Ahmar

Ahmar is a star system and planet in the Yamatai Star Empire.





- Planet: Ahmar
- Type: Terrestrial
- Stellar Radius: 1.20 AU from star
- Surface Gravity: 1.5 G
- Length of Day: 36 hours
- Length of Year: 532 days
- Population: About 50,000

The Yamatai Star Empire placed a global communications network of Emrys Satellites into orbit in YE 36. In YE 38, Trinary Star Shipping established a shipping center on Ahmar.

Background and History

Ahmar is well vegetated. The planet is very flat with forest covering 40% of the land. Although that planet is warm, the planet is not humid. The forests are the breeding grounds for many of the species living on the planet. Some plants which are used that can have healing powers. They produce a thick oil which can be put on to a wound. This oil covers the cut and make the platelets clot around the wound, then the fibrins form the scab. When the oil is used the scab forms in a day and goes within two to three days. However they are not easily found and never grow in the same place twice. There is also one particular plant which has poison within its leaves. This poison is red when it comes out of the plant that is a thick liquid and when touched kills the cells that it hits. Once in your body it spreads through the whole body killing everything it touches. This is used to kill and will kill an animal within minutes.

There is only one ocean called the Nehn Sea and this takes up 5% of the planet. There are certain creatures that can be found in the Nehn Sea, one particular creature is called the Aerlind, it is are rather huge creature with a long tale, it has a mouth that is half the size of its body, and can swallow a entire cruise vessels. There are also various other creatures however they are not a massive part of the ocean. Another 10% of the land is taken up by small lakes and rivers, this is where the creatures of Ahmar get their water from.

There are small sections where there are mountains and located in the south is the biggest mountain, which stands to 40,722 ft. The inhabitants of this mountain are the Uvanimo. In form they are huge cat like creatures, nine foot tall at the shoulder, and twenty seven feet long, not including the tail. The tail is long, supple, and capped by a vicious spike, which can be whipped around with enormous force. The Uvamino have thick fur, which works as insulation, and protection, as well as being able to distribute heat very efficiently. As well as this fur they have a bone plates over parts of their body, made with very dense carbon content. The bones of the Uvamino are of the same concentration, and are extremely strong, combined with the great density of the bones, flesh and muscle, makes the Uvamino very hard to damage. They have long, curved teeth, including two huge fangs, strongly secured in the skull, which, combined with the massively powerful jaws. Their claws are very sharp, and the paws, even with the claws retracted, can hit with crushing strength, and throw them far.

Ahmar has four moons Cúran, Elfaron, Isilme and Ithildin.

Fauna

There are many different types of creature living on Ahmar, the main ones are:

The Rauta are insect like creatures, they are small and fast with sharp back legs, their legs are big however compared to the rest of their body. They are herbivores and try and stay as in groups of about 50. If attacked they all turn on the creature no matter how big it is.

The Valacirya are also herbivores who are extremely big, they are reptile creatures. They stay in small groups of about 5. They are not commonly know to partake in violence although when seriously threatened, they’re most common move is to pick their opponent up and throw them for miles.

The Telumendil are tentacle beasts, they have powerful tentacles, which can grow to over 5 meters long, and they have fluid body. They are found on their own as they have area of territory, they are carnivores who eat anything, their only problem is that they do not have brains, so they usually end up trying to eat a creature which can kill them easily.

The Carcane are bladed creatures, they stand like a man, however they have six arms, with long head with sharp teeth. They are found in pairs, with a partner. They are carnivores. They are pleasant creatures however if there is any attempt to hurt or kill their young they will kill and eat the animal. They are very protective. They are loyal creatures who when made friends with will help you at all costs.

Ahmar is an ancient planet; it has been alive for many millennia. Ahmar has been through many incident in its history. The earliest dating back to the formation of the animals was when and asteroid crashed in to the center of the planet. As a result the planet began to form. There have been clan wars through out the life of the planet. Much of the past has been lost in the wars.

Defenses

Star Fortress

In YE 32 Shirakawa no Iori was placed in this system.

"Guriddo" Defense System

In YE 32 the *Fourth Fleet* deployed *4SF Standard "Guriddo" System Deployment* for the defense of Ahmar.

Map Locations	
Map to Use	Kikyo Sector
Map Display Name	Ahmar
Map Coordinates	1792,1330
Map Importance	Minor RP Location
Map Marker	
Map Tooltip Content	Former home of the Seelie
Show label?	yes
Marker Anchor	Bottom Center
Places of the SARPiverse	
Place Categories	planet, star system

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