

Kuvexian Planets

This article is to serve as a reference point for [GMs, players](#), and any member of [Star Army Role Play](#) to pull from in order to have a location for [RP](#) in [Kuvexian](#) space as of [YE 42](#).

More About Kuvexian Planets

This page on Kuvexian planets will outline some quick info about each planet before going into a lengthier explanation of the planet's makeup and what makes it unique and possibly of interest to GMs and roleplayers. After some time, when GMs have used the planets, history will be added about them.

Ram'theke

Quick Info: Ram'theke is home to a few small continent with minor populations on them. Notable for being home to a military testbed.

The long days of Ram'theke are segmented by warm, arid nights and is generally a fairly temperate variety of microclimates. Most of the continents are spread around the equator and ring around the otherwise watery planet. The continents themselves are dispersed enough but with ease of airship and spacecraft travel, many have found their home on Ram'theke in retirement from military life or at the top of their field.

The military testbed has several extension sites located throughout the planet's continents, making it hard to find the whole of the operation in one sweep. Two dozen extension buildings are scattered around this planet, all of which are equipped with specialized pre-production equipment testing and creation.

Krothrol

Quick info: Underground caverns host Kuvexian business men, who enjoy a resort-like experience while there. Hundreds of spires act as docking ports for such trips. Inhabited.

A substantial hub of business and exploit, Krothrol is a great place for young Kuvexians to learn the trades of their kind and an awful place for the slaves and subjugated species that the Kuvexians usually maintain under their heels. Because of the unbreathable air on the surface, habitation is limited to the areas with life support, such as the lower level of spires and below ground in the surrounding subterranean areas.

The planet's habitable infrastructure is mostly subterranean while approximately five hundred metallic spires jettison forth from the inky black landscape of the planet. These spires rise 150 kilometers into the different parts of the planet's exosphere and at their tips function as docking ports. Much like a parking

garage, chauffeurs are present at all docking ports to take space ships to lower hangar sections within the spires. Almost all of the spire is filled with hangars, but a lot of cargo docks and surplus stores also take up some of the space in them. The lowest few levels of the spires are used for housing those that work below. Despite their utility, not all of the spires are filled and certain levels are left free for structural purposes. The planet itself is pretty inactive as far as tectonic movement or weather that would have an impact on the structures.

Below each structure are cored out caverns and this is where most of the communal activities occur. All sorts of amusements and entertainments are found within the subterranean infrastructure. There are very no long-term housing/ residential areas. The spires are where there are living quarters for many of those that may find themselves working as entertainers, cooks, maids, or other jobs within the lower caverns. Within the lower levels and caverns are where most of the business is done. Boasting mostly rooms and suites that visitors to the spires utilize, the hotels and resorts of the caverns house those traveling to the planet of Krothrol. These caverns make Krothrol both a resort world and where many Kuvexian business men work to make a quick monetary value. People, places, and things are all sold within the resort room, at the auction houses distributed throughout, around drunk, at the game tables, or some other funtime activity. There are hundreds of spires and, thus, centers of business and leisure.

History

In [YE 42](#) the [Kaiyō undertook](#) a mission on Korthrol.

Lareka

Quick info: Islands along the equator are for vacationing while the continents at the north pole are cold and somewhat inhospitable. Inhabited.

Lareka is a planet whose main continents have found themselves on the northern pole while a smattering of islands are spread lackadaisically around the equator. The main continents, of which there are three, vary in type of biome. Nearest the ice caps of the pole are the tundras- flat and treeless, they don't allow tree growth and are inhospitable to many fauna. Below those are the taiga forests, also known as snow forests. They are cold, yes, but life flourishes within them. The continents of Lareka are joined closely without huge distinction between them and though they have islands and floating chunks of the ice shelf throughout, these islands differ greatly from their equatorial brethren below.

The islands near the equator, of which there are approximately six hundred, are tropical and have a warmer and more constant temperature than those the planet boasts above. These islands have varying, though diverse ecosystems- though many of the islands have been partially deforested and domesticated for vacationing Kuvexians. A single island anywhere from one to twenty miles across may house the estate of a sole Kuvexian and their family and entourage or may house several resorts that see millions of visitors a year, along with the infrastructure to entertain and maintain that level of touristy.

Kujo

Quick info: A young aquatic planet whose underwater volcanic faults contain an exotic particle that Kuvexians mine via aircraft and attached probes. Partially uninhabited and industrialized.

Kujo is a planet of bubbling excitement, as seen in its very active volcano faults and near-constant tectonic shaking forth of magma to its surface. The state of landmasses on the planet are in a developmental stage and there is very limited surface on which baseline humanoids could trek. Most of the cooled lava is swallowed up by shifting tides or happens below the water line of this aquatic planet.

Despite this, several large Kuvexian infrastructures have been developed on the planet, well, *above* the planet. Orbital satellites assist several operations to “mine” an exotic element from the hot fluid before it cools. Because the magma particles that the Kuvexians look for cannot be extrapolated from the lava once hardened, the operation of removing the molten magma from the planet and processing it must be done on site with thermoregulated equipment and machinery. Fourteen aloft platforms exist for this cause, acting as both mining machinery via long probes while maintaining their aircraft capabilities.

Rambshaakel

Quick info: This planet boasts only two continents, one of which is mostly a steppe and the other, a swamp. Inhabited.

Rambshaakel is said to be the home planet of the Graal, a species of short humanoids with empathic abilities. There is limited backing to this claim and the Graal species has not returned to or made a claim on the planet. Two continents make up the majority of land masses on the planet and are on near opposite sides of the world. Only about three hundred thousand sentient species reside on the surface of the planet.

The continent denoted “Rambsh” consists of a central steppe with semi-desert coastal regions surrounding it. Once every solar rotation, which last 112 days, a monsoon season sweeps across the continent from two sides, coalescing in the central steppe and passes after a total 48 days between landfall and a recession of heavy rains. After the heavy rains, the plains become drier and a period of drought befalls the entire mid-region of the continent. The steppe plains are predominantly treeless and have a rich abundance of untapped alluvial soil and a wide range of mammalian and semi-amphibian life.

For the most part, the animals on both continents are extraordinarily similar. Both continents contain the same animal life, though coloration and specializations can differ from species to species. The mega-sized, scaled, tetrapods that stalk the tall grasses around the many small lakes left from the monsoons and maul unsuspecting prey. A type of sentient cephalopod worm in and take solace within the wet mud on the landscape of the central tundra at the end of the monsoon season, effectively hibernating out the dry season underground.

OOO Notes

[Ametheliana](#) created this article on 2020/01/20 02:16.

Approved [here](#)

Notes to those who utilize

If you take a planet concept, create a little subheader section within planet you utilized called "history" and add the year, what, and how you interacted with it. Thank you for that!

Notes to any wishing to add

I plan on adding more to this myself, but anyone that wants to add just use the format I made up here. Thank you!

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===== Planet Name =====
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Quick info:
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[Paragraphs about the planets]
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