



Planets D6 / Khalir

Khalir

Khalir is a small planet whose close proximity 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 efficient drill to make any headway into the ground.

Type: Terrestrial

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

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

All text and stats by Paul Hattrem, 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](#).