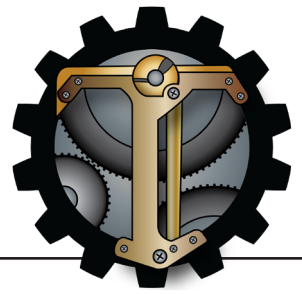


Suulrai

A tropical land of forbidden technology.



Overview

Suulrai is a small nation desperately hugging onto the western coastline of Rilausia. It sits just northwest of Evangless, not far from the destroyed gnomish realm of Siddeodru, and west of Arakrith, the free satyr monarchy. Suulrai is the youngest nation in Rilausia having been formed just over 70 years ago. The Suulrailis were a repressed people who fled their home continent in enormous junks, lived off the oceans for years, and eventually settled in modern-day Suulrai. Suulrai is largely tough mountains and dense jungles and used to be unsettled territory belonging to Siddeodru. When the Suulrailis landed, Evangless had just razed Siddeodru. The Suulrailis claimed it before Evangless had fully moved in and marked their new land, and Evangless has never fancied the harsh jungles of Suulrai to an extent that they would invade. The Suulrailis were lucky, if you can call it that. They got the land that nobody wanted.

Suulrai is the most technologically-backwards nation in Rilausia. Its economy is based off the Trust system, but the Trust puts very few resources into maintaining its branches in Suulrai. Most of the population survives on fishing and subsistence farming. Yet technology has not always been so unattainable for the Suulrailis. Suulrai had a technological revolution that nearly destroyed the nation, and today most forms of advanced science are banned, if not by law, by public demand.

The fledgling nation is attempting to build a representative democracy, with its rebuilding efforts headed by a man called the Arbiter – a man who was torn apart by science and then rebuilt. He has led the ban against science, seeing mixed results. Across Suulrai, underground industries and scientists – factories hidden deep in the Suulraili jungles – are trafficking bootlegged technology and selling these illegal items to any household that can afford them.

AN OFFICIAL TEPHRA NATIONALITY

Cracked Monocle

Suulrai Nation Map



Foreign Relations & Stereotypes

The Suulrailis have a virtually non-existent relationship with most other nations. They maintain diplomatic appearances with Arakrith, though there are a number of satyr clans that want to claim portions of Suulrai for their own. These have caused several small feuds, primarily up near Uzopa. Suulrai has been largely left alone by Evangless, but the reverse can't be said.

Scientists from Suulrai have fled to Evangless in swarms, and now a number of Suulrai's top minds are working in Evangless. Bootlegged technology constantly flows across the Evangless Suulrai border, and nothing makes that more obvious than Gravia. Gravia, known as the Oasis in the Clouds, is an enormous graviton-lifted airship known for its casino, spa, and various amenities that make it the ideal getaway for the Suulrailis. Gravia floats not a few feet from the Suulrai border, taunting Suulrai with the most state-of-the-art technology available in Evangless.

Ethnic Traits

Suulrailis are typically identified for their tawny skin, dark brown eyes, and more circular faces.

History

Suulrai is the smallest and newest nation in Rilausia, a nation of pilgrims struggling to survive in a tropical, mountainous area, with few tools and numerous roadblocks. Many saw them as primitives when they arrived in Rilausia, sailing in their enormous, mismatched navy, made up of everything from small junks to overwhelmingly large treasure ships. They settled in the jungles of western Rilausia, just out of Evangless's immediate reach, and at a time when the continent was in ruins. The Loveless Wars were just wrapping up, and much of the nearby Siddeodru was ablaze. And so the Suulraili people arrived in Rilausia and set up camp.

The Suulrailis adapted well to the jungles and mountainous terrain. They quickly began working the land, bringing with them farming techniques entirely their own, growing rice and fruits. Suulrai made little contact with the other nations, preferring to keep to themselves. Their first years were difficult, but the land gave way and homes were built.

With the destruction of Siddeodru, numerous disenfranchised gnomes moved northward and mingled with the Suulrailis. The gnomes had a profound influence on the Suulrailis, who had long lived simple lives. The gnomes introduced new ways of thinking and living. Under the guidance of the gnomes, Suulrai prospered, and technology infiltrated the blossoming society.

The Hurricane Wars decimated large coastlines throughout Rilausia, but no nation was demolished to such an extent as Suulrai – and, by and large, by little fault of the ayodin. The fragile monarchy that was controlling Suulrai made large plans for the war against the ayodin, a war that was to never come. The ayodin nations living along the coastlines near Suulrai had no plans to invade or attack, but the paranoia in Suulrai was thick after hearing the rumors from Evangless. The king formed a conglomerate of scientists, most of them brilliant and not a few of them insane, in order to plan for the attack. Their creations were ridiculously powerful, often catastrophic. The king defended them, but the people stopped trusting them. They became known as the Stray Gods.

Just as the king was paranoid of a looming ayodin attack, his scientists were paranoid of losing their power. The term, Stray Gods, became popular among the people, many saying that these scientists were too powerful, and that their type of power should only be usable by the gods. The people became spiteful. A movement was beginning in Suulrai, a movement to return to its roots, living true, simple lives. The people became divided, as

so many had become accustomed to the technology and the ease it gave their lives. Yet the movement became stronger. Many gnomes left Suulrai, afraid of the coming backlash. The Stray Gods, however, planned. And their paranoia turned into mania.

The people began to revolt against the king and his Stray Gods. The king was willing to hear his people, but the Stray Gods were too ready. When the first scientist was killed, the Stray Gods reacted to it with shock, outrage, and a lot of unnecessary weaponry. Across the small nation, fights broke out, people fighting back against the crazed scientists.

The revolt decimated large swaths across Suulrai. A coup d'état was performed in the chaos, and, in the king's death, a man came to power, claiming himself to be the arbiter. He was an old experiment, a mutated man, from one of the slain Stray Gods. And he took the name the Arbiter. He removed the old government, killed, imprisoned, or exiled the remaining scientists in Suulrai, and took solid control over the nation. And, all the while, the rest of Rilausia was too busy with their own problems to notice.

The Arbiter's government slowly arose, and Suulrai rebuilt itself. Yet the nation has entered into a permanent state of anti-technology. The nation's growth has stagnated, its military become outdated, and many people in the nation live in fear, just waiting for the country to fall apart or be conquered.

The Sons of Strife in Suulrai

In recent years, the Sons of Strife have been running a campaign to get intellectual young people to move to Suulrai and assist them with their political reconstruction. The Arbiter has been attempting to introduce a representative democracy to Suulrai – a goal that the Sons of Strife align with. In many ways, Suulrai has become a grand experiment for the Evanglessian organizations. They believe that if Suulrai can create a sustainable democratic government, then Evangless should be next. For that reason, many Sons of Strife are facilitating Suulrai's new government, volunteering to help where they can.

Keyindru

The gnomish refugees of Siddeodru made themselves at home in Suulrai and helped the nation thrive. But with the coup and the Stray Gods, gnomish communities in Suulrai came under a lot of public duress. Many gnomes fled the larger establishments of Suulrai and made themselves at home in the city of Keyindru. Keyindru has become known as the final surviving city of Siddeodru. Keyindru is a large city now, full-to-the-brim with gnomes who are trying to get away from main-land Siddeodru. More importantly, the technological bans haven't been strictly enforced in Keyindru, so many of the gnomes enjoy their same lifestyles and trades that they had before the Stray Gods Coup.

Nationality Stories

Below are some nationality stories you can select. While most adventurers will only have one (if any) of these stories, you might find that several apply to you.

Displaced Suulraili Scientist

Nationality Story

You fled Suulrai during the Stray Gods Coup looking for a new home, a place where you wouldn't be the target of every disenfranchised neighbor in your town. You are a scientist, a creator of new technologies, and you value your trade. Unfortunately, for just that reason you can no longer live in your homeland, so you have ventured out into the world to find a new home... or wait until Suulrai comes to its senses.

Keyin Druid

Nationality Story

You are one of the surviving gnomes from Siddeodru or a descendant thereof. Your city has inflated over the past few years with gnomes from all over Suulrai escaping the fallout of the Stray Gods Coup.

Tech-Bootlegger

Nationality Story

In Suulrai, many people can make impressive livings by building and selling illegal technological devices in the black market. You know your way around the Suulraili tech-market, you know how to get things and how to sell things, and you also have a pretty good idea about what sort of technologies people are likely to have. You've run with them all.

Technological Purist

Nationality Story

You suffered at the hands of the Stray Gods. You've seen technology that should not exist, you've seen deformed scientific abominations. You've heard what happened in Paldorus, the pollution in Siyesh, the rampant experimentation going on through Evangless. You are not afraid of a tough life, because you know that your life will be honest and pure. You will not have any of the rampant technology in your home or on your person.