

Field Notes (Sample Version)

Xelamar L.



This journal is written, illustrated, documented, and transcribed by Xelamar L., a novice alchemist who simply enjoys going on adventures and sharing his discoveries with people. Over the course of several months, Xelamar explored various extraordinary worlds and collected materials whenever he was able to.



Due to his small budget, he was only able to purchase simple, affordable, and reusable equipment in order to sustain himself. Thus, only small samples were collected and exported back to his homeland once his current journey has finished.

He encountered many interesting organisms and plant-life throughout his journey. However, due to his short time—

and the fact that many organisms were fairly hostile, he was only able to note some basic information about each organism. Even if Xelamar is a novice and lacks resources, he is content and makes the most of his current circumstances. He hopes that his notes can inspire people to create their own adventures within their extraordinary worlds.

**Disclaimer: This project strongly references video games published by Nintendo. These references are used as a contextual & conceptual basis to build a narrative centered around exploring extraordinary (imaginary) worlds. The artist acknowledges that he does not own the original designs/content and they belong to their respective owners; as well as this content is used for non-profit and educational purposes.*

Organisms

Godondu

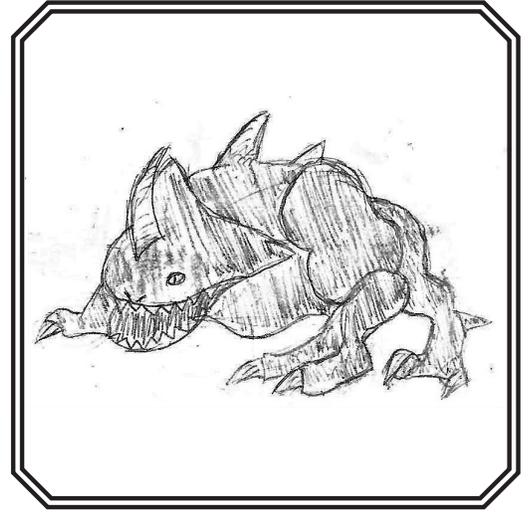
Description

They generally look like a Triceratops or rhinoceros, being as big as a large truck.

They are commonly light yellow or brown.

They are extremely hostile and will quickly

dash towards their target, intending to ram into them and attack with their horn(s). They are also capable of breathing fire. They have armoured skin, but have vulnerable undersides. It is recommended to use explosives to bomb their mouth when it is opened to breath fire, or to expose their vulnerable skin to attack them.



Location

Can be found in large dungeons or ruins. They are rare, but extreme caution is recommended when encountering one.

Extract usages

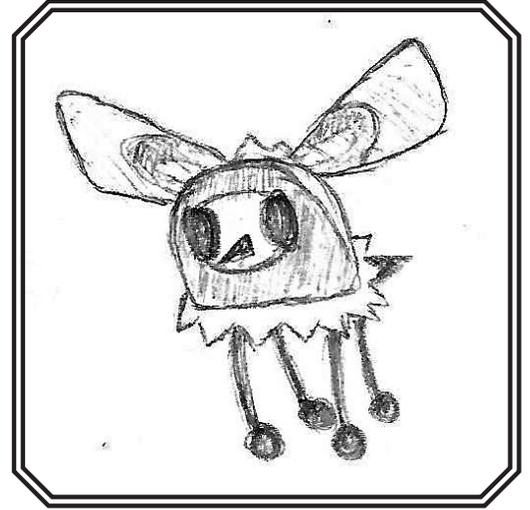
- Their sharp parts can be converted into short-range blades (such as spears)
- Their fluids can be used to create fire-related solutions (such as fire-resistant potions)
- Can use some of their parts to create armour

Alpise

Description

They generally look and act like bees. They are generally harmless, but will become extremely hostile when they are aggravated.

They will use their stinger to pierce their adversary; however, only as a last resort as they will die once the stinger is used. They tend to remain near their nest to protect it and occasionally leave to gather supplies.



Location

Can be found fundamentally anywhere. Commonly, their nests are made on dry land (they are mainly a terrestrial species) such as in grasslands, forests, and even in urbanized/industrial zones such as buildings/built structures. However, they do require the temperature to be moderately warm, because their foraging activity is temperature-dependent.

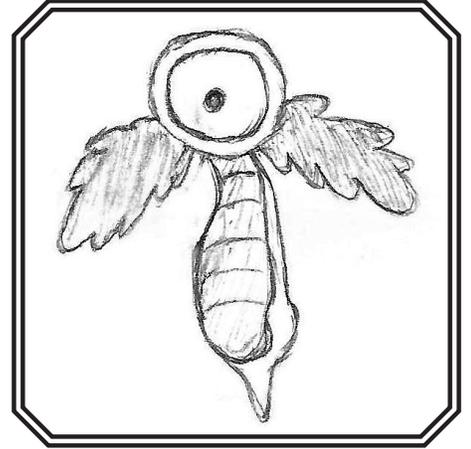
Extract usages

- Can use the stinger to create short-ranged weapons (such as daggers)
- The fluid in their bodies can be used as an adhesive
- The substance in their nest can be extracted to be used as a sweetener (honey-like substance)

Fel (& Kallen)

Description

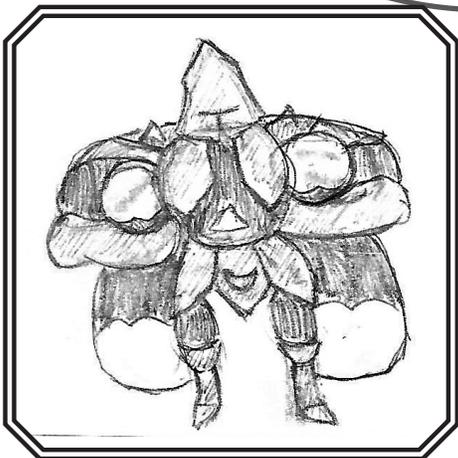
They generally look like a cyclops worm with wings, being as big as a child. Their colours are mainly blue and purple. They are very hostile, intending to fly towards/ram into their target and inflict poison when making physical contact. They reside in brute-like creatures called Kallen, in which they are commonly launched from their cannons to effectively hit targets.



Location

Can be found fundamentally anywhere, but commonly in abandoned civilizations, ruins, or dungeons.

Kallen



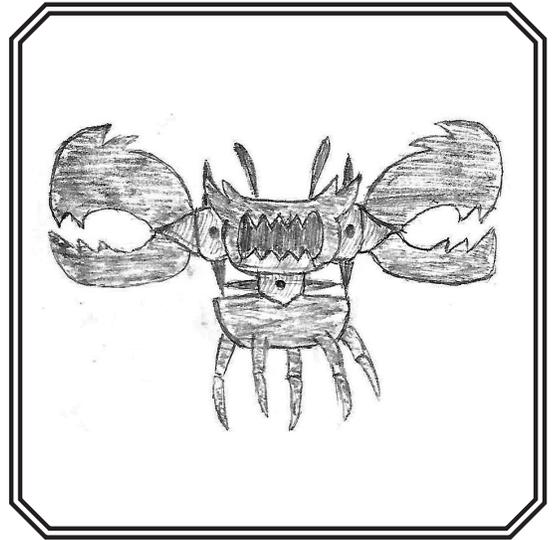
Extract usages

- Their fluid and flesh can be extracted to create poison/anti-poison solutions (such as potions)

Crawny

Description

They generally look like large crabs, being as big as a human being, and are capable of levitation. Their colours are mainly blue and purple. They are hostile, but are mostly capable of only obstructing adversaries. They have deceptively long, spikey arms, torso, and legs that can stretch out extremely far (only cardinally) with claws that can grab prey/objects. Their torso can also rotate, making them very versatile.



Location

Can be found fundamentally anywhere, but commonly in dank caverns or near aquatic locations. They are a rare species, but caution is recommended when encountering one.

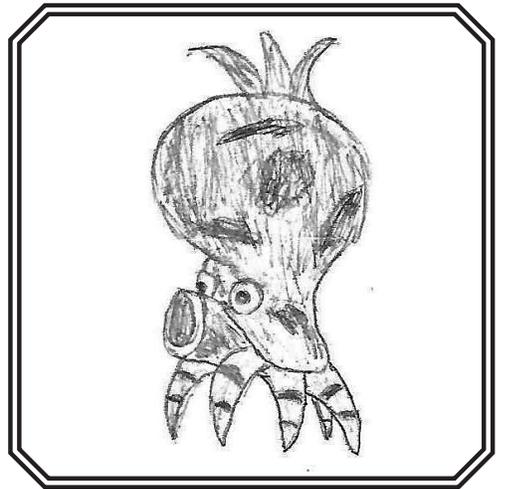
Extract usages

- Their parts can be used as makeshift weapons (such as sharp, blunt weapons) or armour
- Their fluids and flesh can be used as an ingredient in potion making

Description

An octopus-like creature, being as big as a child, that is known for shooting rock projectiles at short intervals when a prey is within their range. There are many Korotco variants: the forest variant is known for their green camouflage colour and hiding underground disguised as shrubbery, then jumping-up to shoot their target. Korotco normally do not attack unless threatened, spitting big rocks as a natural means to defend their territory.

Korotco



Location

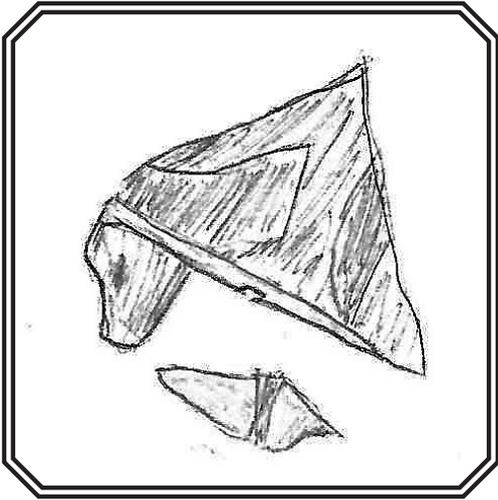
This species of Korotco can be found mainly in forests or grasslands. Be cautious as their shrubbery is difficult to differentiate from other plant-life and will attack when someone is near. Cutting their shrubbery will cause them to pop out confused, in which this can be taken advantage of to escape or eliminate them.

Extract usages

- Most their extracts (such as body parts) can be used as an ingredient for making elixirs or cooking
- One organ is a balloon-like device that can carry small, light items (it self-inflates with helium-like air once it is released from its containment)

Creature

Description



- An unknown species that was recently discovered. Little is known about these creatures; thus, I gave them the name “Creature” until more information about them is discovered. It is difficult to differentiate the “Creatures” bodies to their architecture. It is possible that

they use deceased “Creatures” to build their civilization. At the time of their discovery, it would seem that all “Creatures” are inactive — either being deceased or in stasis. Their bodies and landscape seem to be similar to clay. Any contact to moisture seems to allow their bodies/architecture to be easily manipulated.

- A legend was discovered, describing a catastrophe that would befall upon their civilization. The legend describes their civilization attempting to preserve the essence of colour throughout the generations as they were all born and lived in a colourless world. Colour was preserved by containing a strange liquid that was pouring out of a sacred fountain. However, the legend states that a “Creature” will be born with colour on its body; then, giants from another dimension would assist this “Creature” to bring forth a profound change throughout the civilization. Upon the

discovery of the civilization, several sites of colour were spread across the civilization, and the place looked like it was in ruins. Thus, I concluded that the prophecy has come true.

*Further research will be conducted to discover more about this unknown species.

Location

Unknown. Discovered in their own “world”/dimension. Seems to resemble a ruined, ancient civilization and desert, based on the landscape and architecture.

Extract usages

- When moisture is applied, their bodies/architecture can be manipulated similar to clay; can create many items, depending on the quantity used (i.e. bowls, chinaware, and so forth)

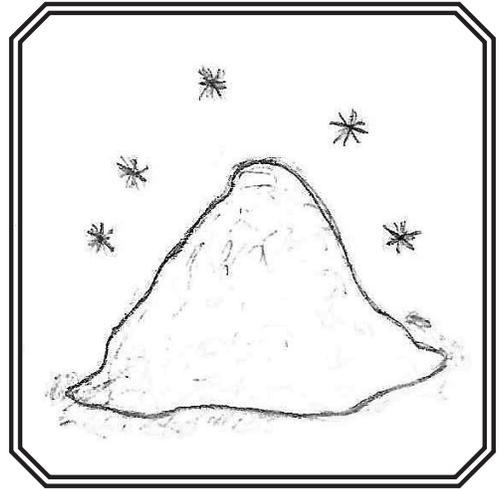


Ingredients

Dost

Description

A strange, white substance that resembles powder.



Location

Indeterminate: can be extracted from various sources, including Engla Spring Water.

Extract usages

- Has many purposes; current discoveries include using for baked goods (such as breads) and cleaning
- Discovered that it has strange reactions to certain chemicals/materials; further research will be conducted



Extract Summary

Extract Composition: 100% Dost Extract
(50% recycled sources; 50% newer sources)

State: Powder

Property: Can be used to create various chemical reactions

Buloo Milk



Description

Milk that is extracted from a cow-like animal called Buloo. It is a very nutritious milk containing various nutrients that assists in one's growth and health.

Location

Buloo can commonly be found in ranches or open fields. Alternatively, locals sell this drink at cheap prices in market places.

Extract usages

- Contains various nutrients, assisting in one's growth and health
- Can also be used as an ingredient (milk)

Extract Summary

Extract Composition: 70% Buloo Milk, 30% Water

Viscosity: Very Low

Property: High nutrition content that assists in one's growth and health



Extract Summaries of Featured Organisms

Extract Origin: Godondu

Extract Composition: 100% Preserved

Godondu Waste

Property: Can be used as an ingredient for potions/elixirs



Extract Origin: Alpise

Extract Composition: 100% Alpise fluids

Viscosity: Moderate

Property: Can be used as an adhesive

Extract Origin: Fel

Extract Composition: 100% Fel fluids

Viscosity: Low

Property: Contains a fair amount of poison





Extract Origin: Crawny

Extract Composition: 100% Crawny fluids

Viscosity: Low

Property: Can be used as an ingredient in
potion making

Extract Origin: Korotco

Extract Composition: 100% Preserved Korotco
(Forest) Flesh

Property: Can be used as an ingredient for
potions/elixirs



Experiments

Combination Experiment:

Healing Adhesive



Summary

Composition: 34% Erana Extract, 34% Valjarie Extract, 32% Uron Berry Extract

State: Mostly Solid

Possible Properties: Healing adhesive

03/12/20

- Mixed Erana Extract, Valjarie Extract, and Uron Berry Extract to create a semi-solid concoction. The components did not mix well: the liquid component was not fully integrated, but could act like a preservative.
- Possibly created a “healing adhesive”: The “solid” can act as an adhesive for applying dressing onto a wound, and the Uron Berry Extract can be absorbed into the skin to promote healing (the light sugars can encourage cell productivity around the wound). Not edible.

Aaron Lampitoc is a process-based artist, currently focused on sculptural and installation-based practices. He was born and raised in BC, Canada and continues to work in the Lower Mainland.