

# Table Of Contents

General Story

Archon Quest

Alhaitham's Story Quest

Parade Of Providence

Kaveh's Hangout

Possible Real Life References

- *Plato and Aristotle- An Important Parallel*
- *Egoism and Altruism, aside from other possible references to philosophy*

Food And Drink Related Facts

Details In Their Home

Rugs

Translation Related Facts

Mirrors

Serenitea Pot

Kaveh and Alhaitham's Birthdays

Observations And Other Related Facts

Fun Facts

Quotes

What Is Queer-Coding? How Does It Relate To This Topic?

In Conclusion:

Sources:

## General Story

- According to Kaveh in his hangout, Alhaitham and Kaveh met for the first time at the House of Daena. Kaveh had gone there to finish his homework, and ended up seeing Alhaitham close to a group of Haravatat scholars. They were discussing something, but Alhaitham didn't seem to want to engage in the conversations around him. Kaveh claims he looked obviously "different" from the others, and says he approached Alhaitham thinking he might have been in trouble.
- After that, they ended up growing extremely close. Kaveh described Alhaitham as his "best friend" while Alhaitham mentioned him in Character Story 4 as a friend, as well.
- Despite of how closely knit they were, things started to change once they did their first and only joint research project together. The thesis project, whose topic Kaveh had left for Alhaitham to choose, was named "Decoding the Runes and Architectural Philosophy of the Ruins of King Deshret's Civilisation" and would shine light into many of the fundamental differences between them and their worldviews, resulting in many arguments. Many of those would be caused by Kaveh's insistence in aiding the

students that couldn't keep up with the two's intellect with their workload, and Alhaitham's belief that these attempts were, ultimately, useless.

- These disputes came to a head when, at a certain point, they were the only two working on the project. Alhaitham thought Kaveh too idealistic, claiming this trait would end up being a burden on his existence one day, while Kaveh thought Alhaitham too egoistic, claiming he could be better welcomed by other people if he were to be more helpful. Alhaitham told Kaveh his altruism was naught but his inescapable sense of guilt, and Kaveh, feeling cut to the quick, said he regretted having become his friend. They parted ways.
- After this argument, Alhaitham took his name out of the thesis. Kaveh ripped it apart, then put it back together, and placed it inside his sketchbook. Kaveh claims to have sensed they would not be able to change each other by then.
- Through the years after that, they would clash in academic journals, criticizing each other's perspective. A transcript of one of these can be found in Kaveh's character story, Old Sketchbook.
- "Decoding the Runes and Architectural Philosophy of the Ruins of King Deshret's Civilization" would end up extremely successful in both a linguistic and architectural perspective, even if not finalized. Said success would eventually earn them a building offered by the Akademiya, their old research center. Kaveh would refuse it, claiming to be in no need of a place to live. Alhaitham would accept it, and turn it into a house for himself.
- Eventually, after the construction of Alcazarzaray, Kaveh would fall into debt. One day, as he was drunk in Lambad's Tavern, he would see Alhaitham there, getting a drink for himself after a long day of work, and feeling burdened by life, would unload his woes onto him. Alhaitham would listen intently, and once they were walking out of the tavern, would ask "How has realizing your ideas gone for you?" making Kaveh reflect upon the merits of his idealism, and the methods used to achieve his goals.
- After the discussion in the tavern, Kaveh and Alhaitham would come to live together. Alhaitham, in Character Story 4, claims he enjoys Kaveh's presence because he is a useful mirror- that is, he believes that having a genius with a different perspective to his own helps expand his worldviews. Meanwhile, Kaveh is convinced Alhaitham has "never done a good deed unconditionally" and therefore, plagued by guilty conscience, proactively helps in all household chores.
- According to Kaveh's hangout, they have been living together for "awhile." That's said by Kaveh upon noticing the amount of dust over the box with his mother's old belongings.

## Archon Quest

- The Sumeru Archon Quest was the first time both Kaveh and Alhaitham were introduced in official in-game content. For purposes of brevity, only mentions of both as a pair will be brought up in this document.
- The first mention of Kaveh in relation to Alhaitham was after the Traveler's indication for all members of the party involved in the rescue to get a good night's sleep. Alhaitham mentions having had "his space all for himself lately", before dismissing his own comment when inquired about it.
- After that, the two would only appear again close to the end of the Archon Quest, by the House of Daena. Kaveh, having come back from his expedition in the desert to find the nation thrown into chaos, would look for Alhaitham to get an explanation. That would result in a round of bickering that at its end, would have Kaveh walking out in disbelief to look for information himself.
- When the Traveler and Paimon go talk to Alhaitham regarding everything that happens, they ask about Kaveh. Alhaitham says that Kaveh is his roommate, and that "you could say" he's the representative for Kshahrewar scholars. The Traveler says that Kaveh didn't seem to believe a thing Alhaitham had told him, and Alhaitham says that that's exactly why he has so many problems. When his position of temporary leadership is being discussed with the Traveler, he also comments with some degree of amusement, that the first thing he will do is reject Kshahrewar's applications for funding.
- If the player chooses to interact with Alhaitham afterwards, he'll say that he is going to end up leaving soon, to avoid dealing with Kaveh. Contrary to his own words, he stays.
- There's another interaction right after that one, with Kaveh once again inquiring about what happened, doubtful of the rumors people spread about, and Alhaitham teasing him more for not having figured things out himself.
- Finally, by the end of the Archon Quest, if you interact with Alhaitham during the dinner party, he'll say that he took both keys with him when he left the house, indicating Kaveh doesn't have his own keys at hand.

## Alhaitham's Story Quest

- In Alhaitham's Story Quest, "Illusions of the Mob", after the dismantling of Siraj's hive-mind, the Traveler and Paimon ask Alhaitham for more information pertaining to said experiment. Claiming he's "off the clock", Alhaitham turns around to walk away, only to be thwarted by Paimon's frustration. After saying that she is reminding him of

someone (almost surely Kaveh), and spending some time contemplating, he invites the Traveler to his house, where he'll provide our answers.

- Upon getting into the house, Kaveh comes to the entryway, calling Alhaitham to see if a painting is straightened, now that he's back. The Traveler's presence, however, makes him surprised, and he displays concern at people knowing he lives there. Alhaitham leaves him to entertain the Traveler and Paimon as he goes to grab books related to the situation.
- When alone with the Traveler, Kaveh expresses his surprise at their presence, and at the idea of Alhaitham having other friends, since he's never brought any home with him before. They chat for a bit until Alhaitham comes back.
- Next, Kaveh would come back once Alhaitham is discussing the hive-mind situation with the Traveler and Paimon. After yet another round of bickering, Kaveh says that perhaps the whole situation could have been avoided if Alhaitham had stayed at home, and asks Alhaitham if he is okay. Alhaitham teases him further.
- Their last interaction was in their house's study. Alhaitham and Kaveh seemed to be discussing Siraj's situation, the labeling of "genius", Alhaitham's promotion to Acting Grand Sage, Alhaitham's terrible decoration choices- with Alhaitham asking if that would mean he would have to take Kaveh along to furniture shopping and buy him drinks- and finally Kaveh's secrecy over his living situation.
- Another detail: In Alhaitham's story quest, Kaveh tells Alhaitham to clean his bookshelves. If you read his mind with Nahida's skill, by the end of the quest, he's thinking about how dusty they look, and how he should clean them. Meanwhile, Kaveh's extremely concerned people will find out he lives there, thanks to how talkative he seems to get when he drinks.

## **Parade Of Providence**

- In the Parade of Providence limited event, from the 3.6 version of the game, the Interdarshan Championship takes place. This is a competition where one member of each darshan competes with others to try and win the Diadem of Knowledge, aside from a generous prize in money, and a limited edition card. Kaveh participated in the competition as a member of the Kshahrewar darshan, to try and earn enough money to move to his own house, and get the diadem his father had died trying to obtain when he was young, as a way to honor his memory. Alhaitham was one of the commentators.
- Many things happened in the competition. On the first challenge, Kaveh and Faruzan both finished together at second, a group effort. The reward would be two points, and Kaveh asked Alhaitham, the commentator, to divide these between them, but Alhaitham refused, in light of the competition's regulations. Therefore Kaveh and Faruzan ended up having to decide on who would stay with the totality of the points

through drawing lots- which Kaveh lost. Alhaitham teased him for it, but after noticing his genuine distress, claimed they could "save bickering for later" and walked away.

- On the second challenge, Kaveh ended up finding the ley line disruptors at the same time as Faruzan. That's because at a certain point, after giving all his food supply to the desert foxes, he had passed out from the desert heat. They both had to draw lots again to decide the victor and this time, Kaveh won.
- When we meet Kaveh in the desert during the second challenge, it must be mentioned, Kaveh mentions different situations of his life as turnpoints. Kaveh considers meeting Alhaitham to be one of the pivotal moments of his life, seeing as he mentions it in conjunction to his mother's second marriage and move to Fontaine, and the construction of the Palace of Alcazarzaray.
- Back to the end of the second challenge, once mentioned Kaveh's "tribulations in the desert", there's a shot of Alhaitham looking contemplative. Possibly, concerned.
- Afterwards, the Traveler makes a visit to Kaveh and Alhaitham's house, looking for information. Kaveh opens the door for them, after realizing they already knew he lived there. After this, he recites, verbatim, what Alhaitham had told him before he walked out of the house. That is, that Kaveh should think about the reasons for why he had to rely on luck every round, and that he should address the "proverbial elephant in the room of your own life". This monologue seemed to be an attempt to get Kaveh to understand the problems with his disregard for himself in favor of others- an attempt likely moved by Alhaitham's concern.
- Said argument made Kaveh even more convinced of his decision to move out. It appeared to parallel the argument of their original parting of ways- Alhaitham speaking out against Kaveh's self-destructive habits, without phrasing his concern in the best of ways, and Kaveh growing defensive and avoidant.
- After that argument, Kaveh mentioned seeing Alhaitham taking notes around him, talking aloud and doodling, before inviting Kaveh to take a look at his writings himself, which Kaveh refused. Alhaitham had left his notes lying around as he walked away.
- Kaveh had offered to get the notes for the Traveler, claiming that if Alhaitham left notes lying around, he didn't mind other people taking a look at them, furthering his point by saying Alhaitham didn't mind "taking liberties" himself with Kaveh's drinks.
- The notes involving Sachin were written in a language originally spoken in King Deshret's time, that very few people speak in current times. Kaveh and Alhaitham are one of these few, having learnt it for their joint project in their youth. Kaveh translates the notes to the Traveler.
- Alhaitham's notes involved nihilism and the benefits of small decisions against it, aside from a convo about idealism and its drawbacks and advantages, although that

convo would only be mentioned later. If you use Nahida to read Kaveh's mind after he reads the note, he's thinking about its meaning.

- After everything in Alhaitham's house, there's the third part of the competition. This time, Kaveh wins. As part of his win, he grabs the Diadem of Knowledge.
- The problem is that in this diadem, is stored a fragment of Sachin's mind. Upon placing it on the stand, this fragment becomes somewhat tangible, and proceeds to explain his situation. He, an idealist like Kaveh, had gone into the desert twenty years beforehand, and witnessed endless struggle and strife. Searching for a way to end this, he had studied anthropology and history, only to come to the conclusion that humanity was bound to keep making the same mistakes over and over again. This knowledge made him grow hopeless. He intends to give Kaveh his state and research, to see if he can figure out the solution Sachin never could.
- Without a moment of hesitation, Kaveh breaks the Diadem of Knowledge. He claims his life already has enough suffering, and that if Sachin had seen a lot of people in pain, Sachin's wealth could go to them. With a small smile, the fragment of Sachin's mind disappears. Probably realizing, as Alhaitham described in his notes, the merits of small choices against nihilism.
- Kaveh declares he'll shut down Sachin's views, so no one else has to suffer, adding that forsaking the world achieves nothing. Alhaitham announces Kaveh's victory, and tells him he's displayed a "sense of justice and idealism many aspire to, but few dare follow through with" before adding that in his view, it's quite ridiculous, and that Kaveh, despite of being aware of his flaws, lets his pride get in the way of facing them.
- After that, there's the ceremony where Kaveh receives his prize. Since he gave up the state and broke the crown, what's given to him is the TCG card. Taking into consideration that Kaveh is not that interested in TCG, and knowing about his friend's passion, Kaveh offers Cyno the card for free. After a brief discussion, Cyno convinces Kaveh to let him pay for it, and Kaveh decides to use part of the money to take his friends to a small get-together. During said get-together, it's worth mentioning, Kaveh has an instance of mentioning Alhaitham completely unprompted, which Collei points out, with Tighnari claiming that this is something he does often.
- After the reunion, the Traveler goes to meet Alhaitham. There, we find him reading Sachin's research. After outlining his thoughts regarding idealism, and nihilism, Alhaitham says that regardless of the merit in Sachin's research, the world cannot stand in correctness alone.
- Upon knowing of Kaveh's celebratory get-together, he leaves, claiming that he's sure Kaveh packed the leftovers for him. His confidence implies that's common between them. If you read Kaveh's mind with Nahida during the get-together, he ordered another set of dishes, not simply leftovers.

- Finally, by the end of the event, the Traveler finds Alhaitham and Kaveh talking in front of the Akademiya. Alhaitham tells Kaveh about his findings, relating to his father. He also tells Kaveh that their disagreements have long since moved on from being about who's right and who's wrong. Alhaitham then comments on how there's chances of Sachin's research being unearthed again, adding that it's possible it won't be stopped next time, seeing as Kaveh, the one who stopped it, is an "anomaly" when compared to others.
- Kaveh thanks Alhaitham for telling him about his discoveries. Alhaitham in turn, asks him to repeat his thanks, claiming that earnest thanks should be given thrice.
- All of this can imply that Alhaitham was, at least in part, leading the investigation and acting as commentator in the competition as a way to figure out the happenings of Kaveh's father. That's because Kaveh himself says that Sachin's research isn't a topic Alhaitham would be typically interested in, taking into account the difference between nihilism and egoism. Aside from that, there's the fact that a lot of Alhaitham's reflections about the research and in his notes involved the burdens of idealism, which are related, in many ways, to Kaveh.
- Finally, it might be interesting to point out that if the Traveler chooses to tell Kaveh the news themselves, he gets noticeably more upset and guilt-ridden than when Alhaitham tells them to him.

## **Kaveh's Hangout**

- Alhaitham has quite a few appearances and mentions in Kaveh's hangout. I'll do my best to dissect them in this section without losing too much context.
- When the Traveler finds Kaveh at Lambad's Tavern, after a short conversation, Kaveh mentions he was supposed to have cleaned up Alhaitham's place earlier in the day, and that Alhaitham, at the time they were talking, would probably be in the records room. After that, with Kaveh remembering his mother's box of old belongings, they head to Kaveh's home in order to have a look at them.
- There they find Kaveh's mother's old notebook, which he was never able to open, despite his attempts. After a bit of conversation, the Traveler has the option to suggest he go find one of his mother's old acquaintances, to see if they can offer any valuable information. So with that objective, they look for Zaha Hadid.
- Answering their questions, and after trying the word, "understanding", Kaveh and the Traveler are able to finally open the notebook with the word "companionship" as the password. There they read Kaveh's mom's last entries, and find one talking about Alhaitham's parents. It includes a drawing she made including Tighnari, Kaveh, Alhaitham and Cyno's parents.

- Kaveh says "so instead of understanding, perhaps all we need is just companionship". A parallel can be traced between his parents' situation, and his and Alhaitham's. Alhaitham not being able to quite understand Kaveh's passion for architecture or the craft in general, but providing him with his own type of support as displayed later in the hangout. Although, of course, there are problems with this metaphor, it's still worthy of thought and mention.
- By the end of this part of the hangout, Kaveh goes to a meeting Tighnari has invited him to. There, Tighnari reveals that he has invited Alhaitham as well.
- Kaveh, being aware of Alhaitham's lack of care for social gatherings, tells him to not get his hopes up when it comes to his appearance, which leads Tighnari to suggest they start eating without him, then, considering he'll most likely not show up. Despite his earlier statement, Kaveh hesitantly tells him that perhaps, they should still give Alhaitham some time, and chat for awhile.
- As they are discussing certain aspects of Collei's studies, Alhaitham appears. Kaveh expresses his surprise about this, saying he can count the amount of times Alhaitham had made it to this type of social gatherings on one hand. Kaveh asks him if he's here to drink his sorrows away among friends, and Alhaitham explains he's there to help Tighnari brainstorm over Collei's studies.
- Then, the group engages in a round of bickering over which darshan Collei would enroll in. Alhaitham says he was thinking of lending her a professions guide, and Kaveh says he'll make sure to write DON'T BECOME AN ARCHITECT on the first page of it.
- A bit after that, Kaveh gets drunk, and starts complaining about his clients, how they ask him to make too many changes. Alhaitham tells him it's too late to change careers at this point, and he might as well try to find some joy in the pain. He also adds that Kaveh would end up getting up in the middle of the night to make edits to his designs anyways, which Kaveh unconvincingly denies.
- The ending of this route is a picture of Kaveh, Alhaitham, Tighnari and Cyno sitting at the table. Alhaitham and Kaveh are looking at each other, and Tighnari and Cyno are looking at each other as well, with the Traveler and Collei a bit in the background.
- In another route, Kaveh and the Traveler go to the House of Daena. As Kaveh is looking into an architecture book, he recognizes Alhaitham's handwriting. That inspires him to tell the Traveler about their first meeting. As previously mentioned in the "**General Story**" section, apparently Kaveh had gone into the library to do his homework, and saw Alhaitham in a corner reading a book, as Haravat scholars conversed around him. Again, as previously mentioned, Kaveh claims he looked clearly different from the other scholars around him, and says he approached him thinking he might have been in trouble.
- At this point, Alhaitham appears. After Kaveh expresses confusion over his presence, since he would usually be in the records room at this time of day, Alhaitham says



Kaveh's voice was filtering through his earpieces as he passed by. The Traveler starts telling Alhaitham about how Kaveh was feeling upset, but Kaveh interrupts him before he can elaborate.

- After this, Alhaitham tells Kaveh that the books he is looking for have been moved, because of the notes Kaveh took in them inspiring confusion in certain students, for being too detailed. Kaveh decides to go look for them to put them back on their proper shelves, leaving Alhaitham alone with the Traveler.
- As soon as Kaveh is gone, Alhaitham asks the Traveler about Kaveh's mood- "you were about to say he's feeling a bit down?". Upon having the situation explained, he then talks about Kaveh's habit of doing constant revisions of his work for clients, and about how much Kaveh has trouble imposing his views in ways other architects do, despite being the leading genius of his darshan. He finishes this convo saying that this type of situation is inevitable, considering the fact that Kaveh considers others' feelings as more important than his own- before stating that we should respect the way others choose to live their lives.
- Once Kaveh comes back, he shows the Traveler and Alhaitham a comment a student had left him in one of his notebooks, thanking him for the help. He clearly cheers up after having seen it, and Alhaitham comments on it, saying "it really doesn't take much to make you happy, huh."
- Kaveh responds that he wasn't happy, and was instead just mocking the Sage of Kshahrewar for his decision to move the books, saying he might have a talk about it with him later. In turn, Alhaitham tells him that perhaps he should just move them himself, since that would not be the first time the Kshahrewar Sage has cussed him out before. He then mentions a nickname Kaveh had been given in the Akademiya "Urchin of Kshahrewar", because of his habit to scribble in all sorts of books.
- After telling Alhaitham that he "didn't need to bring that up! At least not when I'm still standing here." Kaveh points out he found a paper inside of the book he was looking into. After showing it to the Traveler and Alhaitham without receiving much of a reaction- saying "don't tell me even you don't get it" when it comes to Alhaitham specifically- he explains that you can "plainly see" it was an original concept for the expansion of Port Ormos. Alhaitham says that you can also plainly see how much the designer was a fan of this project, saying it's the second one he talks about most, after the Palace of Alcazararay.
- Kaveh talks then about how successful the project in Port Ormos was, mentioning how the construction process was smooth, everything was made ahead of time, and there were very few safety concerns. Alhaitham agrees, calling it a most impressive achievement.
- Then, Kaveh calls the Traveler to go with him to Port Ormos. The Traveler invites Alhaitham to come with, who claims he can't go because his shift is almost ending, and he doesn't want to bring any unfinished work home. Kaveh and the Traveler leave the House of Daena.

- Finally, Kaveh mentions Alhaitham two more times in different routes. On the first one, he says that Alhaitham had once told him that no matter how good at swimming a person may be, they'll still be dragged down by all the other people drowning around them once you run out of stamina- and that that's the fate that awaits all idealists. Kaveh says that he still thinks he should live by his ideals, despite their flaws. He adds that Alhaitham's personality is the opposite of his own, and that if someone was drowning next to him, he'd most likely stand on the shore, and mutter something about respecting other people's fates. After that, Kaveh says that there are more idealists like him in the world, and that surely, if one day he runs out of stamina, someone would reach out and pull him back to shore- adding that he's been helped like that before. This statement likely refers to Alhaitham, especially considering that in one of Kaveh's voicelines about him, Kaveh says that Alhaitham has "helped him out a bunch, lately."
- Then, the final mention is in another ending, when Kaveh says that despite Alhaitham thinking that Kaveh living in the past is because of his personality, Kaveh thinks it's also just a part of life.

## Possible Real Life References

*Before it starts, it's important to mention that these references are not confirmed. They merely come from associations made with facts that were, actually, provided by the official content. Some of them will quite probably have more connections than the others or appear more believable to the reader- I leave that up for everyone's individual conceptions, and critical thinking. This document is made just for fun, after all.*

- Kaveh's name has a persian/iranian origin. In persian culture, mirrors are traditionally used on marriages, to represent light, brightness and purity. The bride and groom see each other in the reflection in the mirror first.
- In old egyptian mythology, there was a certain "scribe of the gods" called Thoth, who was well known for his objective judgment, and whose representation had the head of a bird. He was also known as "Lord of Divine Words", and was said to record all the knowledge in the world. This is a description that seems to have relations to Alhaitham. Meanwhile, Thoth's wife Ma'at, was represented with wings on her back, and a feather on her head, which was used in the Weighting of the Heart in the Soul ceremony. If the person's heart was heavier than the feather, they couldn't cross to the afterlife. She was known as the representation of the right attitude needed to pass on into the afterlife, and was something like the ethical and moral foundation of egyptian people. Ma'at was also invoked when ancient egyptians referred to a long lost past, where things were perfect and there was no injustice. Another description of her is "mirror of the heavens". This all relates to Kaveh in a lot of ways- the feather in his hair, the cape that looks like wings, and is in fact described to mimic birds in flight in his outfit description, the many mentions to "paradise", his outlook on life that is the "almost perfect grasp on what it means for Sumeru to be a Nation of Wisdom",

his overall idealism, his title "Empyrean Reflection", which literally translates to "mirror of the heavens", his relation to birds (constellation). Ma'at and Thoth were one of the few couples in old Egyptian mythology to both have relation to birds.

- Alhaitham's story quest name, when Kaveh appeared, was "Pride and Prejudice" which refers to Jane Austen's famous novel. The novel talks about the romance between an idealistic, passionate woman from a family in debt, and a blunt, socially awkward man. A big part of the romance is that Elizabeth cannot accept the meaning of the things Mr. Darcy says because of her pride, and prejudice towards him. Which tracks with their general story- Alhaitham laying out harsh truths without phrasing it in the best ways, out of concern, and Kaveh not recognizing the care underlying many of his actions.
- The "rationality and sensibility" mentioned in Kaveh's character stories is another Jane Austen reference, the Chinese title for her book *Sense & Sensibility*. It might also be relevant to mention that the difference in publishing dates between *Pride and Prejudice* (1811) the title of the latter part of Alhaitham's story quest, and *Sense & Sensibility* (1813) from Kaveh's character stories, is of 2 years, which is the same as their age difference. Though that's just as a fun fact.
- In *Parade of Providence*, the three mission names that make up the main quest seem to be a reference to Jane Austen as well. Their names are "Comings and Goings", "Beginnings and Endings", and "Gatherings and Partings" which all follow the same title structure of her novels, that were mentioned on the last points. The title of the event itself also appears to make a reference to the author, as is going to be pointed out in the section "**Translation Related Facts**".
- Alhaitham's teaser "Questions and Silence", is a reference to the poem by Rabindranath Tagore, which goes, "What language is thine, O sea?" "The language of eternal question." "What language is thy answer, O sky?" "The language of eternal silence". Said poem is part of a collection of the author's poetry named "Stray Birds". This title can be related to Alhaitham and Kaveh's multiple references to birds, and the fact that they could be said to have been led astray. A lot of those poems reflect Alhaitham's character, such as: "Let my doing nothing when I have nothing to do become untroubled in its depth of peace like the evening in the seashore when the water is silent", a poem that relates deeply with his motivations and outlook on life; "If you shut your door to all errors, truth will be shut out." which translates the same message as his skill description, "Thought feeds itself with its own words and grows." a poem that can be related to Alhaitham's Vision story and the teaser itself, "We come nearest to the great when we are great in humility." which relates to the phrase included in his voice artist announcement, "Only the best are humble", and "To be outspoken is easy when you do not wait to speak the complete truth" which is something Alhaitham frequently does. Many other poems also have relations to him, it must be mentioned. Aside from that, many of the poems can be related to him and Kaveh. Such as: "Once we dreamt that we were strangers. We wake up to find that we were dear to each other."; "When you move about in your household service, your limbs sing like a hill stream among its pebbles"; "Shadow, with her veil drawn, follows Light in secret meekness, with her silent steps of love."; "Thank the flame for its light,

but do not forget the lampholder standing in the shade with constancy of patience."; "Like the meeting of the seagulls and the waves we meet and come near. The seagulls fly off, the waves roll away and we depart."; "The sparrow is sorry for the peacock at the burden of its tail"; "Put out the lamp when thou wishest. I shall know thy darkness and shall love it."; "The touch of the nameless days clings to my heart like mosses round the old tree.; "You smiled and talked to me of nothing and I felt that for this I had been waiting long", "This longing is for the one who is felt in the dark, but not seen in the day." One of Rabindranath Tagore's most famous poem/songs' translated version is this, "The memories of the good old days/ The memories of the good old days/ Can you ever forget it?/ It was seen by our eyes,/ was voice of our life/ Can it ever be forgotten?/ Come back once more, my friend/ Come and be a part of my life/ We will talk of smiles and tears/ And will feel very good about it/ Together we have plucked flowers in the dawn/ Together we have spent hours on the swing/ Together we have played the flute/ Sang the songs under the shade/ We parted in between, never knew where we went/ If again I see you someday,/ Come and be a part of my life."

- **Plato and Aristotle- An Important Parallel**

*The explanation of this parallel is quite lengthy, so it requires its own subsection, which follows here-*

- Their splash arts seem to have been made taking inspiration from Plato and Aristotle's poses in Raphael's School of Athens. Like Plato in the painting, Kaveh's hand is pointing up, to the world of his ideals, while Alhaitham's hand hovers over the ground like Aristotle's, representing his interest in the things happening in the real world.
- In Kaveh's Character Story 5, Kaveh references a stairway to the sky, in relation to his ideals, mentioning even the "promised land" where they exist. He also says that despite everything, the value and attraction of their "realm" should still be considered, even if it is unreachable. This all relates to Plato's world of ideals, or "forms", where things are perfect, unchangeable and timeless, with our world being a mere shadow of what that world is.
- A big part of Plato's theory is also related to the "problem of universals", and Plato's particular view on it. Kaveh also has quite a few things that link him to Plato, when it comes to his view on universality. For starters, in his character story, Old Sketchbook, there's a transcript of one of Alhaitham and Kaveh's academic exchanges, from after their fallout. One notable thing is the reference to the term "universal". In the transcript, Kaveh claims that universal beliefs must have merit to be called as such, and that denying their general meaning does not mean minority viewpoints would rise accordingly. He associates this with aesthetics then, claiming that beauty is something objective that exists in human hearts, a sentiment that is echoed in his voiceline More About Kaveh III, where he says that beauty is as a whole, a pretty concrete concept, and that it's possible to establish some basic aesthetic standards

and to improve your aesthetic appreciation too. This relates to Plato's view on universality and beauty. Plato believed beauty was a form that existed independently of any mind or thing, and said that people saw something as beautiful because it participated in the higher form that is beauty, which would be a concrete concept in itself.

- The reference towards universality is also quite clear in Alhaitham's skill name, "Universality: An Elaboration on Form". It speaks to Aristotle's theory, who, to explain his own thoughts regarding universals, would elaborate Plato's forms into "formal clauses". Those formal clauses are actually related to Aristotle's Four Causes, which are, in aristotelian thought, four fundamental types of answer to the question "why?". Said Four Causes are referenced in Alhaitham's first passive's talent name, "Four-Causal Correction". They are also referenced in Alhaitham's idle. In the idle, three greek words appear- *Telos*, *Hule* and *Dunamis*. Those words mean final cause, material cause and potentiality– aside from form, those are Aristotle's other three causes. After the words disappear, they are then replaced with the letters E, L and M. Those letters are probably supposed to either spell elme, which translates into intellect, mind, intelligence from greek, or elm, which would be knowledge in arabic. Although, there are theories of it relating to elm trees, which were then related with death and the underworld in greek mythology, as well. The same word *elm* is also on Alhaitham's dagger, that he uses regardless of the weapon you give him.
- Aside from all this, Alhaitham's splash art, even without the previously mentioned parallel to Aristotle, also seems to have in it words that appear to allude to greek terms coined by Aristotle, one of those being Form.
- Alhaitham was reading Aristotle's book *The Physics* in Archon Quest Chapter III: Act IV - King Deshret and the Three Magi - Cry from the Eleazar Hospital.
- Aristotle holds that it is only by becoming excellent that one could achieve eudaimonia, a sort of happiness or blessedness that constitutes the best kind of human life, which Aristotle enshrines as a central purpose of it. He claims that happiness depends on the self. Both those concepts relate to Alhaitham's beliefs, and his wish for peace, aside from his ideas regarding how to achieve it.
- Meanwhile, Plato claims that happiness and self-fulfillment would be achieved by a life committed to knowledge and virtue, saying that society, beauty, nature and happiness are all interconnected, and all served its purpose in our ability to flourish and live fulfilled lives. He also claims that human beings are not in fact self-sufficient, but benefit greatly from social interaction and friendship, and that happiness and virtue are both paths humans should follow after. This all relates to Kaveh- him expressing that the ability to appreciate beauty is an important virtue, his dedication towards his craft which sometimes governs his life, his wish for Alhaitham to socialize more because he can't "survive on books alone", something that also relates to what he says to Alhaitham in Character Story 5.
- Onto justice. Plato's theory on justice, from a political perspective, was called the "Architectonic Theory on Justice" He explains that as during the construction of a

building, each part is assigned to different artisans, but the architect combines it to contribute to the final outlay of the building and add to its splendor. Similarly, the three cardinal virtues, namely Temperance, Courage, and Wisdom, would be cultivated by Traders, Soldiers and Philosopher class, respectively, and Justice, the fourth virtue, would act as the architect establishing a perfect state.

- Overall, Plato and Aristotle, despite disagreeing on many things, also agreed in others, something that's also observed with Alhaitham and Kaveh, as expressed by Kaveh originally thinking their views were quite similar in Old Sketchbook. This is something displayed in other situations as well, such as their distaste for the word genius, for example, even if that distaste comes from different perspectives. It's also observed in Alhaitham and Kaveh both saying it's impossible to live life without coming into conflict with other people, and both of them thinking that people should have something they believe in and hold onto, as expressed in Alhaitham's voiceline "More About Alhaitham III" and Kaveh's Hangout.
- This comparison between them and the philosophers is also interesting, taking into account the arabian scientist Alhaitham is inspired after, had talked about Aristotle's work before.
- Finally, it must be noted that Alhaitham and Kaveh also have taken significant inspiration from other historical figures too, in their making, despite of many references, such as al-Haytham, the father of modern optics, and should in no way be resumed to this specific paralel when it comes to a discussion of inspirations. Besides this, their philosophies actually extend beyond Plato's and Aristotle's in many ways, and even disagree with those two's in many aspects. For example, while Aristotle considers friendship and being social as essential to human life, Alhaitham had claimed in his voiceline "More About Alhaitham II" that he doesn't think being social is one of life's necessities, seeing as he has never expressed interest in it, but has a life that is more comfortable than most.
- All in all, there seem to be many other inspirations on philosophies, with them- for example, Alhaitham's life philosophy is very centered in egoism, while Kaveh's is centered in altruism, which are two different ethical doctrines, that will be addressed on the next subsection.
- **Egoism and Altruism, aside from other possible references to philosophy**

*Another subsection, which is too long to fit into a single paragraph. It must be noted that lot of what has been included here in relation to Alhaitham's egoism, came from Twitter user @lotusparadisaea's Hoyolab post where they talk about the topic- which is linked in the section "**Sources**"-so the credits of these parts go to them. I'm mentioning them here specifically (a lot of the things in this document came from other people's observations) because I used direct quotes from their post, and so it felt appropriate. Otherwise, the other parts, relating to altruism specifically came from my individual research.*

- Alhaitham has been explicitly called an egoist, or had "egoism" mentioned in relation to him, two times in in-game content, both times by Kaveh. The first time being in Kaveh's Character Story 5, and the second being at the end of the Parade of Providence event.
- Meanwhile, Kaveh has had Alhaitham talk about his altruism, also in Kaveh's Character Story 5. As previously stated, Alhaitham had told him his "altruism" was naught but his inescapable sense of guilt.
- These mentions, in conjunction with much of our available information regarding these characters and their ideologies, appear to suggest that their worldviews are quite linked with egoism and altruism as ethical doctrines. In this document, I hope to clarify why these philosophies align so well with the ones they exhibit.
- First of all, let's start with Alhaitham, and his egoism. One thing that is important to clarify is that it is not the same as egocentrism, which is described as the inability to accurately assume or understand any perspective other than one's own, and is negatively perceived. Egoism, as a philosophy, is concerned with the role of the self, or ego, as the motivation and goal of one's own action. Alhaitham's ideology, particularly, appears to align with the German philosopher Max Stirners.
- As dictated in the philosopher's book "The Unique and Its Property", where Stirners established the principles of his egoism, the basis of it is that *I am I*, and as such, unique. There's no universal truth (not a god, not love, not morals, nor state or law) the I should follow, other than itself. This is in opposition to the belief that there's something that makes us whole, other than ourselves. In fact, Stirner opposes this idea, for him, an egoist is someone who "instead of living an idea (...) and sacrificing his personal advantage to it, serves the latter." This is very in line with Alhaitham's beliefs, as expressed in the Archon Quest, Act III. There, we can see how, rather than serve an idea (like heroism) he does what he wants, this to say, he works for his personal advantage, in this case, studying the Divine Knowledge Capsule because it's something he *wants* to investigate. The Traveler's inner thoughts even reflect this: he doesn't concern himself with a 'greater moral responsibility', his 'actions are true to his personal motivations.'
- Egoism beliefs are found all throughout Alhaitham's characterization, from his voice lines to his character stories and his interactions with other characters and actions in the quests where he's present. In fact, his own character quest is centered on this topic: Alhaitham helps defeat the plan of a 'hive mind' by remembering the members of it of their own individuality, their uniqueness, through negative emotions that belong to them, and they are owners of.
- In Alhaitham's Story Quest, after Siraj tries to place himself in the same category as him, Alhaitham calls him out by telling him that he has never placed himself on a pedestal, he just wants to distance himself from meaningless noise and look at everything objectively. He also says that Siraj cares too much about how others perceive him, and about winning. This aligns with Stirner's Philosophy again, who

says that he doesn't measure himself by others, and wants to have and be everything he can be and have- also stating that it doesn't matter if others have *something similar*, they can neither be nor have the same. That is, he doesn't seek to see himself as superior, just as different, which appears to be echoed on Alhaitham's perspective.

- This is confirmed in his Character Stories, Alhaitham's view of himself doesn't consider others, only his own, himself- "Judgment from others is inconsequential, but to leave the right of judgment on other's hands is equal to denying oneself. To be "different" shouldn't be a label put on you by others. Rather, the talented should have long understood that being unique is a gift." That's why he makes rules for himself, borders and limits defined by his own and not by the communal society, as mentioned in his Character Story 3- "Rules define borders and set limits. Yet these rules should not be judged solely on the number of people they limit. Therefore, Alhaitham has come up with his own set of rules with which he perceives everything and challenges the world. It is the crystallization of his philosophy. To maintain these rules of his own fashioning, Alhaitham acts on his own will and deals with anything that appears harmful in his eyes."
- Stirner says that *"I have no objection to freedom, but I want more that freedom for you: you should not just be rid of what you don't want, you should also have what you want; you should not just be a "freeman", you should also be an "owner"."* Alhaitham is free, it's even something mentioned on his basic information- "He lives free- free from the eyes of the ordinary people, anyway."- but he also owns the things he wants: his home, his work, his money, his vision and knowledge, and the people he is amicable with. This theme of possession becomes very clear in his Vision story, "He didn't plan to dwell too much on it. It belonged to him, after all, so what difference would it make if he checked on it tomorrow, as opposed to today? And just like the knowledge he has acquired, what he has obtained shall always remain in his possession."
- Now, to own something in the egoistic sense it's to make *use* of it, something once again shown in his Vision story "A believer might have perceived this divine item to be a thing most lofty, but to him, it was no more than a useful tool." It's not about possession for the sake of possession or placing someone else under submission. Under Egoism philosophy, even love is a type of ownness, it's about how the things we own can be useful to us. One example of this is his relationship with Kaveh.
- Kaveh is often concerned about Alhaitham's reason to live with him, but from Alhaitham's Character Story 4 we see his perspective and see exactly what Alhaitham gets in exchange of this, Kaveh it's useful to him as a mirror, and so, in the egoistic sense, Alhaitham *owns* Kaveh, just as he owns his house or his vision. This might sound ugly, but Max Stirner explains it further: *"My property is not a thing, as this has an existence independent of me; only my power is my own. Not this tree, but my power over it or my capability to dispose of it, is what is mine."*
- As such, Alhaitham does things for the people he considers his own, for example, while Kaveh is thankful to him for finding out about his father's relation to Sachin,



Max Stirner says that the egoist does things for the people they love, are friends with, or in other words are their own, not because of a sense of empathy or looking for gratefulness- in fact, the egoist wouldn't do such a thing for someone that wasn't their own, the egoist is only doing this thing to "drive away their troubles". Some snippets of Stirner's book that are interesting, regarding this, "Am I perhaps to have no lively interest in the person of another, should *his* joys and *his* well-being not lie at my heart, should the enjoyment that I prepare for him not be more to me than other enjoyments of my own? On the contrary, I can sacrifice numberless enjoyments to him with joy, I can deny myself countless things to heighten *his* pleasure, and I can risk for him what would be dearest to me without him, my life, my welfare, my freedom. Indeed, it forms my pleasure and happiness to feast on his pleasure and happiness. But me, myself, I do not sacrifice to him, but rather remain an egoist and-enjoy him." And also, "If I see the beloved suffering, I suffer with him, and I find no rest until I've tried everything to comfort and cheer him; if I see him joyful, I too become joyful over his joy. It doesn't follow from this that the same thing causes suffering or joy in me, as that which brings about these effects in him, as any bodily pain sufficiently proves, since I don't feel it as he does; his tooth gives him pain, but his pain gives me pain. But because I cannot bear the sorrowful crease on the beloved forehead, therefore, then for my sake, I kiss it away. If I didn't love this person, he could go right on creasing his forehead, that wouldn't trouble me; I'm only driving away *my* troubles."

- Something to add is that Alhaitham doesn't mind being perceived as different, in fact, he enjoys this. As he states, "I quite enjoy this feeling of being the odd one out. Uniqueness is also an asset, isn't it?"
- In fact, when he perceives someone else to also be an egoist, even if he doesn't agree with them, he can put that behind, such is the case with Dori, he doesn't agree with her actions, but he likes her approach on life: keeping an eye out for herself.
- On the contrary of what some other characters think, Alhaitham is not always being truthful, he enjoys sarcasm and joking, he makes language his own too and uses it to his advantage, as mentioned in his vision story. It is part of his uniqueness.
- As Max Stirner says, "I am not one / among other /s, but the sole /: I am unique." As outlined by him in the ending of his book, Alhaitham makes the world his own, in a way, so that all his actions also benefit him. As such he carries himself like a unique I instead of a part of a community.
- Now, onto Kaveh. Kaveh's philosophy, altruism, is present in quite a few of Kaveh's voice lines, character stories, and quests in general. It is the basis for many of his actions, and general outlook on the world. Let's begin with a somewhat broad explanation of the concept.
- In general, altruism is the principle and practice of concern for the well-being and/or happiness of other humans or animals. That in itself is already observed in many of Kaveh's behaviors by itself. It's in his worry for the well-being of the desert foxes in Parade of Providence, his attempts to smile for his mother after his father's death, his

effort to aid his classmates on multiple occasions, his aid on the renovations of buildings in the Veluriyan Mirage, etc. Overall, it's made quite clear by the game that Kaveh concerns himself a lot about the well being of others, something even mentioned in his description from the Official Website, "*A renowned architect from Sumeru who perhaps cares a bit too much about too many things.*"

- As previously established, altruism in a broad sense is already observed in Kaveh quite obviously. However, this same word *altruism*, can also refer to an ethical doctrine that opposes egoism- one that he also seems to fit quite clearly. I hope to outline the reasons why in the next few paragraphs.
- In ethical philosophy, altruism is an ethical doctrine that holds that the moral value of an individual's actions depends solely on the impact of those actions on other individuals, regardless of the consequences for the actor. James Fieser, for example, states that the altruist dictum is, "An action is morally right if the consequences of that action are more favorable than unfavorable to everyone except the agent." This belief is very clear in Kaveh's characterization, and is the source of many of his troubles. It becomes even more evident in his Character Story 3, where after coming back from his mother's wedding to the terror of an empty home, feeling happy for his mother but lost all by himself, Kaveh would feel the "*old adage of all wise scholars being fulfilled, "do the right thing, no matter what it costs you"*".
- Kaveh's altruism is also even more evident taking into consideration Alhaitham's musings in Parade of Providence, which he left in his notes for Kaveh to find. In the game, they use the word "idealist" instead of altruist, but still, the reference to altruism is quite clear- "By choice, the idealist seeks to bring happiness to all, while denying themselves the same. Thus, they shall never reach even the borders of the truth until they wipe away the ignorance that blinds them."
- Something more to add is that altruism is often seen as a form of consequentialism, as it indicates that an action is ethically right if it brings good consequences to others, regardless of the consequences to the actor. This, alongside the altruist dictum, are sentiments clearly found in Kaveh's Character Story 5- "People should not give up, for even if they are doing good in an attempt to make up for something, the results will still have meaning for some." It is also a sentiment expressed in his hangout.
- To close this off, Alhaitham and Kaveh have clear references to egoism and altruism in their writing. However, those aren't the only types of philosophies represented or referenced. Something that Kaveh is quite well-known for being, after all, is an "idealist".
- What is an idealist? Of course, there's the most communal use of the word, which is used to describe someone who is guided more by ideals than practical considerations. However, an idealist can also be someone that believes in the theory of idealism.
- It's relevant to highlight that Plato was the creator of this type of philosophy- his links to Kaveh were already widely expanded upon in this document. This line of thinking

suggests that the objects of knowledge are in some way, dependent on the activity of the mind. The many variants of idealism may assert that fundamentally, reality is equivalent to mind, spirit, or consciousness; that reality is entirely a mental construct; or that ideas are the highest form of reality or have the greatest claim to being considered "real".

- Kaveh's character appears to nod more towards Plato's idealism than anything, as addressed previously. However, certain thoughts he has expressed can be interpreted to align to the actual line of philosophy, instead of merely alluding to some sort of parallel, as well.
- The reason why that is the case is because of a snippet of his discussion with Alhaitham in the character story "Old Sketchbook", where he states that "we must understand that it is people, and not knowledge, that make our world what it is. Without a vessel, knowledge shall have no home." This passage can be interpreted as what was previously mentioned, putting knowledge in a position of dependence when it comes to the human minds.
- Alhaitham's passage, specifically the one dictating that "Know that truth has never existed for the sake of individuals. The logic of the world coexists with nature, and this will not easily change whether it is interpreted as such or not." can be taken as supporting some form of realism- which is a line of thinking Aristotle was famous for adopting.
- Coming back to idealism, it's plausible to mention that this term can suggest too, the priority of ideals, principles, values, and goals over concrete realities. Idealists are understood to represent the world as it might or should be, unlike pragmatists, who focus on the world as it presently is. Both those types of thinking can also be associated with Kaveh and Alhaitham.

## **Food And Drink Related Facts**

- Their tastes in food are quite different from each other's. Kaveh's favorite food is soup, but that's Alhaitham's least favorite. Alhaitham claims to not approve of overly elaborate presentations on food, which Kaveh would probably disagree with, taking into consideration his signature dish and general approach towards art.
- When you give Alhaitham soup in the teapot, he'll say "Let's not eat here. Mind if I... take it home?" which implies he'll bring it to Kaveh, who has that as his favorite dish.
- Alhaitham was criticizing Kaveh's signature dish before it was even released into the game. That's because Kaveh's signature dish has a very intricately designed presentation, and Alhaitham talks in his voiceline "Favorite Food" about how we shouldn't "overcomplicate the purpose of food."

- They both unwind in the same ways. Their voice lines "More About.... V" both start by saying they like drinking to unwind.
- In Kaveh's teapot lines, he talks animatedly about a new coffee grinder he's bought, which grinds the beans efficiently and silently. Alhaitham, in his voiceline "Good Morning" talks about grabbing a cup of coffee, and has one of his chat boxes saying "Coffee..." in the Serenitea Pot. This highlights Alhaitham and Kaveh's similar love of the beverage. Besides, it's quite possible they both use that same coffee grinder. And considering the fact that Kaveh does all household errands, it's also possible he makes Alhaitham's coffee. Although a lot of this are just conjectures that I considered fun to include.
- Alhaitham apparently doesn't mind Kaveh "taking liberties", and takes them himself when it comes to Kaveh's beer. This implies that in Alhaitham's demo, when he says "Boss, this is good wine. I'll have the same, please." He had drank from Kaveh's glass.
- Alhaitham pays for Kaveh's drinks. It's in the Puspa Cafe's messageboard. He also offers to do so at the end of his Story Quest, in an hypothetical scenario, after he and Kaveh shop for furniture together.
- Alhaitham's ten crates of wine that he ordered from Lambad's were taken by Kaveh, as observed in a messageboard.
- A Sumeru NPC Shevirme, says that a tall man people said was a Mahamata had come by to buy a whole case of wine. He says that though the man appeared like someone who could hold a drink, he couldn't tell if the wine was for himself, or someone else. He then states that he heard the man muttering as he walked away with the drink, "one case should be enough for an apology...". Shevirme states that perhaps they wanted to make whoever it was, drunk enough to forget his mistakes. This someone that ordered the wine was likely to be Alhaitham, considering the fact that he is a member of the Mahamata due to his role as the Scribe.
- As previously mentioned in the "**Parade Of Providence**" section, Kaveh bringing Alhaitham leftovers from his outings seem to be an usual thing. It was done in the event, after Kaveh's outing with the Traveler, Collei, Tighnari and Cyno, and treated as a common occurrence.
- Alhaitham's special dish uses cuisine from Kaveh's culture (iranian), while Kaveh's special dish uses cuisine from Alhaitham's (arabic).

## Details In Their Home

- All cups in their living room come in pairs. That seems particularly intentional when the set of cups utilized in their house, available to the Serenitea Pot, actually has three cups.
- There are many fruits scattered around the house, likely because Kaveh likes them, as mentioned in his voiceline "Favorite Food". There is also a "Star-Shaped Multipurpose Bottle", which can be used to peel fruits.
- In one table in their house, there's a magnifying glass, and a sextant. As an architect, Kaveh probably uses the sextant, while Alhaitham, to decipher ancient texts, uses the magnifying glass. There are also quite a few books scattered on top of it. Kaveh's birthday art, basically confirmed that he and Alhaitham share the aforementioned table, seeing as Kaveh is seen working on blueprints as he sits behind it.
- In their study, there's one chair that sits two people. On the table in front of it, there are fruits and books.
- Their living room is split into two sides. Kaveh's side, the left one, has fruits and instruments, while Alhaitham's, the right one has books. In Parade of Providence, Kaveh took the documents about Sachin from the right side.
- In Kaveh's voiceline "Kaveh's Hobbies", he mentions knowing how to play an instrument. In Alhaitham's home, we can see the instrument he's talking about leaning against a wall, besides another one of the same type. The name of the instrument is Dutar.
- Outside Kaveh's room, it's brighter and there's a painting and a broom. Outside Alhaitham's, it's darker and he has books.
- Kaveh has a box of his mother's old belongings on a box across from Alhaitham's room. You learn about it during Kaveh's hangout.

## Rugs

- Alhaitham and Kaveh both had contributions to the textile industry. Ironically enough, Alhaitham's involved him finding out a new pattern that serves as aesthetic inspiration to others, while Kaveh's (discovered by accident) involved him figuring out a new way to produce fabrics that was more accessible and practical.
- Kaveh's rug is in the Haravatat stand in the Interdarshan Championship event, and also on his and Alhaitham's house. Alhaitham's rug is in the Palace of Alcazarzaray, and the Kshahrewar stand.
- In Alhaitham's second mirror skill trigger and burst, if you pay attention, you can see the patterns of Kaveh's rug, and of a rug related to Kaveh's darshan. In Kaveh's

dendro-infused normal attacks from his burst, and skill, you can see the pattern of Alhaitham's rug.

- In English, their rugs are called "Glorious Emerald Tapestry" in Alhaitham's case, while Kaveh's rug is named "The Olive Grove". The other one Kaveh could have had a hand on, would be "Musing Tawny Tapestry". Meanwhile in Chinese, these carpets are called "Pattern as Glorious as Malachite" and "Pattern as Glorious as Groves" respectively, so the names appear to match, in that way.

## Translation Related Facts

- In the original Chinese script, in Alhaitham's Character Story 4, instead of "Kaveh is a familiar face, similarly lacking in familial relationships", it says that "Kaveh is someone that knows him inside and out".
- Their short descriptions in Chinese match, and can be read as a poem. The type of poem is one very tightly structured, making it unlikely for this to be unintentional. Here is a translation of the poem: *Knowledge, Contemplation, and Way of Comportment* (Alhaitham's part). *Empathy, Compassion, and Understanding of Beauty* (Kaveh's part). In English, they are: *The art of learning, thinking and doing* (Alhaitham). *Knowledge of comprehension, benevolence and aesthetics* (Kaveh). Considering the fact that "the art" is something usually associated with Kaveh, and "knowledge" is usually associated with Alhaitham, it is noticeable that there was an attempt to make that same symbology carry over, in a way.
- As previously illustrated in the section "**Possible Real Life References**", the "rationality and sensibility" mentioned in Kaveh's character stories, is in the original script, the Chinese title for a Jane Austen novel, "Reason and Sensibility".
- In the original Chinese script, instead of Alhaitham's descriptor of Kaveh being "overly sensitive", in his voiceline about him, it seems to be instead, something more like "overly caring". Aside from this, in his voiceline "About Tighnari", instead of "people like Kaveh" he says simply Kaveh. And in one of Alhaitham's voicelines about Kaveh, instead of calling him "emotionally fragile" Alhaitham called him simply "fragile", and instead of saying he is "always making a fuss about nothing", it's only "always making a fuss".
- In the caption of Kaveh's birthday art, in the original Chinese version, Kaveh refers to his and Alhaitham's house as "our home", differently from the English translated version, which instead utilizes "here".
- In Chinese, the event "Parade of Providence" is actually named "Grand Ceremony and Karmic Wisdom", which can possibly be associated with Jane Austen's novels because it follows a similar structure of titles like "Pride and Prejudice" and "Rationality and Sensibility". This however is more subtle.

- As previously illustrated in the section "**Rugs**", in Chinese, their carpets are called "Pattern as Glorious as Malachite" and "Pattern as Glorious as Groves" respectively, so they seem to match. In English, the names would instead be "Glorious Emerald Tapestry" and "The Olive Grove", however.

## Mirrors

*Rationality and sensibility, language and architecture, knowledge and human feelings...  
Things that can never be integrated are what constitute the two sides of the mirror — indeed,  
of the entire world.*

- The mirror motif in these two's relationship was originally introduced by Alhaitham in his Character Story 4. In this story, he claims to enjoy having a genius with a different perspective to his own around, saying that Kaveh is a useful mirror to himself, helping him expand his worldview.
- The mirror metaphor was mentioned again in Kaveh's Character Story 5, as illustrated in the quote by the top of this section.
- The mirror motifs, aside from their direct mentions, are also present in many aspects of these characters. Alhaitham's kit revolves around mirrors (which is, clearly, because of his inspiration on the father of optics, but is possible to be associated with this as well). Meanwhile, Kaveh's title is Empyrean Reflection, which means "mirror of the heavens".
- In Kaveh's trailer, there's a division when Alhaitham and Kaveh appear, where Kaveh's side of the screen is set in a lighter tone, representing the differences between them. The same is observed in the entrance of their rooms in Alhaitham's house - there's a patch of light in front of Kaveh's doorway that isn't there for Alhaitham.
- While in Alhaitham's character stories, it says "he was not one to mingle with the crowd", in Kaveh's, it says that "As a genius, Kaveh longed to belong in a crowd, subconsciously fearing separation from it — this was the difference between him and Alhaitham."
- As mentioned in the "**Food And Drink Related Facts**" section, their tastes in food are opposites.
- Both of them appear to be ambidextrous.
- The state of their lives mirrored each other, as well. While Alhaitham was seen as the "lunatic of the Akademiya", despite living a simplistic, comfortable life, Kaveh was known as "Light of the Kshahrewar" despite all his trials and tribulations.

- Their color schemes are close opposites of each other. Silver-Green-Black and Gold-Red-White.
- Aside from their color schemes, many other aspects of their designs are mirrored, intentionally or not. Kaveh's hair gets darker at the tips, while Alhaitham's gets lighter. Alhaitham's bangs sweep in the right direction, and Kaveh's sweep to the left. Alhaitham's hair is short while Kaveh's is longer. Alhaitham's eyes are downturned and Kaveh's are upturned. In their character icon, Kaveh's smiling, while Alhaitham isn't. Alhaitham's ahoge points in one direction, and Kaveh's feather points in the opposite one. Kaveh's cape is symmetrical, while Alhaitham's is asymmetrical. Plus, their inverse glove design, and them both having certain patterns on their pants, by the side of their thighs. They also each have one strand that sticks out in comparison to the others, on similar spots, but in opposite sides of their faces.
- The colors of their darshans are contrary to each other's, also. Haravat blacks and Kshahrewar whites. The darshan with the least members, and the one with the least funding. Their darshans are directly across from the other's, in the Akademiya.
- Alhaitham's preferred furniture set is indoors, while Kaveh's is outdoors.
- Both have bird references in their characters and constellations. Kaveh with the bird of paradise, Alhaitham with the hawk. In Kaveh's outfit description, it's even said that his cape is meant to mimic birds in flight.
- Their last two normal attacks have a similar pattern- first a turn with an horizontal slash, then a strong strike downwards.
- Both their namecards have their respective clothing motifs.
- Both of them have dendro visions.
- While in Alhaitham's final ascension voiceline he talks with the Traveler about not letting his newfound progress be known to the Akademiya scholars, because he doesn't want to be saddled with more work, Kaveh talks instead about how his new power will help him accomplish *more* things, which is an interesting contrast.
- Their names on their introduction cards are mirrored, as Kaveh's is positioned to the left, while Alhaitham's follows the usual trend of being to the right.
- Alhaitham's demo's trailer is named, "Think Before You Act". This contrasts with the phrase used in Kaveh's voice artist announcement, "A person of action best knows the meaning of a vantage point."
- Aside from that, there's obviously their clashing philosophies. Alhaitham with his egoism, and Kaveh with his altruism. Alhaitham's more realistic approach and Kaveh's idealism. Alhaitham's outlook that values the needs and wants of the self more, while Kaveh's view is more centered in the collective.



## Serenitea Pot

- As previously mentioned in the sections "**Mirrors**" Alhaitham's preferred furniture set is indoors, while Kaveh's is outdoors.
- Both of them have a chatbox about wanting to go home, when you put them in your teapot.
- Alhaitham's teapot's preferred furniture set looks like Lambad's Tavern, where Kaveh likes to spend his time. Meanwhile Kaveh's looks like Razan Gardens, where we see Alhaitham during his teaser.
- In Alhaitham's teapot voice lines, he claims that "I already do what I want every day" and that he's content with things as they are now.
- As previously mentioned in the section "**Food And Drink Related Facts**", while Kaveh mentions his coffee grinder in the serenitea teapot, Alhaitham has a chatbox with the word "Coffee..."

## Kaveh and Alhaitham's Birthdays

- In Alhaitham's birthday art, he's seen sleeping inside his home. In the caption that came with it, it was said that "someone" had let the Traveler and Paimon in. That someone is almost undoubtedly Kaveh, since he's the only other person who has keys to Alhaitham's house.
- In Kaveh's birthday letter, he claims he'd gone out, bought many coffee blends, and brought them "home". He then says that he and someone else -that is, "we" is the word used in the letter- compared each and every one of them until they decided on which flavor was best. The other person referred there is almost undoubtedly Alhaitham, considering the fact Kaveh brought the coffee beans "home" and didn't feel the need to specify who he was with.
- As previously mentioned in the section, "**Details In Their Home**", in Kaveh's birthday art, he's seen drawing up a blueprint as he sits on a chair in their office, right behind the desk. That basically confirms they share this area of the study, especially considering all the books scattered on top of it, and the star-shaped multipurpose bottle.
- In Kaveh's birthday art caption, as previously illustrated in the section "**Translation Related Facts**", he refers to Alhaitham's and his house as "our home", in the original chinese caption. Otherwise, it's mentioned he'll go back to being a visiting lecturer in the Akademiya, and that the Traveler and Paimon are still too early to the gathering they had scheduled with the others.

- Something else to be taken away from this caption is that Alhaitham was in all likelihood the one to open the door for the Traveler, considering the fact that Kaveh was surprised by their appearance, and they don't have keys to the place. It also suggests that both Alhaitham and Kaveh had spent quite a sizable portion of their days inside the house, during their birthdays.
- Their birthday arts are somewhat mirrored. Both of them are leaning their head on a hand, but they're each turned in the other's opposite direction. Although that's more subtle and pretty likely to be unintentional. This is just included here as more of a fun fact, not anything serious.
- Alhaitham's birthday chibi is turned to the area of Lambad's Tavern, where Kaveh's chibi is in his art. Kaveh's birthday chibi is turned in the direction where Alhaitham's birthday chibi was, in turn.
- Both their birthday letters have punctuation as their titles. Alhaitham's is "...". And Kaveh's is "!!!". They appear to be some of the only characters in the game whose birthday letter titles are strictly punctuation. Something else to point out is that unlike other characters, neither of them mentioned their birthdays, or invited the Traveler and Paimon to any meeting or gathering, instead granting them each with a gift.

## Observations And Other Related Facts

- As already mentioned here, they can be found arguing on message boards all across Sumeru. If you use Nahida's skill on Kaveh during the latter part of Alhaitham's Story Quest, you actually find out Kaveh doesn't have much recollection of these conversations, and actually hopes Alhaitham doesn't know he's been writing on message boards while drunk.
- They talk about each other a lot. Alhaitham has 4 direct voice lines about Kaveh, with one indirect one, while Kaveh has 2 direct ones, and 1 indirect one. Alhaitham mentions him twice in the Archon Quest and in his story quest, while Kaveh mentions him in almost all hangout routes (both these tidbits are better illustrated in the "**Alhaitham's Story Quest**", "**Archon Quest**" and "**Kaveh's Hangout**" sections). Alhaitham mentions Kaveh in his "Good Night" voiceline, while Kaveh mentions Alhaitham in his "Good Morning" one. Aside from that, Kaveh is known for complaining about Alhaitham, which is even pointed out in the Interdarshan Championship event, by Collei. They also each have one character story dedicated to their shared past, with other small mentions of Alhaitham spread out through other of Kaveh's character stories.
- In Kirara's demo, Kaveh is seen receiving a delivery. Through a process of elimination, it appears that those were probably books. Considering Kaveh's financial situation, it's unlikely he would be able to afford international shipping. That means he was probably receiving Alhaitham's package.

- Panah, a NPC in the Akademiya, when you read his mind with Nahida's skill, is thinking about hearing Kaveh and Alhaitham arguing now that Kaveh is back (from the expedition he was in, during the Archon Quest).
- The rings in their hands have meanings. Kaveh's rings are on his ring and pinky finger. The ring finger one means: Affection, love, beauty, romantic relationships, commitment, creativity and adventure. The pinky one means: Bonding, communication, intuition, intelligence, and persuasion. Alhaitham, in turn, has rings on his thumb, and middle finger. Wearing one on the thumb means: Willpower, strength, freedom of thought. Wearing one on the middle one means: Individuality, self-worth, self-analysis and responsibility.
- They are some of the first two characters with directly matching idle animations. Alhaitham even smiles very subtly at his keys, during his.
- They are frequently mentioned by other characters in relation to each other. Tighnari, Collei and Nahida all mention Alhaitham in their "About Kaveh" voicelines, while Tighnari mentions Kaveh in his "About Alhaitham" one.
- In the charging screen of the game, there's the symbol of the city of Sumeru, a tree. At the top of it, on the branches, is the symbol on the collar Kaveh uses. In the trunk, it's the symbol on Alhaitham's boots.
- In the Parade of Providence event's animated page in game, Alhaitham and Kaveh both look at each other for a second, before looking away.
- In the same 3.6 event's description, is this text, "Joy and sorrow are constant companions to life, and the endless flow of history's long river runs ever unceasing. Life is but a journey, with love and beauty as it's salves, and wisdom, as it's balm." This description appears to be about Kaveh quite clearly, which becomes evident considering the reference to "joy and sorrow" which transmits the same meaning as "weal and woe" aside from the references to beauty and wisdom. This makes the mention of "love" as one of the salves of life quite interesting, especially taking into consideration the happenings of this event. Although this, of course, must also refer to Kaveh's love for his friends, I still thought it relevant to include in the document.
- On the 3.6 namecard "Travel Notes: Crown of Glory", there's the description "Knowledge serves as the crown of time, and reminiscence is bound to the time we shared as one." This version was the one where Parade of Providence happened, and the namecard itself references it.
- They both made each other's introductions, in the drip marketing. Alhaitham and Kaveh are in fact, one of the only pair of characters to mutually introduce the others playable variant, the only other ones being Tighnari and Cyno, and Xingqiu and Chongyun.

- Alhaitham, who values his peace and comfort extremely, wears his soundproof earpieces on nights Kaveh is hammering away at his projects.
- For Korean Genshin Impact official fancafe reaching 300k subscribers, new official art was released. In this art, Alhaitham and Kaveh can be seen in Puspa Café playing Genius Invokation TCG. The invitation is on Kaveh's side of the table which indicates that Alhaitham might have invited him to play the game. This is curious because in Parade of Providence, Alhaitham said he had no thoughts regarding King of Invocations. In the illustration, Kaveh is in the light, while Alhaitham is more in the darker side of the image, smiling. The candies over the table are yellow and green, as are the confetti around them. Aside from this, there are four goblets with them, even if there are only two chairs. This might indicate that Tighnari and Cyno will join them later to play the game, seeing as it is something the group seems to do often. Otherwise, those might just be additional drinks for them.
- In the 2023 summer festival pv, Alhaitham is seen reading a book in front of a table with fruits, and across a chair where a dutar is, on the Palace of Alcazarzaray. This might indicate that Kaveh had been there with him, before Cyno dragged him for a TCG match, where he is seen in the same video.
- Some details in the back of both their designs seem to match with their constellations.
- In Kaveh's hangout, Alhaitham mentions that the Razan Gardens' pavilions are a place Kaveh commonly takes his friends to. In Alhaitham's teaser, he can be seen quietly reading there. This might suggest Kaveh was the one that introduced it to him.
- Alhaitham and Kaveh's bursts, when put together, seem to make up a house. Alhaitham's burst would be the outer walls and ceiling, while Kaveh's would be the inner walls and flooring.
- Both of them met each other at a point where they had each "lost" a family member, and already had "a lack of familial relations" as Alhaitham's Character Story 4 puts it. Alhaitham's grandmother had died right before he enrolled into the Akademiya, while Kaveh's mother had moved to Fontaine right after his own enrollment.
- The difference between a home and a house is emphasized quite a few times by Kaveh, in his character stories, and in his teapot voice lines- with a house being just a building, but a home only existing because of its inhabitants. When you stand in front of Alhaitham's house, the option to enter says "Enter Alhaitham's Home". In Kaveh's hangout, one of the quest objectives is to follow Kaveh "home," and Kaveh himself uses the word in relation to Alhaitham's house quite a few times during Alhaitham's story quest. Also in Alhaitham's story quest, upon entering Alhaitham's house, the Traveler asks "Is this your home?" To which Alhaitham answers with a smile "yes."
- Both of them seem to hold their debates in high esteem. In Alhaitham's namecard description, it says that "debates and dialectics" are very important and what

researches should abide by, while Kaveh talks in the Interdarshan Championship event about how he considers discussions about differing ideologies to be "sacred among scholars." Aside from that, in Kaveh's Old Sketchbook it says that it's through opposing ideologies that new philosophies can be born, while in Alhaitham's Character Story 4, it's widely described how their mirroring perspectives are important for him to expand his own worldviews. One of Alhaitham's constellations is also named "Debate".

- Despite their disagreements, they hold each other's intellect in high regard. Alhaitham describes Kaveh as a fellow "genius", in his Character Story 4, while Kaveh calls Alhaitham the same in his voiceline about him.
- While Alhaitham says he "doesn't keep track of favors" and dismisses the Traveler and Ilyas' thanks, he tells Kaveh that "earnest thanks should be given thrice", and asks him to repeat his, which is quite the change of pace.
- As previously mentioned in the section "**General Story**", Kaveh does most of the housework in Alhaitham's house, believing that Alhaitham "has never done a good deed unconditionally". Contrary to that, Alhaitham himself had said to the Traveler that he doesn't keep track of favors, implying that there is a miscommunication between them. Otherwise, this might be associated with something mentioned previously in the subsection "**Egoism and Altruism, aside from other possible references to philosophy**".
- Kaveh can recognize Alhaitham's handwriting, as shown in his hangout, and Alhaitham knows about the location of the books Kaveh has annotated in, as shown during the hangout as well.
- Alhaitham lets Kaveh drag him places, without even knowing the reason why, as implied in his character demo, "Surely you didn't drag me out just to play cards?"
- Alhaitham's Character Story 3 makes numerous allusions to the conflict in Kaveh's Character Story 5, as both deal with the categorical distinctions between talented and ordinary people as well as those who refused to accept that they are talented in order to fit in with others. When they were both students at the Akademiya working on a joint project, Alhaitham and Kaveh got into a disagreement because Kaveh insisted that differences in talent were obstacles that could be overcome with effort, while Alhaitham countered that people shouldn't try to fit in with groups to which they don't belong because no amount of hard work could close the gaps in the practical realities surrounding their lack of talent.
- Both Kaveh and Alhaitham refer to the other as unique a few times in in-game content. In his voiceline "About Alhaitham: It's Complicated", Kaveh says that "it is not everyday you meet someone like him". Aside from that, as illustrated in the section "**Kaveh's Hangout**", at the House of Daena, Kaveh describes Alhaitham as being clearly different from the other Haravat scholars that at the time of their meeting, Kaveh saw conversing around him. Meanwhile Alhaitham, as included in the "**Parade Of Providence**" section, sees Kaveh as an "anomaly" when it comes to

other scholars, and describes him to have displayed a sense of justice and idealism "few" dare follow through with.

- They both know each other very well. As previously mentioned in the section "**Kaveh's Hangout**", Alhaitham seems quite familiar with Kaveh's habits and tendencies, such as seeing others' feelings as more important than his own. Aside from that, as detailed in Kaveh's Character Story 5, he was also the only one to truly understand Kaveh's sense of guilt and address it, in their student days. It's even highlighted when Kaveh shows one of his old drawings to the Traveler and Alhaitham, and upon seeing Al-Haitham's lack of reaction, says, "don't tell me even you don't get it". In Kaveh's case, he also knows Alhaitham very well, even claiming that if people think Alhaitham is all coldly logical and rigid like a machine, they just "don't know him well enough". Kaveh also seems to know Alhaitham's habits, down to the places he'll be in on whatever hour, which is interesting when you take into consideration that in Alhaitham's voiceline "More About Alhaitham V", he says that he finds sharing what you do in your free time, for example, to be more personal than telling someone your thoughts and opinions- that is, knowing someone's habits is more personal than just knowing their thoughts. Aside from that, he has an entire character story about being difficult to track down.
- Alhaitham says it's your character that determines your destiny first and foremost, in his introduction of Kaveh. Kaveh's Collected Miscellany description uses the exact same wording to question this, and/or propose another alternative to this hypothesis: "From smooth sailing to being tempest-tossed by fate, the young architect has experienced much. Does one's character determine their destiny... or can their next step be a turning point?" Which is what Alhaitham said Kaveh does- that is, "constantly rebut". Meanwhile in Alhaitham's Collected Miscellany description, it says that by precluding futile trivialities (probably, referencing the way he "cuts through the fluff" when talking to other people, as mentioned in the video itself, which is something that is said to frustrate some) one can seek the silent truth. This is all something Kaveh says Alhaitham thinks/does in his introduction of him- that is "cares more about the truth than the people around him".
- Kaveh has expressed concern about Alhaitham's lack of care for a social life before, claiming he "can't survive on books alone", by the end of Parade of Providence. Despite this, Alhaitham believes that being social is not one of life's necessities, since he has never bothered with it and has a life more comfortable than most.
- They use matching weapons in official content- Kaveh with the Makhaira Aquamarine and Alhaitham with the Xiphos. The original owners of these weapons were lovers, a woman that would eventually become a court dancer, and the hero of Tulaytullah. Aside from that, Alhaitham's signature weapon's original owner was also a lover of Makhaira, a prince she fell in love with after she became a court dancer.
- In the Sumeru tourist information video, posted by Genshin Impact's chinese youtube channel, you can see Kaveh and Alhaitham doing their matching idles inside the Akademiya.

- In the anniversary web event of 2023, "Dream of Roving Stars", there are animations related to quests that happened during the year, or certain facts about the Traveler's adventures, and the such. In the page about events, when it comes to Parade of Providence, chibi Kaveh appears alongside Dori, with a short description meant to remind people of what happened during it. Said description to some players, was the phrase Alhaitham left to him in the language they both know, "Lofty ideals may provide no defense at all against nihilism, but maybe little actions can". Right after, there's an animated transition that leads to chibi Alhaitham holding some papers. Aside from this, still about Parade of Providence, in an image regarding the minigames of the event, there is chibi Kaveh building the bridges utilized in the minigames made by the Ksharewar stand, while chibi Alhaitham flies to their objective in the same minigame.

## Fun Facts

*This section will include facts that have less chance to be intentional or relevant to canon, but that I still thought interesting to add.*

- Their ascension voice lines are somewhat similar. The first being "Thank you" while the second being surprised about it not having been a one time thing. It's even more evident in the original chinese version.
- In two of their chibi arts, Alhaitham's birthday art, and Kaveh's pre-release one, both of them seem to be standing in the same spot.
- Both the bearded vulture (Vulturs Volans) and the bird of paradise are birds that have been documented to engage in acts of homosexuality, and are known to mate for life.
- In the 3.6 Chinese livestream, Tighnari's chibi blushes when he talks about Kaveh having to move to Alhaitham's house.
- In the Japanese version of the patch 3.6 livestream in which the voice actors commentate the stream while being in-character, Alhaitham is given the task of reporting core parts of Kaveh's personality, such as describing Kaveh's "delicate and sensitive heart" and his ability to understand different human emotions. The same description of Kaveh as having a "sensitive heart" is used in the actual game by Idya, during the Veluriyan Mirage event.
- In the Japanese 3.7 livestream, Kaveh's voice actor introduces Alhaitham's banner. Kaveh hesitates and chuckles nervously when he mentions Alhaitham, contrary to his calm mood when introducing Kazuha.
- Lambad, an NPC located in Lambad's Tavern, had his tableware damaged possibly in a fight between Kaveh and Alhaitham, as the new tableware in the tavern is said to be made by craftspeople commissioned by Ksharewar researchers and patterns

designed by Haravat researchers. Given how often Kaveh and Alhaitham reside by Lambad's Tavern and how the tavern was featured in Alhaitham's demo, it is possible the fight was between Kaveh and Alhaitham. This however is more speculative.

- In Archon Quest Chapter III: Act II — The Morn a Thousand Roses Brings: The End of Sabzeruz Festival, the Traveler and Paimon discover a letter Dunyarzad left for them on a compilation of folk legends concerning Lesser Lord Kusanali, created from a series of interviews that she conducted in succession and wrote down. One of the stories goes: "There was this one time when I'd had a wee bit too much to drink and couldn't find my way home to save my life. Then, when I turned a corner, I could've sworn I saw Lesser Lord Kusanali. She was very tall and had the most muscular arms, and she caught me when I slipped and fell. The next morning, I found myself sleeping under a tree. I reckon that must've been her looking out for me!" The transcription can be thought of to be Kaveh's, as he is often noted to be an alcoholic and Alhaitham is a notably muscular person. However, this possibility to be him depends a lot on when these interviews were conducted, and of when the character was talking about. If it was in more recent times, Alhaitham would probably have carried him home. And depending on when the interviews were conducted, Kaveh would not have been in Sumeru. Aside from this, some of the transcript doesn't seem to follow Kaveh's speech patterns quite that well- although this is a more personal opinion. So this possibility also places as less likely, but still very intriguing.
- Contradictions that Nahida has observed in human behavior are mentioned in Nahida's Character Story 1, one of which is that some people have a tendency to say brutal things when spending time with someone they truly love. While the translation may change the wording, the general meaning remains the same. This is an ambiguous mention, as while this description could apply to Alhaitham and Kaveh's relationship due to their tendency to argue with each other despite the fact that it is implied that they still care for each other, it is unknown how much Nahida knows about how they interact, as according to her "About Kaveh" voice-line, she had no idea they were living together despite seemingly having a deep understanding of both characters. However, she could have observed their interactions while they were out and about, as the two are known for arguing in public. Furthermore, there are no other known major Sumeru characters about whom this observation could have been made. Although, it should be mentioned, this could also have just been a general statement. Overall, this is also quite speculative.
- In the Puspa Café Message Board, there's a conversation named "Afternoon-Long Argument" which goes like this, "**Message:** After so many years, this place is still so lively! Every time I come to this coffee shop, I can't help but recall that afternoon I spent arguing with him about the interpretations of a single word. **Acting Manager's Reply:** Our shop wouldn't be so lively without your patronage. Please do visit often." This could be about Alhaitham and Kaveh, since they do get into arguments with each other quite often, go to Puspa Café together, and both learnt a language at around the same time, in their youth. Aside from this, their discussion in the Port Ormos message board was named "An Argument", and is the only other message board title with this word in the title. However, there is not truly enough evidence pointing towards this, and this message could really come from anyone and be about



anyone. Ultimately, these links are really, quite loose, but still worthy of being pointed out as a fun fact.

- From July 22nd to September 24th, the Animate Akihabara Building 2 held the ""Genshin Impact "Animate Fair -Summer 2023- Special Exhibition", where related products are on sale and there is also an exhibition. In this exhibit, all Sumeru character cardboard cutouts were surrounded by pictures of the characters themselves, except for Alhaitham, who was surrounded by Kaveh-centered pictures, and Candace, Dehya and Dori, whose images appeared to be more related to lore. It is unclear what degree of official approval and surveillance this event received, however, so this is merely a fun fact.
- Alhaitham was holding a book in his birthday art, with an emerald cape and a gold pattern on it. This gold pattern looks very similar to the one in Mehrak.

## Quotes

*I guarantee you'll never meet anyone else who's as infuriating as him! And for the record, yes, I would say that to his face. Sure, he's smart, and sure, geniuses often come with a bad temper, but that's only half the story with him... He knows perfectly well how to appear friendly and likable to others, he just doesn't want to.*

*If he ever gives you the impression that he doesn't really have a temper, or that he's rigidly logical like a machine, then you just don't know him well enough yet. He definitely has a personality, it's just... too big a personality. Most people wouldn't get it.*

**Kaveh in his voiceline, "About Alhaitham: Temperament"**

*Alhaitham helped me out a fair amount recently. If we were still as close as we were during our student days, then I'd be thanking him every chance I got. Now, though... I can't seem to get a word of appreciation out of my mouth. Even if I could, I wouldn't want to give him the satisfaction.*

*I guess you could say our relationship is something of a mixed bag these days? Honestly, with everything that's happened, it almost feels like the universe has been playing pranks on us... It's hard to make sense of it all... too much to process for one lifetime. I will say that it's not every day that you get to know someone like him — I just wish he could rein in some of the worst excesses of his personality. Okay, yeah, that's never gonna happen.*

**Kaveh in his voiceline, "About Alhaitham: It's complicated"**

*Did you sleep well? I hope you have a great day today. And that you don't run into someone who ruins your day first thing in the morning.*

**Kaveh in his voiceline, "Good Morning"**

*I hope my roommate won't be hammering away on another one of his projects in the dead of night... Actually, I'd prefer if he wasn't home at all. I really don't want to wear my soundproof earpieces to bed.*

**Alhaitham in his voiceline: "Good Night"**

*Kaveh tends to be overly sensitive about everyone and everything he crosses paths with, and he's constantly making a fuss about nothing. Maybe it's because he's too emotionally fragile...*

**Alhaitham in his voiceline: "About Kaveh: Overly Sensitive"**

*Someone set up a stand on the street saying that for each handmade keychain they sold, a child in poverty would be given a meal. Kaveh bought at least a dozen.  
...This is Sumeru, where even healthcare is free. I needn't say more.*

**Alhaitham in his voiceline: "About Kaveh: Getting Duped"**

*Apparently, a lot of people think he has a bad temperament, but I don't think they're giving him a fair chance. When Kaveh built a house right over a Withering Zone and created a huge mess, it ended up being a real headache for the Forest Rangers. Even so, this Forest Ranger didn't hold it against Kaveh. He even invited Kaveh to his house for a meal. Hmm, maybe it's good people like him who allow people like Kaveh to survive.*

**Alhaitham in his voiceline: "About Tighnari"**

*Let's not eat here. Mind if I... take it home?*

**Alhaitham in his voiceline: "Receiving a Gift III"**

*They say earnest thanks should be given thrice, so... One more time, please.*

**Alhaitham in Parade of Providence**

*He began to realize that his ideals and career goals were, as a certain someone had said, not easily attainable.*

**Kaveh's Character Story 3**

*He would spend over a fortnight in this manner, during which he would encounter that friend that he no longer called "friend."*

**Kaveh's Character Story 5**

*The two parted ways in a single stroke. Alhaitham would remove his name from that thesis, while Kaveh would rip his copy of the thesis apart in a fury — only to put it back together with deep regret. He sensed that he would not be able to change his friend, with the reverse also being true.*

**Kaveh's Character Story 5**

*Alhaitham, on the other hand, listened intently to Kaveh's words, and seeing through him once more, asked him a difficult question: "How has realizing your ideals gone for you?"*

**Kaveh's Character Story 5**

*These might be an annoyance for someone at a low point in life, but they are also proof the most unshakable part of one's past is a friend that will never change. Rationality and sensibility, language and architecture, knowledge and human feelings... Things that can never be integrated are what constitute the two sides of the mirror — indeed, of the entire world.*

**Kaveh's Character Story 5**

Page 26: A topic application form. Postscript: "A fine beginning. Such an intelligent collaborator is hard to come by."

Page 31: Some academic notes and architectural drawings. Postscript: "Our views are aligned, and they are complete." This line has been struck out.

"Our views are contradictory, but it is through contradiction that more speculation and philosophy may be born." This line has been retained.

#### **Kaveh's character story "Old Sketchbook"**

Page 112: Rent records. Postscript: "I mean, I wouldn't call this a bad thing... But how did things turn out like this? That guy definitely wouldn't take me in for no reason and without expecting anything... But what could I possibly do for him?"

#### **Kaveh's character story "Old Sketchbook"**

I can't deny that he's very smart. However, it's a shame that a man of such talent only pays attention to the truth itself and not to the people around him. Or perhaps this is due to an extraordinary sense of individualism, which causes a lot of problems. For example, he doesn't seem to respect his seniors... Of course, I'm not referring to myself specifically.

#### **Kaveh's introduction of Alhaitham**

As far as Alhaitham is concerned, Kaveh is a familiar face, similarly lacks familial attachments, and is the polar opposite of himself as a scholar — that is to say, an excellent mirror. Human vision is limited, but it can be perfected through the presence of another genius. Taking this opportunity, Alhaitham will be able to observe other aspects of this world and thus understand more things that may have otherwise been unfathomable.

#### **Alhaitham's Character Story 4**

According to Alhaitham, this former friend of his possesses a personality and values that are not congruous with his abilities. The two differ on too many things and cannot reach a consensus even today.

#### **Alhaitham's Character Story 4**

Mainstream Sumeru academia tends to hide a certain fact from time to time, which is that for some people, talent can occasionally be more of a burden instead. Nevertheless, this view can also be but an excuse. In truth, it is your character that determines your destiny first and foremost. The aforementioned ideas are the sort that Kaveh will persistently rebut.

#### **Alhaitham's introduction of Kaveh**

Things just... started going downhill at some point. Maybe it all started when my mother remarried and left for Fontaine. Or maybe it all started when I spoke to Alhaitham in the library...

#### **Kaveh in Parade of Providence**

**Acting Manager's Reply:** What a sharp clash of theories... Anyways, it's time for Mr. Kaveh to settle his bill for the month. Should it be put on your tab as usual, Mr. Alhaitham?

**Alhaitham:** No. That spoiled guy needs to experience the brutality of the business world.

#### **Pupsa Café Message Board message**

**Alhaitham:** *Have the ten crates of wine that I ordered arrived? I came yesterday only to find out they didn't arrive.*

**Reply:** *That's impossible! A blond person came in here earlier claiming to be your roommate and took it all. I even remember both of you coming in together the other day. You must have made a mistake.*

**Alhaitham:** *...Alright. I get it."*

#### **Mahamata Bulletin Board message**

*I own a stall here selling drinks, snacks, and stuff like that. My food is reasonably priced. A popular choice for student meals, welcome parties, and team-building alike! And I even got the Mahamata among my clients, too! One bought a whole case of wine! [...] Haha, I actually have no idea what he does, but folks say he's a Mahamata. He was tall and looked like a guy who could hold his drink. But I couldn't tell if he bought the wine for himself or for someone else... I remember him murmuring something like "one case should be enough for an apology" as he carried the wine. ...Say, maybe he wanted to get someone drunk so that they'll forget his mistakes?*

#### **Shevirme, an NPC by the Bazaar**

*Be careful of Alhaitham. I'm not saying he's a bad guy, but he purely operates by rationality, so people often find his actions unacceptable. If you don't believe me, just ask his roommate — thanks to Alhaitham, he has more pent-up frustration than an angry Anemo Slime.*

#### **Tighnari's voiceline: "About Alhaitham"**

*Kaveh is a famous architect in Sumeru. The Palace of Alcazarzaray is his magnum opus. During the initial planning, he even asked me to recommend suitable ornamental flora. I don't know why or how, but he ended up heavily in debt after the palace was completed. Alhaitham is helping out by letting him stay at his place, but... I don't know whether that's a blessing or a curse...*

#### **Tighnari's voiceline: "About Kaveh"**

*He has an almost-perfect grasp of what it truly means for Sumeru to be a Nation of Wisdom. Sadly, the truth as he understands it will never be accepted as the mainstream. Hmm? He's roommates with Alhaitham? Wow... the world really is full of surprises...*

#### **Nahida's voiceline: "About Kaveh"**

*The General Mahamatra once brought him to our place for a meal. From the moment the fruit arrived on the table, he ranted non-stop about his difficult and stubborn roommate for the entire meal. We didn't get a single word in the whole time. We just nodded along and tried to stifle our laughter. It took a lot of effort.*

#### **Collei's voiceline "About Kaveh"**

**Alhaitham:** *That's not my job, either. I'm only responsible for handling important affairs within the Akademiya before the new sages take office.*

**Traveler:** *So you're still a leader now, even if it's just temporary.*

**Alhaitham:** *Hah, and the first thing I'll do is reject Kshahrewar's application for funding.*

#### **Alhaitham and the Traveler in the Sumeru Archon Quest, Act V**

*With taking liberties? He's certainly okay with helping himself to my beer whenever he pleases. And anyway, he did ask me if I wanted to read his notes. I didn't see the point at the time, so he just left them on the side. He doesn't leave documents lying around unless he's okay with other people reading them. It's fine, I promise.*

#### **Kaveh in Parade of Providence**

*I've known Alhaitham for many years now, and discussed my ideology with him for nearly as long. Uh, maybe "argued" is a better word for it... He told me a long time ago that no matter how strong of a swimmer you may be, you'll still get dragged under by the others who are drowning once you run out of stamina. He believes this is the fate that awaits all idealists. I still believe I should live by my ideals, and I've given him countless reasons why I think it's a good idea to do so. Perhaps my ideals are flawed, but are there really any perfect things in this world? Unfortunately, he remains unconvinced. His personality is the exact opposite of my own. If someone happens to drown next to him, he'll most likely stand on the shore, and mumble something along the lines of "respecting other people's fates." But as you can see, I'm not the only idealist in the world. Just as there are different seasons, there are also different people. There are many others who will continue to care about the fates of those who are not directly related to them... And when I finally run out of stamina, someone will also reach out and bring me back to shore... Someone will help me, right? ...Yes, I've already been helped like that before.*

#### **Kaveh in his hangout**

**Paimon:** Ahhh! Hold it right there!

**Alhaitham:** Are you done? Your behavior is reminding me of some other people.

#### **Alhaitham in his story quest**

*...Hm, I seem to have taken both keys when I left the house. Heh, oh well.*

#### **Alhaitham in the Sumeru Archon Quest, Act V**

**Alhaitham:** ... Thankfully, I've had my place to myself recently. It's been nice and quiet.

**Dehya:** Huh?

**Alhaitham:** Oh, huh, nothing.

#### **Alhaitham in the Sumeru Archon Quest, Act V**

**Kaveh:** Huh? Why is Alhaitham's handwriting also in here? When did he ever read this book? Ah, I guess it's probably from when we worked on that research project together. Anyway, he probably never cared to tell you this, but the House of Daena is where Alhaitham and I first met. I came here to do my homework, and saw him sitting by himself next to that row of bookshelves. A group of Haravatat scholars were chatting near him, but he looked as if he was too lazy to join them. There was a pretty stark difference between him and all the rest of them. It was my fault for feeling bad for him. I thought he must have gotten into some kind of trouble, and went over to ask if he needed anything, not realizing that—

**Alhaitham:** Not realizing that you were in fact the one in a whole heap of trouble?

#### **Alhaitham and Kaveh in Kaveh's hangout**

*When I was still a student at the Akademiya, I once collaborated with Kaveh on a research project. A collaboration is usually beneficial for all parties, but due to issues with our*

*personalities, we ended up going our separate ways before completing the project. We had a number of differences, and they remain unresolved even today, but there's no point going into that right now.*

### **Alhaitham in Kaveh's hangout**

**Alhaitham:** *Anyway, you were about to say he's feeling a bit down?*

**Traveler:** *He was put through the wringer recently by a particularly difficult client.*

**Alhaitham:** *"Put through the wringer" — what an interesting phrase. I assume he used those exact words himself.*

**Traveler:** *It doesn't seem far from the truth, though.*

**Alhaitham:** *He probably did suffer quite a bit, that's true. He always spends a lot of time editing his proposals, with the goal of satisfying as many of the client's preferences as possible. But the satisfaction of one client will not translate to general satisfaction with his work. Many problems in life can only be solved by a fundamental change of attitude. As the leading genius of Kshahrewar, Kaveh should have both the right and the confidence to reject any unreasonable demands. There are plenty of architects in Sumeru who are inferior to him in skill, yet far more irascible in temperament. What's more, there are plenty of people who look up to such individuals as paragons of "staying true to one's principles."*

**Traveler:** *So, the problem is with Kaveh...?*

**Alhaitham:** *Clearly, his predicament is inevitable, since he holds other people's feelings as more important than his own. Of course, each person is different, and we should respect the paths that they have chosen for themselves. Admonitions will serve no purpose. People tend to succumb to familiar pitfalls, and this is especially true for those who believe it's their duty to carry more burdens on their shoulders.*

### **Alhaitham and the Traveler in Kaveh's hangout**

## **What Is Queer-Coding? How Does It Relate To This Topic?**

Queer coding is the subtextual coding of a character in media as queer. It happens when a character is not explicitly stated to be queer, but there's enough subtext present in their backstory and characterization for a knowing audience to pick out the hints of their implicit queerness.

This narrative device is frequently confused with queer-baiting, so it's important to establish a distinction. While both of those do hint at queerness, the second one includes those hints with no intention of ever representing these characters as parts of the LGBTQIA+ community in any way, and is used instead as merely means to draw in audiences to a piece of media. Unlike queer-coding, it has no meaningful intent to represent or explore these facets of the characters.

Another aspect that is extremely worthy of consideration when it comes to explaining the difference between queer-coding and queer-baiting, is the context they are used in. Queer-coding, unlike queer-baiting, has historically been used in media as means to write characters as queer, when these identities were not acceptable. Queer baiting is purely exploitative in its dependency on hunger for representation to succeed, but queer coding

allows authors to write characters that queer audiences can see themselves in, in a way that is both comfortable and safe from suspicion.

How does this apply to the situation at hand, however?

In this situation, it is important to mention that Genshin Impact is a game produced by a chinese company, Hoyoverse. Therefore, despite of its global reach and popularity, it is still subjected to chinese public opinions and censorship, which has infamously conservative laws regarding sexuality and gender.

In relation to this, it's important to mention that in 2021, Hoyoverse officially joined the CCP. In the same year, there was a meeting addressing news regarding new censorship laws about gay content, gender neutral characters, content favoring japanese culture, or "intentionally designing a character to be weaker or stronger to show bias", aside from other things. After this meeting, regulations came out which among other things, dictate that there can't be canonically confirmed any queer relationship or characters. In case of same-sex romance between characters, the language should be limited to "best friends".

Under these type of circumstances, queer coding becomes an important element of storytelling, when it comes to making media the way the author wants to. And as has been pointed out by numerous players before, Genshin Impact appears to present multiple signs of engaging in queer-coding.

Aside from what was mentioned before, as another one of the reasons why people think this, it's relevant to point out Hoyoverse's history in the writing of queer relationships. As examples of this, there are Bronya and Seele from past Honkai games, who shared a canonical kiss in the webtoon, and Kiana and Mei, who were also a canonical couple.

Both those pieces of information side by side may be able to provide new context to some relationships in Genshin, and lend an additional amount of credibility to queer people who recognize and point out signs of queer-coding. Examples of such relationships, that have been scrutinized, and presented these types of hints, were: Beingguang, Eimiko and Xingyun.

Considering all the information put together in this doc, and as has been indicated by many people before, Haikaveh can also be said to present hints of queer-coding.

## **In Conclusion:**

## Which one is gayer?



being gay



whatever the fuck  
these fellas got going  
on

---

## Sources:

<https://twitter.com/haithamhour/status/1653252279712243712?s=20>

[https://www.reddit.com/r/KavehMains/comments/12i8jio/so\\_the\\_resemblance\\_to\\_that\\_painti ng\\_was\\_really/?utm\\_source=share&utm\\_medium=android\\_app&utm\\_name=androidcss&utm\\_term=1&utm\\_content=share\\_button](https://www.reddit.com/r/KavehMains/comments/12i8jio/so_the_resemblance_to_that_painti ng_was_really/?utm_source=share&utm_medium=android_app&utm_name=androidcss&utm_term=1&utm_content=share_button)

[https://twitter.com/venti\\_later/status/1656557164440477698?s=20](https://twitter.com/venti_later/status/1656557164440477698?s=20)

<https://twitter.com/haikavehtimely/status/1589746230196056064?s=20>

<https://twitter.com/pastelcolorsSs/status/1658488240817717250?s=20>

<https://twitter.com/kaiya886/status/1631571683072000002?s=20>

[https://twitter.com/venti\\_later/status/1647594973804793857?t=INRkzRw6b5N2DI8ZiYzIKA&s=19](https://twitter.com/venti_later/status/1647594973804793857?t=INRkzRw6b5N2DI8ZiYzIKA&s=19)

<https://www.constellationsofwords.com/alshain/>

<https://twitter.com/haithamhour/status/1629035977728733184?s=20>

<https://twitter.com/newstarbegin/status/1629044401682157569?s=20>

<https://twitter.com/Boram76/status/1667352849393631233?s=20>

<https://twitter.com/HopefulMea/status/1666279712992411648?s=20>

<https://twitter.com/minimushiroom/status/1664591252762001408?s=20>



[https://twitter.com/mushroomon\\_/status/1661635769453387781?s=20](https://twitter.com/mushroomon_/status/1661635769453387781?s=20)

<https://twitter.com/minimushiroom/status/1662012237530402821?s=20>

<https://twitter.com/princepsvolans/status/1661216742310547457?s=20>

<https://twitter.com/hkvhology/status/1660476919572475904?s=20>

<https://twitter.com/minimushiroom/status/1659857341142163456?s=20>

[https://twitter.com/nuesaka\\_/status/1629070056247414787?s=20](https://twitter.com/nuesaka_/status/1629070056247414787?s=20)

[https://twitter.com/venti\\_later/status/1668274087624593409?s=20](https://twitter.com/venti_later/status/1668274087624593409?s=20)

[https://twitter.com/venti\\_later/status/1667629425683484672?s=20](https://twitter.com/venti_later/status/1667629425683484672?s=20)

<https://youtu.be/Xs0v-nHDW8o>

<https://twitter.com/astrallyra/status/1653098448189640706?s=20>

[https://twitter.com/venti\\_later/status/1669455622943952896?s=20](https://twitter.com/venti_later/status/1669455622943952896?s=20)

<https://twitter.com/Boram76/status/1631053342666260483?s=20>

[https://twitter.com/mushroomon\\_/status/1672333800414785541?s=20](https://twitter.com/mushroomon_/status/1672333800414785541?s=20)

<https://twitter.com/isralennt/status/1601120234198339586?s=20>

<https://twitter.com/newstarbegin/status/1617780209830461442?s=20>

<https://twitter.com/GenshinUpdate/status/1674676133823143938?s=20>

<https://shipping.fandom.com/wiki/Kavetham#Trivia>

<https://twitter.com/heartspoilt/status/1678011438324146176?s=20>

<https://twitter.com/kvhbbgurl/status/1689237521203388416?s=20>

<https://twitter.com/newstarbegin/status/1631429749296844800?s=20>

<https://twitter.com/miminayo/status/1682719224370954240?s=20>

<https://twitter.com/lotusparadisaea/status/1678230948037402624?s=20>

<https://twitter.com/lotusparadisaea/status/1678619976108851206?s=20>

<https://twitter.com/solarclimes/status/1671823272953126917?s=20>

<https://twotwoone.nyc/queer-coding-in-genshin-impact-a-queer-study-of-chinese-video-game-storytelling/>

[https://en.wikipedia.org/wiki/Queer\\_coding](https://en.wikipedia.org/wiki/Queer_coding)

<https://bookriot.com/what-is-queerbaiting-vs-queer-coding/>

<https://x.com/SomethinWriting/status/1707335968259293235?s=20>

[https://x.com/mushroomon\\_/status/1707312216326942951?s=20](https://x.com/mushroomon_/status/1707312216326942951?s=20)

<https://x.com/pastelcolorsSs/status/1648814325606535168?s=20>

<https://x.com/pad1sarah/status/1667098294357557250?s=20>

<https://x.com/Myusername7444/status/1700098827015905701?s=20>

<https://x.com/Myusername7444/status/1692580366245048623?s=20>

<https://x.com/Myusername7444/status/1702532043681255654?s=20>

<https://x.com/minimushiroom/status/1673678737437515780?s=20>