padawans for the journey through the Abyss, and some found her riddles and tasks difficult to complete. Before Tanalorr was finally discovered, one cautious Jedi even harbored frustration while in the Chamber of Connection that the elaborate and expensive chambers on Koboh were likely a waste. Indeed, several Jedi spent time in the chamber, including two Padawans who discussed feeling homesick

for the Jedi Temple on Coruscant. After Jedi Knight Dagan Gera attempted to defy the Jedi Council on their decision to vacate Tanalorr, a gregarious Padawan and a bold Jedi discussed the divisive crisis within the chamber.

The Chamber of Connection was located below the Viscid Bog near Rambler's Reach Valley, accessible by unlocking a turbolift using a Republic tuner device. The chamber contained several gentle waterfalls which supplied a standing pool for much of the floor. There were three levels to the chamber, and the lift opened exclusively to the first level. A staircase led to the second level, and the third could be accessed by a bridge of solid Koboh matter created emitted by a modified orb amplifier, which led to another short staircase. The chamber had three pressure-sensitive buttons that when activated would approximate or distance two wall panels. On the ground level, an orb amplifier was positioned to emit an energy beam to the wall nearest the lift entrance. The third level contained a separate room containing a shrine adorned with the Jedi crest.

By 9 BBY, the Chamber of Connection had largely fallen into disarray. Large deposits of solidified Koboh dust had created nearly impenetrable barriers on many of the chamber's surfaces, including a large deposit which completely blocked off the back room. Several large adornments within the chamber were disturbed and tilted. The pressure-sensitive buttons were still functional, however, as were the orb amplifiers.

Stats by FreddyB, Descriptive Text from WookieePedia.
Image copyright LucasArts.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.