Planets D6 / Khalir

Khalir

Khalir is a small planet whose close proximitry to its sun would appear to make it unsuitable for any colonization at all. Which it would be, if not for the discovery of an extremely precious gem in the ground; Tzaa crystals. These crystals are so rare that the Emperor had less than a kg of them. After discovering these, the corporation, DTLP Services, almost instantly became the richest corporation in the sector.

Anyone who tries to venture out onto the surface suffers 5D energy damage for the intense heat.

The surface is similar in texture to hard clay. It takes a very effecient drill to make any headway into the ground.

Type: Terrestial
Temperature: Searing
Atmosphere: None
Hydrosphere: Arid
Gravity: 77% Standard
Terrain: Barren
Length of Day: 22 standard hours
Length of Year: 83 local days
Sapient Species: Humans, assorted aliens
Starport: Limited Service
Population: 40,000
Planet Function: Mining
Government: Corporate Owned
Tech Level: Space

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