



Parallelus ^[ˈpærələluːs]



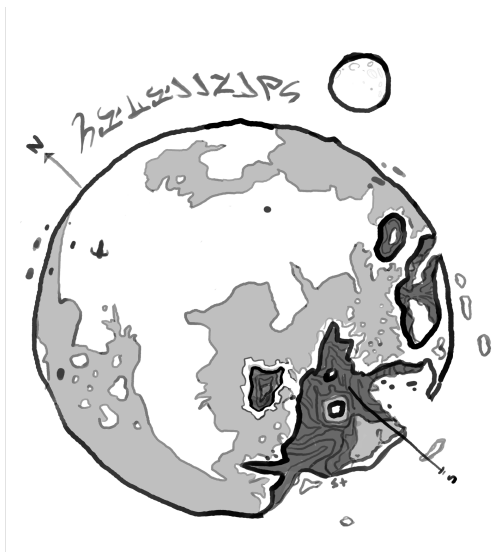
If it is briefly considered, Trolls are, after all, an interplanetary civilization led by an immortal empress, and in the grand scheme of universal conquest, soldiers, workers and natural resources have to come from somewhere; that's where Colony Planets come into relevance.

Colony planets are the heavily exploited backbone of the empire, providing both raw material for mass production and young trolls to serve as soldiers, commanders, supervisors... batteries and any other position they may be required.

But what happens when a planet loses relevance and efficiency for the empire? well, the answer is simple. It gets cracked and half abandoned, no matter how developed or populated it was.

Located a comfortable 150 million kilometers from a yellow dwarf, and possessing a singular uninhabited moon, **Parallelus** is one such colony, in fact, it could be one of the best examples of a backwater, derelict, barely supported and still somewhat functional planet, were it not for all the anomalous happening around the planet.

Planetary characteristics



Due to constant drilling and terraforming for resources, most of the southern hemisphere has been mined and removed in chunks for harvesting, leaving gaping holes and craters that are as of now, inhabitable; most terraforming efforts have failed to recover any of the lost ground.

The planet was originally divided into 2 supercontinents that spanned most of its surface, artificial landmasses connect these two by bands of mountains around

the planet cracked areas and the ice sheets of the northern pole

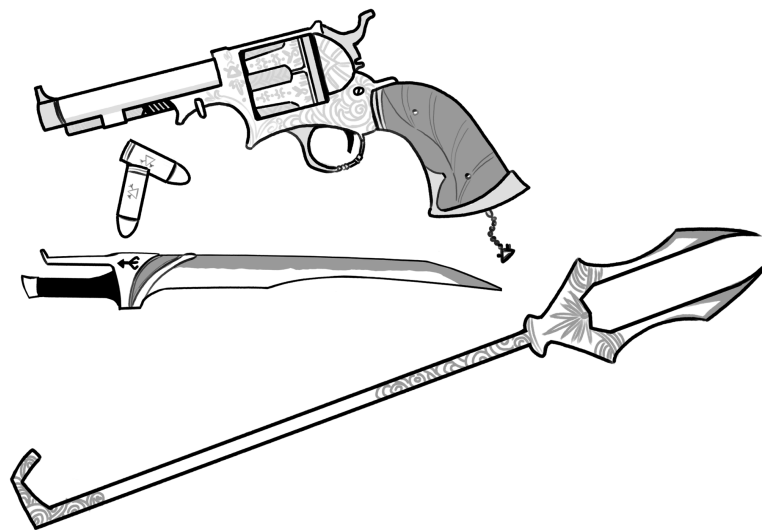
As a planet, parallelus is predominantly desert-like in terms of biomes. Abundant tundra, plateaus and mountainous ranges cover most of the supercontinent with grasslands, chaparral, deciduous and tropical forest becoming more common closer to latitude 0° ; partly kept thanks to the same terraforming that shaped the planet.

Climate in Parallelus is harsh and inhospitable, causing the populace to cluster in the flora-abundant areas and closer to the tundras and snow

Parallelian seas near the coasts and closer to the southern hemisphere are heavily contaminated by heavy metals and industrial subproducts emitted by terraforming and weather machines, leaving almost sterile beaches that are unsuitable for life, on the other hand, areas closer to the northern hemisphere or further away from coast show a much more acceptable and liveable conditions.

Societal and cultural particularities

Parallelus, during its most active periods was first and foremost a Colony Planet with heavy imperial occupation and influence, Some of this influence is still exerted over the planet, and although it is largely ignored, it is still counted upon as a source of trolls and resources.



Heavy reliance on spacefaring vehicles and Empire-exclusive communication lines left the planet disconnected after unofficial decommission. Solar vessels left stranded, or stripped of spaceflight capabilities were salvaged and repurposed as fixed land transport that connect the continent, nowadays these “Solar Rails” make up for most of the public or easily available transport for low to high blood; Similarly, Strongholds and Military bases soon were rebuilt and expanded to accommodate common housing, with low-scale communal hive stems soon appearing near these rails; spaceflight or any form of air transport are

a rare sight on the planet largely reserved to conscription seasons.

Lack of sea transport or trade as well as rigorous punishment and persecution by both imperial forces and legislacerators to criminals caused the eventual transformation of Gamblingants and similar groups, mercenary work within legal bounds became popular and the noble blooded once-pirates founded an almost religious group armed with military surplus that eventually became the Order of Grubslingers, the group known for their usage of old firearms and to foster lusus-less trolls now serves as the third arm of the law, taking the jobs no one else will take and willingly serving duty in the armada based on their castes.

Their once persecutors still exist to this day; Legislacerators make up the bulk of law enforcement and judicial system in the planet, they hold contact and help relay information they acquire to the rest of the empire as well as the planetary administration and work in the pseudo cities situated along the solar rails... with the rare cases of groups heading to almost inhospitable areas of the wilderness to root out criminal activity

Planetary administration is handled by highbloods and automated processes. With the privilege of being higher on the Hemospectrum, aquatic castes have access to direct contact to the rest of the empire and hold the important role of relaying information and keeping the planet functional in case it gains importance or can be of any sort of active use to the empire. Fuchsia Bloods in particular hold head administrative positions, divided by branches similar to what might be seen in modern human government, this comes with the benefit of living past their culling dates, and the implication of them being third in line to any sort of galactic throne, and mostly serving as backups. The pseudo-queens are efficient at their jobs and effective at administration, because any insubordination or rebellious action will see them quickly replaced. Queen administrators wield Bidents both as a weapon in deadly combat, and as an ever present metaphor for their place as lesser royalty. And Right below the almost royalty is the brutal Violet Blood, with just as much liberty as their most traditional counterparts, but just as pressed into positions of governmental power. Typically, they will be the direct link between legislacerators and the government, or they will be the ones hunting down the criminals

themselves as unstoppable pursuers that are completely above the law, in fact, they are the law.

The harsh living conditions for some species of lusii made the presence of some older Trolls somewhat crucial to the functioning of society, Serving as caretakers to some groups or holding job positions to important, dangerous or dull for other younger or weaker castes. occurrences such as these are uncommon, and most adult trolls tend to become loners or gravitate towards each other and congregate in more isolated places, an exception to this, as they are to many things is the order of Grubslingers, which helps raising and training younger trolls, pairing off people deemed unfitting for service during the conscription seasons

Anomalous phenomenon



Due exceptional circumstances, many cases of strange happenings have been reported to occur through Parallelus, with the most frequent cases and sightings being the extreme wilderness and close to the southern hemisphere, the events have been catalogued and

have become subject to study and serious examination; whether these anomalies are sourced from Psionics or legitimate occult, that is still up to discussion

Psionic Echoes: Near Areas of particular devastation like terraformed mountains and old culling grounds, it is very likely that psionic attuned Trolls will receive visual and auditory feedback of the lingering remains of consciousness in the area, reported cases mention that particularly weak (or strong) Psions have suffered long lasting headaches and symptoms of mild cranial hemorrhage, even rarer cases mentions communication with these lingering minds.

Feral Drinkers: Casting elongated shadows whilst walking during the day, shadow droppers are reported to be gaunt and disfigured undead that roam the scorching deserts during the day. these creatures are mindless and their rotten, black insides are only sustained by consuming living tissue and blood. Clear connection to Jadebloods and their secondary caste traits are yet to be confirmed, but reported cases have mentioned in great detail members of the caste devolving to savagery and cannibalism, Paranoia during the early years of decommissioned parallelus led to the culling and hunting down of congregations of hematophage communities.

Cryptozoology: Creatures often described as impossibly tall or bulky, many limbed and headache inducing when observed directly are common on both the surface and underground areas of Parallelus. Not actively malign or harmful, these creatures make up for some of the bulk of the fauna in the plane, preferring the desert and tundra, if reports are to be followed. Depending on the category of Cryptonaturae observed or reported in an area, Trolls will have to take preventive measures to minimize risk and collateral damage, as the creatures don't properly abide to biological laws or show signs of psionic potential. Sometimes, groups of hunters and marauders are tasked with the systematic elimination of these creatures for the potential threat they pose

Cryptobotany: Similar to the deformed beasts that make up for most of the fauna, many species of shrubbery, trees and flowers tend to present anomalous behaviour ranging from increased yield of fruit, faster growth speed or in rare cases, sentience. Similar to the human venus flytrap, these plants set traps and snare their victims with ruthless efficiency, explorers are expected to take special care, and to be suspicious of any dense regions of vegetation

Misplaced cargo: Artifacts, Media, books, movies, weaponry and clothes from hundreds of kilometers away or from different planets altogether are reported to materialize overnight in some areas of parallelus, or to find their way to the hands of some Trolls by mere chance; while the surplus of information, media and sometimes needed resources is appreciated, the source of these materials is often questioned; one such example of 'Misplaced Cargo' would be the existence of the sacred scriptures that led to

the founding of the order of Grubslingers, with the leader of the order following the teachings of unknown alien prophets to raise and train his loyal group.

TO BE ADDED IN THE NEAR FUTURE

-Groups of Interest:

- The ancient sacred order of Grubslingers
 - Current groups of legislacerators
- Augurauder Hunters (augur marauders)
 - Cult of Dread
- Hexameter Solar Rail company
 - The emerald congregation
- Current efforts of off-planet travel and Imports
 - administrative branches

-Regions of parallelus

- Iberian
- Gallian
- Nihongo
- Catayan
- Frankish
- Florentine
- Kievian

-Places of interest

-Flora and Fauna in depth

Fauna found in tundra and snow:

- Mourning Morack
- Stilted Stags
- variety of lusus naturae
- Snow scarabs

surface map of parallelus

