Planets D6 / Telerath



Name: Telerath
Region: Inner Rim
System: Telerath system
Suns: 1
Moons: 2: Telerath's second moon
Grid square: N-7
Trade routes: Vaathkree Trade Corridor
Rotation period: 26 standard hours
Orbital period: 374 local days
Climate: Tropical
Gravity: Standard
Points of interest: Ember's Fire, Noua
Fauna: Telerath eel
Native species: 30% Human, 10% Arkanian and Arkanian Offshoots, 60% other
Other species: Chagrians, T'surr, Chubbits, Nosaurians
Primary language(s): Basic
Major imports: Foodstuffs, Luxury items, Raw materials, Technology
Major exports: Business goods
Affiliation: Telerath Interstellar Banking Initiative

Description: Telerath was an Inner Rim banking world, the home of the Telerath Interstellar Banking Initiative. It was created as an experiment in face-to-face customer service by an interstellar bank. Customers were guaranteed to meet with living bank representatives, did not need to make scheduled appointments, and were offered a fantastic variety of comforting recreational activities and accommodations.

Description
Telerath was a bank and a vacation resort where every night was like a festival. Security was only present to protect the money, not the people. They thought that visible guards would break the ambiance.

History
In 3963 BBY, it was visited by Zayne Carrick and the crew of The Last Resort in an attempt to access one of Marn Hierogryph's many accounts. Due to the Padawan Massacre of Taris, one of them was frozen and because Gryph was a wanted criminal, he had two Arkanian Offshoots Jarael and Camper, as "Chantique" and "Baron Hyro Margryph" respectively to unfreeze the account to say it was a name misconception. The ploy was successful and the account was unfrozen. However, the Moomo Brothers kidnapped their banker, Arvan Carrick, misinterpreting their employer's order to simply watch him. The Arkanians were able to avoid a panic by saying Arvan's wife is having a baby. Because the banker was going to be missed the next day, the Moomos' employer ordered them to head to orbit. Luckily, Arvan was saved by Zayne before that could happen. When the Courageous was destroyed over Serroco, Telerath was in a panic.

After the Mandalorian Wars, Telerath became forgotten. During the Clone Wars and after, Telerath was rediscovered, and some attempted to turn the planet into a vacation destination. As Telerath was populated again, an archipelago-town called Noua was founded. Despite Telerath's inhabitants being known primarily as bankers and vacationers, much of the indigenous population lived in fear of, or became part of, two rival gangs that ruled the planet. These two groups were known locally as simply the Spicers and the enlavers, both named after that which they trafficked in most. Though the gangs strictly followed and enforced the Sword law, a law stating that all disputes had to be settled with swords, not blasters, a simmering hatred of one another was always ready to boil over. After the arrival of fugitive Jedi, Dass Jennir, open warfare erupted between the two gangs, with the T'surr-run Spicers coming out ahead. As chaos and violence wracked the city of Noua, Jennir attacked the assembled Spicer gang alone, intent on stopping their criminal rule. Jennir annihilated the Spicers and departed the planet a short time later. After that the inhabitants of Telerath founded a Militia to make sure that they wouldn't be subjugated by criminals again,

Places of Interest

Ember's Fire

Ember's Fire was a club owned by Ember Chankeli, offering female companionship to paying customers, which operated on Telerath. Chankeli claimed that her business was suffering from a enslaver gang operating in the city to hire former Jedi Dass Jennir to clean them out. He later stayed in the place when he arrived on Telerath.

Tam and Sylva were two employees at Ember's Fire.

Noua

Noua was an archipelago located on the Inner Rim planet Telerath. Noua was home to the Ember's Fire club, and had a large population of slavers and spice runners.

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