

The Shadow Club:

The Shadow Club sits on the forefront of the main street of this section of the city. It has subdued lighting with UV lights providing strange effects upon its external features. The front has very little detail, punctured only by a single portal, draped in shadow. If visitors are brave enough to enter the shadow they will be greeted by 2 doors which will open as they approach.

Within the club, a normal person (i.e. non-Force User) they will see a square room around ten meters in width and length with a series of booths and tables, all shrouded in darkness. Towards the rear of room there is the bar. The interior of the venue is rather bland and dark, very little detail can be seen. If the visitor ventures to the bar they will be greeted by a pair of rather striking Sephi twins. Sela and Rela Alor and Arla and Orlar Relar, these four stunning ladies are well known for the polite and pleasant manner and will accommodate their guests as much as possible.

For Members of Arcona who are Shadesworn and Knight or above, the experience is significantly different.

The Shadow Bar is a Force-disguised front for a private recreation area and armoury, accessible only to those who have proven themselves to Arcona and are force sensitive.

To a Shadesworn, the street front of the bar is a shadowy beacon of darkness, and looks very much the same as it would to any other person viewing it. It is within that the differences appear.

Once through the portal the Sephi twins are able to identify those who are among the Shadesworn are able to see the true interior. The inside of the space has a similar structure, tables in the centre, shadowy booths to the outside, however next to the bar, on what to others looks like a blank wall, is a door. The Shadesworn can approach this door and place their hand upon it, sensors within the door will recognize the biometric information of the members and grant them access to what lies beyond. Should anyone attempt to force entry into the area, the four Sephi are more than equipped to protect the area, being trained in both lightsaber and blaster weapons and holding the equivalent rank of EQ3.

Once beyond the hidden door the member will enter the true area. A long, brightly lit and decorated corridor, which runs for around ten meters until it branches off into two shorter corridors each ending in a door.

The left door leads into a luxury Bar and club, serving the finest Lum and Liquor from the furthest reaches of the Galaxy. The finest furnishings adorn this area, with seating and booths for all who enter. The bar also serves fabulous food, with a trio of chefs from Coruscant and Corellia. The room is an oval shape, with booths around the outside of the room. The Bar is situated in the centre of the room with tables filling the spaces.

The right door leads to a shop containing weapons ranging from simple to exotic. Within the shop are racks upon racks of weapons ranging from DI-44 blasters to slug rifles and Vibro Pikes. The racks are covered in a pseudo gold surface, and have luscious purple fabrics providing a cushioned base for the various weapons that are being displayed. The weapons are graciously provided via the clan's links to Sang Industries and other similar businesses, within the store, members are able to purchase weapons, have custom work carried out by the clan's in house specialists, including the masked mystery known as Rins'zler and even get completely new weapons crafted from scratch. All of this comes at a price, but Shadesworn are always given the best service and the best deals.

The decor within the secret area is very much attuned to the style of the clan, Greys, Purples and blacks, mixed with hues of blue and red. The lighting is provided by a multitude of glow lamps and fittings. The floor is crafted from the finest wood, lacquered and polished. The internal doors are crafted from locally cut marbled stone, and moved by some of the finest hydraulic systems available, even with their great weight, the doors open and close silently.