

Planets D6 / Teraii

Teraii

Teraii is a paradise by definition with lush jungles and vast forests

covering the entire planet. The oceans are a rich, clear green with millions

of species of marine life. Teraii's blue star keeps the planet comfortably

warm and seasonal differences are barely noticeable.

Teraii has dozens of major cities scattered across the globe, each held

nearly a kilometer over the tree tops by massive pylon systems. The smooth architecture of the buildings gives the cities an almost organic look. The planet's capitol, Toyr, is located approximately fifteen kilometers below the surface of Teraii's largest ocean. The only way in or out of the city is via submarine (there are some submarine/airspeeder hybrids that are built by local manufacturers).

Teraii is one of two worlds in the Palvar Sector that belong to the New Republic, the other being the ore mining world of Nekkid. At any given time there is at least a platoon of New Republic SpecForce operatives on planet.

Teraii has nothing in the way of defense, as a true paradise has no need for weapons of any sort.

Type: Paradise world

Location: Mid Rim: Palvar Sector

Temperature: Temperate

Atmosphere: Type I (breathable)

Hydrosphere: Moist

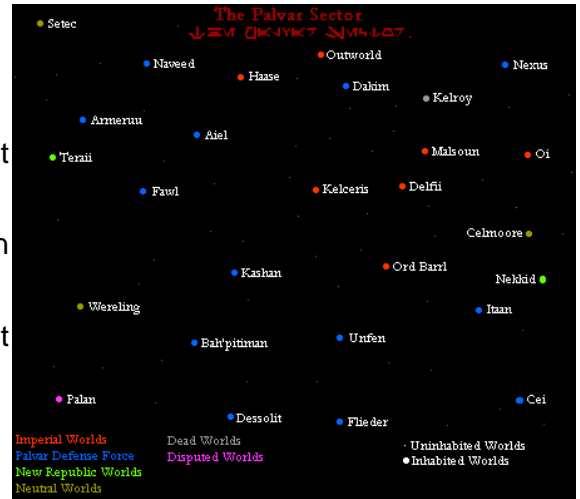
Gravity: Standard

Terrain: Mountains, jungle, forest, plains, ocean

Length of Day: 26.9 standard hours

Length of Year: 357 local days

Sapient Species: Humans, Teraiin (N), various other species



Starport: Standard

Population: 2.15 billion (estimated)

Planet Function: Resort

Government: Council

Tech Level: Space

Major Exports: Exotic fruits, fish

Major Imports: Tourists, repulsorlifts, refugees

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

All text and stats by Ryan Matheny, HTML and logos done by FreddyB

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).