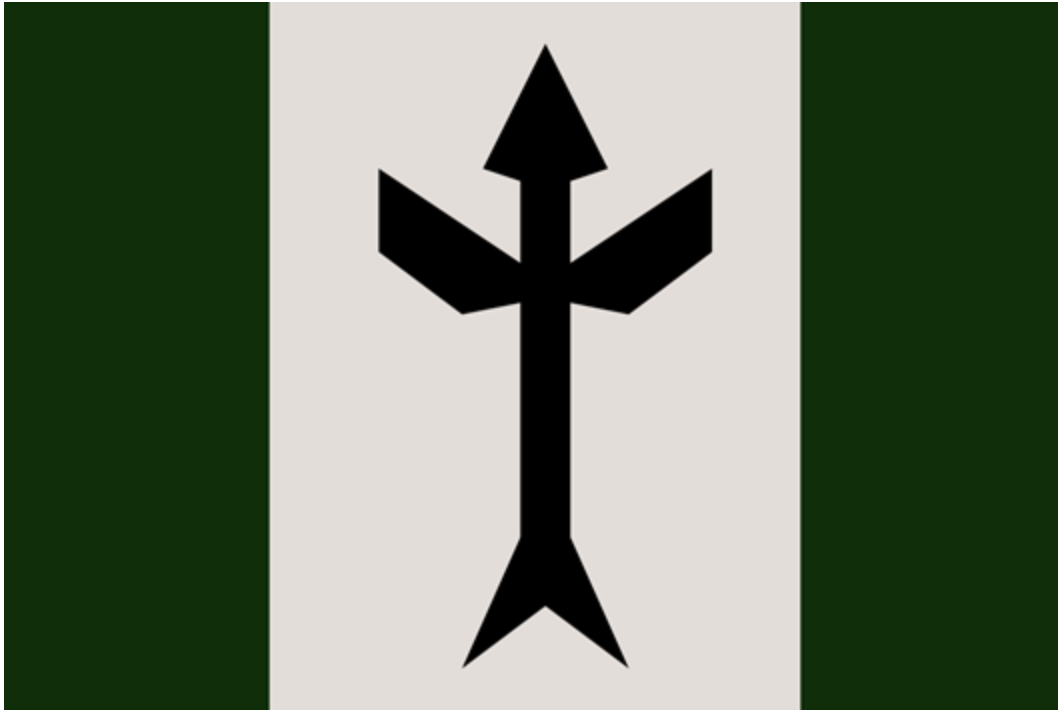


Flag:



Nation name: The Kingdom of Rakanala

Capital name:

Selkana

The only city to survive the Aethaenia massacres, Selkana is a city abuzz with magical wonders and arcane energy. Being populated mainly by insane wizards, life in Selkana is very short, very brutal, and very entertaining.

Head of state:

Sorcerer King Sior IV He-Who-Kicks-Logs

Note: Due to the incredible madness of most Rakanala kings, the country is mostly governed by the Five Councils, who don't have a single leader.

Motto:

Trust Us

Language:

Common Tounge, Rakana

Background:

The Rakana are resemble humanoid alligators two large rows of spines along their backs. They are very intelligent but impulsive, absent-minded, paranoid and generally lacking in any sense of rationality or foresight. Blessed – or cursed – with a strange aptitude for magic, these character quirks become sharpened the more powerful a Rakana magician gets, to the extent that most Rakana are at least slightly insane.

Due to the fondness for magic, Rakana tribesmen are mostly shamans, which creates a large amount of tribal infighting. The rivalry between tribes are even worse, and the mages of the cities don't even try to stop the violent conflicts in the jungles.

The jungles themselves are full of extremely dangerous beasts, making travel through them an ordeal even for the Rakana. As a result, the merchants and traders of Rakanala are treated with a great deal of respect, and their Fourth Council is the second most powerful in the Kingdom.

Rakana cities are a strange brew – crude dwellings and muddy roads share places with fantastic towers buzzing with arcane energy. The mages use immense heat to weld their rocks and mud into stronger materials to create these towers, where they study their scrolls and export their new spells and inventions to the outlying tribes. In turn the tribes bring them food and swear vassalage of sorts – in reality nothing more than a vague promise to not raid each other for slaves.

Rakanala history is surprisingly well-documented, due to the abundance of paper-producing plants in the north. The Kingdom formed in the beginning of the First Era, with Vesper I He-Who-Smote-Rocks uniting the cities and creating the Five Councils. The Kingdom saw through the Dark Ages relatively well, due to it being a war-torn hellhole by default, but it suffered greatly at the hands of Athaenia. Julian the Brave declared the Rakana “Agents of Evil” to be destroyed, and with the help of a massive army of magicians (the precursors of the Seers) oversaw the near complete extermination of the Rakana species. All cities but Selkana were wiped off the map, most of their inhabitants either dying in the great firestorms or in the alchemy labs of the Seers. Only one in five Rakana survived the onslaught. Eventually the harsh conditions of the jungle forced Athaenia to sign a treaty with Rakanala, where the kingdom accepted to become a vassal of the Empire in return for peace. Raids from slavers and the Seers prevented Rakanala from returning to its former glory throughout the rest of the Empire's history. Still, one good thing did come out of this – the Common Tongue became the dominant language of Selkana and is gradually spreading inland.

With the fall of the Empire, a new sorcerer from the eastern jungles, Sior He-Who-Kicks-Logs, was granted the crown after impressive displays of power against both the local wildlife and the remaining Empire forces. Under Sior IV and the Five Councils, Rakanala has a chance to rise from the ashes and become the masters of wizardry they once were.

Religion:

The Five Houses

Despite the rumors, the Rakana don't actually appease their gods by ripping out the hearts of victims, as that is a terrible waste of food.

The Five Houses are five factions of godlike beings who the Rakana believe gave them their aptitude for magic. The beings themselves are ambiguous and take on all forms, and according to the Rakana priests are immensely powerful – but mortal. Each being lasts a few centuries

and aligns themselves with one of the five Houses, each of which are immortal but clash with each other in endless conflicts of supernatural intrigue. Each House governs an aspect of reality important to the Rakana – the Asaka govern energy, the Eso life, the Rukar the earth, the Krissan the mind and the Zaik “happiness”.

Strangely enough, Rakana priests frequently encourage their people to challenge the will of the gods – they believe that those who successfully do so might be recruited by one of the Houses after death. During September’s Cold Festival, mages frequently engage in competitions to see how much they can verbally abuse their gods before they get “smitten” in some way or the other.

Government:

Being a race of mostly wizards and sorcerors, the Rakanala King is not a hereditary position but given to the most powerful wizard in the realm. Unfortunately, the more attuned to magic a Rakana gets the more insane they become, so Rakanala Kings are generally too mad to either rule the country or want to.

Therefore, power is delegated to the Five Councils. The First Council is the council of wizards, and the most powerful one. The Second Council is the council of priests, the Third Council is the council of the vassal tribes, the Fourth Council is the council of merchants, and the Fifth Council is the council of warriors. Each council has a council head but no single person leads all five councils – Rakana don’t trust each other well enough.

Economy:

The jungles and swamps of Rakanala provide a large range of different foods, dyes and spices that vary wildly between region, encouraging merchant guilds which brave the *extremely* dangerous routes between different cities and villages to trade their goods. These merchant guilds are also responsible for trade between the mainland and the Rakana tribes of the islands.

Military:

Rakana equipment is extremely primitive, consisting of crude spears, axes, and the occasional flint sword or hide armor. This is because Rakana prefer to use magic, and their arcane abilities are incredibly advanced. Shamans from the tribes launch rocks and poison while the mages from the cities summon fire and lightning from their great staves. Many of the powerful spells take a long time to fully incant, so overall they’re an even match with other nations. And because their magic involves harnessing raw, powerful forces, they are terrible at the finer aspects of magic: you can’t heal a broken arm with a fireball.

Rakanala naval warfare is a special brand of madness, one that naturally comes when crudely made cogs are stuck full with insane, trigger-happy fire mages. Battles are unpredictable and casualties on both sides are often immense.

Population:

350k

Diplomatic relations:

They initially treated other countries with a bit of wariness, especially when those countries refused marriage ties with their “beautiful” brides. Over time, though, they’ve learned to establish decent relations with human nations, especially when the bizarre foreign delicacy of “bread” became popular in the cities. Now outsiders are greeted with mild curiosity – and slight annoyance once said outsiders inevitably walk too far into the jungles and get killed by the numerous deadly beasts there.

The Kingdom has numerous enemies and rivals - primarily the Athaenian Empire and the Seers of the Circle, who were responsible for the massacres at the end of the Dark Ages. Any country that had close relations with Athaenia will probably have sour ones with the Kingdom, and if the Kingdom manages to expand and look outward, conflict with the Seers might be inevitable.

Tiles of Resources:

Plains: 0

Forest: 0

Hills: 0

Desert: 0

Tropics: 3

Swamp: 3

Jungle: 0

Bonuses:

(This is a big thing for your nation, any bonuses not recorded here will not be considered in combat or anything like that. Most bonuses will be from Resources and Tech.)

Army Size: (4% Base)

Attack Rating: 0

Defence Rating: 0

Specializations: 0

Recovery Bonus: 1

Trade Range: (15 Base)

Troop Movement: (15 Base)

Naval Movement: (15 Base)

Technology:

Naval tech?

Military:

Transportation

Infrastructure:

Medical:

Resources:

Cities:

(Through the Infrastructure tech tree, you can fortify provinces through cities.)

-Selkana-