

Near the forest:

Temperate to high-desert feel, depending on region. Clothing focus is relatively loose and flowing. Clothing skews towards sumerian, egyptian, and greek-but with a good helping of traditional “fantasy” garb. Adventure/guards more generalized. Leathers, metals, and magitech. Hodgepodge.

--Reference: Miyazaki work, esp. Civilian clothing from Nausicca.

More interior farming classes:

Western rainforest feel, more traditional “pastoral” areas.

Mix of European clothing, Chinese/Japanese and traditional fantasy garb.

Larger cities (and the wealthy-to-rich):

Victorian style clothing and more modern styles, mixed with eastern flares.

Special purposes:

--Collective agents: Victorian, black, etc.

--Outsiders: minimal clothing, Indian, tribal.