

Raffaliraka

Created by:

Nathan Goldwag

Kate Clayborne

Grayson Mooney

Savannah Finver

Ebony Taylor

Donovan MacPherson

Zach Clay

Mary Lifsey

Eleanor McLellon

Joe Cain

Eric Broderhausen

Instructors: Chris Dinkins and Monica Ploetzke

Many years ago, Raffaliraka existed in harmony. One vast empire spanned across this world of magic and wonder, connecting every being into one community. Beautiful buildings stretched up to the sky, and huge rolling plains provided lush farms and a surplus of food.

But soon, the beings became too powerful, wielding far too much magic for one small world to hold. On one fateful day, tremors rocked the world to its core. In a blinding flash of light, the single continent split apart, and the world, once considered a paradise, tore into two planes: one, called Yukikuro, with limited magic, and one, Tophatia, with no magic at all.

Now the two planes live in a constant state of deterioration, one consumed by disease and the other by giant insects. Only legends and Elders keep the Old World alive. Some believe that the split was caused by an angry god. Others believe that by reuniting the planes, they can reunite the Old World. But as the planes individually develop and change, many are losing hope that they can reach the old valor of Raffaliraka.

But would merging the planes truly recreate the old world?

Tophasia

The Tophatians:

The Tophatians are a humanoid race that are well adapted to their wild environment. They are quite tall, with most averaging 7 feet. They are powerfully built with impressive upper bodies and gazelle-like legs. They are highly intelligent, but live relatively short lives because of the extreme dangers found in their jurassic jungle dimension of Tophasia. The culture of Tophatia is largely based on the fact that they live in jungles infested with giant, carnivorous bugs. Because they have developed some really cool biotech, they have found ways to fight off the bugs, but the fact that they spend so much time fighting means that they haven't been able to form a strong, centralized government. Rather there are numerous tribes dispersed throughout the continents. There are some groups that have formed safety zones around permanent settlements, and in these "cities" the bugs are not as big a problem. Other groups are similar to

Native American tribes and live like nomads, traveling around, fighting to the death with the giant bugs. With the relative lack of organization on Tophatia, and the occasional difficulty of maintaining contact between the variety of tribes, a barter system prevails as the most effective trading measure.

Fauna and terrain:

Tophasia has enormous bugs including cowbeetles that replace domestic animals, large tunneling scorpions, and also little tiny pet elephants--called palm elephants. The terrain is heavy jungle which also has carnivorous plant life including the webflower, which has a spider-web-like net that traps its prey. There are also magic eating bugs that fight against merged Tophatians and also enormous fire ants inhabiting the northeastern island of Fireland. Some aquatic animals include hedgedogs, sea dragons, dolphin-sharks, and large whales used for transportation. Some of the tribes have domesticated giant wolves and use them as transportation through the rough terrain. Colorful alarm birds protect the camps of the tribes, emitting a piercing cry when danger threatens the camp. Because there is nothing like our Earth's modern electricity and technology, the Tophatians harvest glowing lizards and use them as a natural light source.

Yukikuro

Yukikuro is the plane of magic. It is a barren world of arcane creatures and powerful civilizations. Scattered throughout the world are grand cities resembling ancient Greek structures, inhabited with a petite but ever-intelligent people. Though small in stature and physically weak, they live much longer than Tophatians and age more slowly. The shape of Yukikuro's continents is identical to Tophatia. However, this plane is severely lacking in plant life, leaving it a desolate land of mystical secrets.

The government:

The government of Yukikuro is divided into three branches. The Trane is the hereditary ruler of the nation. Though he serves as a symbol of Yukikuro, his/her power is virtually nonexistent. Thane largely functions as a figurehead. The Council of Elders is a body roughly analogous to the British House of Lords, as its members inherit their seats. This council has final say on all laws, and nominates members for the Council of Advisors. The Council of Advisors is the group that initially proposes laws. The Public votes on the nominees for the Council of Advisors, determining the final composition of the Council. The number of votes each member of the Public has is determined by their magical aptitude. This form of government has therefore been dubbed a magicocracy.

Magic:

Magic draws from Yukikurans' life force, and everyone has a limited amount. It is used for everyday life and replenished when Yukikurans eat and rest. There is no death spell

specifically, but Yukikurans can indirectly use their magic to kill others, such as by throwing a heavy object. Yukikurans learn magic in temples, like schools, with various temples teaching different types of magic, as well as ethics and rules.

Dragons:

The dragons are significant magical creatures of great power. Before the split they were the insects' natural predators, but after the split they were pulled into Yukikuro along with all other forms of magic. According to myth, a dragon is responsible for unleashing the plague. For this they are feared. However, because of their magical prowess they are revered as powerful, wonderous beings.

Fauna:

The animals of Yukikuro vary greatly, from dragons to giant amoebas. The giant amoebas are a food source for the dragons. There are terrapotami, which are land hippopotami. There is not much plant life on Yukikuro, but one dangerous plant is the Sleep Plant. If caught in a field of these one could become trapped there forever. Other animals of Yukikuro include purple tigers, two tailed foxes, giant white ferrets, albino wolves, and shape shifting cats, who act as messengers between the two dimensions of Yukikuro and Tophasia.

The plague:

The plague that is slowly spreading through Yukikuro causes Yukikurans to lose their magic abilities and eventually die. The origins are unknown and symptoms include fatigue, fever, coughing, and eventually, death. The only known cure for the plague lies in the nectar of the webflower plant located in Tophatia. The reason for it being in Tophatia is that when the worlds split, the plague had to go on one side and the cure on the other in order to balance out the two planes.

Merging:

The act of merging occurs when a Yukikuran and a Tophatian share the same physical body in Tophasia. When a Yukikuran travels from Yukikuro in aural form, they must choose a Tophatian with a matching aura to merge with. Once they have chosen a host, the two parties then draw up a list of rules, agree to it, and create a contract. They then merge, often for the rest of their lifetimes. Merged Tophatians are marked by their violet irises. Merging benefits the Tophatians in that they gain magical abilities, while the Yukikurans gain a strong physical body to use while they search for a cure to the plague. Opinions in Tophatia, as well as in Yukikuro, towards merging are divided as some tribes and groups consider it a great honor, while others believe it as a betrayal to their respective races. Following the Merge, Yukikurans can take their Tophatian partner to view Yukikuro through dreams. The Yukikuran and Tophatian cannot interact with the Yukikuro dimension, but they can observe their friends and family.