

# Arcadian

*Note: This article is for the pureblood Arcadian species. For information on their history and government, see [Democratic Republic of Avisten](#) and [New Incipere](#).*

Arcadians are an ancient race of avian and humanoid creatures that have evolved from different forms over many eons.

## Physiology

Arcadians are a very old and evolved race of creatures that while varied, tend to follow a few distinct features. Most of all pureblood Arcadians have avian features such as wings, feathers, talons, hollow bones, and advanced respiratory systems. Arcadians are known to have exceedingly fast mutation and evolutionary rates, though it has slowed in recent time.



## Notable Forms

- **Arcadian Hybrids** (Human appearance with Arcadian internals and wings. Common.)
- **Human Hybrid** (Entirely human appearance, with Arcadian internals. Wingless, Uncommon.)
- **Avecris** (Entirely birdlike appearance, with hunched stance and wings. Rare.)
- **Arcadian Harpies** (Birdlike bodies with a humanoid stance and head. Very rare, most magically inclined.)

## Magic Capacity

Arcadians have historically had the ability to use a distinct form of 'magic' known as ethereal manipulation. The most common form of this was the ability to create rough, geometric shapes from the air surrounding them, which would act briefly as a solid for as long as the user could bear to maintain its form. Alternate forms of this could produce telekinetic powers on a varying scale.

The largest percentage of magic use consisted in the days well before even the Baron was alive. A large amount of manipulative users sprouted just before and during the reign of the Baron. In modern years though, as many have strayed away from the old ways and adapted to technology once more,

causing a massive drop in the use of these powers (or even knowledge on how to learn them). Rarely, one may find Arcadians with these abilities still in their mind, but they are most likely monk scholars or have been taught by such. Arcadian Harpies are considered the most likely to develop powers per population percentage.

## History

An transdimensional race, modern Arcadians evolved from a pre-historic common ancestor, great winged beasts that have long been extinct. Their intelligence and fast mutation rates gave them an edge in quickly topping the food chain. Over time, ancient Arcadians became smaller and less beastly as they developed civilizations, trade, and other aspects of society in a firm feudal system. Over many many eons, the Arcadians waged wars with other species (notably those outcasts known as Nepharians). The wars were bloody, and lead to a society where law was final and the affairs of other races were considered weak and inferior. During this time, few hybrids were developing.

As time progressed, Arcadians had become more varied in their population as subspecies and mixed hybrids developed. After the fall of the Grand Republic, Arcadians began to change their ways with the rise of the Baron. The affairs of other species were left to their own devices for the most part, and were sometimes accepted as their own inside New Incipere. In late AC 4000, however, a mass artificial plague caused their numbers to dwindle beyond the purebloods who were immune. They are still recovering from the loss of this attack to this day.

## OOO Notes

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