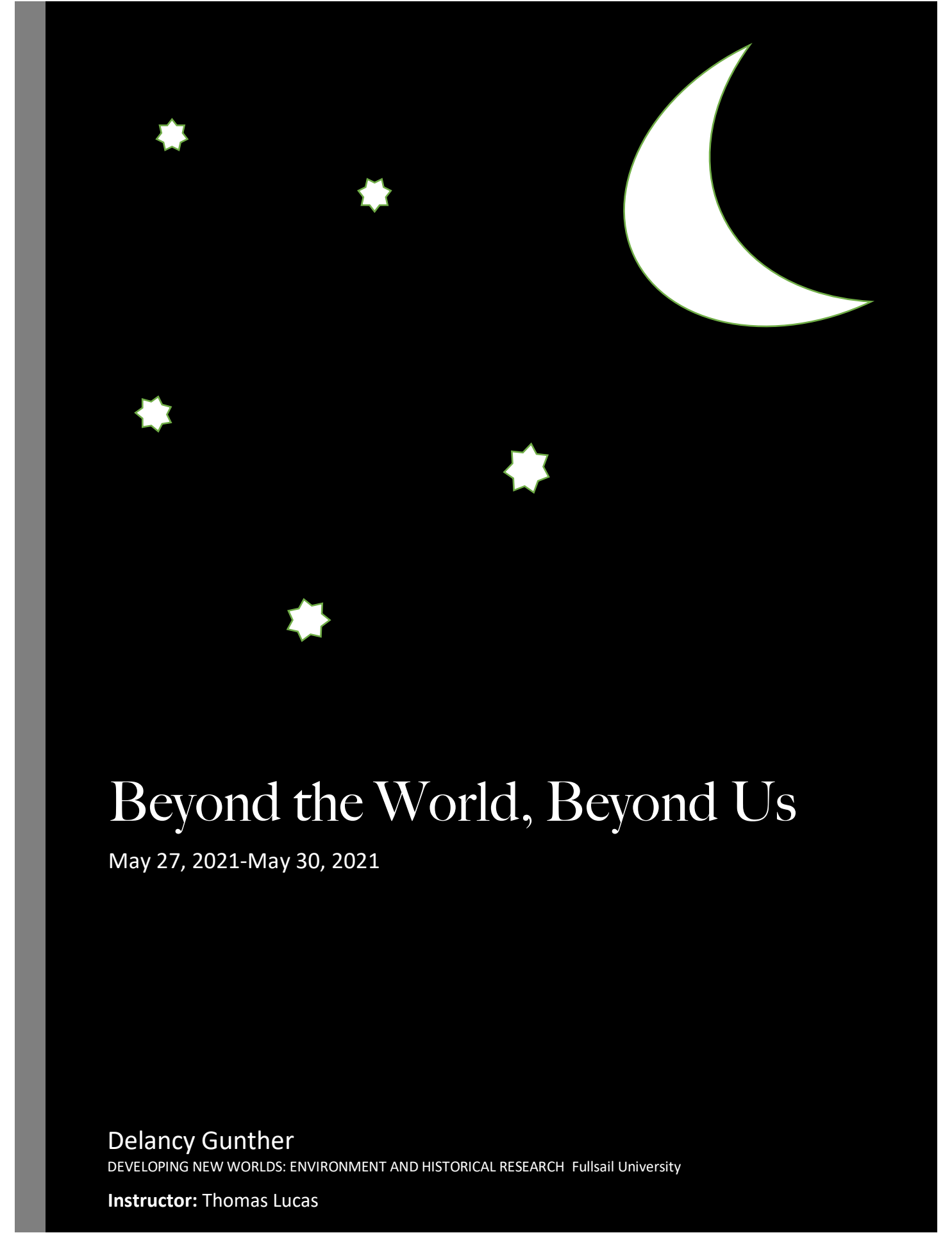




Beyond the World, Beyond Us

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Story Premise

Three years.

That's how long Sa'hil has been a slave for. All his life, he desired freedom, just within reach, never giving up. What lies on the horizon, he doesn't know but is determined to find out.

When Sa'hil meets a human for the first time, he finds that there's more beyond the desert than what he thought possible. Beyond the world...

Freedom awaits.

Historical Background Information

Since the story takes place on another world, the timeline is different compared to Earth's with no set year. It starts during mid to late summer in Rose wind Desert.

Industrialization is prominent in some parts of this world. Most of it is focused in Gearigahn, the human capitol, endorsed by the royal family. Gearigahn is in the early stages of the Industrial Revolution period, following a Victorian steampunk aesthetic. The most recent invention in this world is moving pictures, making the time period more advanced in comparison to Earth's Industrial Revolution.

Emery arrives in the story around Earth's calendar year, 2017. His only possessions are a backpack with school supplies and an iPhone belonging to his stepbrother. He's the only character that has advanced technology and modern clothing.

Tensions between orcs and the other races are currently at their peak. The orcs constantly raid villages and towns, though the raids have died down considerably as of late. That doesn't change the fact that war could break out at any moment without notice.

Jer'ahn, the desert capital, is loosely based on Arabic culture and architecture. Humans from Gearigahn traveled to the desert over a century ago. After establishing peace and trade with both Lizzarkin and Sheikarov, humans established the city of Jer'ahn. They are independent of the royal family in Gearigahn and have their own leadership, though they do have a trade agreement with Gearigahn itself.

Magic became increasingly rare as scientific achievements thrive. It is used in some technology.

Main Character(s)

Sa'hil

Sa'hil is a Lizzarkin and the son of a tribe chief in the West Point of Rose Wind Desert. Most of his childhood and adolescent years were spent in isolation, not allowed to interact with anyone except for those his father deemed were important to speak to and made to focus on his studies to become the next chief. However, this was not the life Sa'hil desired. He wanted to travel the world, see new places, and learn everything he possibly can.

After reaching adulthood, Sa'hil ran away before he could be announced as the next chief following a verbal fallout with his father. His story starts on a slave ship, where he has spent the last three years on, having failed his most recent escape attempt.

Sa'hil is currently in his late 20s, early 30s in human years. He has a protruding snout with the jaw to match and a row of small, sharp herbivore teeth. He also has a tail and a trail of thin spinal plates that go from the back of his head to the middle of his back. On his right shoulder is the mark of his tribe: a sun rising over the horizon.

Emery Whitley

Emery is a human male of 14 years who suffers from physical and verbal abuse from his stepbrother and stepsister prior to the events of the main story. He has light brown hair, green eyes, and pale skin. Following a traumatic bullying experience, Emery's wish to be far away from everything comes true but not in the way he expected. Due to his trauma, he's timid and wary of strangers. Being in a completely different world doesn't make it any better.

After Sa'hil rescues him from carnivores, Emery slowly begins to trust the Lizzarkin. This trust evolves into a father-son relationship over time.

He doesn't talk about himself or what he's been through.

Emery is prone to panic attacks and lashes out whenever he feels threatened. Over the course of the story, he learns to trust again, building new friendships, and discovering his found family along the way.

Supporting Characters

Na'mah

A Harovian of 21 years has led a rough life leading up to her enslavement. Her mother married an alcoholic human who took pleasure in tormenting them. As a result, she took responsibility for the house, including playing a maternal role for her half-brother, Sam'sohn. One day, orcs raided her village, killing her mother and taking both her and Sam'sohn as slaves. Being a slave for five years, Na'mah grew to detest how Rose Wind Desert natives, namely Lizzarkin, view her and her brother as scum for being Harovian. She is also biased against humans because of her stepfather's abuse.

Sam'sohn

Half-Harovian, half human of 15 years and half-brother to Na'mah. Confident in his healing magic, but insecure about being a mixed race due to his sister's vehement disdain for humans. He grew up in an abusive household, needing to be protected by Na'mah and his mother until the day orcs raided his home village. Because of his healing magic, the orcs saw him as useful and made him a slave. Despite all the hardship, Sam'sohn remains optimistic and plays mediator when necessary. He sees Sa'hil as a one-sided friend since he's unsure whether he actually values him as a friend.

El'lah

Formerly a fortune teller, El'lah is an 18-year-old Sheikarov desert native. Enslaved for the past year, she is anxious being around other races who see her primarily as a meal ticket. She is close friends with Na'mah and Sam'sohn, pitying their plight and does not believe that all Harovians are thieves. She dislikes when Na'mah tries to pick fights. El'lah dabbles with magic, but only uses it to tell fortunes. She's aware that the rest of her merchant trade has been sold off for a quick coin, so she keeps her magic under wraps to avoid being quickly sold off.



Locations

Rose Wind Desert

A vast desert native to desert born Harovian, Lizzarkin, and Sheikarov. Two rivers meet in the center, but don't directly intersect. One is clean while other is contaminated. Between the rivers is a natural oasis, home of the merchant trade. Along the desert's edge, close to Jer'ahn, has cliffs that divide it from a large forested area, Applewood Forest, that stretches for miles. Jer'ahn is the human built and run capitol whose borders are open to all desert races. However, the orcs constant raiding has made them wary, resulting in the city opening trade with them to avoid being raided.



Applewood Village

A village located within Applewood Forest. Na'mah and Sam'sohn's hometown. The majority of the population consists of humans and forest born Harovians. Five years ago, the village had been raided by the orcs. Since then, they rebuilt the town and, thanks to the human kingdom, received protection from the raids, offering asylum to runaway slaves. The village is community focused, valuing hard work and family since the raids began. However, prior to the raids, the village's laws on marriage and law enforcement were lax. With royal protection currently established, the crime rate dropped and new laws formed to protect civilians.



Gearigahn

A human run city located in the mountain range along the outskirts of Applewood Forest. It resides between two cliff faces opposite each other. Majority of the population is human, but they're open to most races. The city is known for their technological advancements and innovative prowess. People are willing to travel long distances to attend the academy to become the next inventor, tinkerer, or engineer. Without any of them, Gearigahn would not be able to function. Engineers keep the vehicles running, tinkerers can fix mechanical problems, and inventors are needed to build many things from architecture to everyday items.

Additional World Information

Various races exist in this world along with a variety of languages.

Humans are a common species, living primarily in manmade cities and towns.

Primary language: Gearian (equivalent to English).

Harovians are a rabbit-like race; like humans, they are a commonly found race. They can be found in various location from forests to deserts to tropical or mountain ranges. Primary language: Varies based on location.

Lizzarkin are a lizard-like race, living primarily in desert and mountain locations. They are a tribal race that tend to migrate across the desert. Primary language(s): Lizari (Lizzarkin language), Jer'ahnese (variant of Gearian, similar to Arabic), and Gearian.

Sheikarov are a nomadic race whose appearance resemble dark elves. They are primarily found in the desert, heavily involved in the merchant trade. They are rumored to dabble with magic and the arcane arts. Primary language(s): Jer'ahnese and Gearian.

Orcs are a warrior culture race known recently for raiding villages and towns. They seem to be trying to instigate war, but at the same time don't want to stir up trouble with the human royalty. They have an established slave trade and have strong metalworking capabilities, making them expert weapon and armor crafters. Primary language: Orcish (Orc language) and Gearian.

Due to scientific advancement becoming widespread, magic dwindled to basic necessity. The only race rumored to still practice magic are the Sheikarov, however their skills are reserved for fortune telling and seances. Some races are still born with magic, but it has become less common over time.

Story Synopsis

First Arc

Sa'hil is released from the Pit on the *Trojan Wagon* after his most recent escape attempt failed. Just as he's settling back into his usual routine, he witnesses the orc guards guiding an adolescent human to a crate of animal meant to be served to the carnivores below deck. That same night, Sa'hil sneaks below deck and rescues the human, Emery, but not without both receiving injuries in the process. They get healed by Sam'sohn, but Sa'hil nearly ends up being punished for sneaking out.

Sa'hil declares Emery as kin to save him from being thrown overboard and weeks pass in relative peace. However, that changes when Emery attacks a carnivore after provocations trigger his PTSD. Sa'hil intervenes and takes the fall from Emery, landing him in the pit again.

Na'mah arranges a jailbreak followed by her, Sa'hil, Emery, and Sam'sohn successfully escaping the ship. El'lah stays behind to serve as a distraction for the guards.

Second Arc

After a series of events, the group leaves the desert and gain asylum in Applewood Village. Na'mah and Sam'sohn catch up with old friends and decide to stay to help their hometown. Sa'hil and Emery leave after a year to travel to the mountains.

Final Arc

Sa'hil and Emery traveling to the mountains going through a mining town and into Gearigahn. Emery befriends an academy student and becomes enrolled after discovering his knack for tinkering. Sa'hil realizes this and allows Emery to stay in Gearigahn while he continues to travel.

Story Excerpt

“A’right! Back to work!! The lot of ya!” Nar demanded, looking around at all the gawkers. “Lest youse all wan’ a trip to the Pit as well!!” With that said, Nar stormed off to perform his other duties with the guards following behind him. Fearing the threat, every single slave immediately went back to their daily chores leaving Sa’hil to pick himself up off the ground alone.

Rubbing his sore snout, Sa’hil managed to find his bearings and stood up. He dared not look anyone in the eye as he began to move forward. Despite the brief glances he received, Sa’hil could not be bothered for any form of conversation. He had work to do now that his punishment was over.

The orcs could try all they want but they would never make the Lizzarkin afraid of them.

Lie...

Cheat...

Steal...

They could grind him down and not once will he ever quiver beneath them...

Because Sa’hil had something that most of the slaves on deck take for granted- or, at the very least, gave up on.

Hope. Determination. The strength of mind and will to survive. It was all he had; all he would ever need in this harsh wasteland. Sa’hil stopped to look out at the horizon, nothing but sand and dunes as far as the eye could see.

Right now, it was just another day on the *Trojan Wagon*. But one day, he will find a way off this ship. One day...

He will finally be free.

-Excerpt from Chapter 1.



Rough Concept of The *Trojan Wagon*. Made in Photoshop.

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