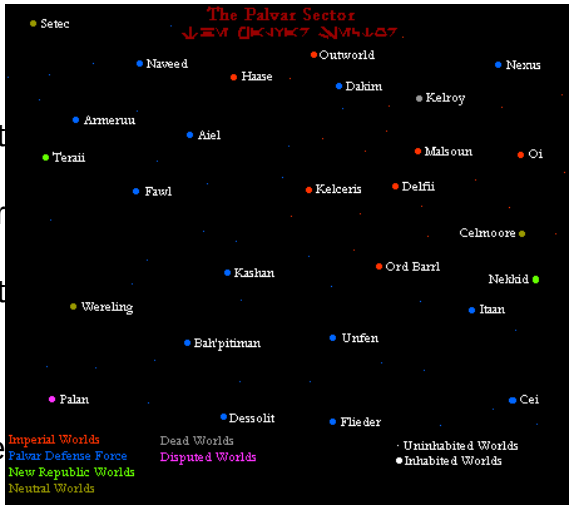
Planets D6 / Teraii



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 noticable.

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

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