

# Terra Multa

Terra Multa, more commonly referred to simply as “Multa”, is a resource-rich planet currently under control by the [Star Army of Yamatai](#) as an asset in the ongoing [Kuvexian War](#) – with an assigned SOFT team and a [Kisaki-class Starbase](#).

## More about the Planet

Below are sections dedicated to various parts and features of the planet known as Terra Multa.

### History

Terra Multa was a sight for sore eyes when the original colonists first crossed paths with her [Pre-History - Before YE 01](#), probes were sent out to scour the planet and its fertile environments before the colonists themselves set foot in the plane that would later come to be called Bēsukyanpu, the first bastion of civilization on this planet.

It quickly became apparent though that this paradise has a darker and more malevolent side, with the plentiful resources also came the danger of the apex predators that called it home – it took time and hardship but the people of Terra Multa are better off for it, a hardy lot who aren’t afraid to put in hard work to reap the results of it, and so the generations that came after the original colony began to splinter off to set up their own settlements and claim more of the planet as their own.

Humble beginnings were never forgotten, it’s often hard for outsiders or corporate machines to understand but there is some unspoken respect between the land and the people who cultivate her – it’d be wrong to call Terra Multarians a superstitious lot but not that far off, a fine balance must be struck or the planet herself seems to bite back with harsh storms that wash away crops or mudslides that bury overly greedy mining operations, most recent of these being the incident at the Speyer, which happened thirteen years prior to [YE 01](#).

With such a cultural melting pot of a planet though, of course opinions had to clash and blood was spilt – one such event being the War of Martyrs, a brief yet bloody three-month conflict in [YE 13](#) between the planet’s two main religions that sparked the creation of the Terra Multarian Authoriative Order to help unify some form of law across the planet – official establishment of the TMAO is dated to early [YE 14](#).

Throughout both the [First Mishhuvurthyar War](#) and the [Second Mishhuvurthyar War](#) Terra Multa was hit hard due to it being so rich in resources, the locals tried to hold their own but ultimately were pulled out of the fire by the SAOY – between then and the [Kuvexian War](#) in [Kuvexian War](#) a lot happened, the SAOY shook hands with the TMAO and put a [Kisaki-class starbase](#) in orbit as well as moving to reinforce the planet's defences with their own forces, including bolstering personnel and doing a partial refit of the planet’s major transportation hubs to minimize the risk of attacks flaring up without prior warning.

As of [YE 41](#) the [YSS Shiroyama](#) is the home base of the [109th\\_imperial\\_ravens](#) and the [soft\\_074](#), a

combined unit operation to ensure the resource-rich planet does not fall into enemy hands.

## Star

Terra Multa revolves around a yellow dwarf star.

## Environment

To most Terra Multa could be considered a planet too good to be true, from icy mountains on either pole that breach the clouds to continents of lush flora and the plentiful fauna they host to the deep oceans that divide it all it's almost as if the resource-rich planet was hand crafted for the purpose of sustaining life.

The space surrounding Terra Multa is rather plentiful in asteroids rich in the base elements required to produce [Durandium Alloy](#), similarly the planet itself contains vast quantities of these same elements in veins that streak down towards the molten core.

Terra Multa's gravity is a consistent 1.12G, with the planet's molten core and the primarily nitrogen/oxygen atmosphere providing enough of a blanket to shield the planet from harmful UV radiation and other things that may harm from space - the planet has a Radius of 8,737km with days that last 12 hours and nights just as long.

## Locations

Below is a list of locations in and/or around the planet of Terra Multa

### Supercontinent

Roughly 40% of Terra Multa's surface is covered by the supercontinent known as Vutum, a rich and fertile land from the beaches with their beautiful white sand and rolling waves to the lush green valleys and the snowy mountains that birth all the lakes which run through it - it is a land of opportunity whether your ambitions are those of hard work or something a bit more nefarious, so long as you are willing to pay the price that comes with it.

It is a large and roughly diamond-shaped continent dotted with small islands off the coasts, with these islands usually being inhabited by older citizens who wanted to retire somewhere quiet and pretty.

### Besukyanpu

When the [Yamataigo](#) word ベースキャンプ<sup>1)</sup> is translated into [Trade](#) it quite literally means "Basecamp", this is the first and largest bastion of civilization that can be found on Terra Multa - originally a supply

depot at the base of the first, now decommissioned, space elevator that was ever constructed on the planet's surface and to this day remains a thriving hub of activity. Anything you could need and more can most likely be found in this cultural mess of a city that is home to folks from all walks of life.

The city has a noticeable [SAOY](#) presence due to the current Kuvexian threat and Hinomara-wearing individuals can usually be seen either out and about on their patrols or stationed at the Empire's base on the outskirts of the city.

## **Randingusutorippu**

Randingusutorippu is a major starport just outside the city of Besukyanpu, when translated from [Yamataigo](#) to [Trade](#) it means "landing strip" and rightfully so – being the planet's first major starport and the first one to open commercially.

Many small stores line the inside of the terminal, peddling their wares at a price slightly higher than they would usually be sold at – and large windows let people waiting for their transport view ships as they take off and land.

## **Oeziz**

Oeziz is the planet's primary broadcasting center and internet service provider which is located under the surface of the moon, with the surface being dotted with communications towers and antennae of all sorts – it fires signals out to the network of satellites surrounding Terra Multa, owned and run by the Oeziz Broadcasting Corporation.

## **Northstar Station**

Northstar station is not some clean, prefabricated orbital station that some company painstakingly designed but rather it is a hulking mass of the largest colony ships that brought the original inhabitants to this fertile planet – unsightly and unconventional but sturdy and full of character it now acts as accommodation and a middle point for the droves of workers that flock here to make some money. Due to the way it was brought together no two parts of the station are alike though with recent hostilities during the [Kuvexian War](#) [SAOY](#) have gone through and given the station's systems an overhaul as well as having erected checkpoints between sections and security booths to ensure the safety of the local populace.

- Senora Arsenal: Station's largest outlet for firearms and combat-related gear, owned and run by a Male Nepleslian in his late forties named Tokarev who has a fairly basic cybernetic left leg and an ashen ponytail that matches his scruffy beard. The store itself is fairly utilitarian though has a lot of character due to some of the older<sup>2)</sup> Nepleslian Military hardware that lines the walls, if something is sold on the open market then chances are he has at least one in stock or can point you to someone he knows.

## Zee Vole

Zee Vole is a decommissioned hydroelectric power plant located at the base of the mountains the Speyer towers over, the area is under the control of various low-lives and gangers that use it as a base of operations – the TMAO attempted to raid and retake the dam in [YE 25](#) but failed, while publically denied it is rumoured that the TMAO worked alongside independent contractors during the raid, and that it may have stabbed them in the back, contributing to the failure.

Zee Vole somewhat resembles a fortress in its design, a sturdy concrete structure reinforced with a lot of [Durandium Alloy](#) under the surface, the power-production side of the dam is non-functional though water still flows through the outlets.

## Jericho

Jericho is a city that never really recovered from the space elevator incident of [YE 29](#) that took out a decent chunk of the NMX assets situated there at the time, thankfully it was only the bottom half that hit the ground and the part that remained in orbit was absorbed into Northstar station, but the once NMX-occupied city was forever changed and is known as Terra Multa's "Biggest Little Nepleslia" – an urban warzone run by gangs and seedy folks that newcomers tend to avoid if they can, if you are in the market for something under the table and can withstand the constant gunfire though this would be the place to go.

Its skyline is a mix of run-down skyscrapers and smoke from fires, with the majority of the surrounding infrastructure amounting to shanty towns – the massive cable of the space elevator left a deep crack that cut through many underground water/power lines and tunnels, these tunnels are usually home to street races or the lowest of the low, baring somewhat of a resemblance to Yamatia's own [Hell](#) just with a Nepleslian twist.

## Speyer

Speyer is an old colonial-era communications outpost on the south-most point of Terra Multa that utilizes geothermal energy to remain powered, decommissioned and situated on the planet's tallest mountain it has now beet refitted to function as a research station under the control of the [SAOY](#) – also a place where rowdy troops are sent to do security shifts as punishment for slight discrepancies, though it rises above the cloud-line and can provide breath-taking views and some might even argue that makes the mind-numbing boredom manageable.

Due to the dangers of Derr Gronder below, Speyer is only safely accessible by air.

## Derr Gronder

Derr Gronder is an abandoned mining operation that sits beneath the Speyer Geology, Meterology and Climatology station, once a rather fruitful mining endeavour until the company dug too deep and

encountered an odd phenomenon – leading to the gear being abandoned as chunks of molten metal were flung out only to be cooled by the harsh winds that buffer the area, causing a rather unique weather event where chunks of razor-sharp metal are flung about the place during seemingly never-ending storms that consist of high-speed metallic winds that attract bolts of lightning.

These “Slag storms” as they have been lovingly named are most prevalent around the base of the mountain that Speyer is situated at the top of though can be found in weaker forms within a five mile radius of the mountain, rather lethal and never-ending the area has been deemed restricted for safety reasons with the mining gear left ruined beyond repair though ripe for the picking for any salvage crews willing to risk life and limb to get it out.

## **Fleet Head**

Terra Multarians are proud of their history, having left the scout ship that launched the first probes down to it in orbit, the ship may have been decommissioned and left useless as far as most people are concerned though it holds a lot of historic value for those below – routinely nudged back into correct orbit by small maintenance drones that visit it every second week, though kept depressurized as well as stripped of anything useful and marked as a historical landmark to ward off any wrongdoers.

## **Aquaduct**

An automated water treatment facility located just off the northern shore of Vutum where the Carnile River feeds into the Caspian sea, the facility relies mostly on drones to perform maintenance and transport treated water, with only a skeleton crew to perform occasional maintenance on the drones themselves and monitor the various levels of the water – the water that comes from here is enriched with a carefully curated selection of minerals and nutrients to be the best it possibly could be, the entire facility is powered through a series of turbines above natural geothermal vents in the ocean’s floor.

## **The Heap**

The Heap was once a small mining town that now lays abandoned and half-buried after their mining operation got a little too over-zealous and angered southern Terra Multa – it is now known as an all-purpose scrapheap with a good bit of background radiation from the breached reactors of the many ships that have piled up over time, anything broken and unloved can find its way there, with barbed-wire fences and signs warning people of the dangerous environmental conditions within.

## **Tett Tre**

In the early colonial days of Terra Multa the original settlers lost track of one of their terraforming machines in north-western Vutum, only able to find it again once a barren desert began quickly changing into a lush and densely wooded forest – the machine was recovered and dismantled a long time ago though the woods have only continued to thrive.

## Wildlife

Terra Multa is a beautiful but deadly paradise, for every breath-taking vista there is a heart-stopping predator lurking just out of sight, biding its time to strike during a moment of weakness – it is recommended that you never travel her wilds alone and always prepare for the worst scenario.

**Terra Multarian Hookback Raven:** a black-feathered bird of prey with green wingtips and a wingspan of 2.8 – 3.3 meters, they are called the Hookback due to how feathers along the species' back curve up and away from their body when at rest – the males have brighter wing tips than females and they have an omnivorous diet though consume mostly rodents and other small creatures. Hookbacks remain passive unless provoked or if their nests are approached, in which case they will attack with razor-sharp talons that can easily slice through tough leather jackets, they have a certain fondness for shiny objects and will steal such items for their nest if given the chance.

**Swansong bird:** The Swansong bird is a small and colourful creature with a wingspan of 0.35 – 0.45 meters and is the natural prey of the Terra Multarian Hookback Raven, their diets consist mostly of small insects and otherwise the Swansongs are passive, curious enough to approach larger creatures so long as those larger creatures aren't openly hostile – this curious nature and their bright feathers that line their backs, a vibrant blue colour with a red streak down the back for males and a green streak for females, is most likely what has led to their decline in population over the past few years though the species is still a far cry from going extinct. Swansongs are known for their beautifully rhythmic chirps and tweets that create complicated symphonies with enough co-ordination to rival orchestras, hearing their songs filter through the wilderness is often seen as a good omen and a sign of luck whereas finding a dead male and female together is seen as a sign of bad things to come.

**Wulfrik:** The Wulfrik sit at the top of Terra Multa's foodchain, apex predators with no natural equals that pose a threat even to highly trained and well-funded warriors – lupine creatures as large as a bear that evolved with coats of fur thick enough to shrug off most conventional chemically-fired rounds, cover-piercing vision and overly complicated vocal cords. Each Wulfrik has two sets of eyes, the front pair being an exceptional example of how far conventional eyesight can go and the second set being able to look somewhere in the ultraviolet-infrared spectrum, though one set always remains shut while the other is in use – Wulfrik generally hunt in packs of 4-6 and have a rather distinct method of doing so, using their unique set of vocal cords to perfectly mimic any sound they hear including but not limited to; voices, sounds of machinery and the rustling of leaves but that is only the beginning. Wulfrik almost toy with their prey, making their blood-chilling howls sound far off in the distance when in fact one may be standing right around the corner, their senses are highly sensitive and one method for keeping them away is using a high-frequency white noise generator though Wulfrik are smart enough to identify power sources and will eventually target them if given enough time.

**Pecker:** A small, harmless and rather novel plant that is usually grown on windowsills by native Terra Multarians – a small carnivorous plant that uses its sweet nectar to attract small insects before swallowing and slowly dissolving its prey, though the plants seem smart enough to know when sapient beings are nearby, appearing to enjoy their presence and even going so far as to bob slightly in-tune with music if any is playing. Peckers are named as such for the purple lip-like petals that curl around the edges of its jaw, naturally orientating themselves towards heat sources and keeping their mouth shut in the immediate presence of larger, more sapient creatures – their leaves may be carefully collected with no harm done to the plant if done correctly, tasting peppery and even more so when cooked.

**Hedru:** A shaggy horse-like bovine creature usually used as a pack mule or beast of burden by the planet's locals, the Hedru tends to stand 4 - 4.5 meters tall from hoof to head in most cases with each individual creature having rather different patterns adorning its body - a mixture of spots, stripes and splotches in a wide variety of colours though generally more muted and 'natural' colours such as browns/greys are the norm - with more vibrant reds/oranges/greens fetching a higher price for the beast. Hedru are unfussy herbivores with mohawk-like manes, a rather common sight in most parts of the planet - be it as owned creatures or hunted for their tough leather and gamey meat.

**Sangrell:** That shimmer out of the corner of one's eye as they refill a canteen at that oh so inviting stream and the fluttering of scales can be a good indication that one or more Sangrell are near - a stealthy lizard the size of a house-cat with scales that can shift colour to rather effectively camouflage themselves is known as the Sangrell, cheeky little annoyances that will drag off some gear if left unattended and bite at fingers if there are attempts to retrieve the stolen gear. They tend to hang around bodies of water and will gang up to take down creatures as large as a Hedru, clamping down with their rows of teeth and slashing at their target with a series of razor-sharp claws - Sangrell stand upright when they sprint, sometimes seen rubbing their front paws together maliciously when looking over their horde of stolen loot.

## Population

Nine billion fifty-nine million as of [YE 41](#)

## Culture

The Terra Multarian people as a whole follow no real distinct creeds nor beliefs, a patchwork of cultures held together by the occasional bit of superstition and a universal understanding that people need to work hard for what they desire - the signs being a mix of various languages including [Yamataigo](#) and [Kuznyetski](#) among others though the universal one is [Trade](#), folks from all walks of life mingle in this melting pot of a planet and view points occasionally clash though at the end of the day you will always be welcome in a Terra Multarian tavern so long as your intentions are *good enough*.

It should be noted though that the majority of the planet uses the [Yamataian Calendar](#) due to the fact that most of her resources go towards the center of the Kikyo sector.

## Planetary Subfactions

Below are the major subfactions of Terra Multa, from the planet's scoundrels and rogues to the planet's protectors and religious groups.

### Ripley's Reavers

Ripley's Reavers are the biggest and most powerful gang in Jericho that also maintain a healthy presence

in Zee Vole, they are the largest thorn in the TMAO's side due to being so well organized and equipped for a backwater gang, they are run by the titular Ripley – a dishonourably discharged Neplesian Marine who left a lot of discrepancies in his reports to cover the shady shit he did during his service.

If you need illegal hardware though, his people are the ones you turn to, just maybe listen to people's warnings if you wish to keep the organs you intended to walk out of there with.

## **Terra Multarian Authoritative Order**

The Terra Multarian Authoritative Order has its roots as a private security company that went by the name Warden Security Solutions, made up from honourably discharged ex-military and retired law enforcement personnel – the company had a reputation for preferring to keep their noses clean over just taking a job because it promised good pay.

After the War of Martyrs in [YE 13](#) they put forth a proposal to the planet's offices of democracy that maybe they could pick up the slack and transform their esteemed contracting firm into the planet's primary figures of authority, after much debate about whether or not this power given would be abused the proposal was passed with a lot of backing from locals, forming the Terra Multarian Authoritative Order before the end of [YE 14](#).

They come across as a force somewhere between a militia and a planetwide police force that is composed mainly of ex-military and ex-law enforcement personnel from the old days alongside recruits and a healthy dose of patriotic locals – they may not be the most well equipped but they certainly have maintained a certain reputation for doing what is needed of them.

The TMAO has some form of heavily armoured safe house in every major settlement for their teams of Enforcement Officers to rearm and rest at, with the main head of operations being a sturdy concrete bunker in the heart of Besukyanpu.

## **Emergency Response Organization**

If the TMAO is the planet's shield and sword then the Emergency Response Organization is the hand that pulls you out of the burning rubble to administer first aid, only founded rather recently in [YE 30](#) after the Jericho incident made a lot of people realize the planet needed dedicated search/rescue and medical forces – so they combined both into the occupation that would come to be known as the Emergency Response Technician, clad in their teal jumpsuits, carrying a sidearm and ready to save anyone who requires their services.

They use a mismatching collection of older civilian vessels that have been repainted in the iconic teal with white stripes that the ERO is known for, with small offices scattered all over the continent.

## **Karsism**

Karsisim is the better known and more widely accepted religion of Terra Multa, it arrived in its infancy



along with the colonists that made the planet their home [Pre Ye 01](#), when a group of agriculturally-inclined settlers came up with a theory as to why the planet was so fertile – its oceans were blessed with the blood of some beast who fell from the skies to make the bottom of the planet’s ocean its final resting place, body having slowly dissolved into the land to make it what it is now.

Despite the scientifically proven fact that Terra Multa is simply an anomalous miracle the believers of the sunken beast Karsis are mostly harmless and wish to only spread fortune throughout the sector, believing that each bit of Terra Multa that is taken abroad helps spread this aura – they were the side who suffered a greater loss in the War of Martyrs, gunned down in masses by Comnuteriats who to this day still drag Karsists out of their homes in the night.

## Comnuteriats

The other major religion of Terra Multa could be viewed as xenophobic communistic patriots, believing that the resources pulled from Terra Multa should remain in Terra Multa to be distributed for the betterment of the people rather than shipped off-planet to fulfil contracts – they are the smaller of the two groups though no less passionate, lead by a figure known only as “The Marques”.

Comnuteriatism began appearing in [YE 03](#) and quickly gained traction until the War of Matrys, since then the practice is mostly preached behind closed doors and the only way to become a member is to know a member – while there is no openly-displayed sigil worn by the followers of Comnuteriatism there is talk of a recurring symbol the followers use; this symbol being a mattock with a pitchfork attached to the other end and a spread-wing Terra Multarian Hookback Raven at the front. Comnuteriats tend to live rather simple lives barren of more materialistic possessions, they believe that exalting decadence is the root of all sin in the world, which is why they so violently voice their opinion that Terra Multa should be seen as a planet and not some resource that may be tapped as others see fit.

## OOC Notes

[SirSkully](#) created this article on 2019/08/31 09:11.

□ This article is a work-in-progress. Is it not currently approved.

1)

Bēsukyanpu

2)

and obviously decommissioned

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