



DUKHI CULTURE DOCUMENT

About This Document

This text will provide you with enough insight to play a Dukhi character at Outpost Elysium. Some text fragments below are snapped from the website. All in all there are 7 pages of new info in this doc. If you have already read the website content this doc is a one hour read.

Who Can Play?

Anyone can play a Dukhi character. You don't need previous knowledge or experience. We will provide players with all you need to know. By instructions, tutorials and on site workshops. You will also have access to a Dukhi mentor pre larp for questions and guidance.

Who Should Play Dukhi?

If you feel intrigued and excited about playing a thigh knit, positive and egalitarian culture. Do you want community, family, loyalty, group play, storytelling, chanting, strong traditions, joy and grief, low intensity and slow play? Read on. This may be your thing!

Culture Design and Player Collaboration

The Dukhi culture is a system of strict values, traditions and beliefs. Think of it as a very solid framework. Within this frame you have the freedom to create, develop and imagine. As long as you do not contradict the established culture framework, we strongly support collaboration and creativity. Make up stuff!

Off-game Origin and Intentions

Originally an idea by Vidar Askulv and Jonas Wilhelm Molin for Blodsband Reloaded 2016, the Dukhi culture has since continued to evolve. In the BBR universe, the old world collapsed and with it the old ways. Let's create a positive and empowering future society with a game of what-ifs:

What if we can give reason and emotions the same weight?

What if we can be guided by logic and the common good?

What if we can let go of toxic feelings like pride, honor and respect?

What if we can speak truly open about most things, keeping no secrets, hiding no feelings?

This is what the Dukhi strive towards, not what they have. Their society of course has flaws and downsides and is best larped when trying to do good and partly failing, but keep trying, facing new dilemmas and making hard choices.

Now, cozy up on your favorite sofa, grab your headphones and [put on the Dukhi Soundtrack](#). Close your eyes and feel the warm sandy breeze against your face. Let the journey begin!

Dukhi Origin Story

The Clan Wars - warlords fighting to the death

The Dukhi as a people sprang from conflict. When the old world fell, the surviving clans continued to fight each other. It is believed the cause of the conflicts was religion and pride, prestige and greed. Finally a few clans banded together, combining strength and resources. Instead of wiping out the other clans, the new alliance offered a hand of peace. They managed to quell the last pockets of resistance and so they became one People.

Ist'ukla Dukhi - Unity!

The clans kept their own tribal names, bonds and individual differences, but decided to put the People first. The stories tell that warleader *Yasmin Shah Malik* gathered a council with three representatives from every clan to form the first matriarch council. At this meeting she uttered the words in the old language, "Ist'ukla Dukhi" - We are Dukhi.

"Listen to the wind and smell the death and dry sand. Feel the heat and the thirst, the stinging blaze of the sun. Accept all these things and then accept that you will die. It might be in an hour, it might be in years. That is the truth, my daughter. The warrior does not fool herself, she strives to see as close to the truth as possible. Look to your friends to find your weaknesses, and work with them to improve. The life is short and hard, but if you accept that you can find joy. Joy in the moment, joy in love, joy in the fight. Face uncertainty with curiosity, face fear with rationality. Face the fight with the storm that is the human mind. Listen and smell, watch and consider. Take the reality in as it truly is and make your decision. What kind of warrior do you want to be? The people await your decision."

- *Yasmin Shah Malik, to her fellow matriarchs before the forming of the coordinating matriarch council.*

The Golden Respite - A New Society Takes Shape

In the wake of the Clan Wars, the Dukhi experienced an unexpected era of peace and prosperity that allowed their society to flourish. This period, known as the "Golden Respite" became a transformative chapter in Dukhi history.

The clans now turned their attention to societal development. With the rise of collaborative efforts, social structures evolved emphasizing cooperation and collective well-being. Experimentation and trial-and-error became the norm as the Dukhi sought to optimize their way of life.

However, the tranquility of the Golden Respite was not destined to last. The shadow of an unforeseen adversary loomed on the horizon, leading to the catastrophic events of the Great War.

The Great War - An unknown enemy wreaks havoc

"I stood atop the mountain ridge, scanning the sky surroundings for hostile air activity. The swamps had always been the perfect bulwark against any ground attacker from the east. Our tribe had thrived here in peace for generations, finding solace in the rocky embrace of the Sapphire. But that day, all would change.

As the sun dipped low, shadows lengthened across the swamp, a deafening roar echoed through the mountains. At first, we mistook it for thunder. But the ground trembled beneath our feet, forewarning of an imminent cataclysm. Then they emerged. Grotesque creatures, with limbs that seemed to stretch from the darkest depths.

The invaders moved with an unnatural grace, tearing through our defenses like shadows in the night. Our warriors fought valiantly, but it was as if the enemy could anticipate every move. The very essence of the swamps seemed to turn against us, a rising tide of darkness.

The mountains that had sheltered us for generations now witnessed the desolation of our home. The enemy from the marshes had breached our sanctuary, leaving nothing but echoes of anguish in its wake."

- Firsthand eyewitness account.

The Great War with the overpowering enemy in the east once again tore the Dukhi homelands to ruin. Every Dukhi has lost a partner, a friend, a lover or children in this war. Whole families and settlements were disintegrated. Suffering, hardships, loss, sacrifice, pain and grief are a part of the Dukhi collective trauma.

For 15 years we fought this elusive enemy. At times it looked as if the existence of all Dukhi people was threatened. Great sacrifices, desperation and a bit of innovation turned the balance at the last moment. The Sapphire Mountain Clan suffered the most in this war. Hence their isolationist and defensive stance and widespread prejudices against mutant creatures.

Present Time

The Great War was finally put to an end four years ago. Since then there has been fragile peace at the Dukhi borders. The Mountain clan's defenses are weakened and societal infrastructure partly wiped out. The other clans send aid, but there are recurring quarrels among the Council and clans about how the resources should be distributed.

Positive Dukhis see this as a beginning of a new prosperous and peaceful era. Others would call that vision naive. Hard choices are to be made. The Spring Festivities at Outpost Elysium are not a Matriarchal Council meeting. Although many view them as the unofficial run-up for the big meet. Here smaller disputes, that would otherwise grow to large scale clan conflicts, are stamped out. Inter clan love relations are officially forged. Resources are traded for and alliances are reaffirmed. If all goes well things are looking good. If not, well.... Let no one misunderstand this: The People's future is at stake.

The Dukhi Culture

The Dukhi is not a travesty of a tribal, low-tech, traditional, honor based clan people. Quite the opposite. Now it's time to get into the depths of the culture. You may have already read [The cornerstones of the Dukhi people](#) at the webpage. Although the Dukhi love a good debate, there is no room to question these core values and traditions.

The Codex - Eteram

"Badi Eteram"

- We live by the Code.

The Dukhi is a culture that one could be either born into, adopted into at a young age or voluntarily join after being accepted. The essence of being a Dukhi is living by the code consisting of six pillars.

- Raising children as Dukhi.
- Wearing the blue scarf.
- Following the Dukhi traditions and performing the rituals.
- Devoting oneself to the clan's welfare.
- Speaking the Af Dukhi language.
- Submitting oneself to the people's voice and the hoyas's leadership.

Practicing these customs brings good *eteram*. In the af Dukhi language the word eteram means many things. The best definition would be "the right way". In different situations eteram can mean everything from respect and mental strength to humility and love. Eteram is something you can gain and lose by actions, words and thoughts. The closest comparison to modern thinking is the concept of karma. Every Dukhi strives for good eteram.

Religion

The Dukhi are non-religious and atheist. Science is considered the objective proven truth. They view all religions to be superstitious beliefs, and to be religious is considered equal to being foolish. Some Dukhi are more tolerant towards outsiders' religions or cults. But in general they distrust anyone who does not base their arguments on reason and evidence, or at least the admission that they don't know. However, most Dukhis are at the same time curious and interested in understanding other people's culture and habits.

Rituals and Traditions

The Dukhi strive for accomplishing good for the many. Some decades of trial and error has established the best practice, what we now call traditions.

Gap Award. To avoid the corruption of their elect leaders, the Dukhi surround themselves with friends that question their opinions. The saying goes "if two Dukhi agree, the third must disagree", thus speaking the *Gap Award*, the Voice of Conflict. This tradition is so well rooted

that every Dukhi maintains it naturally. In situations where important decisions are made there is a specific person whose task is speaking the gap award. Arguing can be an expression of love, so can hugging and leaning on each other and strangers.

The Council of One Voice. To ensure all family members are heard when a difficult decision has to take place, the Dukhi have a traditional discussion called the Council of One Voice. Here, each participant will present their view about the topic and may talk for as long as they want, but only once. Everyone will speak in turn, with the primary Hoya speaking next to last, and the Gap Award speaking last. Because they only get one chance to present their views, each participant will have to really think through what their opinions, feelings and arguments are. This kind of discussion would be announced well ahead of time, for example at breakfast: "Tonight after dinner, we will have the Council of One Voice, so we should all prepare our thoughts."

Nanawatai. Hospitality is a Dukhi trademark. This can extend to protection for those who need it. *Nanawatai* (*forgiveness* or *asylum*) is a form of protection given to any person against his enemies, if they ask for it. The one requesting nanawatai must be given refuge in the Dukhi camp, no matter who they are; another Dukhi, a stranger, even an enemy. The nanawatai lasts until the situation is cleared up, or the *wattai* (the person under the protection) voluntarily leaves or breaks the terms of the nanawatai.

Ritual of Remembrance - Ist'ukla Dukhi. To remind themselves of their past and origin, this ceremony is a recitation of *Yasmin Shah Malik's* speech to the People. Each clan has their own way of remembering her words and their meaning. The ceremony is held in the common tongue, because guests are frequent. [Click here for full ritual manuscript.](#)

Chanting and singing is a vital part of family and clan gatherings. The most popular chants are simple recitations of common sayings, like "*Fajr rasta, sóó ijfal*" and "*Badi khoob, award khoob, mo'ord khoob*". Every Dukhi is a chanter, but appointed chanters and musicians earn the greatest of gratitude from their clan, as instrumentalists and lead chanters add that extra flavor to festivities and social events. [Click here for some common chants and music.](#)

Ritual Masters are upholders of these traditions and perform or assist in these ceremonies to help their kin not to stray away from the Dukhi paths. They also serve as mentors and give guidance to their clan members in moral, personal or eteram-related ponderings.

Dukhi Festivities (specific for Outpost Elysium 2024 run)

Dukhi festivities are many and varied. This means that Dukhi players are invited to invent their own festivities to be held during the Outpost Elysium gathering! There are some things to keep in mind:

- Make sure they align with Dukhi principles and way of life, such as being non-religious.
- If organizers find any of the designed festivities ill fitting, the players will be asked to tweak them until they fit.
- If you need ideas to get started, or any questions whether something would fit, send the organizers a message!

That being said, let the design begin!

Clan Entertainment: Each clan will design 1-2 celebrative elements, such as song or dance, games or rituals. These are meant to be simple to participate in, in one way or another, and should somewhat reflect the clan and/or Dukhi as a whole. These entertainments will be divided during the evenings so that each clan gets to show off, be it charades, chanting or cha cha.

Love Celebration: Any who want to help create the Love Celebration ritual is invited to do so. It is a secular ritual, and its purpose is to celebrate the love between two or more people, simultaneously holding the door open for love between more people, since Dukhi culture is mostly polyamorous. Let us know if you want to participate in creating the ritual, or participating in one using info@outpostelysium.com !

Matriarchy

Dukhi matriarchy is not a reversed patriarchy. In history, men have over and over again unveiled their hunger for pride, power and violence. The statistics don't lie. To get a different result than yet another Great Calamity, we must try new ways.

Dukhi historians agree that one common thing caused the many years of fighting before the people united. The clans led by men perished early in the fighting. The clans led by women managed to navigate the bloody years much more efficiently.

The lesson the Dukhi drew from this was that the women of the clans had proven themselves superior leaders. Thus the new society that emerged from the unification of the people was a matriarchy. Since then every woman is a hoya, a born matriarch. All Dukhi are equal. Men are just not fit to rule, because of their inclination towards pride and power. *Off game this means that male characters do not question their hoyas wisdom even if they think they have a better idea. Make suggestions or speak the **gap award**, but do not openly undermine the hoyas authority.*

A hoya leads with compassion and respect and listens in on different views. Crucial decisions are made with a clan vote. In other situations that demand swiftness, the Dukhi relies on best practices and training. There is of course no debate on how to go about things in a combat situation. After the battle you evaluate and learn from the experience.

In every family there is one First Hoya. The other hoyas may assist with expertise in other areas, ex military strategy, diplomacy, trade and welfare. They can also be Hoya in training, assisting the First Hoya with what's needed.

The Clan and The People

*"To die for glory or power weighs light as a feather
To die for your people weighs as heavy as a rock."*

The Dukhi aims for the common good, even when it demands setting aside your personal gains and opinions.

A group of 5-15 Dukhi is your chosen or designated Tribe or Family. This can be temporary to perform a task or expedition, or more permanent to perform work at home. Several families live in a village, settlement or outpost and thus form an entity from their living or working conditions.

Loyalty. The three Clans live in different regions and differ from each other by traditions and cultural expressions, but when it all comes down to it, the Dukhi people are one. A desert Dukhi would trust a mountain Dukhi with their life.

Honesty. Within the clan and the people you keep no secrets to your kin. You speak your mind without shame or hidden agenda. You don't fear that you will be judged. If you are criticized, it is out of good will.

Relations and Families

Partners. Most Dukhi choose polyamory. Monogamy is rare. A woman often has children with several men, and who knows how many children a man has sired. No one keeps count and every child is welcome. Dukhi clans and communities help raise Dukhi children. Men are traditionally caretakers and teachers. After birth, women soon return to their duties. Dukhi men step in to nurture children during the first few years of life. After that it is different in every family. The child is always the responsibility of the entire Dukhi clan.

Family. Families are made up of all different kinds of constellations across genders. Limiting love and relations without rational arguments is not the Dukhi way. There are marriages/love celebrations, when two or more people choose to be official partners (*"we agree to love each other the most until the day we don't"*).

Friends. The love for friends or fellow Dukhi can be as strong as the love for a romantic partner, only different. Jealousy is a prideful and negative emotion that most Dukhi find preposterous and *baad eteram*. Dukhi are straightforward and brutally honest when it comes to giving and receiving compliments, sexuality and relations.

Death

"Badi khoob, award khoob, moord khoob."
Live well, fight well, die well.

Death is just the end of life. There is no afterlife. There is no fate. There are no martyrs. The loss of a good person's life is a great waste for everybody.

Economy

“Kulu iyada, nenada anega”

Roughly translated “Everything for everyone, nothing for ourselves”

Without the family or the clan, you are nothing. The chances of survival without the collective clan are slim, close to none. There is no point gathering individual wealth. Should it happen, the individualist would have to face the music and stand without the support of their family and clan. But the Dukhi are also pragmatic. Every Dukhi individual, family or settlement can expediently keep enough caps and resources for their current mission or task at hand. Caps are only used in Dukhi homelands for token/symbolic payments or small transactions. Gambling with small amounts of caps is no big deal. Gambling with vital resources is on the other hand strictly off limits.

Geography and Government

Regions. The Dukhi Homelands include three regions: Sapphire Mountain in the north, the Long River to the south, and the Scorching Sands to the west. Each region has a major town, ten medium-sized settlements, and around fifty smaller villages. The clans are subdivided into smaller tribes and families, each residing in specific areas.

Clan Hoyas. The Clan Hoyas present at the larp Outpost Elysium *are not the* highest-ranking members in the Matriarch Council, known as the First Hoyas. The Clan Hoyas lead their clan envoys during the Spring Festivities. They deserve respect but have no authority over the whole of their main clan

The Matriarch Council. The three clans each elect three hoyas and one gap award each to attend the matriarch councils that oversee the Dukhi homeland relations. The clans and the settlements in their territories are autonomous but heavily interlinked and dependent. It's not uncommon that the First Hoyas have different views on several issues, and hard compromises have to be made.

Utopian. Dukhis aims to be better and evolve by a systematic and curious trial and error, both on individual and collective level. Although clearly not flawless, the Dukhi consider their own society and culture the best available at this moment. Most Dukhis are content and there are no internal revolts.

Conflict Resolution

Dukhi diplomacy. To let go of their violent past the Dukhi had to develop new mechanisms to solve conflicts that had otherwise escalated into shootouts, skirmishes and eventually war. The most common way to solve conflicts is of course to sit down, talk things through and compromise. These talks can be lengthy and often be combined with chai drinking or communal meals with the family or whole clan. It is however mandatory to actually sit down during these talks. To stand up is a sign of haste or impatience.

Board Game.

When verbal diplomacy is not viable or has failed, the counterparties can play the game of “*Habr Award et Habr Nabbad*”. It is also played for moral and history education, entertainment or gambling for small amounts of caps.

Playing for resolution. If the purpose is to solve an actual conflict, the terms are negotiated beforehand. You decide first what will happen if a party wins and how many rounds of the game that will be played to conclude the result. The larger the conflict, the more rounds are “needed”. It's not uncommon to play 10 rounds over several days to solve a minor conflict. When the score is settled, both parties respect the outcome. Thus avoiding irrational and unnecessary bloodshed.

Habr Award (Clan Wars). This variation is a strategy game of brutal violence, destruction and suffering. Two or three warlords are fighting to gain the higher ground, trap their enemies and deplete their homes and resources. Only one player can win. [Read rules here.](#)

Stick Fighting. Although dangerous and often with serious injuries as outcome, the ceremony of friendly stick fighting - “*Tahib Sahib*” - is not lethal. The parties negotiate the terms beforehand the same way as in the Board Game case. [Read rules and background here.](#)

Language - Af Dukhi

The language, af Dukhi, consists of a glossary with no more than 25-30 words! It is easy and fun to learn. If this is impossible for you to handle, don't sweat. You will do just fine anyway. Just smile, repeat after other players and play along!

Af Dukhi is about creating an illusion, not about using correct grammar. If you lack words, make it up as you go along. Speak gibberish and let your fellow Dukhis translate. Don't expect that other Dukhis actually understand what you are actually saying. But let's all pretend we do!

Refrain from speaking modern Arabic, even if you know words like hello, goodbye, good luck etc! If visitors approach you with a “Salam Alaikum” just explain that this is the old language and be curious where they have heard this. Then take a minute to teach your new friend the proper way to greet a Dukhi.

[Here is the link to the Af Dukhi glossary.](#)

The Three Clans - differences

Over time, the three clans have evolved some distinct differences. This content is the same as [on the website here](#) and in [the moodboard here](#).

The Long River Clan

Politics. The Long River Clan thrives along riverbanks, cultivating their villages amidst the flowing waters, deltas, and oases, dedicated to food production and science. Mostly farmers and philosophers, they espouse a liberal and tolerant political ideology, valuing diplomacy, exploration of new ideas, and extensive discussions. Food production, clean water and education are the main resources.

Culture. Solving conflicts involves endless discussions and talks, reflecting their commitment to dialogue and negotiation as problem-solving tools. Artists, musicians and chanters are highly valued.

Visuals. They adorn themselves in cool hues of aquamarine and tones of green, reflecting the tranquil waters and the flourishing delta. Flowing fabrics and fluid designs emulate the gentle currents, creating garments that allow for ease of movement and comfort. Adornments may include river-worn stones, shells, or jewelry inspired by aquatic life. Their apparel and gear are more delicate, patterned and lively coloured than the other clans. Long River Clan wear the deep blue cloth as a hood and use the three river face paint in blue. [See Pinterest Board here.](#)

LARP THEMES:

Cultural Exploration and Diplomacy. Embracing diversity, exploring new ideas, and engaging in diplomatic relations with other groups.

Philosophy and Change. Delving into philosophical discussions about change, progress, and the evolution of their society.

Sustainable Growth and Expansion. Explore how the clan spreads its culture and ideas to other societies, clans or settlements.

Verbal Negotiation and Pragmatism. Engaging in lengthy discussions and negotiations as a means of resolving conflicts and making decisions.

Scorching Sands Clan

Politics. The desert clan thrives in the arid deserts and dunes, embracing harsh conditions as their way of life. They are a blend of merchants and fierce fighters, valuing activity, cooperation for survival, and an expansionist mindset, particularly through military prowess. Oil, scrap metals, and ancient tech parts are their main income.

Culture. Minor conflicts find resolution through a practice called “tahib sahib”, non-lethal friendly stick fights. Love is expressed through massages, often delivered with a touch of intensity. Their storytelling customs center around weird tales, culminating in a tradition where everyone applauds at the tale’s conclusion, fostering a shared sense of community and entertainment.

Visuals. In the sun-scorched expanses of the wastelands, this clan dons earthy tones of ochre and sandy beige. Loose, practical fabrics that protect against the harsh elements. Details might incorporate desert gems, mirroring the glinting sunlight. Adorned with face paint symbolizing the scorching sun. Bright/pale blue scarves used as head coverings offer both protection and a sense of identity amidst the relentless winds. [See Pinterest Board here.](#)

LARP THEMES

Adaptation and Endurance. Focus on how to survive and thrive in the harsh desert conditions, emphasizing adaptability and resilience.

Conflict and Expansion. Exploring the balance between cooperation for survival and the desire to expand through military means.

Tradition vs. Innovation. Wrestling with the tension between preserving traditional ways and embracing new ideas for survival and growth.

Conflict Resolution. Encourage conflict resolution without resorting to lethal violence, using friendly stick fights as a cultural practice.

Sapphire Mountain Clan

Politics. The mountain clan dwells between rocky mountains and secluded valleys in the north. Their ideology revolves around loyalty to the Dukhi traditions, advocating isolationism and a conservative stance against change. Severely affected by The Great War, they are focusing on safeguarding and home security, rather than risking further warfare. This clan harbors prejudice against mutants, robots, or even strangers, fostering an insular attitude to protect their people and preserve their way of life. Mining, energy and tech science are the main assets.

Culture. The cultural life of the staunch mountain dwellers can seem contradictory for an outsider. Stories are told from a personal experience. Art and music are putting your innermost emotions on display. Love is expressed with prolonged eye contact. Minor conflicts find resolution through the board game *"Habr Award et Habr Nabbad"*.

Visuals. Adorned in dark blue mountain face paint and clad in shades of dark grey and blue-grays reminiscent of the rugged stones that surround them. Their garments feature sturdy weaves and intricate patterns inspired by the fissures found in their rocky homeland. Accessories include polished stones, while practical and durable materials are a must in the harsh life amidst the rocky crags. They most often wear the dark blue cloth as a scarf. [See Pinterest Board here.](#)

LARP THEMES

Tradition and Isolation. Upholding and defending traditional values and customs. Focusing on the security of the clan, even if it means isolating themselves.

Loyalty and Resistance to Change: Explore the tensions between loyalty to tradition and resistance to adapt to new circumstances.

Defensive Strategies and Prejudice. Address defensive strategies against external threats and the prejudice against the unknown: mutants, AI, robots or just any strangers.

Sacrifice for Security. Examine the theme of sacrifice for the greater good and preservation of the clan's traditions and welfare. Will they make the same sacrifice if given a choice?

The Looks

Each clan has a distinct look reflecting their habitat and living conditions. Have a look at your clan's moodboard as well as Pinterest. Depending on their occupation or assignment, Dukhi wear different clothes and gear.

There is one thing common for all Dukhi. The long and blue piece of cloth. Every clan has a specific tone of blue as well as a preferred way to use it.

What to avoid:

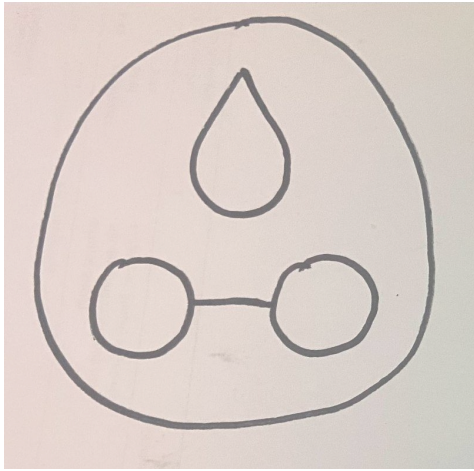
- shemaghs (aka Palestine scarf).
- clothes that are usually associated with modern day existing cultures.
- very colorful clothes
- random "ethnic" clothes and gear.
- camo patterns
- boho/Burning Man outfits

Distressing

Distressing is mandatory without excuses. If you show up at the larp in a spotless white shirt or sneakers we might send you home. There are tons of videos, tutorials and posts on how to distress your costume and gear. Just google it.

Symbols

The dukhi symbol is connected to the concept of Gap Award (Voice of Conflict). When two or more dukhis agree (the dots), the third (the drop) will try the strength of their argument by disagreeing. The drop will try to break the line between the dots.



Questions

Bring your questions to [the fb page Outpost Elysium here](#), or if you need to get private, by email here info@outpostelysium.com