

AWAY WITH THE
Fairies



NORTHERN WILDS

Wynnon Peaks

FAIRYLAND

Titania's Citadel

Flower Pastures

Silvermine District

Wild Woods

NEVERLAND

Pan's boat

Mermaid Lagoon

Pirate Bay

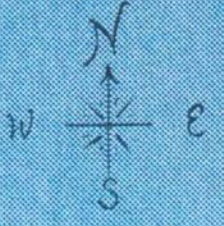
Southern Docklands

Great Scrapheap

SEA OF DREAMS

DREAMS

Midnight desert



A map of
Fairyland
& surrounding domains

**“Faeries, COME take ME out
of this dull world,**

**FOR I would ride with you
upon the wind,**

**RUN ON the top of the
dishevelled tide,**

**AND dance upon the
MOUNTAINS like a flame.”**

William Butler Yeats,
The Land of Heart's Desire

A Video Game Concept Art Book By
Yi WING YU

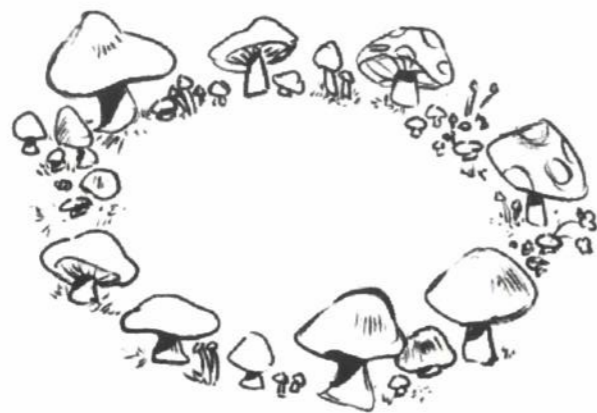
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INTRODUCTION

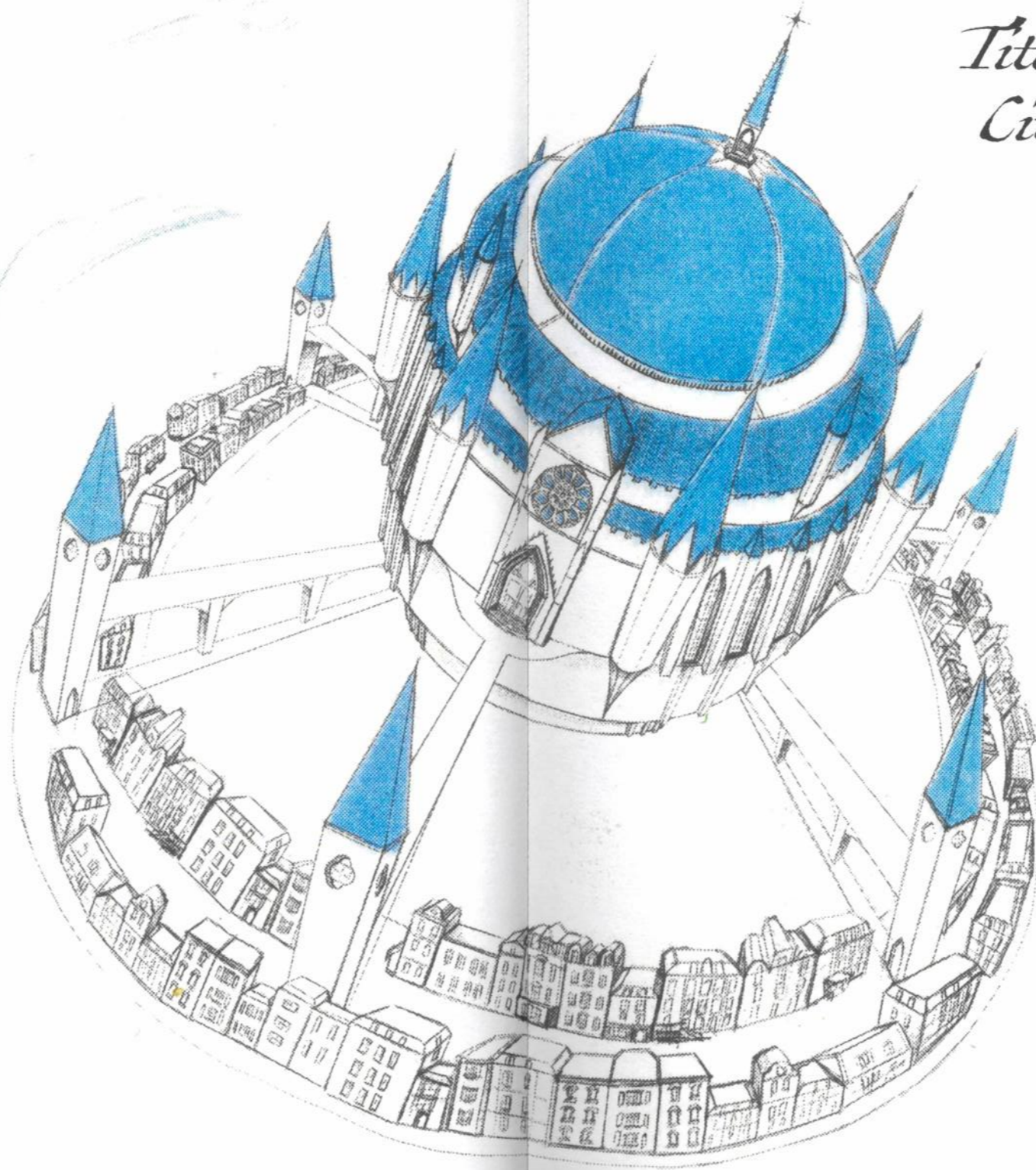
You, the player, have been transported to the fairy realm after accidentally stepping into an abandoned fairy ring. As their first human visitor in eons, the fairy court gleefully invite you to join in their revelries. Unfortunately for you, however, they are not so eager to have you leave...

During your quest to return home, you must venture throughout Fairyland. You will uncover the mysteries of their world, meet allies and fight powerful opponents.



YOUR JOURNEY BEGINS HERE...

*Titania's
Citadel*



WITANIA'S CITADEL

The Capital of Fairyland

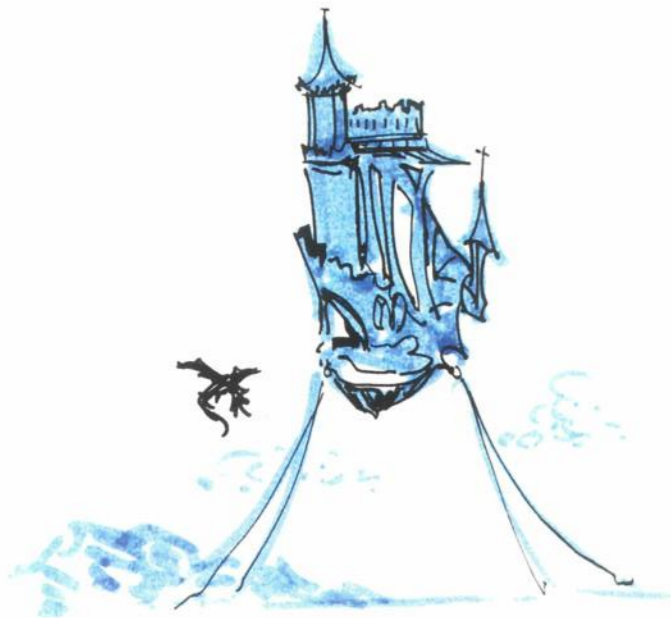
Populace

The core of the floating city houses the highest ranking members of Fairyland's society, including its royalty. Ringing the central body is a town of merchants and specialised artisans that directly serve the nobility.



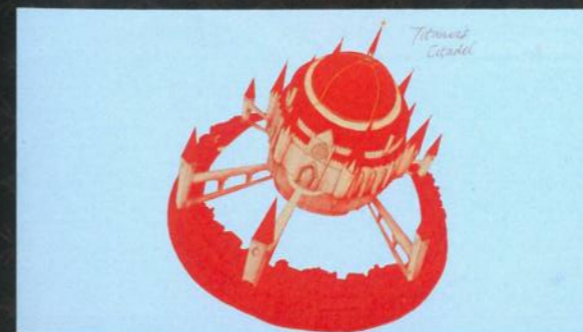
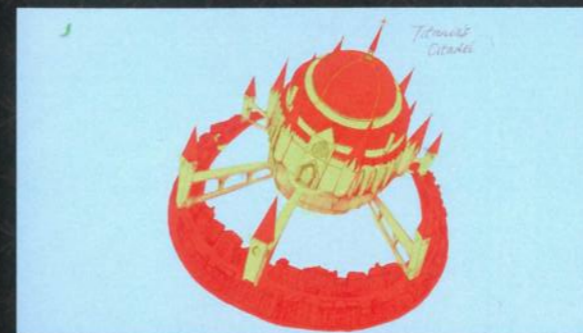
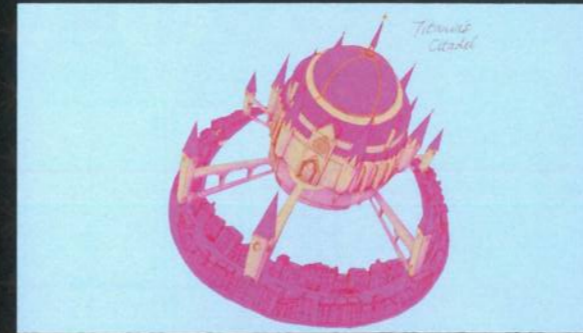
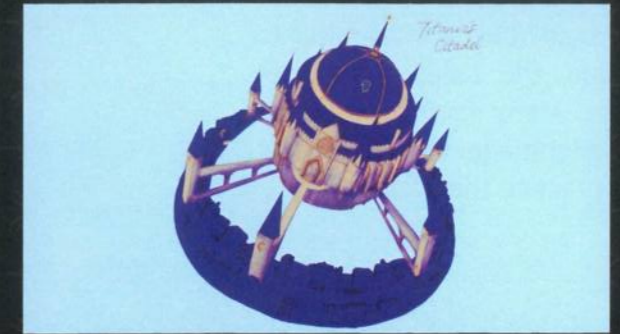
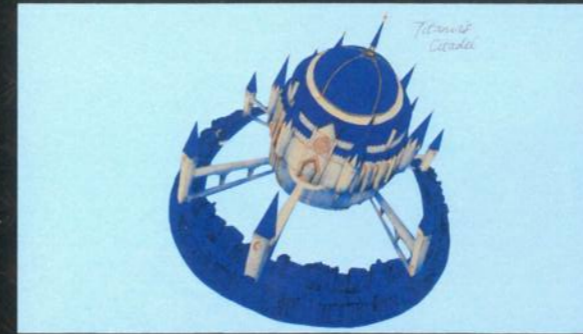
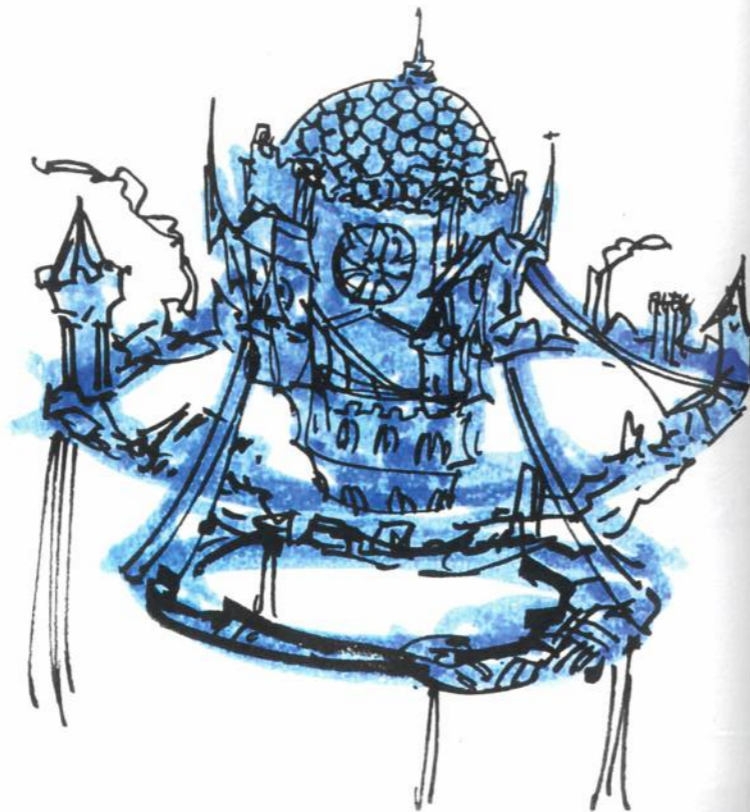
Architectural Influences

Gothic architecture particularly influenced the Citadel's central structure. Historic buildings such as Strawberry Hill House, Westminster Abbey and Reims Cathedral especially contributed to its final design. The townhouses draw from the more recent Georgian to Victorian era of architecture, reflecting the streets of central London.



Development

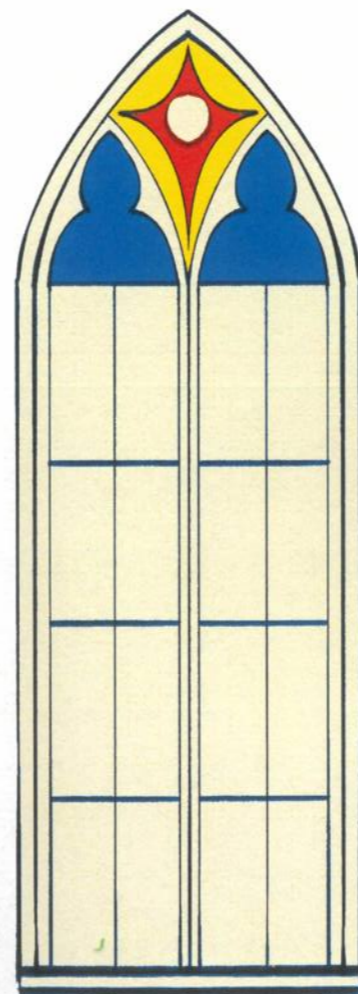
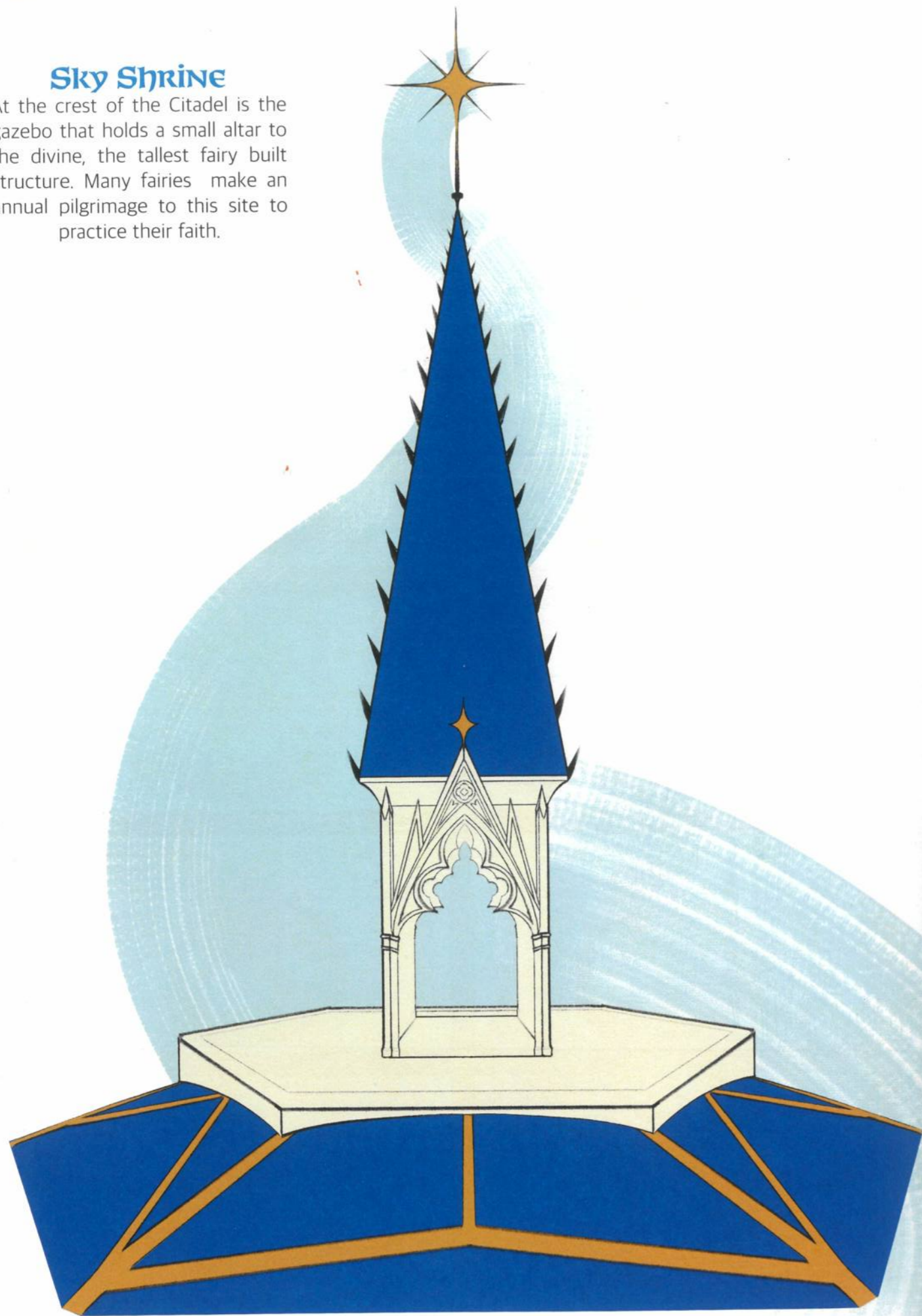
While the earlier approaches to the Citadel's design have a more vampiric essence, the final design emphasises its opulence. The inclusion of rounded shapes diffuses the previous hostility created by the long lines and sharp angles, opting for a more innocent appearance.



Colour Testing

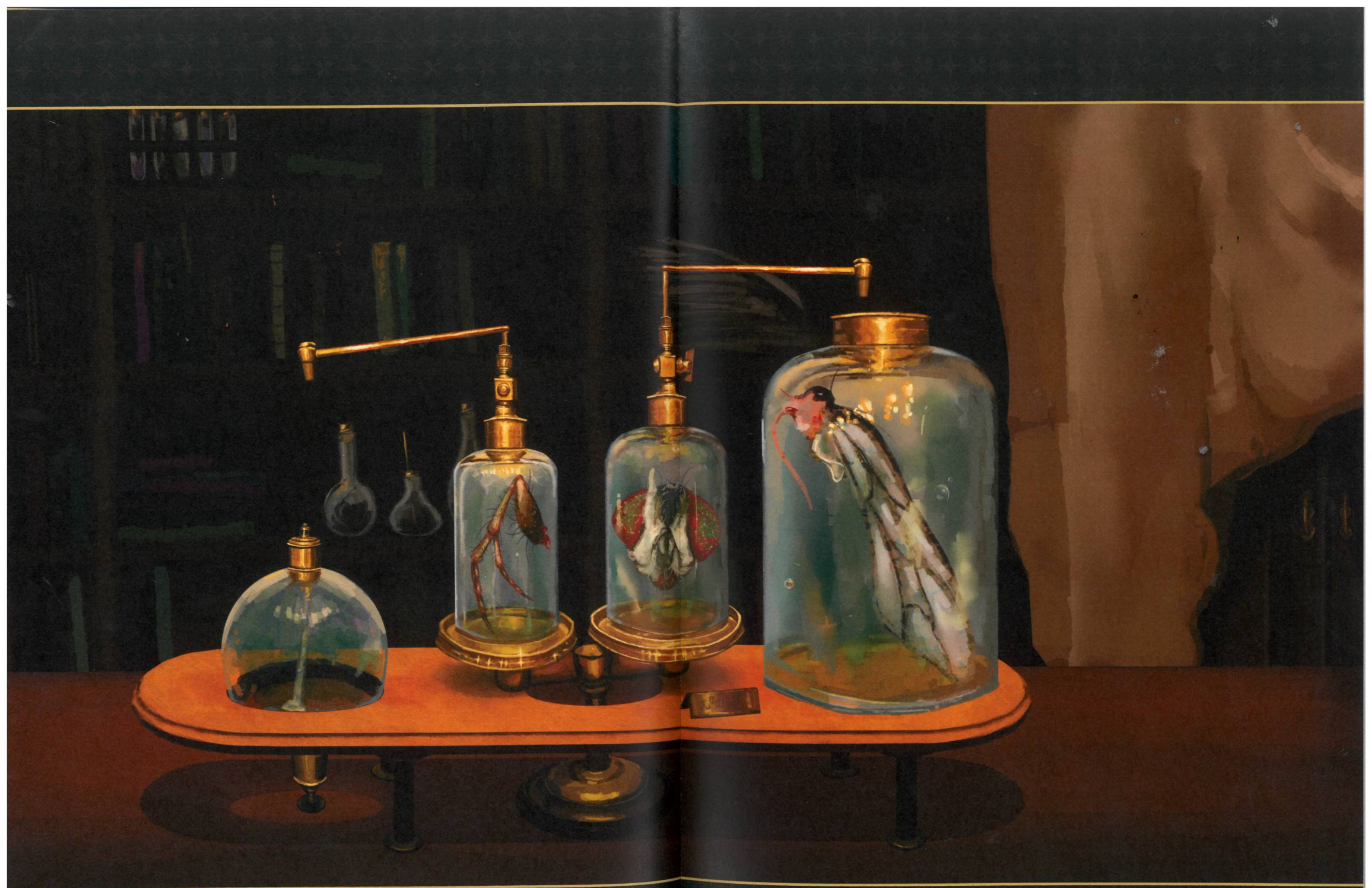
Sky Shrine

At the crest of the Citadel is the gazebo that holds a small altar to the divine, the tallest fairy built structure. Many fairies make an annual pilgrimage to this site to practice their faith.



Stained Windows

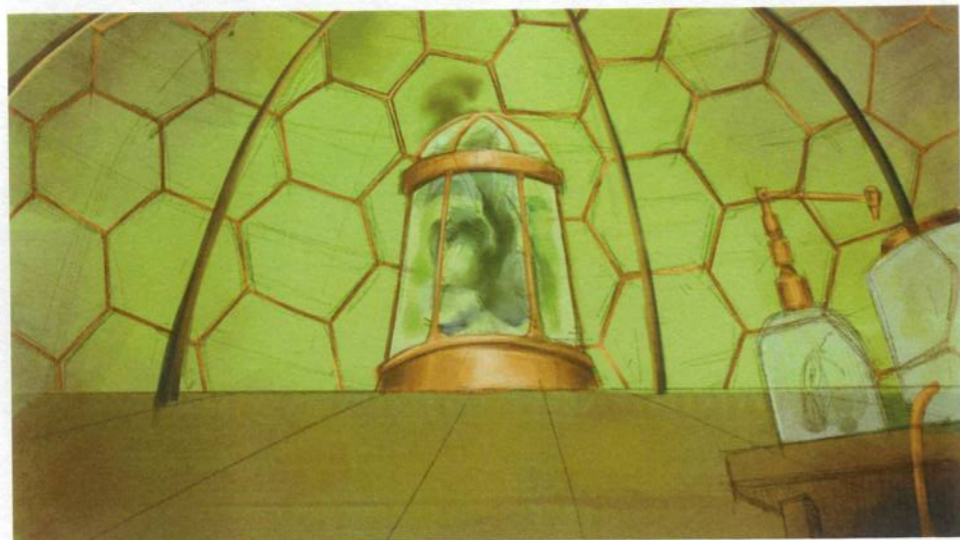
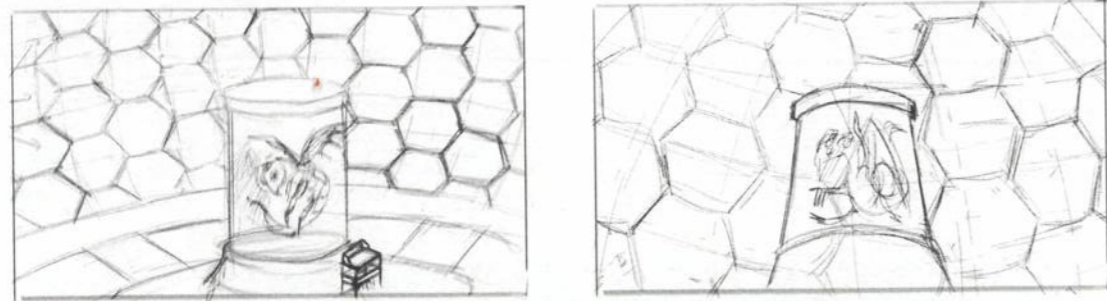
The particular window styles of the Citadel: double-lancet, quatrefoil and rose. The royal family and nation of Fairyland are represented by star and wing motifs, using the royal house's colours of crimson, golden yellow and royal blue.



Laboratory Workstation

Royal Laboratory

The royal house prides itself on its pursuit of science, funding top scholars to conduct research. Their largest undertaking is the study of bodies, from common insects to rare, mystical creatures. Visitors from a number of noble families often tour the laboratories as guests, marvelling at inventions, experiments and archival displays.



Sketches Of Hidden Laboratory Chamber

Hidden Chamber

For "Authorised Personnel Only", this extension of the royal laboratory contains a number of live specimens of natural and artificially created creatures. The room's centerpiece seems to be a draconian amalgamation of arthropodic body parts. It slumbers, waiting for its true purpose to be revealed.

Queen Titania

The Monarch of Fairyland

Titania has been the sole ruler of Fairyland since the passing of her husband Oberon. During their joint reign, a period named the Romantic Era, she was known as a benevolent and gentle queen, heralded by the bards for her quiet grace. Now, she is the indisputable sovereign of Fairyland, exerting her natural authority across the kingdom.

Like the elite members of her court, Titania enjoys collecting exotic animals and personally participates in hunting parties. When you stumble into her court, her eye is immediately drawn to your presence...



Titania Of The Romantic Age

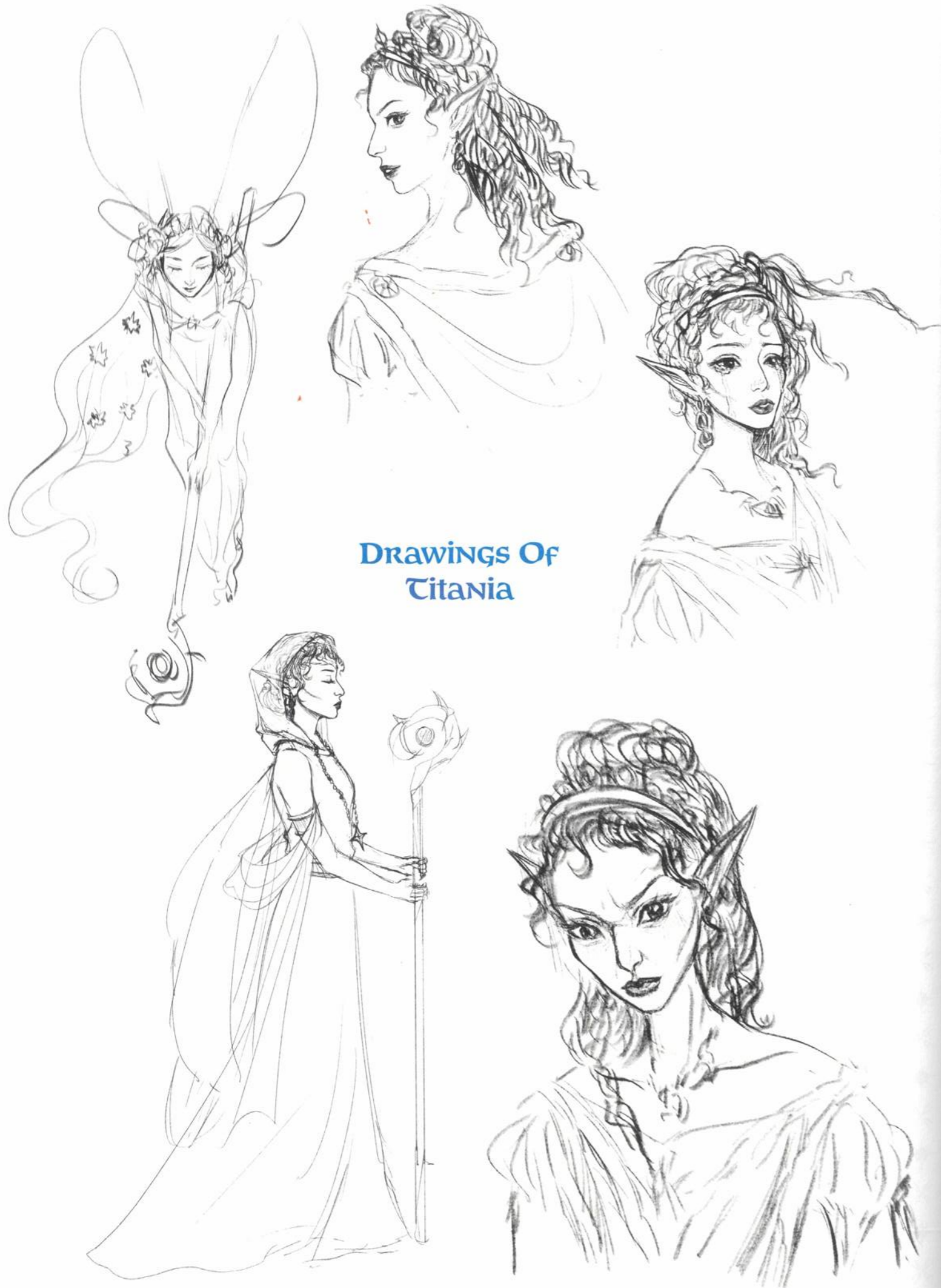
Styled after the moon and starlight with soft metallic silver accents and dominant cool tones, this version of Titania has a younger, more naive and uncertain demeanor, more like a princess than a ruler.



Titania In The Present

Representing the sun with dominant warm colours and gold accents, the present Titania has eclipsed her past self, although the blue hues from her past still peek out in her garments. She is mature and assertive with regal confidence, reflecting her status as the highest authority.





Drawings Of
Titania



Eadha

Carved from a sacred grove of whispering white poplar, this staff is an artisan crafted tool for channeling magical power. A symbol of Titania's sovereignty, Eadha was commissioned for her by an advisor of the past, bearing blessings of endurance and fortune. He, who bore the same name as the enchanted wood, presented this gift to swear his utmost fealty.



Titania Of The Romantic Age (Early Development)

Seraphim Titania



Colour Testing

'Seraphim' is Titania's secondary form, which she morphs into when the player battles her. In this body, her capacity for magical power is even greater, transforming her attacks into lethal blows. Her centipede-like exoskeleton makes her more durable, with a dangerous tail that whips around her defensively.



Seraphim Titania, Sketch

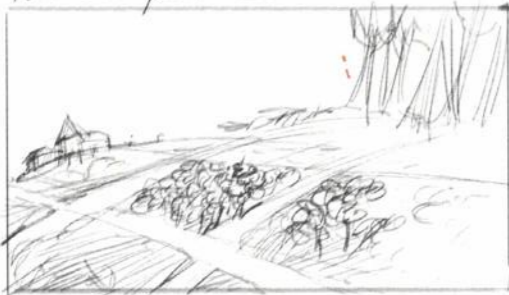


Seraphim Titania

FLOWER PASTURES

The Agricultural Sector

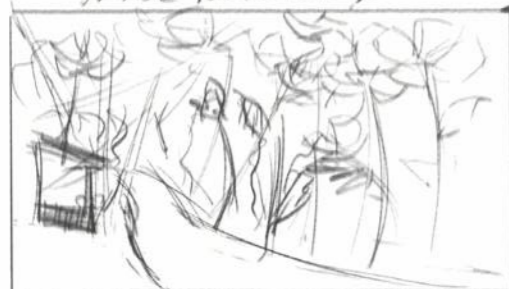
Flower pastures



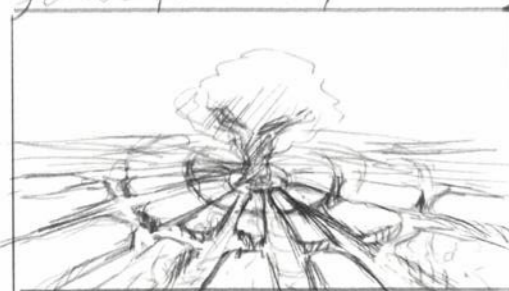
Flower Pasture 2



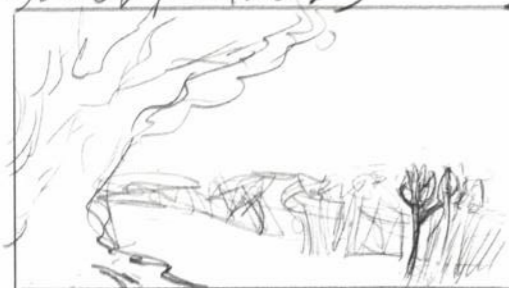
Flower Pasture 3



Flower Pasture 4



Flower Pasture 5



Thumbnail Sketches

Though the Flower Pastures is a fairy cultivated farming region, it has become a habitat for many wild creatures and plants. The farmers maintain the delicate ecosystem with diligence, tending to its needs with care.

FOOD PRODUCTION

While fresh vegetables and fruit are grown on the farms, the most important type of produce are flowers. The blooms grown on the farms sustain a bee population that produces vast quantities of honey - the main portion of a fairy's diet. The enchanted flowers infuse the honey with a variety of flavours and health benefits. Rarer and more expensive variants are even able to increase one's magic potential with sustained consumption.

Textile Production

The secondary use of the flowers involve the extraction of their petals for the creation of pigments, dyes and fabrics. These goods are prized for rich hues and the soft, durable fibres of the cloth, which come from centuries of meticulous breeding. The largest harvest period is in springtime, when the flowers are in full bloom. After the petals are gathered, they are brought to the Great Tree to be washed, dried and processed.

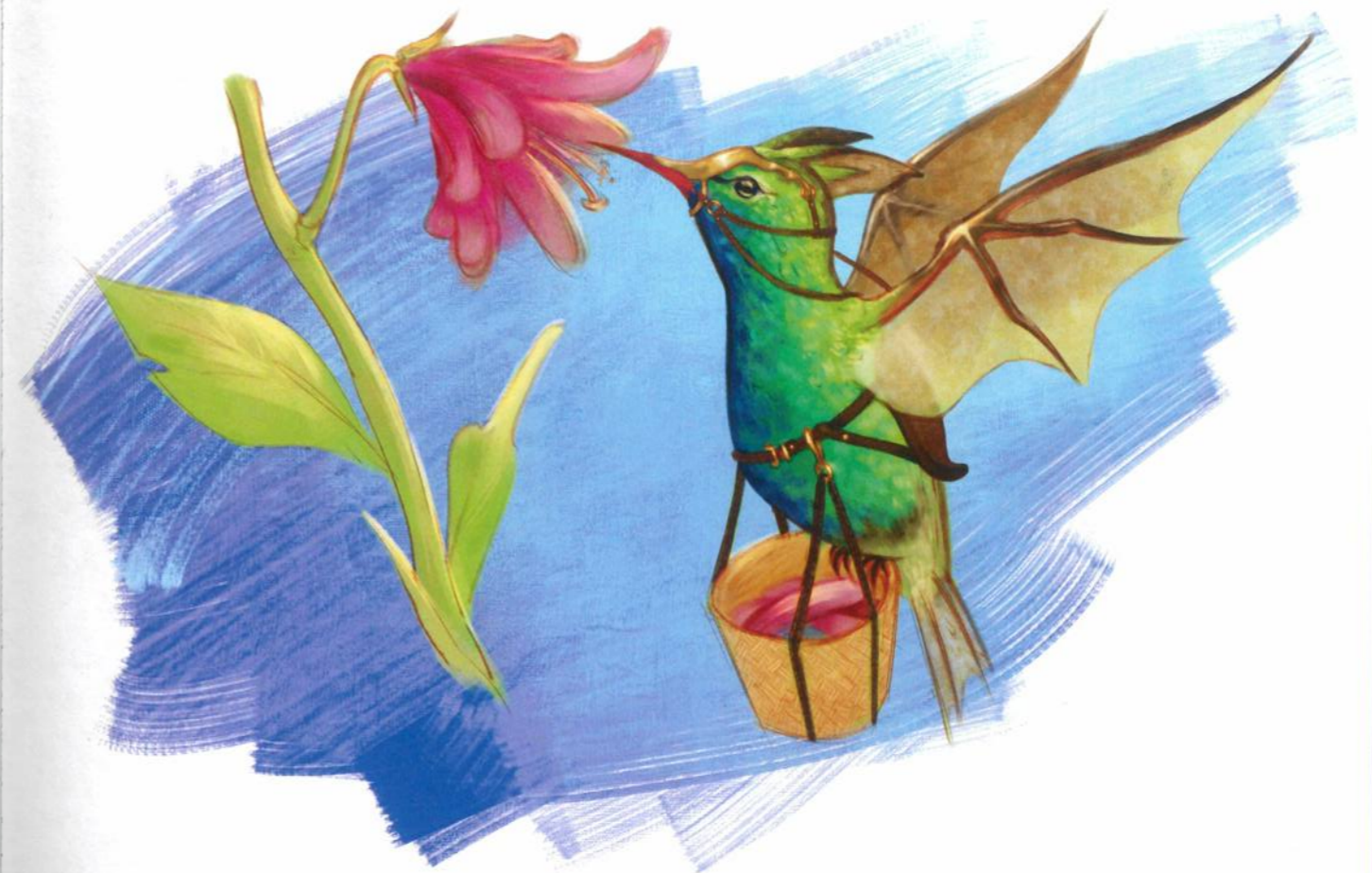
The Hummingbat

Among all the working animals at the Flower Pastures are the hummingbats. Their colourful plumage matches the blossoms of the farm fields, effectively concealing them from natural predators.

Hummingbats not only haul heavy harvests that a fairy cannot, but also pollinate flowers while they feed, increasing the yield and quality of its produce. Their superior speed and mobility also make them ideal mounts. Working hummingbats are equipped with harnesses and saddles to control their flight. In wartime, they are used in cavalry.



Hummingbat Stages of Life



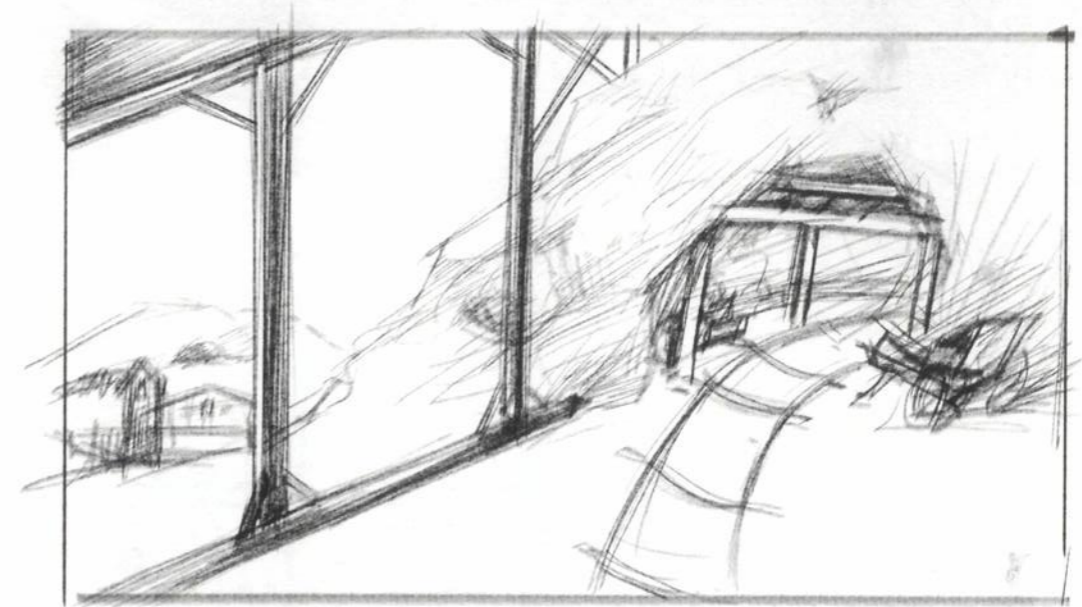


Flower Pastures

SILVERMINE DISTRICT

The Mineral Sector

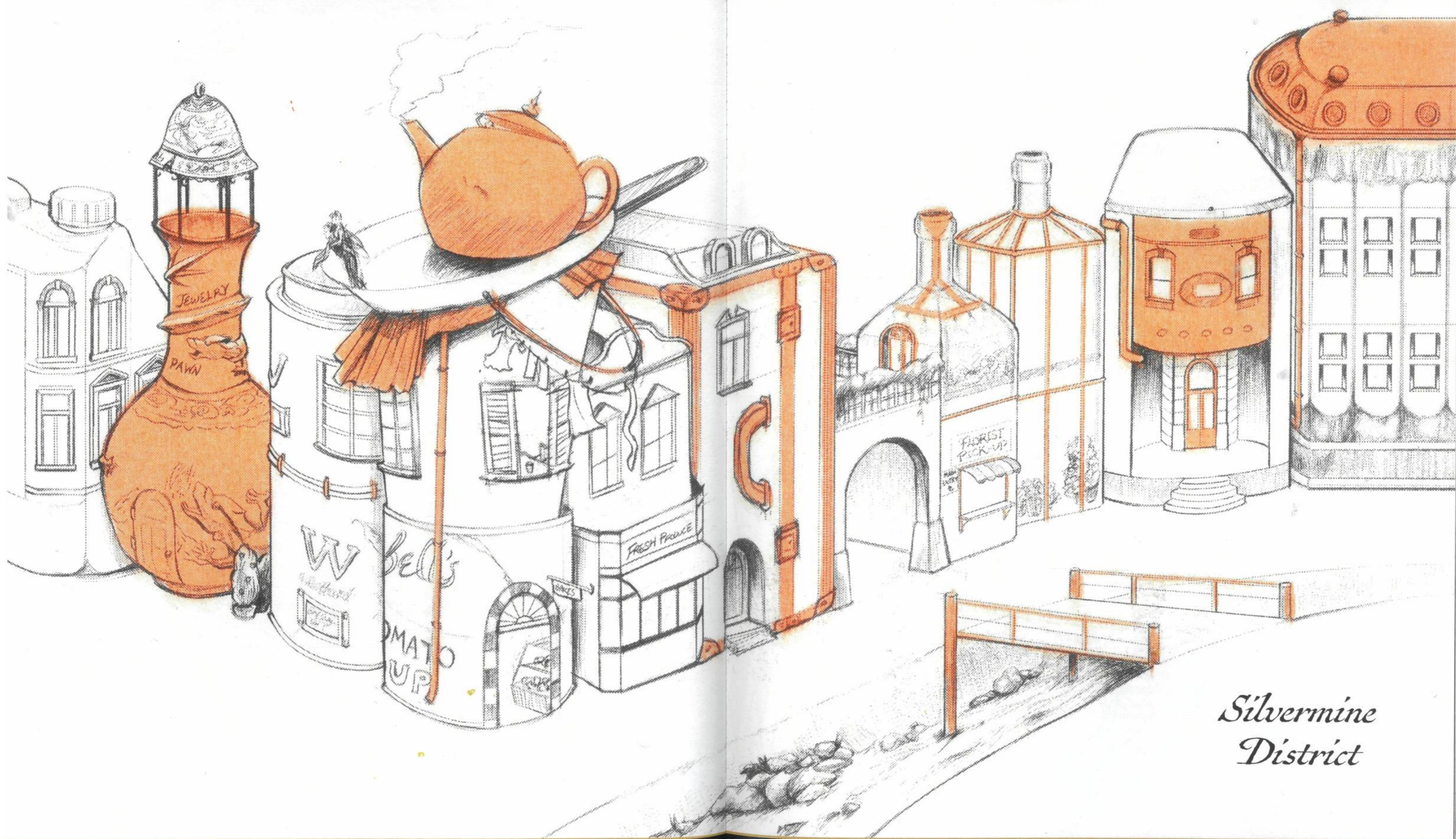
Nestled at the base of rocky mountains riddled with tunnels and mineshafts, this town stands on arid plains, with little to excite travellers. Although it was once thriving and densely populated by craftsmen and labourers, the Silvermine District is now a run-down and neglected community. Due to talent draining to the Citadel, where career prospects are higher, this area has suffered economically and structurally. Many of its residents have repurposed the scrapped human objects that wash up on the Dockland shores, turning them into homes and shops.



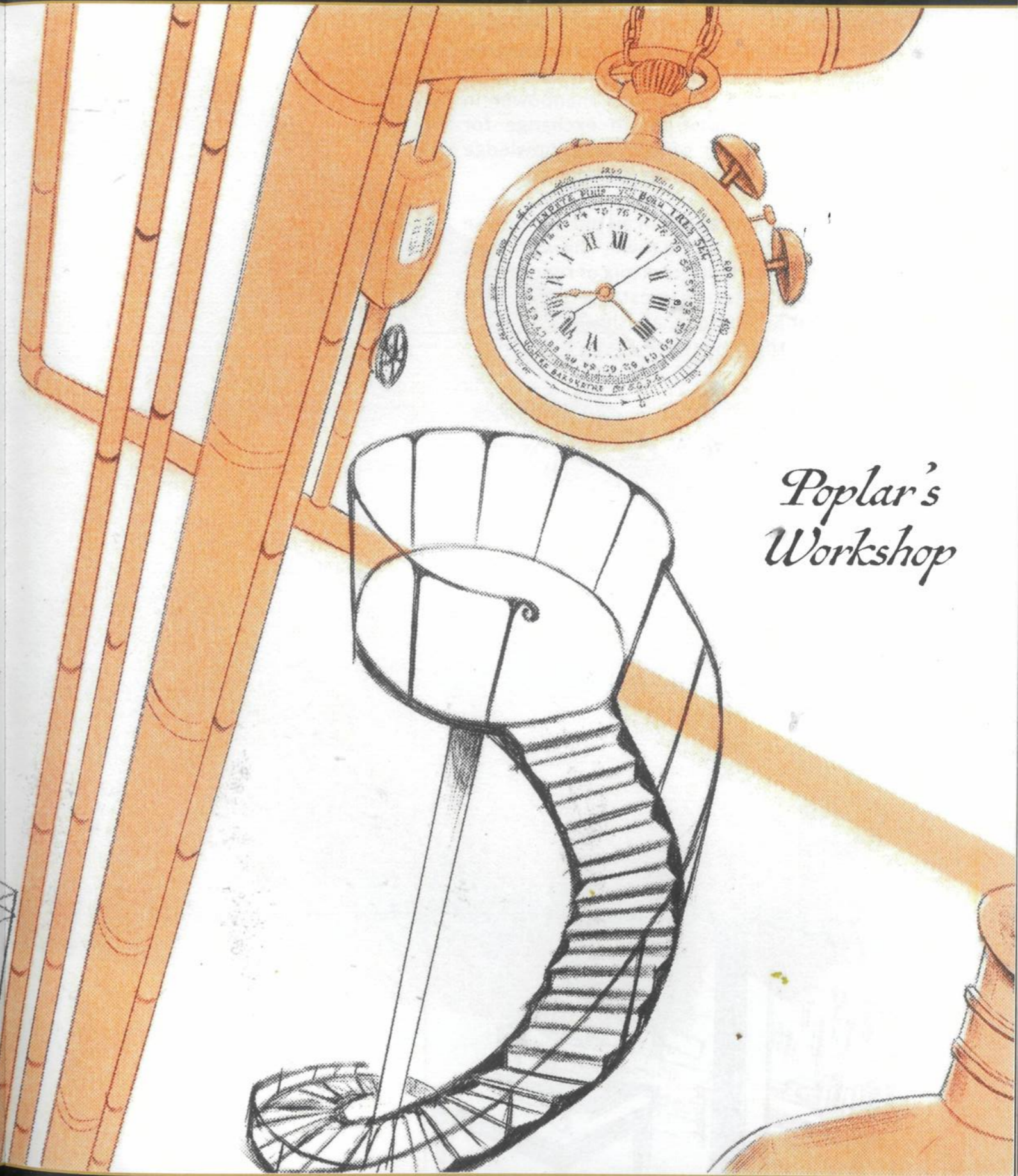
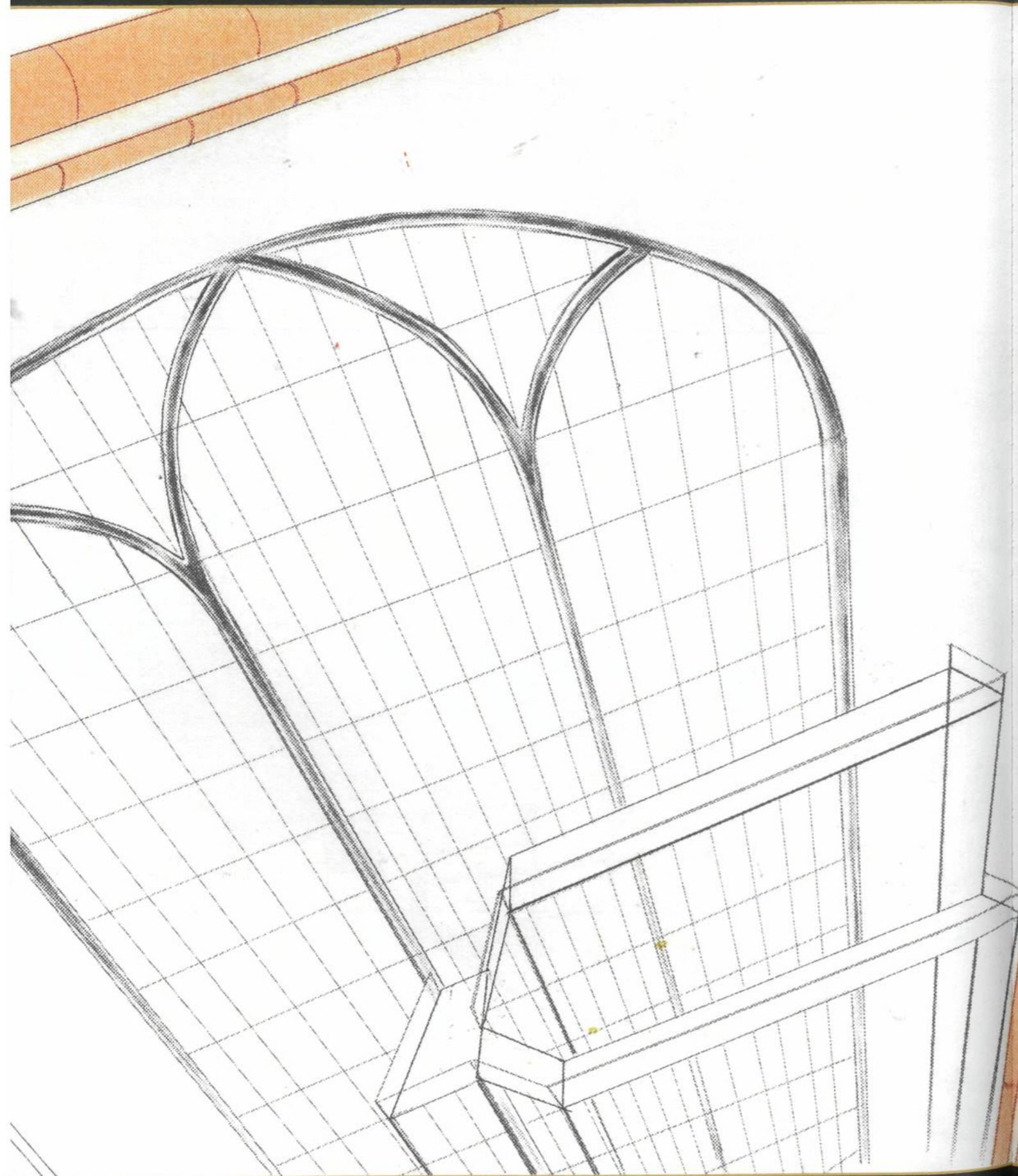
Abandoned Mine Entrance

Mountain Mines

A long time ago, the mountainous region north of the Silvermine District held vast stores of precious metals and ores. During the Romantic Age, when construction of the Citadel had just begun, these materials were excavated in a great rush. The Silvermine District remained an industrial hub for several centuries, drawing its workforce from all over the nation. Many who sought to improve their fortunes ventured deep into the caverns, often at the expense of their own health and safety. In present times, the mines have fallen into disrepair after decades of disuse. The snaking, maze like passages are inhabited by hostile underground creatures. Mining is hardly worthwhile to most now, though for the most adventurous few, treasures may still be found...



*Silvermine
District*



*Poplar's
Workshop*

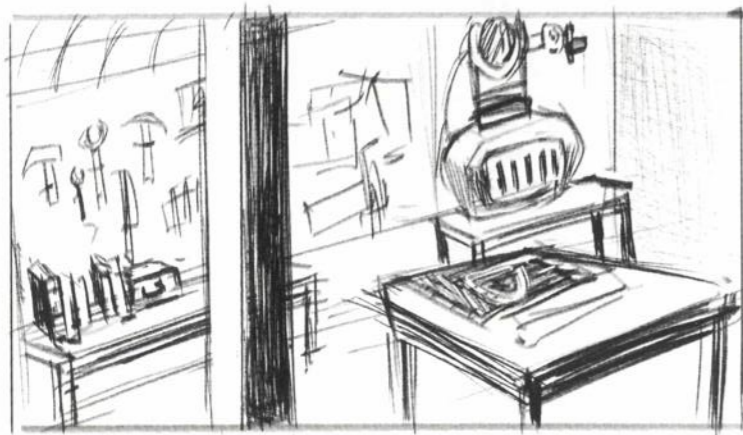
Poplar's Workshop

Owned by Maverick Poplar, Poplar's workshop aims to generate steam powered electricity, innovatively filling the gaps left by the lack of magical manpower in the Silvermine District. In exchange for refuge, the player offers their knowledge on modern human technology.

The workshop is based in an old warehouse at the very edge of the town. The workshop equipment is a built from mix of repurposed metals and materials, mostly salvaged from the Great Scrap Heap, an isle south-east of the Silvermine District.



CORNER WORKBENCH



Sketch Of Work Room



Steam Engine Room

TINK

Head Mechanic of Poplar's Workshop

The expert on all things mechanical, Tink leads the production in Poplar's Workshop. Tink's curiosity leads her to make all sorts of expeditions, even venturing through the Wili Woods into Neverland and befriending Peter Pan. Her hobbies include foraging discarded human items found at the Great Scrap Heap and figuring out how they work. Though hot headed and impulse driven, Tink's sincerity of feeling has earned her numerous friendships.

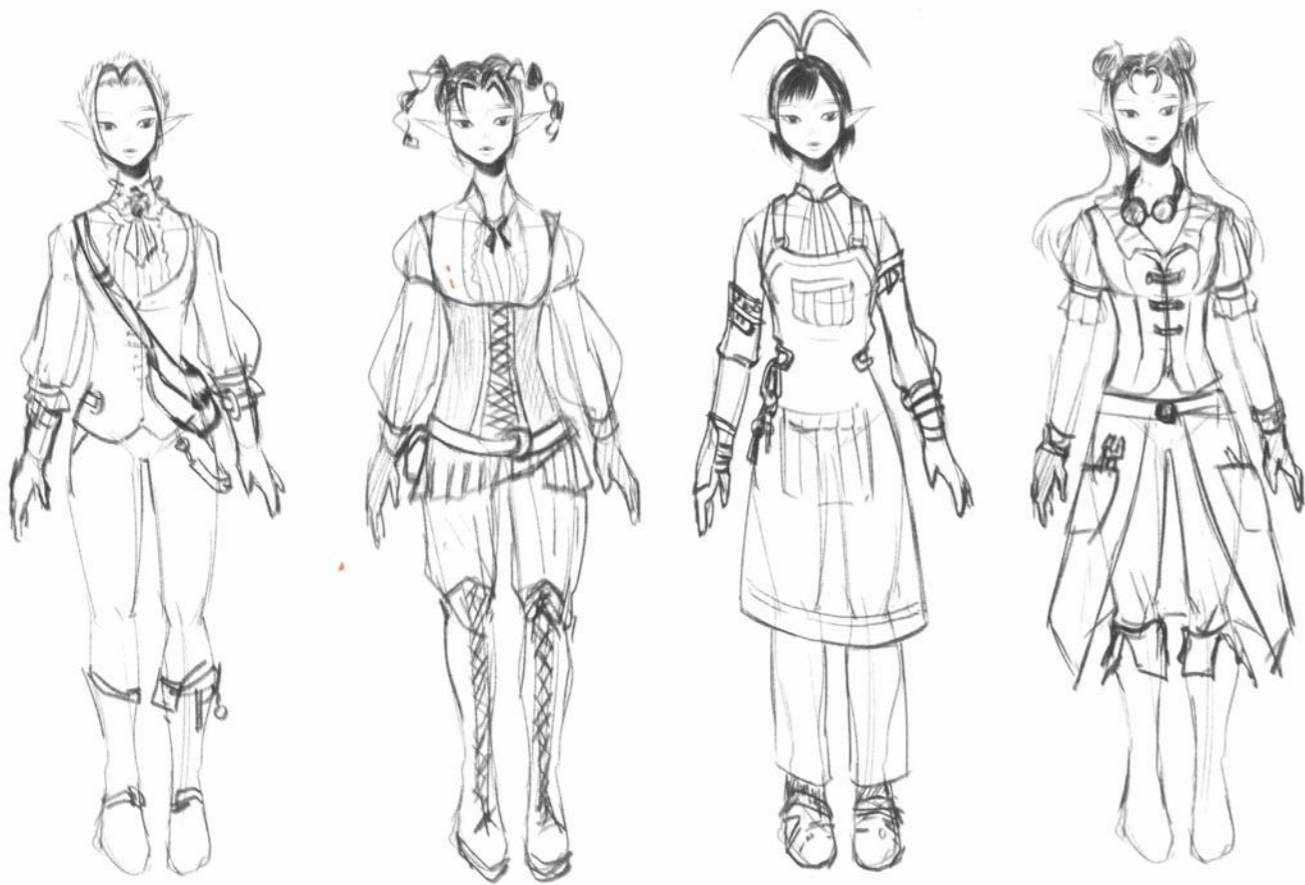


Initial Design



Tink's Hairstyles

Tink's design is inspired by bumblebees and it features prominently in her hair, an essential aspect of Tink's self expression. When she discovered box bleach while foraging at the Great Scrap Heap, she developed her signature two toned hairstyle. Spunky, youthful and futuristic, her hairdos deviate from the rigid elegance of the styles in the Citadel.



Rough Clothing Designs



Clothing

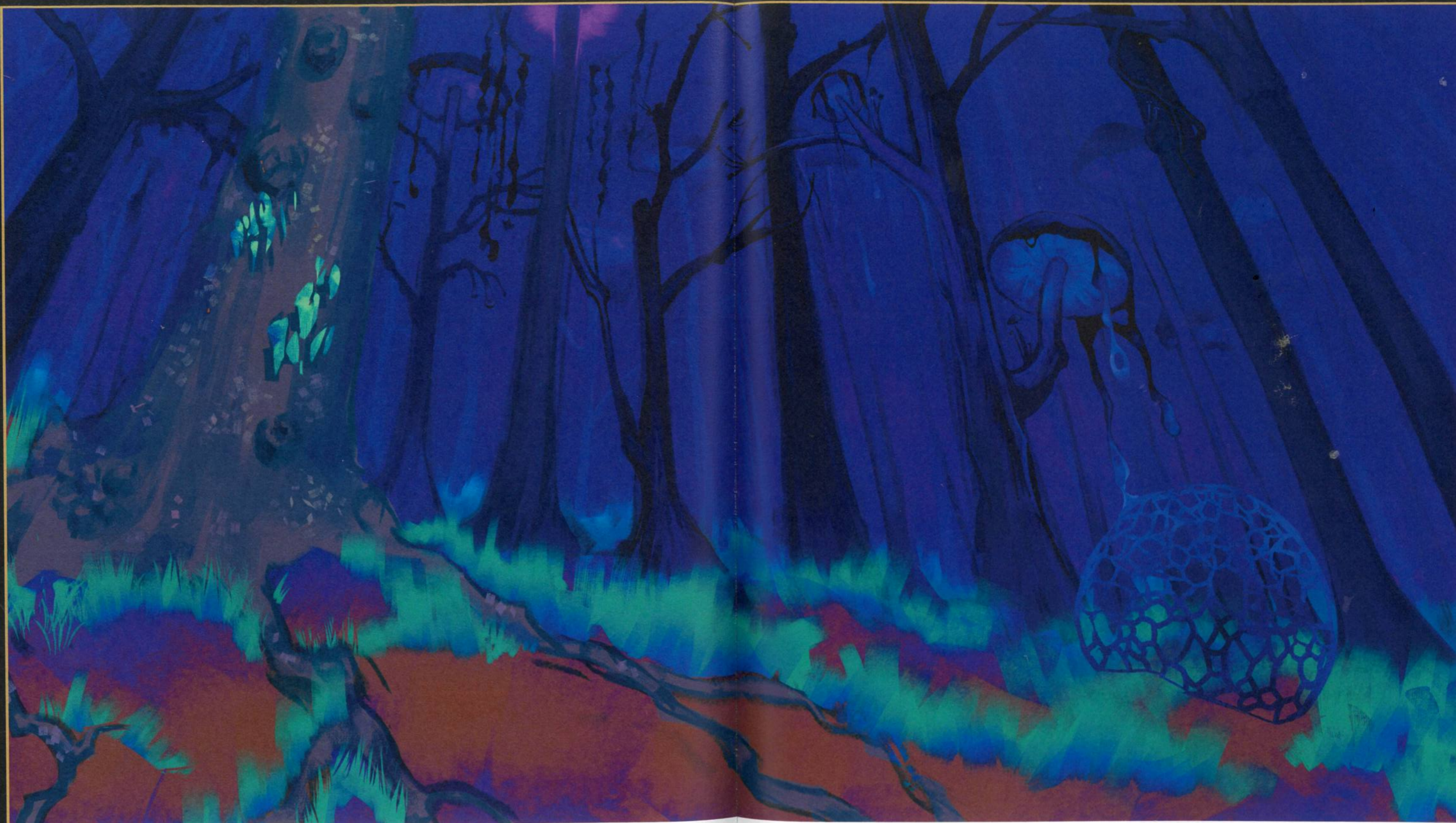
Tink's clothes are inspired by the steampunk style, combining Victorian garments with practical accessories fit for a mechanic. Her colour palette features earth tones, particularly favouring the warm browns of leather.

Tink's Treasures

Tink's fascination with human objects has led to her amassing a huge collection of knick-knacks, which she stores in her personal living space at the workshop. Having the tendency to save things "in case they become useful" by chucking them wherever, her quarters tend to become a disorganised tripping hazard. Once on a particularly messy afternoon, Maverick Poplar presented a newly-scavenged antique jewelry box to her, with one instruction: sort it out.



Tink's New Closet



WILI WOODS

The Border Territory Between Fairyland & Neverland

The Wili Woods is the only region in Fairyland that isn't under imperial rule. With strange apparitions and mushrooms that can cage unwary trespassers, its habitat is so hostile that no fairy dares to venture in, let alone through it.

ARMOUR & WEAPONS

Battle Clothing For The Player

Through the player's adventure, a range of battle clothing will be worn for different types of combat. Each set is inspired by a different type of insect and can grant different abilities.

Picasso Moth



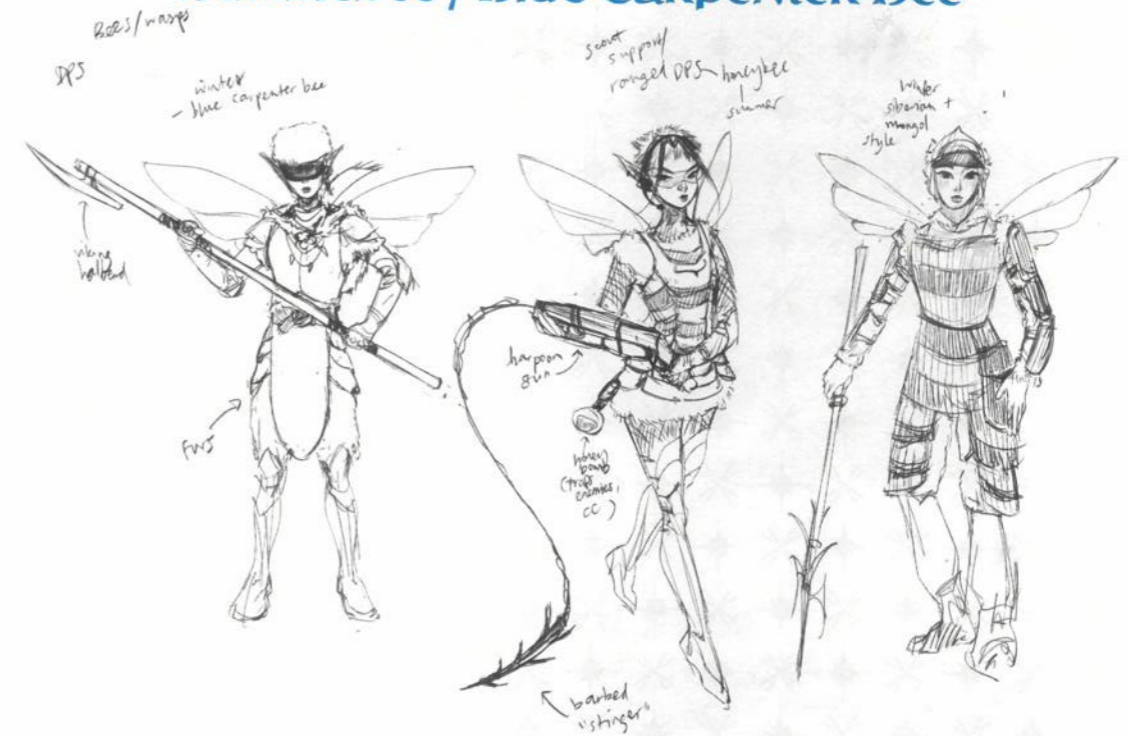
Hercules Beetle



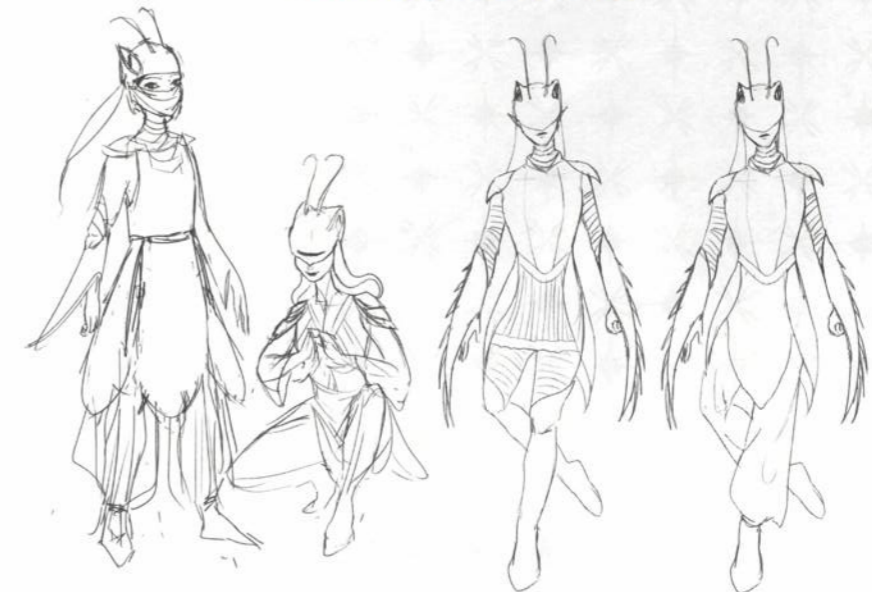
Luna Moth



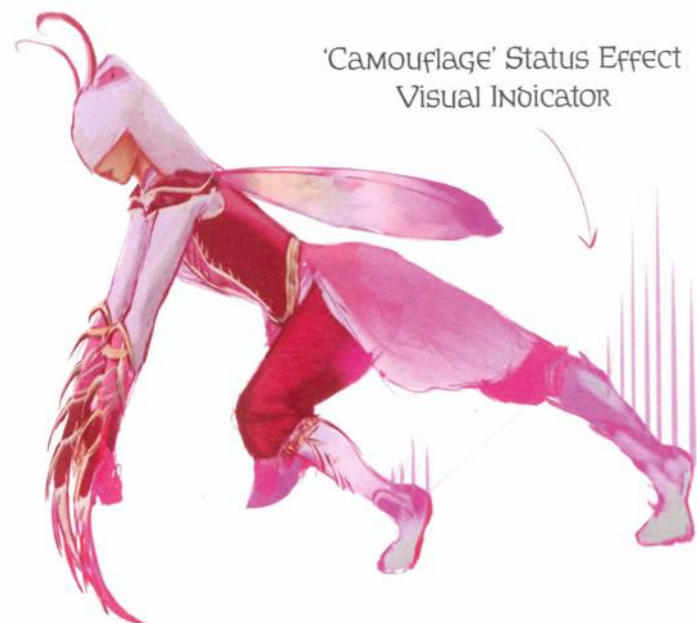
Bumblebee / Blue Carpenter Bee



Orchid Mantis

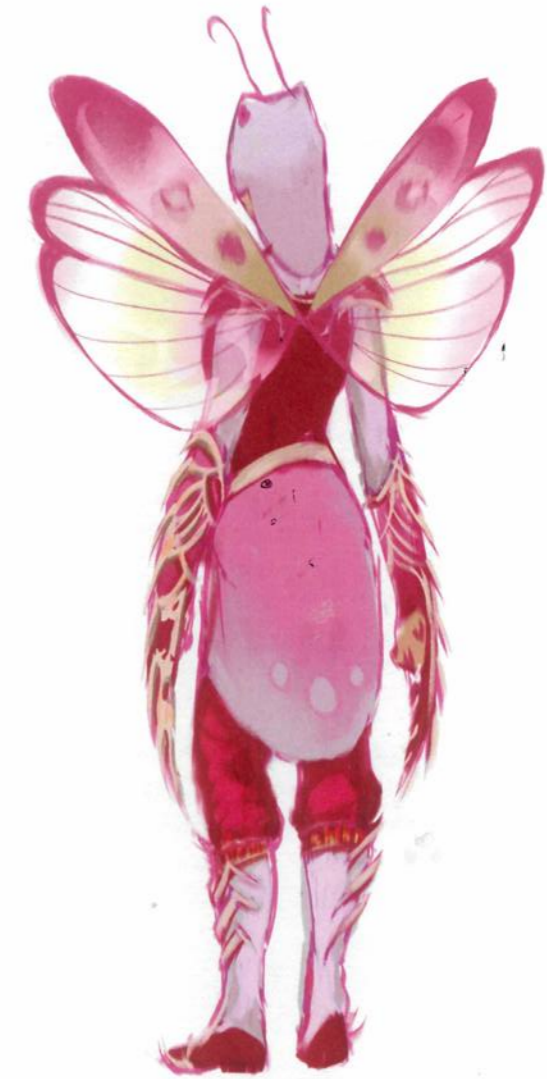


ORCHID MANTIS ARMOUR



DESIGN ELEMENTS

This armour set borrows several key visual features from the orchid mantis, most notably its pink hue, which grants it camouflage in tropical flowers. Aside from that, the orchid mantis can be seen in: the arm and leg guards, which mimic its curved and spiked forceps; the mask; the foldable wings.



Skills & Combat Style

The orchid mantis armour set is geared toward close range combat, stealth and speed, granting the user fighting moves from Northern Praying Mantis Kung Fu.



CONFUSION
Enemies take 10% more damage for 20 seconds.



COMPOUND VISION
Accuracy increases by 10% for 15 seconds.



CAMOUFLAGE (passive)
Become undetectable by enemies. Unusable in combat.

HISTORY

TIMELINE OF FAIRYLAND

**LONG, LONG
AGO**

ANCIENT
TIMES

The first fairies settle in the territory of modern Fairyland. Oral myths imply that they are descendants of winged beings that fell from the heavens through rays of light, though the validity of this story is uncertain.

**OVER 10,000
YEARS AGO**

FEUDAL
PERIOD

Fairies begin to form feudal states over small territories, with clashes over resources occurring frequently.

**ABOUT 6,000
YEARS AGO**

THE
CREATION OF
FAIRYLAND AS
A KINGDOM

Feudal territories are gradually defeated and absorbed into a dominant state, whose leader becomes crowned queen of the newly formed kingdom of Fairyland. The royal family follows a matrilineal succession, producing female children with exceptionally long lives and salient magic.

Fairyland remains in peacetime.

**1,000 YEARS
AGO**

ROMANTIC
ERA

Titania is born, the second daughter of the royal family.

Titania's sister runs off into the human world, leaving her position of heir to Titania.

Titania is crowned Queen and marries Oberon. Fairyland undergoes development under their dual reign. Industries flourish and villages expand as infrastructure and roads are built throughout the kingdom. Titania and Oberon frequent the human world for their merriment.

**500 YEARS
AGO**

FAIRYLAND
SHUNS
HUMANKIND

A tragic accident occurs on a visit in the human world. A number of fairies die, including Oberon, and Titania is gravely injured. Titania forbids any travel to Earth, and closes all the gateways to the human realm.

Fairyland's history is almost as extensive as human history, developing alongside the human world. Although time in the realm of Fairyland does not pass at a consistent rate to time on Earth, their pasts are often intertwined, with fantastical stories emerging from either places about sightings of strange, otherworldly creatures.

**300 YEARS
AGO**

HUMANKIND
IN
NEVERLAND

Development and production becomes centered around the Citadel, creating a larger distinction between the nobility and the working classes. Towns on the outskirts of the kingdom, such as the Silvermine District, begin to decline.

Some humans wash up onto shores west of Fairyland. That region is dubbed Neverland, and a small tribal settlement is formed. They steer clear of the dangerous Wili Woods, and in doing so never cross paths with the inhabitants of Fairyland.

A strange phenomenon of slow aging seems to occur with the humans that reside in Neverland.

Several more lost humans find their way into Neverland over the decades, including a young boy named Peter.

**THE
PRESENT**

THE EVENTS
OF THE
GAME

Tink journeys through the Wili Woods and meets Peter, now a young man and leader of his own adventuring party. They become friends, though Tink does not visit often, and forbids Peter from looking for her in Fairyland.

The player stumbles into a fairy ring in the human world. Spelled by the fairy ring's curse, they shrink down to the size of a fairy and cross over into Fairyland.

