

Portfolio Sample

Forsakenland World Design

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This document is composed of sample pages from several other documents that I created for the *Forsakenland* grimdark sci-fi world design project.

The documents used in the making of this sample are (in order of appearance):

- *Geography & Territories* (page 6 of 8)
- *Godspeed* (page 5 of 7)
- *Characters* (page 9 of 10)
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Preceding these sections is a short summarization of the project written specifically for this sample.

Summary

Forsakenland is a work-in-progress grimdark sci-fi game inspired by the world of *Warhammer 40k*. On this project, I work as the lead freelance world designer, creating the setting of Gylesian-3C, a desert planet.

The planet contains deposits of the Godspeed ore - this mineral can be harvested as very potent fuel. The major centers of most of the cultures were established around large Godspeed deposits. Therefore, this mineral is crucial to the world design of Gylesian-3C.

Geography & Territories

The Core Area contains 11 major clusters of Godspeed. A cluster contains one or more major or minor deposits. These clusters aren't named, as the factions typically do not assign names to them. Instead, clusters are titled with the letters A-K. The titles are assigned in no particular order. While describing each cluster, the location is given along with the usage by factions and potential other details.

Cluster A is a large cluster around and under the Mines. This is one of the Core Area's largest clusters, stretching further north-west even beyond the Core Area borders. The Justice Group uses this cluster as their primary source of large amounts of Godspeed.

There are two minor deposits that are included in this cluster, several kilometers south-east from the mountain range.

Cluster B consists of a single medium-sized deposit in the north part of the Crimson Hamada. A major Justice Group outpost has formed above it.

Cluster C is located south of Cluster B and consists of one medium-sized and two minor approximately circular deposits. This cluster is in contested territory between the Justice Group and the Kazatuun; therefore, control over the outposts in this cluster is a major tactical advantage.

Cluster D is a large cluster consisting of four medium-sized and two minor deposits. It is located in the north-most part of the Core Area in the Crimson Hamada. Large parts of this cluster are uninhabited, but the Justice Group is actively launching expeditions to establish mining camps around the discovered deposits.

Cluster E is located under and around the Core Sea, the Northern Lake, and the Coural River. This cluster consists of a single major deposit and serves as the secondary source of Godspeed for the Justice Group. The capital city has been built into this deposit, originally for mining purposes.

Godspeed

This section outlines limitations imposed on Godspeed - these should be kept in mind whenever worldbuilding around the element to prevent it from becoming a go-to solution for fixing all problems.

The major concern for human factions around the element is the harvesting of electricity from raw Godspeed. The Justice Group has sophisticated the process the most out of all the factions, running large Godspeed reactors in their cities (having dedicated the Power Caste to running and maintaining them), and thus use electricity the most out of the factions. More detailed usage descriptions for all factions are outlined below.

Godspeed is a physical non-renewable resource, and therefore can become sparse after being harvested from a certain area. While deposits are definitely not rare, the scale of usage in particular the Justice Group is making it necessary for them to venture further and further away from their cities to find new large deposits to mine.

There is also the problem of oversaturation. There are dangers to spending a long amount of time near Godspeed. As mentioned, humans have increased levels of agitation and hyperactivity near Godspeed. When exposed to the element long-term (several years and more), humans can develop medical issues such as severe insomnia, neurological damage, and even cancer.

Some people have hyposensitivity to the effects of Godspeed, making them ideal workers for the Power Caste; on the other hand, some people can experience a hypersensitivity, causing them to become practically incapacitated near Godspeed due to severe headaches and dizziness.

Characters

The Kozagad Collective is a hive mind sub-species of the Kazatuun insectoids. They are addicted to Godspeed; their primary motivation is to acquire more of it and hoard it in their burrows.

Describing individual Kozagad characters provides a unique challenge - as the entire culture is a hive mind, there are no individuals to speak of, at least not mentally. However, physical individuals and their feats can be described. The names provided for the characters are names that other factions, such as the Justice Group or the Spawn, have for these physical individuals. The Collective itself does not require names for individual bodies.

The Ruthless One

The Ruthless One is a particularly large individual of the Kozagad Collective. It measures around 3 meters (which is very tall even for a normal Kazatuun - the Kozagad are usually smaller than their independant siblings). It is known by the Spawn for single handedly destroying one of their largest outposts, the Amber Mine. This outpost served as a major resource for the Spawn, who used the mined Amber in the making of explosives. Therefore, The Ruthless One is generally regarded as one of the strongest individuals of the Collective, and every one of the Spawn regard it as a foe worth dying in battle with.

Basic War Units

A **Persistence Ancillary** is the basic unit for the Justice Group. They are volunteers from the Persistence caste, hoping to move up within the caste system to be able to enjoy the benefits of the higher castes, such as semi-free travel.

These people are generally heavily unprepared for the brutality of surface war, as they've spent their entire lives in the underground cities being fed pro-war propoganda by the higher castes. Because of this, the Justice Group often uses them as cannon fodder - they are unpaid volunteers without much skill, but there is strength in their numbers.

Physically, they are mostly of medium build, very pale due to the lack of natural light in the cities, and with very short or no hair. They wear light body armor, carry a melee hunting knife and an electric handgun using Godspeed-imbued ammunition. Some of the Ancillaries don't wear shoes, as this provides an improved ability to feel for their surroundings - they are also used to this from the cities. These Ancillaries sometimes choose to wear bandages (tattered, covered in blood and dirt) wrapped around their feet.

Flora

The **Garnet Lash** is a large plant growing in desert conditions. For most of its life cycle, the plant consists of several thin, long stems, at first glance look like dead sticks. The stems are around 120 - 160 cm long. Directly after rainfall, the plant quickly develops many small green leaves and dark red flowers, which bear close resemblance to the leaves. Because of the resemblance, the flowers can appear as blood drops on the green plant.

The Garnet Lash is used to create beating sticks by the Justice Group, often used to control and punish slaves, as well as attack dogs in-training. Because of the similarity of the flowers to droplets of blood and the plant's usage as a blunt force weapon, the tea brewed from the flowers is often referred to as Slave's Blood. The tea has an invigorating effect for Justice Group soldiers, and a demoralizing one on Spawn clan members.

Fauna

The **Ranger Jackal** is a prominent species of canid. They are omnivores, often hunting small prey and scavenging for dead animals in the wild. Their pelt is light brown, with the tail sometimes having a white tip. Living in the desert, this species is highly adaptable in their diet, often feeding on anything and everything that can be found, including fruits, fungi, hares (which they hunt alone), bigger prey such as sheep (which they hunt in small packs of 2-4 individuals), and even the carcasses of prey of larger predators.

The Ranger Jackal can be tamed and trained. Because of their trainability and ferocity, the Justice Group uses them often as attack dogs. They have been breeding the Jackals to increase their brutality. The Jackals are used in battles as well as to guard slaves. The Justice Group manufactures spiked armor for the Jackals, sending them into battles early in order to break enemy formations. They are often trained to be able to jump high in order to take down flying Kazatuun and Kozagad soldiers.

Because of their usage by the slavers of the Justice Group, the Spawn considers the Jackals a disgusting animal and a sworn enemy of the Clan. They often hunt the canids for sport, leaving their bodies outside to rot, or displaying their carcasses around their camps as trophies; they would consider eating them or using their pelts for clothing to be unclean.

The Kazatuun and Kozagad often hunt the wild animals for food - as a prominent species, the Ranger Jackal provides a good source of sustenance for the insectoids.

Kazatuun

The Kazatuun are a species of large insectoids. The adults measure around 1.8 - 2.4 meters, with female specimens being generally larger than male ones. Their adult form has 6 limbs (walking on 4 of them and using the other 2 as arms) and a set of wings. The wings are translucent with a slight iridescence and brown veins. Their bodies are composed of two parts - the upper body, covered in short strands of soft fur, with their arms, head, and wings, and the lower body, with their 4 legs.

Note: For visual reference for the adult form, refer to the *Pseudocreobotra wahlbergi* (head), *Lymantria dispar* (upper body fur), *Panorpa helena* (lower body, limbs, and wings).

Their larva state possesses 3 sets of limbs and a scorpion-like stinger. The larvae measure around 0.5 - 1 meters in length.

Note: For visual reference for the larva form, refer to the *Amphimallon solstitialis larva* (body and limbs) and the adult *Panorpa helena* (stinger).

Their eggs are around 3 - 5 centimeters in size and dark purple. Their pupation takes place in a dark cocoon and happens over 50-120 days.

The Kazatuun also worship Queens, usually one in every major settlement. The Queens are not sentient, unlike most of the species. Instead, they are kept by the rest of the society like animals, using them to breed. Despite their non-sentience, the Kazatuun worship them as gods. Kazatuun individuals lose their sentience when they become Queens, the excess energy used to further fuel reproduction. The Queens are gigantic, the largest ones measuring up to 12 meters. They have a large, swollen abdomen (physogastrism) and can produce up to 800 eggs a day.

Note: For visual reference for the Queens, refer to the *Macrotermes bellicosus queen* (lower body).