**NAME:** Jeriba'sh'n (Zeldoni II)

**VISUAL REPRESENTATION**

![Image of Zeldoni II]

**CLASS:** M

**LOCATION**

Near the Darthess asteroid belt, as well as the Federation / Klingon border in the Alpha Quadrant

**MOONS / RINGS**

1 wide ring between 2 narrower bands

| MASS: | 1.0 |
| DENSITY: | Earth-like (1) |
| DIAMETER: | 1.00 |
| GRAVITY: | 0.55G |
| DAY LENGTH: | 18 hours |
| AXIAL TILT: | 17 degrees |

**CLIMATE**

The climate of Zeldoni II is comparable to most tropical regions on Earth. Warm, and pleasant, with some tendency to strong, violent lightning storms in coastal areas.

The southern regions on land and at sea are windy, making some water-travel hazardous.

There are no true seasons on Zeldoni II. It is a planet that has a constant warm spring or temperate summer type climate. Although some extremes of weather can exist at the poles.

Zeldoni II is a generally pleasant world and is often used as a vacation spot by Lurians and even by some Klingons, who normally enjoy a more rugged climate.

**ATMOSPHERE**

| COMPOSITION: | Nitrogen (69%), Oxygen (19%) |
| THICKNESS: | Standard (80%) |
| TRACE COMPONENTS: | Water vapor, Carbon dioxide |

**HYDROSPHERE:** 78% water coverage

**TEMPERATURE:** Warm (20°C avg.)

**GEOGRAPHY / TERRAIN**

Very Earth-like. Most of the islands have a heavy growth of foliage and could be described as tropical.

The large oceans are mostly salt-water, with some inland lakes of fresh water.

The larger continents, which are few, have mountains of medium height, heavy tropical forestation, and areas of deep, dense jungle, or rain-forest.

**LIFE FORMS**

An abundance of native plant and animal life-forms, including several forms of sea-life due to the high water ratio. The oceans of Zeldoni II are wide, and deep. And some of the oceanic species native to the planet are among the largest in the quadrant.

There are also several species of deadly, carnivorous sea-life.

The closest thing to an indigenous civilization on Zeldoni II is the Drac colony that dominates most of the central continent, and the surrounding islands.

**DEMOGRAPHICS**

Originally colonized by the Drac in the late 23rd century. Now home to a relatively small colony of roughly 750,000 Drac.

There are also a few scattered Klingon and Lurian settlements on some of the widely dispersed islands near the southern pole of the planet.

**CIVILIZATION**

Tech level 7. Militaristic. Governed by a democratically elected local politician, and a group of representatives that report directly to the primary Drac authority on the Drac homeworld.

Somewhat Xenophobic. The native population can be openly hostile, and very xenophobic to strangers and off-worlders who are presumed to threaten the Drac claim on the planet or on the mining rights in the Darthess belt.

Allied with the Klingon Empire, and involved in an intra-system military conflict and guerrilla-type war with the other dominant species in the system – the Baldockians.
RESOURCES

Warp-capable starcraft, and reliable Tech-7 weapons designed similar to Klingon weaponry. Also hand-to-hand weapons designed on a similar principal.

Mining of raw dilithium and trilithium ore in the nearby-asteroid belt.

Social and cultural exchange between the Klingons, as well as the Lurians.

Exports include large quantities of exotic sea-food, served as far away as Terok Nor. Also many herbal-based medicines used primarily to treat radiation sickness.