

## **Duality and Dissention:** Children of the Hild - INTERNAL USE ONLY -

A brief history and background of Sur'Ren:

**Sur'Ren** is a planet lost somewhere in the infinitum that is space. Much of this planet is covered in a thin layer of water, about 3 miles deep. 4 Major land-masses exist along with a number of small islands. The first two of these land-masses are **Yl'ren** and **Bai'ren**, located on opposite sides of the world from each other. These lands are both large and varied within their own borders. The other land-masses are in the Northern and Southern regions, made mostly of ice or frozen grounds. The Southern land, called **Ich'ren**, has never been really explored by any creature with the presence of mind to map it out because of the ice flows and rough seas surrounding Ich'ren. The Northern land is referred to as **Fal'Ren**. This land is really a collection of island connected by ice shelves to form a continent. The surrounding seas are much calmer than near Ich'ren and if the ice is cleared from the soil hardy plants can grow, and therefore people can live.

As life matured on these lands, a species, much like humans came to power on Yl'ren and Bai'ren. As time passed they came to call themselves the **Hild**. Eventually technology brought easy trade between the two lands. In their heyday the Hild built grand Temples and Cities on the islands between their 2 great lands. The only real conflict within the world of the Hild was among traders and brigands in some border regions. Anyone guilty of a major crime would be exiled to Fal'Ren where the exiles had created a strange civilization in their land of eternal snow and cold, but without armored boats or real trade with the outside world, there was no way for the criminals to escape from their white jail.

Balance was kept in the world of Sur'Ren, floating somewhere in space around a sun known simply as **Uni**, until an enemy came to Yl'ren which the Hild could not exile nor defeat in battle, **Mortis**. Mortis was the name given to a horrible disease first brought into the port town of **Ve'stein** by a boat returning from Fal'Ren. Within days the whole town was in flames, citizens dying in the streets. When the first boats reached Bai'ren with news of these events, the port authority turned away the boats and burned all cargo that had been unloaded on a giant barge sent off into the night to sink into the sea. All communication was broken between the great lands. While Yl'ren was consumed by Mortis, Bai'ren's economy fell apart, the once rich merchants and plantation farmers were ruined and forced to beg food from the small farmers. Supplies on Bai'ren began to run low and before long different factions were forming, each trying to protect its own interest. One way or another fighting between these groups broke out and

Bai'ren was consumed in the disease of war as throughly as Yl'ren was swallowed by Mortis. As the mainlands fell to pieces, the trade islands which traded with Yl'ren for supplies died of Mortis and those which didn't died as their economy, food and fuel deteriorated.

After generations of fighting in Bai'ren, things calmed down and the different factions/warlords began to build their own little civilizations, by the time **Ragnar**, a strong and cunning son of one of the warlords, used his great army to unite Bai'ren under the rule of Vel'Rey, as his province was called, the people had all but forgotten the ways of the Hild. All that was left were the ruins of the great cities and some of the names and legends of their great fathers peaceful world. United again, the world was broken into different provinces which were all ruled by the bloodline of Ragnar in Vel'Rey. This bloodline claimed to be pure decentants of the Hild elite, and with the largest army in Bai'ren (which was by then the world to those who lived there) and loyal men controlling each region, no one argued their purity. What follows is a description of each province and a bit of its history, along with its role in the Ragnar Empire.

## The Peoples of Bai'ren

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The Descendants-

These are the ruling people of Bai'ren, claiming to be the descendants of Ragnar and his followers from the time of the Great Decline. They are the embodiment of the Empire of Ragnar and continue its traditions. Since this the the culture which has come to be at the center of power, they are the most technologically advanced in their cities, though not necessarily the smartest. European in appearance and dress, but not always white in skin color, remember that the lines between each culture are not hard-cut since they all came from the same original civilization.



The Zulshan- Lost followers of Tar'Shi

Scared the Great Decline would bring an end to their knowledge, the priests of

Tar'Shi, the religion which controlled the spirits of Sur'Ren, gathered in the tropical forest south of Vel'Rey. There they tried to preserve their religion, but in the harsh conditions and no understanding of how to survive in the previously uninhabited jungle, they fell into a loose tribal system based around the power of those who could best wield the power of Tar'Shi. After generations the high morals and dreams of knowledge are gone, but the power of their magics are as great as ever. Since no other group understands nor controls the spiritual power of Sur'Ren as well as they, many fear them, and the rulers in Vel'Rey constantly keep an eye on them. Because it is so warm and humid, their clothes are light and minimal, with tattoos of their tribe in various places. The skin is normally dark. It is important to remember they come from the stock of high religious men and women, and you can see elements of their lost aristocracy in their walk and the grandeur of the stone cities they build, since wood rots in the humid air.

#### The Northrens-

The Northrens have a longer known history than most other groups because they retreated to the snowy mountains during the Great Decline. In their thick fortress cities (the major one being *Solmund*) in the mountains they have much steam technology developed to keep the halls warm in the winter and make keeping supplies fresh year round. The rain, wind and snow make guns impractical, so despite their wonderful stationary technology and even some vehicles, they still use large crossbows and axes to fight the monsters of the mountains. They are a large and hearty people, sensible and much smarter than people often think when looking at their warriors. Strong warriors and long supporters of the order which the Empire brings, they are still strongly independent and know more about the Vel'Rey's past than anyone else.



The Longrassers- (Note: Temporary name and locations will soon have names as well)

A hodgepodge of different peoples, this area is the fertile heart of Bai'ren, filled with small farms for the most part. Bordering the grasslands to the east and west are high mountain ranges which empty their waters into 2 lakes, one on each side

of the Longgrassers lands. All trade must go across these lakes since the mountains are impassable at any other point, unless you travel by boat or through caverns/lost tunnels of the Hild. On each lake there is a large city which handles the trade for that end of the grasslands. To protect the farms and their crops which are vital to the trade in these twin cities, marshals are send out to patrol the grasslands.

Unfinished:

The Faceless

They have no faces. They kick the booty.

Agility based, hard to hit.

Alien like outfits...not futuristic just weird.

Hive mind. Collective memory. Conquerers.

"No one likes us, because we kill them so well..."

The Ageis

Live in the desert

Same culture as the descendants

The non-aggressive descentors to the god-born. Their awesome leader has shown them that life doesn't have be disrupted by unruly aristocracy.

"everyone likes us because were not mean."

The Pirates

Live on a separate isle. Their separation causes a displacement that makes their allegiance only to themselves. While this displacement alone doesn't cause the abandonment of the law or the governments reach, it's the governments fear of these professional pirates.

" WAIT!! There's a government?"

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