

Planets D6 / Janix

Name: Janix

Region: Mid Rim Territories

System: Janix's star system

Moons: At least 2

Terrain: Mountains

Points of interest: Metal yards

Other species: Aleena, Arcona, Bith, Devlikk, Didynon, Duros, Gotal, Gran, Human, Ithorian, Lacertilo, Mosyk, Padlom, Pyke, Rodian, Selkath, Trandoshan, Twi'lek, Zabrak

Government: Janix's government

Major cities: Janix city (capital)

Affiliation: Galactic Empire (occupation)



Description: Janix was a planet located in the Mid Rim Territories. The planet's capital city and main feature was Janix city, a neon-lit and shadow-soaked city with towering skyscrapers built into a crater. The world was self-governed under a functioning democracy with a fragile balance between its Tactical Defense Force and the gangsters and crime syndicates, who kept peaceful under a tacit accord for their own business interests. Following the formation of the Galactic Empire, the former Sith Lord Maul and leader of the Shadow Collective attempted to rebuild his criminal syndicate on Janix at the same time as the Empire and the Inquisitorius also arrived, leading to conflict between the two groups, the local criminal underworld and the local police force. Maul also met the former Jedi Padawan Devon Izara on the planet.

Janix's government

Janix had a government that was responsible for the governance and safety of the Mid Rim Territories planet. By the time of the Imperial Era, Janix's government had worked to ensure its autonomy from the Galactic Empire, however the presence of the Shadow Collective lead by Sith Lord-turned crime lord Maul and his clash with both law enforcement and other crime syndicates threatened this autonomy. It was lead by a governor with Janix Civil Defense being responsible for enforcing the government's laws on the planet.

Janix Civil Defense

Janix Civil Defense acted as law enforcement on the planet Janix. Helmed by Chief Klyce, the organization included both humans and Tactical Defense Droids and was proudly independent of the Galactic Empire.

Places of Interest

Janix city

Janix city, also known simply as Janix, was a bustling metropolis on the Mid Rim planet of the same name. Serving as the world's capital, Janix city was home to multiple crime syndicates including Vario's syndicate and Nico Deemis' syndicate, both of which once formed a part of former Sith Lord Maul's Shadow Collective during the Clone Wars.

In the few short years following the rise of the Galactic Empire, Maul returned to Janix seeking to rebuild the Shadow Collective, execute revenge against Looi Vario and Nico Deemis for him, and

find a new apprentice in the form of Devon Izara, a Jedi padawan hiding in the city alongside her Jedi Master Eeko-Dio Daki following the start of the Great Jedi Purge. Following Maul's raid on Deemis' bank tower, Janix Civil Defense Captain Brander Lawson began a search for Maul, though not before the Zabrak raided the Police headquarters.

Geography

Janix city was located in a meteor impact crater surrounded by a forest on the Mid Rim Territories planet of Janix. A large neon-lit metropolis, the city was arranged in circle made up of eight bands, though multiple smaller circular population centers existed close outside the city, connected to the city by roads. Janix city was split into several districts, including a Banking District and an Entertainment District. These districts were further split into sectors used by Janix Civil Defense, which included Sector 8-J.

Infrastructure

Janix city hosted a number of dedicated roads to facilitate the movement of landspeeders throughout and into the city. Inside the city, these roads were elevated bridges and tunnels, with a lane of traffic for landspeeders traveling in each direction. In addition, Janix city hosted at least one skylane that wove between buildings to facilitate the movement of airspeeders and starships across the city.

At ground level, Janix city was host to a dirty maze of pedestrian streets, over which the surrounding buildings hung neon signs. These streets were host to market stands and stalls, from which foodstuff and drinks were sold. To further facilitate movement of pedestrian traffic, Janix city hosted a metro-train network. Consisting of four train lines, the metro-train network's paths formed a rough circle around the city.

Armistice Fountain

The Armistice Fountain, also known as the Armistice Statue, was a fountain located in Janix city on the Mid Rim Territories world of Janix by sometime between 17 BBY and around 13 BBY. It memorialized a conflict from the planet's history that had long past by the time of the early Imperial Era, and it was situated within an enclosed town square. The statue, which stood atop a fountain basin, featured a stylized woman who was holding a shield above her head in her right hand and a spear in her left.

In the early Imperial Era, the renegade Sith Lord-turned-crime lord Maul, seeking to flee Imperial forces hunting him on the Janix, planted a dream of the statue in the mind of the young fugitive Twi'lek Jedi Padawan Devon Izara. She shared the dream with the group she was on the run with, and though her Jedi Master Eeko-Dio Daki cautioned that the darksider may be setting a trap, the group resolved to meet with Maul at the location local Tactical Defense Force Captain Brander Lawson identified as the Armistice Fountain.

When they arrived, Maul and his remaining Shadow Collective forces met them, with the Zabrak offering the group passage off world with them if Lawson could help them reach their rendezvous with a scheduled Crimson Dawn extraction in the jungle outside the city. After a short discussion, the group resolved to ally with Maul, and their combined forces left. The First and Eleventh Brother Inquisitors, on the trail of the now allied groups, arrived at the Armistice Statue soon after, with the latter commenting on their quarry's recent presence before continuing their hunt.

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that was long past by the time of the early Imperial Era. The fountain, which was situated within an enclosed town square, featured a stylized woman who was holding a shield above her head in her right hand and a spear in her left, standing atop a basin set on a plinth. The interior of the shield was gold-colored, and decaying leaves were strewn in and around the fountain.

History

The Armistice Fountain was built by sometime between 17 BBY and around 13 BBY, to memorialize a conflict from the Janix's history that had long past by the early Imperial Era. At one point, local Tactical Defense Force Captain Brander Lawson became familiar with the fountain's appearance and location. When the Imperial forces hunting for them both closed in, the renegade former Sith crime lord Maul implanted a dream of the fountain in the mind of the Twi'lek Jedi Padawan Devon Izara, prompting her to wake with a start. When queried by her Jedi Master, Eeko-Dio Daki, as well as their fellow fugitive allies, including Lawson, his son Rylee, and his droid partner 2BOT "Two-Boots," Izara shared the details of the dream, prompting the police officer to identify the location she described as the Armistice Fountain not far from their current location. Lawson and Daki shared their concerns that the darksider who they had previously fought was laying a trap, but Izara countered that she felt rendezvousing at the fountain could be their way off the planet, and the group resolved to go just as the First and Eleventh Brother Inquisitors arrived in search of them.

When the group arrived at the fountain, Maul was indeed there, and Daki told the Zabrak his message had been received as he faced the statue. Turning around to face the newly arrived group as the surviving members of his Shadow Collective emerged from the shadows, Maul shared his alleged intentions to get them all off the planet. He claimed to only want to help them evade the Empire's grasp, and his spy droid Spybot projected a hologram of the city and the planned rendezvous with Crimson Dawn for extraction outside of it. Maul proposed an alliance with the light side grouping, as Lawson knew a way out of the city, and after quickly discussing the matter a short way away from the statue, they agreed. Whilst the unlikely alliance fought Imperial forces at a power station to access a fissure leading out of the city, the Inquisitors on their trail arrived at the Armistice Fountain. The Eleventh Brother commented that their quarry had been there, then both turned their heads and looked to the smoke rising from Maul's destruction of an All Terrain Armored Cannon walker. The First Brother stated that their prey was making their escape, before the Inquisitors left the fountain and continued their pursuit.

Metal yards

The metal yards was a location found on the planet Janix. During the Imperial Era, the former Sith Lord Maul landed at the yards with a starship obtained from a human he killed, before ordering the Zabrak Icarus and Scorn to destroy the starship.

The Mark and Claim

The Mark and Claim was a casino in Janix city on the planet Janix. Owned by the former bounty hunter Rheena Sul, the glitzy establishment was lit with blue and pink lights on the exterior and, on the inside, featured many machines and tables for its patrons to enjoy. The Galactic Empire invaded The Mark and Claim when it pursued the fugitives Brander Lawson, Eeko-Dio Daki, Devon Izara, and Rylee Lawson, who had come to the casino to ask Sul for help escaping the planet.

Banking District

Banking District was an area of Janix city on the Mid Rim planet Janix. During the reign of the Galactic Empire the Gran crime lord Nico Deemis operated a bank within the district. At some point between between 17 BBY and around 13 BBY, a group of Mandalorian and Zabrak criminals raided the bank while a shipment of credit bricks were being delivered. One of the bank guard droid

however managed to activate an alarm and seal off the rest of the vault. The alarms were reported to Janix Civil Defense which dispatched Tactical Defense Force units to the scene which arrived as the criminals were leaving in a stolen bank transport.

Nico Deemis' bank tower

By between 17 BBY and around 13 BBY, Nico Deemis' syndicate owned a bank tower in the Banking District, where the syndicate stored Credit bricks. During that time, Crime lord Maul and his crew carried out a raid on the bank tower, during which time they stole Nico Deemis' bank supervisor droid and several stacks of credit bricks. In the aftermath of the raid, the bank tower became a crime scene for Janix Civil Defense's investigation into the raid.

Entertainment District

The Entertainment District was an entertainment area located on the planet Janix.

Janix Civil Defense HQ

Janix Civil Defense HQ, also known as Police HQ, was the headquarters for the Tactical Defense Force, a police agency that operated out of Janix city, on the planet Janix during the Imperial Era.

Janix Spaceport

Janix Spaceport was a spaceport located on the planet Janix.

Janix Stadium

Janix Stadium was an enormous open-air complex in Janix city on the Mid Rim world of Janix that was optimized for games of the sport botekin. Built by sometime between 17 BBY and around 13 BBY, and decorated with bright colorful flags, the gleaming stadium could fit a legion of ravenous sports fans. The combination of a searingly sunny day and the lack of any roofing often required spectators to bring their own umbrellas or other solar shielding. Aurebesh text on the complex's entrance read "Janix Stadium."

At one point in the early Imperial Era, Rylee Lawson, the adolescent son of Captain Brander Lawson, a detective in the Janix's Tactical Defense Force, had a botekin match in the stadium. Lawson's police droid partner, 2BOT "Two-Boots," had to remind the captain to attend, volunteering to investigate Janix Spaceport on his superior's behalf.

Lawson met his son, who was surprised at his oftentimes absent father's presence, and left the pitch to greet him. Rylee told Lawson the parents of his friend Gobo had saved him a seat in the stands, but the captain declined to leave the entrance hallway, preferring to be closer to the action. Rylee's coach then called him back to the game, and as the young man jogged off, the fugitive Jedi Master Eeko-Dio Daki approached Lawson from behind, wanting to speak. As they watched Rylee's game, Daki spoke to Lawson about his "niece," who was actually his Jedi Padawan, the Twi'lek Devon Izara. Izara had been arrested for shoplifting, and subsequently kidnapped by the renegade former Sith turned crime lord Maul. They discussed the ongoing hunt for Maul, and their mutual dislike for the Galactic Empire. As Rylee scored another point and the stadium crowd began chanting his name, his father was called away, due to the investigation at the docks going violently awry.

After a subsequent raid on Maul's safe house also ended badly, 2BOT ignored his superiors' orders and called in the Empire to deal with Maul. As Imperial Low Altitude Assault Transports deployed from a newly arrived Imperial-class Star Destroyer over Janix City, Rylee stood at the entrance of Janix Stadium and looked up at the arrivals flying overhead alongside other civilians. The Empire locked down the city, and numerous LAATs were landed in the forecourt of the stadium, with TK

stormtroopers asking for identification as residents of Janix entered the stadium.

Nico Deemis' headquarters

Nico Deemis' headquarters, also known as Nico Deemis' office, was a headquarters of the Gran crime lord Nico Deemis and his syndicate located in a tower within Janix city on the planet Janix.

Sector 8-J

Sector 8-J was an area of Janix city on the Mid Rim planet Janix. It was situated in one of the city's districts near its Banking District. One night between 17 BBY and around 13 BBY, a group of Mandalorian and Zabrak criminals stole credit bricks and a bank transport from a tower in the Banking District. Members of Janix Civil Defense's Tactical Defense Force arrived at the tower just as the criminals departed in their stolen transport; however, the criminals managed to escape the police and head to Sector 8-J after their probe droid fired its blasters at the police cruiser. Undeterred, officer Pak—a member of the Tactical Defense Force—ordered all nearby units to converge on Sector 8-J after his police droid received reports of the criminals shuttle in the area. When officer Pak and his reinforcements arrived in Sector 8-J, they discovered the criminals transferring their stolen credits from to a Kom'rk-class fighter/transport. Police forces surrounded the criminals making the transfer and Pak emerged from his vehicle to demand their surrender. The cloaked crime lord Maul then exited the Kom'rk-class fighter, activated his double-bladed lightsaber, and a fire fight broke out which quickly ended in the deaths of the police forces.

Sector 14-Q

Sector 14-Q was a location in the lower levels of Janix city, on the planet Janix. The Sith Lord Maul's first base on the planet was located in the sector. After the Shadow Collective's base was attacked by Captain Brander Lawson and the Tactical Defense Force, the criminal organization abandoned the facility, and established a new base.

Maul's safe house

Maul's safe house was a secret location on the planet Janix utilized by the criminal leader and former Sith Lord Maul and his Shadow Collective. A sizeable group of Mandalorian personnel occupied the area, which included weapons, speeders, and other supplies. After Maul and his fighters abducted the crime boss Looti Vario from the Janix Civil Defense HQ, as well as the imprisoned Twi'lek Jedi Devon Izara, they returned to the safehouse with their prisoners. Following Captain Brander Lawson and the Tactical Defense Force's raid on the safe house, Maul's forces abandoned the location, in favor of a nearby new base.

Lawson's apartment home

Lawson's apartment home was a location on the planet Janix that was used as a residence by Captain Brander Lawson.

During the hunt for Maul, First Brother attacked the residence and battled Eeko-Dio Daki, their lightsabers caused breaches and sparks that set the apartment ablaze. All parties evacuate the residence, which gets fully consumed in flames.

Cantina

A cantina was active and run by a Dowutin bartender on the planet Janix during the Imperial Era. It had a wall of cages that contained illegal and deadly creatures that were available for purchase. Brander Lawson went to the bar in an attempt to expose a criminal smuggling ring but was poisoned by the bartender who attacked him. When 2B0T showed up to rescue Lawson, the bartender smashed the cages and released several creatures.

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