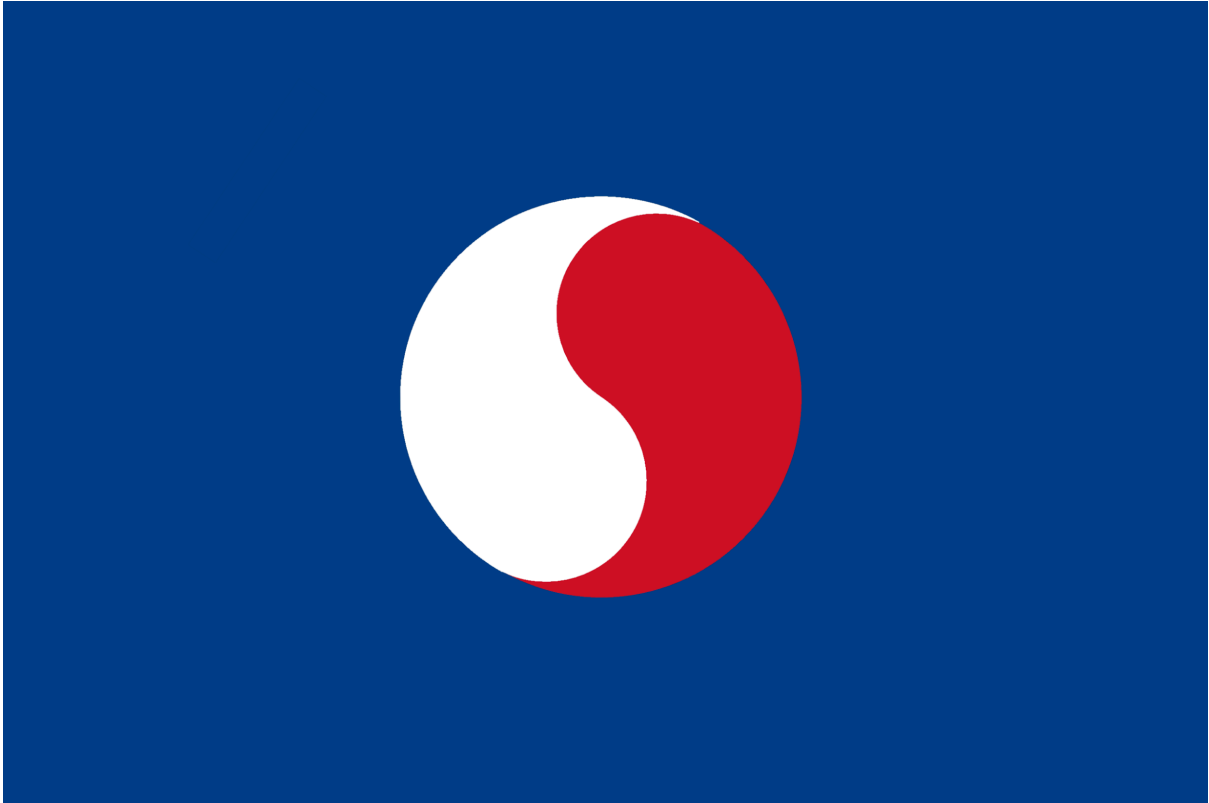


# The Republic of Rumanaya

Flag:



Location:



Rumanaya's landscape could hardly be called "dry" - after all, it houses several freshwater lakes large enough to be called inland seas, and is rife with rivers flowing from these. However, its climate is not immensely humid, and thus the land is covered not in temperate

forests, but in vast plains which vary between fertile soil fit for tropical plant life, to wide seas of yellow savannah grass, right down to regions of hardy steppe with plant growth only useful for keeping a travelling group of herbivores going until the next patch of useful land. Indeed, whilst the landscape is not massively built up, many areas suited for plant growth- especially as one approaches the various cities- have already been transformed into farms for various plants and tropical trees, either to feed the population or provide renewable materials, and the biggest cities and outposts tend to exist either near water, within one of the grassy regions within Rumanaya's borders, or in most cases both.

That being said, these plains and grasslands suit the indajah's tendency to wander perfectly, with one farm often being tended by different indajah and kobolds at different points in time, and the fact they are able to drive buffalo herds across these plains as well is icing on the cake.

### **Current Ruler:**

*Ruling Council of the Republic* (10 members total - 5 indajah, 5 kobolds)

Balanced in numbers, to ensure both indajah and kobolds maintain equal positions. Not sure about personalities, though one indaj in particular should be skeevy about the numbers of kobolds in Rumanaya and insistent on putting limitations on kobolds, e.g. restricted breeding patterns. No official leader, but unofficial leader should be a peacekeeper, possibly a former Priest of Peace. At least two members should be managers for the recent elven influx, alongside the wider implications of human presence.

*Indajah:* Kekasih, Terinspir, Pemerhati, Mencabul, Bayang

*Kobolds:* Temnok, Kutke, Krubast, Prokniksatel, Mudrok

**Race(s):** *Indajah (singular: indaj)* - Elephant people typically ranging from 2.8-3.5 meters tall who are generally slow to act, but wise, intelligent, and not easily swayed once their mind is made up. Primary worshippers of the Family, a triad of deities, with a lifespan of 70-80 years on average. Affectionately called "big greys" by the kobolds.

*Rumanayan Kobolds (singular: kobold)* - Lizard people half the height of a human with a lot of energy (both metaphorically and literally, as they are unusually capable of channeling magic), a cunning mindset, an affinity for technology, and a lifespan of 30-35 years in general. Technically hermaphroditic - random individuals switch genders occasionally if gender populations in an area are unbalanced; the general pronoun is genderless, but specific address at a given time is male or female as appropriate. Affectionately called "little dragons" by the indajah.

*Qalyxhian Elves (singular: elf)* - A relatively hairless humanoid race, perhaps half a head taller than a typical human on average, with pointed ears, skin the colour of coconut tree bark and oceanic hair tones, great skill in archery, sailing and fishing (and to some extent ritualised magic), and under normal circumstances quite a selfish demeanour, though they have at least remained cordial with Rumanaya in their few substantial meetings for the Republic's peaceful nature and great distance away from their core lands. Recently, however, they have suffered an immense loss of life and land at the hands of one of the human nations, with many survivors being driven from their ancestral island homes and into Rumanaya's waiting arms, at least for the time being. At the crossing point of trauma and vengeance, the Qalyxhians are proving difficult for the Republic's government to effectively

manage for a wide variety of reasons, not least of which is the ongoing hostaging of two Qalyxhian royals and the very real possibility that they started the fight to begin with.

**Population:**

Indajah: ~250000

Rumanayan Kobolds: ~3200000

Qalyxhian Elves: ~100000

The rough ratio of kobolds to indajah is 13:1, at the present time, but this is subject to shifts depending on current conditions.

**Military Size:** 10000 indajah, 140000 kobolds

**Military Composition:** Though Rumanaya is not fond of war, it is also not a stranger to the concept nor naive in its execution. In particular, whilst it is somewhat shielded from greater harm by the rules of geography, its people have learned to make use of their differences to great effect. Groups of kobolds, light on their feet, will often outrange as scouts, harassers, and occasionally assassins, targeting the flanks of an army with short bows and small melee weapons such as knives for the most part, and for those few circumstances it is viable seeking to eliminate the opponent's leaders before the fighting itself begins.

Next comes battle proper. For this, an excellent battle composition has been achieved: a typical "unit" will comprise one indaj, armed with some combination of thick reinforced shields, lengthy polearms, and heavy curved blades akin to the falx of human societies past, and a group of kobolds numbering from five to twenty depending on the specific role, who will have trained together extensively to function in battle. The indaj will carry on its back a construct, often a howdah or siege weapon, manned by the corresponding crew of kobolds; they will serve to magically shield the unit from harm, send fire back at opponents in the form of projectiles and magic attacks, and for siege weaponry ensure it remains intact and firing regularly, whilst the giant they ride upon ensures they remain out of harm when a melee inevitably arrives.

On the note of melee combat, what must be discussed is something that isn't typically given a lot of attention. By taking the leaves of a certain plant, commonly chewed or infused into tea for medicinal effects, and using magic to dry these leaves and crush them into powder, a white substance typically referred to as "musth" can be produced by an indaj. Should another race imbibe it, its effects will be relatively limited, merely inducing a feeling of extreme confidence and energy, albeit accompanied by a host of other physical symptoms. In indaj bulls, however, it gradually induces a state that was believed to have been grown out of entirely: a foul yellowish ichor flows from the sides of the indaj's head and typically into their mouth, and reportedly the bull experiences an intense pain behind their eyes, but also a surge of aggression and desire to dominate others, rendering them both extremely irritable and eager to fight at the drop of a hat.

The drug's effects are believed to be partly magical in nature, and the connection between these two states is intentionally hidden from non-natives, as whilst the substance musth isn't precisely harmless to others either, it has seen intentional use for the sake of battle. Bulls

subjected to this effect, referred to as mustharchs and often wielding two or even three falxes in combination with their tusks and raw strength, charge into battle with little regard for their safety and little loss of actual skill, often capable of slaughtering large groups of enemy soldiers even on their own, and even moreso if trained for such combat; however, many suffer the urge to continue taking the substance despite the pain it subjects them to, and it is not entirely unheard of for a rampaging bull to collapse and die mid-combat with nary a mortal wound on their body, their hearts overworked to the point of destruction.

Lastly, it is often the case that members of the Extended Family will join an army - be they Speakers for the Family, or Priests of Nature and/or Strength, they often serve as channels for the Family's power, blessing their troops with enhanced physicality and skill- or, more rarely, using their blessings directly to challenge foes as the earth and sky turn against them and less potent warriors are tossed aside like stalks of grass. Naturally, the Priests of Peace are rarely seen, for Sister Peace is rarely a herald of war, though her priests are often present both once war is concluded and negotiations can commence, or when trying to circumvent a fight to begin with.

**History:** Neither indajah nor kobolds were particularly advanced before they crossed paths. The indajah were a modest people, a mixture of tribal settlements and nomadic wanderers, though sharing a culture in the form of the Family and its priests, and had little need to fight or expand, for they held cooperation to be a great boon. The kobolds, meanwhile, were known through much of the world as scavengers and scum, barely worth acknowledging but for their numbers and their habit of raiding the caravans of those who passed through the mountains they typically inhabited. Purges to drive them out were not uncommon, and in the last three hundred years, one such purge drove a great many into indajah territory.

But for want of these stories, and seeking peace with these strange folk, the indajah offered not hate, but succour, the Family's blessings allowing enough to speak with the kobolds to start bringing some into the fold. Those who accepted found a society that was not only tolerant, but accepting, willing to encourage the kobolds in their ranks to follow more constructive paths than mere scavenging, and many kobolds who joined them soon began outranging to find more of their kind to incorporate into an otherwise elephantine world.

A race that breeds fast and passes generations swiftly is often keen to be changed by circumstances, and even those joining as outsiders eventually saw merit in helping these oversized creatures with their travelling and farming. For many kobolds, of course, the simple way of life the indajah pursued was a difficult reminder of the past, and often a kobold would spontaneously generate some idea or invention about their society that, in accumulation, rapidly changed how both races approached the world. By the turn of the century, the indajah and kobolds developed larger towns, followed by cities; ultimately, a sort of government formed, and the alliance between the two races was certified as a nation proper: the Republic of Rumanaya.

For the next two centuries, this summed the races up. They have steadily expanded their technology since then, and even made inroads toward contacting and trading with nearby lands. Whilst this wider awareness of the world has led to both good and bad for the

Republic, it has proven crucial in recent times, as the influx of humans from the North has rocked the planet - including the elves of the Qalyxh Isles. Through either bad luck or their own natures, the Qalyxhians have experienced war against forces they do not fully comprehend, and to those who have fled from it, Rumanaya offers homes and comfort in exchange for participation. The situation remains complex, and the newly-made refugees are difficult to manage, but that is no reason not to be genial to the newcomers - or, perhaps, to the humans who the elves claim ravaged them so unjustly.