Planets D6 / Neav

Neav

Neav is a planet in the Mid Rim with an extremely primitive local civilization. The local Neavians are localized on the planet's super-continent in the planet's eastern hemisphere. The Neavian civilization is what could be called a "Dark Age" (sorta like the Dark Ages in Earth history) with small kingdoms waging wars on each other for control of small plots of land. Neavian warriors ride on swift lizard-beasts wielding swords, daggers, spears, bows, and other primitive weaponry. A few of the more advanced kingdoms have begun using primitive slugthrowing weapons sparsely. The planet's western hemisphere is almost entirely dominated by water with scattered islands here and there. On one of the largest islands in the hemisphere (about 53 kilometers across) is the shadowport. Small time smugglers and pirates base their operations from here. They are extremely protective of the shadowport and keep an extremely close eye on any new visitors. One of the local pirate groups, the Hood, has been known to venture to the super-continent and bring back Neavians to sell to passing slavers. The shadowport's found, Hal Doune, a smuggler by trade, was the first off worlder to encounter the Neavian civilization. By using the concussion missile launcher on his ship to level half of a Neavian fortress, he soon convinced the locals that he was the "God of War" and encouraged them to fight amongest themselves and dominate over the weaker. Doune, being a cunning business man, opened a small gambling business on planet centering around the Neavian's warfare. The "sport" never really caught on, and Doune dropped the idea quickly, deciding to leave the Neavians to themselves.

Type: Shadowport
Temperature: Warm
Atmosphere: Type I (breathable)
Hydrosphere: Moist
Gravity: Standard
Terrain: Mountains, forests, plains
Length of Day: 29 standard hours
Length of Year: 451 local days
Sapient Species: Neavians (N), Humans, other species
Starport: Standard
Population: 99,590,000 (Neavians), 900 (smugglers, pirates, etc)
Government: Anarchy
Tech Level: Feudal
Major Exports: Stolen goods
Major Imports: Stolen goods, Neavian slaves

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