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{{Eras|pre|rep|imp|rdb|exd|nor}}
{{Planet
|name=Kemet II; Designated "UT-0P1A"
|region=[[starwars:Outer_Rim_Territories|Outer Rim Territories]]
|sector=[[starwars:Unknown_Regions|Unknown Regions]]
|system= [[Unknown system]]
|suns=2
|moons=1
|coord=
|distance=
|class=Desert
|diameter=9,270 km
|atmosphere=Oxygen Mix, Type I (Breathable)
|climate=Desert
|gravity=Slightly higher than standard
|terrain=*Desert
*Oasis's of various sizes
*Mountains
*Small forests around Oasis areas
|interest=*Ruins of Akarend
*Ruins of Telemater
*Great Temple City of Osirias
|lengthday=34 standard hours
|lengthyear=534 standard days
|species=Unknown
|otherspecies=Unknown
|language=Unknown
|population= Unknown
|cities=
*Akarend
*Telemater
*Various other scattered ruined cities
|imports= Unknown
|exports= Unknown
|affiliation=Unknown
}}

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""UT-0P1A"", formerly known as ""Kemet II"", was once part of the domain of the ancient [[Sith Lord]]s Baset and Anuiba. Markings of the ancient Sith civilisation can be seen scattered through the harsh deserts of the planets surface. Ruins lay scattered here and there with some being so vast it would take weeks to fully explore them even with the aid of technology. In one part of the planet large Ziggurat shaped structures rise from the Sands standing testament to the civilisation that once called the planet home. The planet is a large desert with little in the way

of flora or fauna. Those species that exist on the planet are well adapted to the harsh climate and either live around the Oasis's that dot the planet side, exist under the ground or have adapted so well to the climate that they are able to exist without proper sustenance for weeks. The species of plants and animals that inhabit Kemet II have been forced to specially evolve to survive the harsh climate.

One facet of the planet that could of, in theory, led to its populations decline and finally abandonment of the planet is its peculiar day cycle. Whilst the days brings harsh unbearable heat the nights plunge the planet into an almost Sub zero wasteland catching even the most well prepared off guard by the ferocity of the cold. Rumours exist that there only used to be one Sun in the system but centuries before the Dark Magicks of the Ancient Sith Lords came into play which resulted in the ruin of the planet, though some believe that not everyone left the planet as the great underground caverns of the planet run deep.

== History ==

Though not much is truly known about Kemet II was once a thriving world covered in lush forests, great plains, beautiful seas and lakes. A civilisation existed that was capable of building vast cities made from stone and for centuries they were a peaceful, technologically lacking civilisation that worshipped their unique plethora of Deities.

However records show things changed when two Sith Lords arrived on the planet and began subjugating the people. Though sparse records show the two Sith were once lovers things began to change and the two split going their separate ways and doing things their own way. Two great cities were formed, Akarend and Telemater each being the respective stronghold of one of the Sith Lords. Baset in Akarend and Anuiba in Telemater.

Though the planet existed relatively in peace the Influence of the Sith began to show as the great cities began warring with one another in their struggle to expand and grow. Baset was a practitioner of Sith Alchemy and Sorceries, in her rage and ineptitude she attempted to tap into the primal energies of the Planet and her people. The Magicks went wild and uncontrollable and it is said a second sun was born from the resulting blowback. Though wherever this is true or wherever one of the Systems other stars just happened to go Supernova at the time is unknown.

What is known however is the planet slowly began to rot as the heat took hold. Fertile lands turned to ash and sand and people died in untold numbers. The two Sith had already passed and thus had no chance to see what their hubris wrought upon the planet. Nothing on the surface survived. Though in the aftermath new species of flora and fauna did emerge slowly but surely as nature took hold of the planet.

Old tales tell stories that the planet is littered with vast underground caverns that the Ancient Sith and their followers used. There are apparently three primary entrance ways to these

caverns. Both Major cities and under the Great Temples in the ruins of Osirias. It is unknown what treasures were left in these caverns and even what exists within them, but perhaps not everyone died on the planet as it burned.

## == Planet Geography ==

Kemet II now exists as one large Desert planet. Though Oasis's dot the landscape the majority of the planet is Sand and Ash. Great canyons carve through the landscape where rivers once flowed and mountainous regions dot the harsh wastes. But any semblance of continents and borders have all vanished along with any knowledge of what they once were.

## == Major Settlements ==

### === Ruins of Akarend City ===

A large circular city. Sitting in the middle the great palace of Baset surrounded by the Temples to the Ancient Deities of the planets population. Around them stood the noble houses, then the middle classes and finally the slums. Each district was protected by vast walls that still stand the test of time and rise from the sands.

Great statues rise alongside the walls, they depict ancient Deities and the Sith that once ruled the great city.

### === Ruins of Telemater City ===

Similar in structure and design to Akarend however Telemater didn't weather the storm as well. The city lies primarily in ruins, the great statues and walls lie crumpled into the earth. Primary scans reveal an abundance of life however with a large central Oasis having emerged in the centre of the city and spreading out. Something is causing life to regrow here and rumours have it it could be linked to the Ancient Lords work below his palace.

### === Temple City of Osirias ===

A vast black city. Great obsidian ziggurats rise from the sand and can be seen for miles around. It is claimed the city led to the underworld and so the dead were transported and buried here to await their next life. Once the centre of the civilisations religion this place held significant importance to the population and even the Sith Lords, knowing full well the wrath of a population spurned, respected the sanctity of the city and all those within its walls.

Stories tell this city was protected by more than just its mortal armies.

[[Category:Planets]]