Artist Guidelines

Animals by rarity:

- Deer (Common)
- Tortoises (Common)
- Ibexes (Common)
- Foxes (Rare)
- Lynx (Rare)
- Owls (Rare)
- Peafowls (Extremely Rare)

Is the culture based on or inspired by existing cultures or concepts?

- West Asia (e.g. Turkey, Iran and partially India)

General Style of Clothing:

- flowy cloth draped over them
- imagine sari, but less like a dress
- embroidered symbols



- very colourful

- more bright and intense colours
  - blue/green
  - yellow/gold
  - purple/red/pink

Preferred classes (sorted by rarity):

- Generally, every animal class is welcome inside this faction as long as they see magic as an expression of their cultural and spiritual identity
  - Mages (Common)
  - Healer (Common)
  - Ranger (Common)
  - Fighter (Rare)

Style of Architecture:

- Ornate palaces, domes and step-wells
- intricate carvings, geometric patterns
- vibrant mosaics with symbols
  - nature-based
  - sun/moon/star (constellations)
  - flowers
  - mosaic/geometric patterns

Main Biome (Biome that makes up the majority of their territory):



- fairly dry but warm climate (mediterranean climate - heavy rainfalls during winter, hot during summer)
- pine forests
- mountainous

Naming Conventions:

- The name of their faction is "Order of the Hearttree" (their sanctuary is called the Hearttree Sanctuary)

- every important character has a name that's connected to their "purpose" (Leader´s name is Levent - "the man from the East" or "the beautiful, clever and strong man", ...)

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