

# Welcome Pack to Arcadia LARP





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## WELCOME

The Arcadia team would like to take this opportunity to welcome you to Arcadia LARP. We hope that you will enjoy your weekend and we look forward to all of your contributions to making each event the best that it can be.

Here at Arcadia we strive to keep things as player orientated and driven as possible and welcome any feedback or creative ideas that you may have to offer to help enrich Arcadia LARP. We aim to provide an enjoyable, affordable and high quality LARPing experience for new and experienced players alike. The way we run our club means that you can get involved as much as suits you with both in game and out of game issues. However here on the field we encourage you to immerse yourselves in the game to get the full experience of what Arcadia LARP has to offer.

To kick start your experience we have provided every new player with this welcome pack. The pack will help you to make full use of the facilities and activities we provide and will allow you to familiarise yourself with how Arcadia runs the events. Inside this pack you will find site and safety information, including a map of key locations, that we ask you to read. In the interest of making sure our events are player orientated as possible we welcome feedback there is a form available to download from the website and a plot submission form in case you have amazing ideas we want to hear about them. Just fill in the form and send it to one of the email address below. For players new to LARP we've included some extra information to help ease you into this fantastic new hobby.

King Regards

**The Arcadia Committee and Games team**

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**Facebook:** - Arcadia LARP

**Wikia:** - [http://arcadia-larp.wikia.com/wiki/Arcadia\\_LARP\\_Wikia](http://arcadia-larp.wikia.com/wiki/Arcadia_LARP_Wikia)



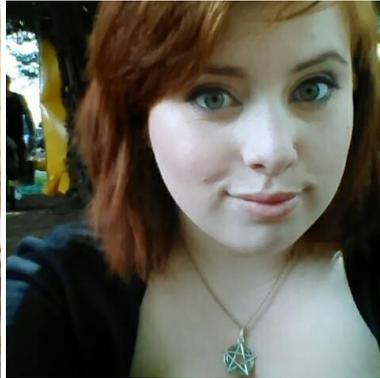
## Let's Meet the Team

### **MANAGEMENT COMMITTEE**

The Arcadia committee is currently run by a group of seven people coming from varying backgrounds and experiences in Live Action Role Play and job roles. We are using this experience to help provide an immersive 18+ event to entertain you the customer. So here is the committee team:-



**Management Chair**  
Emma Weeks



**Vice Chair**  
Rachel Elston



**Security**  
Glynne Turnbull



**Treasurer**  
Deborah Myers



**Accountant**  
Joshua Wheaton- Green



**Site & Safety Officer**  
James Myers



**Public Relations**  
George Murphy



### **GAME WORLD COMMITTEE AND REF TEAM**

Here at Arcadia we want you to be fully immersed in the action, to help you we are providing a picture guide of our in and out of character Ref teams. So you never forget who you can run to when you need them. Need a character approving? Hunt down the Character Ref. Want to give us some plot suggestions? Find some Plot coordinators.



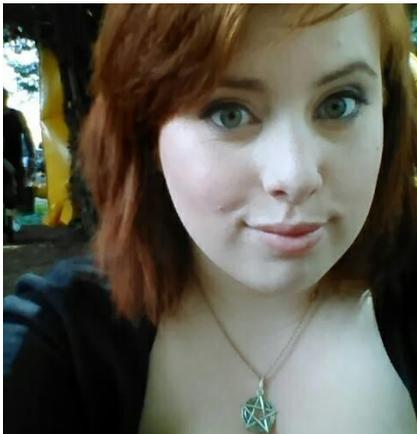
**Game World Chair**  
Glynne Turnbull



**Character Ref / Plot Coordinator**  
Deborah Myers



**Monster & Rules Ref**  
James Myers



**Plot Coordinator**  
Rachel Elston



**Plot Coordinator**  
Emma weeks



**Economy Ref**  
Liam Whiting



## **Introducing Arcadia**

Arcadia is an annual live-action role-play event held in North Devon. During an event players take on the lives and personas of characters forged from their imagination that inhabits the fantasy world Terra and enjoy the often dangerous coexistence with other Terra natives. This is, in essence, a game of make-believe and imagination is crucial. If you are familiar with other LARPs, tabletop role-play games or even just a good novel you will be at an advantage here.

This document will not go into the details of role-playing and role-play games. If you are unfamiliar with the concept and uncertain or uncomfortable, we urge you to approach existing members of Arcadia. Out-of-character the club is one of a friendly disposition and we are all happy to help. It is, after all, a favourite hobby of ours and we love to share our enthusiasm with new members.

### **THE TRUST-BASED SYSTEM AND STAYING IN-CHARACTER**

LARP is a game of improvisation. No-one gives you lines to read and there is no computer or pen-and paper system recording how many hit points you have left. You are trusted to keep track of what your characters does and does not know, how many hit points they currently have and what their perks can do among other things. In return, you are expected to trust your fellow players to manage their characters in the same way. Betraying this trust by granting your character knowledge that you acquired out-of-character, forging your stats or hit points, or using abilities that your character should not be able to is considered cheating. Such offenses can result in removal from the event and club.

While the trust-based system asks that you do not cheat, it also asks that you are prepared to grant your fellow players the benefit of the doubt when you are lead to believe that they may be misusing or misunderstanding the rules. This may occur, for example, when you attempt to use one of your character's abilities on another character and they appear to ignore the effect. In events such as these, you are asked to avoid confrontation. While you may wish to straighten out what just occurred, going out-of-character to do this is a sure way to ruin the immersion and enjoyment of everyone involved. Instead, consider that the other player may be making use of a rule that allows them to negate the effects of what you attempted upon them and, above all else, just keep playing. If you truly believe that a player may be abusing the trust-based system, intentionally or otherwise, you are invited to inform a member of the referee team whenever you have a quiet moment rather than confronting the player yourself.

Finally, it is not just in the face of doubt that you are asked to remain in-character. Arcadia is a 24/7 event. This means that you are expected to be portraying your character all day throughout the event. This is not enforced, of course, and certain areas are made available for going out-of-character for various reasons but outside those areas you should try to stay in character as much as possible.



## Calls and Gestures

A 'call' is a specific word or phrase which can be spoken or shouted to affect a character within earshot. A 'gesture' similarly denotes effects using shapes made with the body. Characters in Arcadia can be capable of various fantastical feats many of which affect characters other than themselves. Calls and gestures are used to communicate the effects of such feats to those players affected.

With the exception of the 'spell casting' gesture, all calls and gestures are considered to be spoken and acted out-of-character. This means that if you hear someone use a call on you, your character didn't necessarily hear the same thing. Rather, your character would notice the effects that the call denotes. Additionally, covering your ears or otherwise deliberately dampening your hearing so as you cannot hear a call being made upon you is not an acceptable way to become exempt from effects.

As effects which may be placed upon your character during play will be communicated using these calls and gestures, it is imperative that you make yourself familiar with them all. Once you have learnt these calls and gestures and what effects they denote, you will be able to react appropriately to every ability in Arcadia without having to memorize the whole rulebook. Even new abilities introduced in rules expansions will use only these calls and gestures. Don't panic, as the referee team will refresh you on these each event before play.

### **OUT-OF-CHARACTER CALLS AND GESTURES**

Some calls and gestures are in place not to communicate in-game effects. Rather, they are to be used to ensure the out-of-character safety of players and moderate the game. With the exception of "time in" and "time out", any player can use any of these calls or gestures at any time without using any character perk or the expenditure of in-game resources. Players are encouraged to make use of these calls and gestures whenever it seems appropriate.

<b>"Man down"</b> <b><i>*Wave hands above head*</i></b>	A call and accompanying gesture to be used to draw attention to an out-of-character injury or potential safety issue. If you hear this call, cease play immediately. A referee will call "time in" when the situation is resolved.
<b><i>*Cross arms across chest with hands on shoulders*</i></b>	This denotes that the player is incapable of or uncomfortable with engaging in a piece of imminent physical role-play. It is most commonly used when a condition prevents a player from participating in live-action combat. A player using this gesture is not to be touched. All effects targeting the player, such as damaging weapon strikes, should be explained verbally.
<b>"Safe word"</b>	Called to indicate that the player is personally uncomfortable with a piece of role-play. You should try to steer the role-play away from the current subject matter but may need to temporarily cease play if doing so cannot be achieved in-character.
<b>"Time in"</b>	Called to start play at the beginning of an event or restart play when it has been interrupted. "Time in" can only be called by a referee.
<b>"Time out"</b>	Called to pause or end play. "Time out" can only be called by a referee.



## **OUT-OF-CHARACTER AREAS**

While Arcadia is a 24/7 event, there are some areas designated as out-of-character. These are safe areas where no role-play is to take place. Retreating to an out-of-character area to avoid combat or otherwise convenience your character can be considered cheating, but the areas are there whenever you – the player, not the character – need them.

You may designate any tents or compartments in your tents that you bring as out-of-character for the purposes of out-of-character storage and sleeping area by putting up a sign saying **OOO past this point**. No in-character interactions can occur in out-of-character areas. This includes combat, trading, crafting and stealing.

Out-of-character Areas:-

- Toilets
- Shower
- Car park
- Barn 2/ Ref team base of operations
- Cottage (this is out of bounds as we have not paid for it)
- Cottage Gardens / Ref and crew team camping area

## **Site and Event Safety**

Please make yourself familiar with the following Site and Event Safety basic rules. These regard your safety and the safety of those around you and are of the utmost importance.

### **SITE SAFETY**

- Committee and game team member's decisions are final.
- These rules apply throughout the whole site, including fields and car park.
- No persons under the age of 18 may attend an event without special consent from the games team.
- Cars must be parked in the parking area and not on the camping fields.
- There is no resident warden on site.
- A doctor is available at The Silverton Health Centre. Tel: 01392 860034 or for emergencies call 999
- Please provide up to date medical history and have an adequate supply of medication with you at all times or leave in an accessible place for a member of the team to collect in case of emergencies.
- Anyone can provide first aid whether or not they have acquired training. It is however recommended that this is only provided in the basic stages of treatment and that further medical attention (first aid) is provided by first responders if required and called. In the case of injury or illness first responders are to be called out without hesitation.
- We have trained first aiders on staff throughout the event and designated drivers.
- We have a first aid kit and an accident book that needs filling in if an accident occurs by a member of the games team.
- There is also a sign in and out book that you are to fill out if you are to leave the site before the end of the event for any reason, this is in case of a medical emergency or fire and we need to roll call all event attendees to make sure everyone is safe.



- In case of fire the car park is the first designated fire assembly point, if the fire is in the car park field 5 will be the fire assembly point
- Please do not try to rescue items near or around the fire for your own safety
- If there is a fire you will be told by a member of the games team to please make your way to the designated fire assembly point, you will be told which one to go to.
- Caddihoe Scout Centre is designated a completely non-smoking site this rule applies throughout the whole site, including fields and car park.
- No Drugs are allowed on site.
- Alcohol can only be consumed in tents, fields and barns, no alcohol in the woodlands area. Please drink responsibly and if you have been drinking you must refrain from LARP Combat. Game team has final say on if you are sober enough participate in LARP combat.
- There are no time restrictions on alcohol consumption, although we do intend to run after dark/ night time plot and if the games team feel you are too intoxicated to participate you will be asked to sit out of the current situation.
- Any vehicles and other possessions stored at the site during an event are done so at their owner's own risk.
- Players should not venture into the woods at night. Night events must be kept close enough to the tree line to see the fields while it is dark or adequate lighting provided to the night event area by the games team.
- The soil is heavy and can get soggy after heavy rain but soon dries out so suitable footwear is required.
- Turf must not be dug up for fire pits.
- Fires are permitted provided they are of the altar type. Please ensure these are built at least half a metre from the ground to avoid damaging the grass. There are around 4 barrel fire pits on site it is first come first serve but only one per faction.
- Please also bring your own materials for building such fires which must be taken away at the end of the event.
- There is an adequate supply of firewood which may be collected in the adjacent forest, but no axes or saws may be taken or used in the woods on the tree, they are not allowed outside the limits of the five camping fields.
- No LARP combat is to take place near or around a fire pit, also please be mindful of the fires in general, where costumes, cloaks and weapons are concerned.
- No fires in the woodland areas ever, fields only.
- No fire is to be left unattended until it has died out or is put out.
- There is only one ground fire pit in field 4 with benches this if used must not be left alone until fully put out.
- Lanterns or torches will be needed at night to find your way to the toilets please if possible bring In Character looking lighting to keep with the feel of the event .
- No pets are allowed on site.
- Caravans are not permitted on the site except with the prior permission of the warden.



## **EVENT SAFETY**

- When speaking as a member of the management committee or game word committee, a committee member's decisions are final.
- No metal weapons are allowed on site. Camping tools are permitted but cannot be used as part of play and must be confined to a tent when not in use.
- Every weapon, shield, piece of armour or other combat equipments must be checked and approved by an individual designated by the event committee before use. The current weapons checker is game team member James Myers.
- Every weapon, shield, piece of armour or other combat equipments which fail safety-checking and are unapproved must be confined to an out-of-character storage location and left unused for the event.
- Should any suspicion arise that a weapon, arrows, projectiles, bows, shield, piece of armour or other combat equipment has sustained damage during an event it must undergo safety-checking again before further use. It is also the responsibility of the player to check and maintain their LARP props and equipment throughout the event; if you are unsure please find a member of the games team as soon as possible. If a player continues to use unsafe equipment and cause injury to another attendee of the event this is not the fault of Arcadia LARP but that of the player.
- Bows, Crossbows and Foam Dart guns (Nurf) also need checking and are not to exceed a draw weight of 25lbs with a small amount of leeway or they will not pass safety-checking.
- Arrows and projectiles also need to be safety checked.
- Bow's are not to be shot at close range, a distance of 10m or less.
- We currently do not allow thrust weapons and no cored weapon should ever be thrust at anyone. We do plan to consider thrust safe weapons at future events.
- Headshot are not allowed and do not count towards hit points.
- Cap Guns are not to be set off near people's ears if possible.
- Play should cease in the event of an out-of-character injury or potential safety issue. Use the "man down" call and gesture of arms in the air waving back and forth crossing over head. To bring attention to these events if nobody has done so already.
- No in-character interactions can occur in out-of-character areas. This includes combat, trading, crafting and stealing.

## **COMBAT SAFETY**

When doing combat, there are additional safety rules which must be followed to ensure your safety and the safety of those around you.

- All physical strikes must be pulled. This means pulling the weapon back at the last second as to not strike with full force. This is not only to protect the target but also the weapon prop being used.
- Any weapon prop with a total length greater than 42 inches is considered a two-handed weapon. When striking with a two-handed weapon, it must be wielded in both hands.
- All weapon props must be wielded such that the wielder has control over them. Weapons with grips should be held at the grip, and both hands should be at least 2 foot apart when wielding a pole-arm.



- Using your body weight in combat is forbidden. Do not dive, leap or otherwise charge into other players.
- The only props with which it is acceptable to parry or block attacks are padded weapons and shields. Non-padded props such as bows must not be used for this.
- Strikes can only be made with safety-checked weapons. Striking with your fists and grappling are forbidden.
- Thrusting strikes are reserved solely for pole arms such as spears and glaives. Such weapons will have to be thrust-safe to pass safety checking. You may not thrust with any other weapon, including any swords, staves and axes, even if the prop is thrust-safe.
- While alcohol is permitted on the site, you must not engage in combat while drunk.
- Your strikes must avoid the head and groin of your target.
- You must not parry an arrow or other projectile mid-flight. You may block (preferably downwards) but may not strike the projectile out of the air even with a shield.
- Avoid forcing your weapon against your opponent's should they become locked. Similarly, do not look to hook your opponent's weapon with your own.
- Combat must not be done in the woods at night. Combat should be confined to the open fields while it is dark.

Each event before play, the referee team will instruct all new players on these safety rules and ensure they are familiar with the concepts of striking and pulling blows. If you are a new player, make sure you are present for this. Otherwise, if you still have any queries do not hesitate to ask.

### **Character Background**

We encourage players to come with a bit of background about their character and how they might have travelled safely to Sanctuary. Arcadia LARP has written down almost all the Lore for the Arcadia world this can be found on our wikia page at [http://arcadia-larp.wikia.com/wiki/Arcadia\\_LARP\\_Wikia](http://arcadia-larp.wikia.com/wiki/Arcadia_LARP_Wikia). We would like you to research your player race and culture before coming to the event so you can understand the customs of your people. Although you might not have ever left the village before and might not know much about the rest of the world and might only want to look into your character culture. On the other hand you might be well educated and know much about the many lands and cultures and would like to read up on the other playable races and cultures all the information needed can be found on the link above.



## **Kingdoms and Cultures**

Arcadia takes place in a diverse world rich in culture. Where your character grew up and the culture they were exposed to has an effect, not only on their history, but also it is what shaped them into who they are. Depending on where your character comes from, they will be eligible for additional perk discounts as with the playable races. You should also give thought to your character's costuming and personality based on the chosen culture.

### **ARIDIA**

Aridia is the Crowning Jewel of the High Kingdom and home of the long-lived Elven people. Taking inspiration from Greek culture, Aridia is a realm of great beauty and affluent style. Considered by many to be the fairest Kingdom, Aridia is the ruling Nation of the High Kingdom.

### **COMMON RACES**

As the most elitist society, Aridia is predominantly Elven. Other races are sometimes lucky enough to live within its borders but only the fairest and most intelligent non-elves are likely to find a home there.

### **CULTURE**

Aridia is made up of three distinct sub-cultures: Highborn Aridia, Sunless Aridia, and Wildwood Aridia. Though they possess cultural differences, these three sub-cultures are unified as one kingdom and function with respectable solidarity. The most prominent cultural theme present in all three sub-cultures is the matriarchal way of the Aridians. Not only is the nation ruled by the High Queen, but all females within Aridia are considered superior to the males.

#### *Highborn Aridia*

Dwelling within the finely developed marble cities of Aridia, the Highborn are the most civilized and educated. They live long lives full of structure and dignity. Above all other living things, they consider themselves nobility and have a habit of looking down upon everyone else.

#### *Sunless Aridia*

The Sunless live in ornate settlements made within networks of caves and tunnels beneath the Highborn cities. Miners and craftspeople, mostly, they are Aridia's working class. Their homes are always cold and dark and they carry an intimidating air about them but, despite this, the Sunless Aridians are the friendliest of the Aridian people; exceedingly wary of strangers, but accepting and generous to people they find they can trust.

#### *Wildwood Aridia*

The forests within and around Aridia, which stretch to the Avalonian borders, are home to the Wildwood Aridians. These nature-orientated people are particularly hostile towards outsiders, going as far as to kill in cold blood anyone who so much as startles a rabbit. Due to making their homes among nature, Wildwood Aridians incorporate more practical style into their attire which makes them appear more rugged than the other sub-cultures.

### **COSTUMING**

All three Aridian sub-cultures share a Grecian style with typical fantasy Elven flair. Clothing ranges from simple togas to the most elegant of flowing dresses with ample gold's and



whites. Armour among the Highborn and Sunless is usually Spartan in resemblance while Wildwood Aridians set the standard for nature-themed leather sets.

### **AVALON**

Avalon is an Arthurian realm of knights, lords and politics reminiscent of medieval Europe. Its citizens hide a world of intrigue and guile behind a rich culture of honour and glory. Bordering Aridia, Avalon is the second-most prominent nation within the High Kingdom.

### **COMMON RACES**

Avalon was originally founded as a purely human nation. Since then, however, it has become something of a cultural centre and attained a large amount of racial diversity. Even among nobility, people of all races can be found among Avalon's citizens, though the royal line has remained human.

### **CULTURE**

Though they are heavily influenced by Aridian culture, valuing fair beauty, nobility and political power, the feudal people of Avalon have a more rugged and practical way of life. Theirs is the way of the dark ages, where the nobility are born into wealth and comfort while countrymen work tirelessly beneath them and remain poor. Contrast to their Aridian allies, and as a matter of constant contention between the two nations, Avalon is extremely patriarchal. While noble women lead comfortable lives and a shrewd woman can achieve status and power, Avalonian men are dominant in general and quick to assume a woman to be beneath them.

### **COSTUMING**

Clothing within Avalon follows a typical fantasy-feudal archetype. Tabards and plate mail are common for warriors, nobles adorn themselves in expensive jerkins and dresses, and serfs wear whatever ragged pieces they can. It is also common for Avalonians to imitate the fantasy Elven styles of Aridia.

### **GAUTLOND**

Originally formed to repel invaders from Avalon, Gautlond is a united nation comprised of the many tribes which took up residence in the cold northern lands. They are a patriotic people who, since becoming consolidated into the High Kingdom, sport unwavering loyalty to the High Queen.

### **COMMON RACES**

The Gautish people believe that all are equal, having no concept of racism. The only advantage any race may have is that, as the High Queen historically will only take an elf or human for her king, elves and humans are favoured as rulers of Gautlond. Despite that, the equality in Gautlond is such that even Orcs have found themselves on the throne and every person, no matter their race, is welcome in among the Gautish tribes.

### **CULTURE**

The Gautish people have a reputation of being hulking, ugly barbarians who do naught but fight. While it is true that the Gautish tend to be stronger, tougher and better in battle than citizens of other nations, their culture is actually one of great peace. Gautlond is a meritocracy void of all discrimination. In Gautlond you are judged and rewarded on your aptitude in your chosen craft and nothing else. Leaders get power by being good at leading



and nobody, no matter how humble their beginnings, is held back from becoming who they want to be. Sexism, racism and all other forms of discrimination very quickly have a Gautlonder at arms. Fighting, however, as long as it is consensual, is perfectly acceptable and often used to resolve disputes among the Gautish in a friendly manner.

#### **COSTUMING**

With no interest in fashion, the Gautish attire is a practical blend of Celtic and Nordic clothing. Furs and hides are especially common to keep a Gautlonder warm in their cold northern homeland. As most Gautlonders have little interest in wealth either, jewellery is rare though trinkets and trophies aren't uncommon.

#### **KERASI**

Governed by a council of merchants, the free state of Kerasi is thought to be the wealthiest nation in the world. Its citizens are shrewd and driven strongly by greed for monetary gain. Any worth-while Kerasian could afford to hire their own small army, but Kerasi has no military of its own. Instead, peace with the other nations is ensured through a thousand trade agreements. If Kerasi was ever to embargo another nation, that nation's economy would almost certainly collapse within a year.

#### **COMMON RACES**

Long ago, the nomads who founded Kerasi would often undertake a joining ritual to bond their spirits with cats – a sacred animal at the time. Since then, Kerasi has completely lost its spirituality and the secrets of the joining ritual along with it, but the population of Mau has not declined. Mau enjoy Kerasi's hot climate and naturally make for excellent businessmen so, while anybody with a full coin-purse can be a respected citizen of the state regardless of race, these cat-people are certainly the most common, successful and iconic Kerasians.

#### **CULTURE**

While Avalonians hide their motives in a secretive world of intrigue, Kerasians openly acknowledge their corruption and, in some cases, even revere it. Kerasians care little for physical strength, skill or even beauty – unless, of course, it can be sold. Instead, a Kerasian is valued for a sharp wit, a silver tongue, a shrewd mind and deep pockets. Rules and taxes are put in place by the council of merchant princes but each Kerasian is free to conduct their own business. The council itself is simply made up of the wealthiest of Kerasians who each care more for their personal gain than the political structure of their nation.

#### **COSTUMING**

Especially fond of silk and satin as displays of wealth, Kerasians tend towards light robes suitable for the desert heat of Kerasi. Golden Jewellery is worn whenever possible and a true Kerasian delights in advertising their expensive tastes. Unfortunate citizens of Kerasi who find themselves unable to turn a profit quite like their countrymen often find themselves working for them adorned in shameful, but practical linen garbs.

#### **NAKATA**

The Nakatan Shogunate, the Dragon Empire, or the Samurai Kingdom is the homeland of the mysterious and honourable Nakatan Samurai, and more notably the even more unknown Naga. The Shogunate itself was created from the ruins of the Naga Shogunate by the Aridian and Avalonian invaders during the Land March, and although its formation was one packed with controversy and conflict for many years afterwards, it stands today as one of



the four founding nations of the High Kingdom itself, as well as a stalwart ally and supporter of the High Queen.

#### **COMMON RACES**

Since recorded history began with the Aridian people, who did not encounter the Naga until they had long since created their Shogunate, it is not clear where the Naga people came from or how their Kingdom came to be. Old tales told by Nakatan bards say that the first of the Naga was a warrior soul who bonded with the soul of a Dragon to become stronger, and he subsequently taught his clan how to do it upon success. How true this can be is often debated by High Kingdom scholars to this day, whom argue the origin of the Naga might be the same as that of other established beast species, like the Mau.

#### **CULTURE**

The Nakatan culture is most noteworthy for its incredibly strict view on honour and discipline. Although it is common for an individual to skewer the concept of honour in their own mind and still be accepted by their peers despite the atrocities they commit, one thing that cannot be argued about a Nakatan is the sheer discipline they possess.

Although discipline is generally only expected to be adhered to by those in a high-value craft (like Weapon smiths and Crafters), Honour is the one value Nakatans hold above all. Loyalties to your liege, adherence to your Clan's code of conduct, and a fair and honourable fight are but some of the traditions and facets of honour that are strictly obeyed. However, a rather quaint Nakatan opinion on honour is the upholding of tradition. To this end, the Nakatan culture is incredibly traditionalist in that regard, and is almost the most technologically stunted in comparison to other known cultures, unlike the progressive Avalonians. The use of magic is immensely distrusted beyond the basics, and although it can be used by someone conceived as wise or knowledgeable, its use in battle is generally considered to be a sign of physical weakness in one's body, and thus dishonourable.

#### **COSTUMING**

Oriental style dresses the more colourful and ornate the more wealth and prestige you have, the less you have the more simple the cloths and colours become. Warriors wear colourful scaled patterned armour and even fierce designed helms of demon or dragon faces.

#### **ISLANDERS**

The Islands are several days' sail from the coast of Aridia. Used in the past centuries as a prison colony until an up rise from the prisoners. Since the uprising it has become a safe Haven for any wayward soul that needs a quiet life free from the shackles of the laws set forth by the Queen. The settlers known as the Islanders have homes in shack like fishing villages across the main islands.

#### **COMMON RACES**

Any and all races have felled the territory of the Queen's rule, or the oppression of their ancient culture.

#### **CULTURE**



Due to the increase of multiple races fleeing and making a new home for themselves there is no set culture. There are many shrines to many gods and deities, the Islanders are accepting of each other's religions just not the Queen's law. There is no hierarchy system on the Islands there is The Council which oversees the running of villages. Though wealth is earned from the sweat off a man's brow in the fishing villages or if they have a ship all that they can carry.

#### **COSTUMING**

Pirate type costumes most likely to be worn from age and use, from the mix of cultures it could have a little not of everything. The more ornate the more wealth you have, due to the mix of culture a small influence of Darwen fashion found its way into the Islander attire making a slight steampunk style look.

