

# Scavenger

Concept Art

Story and Art by  
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# Introduction

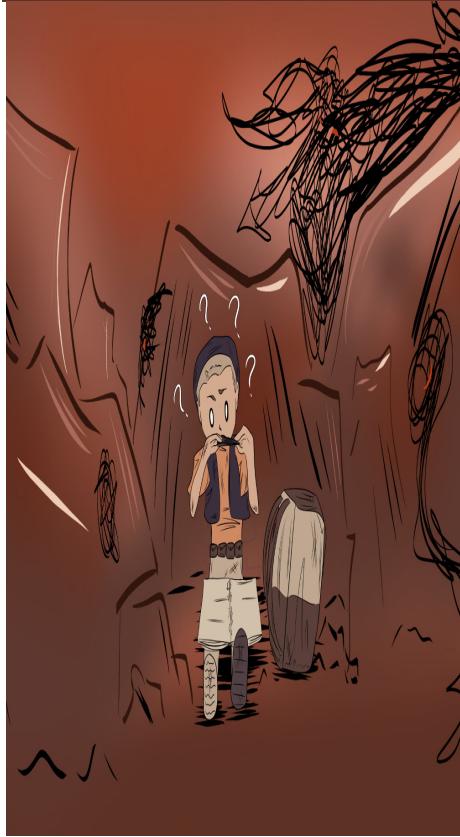
The world was said to be torn apart by the wrath of the gods. For 100 years they would build and destroy the remains of the world however they saw fit.

This is the age known as The Gods' Wrath.

Then one day, the destruction ceased. It seemed as though the gods had grown bored of their games, and without a word they vanished one by one, leaving behind few traces of their existence.

This age is known as The Gods' Abandonment.

The story of Scavenger follows the adventures of a young boy named Scout, who after losing his group decided to carry on their legacy by continuing to wander the world.



*Initial comic designs for*

*Scavenger: Meet Scout*

# The Wasteland

A majority of the world, The Wasteland is a reminder of the destruction of the gods. Left behind are monsters that lurk in the cracks of the land, waiting for an unfortunate passerby.

Due to the natural dangers of the wasteland, not many people will dare to venture out.

There are very few traveling groups that will brave the journey, collecting remnants of the world the gods destroyed. Some of these groups will also take in the people of the Wasteland cast away for their features that resemble the monsters'.

Due to the unknown dangers of the Wastelands, not many people will dare to venture out, and many places frown upon the notion of exploring the area, denying travelers who pass by.

# The Storm

A force of nature, the Storm is also referred to as the final resting place of the gods. It is largely believed by travelers that when the gods' ceased their attacks, the leader went to the eye of the storm to rest, creating a protective barrier that killed anything that dared to enter. Many traveling merchants will steer clear of the storm, resulting in a lack of knowledge about the other side of the storm.

Although the area surrounding the storm is dangerous, there are a few settlements around. Many of these groups worship the gods to an extreme that makes travelers wary of nearing.



*Concept Design*

*for the Storm*

# The Forest of the Lost

Although mainly a wasteland, the world has a few patches of greenery. These locations are home to communities including a group of free spirits that believe in connecting to nature. Due to the lack of communication between communities, there are several unofficial settlements hidden within the different areas of forest.

Also within the forest is a group known as The Lost, a group rumored to take in any runaway who dares to brave the Wasteland. Not much is known, but rumors have claimed the leader has an item of one of the gods, and that has lead to much darker rumors.

*Concept Design  
for the rumored  
location of  
The Lost*



*Concept Art for  
the Dome*



# The Dome

The Dome is a gift left behind by one of the gods, but it has advanced beyond what was granted. A large structure with indestructible glass and an interior mimicing better times, the Dome is home to a secluded community. The people here are peaceful, choosing to stay within the confines of their contained tranquility. Due to this, their resources are limited to what they have already in the Dome. This includes a large production of silk and lace from the peaceful creatures that lurked within the Dome.

Their attire is mostly plain due to lack of dye resources, reserved only for special occasions and the wealthy. They also pride themselves on adorning themselves, using what they have to create beautiful pieces of art.

The structure is multi-leveled, with an artificial sky that covers the entire Dome. Due to their fear of the Wasteland, not many have seen the outside world.



Concept Art

for Permis

(The Captiol)



# Perfis

## [The Capitol]

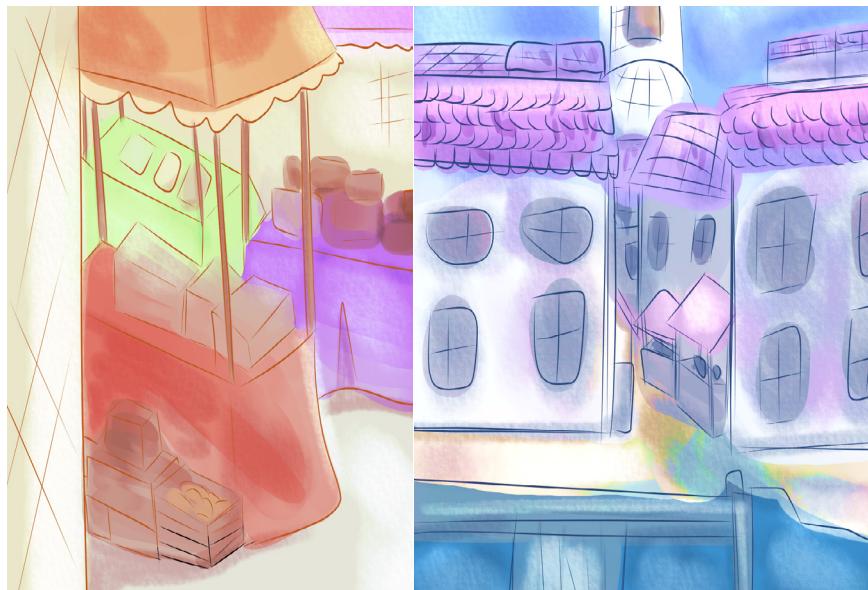
A self-proclaimed “Capitol of the World”, the city prides itself on its advancements in technology. The main district is operated by a company with several models that portray their idea of “perfection” on the rest of the community. Acting out of line is rumored to be a death sentence among the models, who use their influence to keep control of several districts. Models are said to have no other purpose other than to follow the order of the company.

Many are silenced by unknown forces for spreading gossip, but some rumors that have managed to float around say that the head of the company is in fact one of the gods, who chose to remain awake to create a perfect society. Others say the CEO of the company is a human granted one of the powers of the god, terrified of the consequences of failing to meet the expectations of that very god.

# Hermare [The Messenger City]

The center for art, Hermare is the best place to go for travelers. The city prides itself on creating and sharing information and art of the world. The city also has a large marketplace, with a backdoor for travelers to enter and share their adventures and wares.

The city is also the only location with a messenger system, striving to connect the world once again. This city is where some of the only “accurate” maps are made.



*Concept Art for Hermare*

# Character Profiles

**Name:** Scout

**Location:**

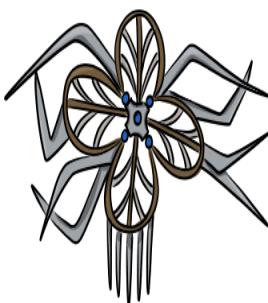
The Wasteland (Wanderer)

**Description:** An optimistic young boy, Scout ventures through the Wastelands alone following the loss of his entire group. He always lends a helping hand, seemingly having the right tool in his backpack every time.



**Name:** Margot

**Location:**  
The Dome



**Description:** Born in the Dome, Margot has never seen the outside world. She is naive but kind, always looking out for the people around her.

**Name:** Ametrine

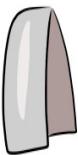
**Location:** The Capitol

**Description:** A top model in the Capitol, not much is known about Ametrine's past. She appears to be sly in nature but presents as sweet and innocent.



**Name:** Ferron

**Location:**  
The Capitol

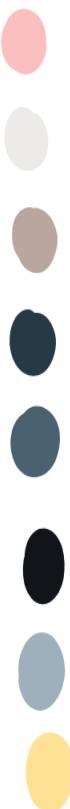


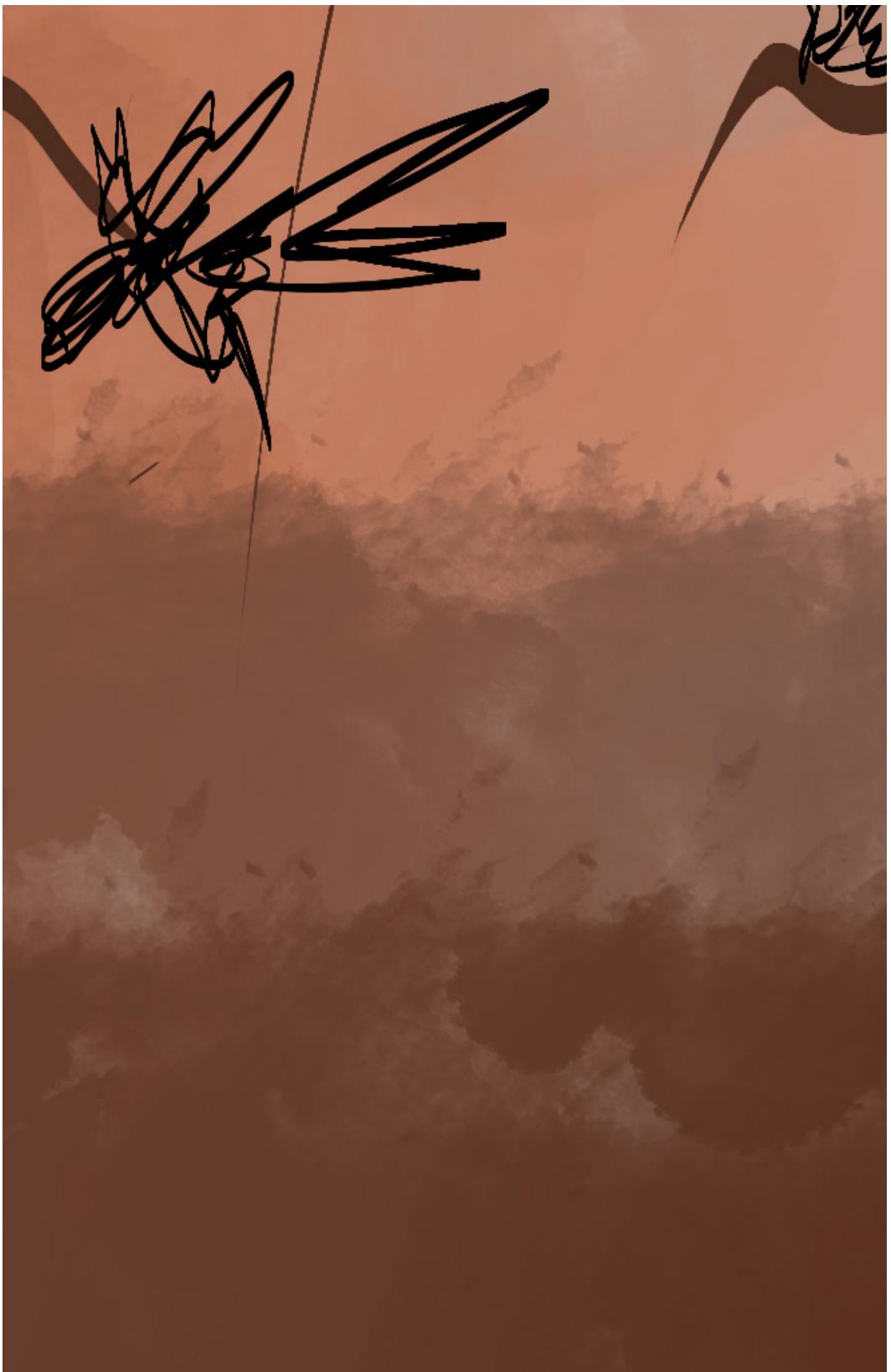
**Description:** A top model beside Ametrine in the Capitol, Ferron is a man of few words. Due to this not much is known about him, presenting a stark contrast to Ametrine's "open-book" persona.

**Name:** Mask

**Location:**  
The Capitol

**Description:** Real name unknown, Mask works as a tool for the company that runs the Capitol. She wears a mask that attaches to her face and creates a new identity. This mask is rumored to be a gift from one of the gods. Mask's usual demeanor is calm and stoic.







*Book and Zine Design  
Spring 2024*

*Typography:  
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Text: Georgia*