

Tera



Basic Overview

Tera is a small planet containing various sentient life forms. These life forms resemble non-sapient creatures found on Earth [Sol System].

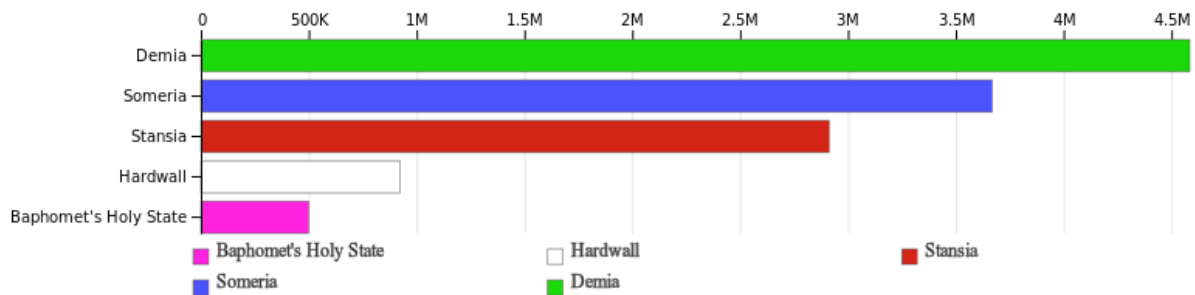
Tera has a varied climate, with the north being cold while the south is hot.

Tera is home to 5 independent nations.

Nations



- A map of the current political borders of Tera.



- A chart showing the total populations of each nation

Demia

Demia is a republic with a population of around 4.5 million people.

Politics

Demia's political system is based on 'districts', these districts are sections of the nation split into areas of around 150'00 people per district, giving Demia currently 30 districts.

Every citizen over 21 can vote for a Representative (REP) in Demia's parliament and the district elections run on a First Past The Post System.

The president is the leader of the largest party in the parliament and is able to dismiss parliament at their discretion, though parliament can vote with a 2 thirds majority to un-suspend itself.

The current Parliament can be found below.

Name	Ideology	REPs	Position.
Demian People's Party	Nationalism Conservatism Anti-Hardwall independence	17	Government
Worker's Party Of Demia	Democratic Socialism Progressivism. Anti-Hardwall Independence.	10	Opposition
Hardwall Independence Party	Pro-Hardwall independence	3	Opposition [Suspended]

Notable Towns

Xter

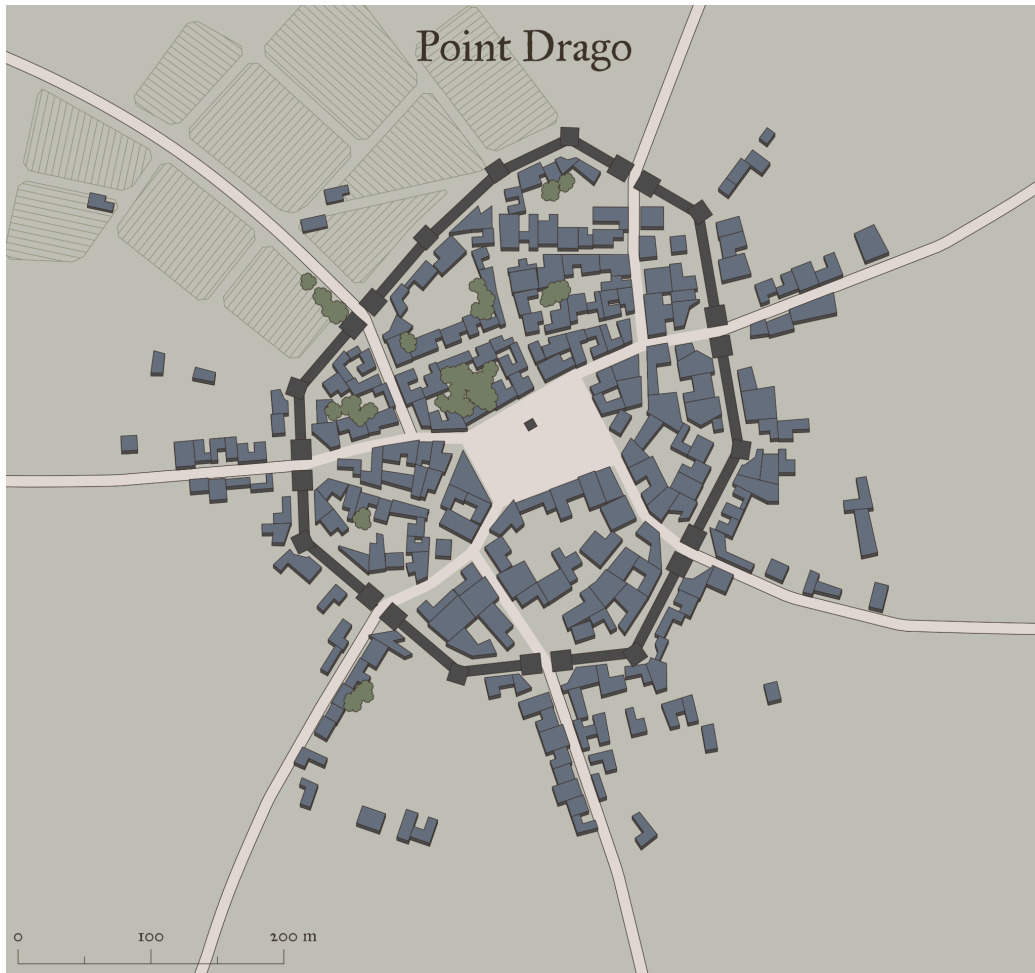


Xter is Demia's biggest settlement with a population of around 50'000.

Despite its large population, the city is not Demia's capital.

Xter comes from the anonymous nature of the city's founder, who was only referred to as Sir X in the city's founding document.

Point Drago



Despite being the nation's capital, Point Drago has a population of under 1500, making it technically a village.

The city is Demia's political hub, with most of its population being politicians or those who work in administrative roles.

The city is Demia's only town to require the approval of the District's REP to allow moving there.

Due to this, it has a reputation of 'the land of the elite'.

Arquay



Arquay is a tiny village on the east coast of Demia. Despite this, it has a large cultural influence on the nation

due to its high number of artists, musicians and activists.

Arquay's center is the town square where small concerts, shows and markets are regularly held.

Arquay is a rapidly expanding village, with around 7 houses being built per year.

Denthhar



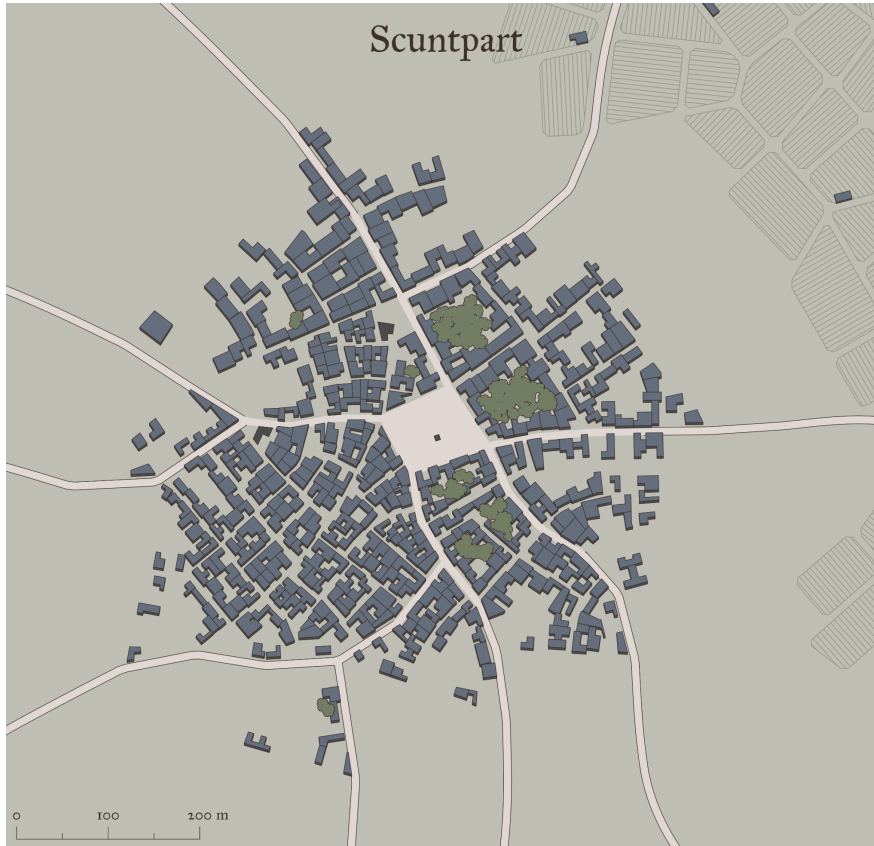
Denthhar is a small town based on an island to the north of Demia.

The island town was founded by a rich businessman who wanted to create a 'fully self-sufficient' settlement.

The town is mostly self-sufficient, with 90% of its food being produced on the island.

Nowadays, the town is the only settlement in Demia with a majority goat population.

Scuntpart



Scuntpart is a town in Demia with a population of just under 8'500.

The town's economy is focused on hunting and ranching animals. In the middle of the town is a large market

where ranchers and hunters sell their products.

The town is infamous for its name including a curse word.

Baldony



Baldony is a small town with a population of just over 2000.

The town's economy is extremely unstable, with most of its budget coming from loans taken from Demia's national bank.

Hardwall

Hardwall used to be a presidential republic based between Demia and Stansia.

Hardwall has a majority goat population.

Recently, Demia has invaded Hardwall under the pretense of 'reclaiming rightful land'. As a result, the Hardwallese government has collapsed and is now a series of militias, gangs and NGOs.

Notable Towns

Cleole

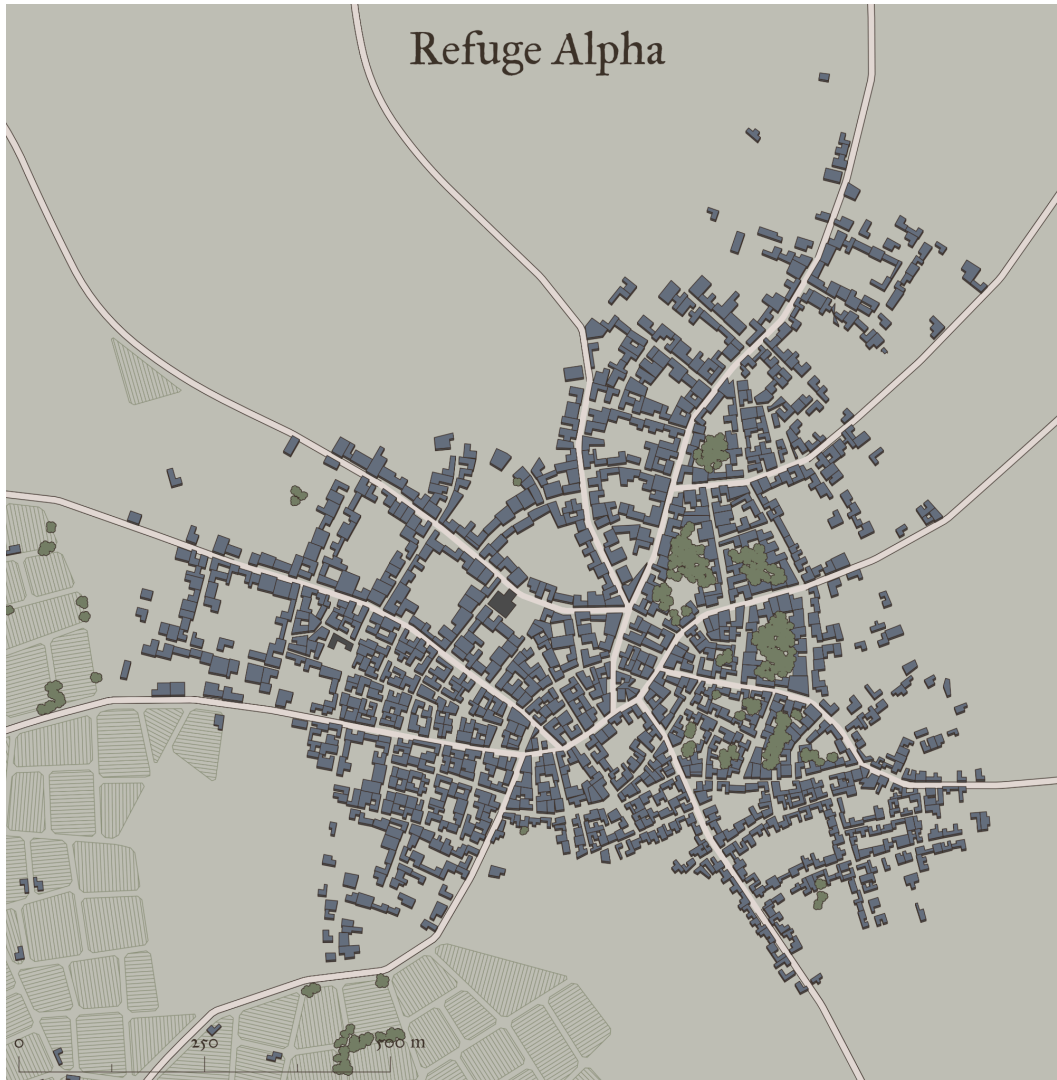


Cleole is a former town with a population of 3400.

Within the first few days of the Demian invasion of Hardwall, Cleole was burnt to the ground.

Not much else is known about the town due to little to no material being recovered from the town.

Refuge Alpha

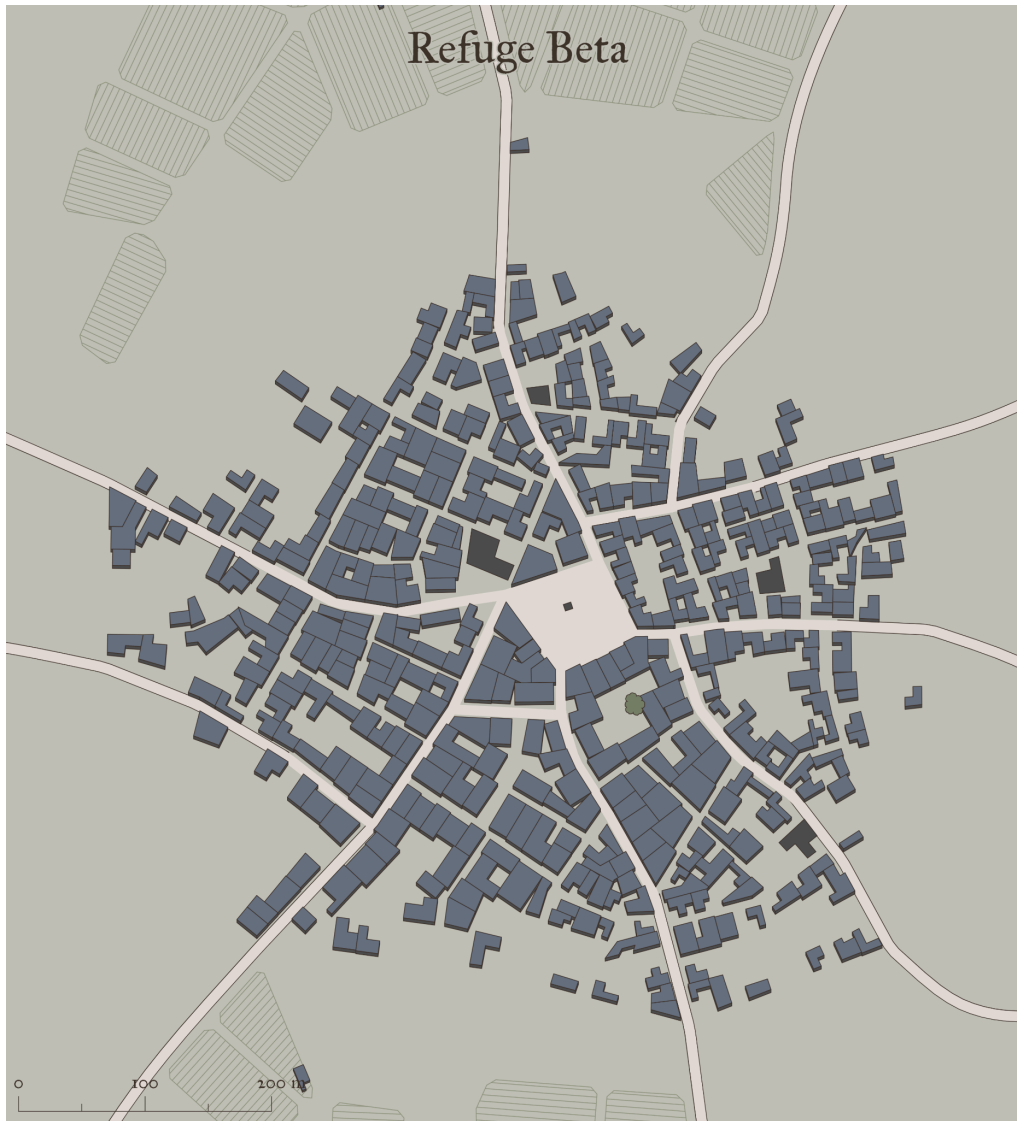


Refuge Alpha was a large refugee camp based on the border with Demia. It was set up by the Demian Armed Forces to house those displaced by the invasion of Hardwall.

At the time of its destruction, the camp's population was around 8400.

The camp was destroyed after a protest against living conditions in the camp resulted in panicked soldiers, who did not speak Hardwallese, firing into the crowds. The resulting stampede killed several hundred and all order in the camp was effectively gone.

Refuge Beta

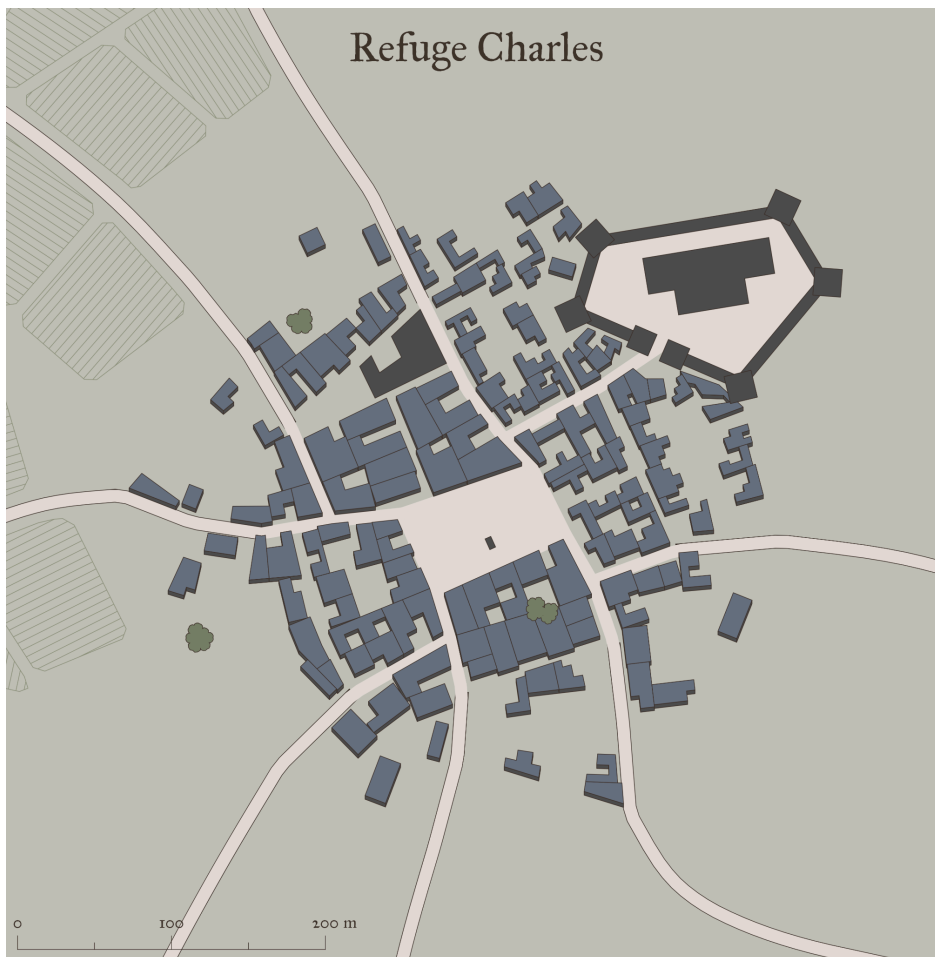


Refuge Beta is a refugee camp set up by those who either survived the stampede at Refuge Alpha or fled the camp while the protests were peaceful.

The camp has an estimated population of 6000.

There are no guards or soldiers within the camp, leading to the camp being divided up between separate gangs.

Refuge Charles



Refuge Charles is a refugee camp in Hardwall with a population of 1764.

It was established by the Stansian Chancellery (which the camp borders) after the stampede at Refuge Alpha. The camp's population is low due to it functioning as a processing centre for refugees who wish to enter the Stansian Federation.

The camp is home to a large fortress called 'The Citadel', it houses the camp's extensive security personnel and CCTV hubs.

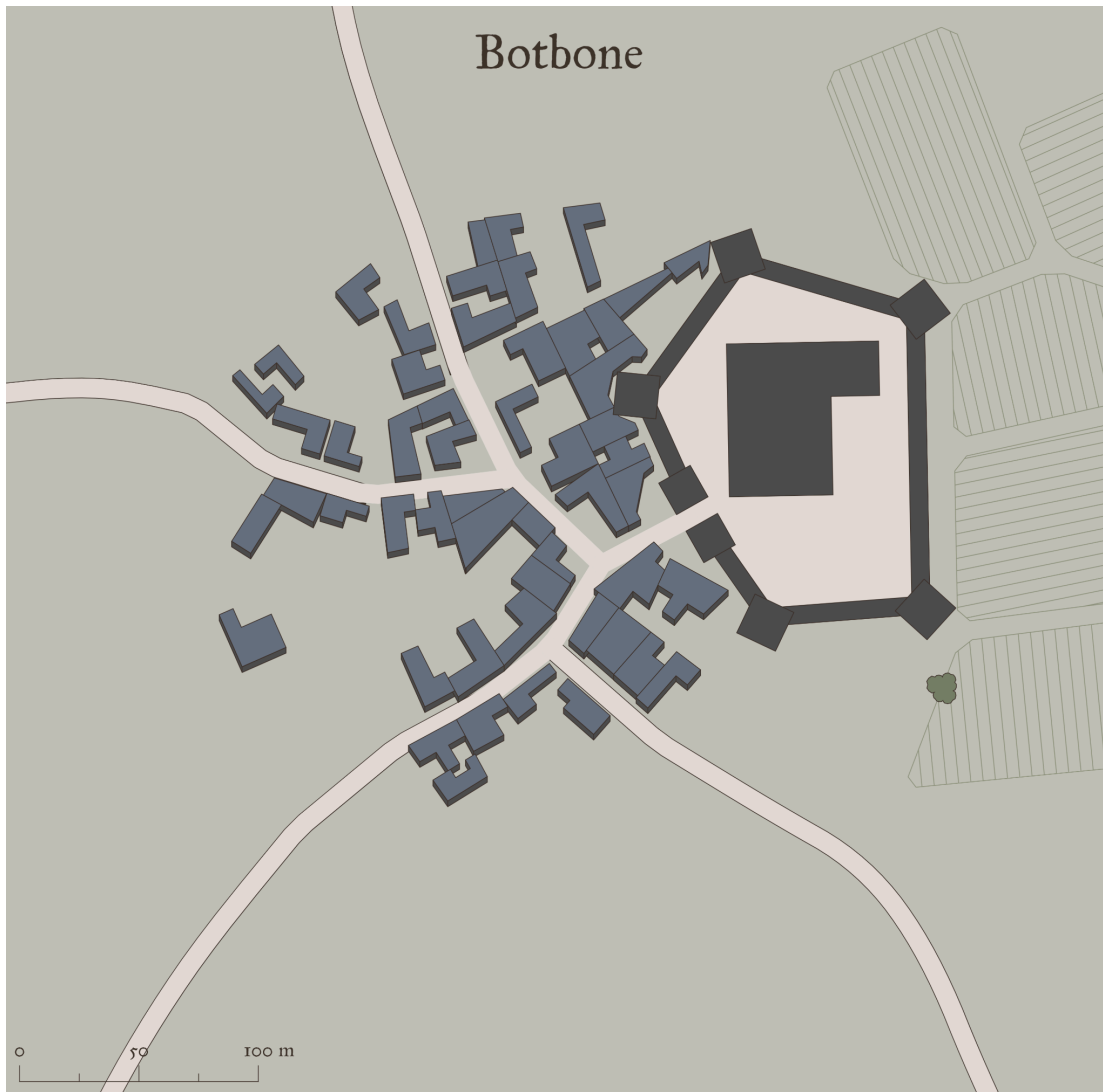
Dunswest



Dunswest was the capital of the former Hardwallese Government.

The town has a current population of around 1736 and is currently home to various militias.

Botbone



Botbone is a tiny town with a population of only 223.

The town used to have a population of around 2500, but since the Demian

invasion, most of the town's population has evacuated to the bordering Stansian Chancellery.

Stansian Chancellery

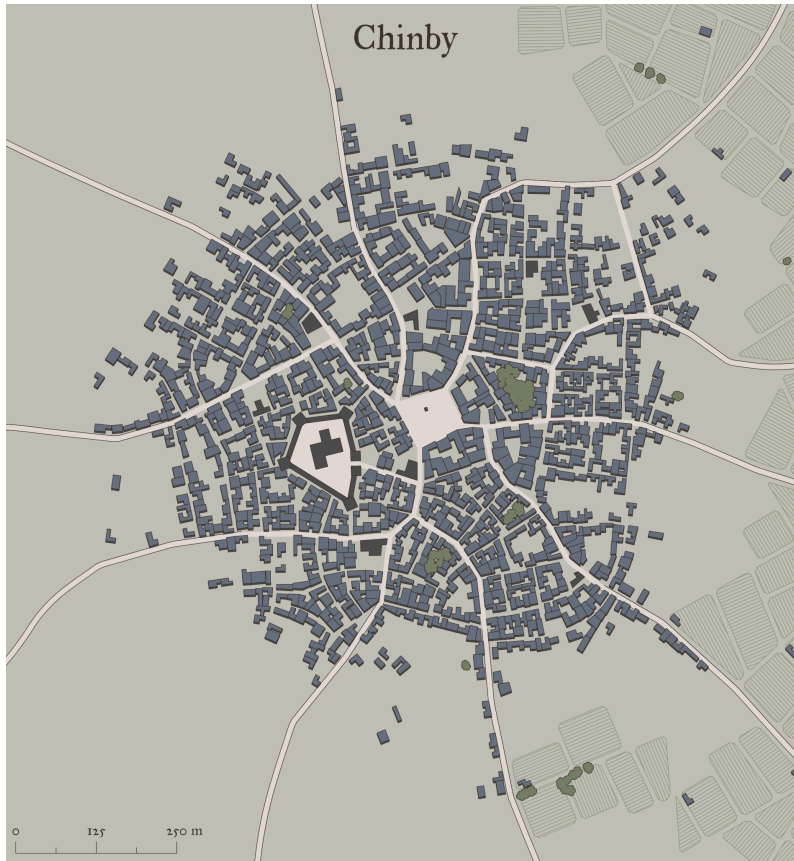
The Stansian Chancellery is a democratic nation with a Chancellor as the executive head.

The Stansian Chancellery runs on a non-partisan system, with political parties banned, meaning every election runs only independent candidates.

Excluding the chancellor, the Stansian senate has 25 senators who are elected via a ranked choice system.

Notable Towns

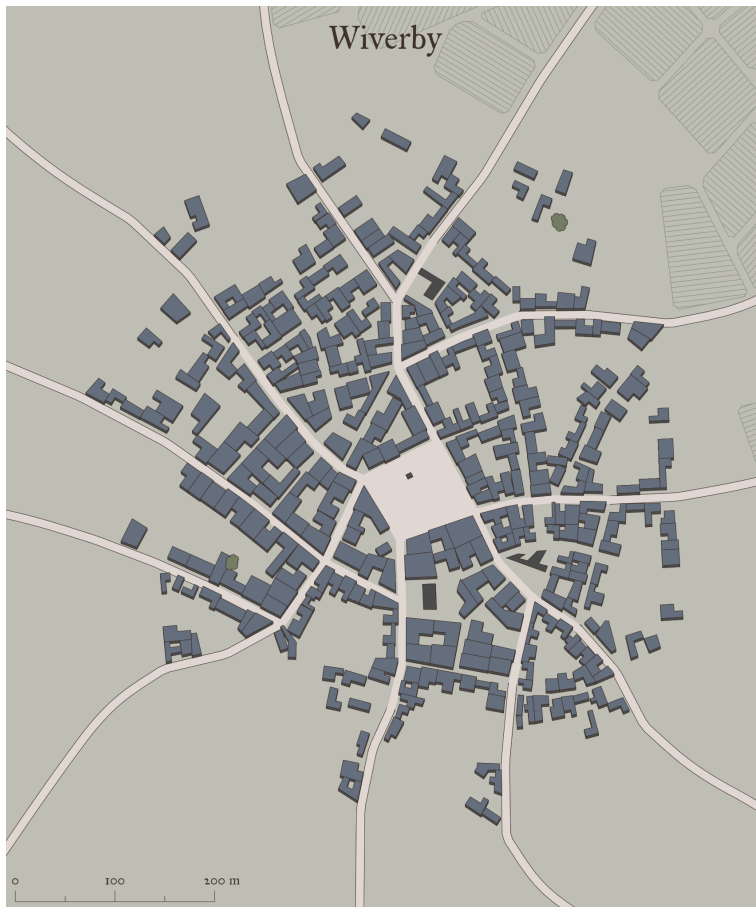
Chinby



Chinby is the capital city of Stansian with a population of around 25'000 people.

The city is home to the Stansian senate, the political centre of Stansia.

Wiverby

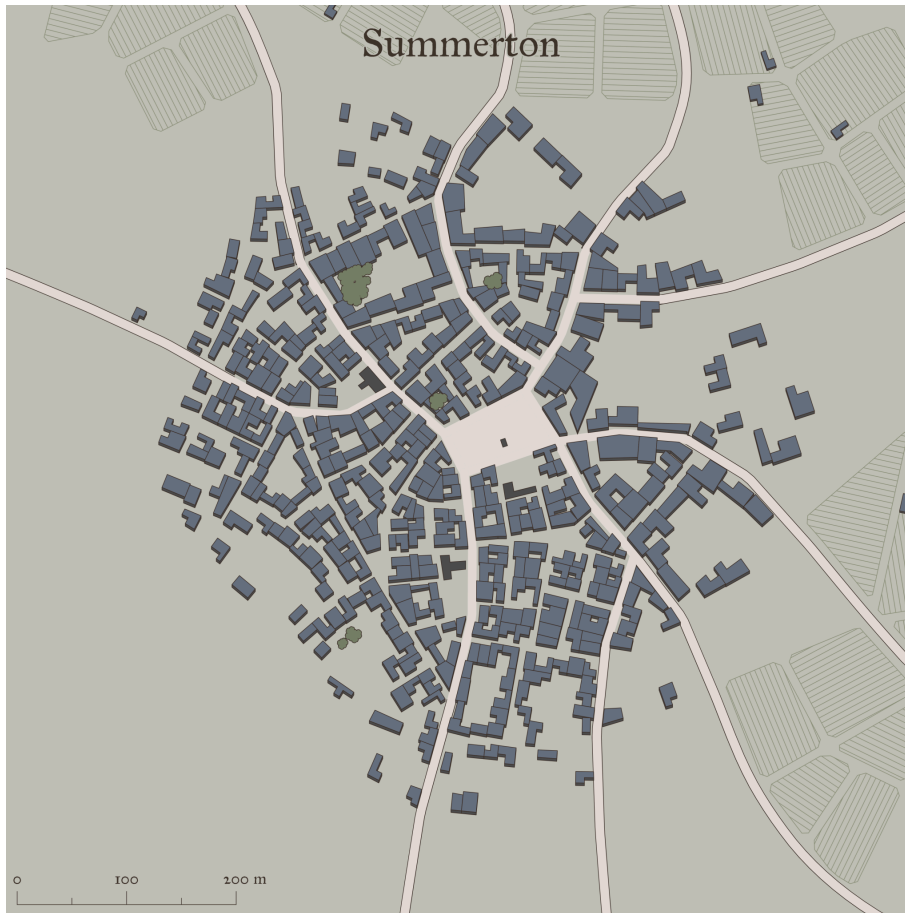


Wiverby is a town in Stansia with a population of around 7100 people.

Wiverby is considered the sea-faring centre of the Tera, with Tera's largest dock being just 2 miles from the town.

Since the dock is within the town's limits, the town makes most of its income off of charging docking fees.

Summerton



Summerton is a town in Stansia with a population of 6413.

Summerton's population is mostly refugees from Hardwall, as the town's population was only 1200 before the invasion.

Osford

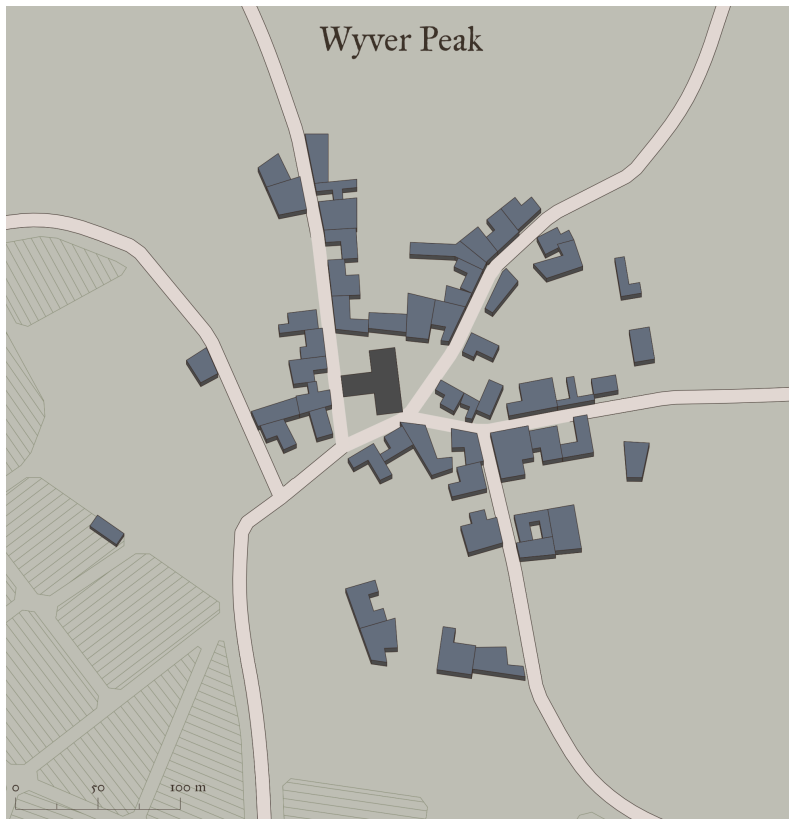


Osford is a settlement of 1713 on an island in the east of Stansia.

Oxford is heavily fortified, with most citizens in the town having at least a loose connection to the town's garrison.

The town's extreme defenses is a result of it being directly across the sea from New Home, the capital of Baphomet's Holy State, more on them later.

Wyver Peak



Wyver Peak is a tiny village in the far north of not just Stansia but also Tera in general.

Wyver Peak's peak summer temperature during the day is 10 Celcius, with winter nights getting as low as -43 Celcius, due to these

conditions, the town has only 453 inhabitants

United Provinces of Someria

The United Provinces of Someria is a loose union of factions on the continent of Someria.

Someria is ruled by a council made up of the leaders of major factions in Someria. The leaders are decided via either monarch-like inheritance, democratic vote or via brute force. The specific method depends on each faction.

Factions

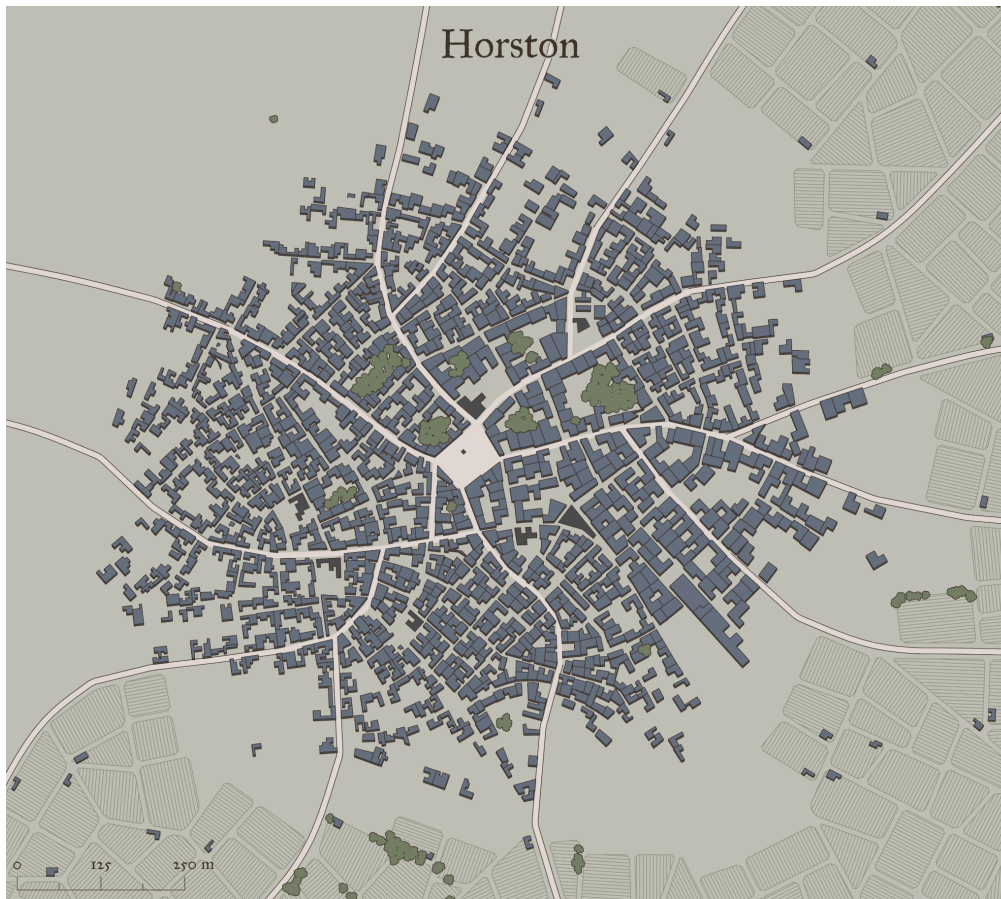
Name	Leader Selection	Sub-factions	Current Leader sub-faction
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Somerian Royals	Inheritance	Constitutional Monarchists Absolute Monarchists Semi Constitutional Monarchists	Constitutional Monarchists
Somerian Worker Union	Voting by members	Socialists Social Democrats Syndicalists	Socialists
Somerian Mafia	Brute Force	Criminals 'Moral' Criminals	Criminals
Somerian Blackshirts	Controlled voting	Fascists Nationalists	Nationalists

		Esoteric Fascists	
Somerian Eco Group	Voting	Eco-Liberals Eco-Socialists Eco-Anarchist s	Eco-Socialists

Notable Towns

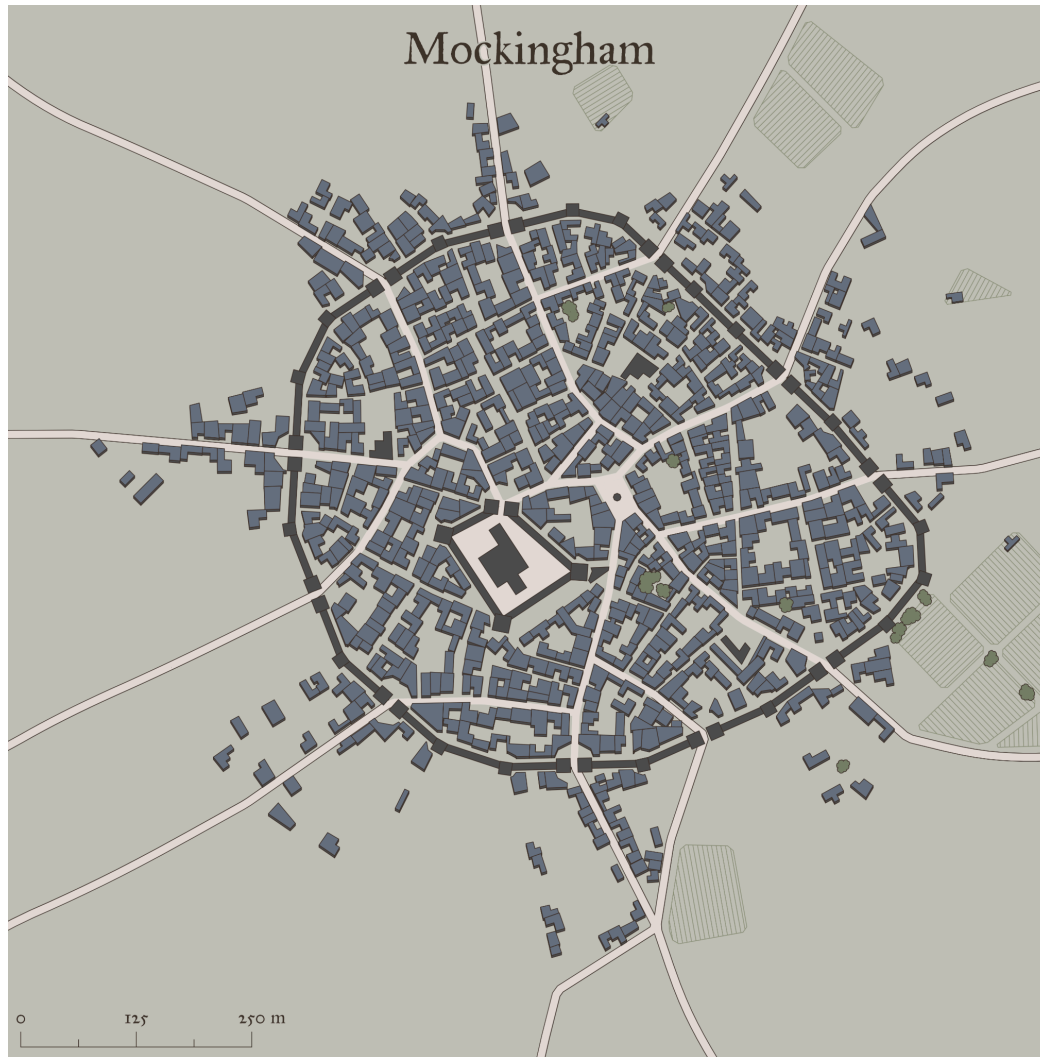
Horston



Horston is Someria's capital city with a population of 35'000 citizens.

Horston is home to Tera's largest tree plantation and consequently, highest number of lumberjacks per capita.

Mockingham



Mockingham is a small city with a population of around 6700 citizens.

Mockingham's most well-known trait is its proximity to the borders of Baphomet's Holy State.

Due to this and in a similar vain as Osford, the town is surrounded by walls and towers to keep out any raids.

Carlington



While technically a self-sufficient military base, Carlington is Someria's patrol base along the border with Baphomet's Holy State, responsible for preventing border breaches and infiltrations.

Carlington's current number of personnel/residents is classified.

Baphomet's Holy State

Baphomet's Holy State is a theocratic state officially led by Baphomet, the primary Deity in the religion Goatlore.

Decisions in the nation are decided by the Acting Head Of State reportedly consulting a Baphomet statue that is within New Home's temple.

Baphomet's Holy State is not recognised by all other nations on Tera and are considered a cult and/or terrorist group depending on the specific nation.

Legal Status in Foreign Nations

Nation	Goatlore Status	BHS Designation
Demia	Banned [Mostly] [Unenforced]	Terrorist Group
Stansia	Legal	Cult
Hardwall	Varies by group	Varies by group
Someria	Legal	Terrorist Group

The designation of 'cult' does not mean a group is banned, although it does mean regular wellness checks on any of the group's property within the nation by authorities.

The designation of Terrorist Group means that being a member of or promoting a group is illegal and

punishable by either fines, jail or even death depending on the specific offence.

Notable Towns

New Home



New Home is the only major town in Baphomet's Holy State with a population of approximately 10 thousand.

The town has a large citadel where the Acting Head Of State resides, a temple

which is Tera's largest religious building, and a marketplace.

New Home is surrounded by walls and 24/7 guard patrols with any unauthorized boats or foot traffic forbidden.