

- Khacari Megadoc -

Other documentation

- ❖ Religion & Philosophy (WIP)
- ❖ Language & Script (todo)

Note:

All CA/refs found here taken from sources other than mine are placeholders, but they should convey the general idea fairly accurately.

Overview

Khacari is planned to be the first area of my future open-world RPG game, taking inspiration from games like TES3: Morrowind, Gothic, Arcanum, Dishonored and Mount & Blade.

Khacari is a fairly small island, south of a bigger island nearby called Kaer.

Both Khacari and the southern coast of Kaer are home to erds, an old race deeply connected to magic and their tradition.

Many erd mages are studying the paths of their ancestors, including art of levitation that is largely forgotten outside.

Khacari is considered a capital for the Temple of the Wheel, major religious entity erdic civilisation is faithful to.

The political capital is split between Roda (on Khacari) and Bristeldir (on Kaer), with the latter being more frequently considered as such.

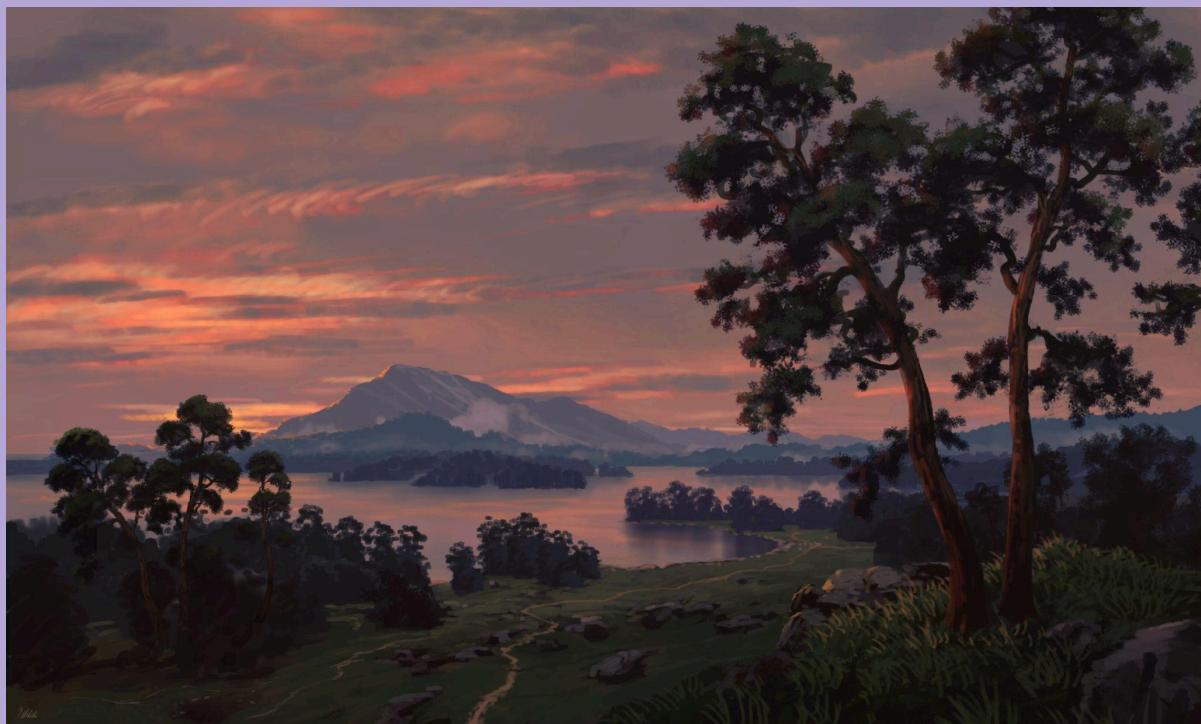




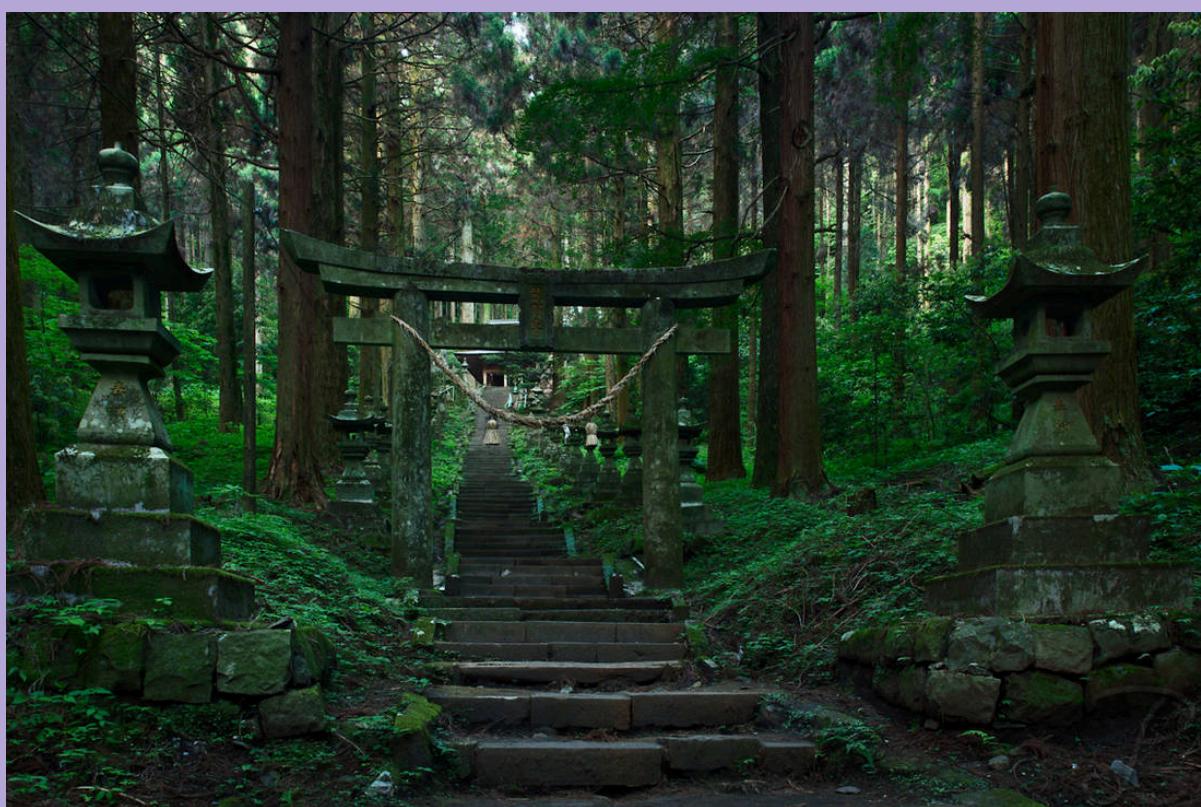
Khacari on the Baedor universe map (WIP) - with Kaer island on the north and Arennan island on the south.

Landscape

Khacari can be considered to have a humid subtropical climate, with two small mountain ranges covering the Roda bay.



In many ways, trees and bushes are the main characteristic feature of Khacari island. A lot of places are densely populated with them, creating cosy, tight areas filled with nature reigning over.







© Nelleke Pieters



With dense forest areas though, there are also almost as frequent meadows and places where trees are grouped into small packs - letting the land breathe with grassy fields. They are rarely large (this mostly happens to the civilised areas where land is cleared for farms) but appear often as a break between more tight areas.



That said, there are also places with little to no trees, specifically on the northern coast, east of the mountain holding Roda's palace.

While it is a fairly small area, it has places entirely devoid of bigger flora, evolving into sparse tree distribution the further south it is - and to dive into meadows and denser forests at the end of transition.



On both the east-northern and east-southern coast, there are also ruins of old buildings built by the ancient erdic clan, Sain. The northern side has more monumental, military ruins of strongholds and towers, while the southern part contains the ruined town of Anoltan and only single defence structures.



Nature

Flora

Khacari is very colourful not only by erdic culture and architecture embracing this motif, but also because of the environment having diverse and beautiful colours throughout all seasons.

Most common colour palette in flora is red and sunset orange, making a lot of the island feel like it's eternally autumn there.

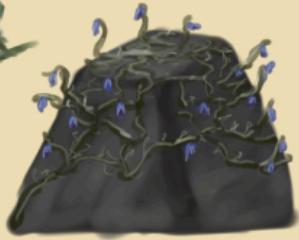


However, Khacari flora also has a lot of brighter accents, using creamy white and purple/cyan sparingly - in most cases for flowers and fruits, and quite often in areas which are closer to the water (ponds, lakes, rivers).

Lovers
Rafflesia



Honeydrop



Jade Rain



Lotus
Poppy







Fauna

Khacari is fairly rich in animals and creatures, counting some endemic to their environment like akhad and [unnamed carnivores].

Akhad is a semi-sacred animal for erds, despite them killing akhads from time to time – the whole process of taking care of birth and death cycle is considered a ritual and relation erds have with those animals. Ivory produced from that was meant to be considered rare and blessed.

That changed however with Baedoorn Empire occupation, when baedoornians diminished heavily akhad population, not respecting the traditional killing principles of erds and the balance that it tried to keep.

This not only cheapened the price of akhad's ivory, but also shook the core belief, making one of the reasons erds still think

of occupation times as hostile. The akhad population struggles to this day.

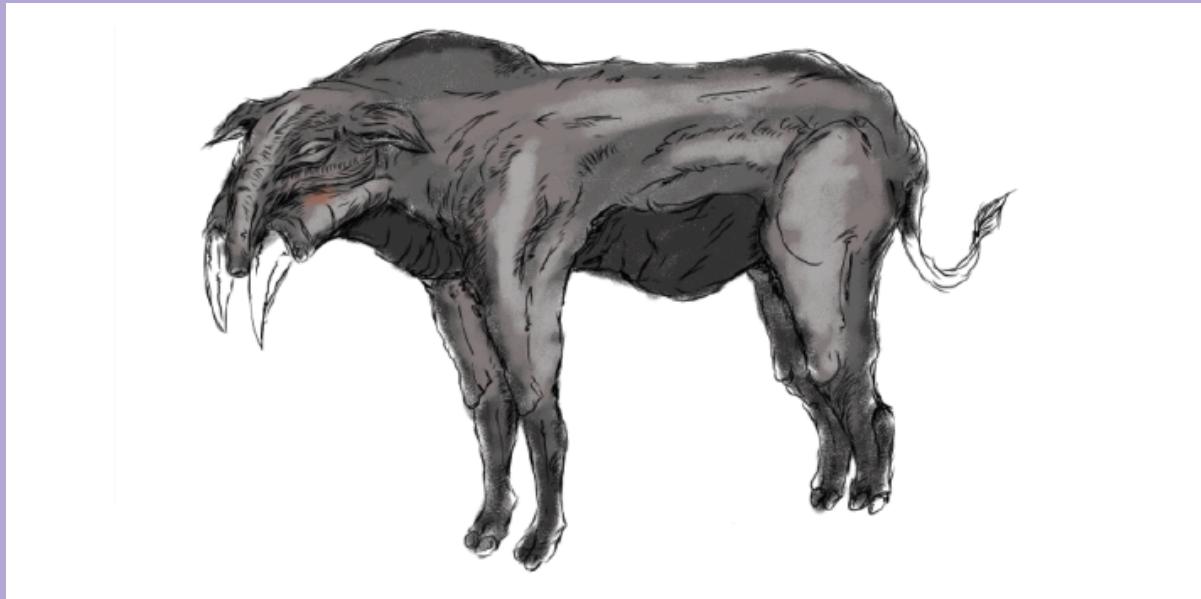
Akhad is similar to nix-hound in TES3 setting, however it does share more similarities to normal creatures in body details, and the antennas are replaced with ivory tusks. It is a herbivore creature and only defends itself when attacked.



[Unnamed carnivore] is similar to wolf, as it hunts in packs, has grey skin and is also quite fast. It also has small tusks. All those features make it quite a dangerous species.

It is hunted by erds both because of danger they provide and because of them killing akhads - [carnivore] hunts are a way to keep akhad population stable. Those creatures do not have edible meat.

MH's concept for tapirhound is a surprisingly great depiction of features [unnamed carnivore] should have, with obviously some details that would need to change to not make it too similar and closer to wolf-like shape.



Other creatures living on Khacari count animals such as lizards, various small creatures (including wild ones, as well as domesticated, like cats) and birds.

Animals tend to be more colourful the more they avoid land (so birds and fishes) and more fitting to the environment with land creatures (akhads are similar to terrain, lizards to stones, etc.). It's worth mentioning that with diverse colours of landscape, so is the fauna – lizards could have varieties that are more stoney in colour, but also there are variants that are more colourful living near bodies of water.





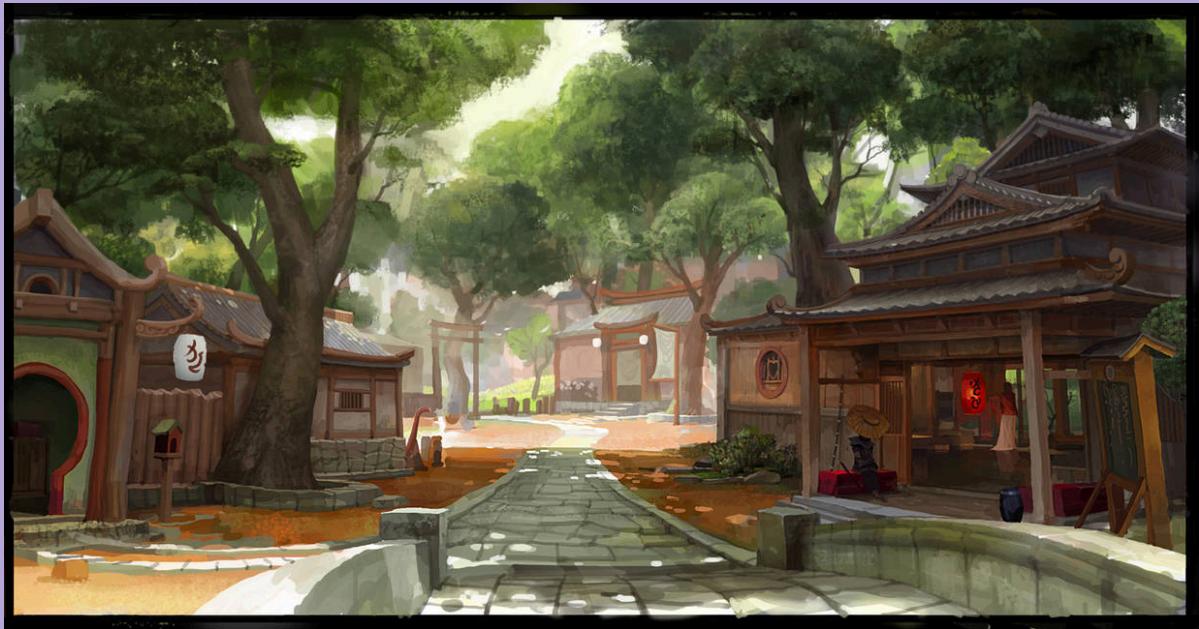
Architecture

Khacari architecture is built in two styles - the ancient, stone-based, whitish style of Sain clan, and prevailing colourful one made from a variety of lighter materials mixed together.

Universal style (common)

Erdic common architecture is built in a way that loosely reminds Chinese/Japanese architecture, however I'd like to emphasise that it's only the base from which inspiration should be drawn. Erdic buildings should retain fairly simple, yet ornamental wall designs - as well as similar shapes emphasising rounded elements in otherwise more cubical general look.

Roofs should not have this typical oriental decorations - they can have some patterned textures, but no curvy endings. Similarly, roundish shapes should be more visible in details than whole construction elements - I think the second row of images is almost a perfect visualisation of what I imagine erdic architecture to be.





Those typical Japanese depictions however bring a colour palette that should be familiar to erdic architecture – there should be a heavy load of cream white, cream red and orange, with frequent touches of stronger red, green, blue and yellowish tones.

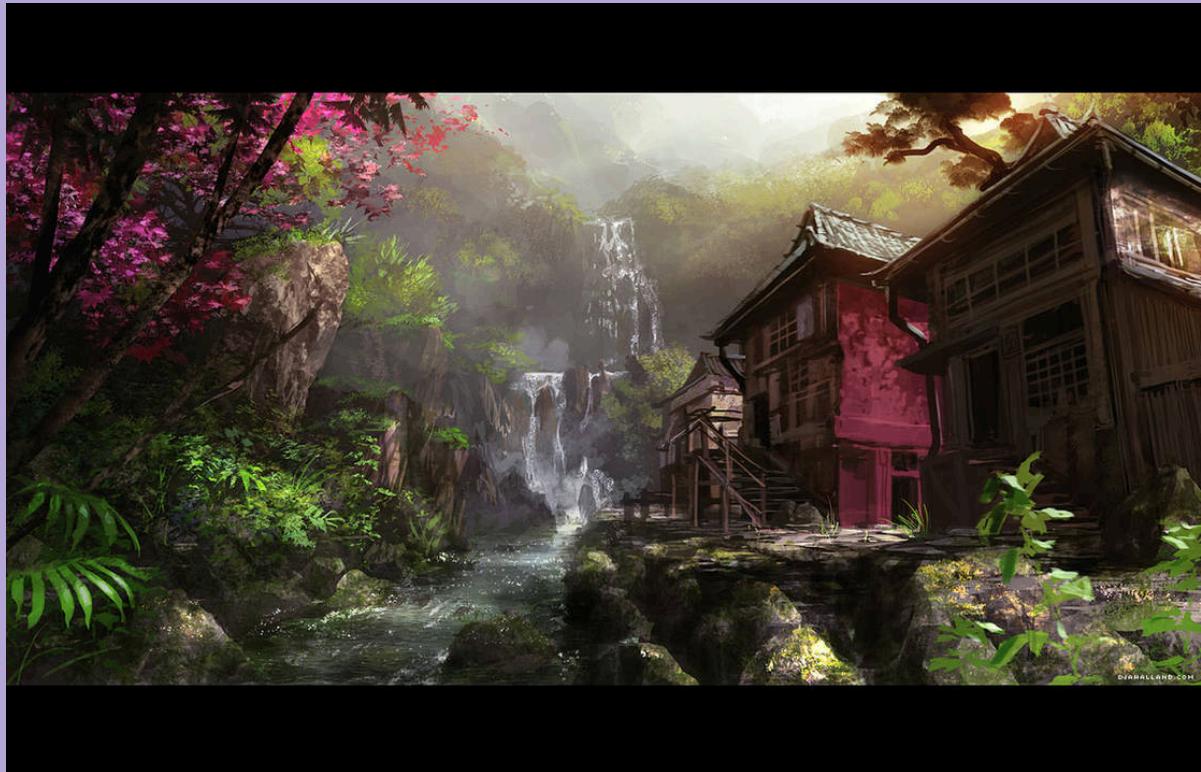
In game, there can be separation between poor and middle-class/lower rich sets – if there was a concept that would put good thought into differences between them that wouldn't ridicule the idea of a poor class being entirely devoid of decorative elements, I'd be in favour of that.



Balconies are a very important part of this set, and can be found frequently, separating the exterior part of the house from outside. They are usually roofed, similarly to the top ones depicted here:



This is also such a good reference for overall aesthetics – both landscape and building colours are so much what I imagine Roda's western district to be (or village on that matter, even though those would be on Kaer side):



There's also amazing concept art that probably heavily affected (albeit unconsciously) my vision for erdic architecture - while certain tropes are different for them obviously, the vibrant roof colour/creamy walls, elaborate decorative pieces in railings and shapes is a very fitting mix that could be brought over to Khacari.

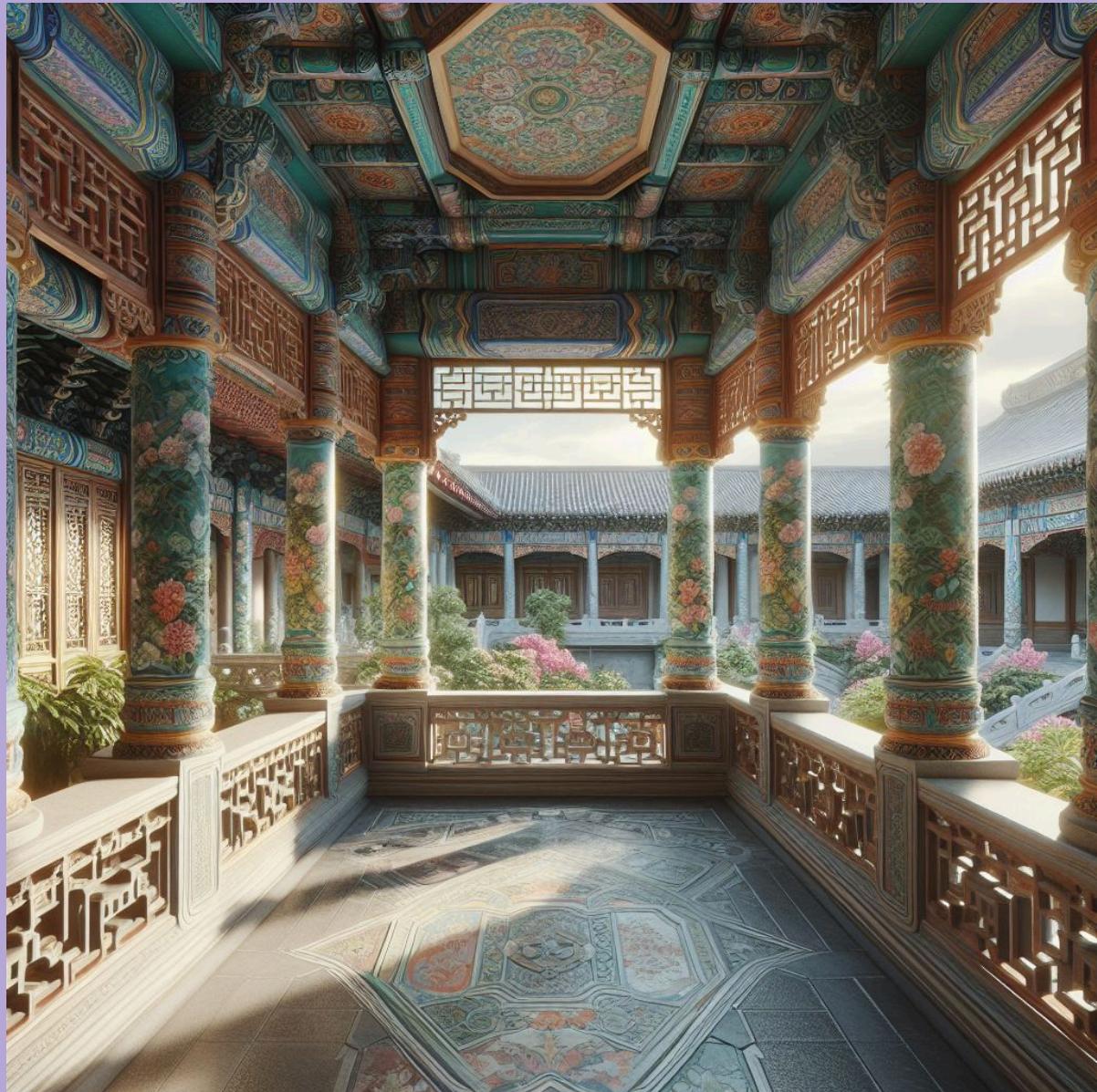


Universal style (palace/temple)

In the same vein as common universal style, heavily rich and religious buildings are made – using similar categories of materials, just usually putting richer designs or more expensive wood.

The distinctive features of rich universal style is that balconies can feature much thinner, painted or carved pillars, as well as railings and decorative framing.

I'm quite irritated that there's actually an AI piece that shows it so well, but sadly couldn't find any reference as close to my imagination of those features as here (except for Summerset references in the [Ancient style section](#), though they still lack some touches the image below has).





The image below actually shows very nicely how I'd imagine structure between first floor and second floor on the exterior -

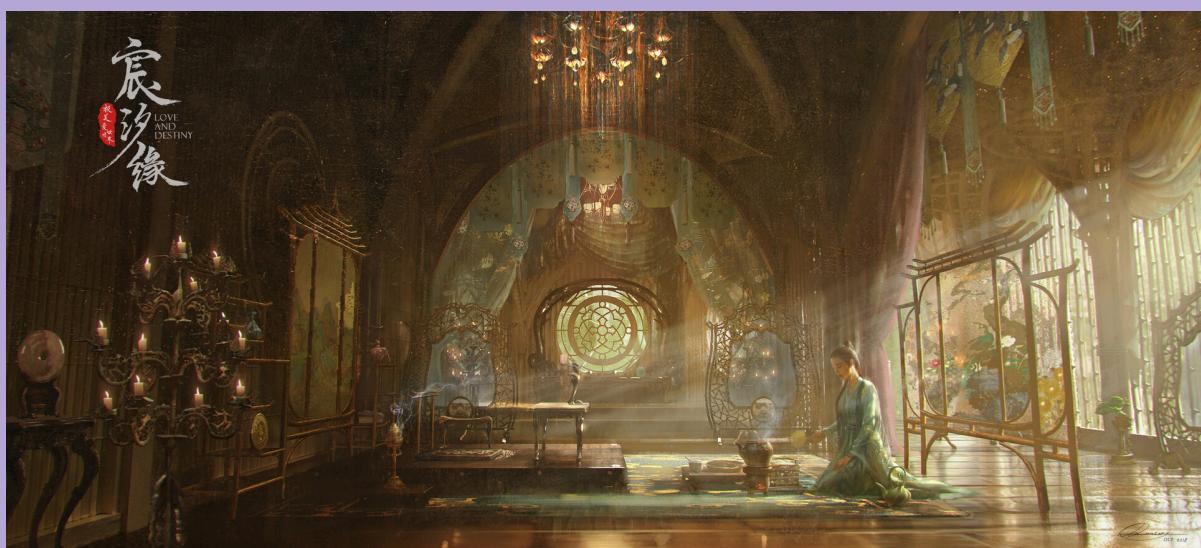
and also puts really nice reference on how I'd imagine roof to look like (both in rich and common architecture):



The interiors of rich buildings are also more decorative and – as I'd suggest taking inspiration from pieces below – should use more roundish shapes.

I'm not sure how practical it would be to actually have building shells in a more arched style (as those would clash with an exterior shell still following a fairly cubic shape), but those circular windows are amazing and they could really pop in the design, if made like that.

Bonus points for having Myst III game reference (see third photo below).



Ancient style (Sain)

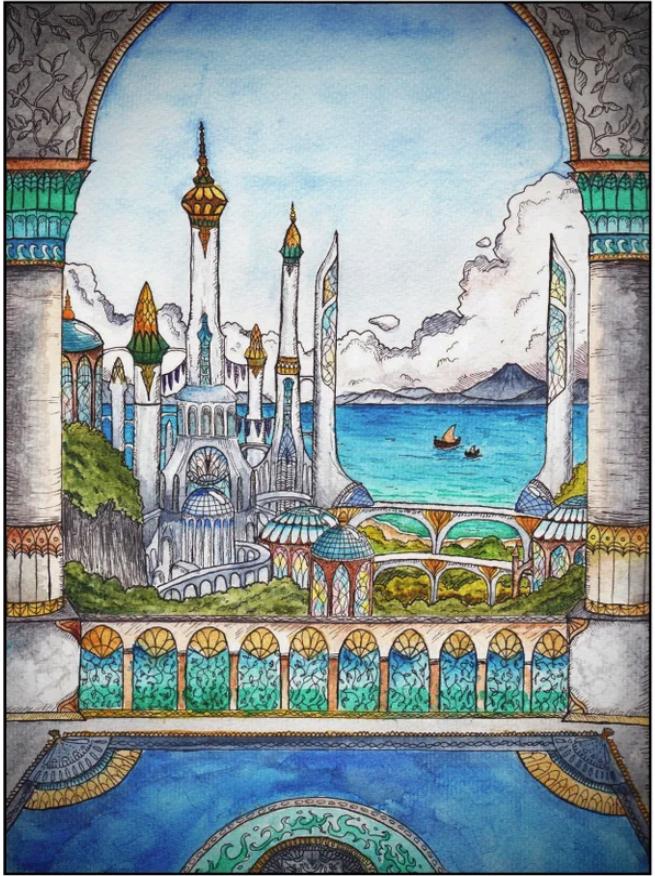
Ancient style, or more precisely stone-based architecture built by the old Sain clan, would be seen on Khacari mostly in the form of ruins - dotting the northern and southern coast, as well as a bit of Kaer when we get there.

That said, there is one place where ancient style is visible to this day, and this place is University of Illusion - one of the oldest universities still standing in the universe, and also one of the most important places for erdic culture.

There are three main features of ancient style that make it differ from universal one - first one is the use of stone, and heavy use of it to be precise.

The reasoning behind this is that the Sain clan was a militaristic one, so they focused on fortifications and defence primarily - the architecture followed that mindset.

Over the years however, the style evolved, and this era let the buildings like University appear - being much more decorative and using way more decals - third image below is a very nice presentation on how twisted shapes could be introduced into Sain architecture.







“Tree of Hope” by Philipp Soma Urlich

Dominant colour of Sain style was white and light cream, as this held the meaning lost in time for the clan and erdic culture of that era.

However, the insides of those buildings were much more colourful and followed similar richness as current architecture does. In the University of Illusion, whitish rooms have floors made out of blue, jade and teal stones.





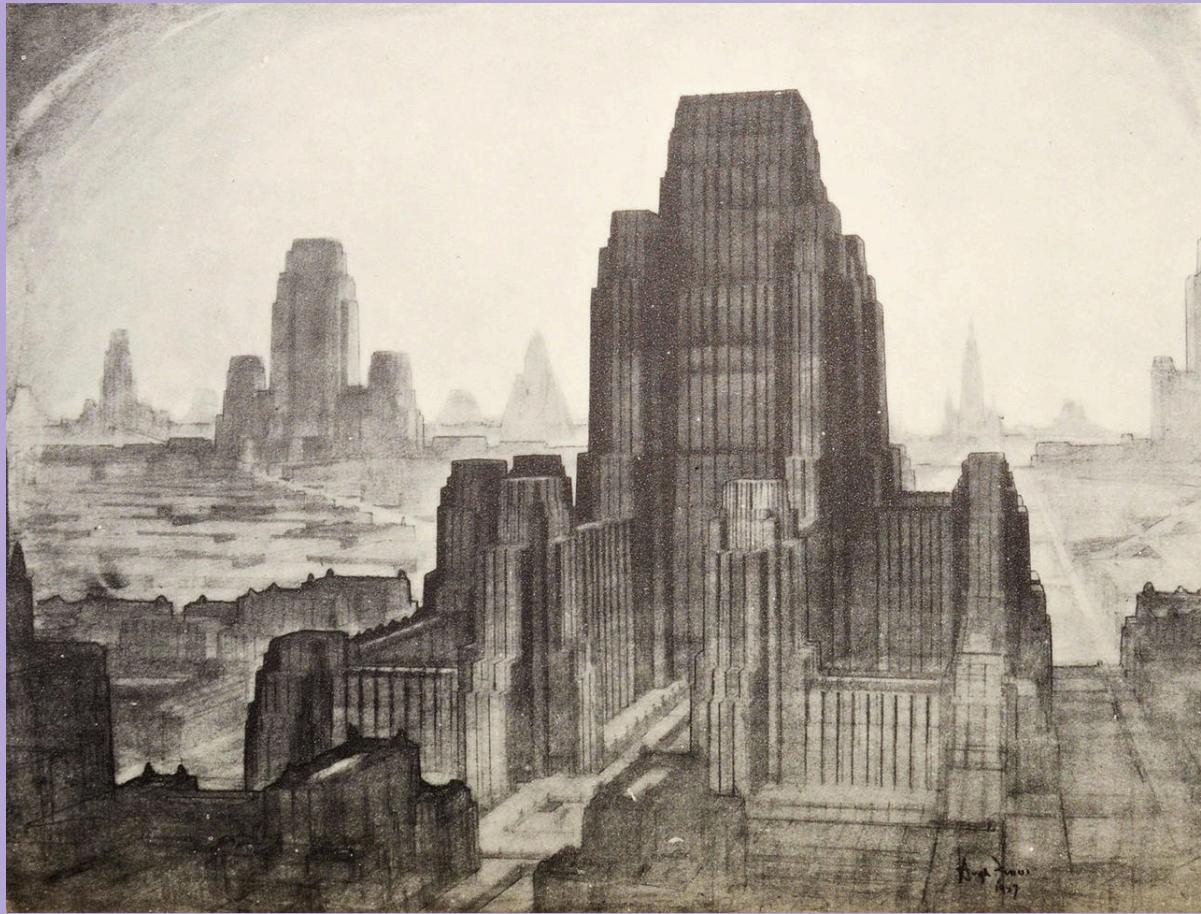
The general shape of University of Illusion isn't exactly set in stone - I imagined it for the whole time to be very elven in style (see the towers above) but over time I do hesitate more and more on how to approach this - elven style does feel too different from what the other architecture style bring.
Therefore I do lean towards more monolithic, yet still monumental style, with possibly some inspirations taken from art deco and brutalist architecture?



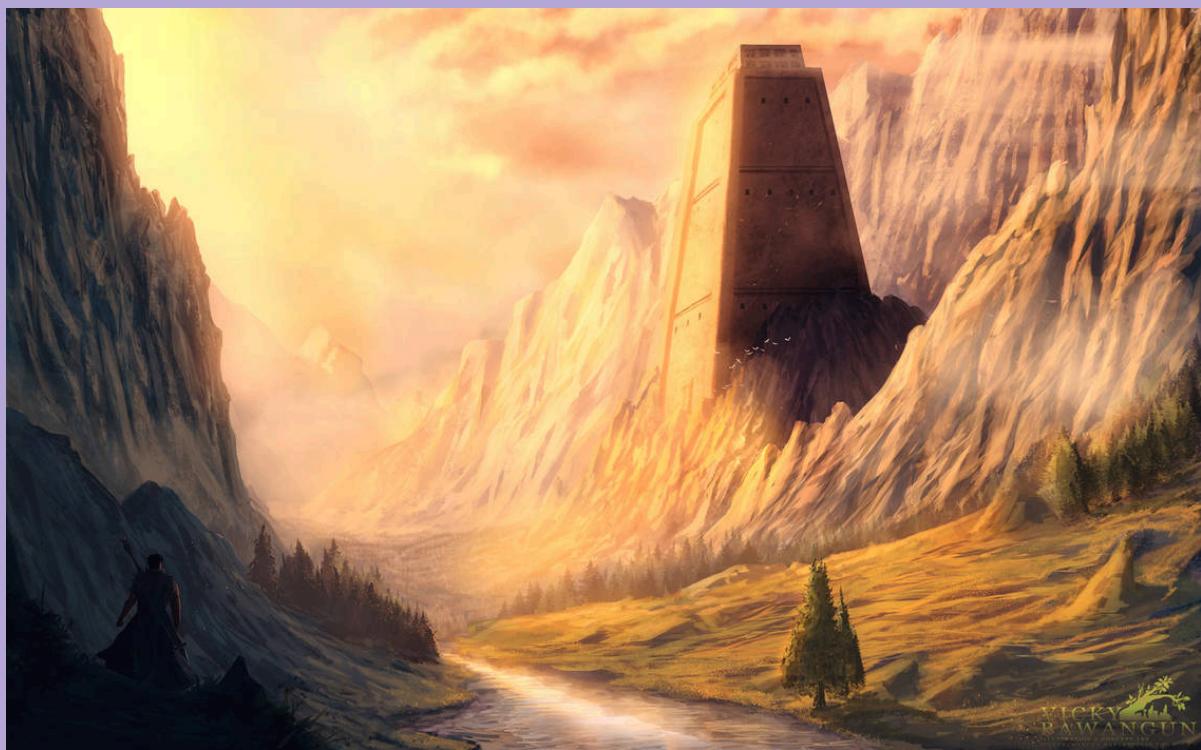


KING'S TREASURE

02



The ancient fortification architecture I started to envision look like this:



And something that I'd say gives great "transition" between brutalist Sain blocks of stone and more decorative/elen (but not yet) style is that piece - featuring plenty of interesting visual features of earlier universal style, but built in less typical-fantasy-trope way:



Society

Khacari is inhabited primarily by erdic natives - they cover around 80-85% of its population.

Remaining races living on Khacari are baedorians (being biggest minority, but still fairly small) due to their occupation few centuries ago, and then kehts, kaerians, saphtri and ormaths. Every other race (voitri, ett, latoka, pahtri, mesinpean, [proto-ormaths], [apes]) are basically non-existent - though there can be one or two individuals somewhere from each race, if the population in game becomes big enough and race asset for them will be done before the release.

The language spoken is primarily erdis, with its alphabet and script, and other languages being only seen in interiors of foreigners and their items.

The dominating religion of Khacari is erdic philosophy of the Garden, with secular interpretation prevailing heavily. Theistic beliefs are often ridiculed and looked down upon.

Minor religions count Baedoorian Cult having a temple in its district, but otherwise no other faith has an established place of worship on the island.

Factions (Major)

!Temple of the Wheel

Or Garden Temple, it is the focal philosophical-religious faction of erdic culture. Takes care of burials and maintains the temple's garden.

It is also one of the main destinations of Kaer's erds who visit Khacari, and a semi-sacred area for all natives.



The Temple of the Wheel resides in forest on the western side of the bay and is walled from all sides, with a big building complex slotted almost within the forest. Around the Temple, there's a garden – maintaining it is the core purpose of the faction, as every funeral ritual buries erds inside it.

The beauty of the Temple's garden builds the symbolic link between physical reality and the ascension (death) to where all life comes back.

More on Temple of the Wheel and erdic religion in the upcoming doc.

!University of Illusion

[main scientific body of Khacari, focused primarily on magic, but has also branches related to things like physics or biology]

![Erdic Government]

![Mages Guild of Roda]

[focused on exploring past of the Khacari island, independent, connected and funded by government and UoI]

Factions (Minor)

!Baedoorian Temple

[takes care of Baedor District, is currently decaying with the area due to intentional refusal of funding from Khacari palace]

Factions (No Quests)

Various theistic sects

Theistic offshoots of Garden Temple faith, which are located on Kaer.

Khacari would not have NPCs giving you quests, but just one-two individuals that could maybe hint/sneak peek a different approach on this belief.

Cities & Settlements

!Roda

Capital of Khacari, a huge city spanning around the bay. It is built vertically onto the eastern mountain range, with Khacari Palace sitting on the third layer.

Second layer is inhabited by middle-class residents, while the lowest layer is dedicated for harbour services and poor class - it transitions slowly into poor/middle class closer to the west, with the westernmost artisan district being separated by the river from the road to Temple of the Wheel.

Parts of Roda going south are split into few districts, including Baedoor District - formerly a big district built by occupants, currently in process of decaying by lack of government funding.

!Sorin

[Small coastal village/town on northern shore - involved a bit in ship trading and exporting akhad ivory, leather and foods]

!Anoan

[Small coastal village on southern shore - entirely focused on fishing]

!Anoltan

[Ruined town of Sain clan on southern coast of Khacari - the village of Anoan was built few centuries later, referencing the old town name]

!Disanteldir



[Small town that is built to excavate metals and stone. The monumental Sain ruin reigns over the erdic buildings built around. The settlement was few times in saphtri's hands during wars, making this place fairly populated with saphtris to this day.]

!History

!Oldest Times (Pre-Era)

!Saphtri Wars

!Old Era (before occupation)

!Old Era (occupation)

!Independence & New Era

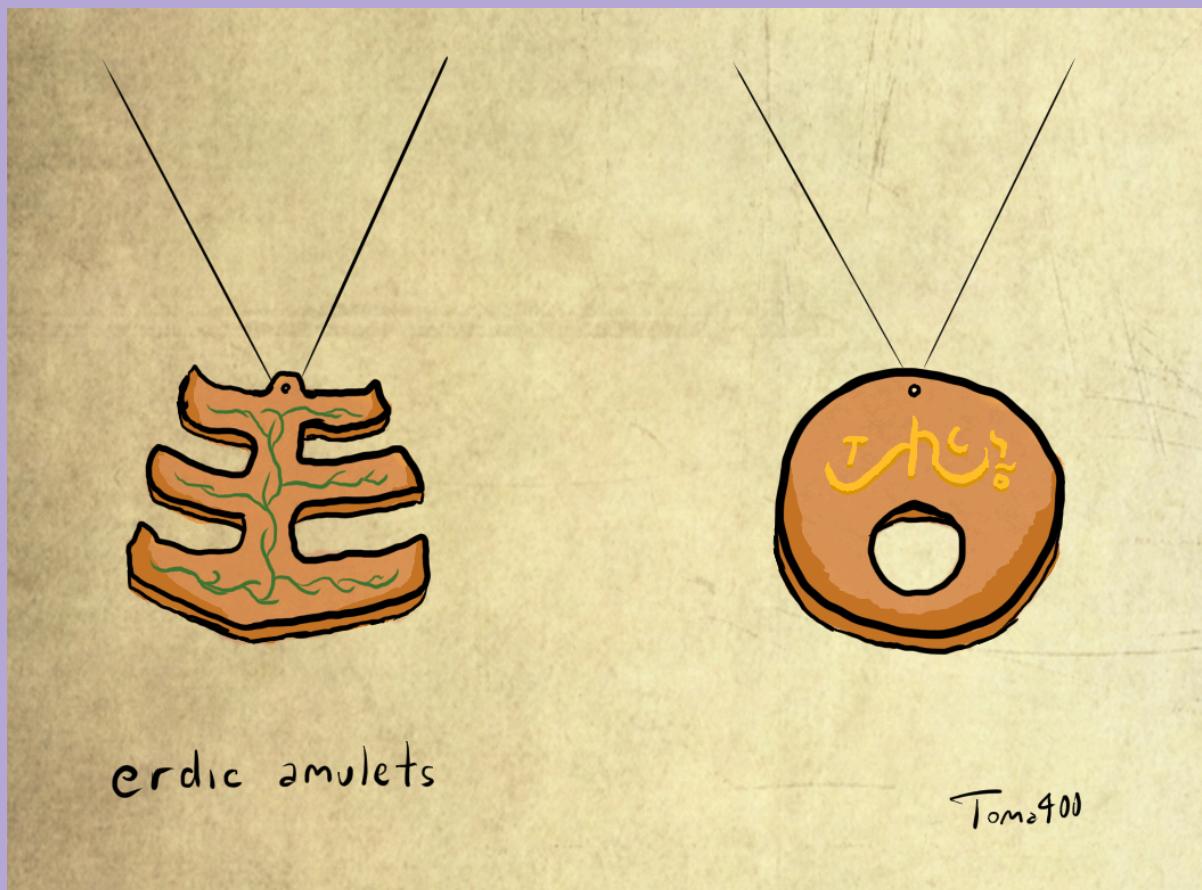
!Culture

!Traditions

!Food

!Clothing

[Will be expanded later, however I made CA for some copper amulets]



cardic amulets

Tome 400

!Religion

[Will be included separately in religion/philosophy doc]

!Symbolism

[Will be included separately in religion/philosophy doc]

!Language

[Will be included separately in language doc]

