

# PROJECT BACKGROUND

Darth Maul: Origins of Zoo Tabak is Star Wars Fan Film that explores the dark side of the force and everything that has made it so. We dive deep into the world of Dathomir and the origins of Stars Wars most notorious Sith Lord Darth Maul. Within the film there are many references to cannon (Star Wars Bible) and storyline of the world. The viewer will witness favorite scenes and favorite characters in a new light, from different angles and perspectives.

The script explores; the dark side, Dathomirian history, Maul's background, how he came to be, the Nightbrothers and Nightsisters life on Dathomir, their rituals and the environment of Dathomir. The viewer will experience this unique Dathomirian story shown through Maul's life.

Maul's complicated life is depicted and shown by the introduction of two new characters into the Star Wars world, Maul's love interest Hana Tabak and their son Zoo Tabak. This fan film answers the question of "What If" Darth Maul had a son before he was cut in half by Obi-Wan Kenobi.

## STAR WARS DARTH MAUL

While some stories may be forgotten, that doesn't mean they are finished, especially revenge stories.

### THEME

### TONE

The world of Star Wars. A Star Wars fan film.

### SYNOPSIS

In seeking revenge for the past, Darth Maul fights Obi-Wan on Tatooine and is defeated. As Maul falls, the rise of an unforeseen darkness clouds the force as Kenobi was not the only one with a secret. Darth Maul too had something to hide. This is the story of a young, ambitious Dathmorian, Zoo Tabak, discovering he is the spawn of the Sith Lord, Maul. Upon learning who his father is, Zoo sets on a course to avenge his tribe and father. Now he seeks revenge against the Emperor and Obi-Wan Kenobi, the Jedi that killed his father. This is Zoo's journey to find the foes of his father and defeat them.

# SETTING OF THE FILM

## DATHOMIR

**Astrónavigation Data:** Dathomir system, Quелиi sector, Outer Rim Territories

**Orbital Metrics:** 491 days per year / 24 hours per day

**Government:** tribal

**Population:** roughly 600 (humans 90%, Zabrak 7%, other 3%)

**Languages:** Basic, Paecian

**Terrain:** bleak forests, harsh desert, jagged mountains

**Major Cities:** none

**Areas of Interest:** Nightsister villages, Nightbrother villages, Imperial garrison

**Major Exports:** none

**Major Imports:** none

**Trade Routes:** none (in the region of the Hydian Way and Salin Corridor)

**Special Conditions:** extremely dangerous creatures, Nightsister and Nightbrother clans

**Background:** In the remote Quелиi sector, there burns a blood-red star at the center of the Dathomir system, which plays host to a planet of the same name. The world of Dathomir might once have been a place of vibrant life and overflowing beauty—but that time has long since passed. However, it is by no means a dead world. Jagged mountain peaks rise like the teeth of a carnivore eager to consume its prey. Once-rich fens and forests have given way to putrid swamps and ivy-choked thickets now filled with a thick miasma of fog. The planet's surface is perpetually cloaked in a crimson pallor from the slowly dying star, which provides some mockery of daylight.

Dathomir's landscape is deeply shadowed, making it all the more treacherous as predators slink from their lairs. In the evening, overland navigation becomes all but impossible. Though some stars pierce the darkness, they offer little light, serving only to accentuate the murk. Low howls and feral grunts issue forth as predators too terrible to travel even under the blood-red light of day stalk whatever prey they might find in the embrace of the stygian gloom. The planet still thrives, though it has been twisted by the passage of time, the scars of war, and other, darker things.

Official Imperial records have but few references to the Quелиi sector, and even fewer to the Dathomir system and its single inhabitable world. In most registered listings, there is little more than a name and an official statement that the system is of no interest to citizens of the Galactic Empire. Unofficially, Dathomir has a long and terrible history. Wild-eyed liars and traumatized spacers who claim to have visited this strange world tell tales of gigantic beasts

able to devour an unwary traveler in a single bite that storm across its endless swamps. They speak of restless spirits risen from the dead, threatening to enchant an individual with just a touch. There are even whispers of ancient sites so unholy that merely viewing them can steal one's soul. Of course, the source of this is more likely to lie at the bottom of their lum bottle than in any genuine facts.

### IMPERIAL INTERESTS

It appears that the Empire has recently taken a quiet interest in Dathomir. Although this information can't be found in any official Imperial records, light cruisers and other exploratory craft have been making secret visits. A small garrison is thought to exist on Dathomir, but there do not seem to be any logistics or personnel entries to support this rumor. Even wilder tales speak of users of the mythical Force traveling to the planet, perhaps to discover the secrets of the Nightsisters or to determine what became of them. Those Imperials unfortunate enough to have been assigned to Dathomir speak little of their posting, but some unsettling tales have begun to slip out from those brave (or foolish) enough to mention their experience to a confidante. Few tales go far, though, as both those who tell and those who hear them have a tendency to disappear, never to be seen again.

# CAST



**Conor Kennedy**  
**JEDI**



**Lucas Hogan**  
**JEDI**



**Joe Falcetano**  
**ADULT RAJMA**



**Jamila Aldana**  
**ADULT RAJMA**

# PRODUCTION DETAILS



**Confirmed Crew: 45**

**Confirmed Cast: 60**

**Cast Members Production Start: Aug-Sept**

**Location: Philadelphia, PA / New Jersey**

**Production Days - 17 Days**

**10 Days of Dialogue on Location**

**6 Days of Fighting on Location**

**1 Day of Green Screen in Studio**