

JAKUB TUMANIEC

FACELESS TALES





THE FACELESS LANDS

City of Dust

Chroma
Peaks

Heptagos

Na'Ama

Hymn

Pink Meadows

Alkimia
Academy

Castle Gold

The Feeth

Crying mountains

Fethargon

Half-city of Krauma



INTRO

This project started as an attempt to flesh out and develop an imaginary world I made as a child. Soon however I realized that I would have to remake all but the most essential scaffolding of this world. The driving idea was, and still is, a concept of a culture that hides their faces behind masks. I wanted to explore how that culture would branch, and what forms would it take under different environmental pressures. That's where the main characters come in.

The story was then built around it, I liked the idea of these three completely different people having adventures and traveling around. But, as with most trio characters, they had to have some differences in how they saw the few things they had in common. I focused on how they looked, what material would their culture use, what weapons would they prefer, how they would travel. Then came the more personal questions of how they saw their own culture and the overall idea of masks. I didn't want to make just designs, I wanted characters.

While I focused on the characters however, I did neglect the world they would inhabit. To remedy this, I made the map you just saw, the idea for it came from a certain experience I had a lot as a child. I remember opening a book for the first time and being greeted with a large, detailed map of the world the story took place in. It a great opener for a book that want to immerse it reader, and while immersion was not my main concern with this project, I liked the idea of a map, and so here it is.



KIND MAN

The oldest character I made, and the one who changed the most. What started as just a plague doctor with a big sword evolved neatly into a design I am very proud of. The mask, weapons and clothes all work nicely to show the more grounded culture the Kind Man is from. The biggest problem I faced in this design is, funnily enough, the name. But the end result, bland as it may be, fits the character well.





I wanted the final outfit to be made mostly out of rough fabrics like leather or linen. All was meant to be down to earth and like something an adventuring doctor would wear. The bits of metal that are visible serve as either protection or in the case of his knuckles and feet, as makeshift weapons. For colours I chose more earthy tones, to help distinguish him from the other characters.

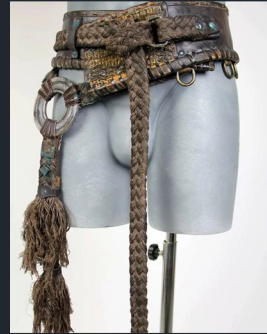
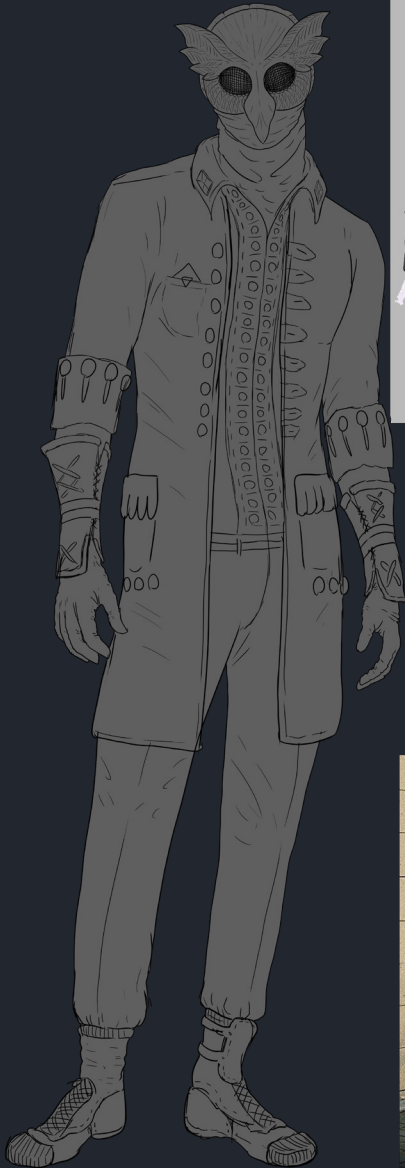


The Kind Man belongs to a group of scientists/monster hunters called the Academy, with their sigil etched into the pin that holds his cloak. Knowing that I wanted to make parts of his outfit “high class”. This can be seen with the vest and sweater, that normally would not be good for a traveller. As per Academy tradition, Kind Mans mask was based on a bird, and his choice was an owl. I wanted to make the design calm but also unnerving, like a focused scientists that cares little for how other see him.

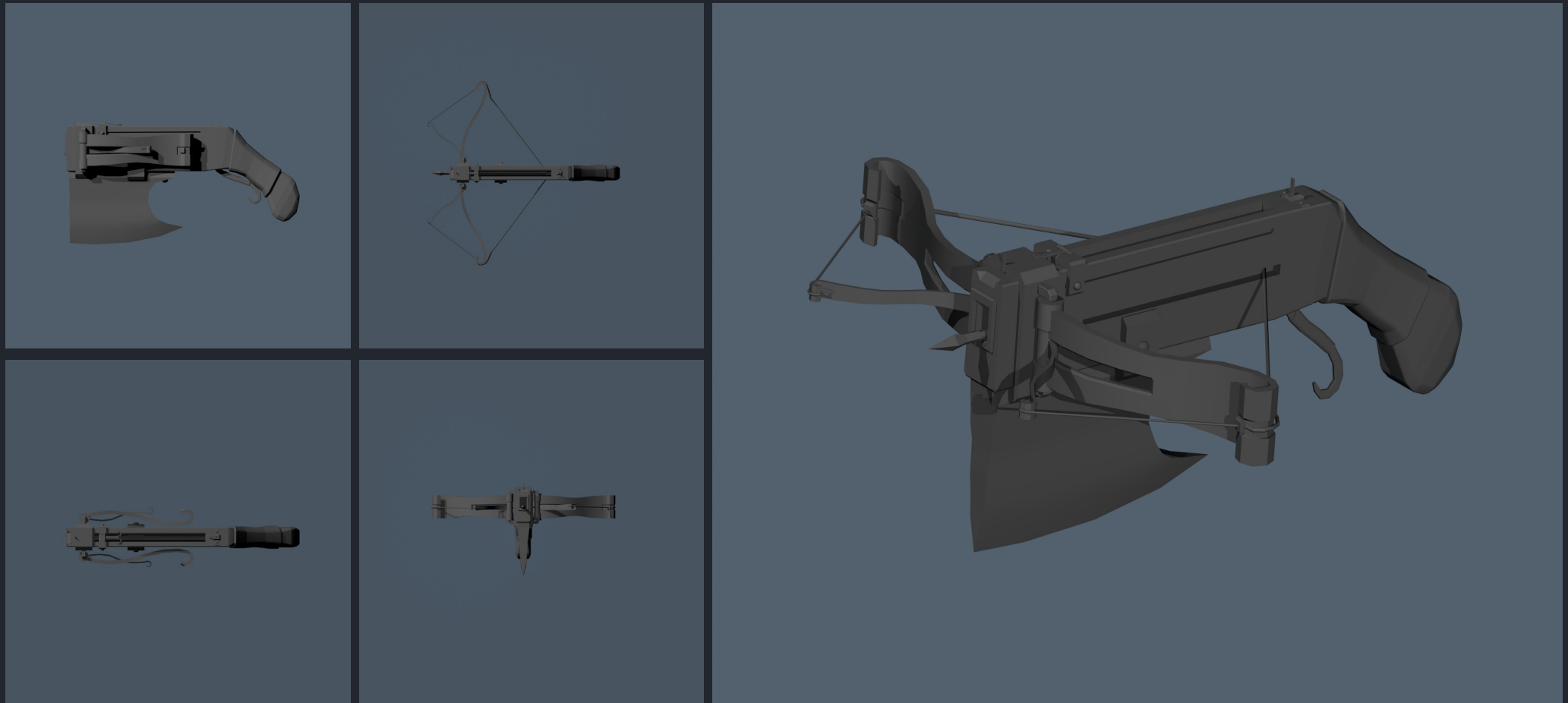


In my designs I wanted to distance myself from the generic plague doctor outfit. I experimented with different masks and hats, but in the end hood and cloak felt like the ideal answer. I wanted the Kind Man to look strong and weird. I first wanted to give him a tight shirt under his vest, but later changed that into the orange sweater. I tried the same with his legs, but he looked more like a football player than a traveling researcher. The bandaged lower legs were a good choice to make him more like a hermit, as if he had to make due with bits and pieces from other outfits to make his own.

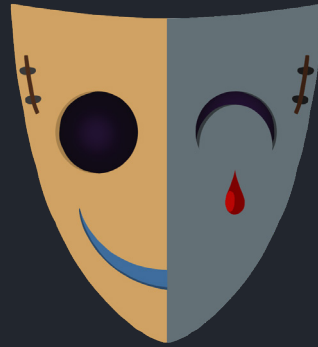




The very first designs for the Kind Man were based on much later time periods than other characters. And while it worked for the science side of his character, he looked more like a weird cosplayer than a person. This is also where I first started toying with the idea of a flat mask for him.

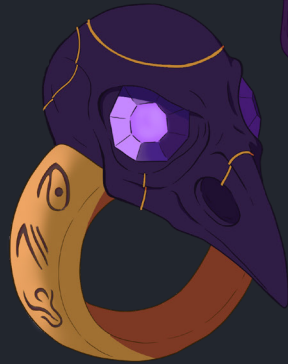


The Crosaxe is a design I came up with much later in the development of the Kind Man. I like to think that he was gifted the crossbow when he began adventuring, but modified it with an axe blade later.



CRESTER

Whereas the Kind man changed the most from his original vision, Crester never truly had an original. Their design at the beginning was very chaotic, and while that worked for Their character it wasn't really a good design. When finally making their outfit, I set out to focus on sharp edges and a lanky body, a contrast from Kind Mans large build and overall roundness. The end result is a clown/jester character that stands out from any other design I made for this project.





The only struggle I encountered while making Their outfit was their waist, or rather, what to put on it. My first instinct was a dress with bells on it, it was slightly puffy and worked well with the triangularity of the whole design. But in the end it didn't do any good for their silhouette, so I changed it to be the same of their upper arm.

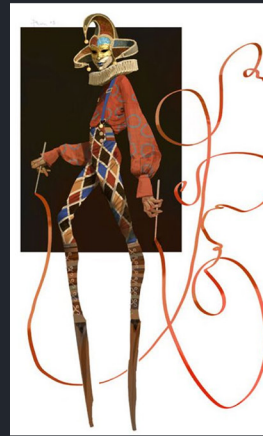
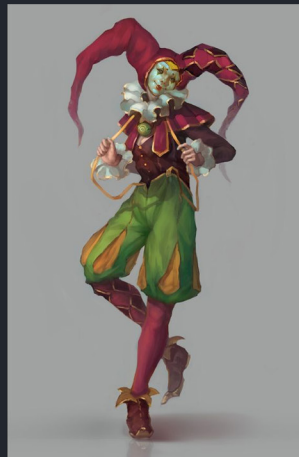
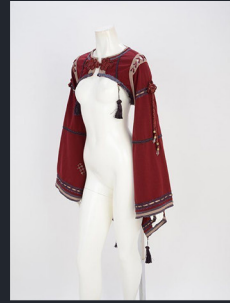


I always envisioned Them with bright colours and weird, impractical clothing. The best example are probably the three large sleeves coming out of their head. With them in particular I wanted to make it look as if they had hair.

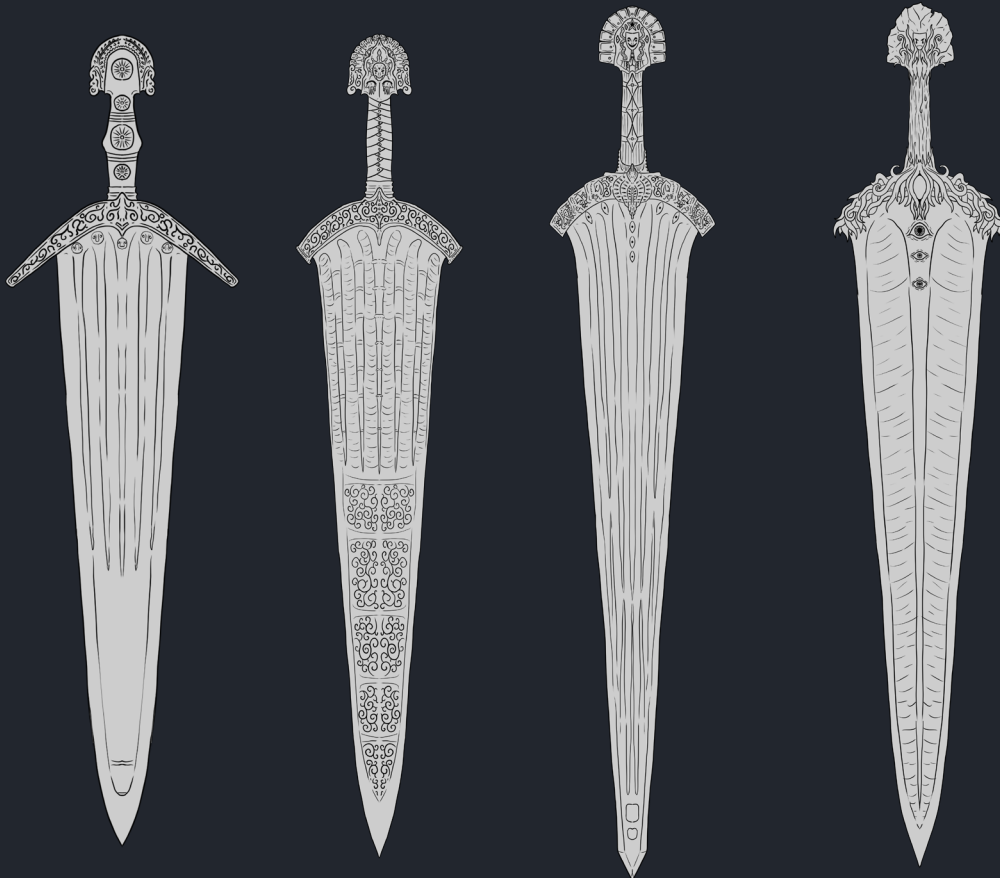


The other part of Crester was his relationship with the culture of masks. They never settle for just one, and change their face covering almost daily. Another, maybe smarter person would use this to hide, or deceive those around them. But Crester just doesn't feel like one mask is enough for him, and who can judge him.





The very first explorations for Crester were interesting. It was when I wanted them to be grounded like the other characters, and so I used other works and real life clothing as inspiration. When I realized I needed to be more fantastical I finally made Cresters final design.



Cresters cinquedeas went through a few design changes, but in the end, it is a very simple weapon. I needed it to look weird and magical, like something that just might be cursed. I picked this design of a dagger to help reinforce the Cresters' role as the rogues of the group.



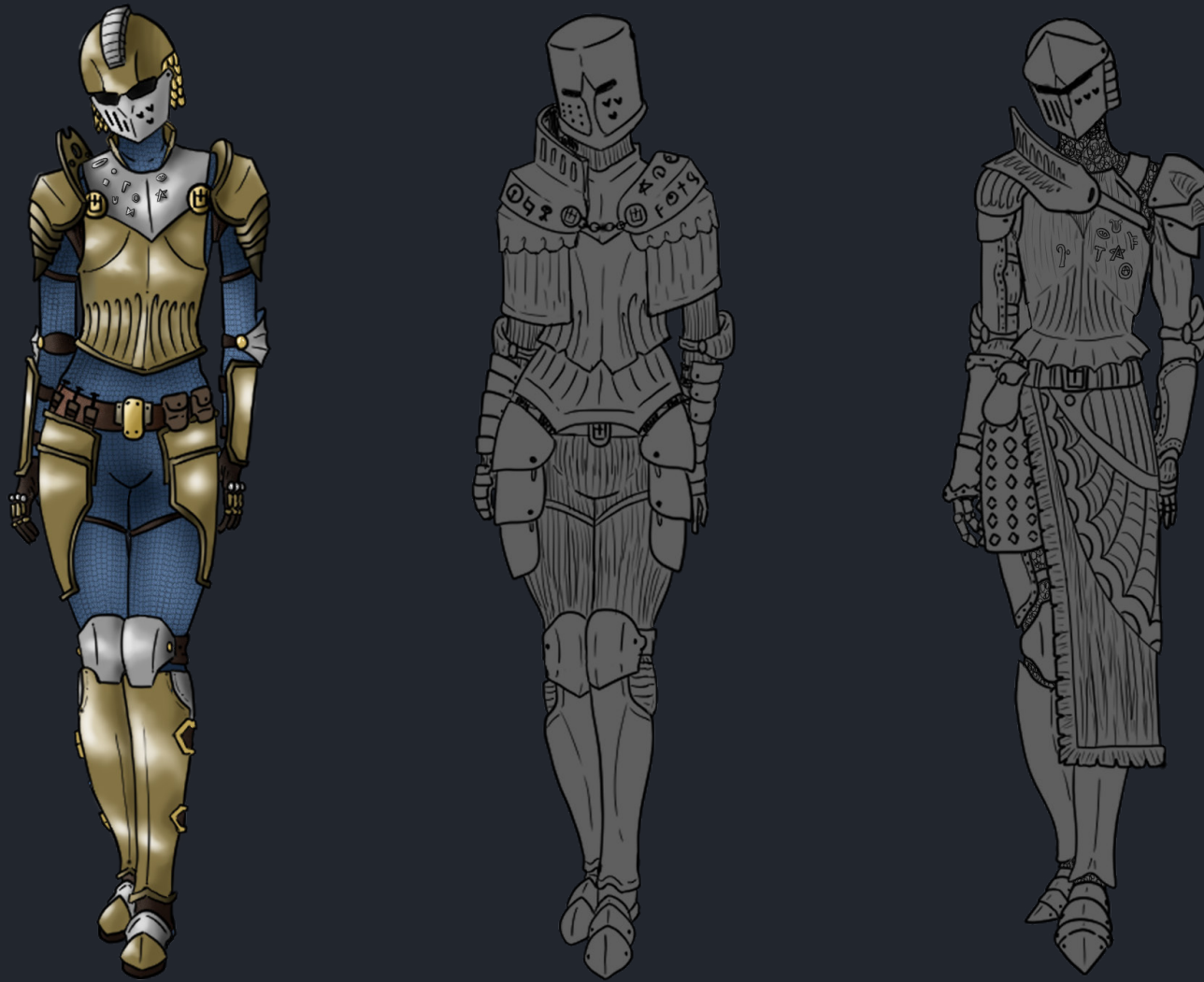
LOKA

I will not lie, Loka is my favourite out of the trio. Her design went through a lot of changes from her original but in the end it didn't go as far as the Kind Man. It was also when making this design did I realize the importance of shapes, and thus I set out to give each character a distinct shape language. The Kind Man got circles, Crester was mostly sharp triangles and Loka would be somewhere in between, with an emphasis on right angles.

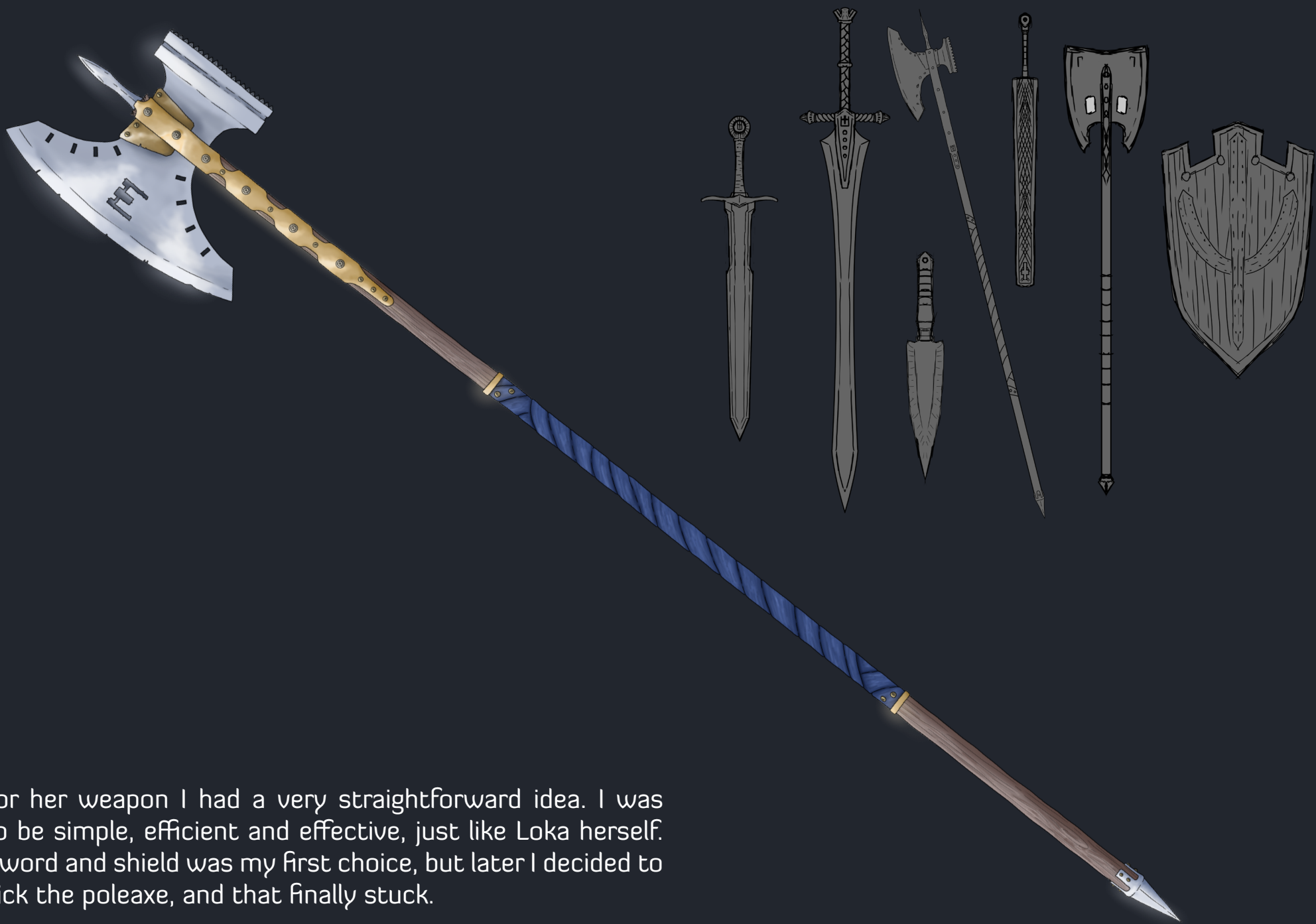




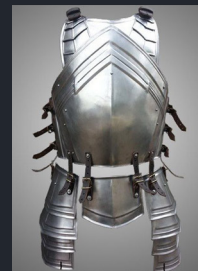
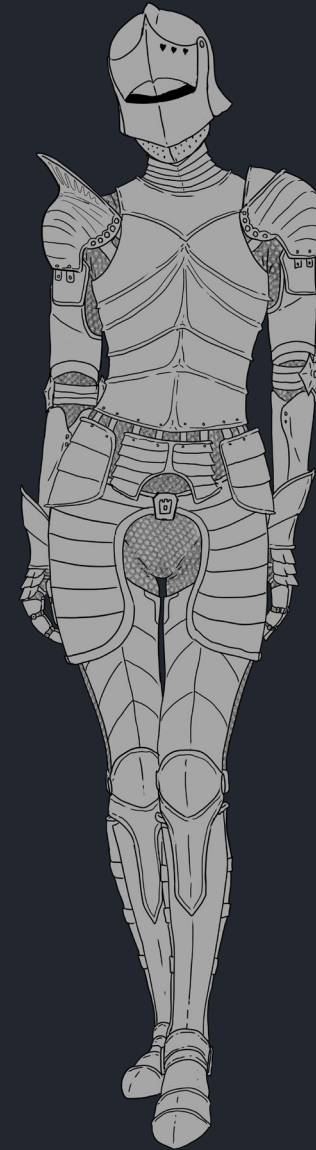
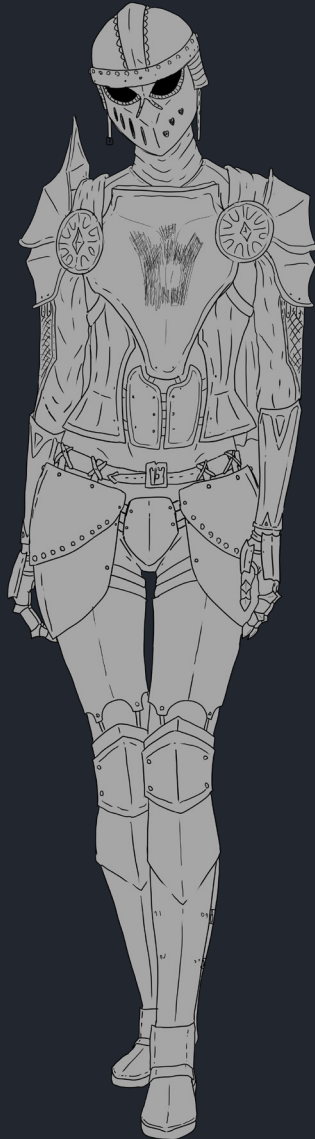
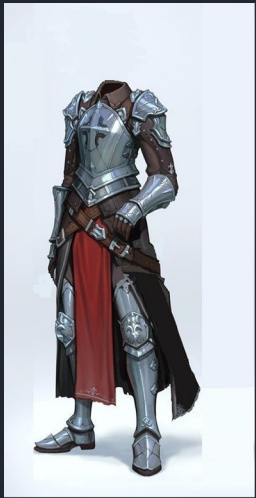
Loka is the typical Knight of the group. She wears heavy armour and wields heavy weapons, her role in the trio is as the front-line fighter. For that I needed her to look like she can take a few hits and still be able to keep going. I think that comes through in her design.



A small detail that I like about her is the many little emblems hammered into her armour. It has to do with her specific culture and their attitude to their enemies. These emblems belonged once to people or organizations that Loka fought against, and as a memorial she would have their symbol added to her armour, both to show respect and represent that she is not green when it comes to fighting.



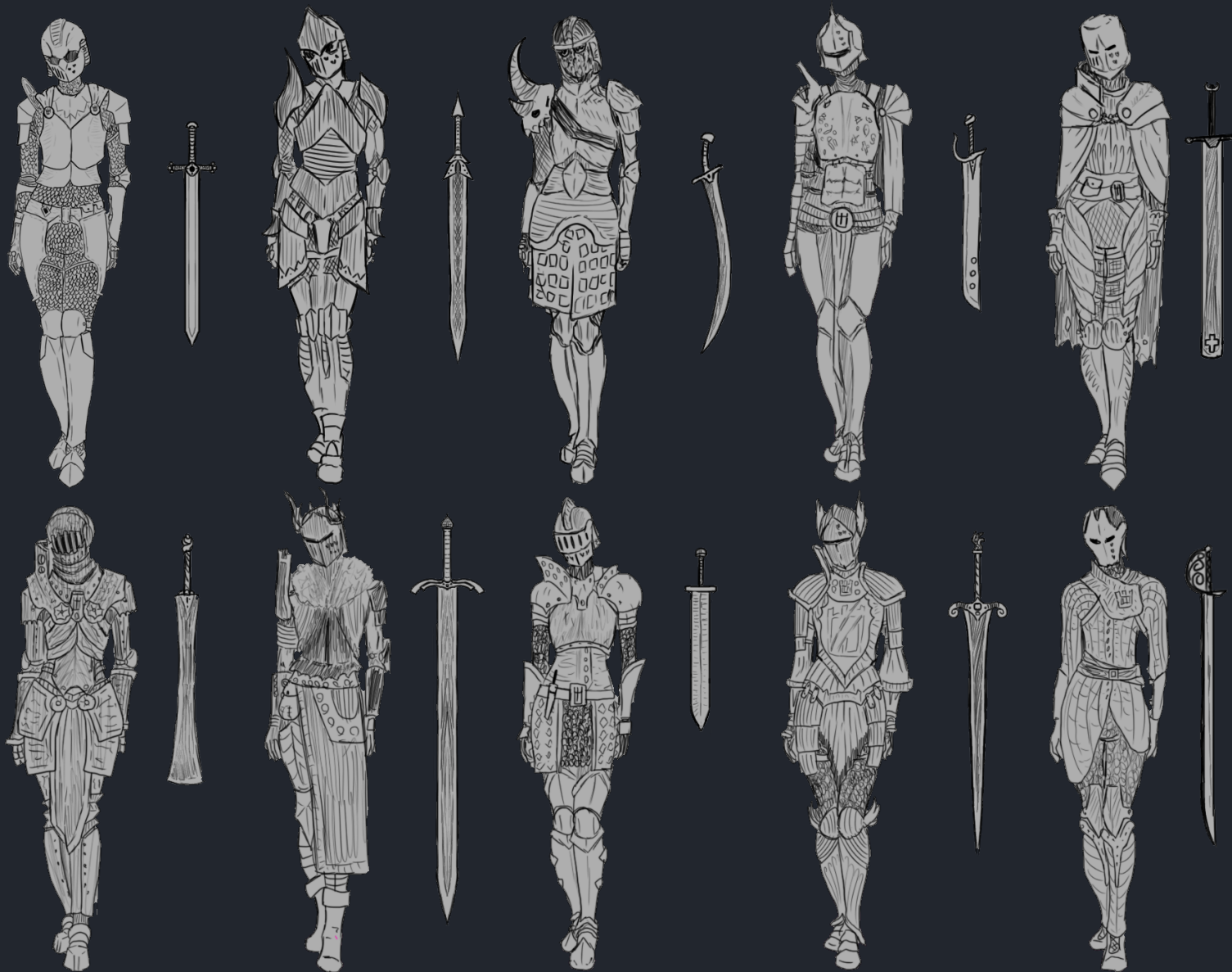
For her weapon I had a very straightforward idea. I was to be simple, efficient and effective, just like Loka herself. Sword and shield was my first choice, but later I decided to pick the poleaxe, and that finally stuck.



The very first Loka designs were simple mashes of historical armour, but in the end it seemed a bit more flashy than I would have wanted for her. Still some of these designs bled threw to the final one.



To illustrate the usefulness of the poleaxe I made simple graphics to show how one would use this weapon if three different ways.

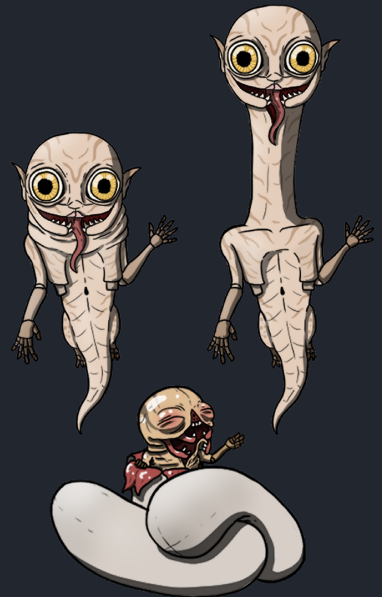


I think Loka went through the most variations in her development. Since my goal was simply "a woman knight" I could experiment with what I really wanted from her.



POWITRULA

The first monster I did was always supposed to be based on some folk legend, or mythical creature. While researching I stumble upon a creature called Powitrula from the Carpathian Mountains. A creature that wasn't well known, in fairness I could only find two sources for its legend. I tried to reimagine it to be a more realistic animal rather than a magical critter.





I imagine them to be strong ambush predators that specialize in hunting humans. As the legend said they preyed on young shepherds when they slept in their tents. They would show off their human faces and bodies to lure them out from others and then kill them.

Powitrulas were said to be bug like creatures. And I wanted to capture that with my design, this was before I really focused on how they would work in real life, so these designs are more fantastical.





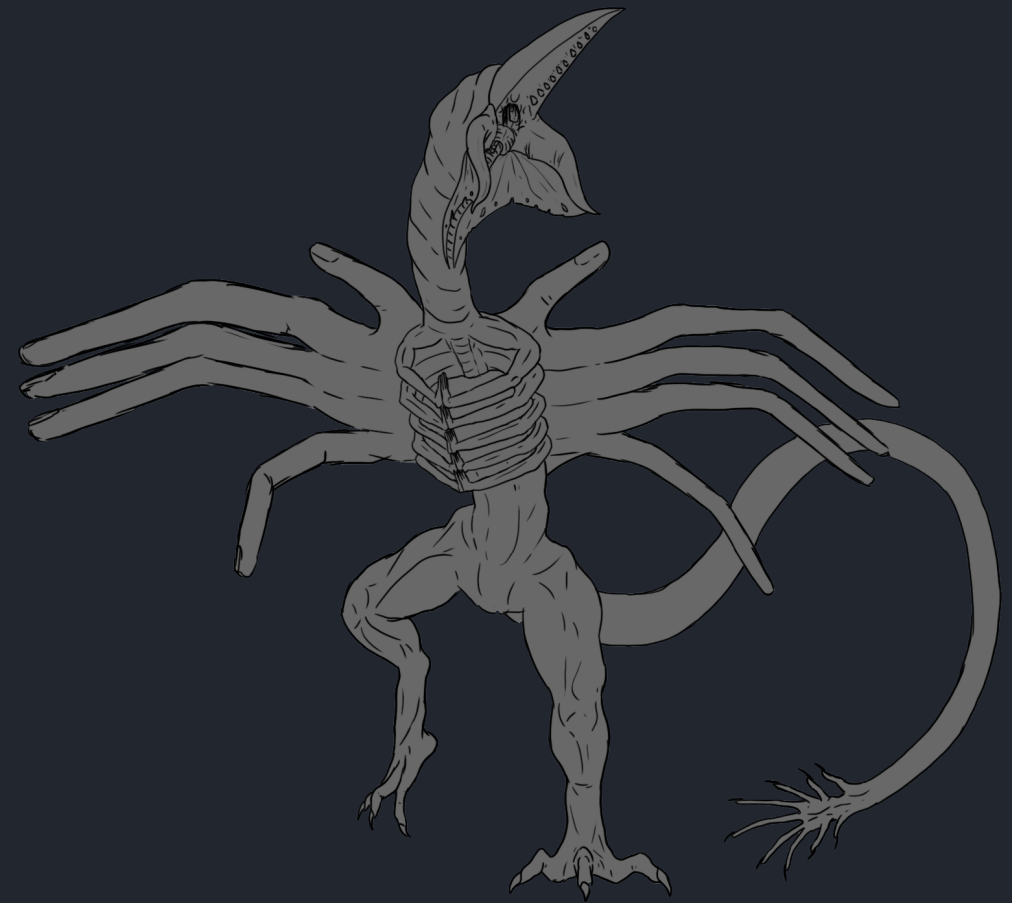
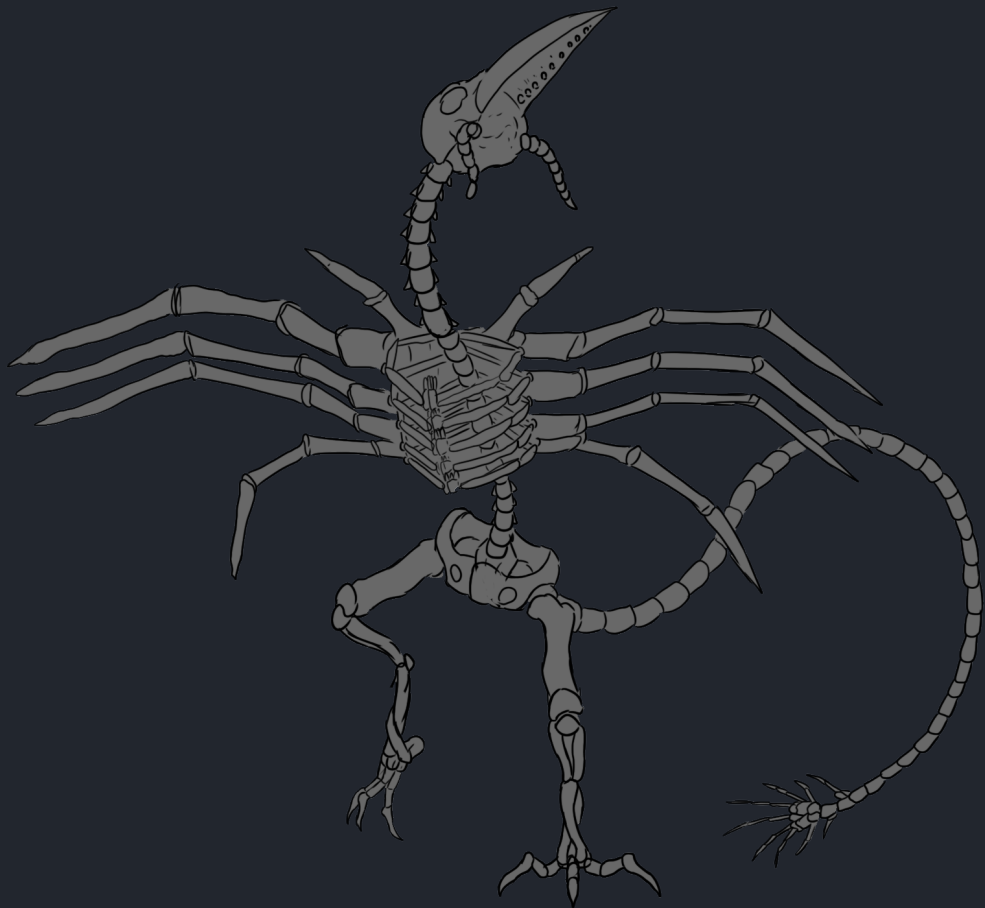
PHILIP

Where the Powitrula was a animal that naturally fit in the Faceless Lands, Philip is a full on monster. His design changed a lot, starting as a burrowing insect and going into a more dragon like body horror creature. He was the last design I made, but still I wanted to show with him a side of the world no other character could. Philip is a human, or rather he still thinks of himself as one. Mutated and changed he sees himself as better than others, above their rules and norms. That is why he is the only character to show their face.





Philip started off as a corrupted judge. I wanted to embody withing him the corruption inherit in places of power, but rather than bribes, this corruption would be literal. Later however I abandoned this concept and made Philip a nobleman, who despite being a monster and very much insane, still holds power in the kingdom.



The original design for Philip was more bird like, I wanted the creature to resemble a carrion bird that fused with a judge while eating him. I added a lot of hands and fingers to the design mostly to make it more unsettling, but that became harder once I started thinking about the biology of this monster.

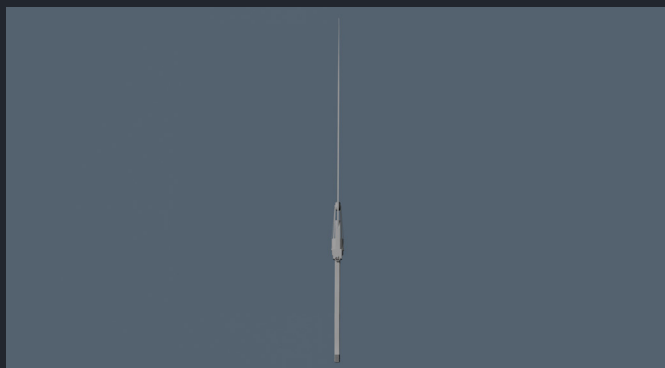
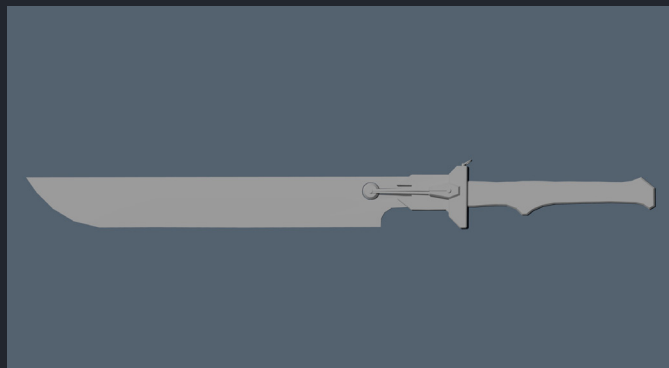
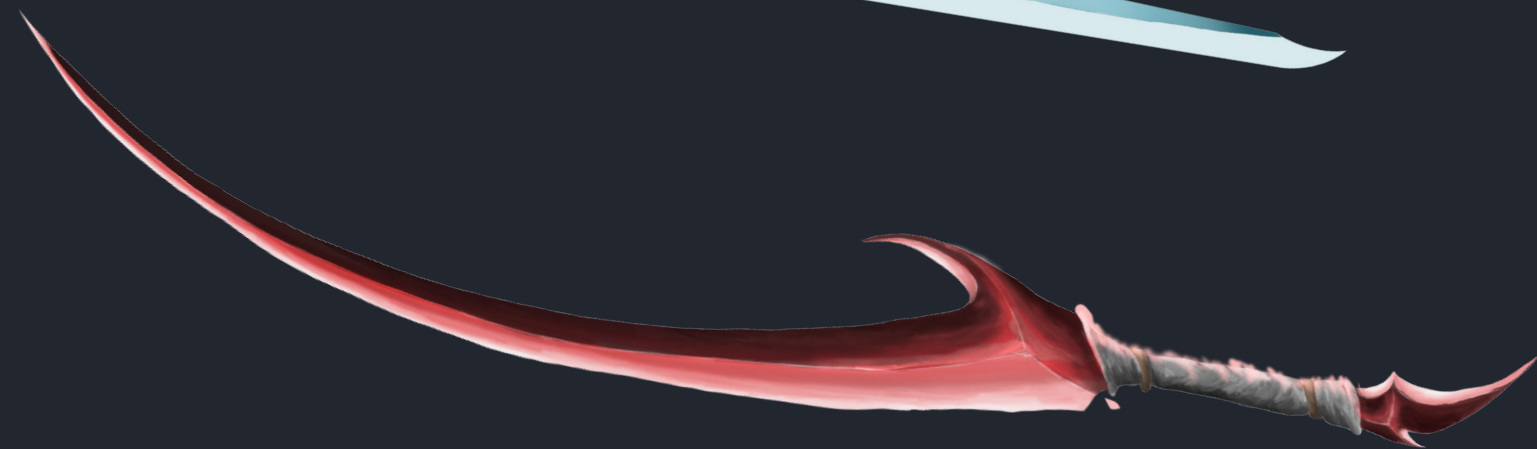
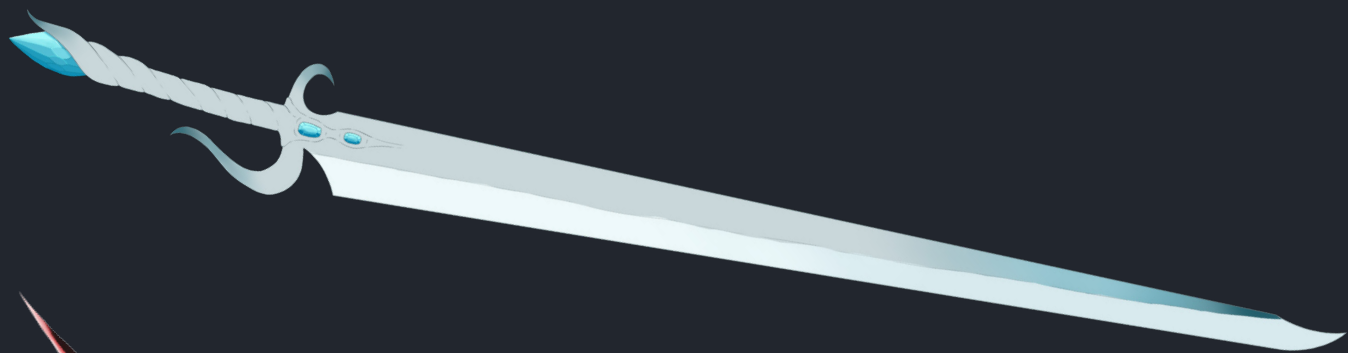


EXTRAS



A lot of my work changed over the course of making this book. Some of them I still enjoy and wish I had more time to develop them. Some however are just extras that I didn't really know where to put.

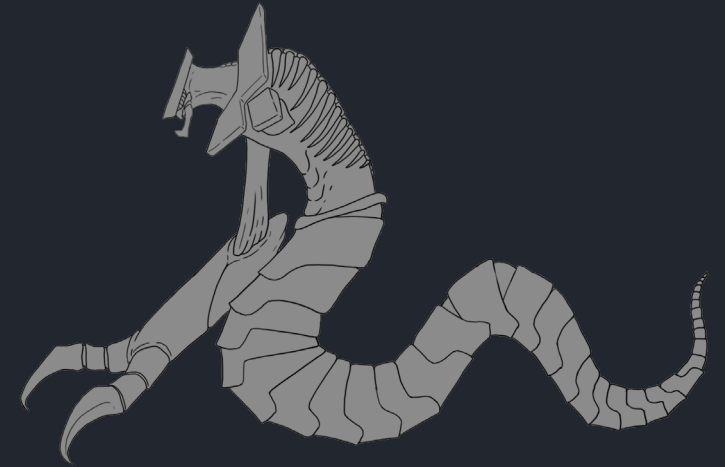
EXTRAS



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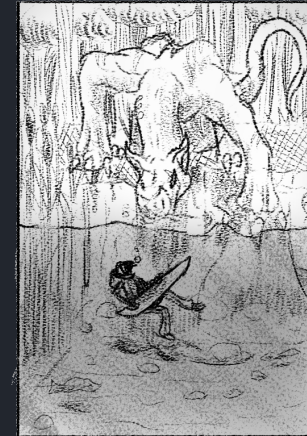
EXTRAS



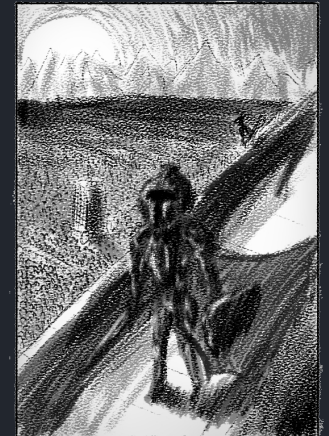




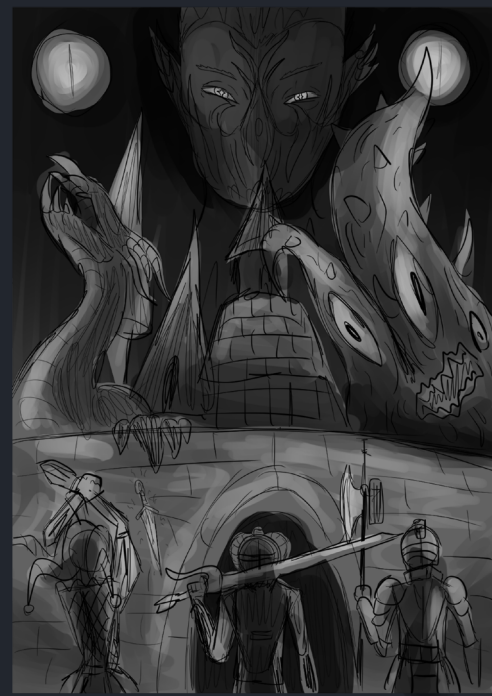
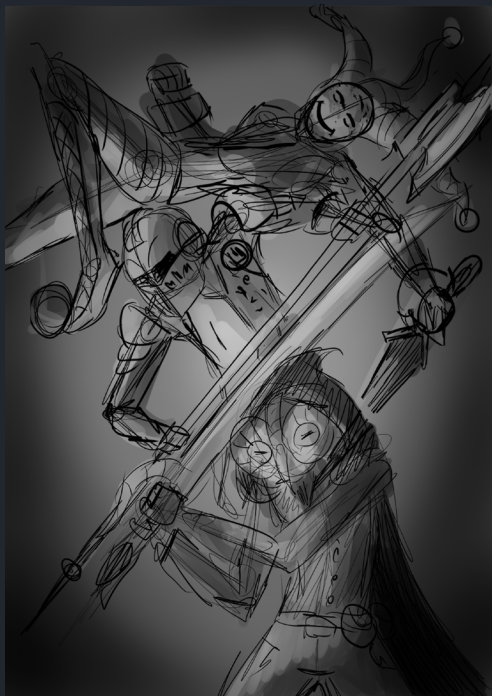
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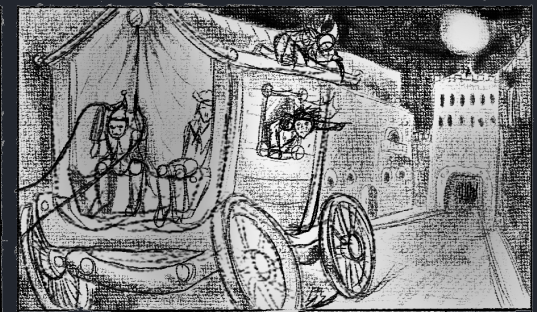
Ambush



Shadow



Festival



Takover

Lastly I had an idea to make a single painting depicting the main characters. In the end I went with the campfire, but any of the concepts could have worked and I might develop them more in the future.

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