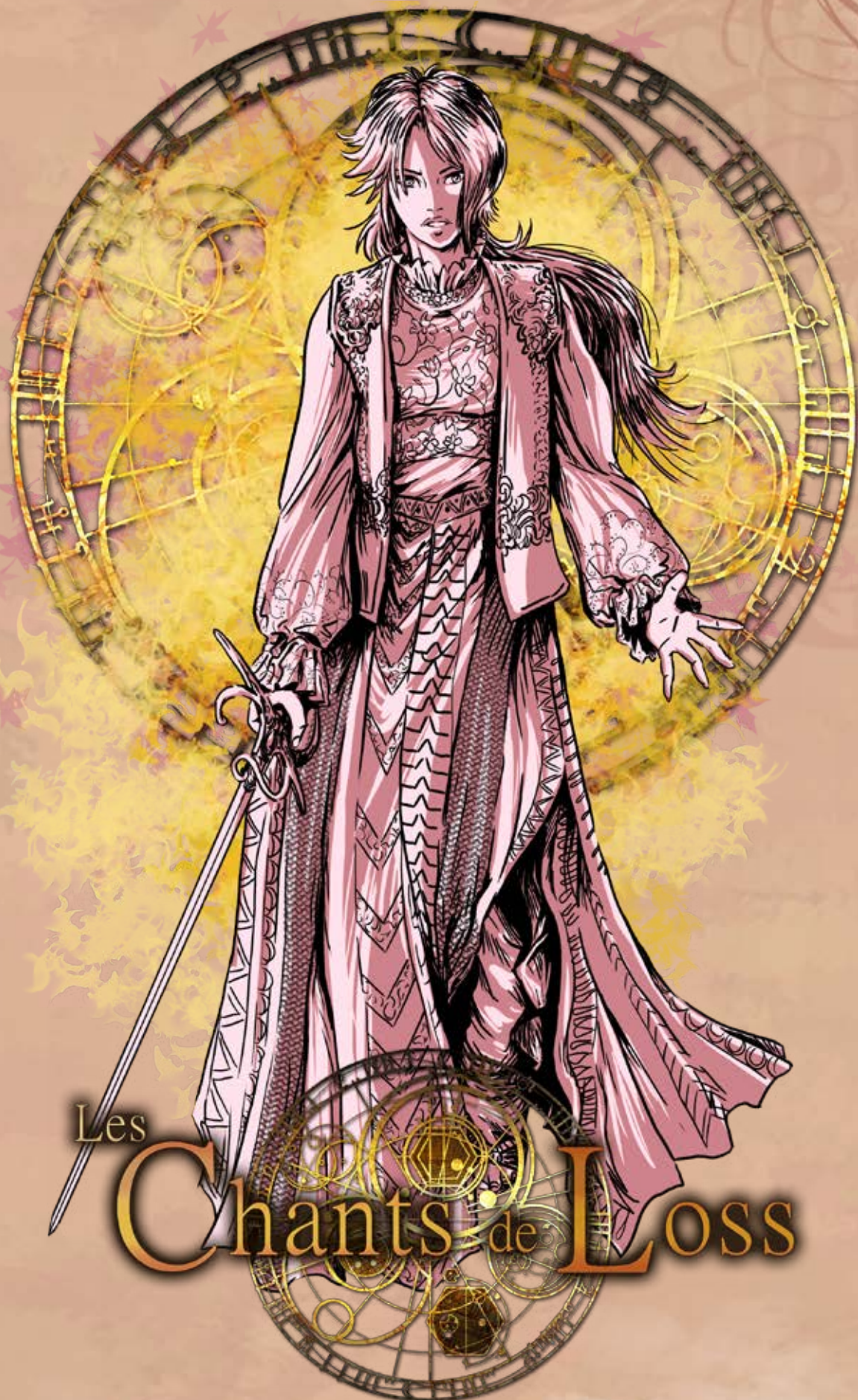


The graphic bible of les Chants de Loss



The bible of Les Chants de Loss

What is Les Chants de Loss?

Les Chants de Loss is a Da Vinci-punk set of novels currently being written, which first two volumes were already published by [Stellamaris Editions](#).

This bible allows you discover Les Chants de Loss universe in a few words and images.

If you want to learn more, you are invited to visit our blog in this page: <http://www.loss.psychee.org/presentation-de-loss-jdr-le-jeu-de-role>.

What is this bible for?

This bible contains sources of inspiration for illustrators, creators, and graphists, to give them an insight of the world of Loss: how it looks, how it feels, which styles and references are used in the imagery of Loss. This bible allows every illustrator of the world of Loss to rely on common resources and references. Also, for fans and curious people, this bible provides a way to discover this universe and to answer some of their questions.

What can we do with these images?

Nothing directly. These illustrations were found on the internet and became part of this visual bible, but they all belong to their authors, credited below. Thus it is forbidden to reuse, modify or publish them without their authors' approval. These images are for inspiration purpose only, for all illustrators, graphists, creators and fans of the world of Loss. You may of course show this document to anyone, but you must respect these restrictions.

- Copy, use and modifications of all images are forbidden
- Sharing of this document allowed without any modifications.
- Private and non-commercial use only.

Are all authors credited?

Not all of them, unfortunately. I could not find the authors for about 15% of the works exposed in this bible. I want to emphasize my respect of these authors' rights on the works. If you see a picture that you recognise and whose author is not credited, please contact me so I could add the missing names.

How can I use the information from this Bible?

As an illustrator, novice or professional, you can use it as an inspiration to create all the artworks you want for Les Chants de Loss.

As a simply curious or a fan (supporter?) of Les Chants de Loss, you can use it to introduce your friends to the World of Loss, as long as you are in compliance with the rules mentioned above.

Where did the images come from?

They were all gathered on a Pinterest galery <https://www.pinterest.com/axellebouet/les-chants-de-loss-inspirations-vrac>, along with other photos, images and illustrations fitting the themes from the world of Loss.



Psychic
2017



Male characters

Lossyans often look like giants from an Earther's perspective. The relatively weaker gravity, the slightly higher CO² rate and the nutritional value of lossyan food modified their metabolism during several thousands of years. Their average size is above 1,80 meter, and they have a larger rib cage. Some really gigantic Lossyans can be as tall as 2,30 meters.

The world of Loss progressed until Renaissance, and most clothing styles in Loss are similar to what we can imagine for musketeers, pirates and explorers. But the main influence on Lossyan fashion came from the Middle-East and mediterranean countries, rather than occidental Europe. For example, wearing long skirts and kilts above braccæ (wool trousers) is a common fashion amongst men.

Credits

Eric Belisle <http://ericbelisle.com/weblogs>

Angela R.Sasser

Van Helsing movie photo

Wesley Burt <http://wburtconcept.blogspot.ch>

Christopher Jones.



W&T. 14



Shop at China-Cart.com



© 2011

Male characters - continued

The most common ethnic groups are mediterranean, oriental, caucasian and asian. Of course, many ethnic mixes (of blood, customs and clothing) also exist.

While rich citizens cultivate their taste for luxury, the harshness and violence of the world of Loss incites all travellers to chose resistant, light and practical equipment. It is not surprising to see a rich negociant wearing understated clothes. And sometimes it is not possible to tell a Lossyan's ethnic or familial origins based on his clothing, populations having been mixed so much by centuries of wars and migrations. Only the sumptuousness of his garment could maybe indicate his social rank.

The only things all Lossyans really have in common is their pride, and their respect of the three Virtues which constitute their vision of humanity: Honor, Courage and Wisdom. All Lossyans consider these Virtues to be worth more than loss-metal itself.

Credits

Muskeeters television serie
Paizo paizo.com

Assassin's Creed video game
www.china-cart.com



Ordinatorii

The Ordinatorii belong to the Church of the Divine Concil, whose influence spreads on almost all city-state of the Seas of Separation, one third of the city-state being under their total control.

The Ordinatori is an organised religion but also a military entity structured in legions, thus its member can be erudites as well as terrific fighters. But all members serve and enforce the words of the Church's Prophets as if their voice was of divine essence, everywhere and by any mean. Most Ordinatorii come from the Anqimène Hegemony and from the plains of Eteocle, but the barracks and orphanage where future priests and legionnaires are trained comprise Lossyans from almost every culture.

No one can claim facing an Ordinatorii without fear, and even Armanth the Heretic, the Merchand's Guild city that refused to give the Church any power on its territory, treats with Ordinatorii only with respectful caution. Because despite wreaking havoc on the world, without them the world would not have survived the painful days of the Long-Winter, after the cataclysm caused by Singers of Loss.

Credits

www.vertugadin.com

Gerald Katishi

Liu Lipan



Cultural combatants

Between the Seas of Separation, there exist fifteen lossyan cultures, brought there by Terrans taken away from their planet from the end of prehistory and antiquity. Each one then evolved and followed its own path, through the influences exerted by exodes, migrations, conflicts and trade.

The cultural styles and equipment choices of the warriors are fairly representative of each culture and its evolution. Sometimes it makes it easy to guess which earthling landed culture may have given rise to it and sometimes no. Sometimes it is not obvious, as for the two heavy armoured men of the center of the page, who are eteoclian legionaries, while the man with the pirate look at the bottom left is a Teranchen embattled fighter. The duo at the top left is Jemmaï, while the man in leather armour on the right is an Ar'anthia scout from the United Cities. Finally, the two Tuareg-looking warriors in the lower right are Fringes.

Credits

Serk V. www.drachenstreiter.com
Lustosa <http://daniellustosa.com.br>

farmerownia farmerownia.deviantart.com
Sergey Samulloy



贱客



Cultural combatants - continued

From left to right and top to bottom

A noble lineage Athémaïs officer, and to his right, an Imareth mercenary. Wearing a kilt, a Dragensmann from the southern part of their vast region. On bottom left, a Hemlaris nobleman in ceremonial wear, and on his side, another Dragensmann, from colder regions. At last, a legionnaire from the Throne of Ruby.

The Lossyans machine metal with art and for them, producing steel is easy, they even know how to melt and work titanium. Contrarywise fur is a rare commodity, the mammals have practically none, and if some mammalian leathers allow to realize foolproof armours, the fur is a luxury and a rarity.

Credits

Matador network

Sunsetagain sunsetagain.deviantart.com

2buiArt 2buiart.deviantart.com

Lin Qing



Female characters

Most women from Loss take great care of their clothing, to avoid any confusion about their place and rank among the society. Appearance is for them more important than it is for their male counterparts, as it often guides men's first look upon them, which can sometimes be full of condescendence or even contempt, lossyan men generally holding themselves superior to women in all things.

Thus, the dress of a woman of Loss, if she has the opportunity, expresses her social status as much as possible, and serves as a sort of flag bearing her position, as well as an armor against possible attraction and lusts. Among the most sought-after treasures of Loss, there's the woman, who can be seen as well as an object of desire, or as a political or commercial stakes, and even as a target of choice in military raids where warriors hope to be able to make captives who are very likely to finish slaves.

Credits

Alexander McQueen photo

Blue Ajah photo

Larry Rostant photo <http://www.artistpartners.com/portfolios/larry-rostant/>

[com/portfolios/larry-rostant/](http://www.artistpartners.com/portfolios/larry-rostant/)

Game of Throne television serie



Copyright: Sigmund Evensen - Studiohead



Female characters - continued

At first look, the world of Loss is not a tender place for women. The Church enforces very hard codes, rigid and sexist, based on an all-powerful patriarcat, leaving them with few rights and freedom. They learnt over time how to make the best of them, or sometimes to get rid of them by using Lossyan respect of the Virtues, that can override even the Church's authoritarian Dogmas. Indeed, a Lossyan would rather resent putting the Dogmas before the Courage and Honor of a woman holding her ground against him. Even if this often happens.

From more than half a century on, however, Armanth became in a certain way a model of progressivism on women's rights and duties, which, even if firmly opposed by the Church, is on the rise. At last, a few lossyan people, like San'eshe and Dragensmanns, do not obey at all the Church's laws and hold women on a far better rank in society, sometimes as equal to men.

Credits

Reine-Haru reine-haru.deviantart.com
Chibi-oneechan chibi-oneechan.deviantart.com

Sigmund Evensen photo



Swordswomen

From the dawn of times, there has been Swordswomen. These are women who, by willpower, courage or wisdom, succeeded in undertaking the military career. Even amongst the Ordinarii, one can find female legion officers, although priesthood is definitely forbidden to them, and they can't hope reaching the highest ranks.

Swordswomen are defined by Lossyans as women defending their Honor with their strong arm, whenever the large majority of Loss women must resort to a champion and stay answerable to their family, especially to their male parents.

Rare, regarded with suspicion, but nonetheless respected, swordswomen have a real place in the lossyan society, even if it's by no means an easy one. But woe to her, who fails and falls, for her fate will be as miserable as it was second to none while she was able to stand up for herself.

Credits

Urjabhi urjabhi.deviantart.com
HBdesign hbdesign.deviantart.com

Larry Elmore larryelmore.com
Zou Lanxiu



Dancers & slaves

Slavery is no mere custom or fact in the world of Loss. It is a prosperous and respected commercial activity and has its own codes of practice and technique, known as Haut-Art. Haut-Art has a sacred aspect. It was created by the Church, initially to find a method to totally enslave and condition a female Loss Singer in order to exploit her powers, rather than having to kill her to avoid the danger she represents.

Industrial and manpower facilities in the world of Loss, agricultural and industrial modernity, and compliance with the Virtues which impose specific codes of honor render the use of slave masses in harassing construction sites of little use and necessity. Thus, the vast majority of slaves are women used as servants, pets, and sexual recreation. Slaves, however, are rather uncommon, way less than the whole population possesses one, and the Lossyans who do generally care about those they own, and treat them rather well. Emancipation for services rendered is relatively common and does not shock anyone.

This explains why most of the slaves appear well dressed in these pictures, wearing dancing or ceremonial outfits. A slave is a luxury good, treated and regarded as such, even though, in the eyes of a Lossyan, it is a possession barely differing from his domestic dog.

Credits

Russ Turner photo

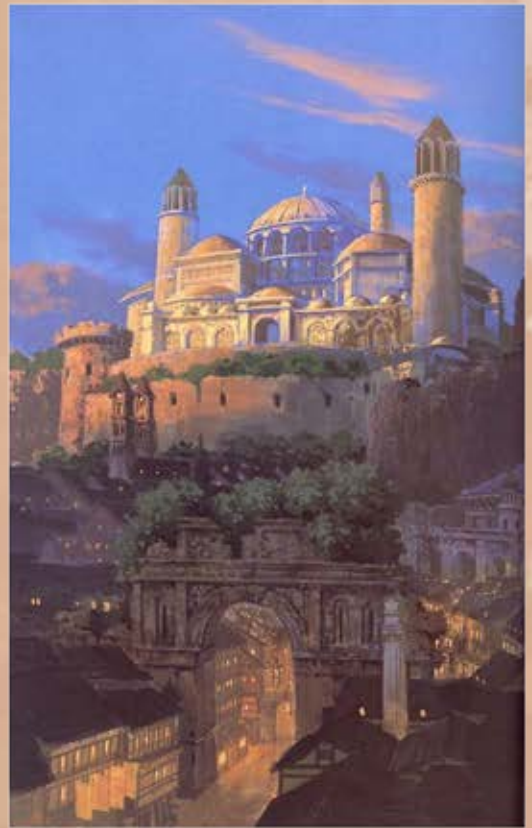
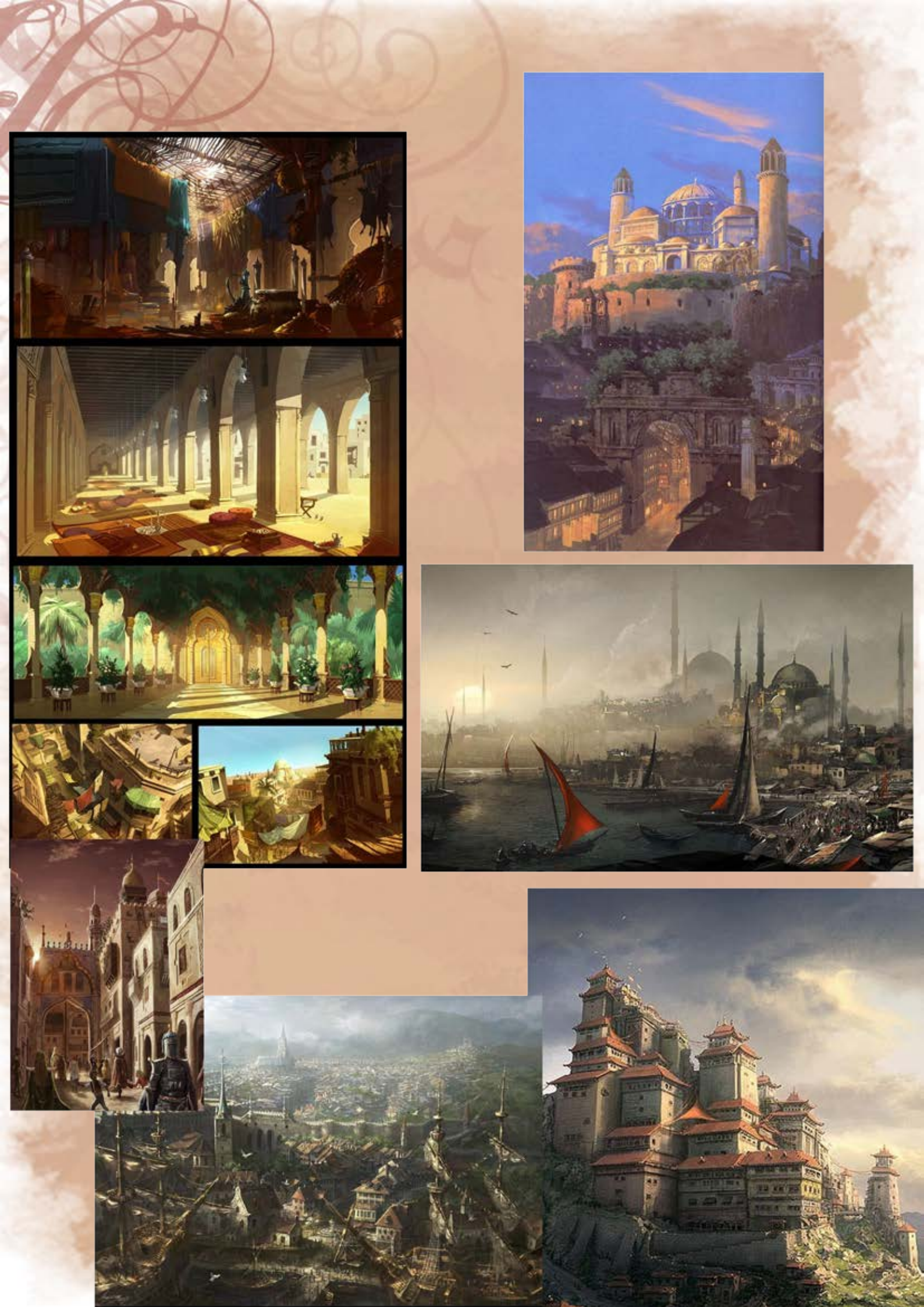
Iplehouse iplehouse.com

Wildweasel339 wildweasel339.deviantart.com

Wen-M wen-m.deviantart.com

Chibi-oneeshan

Paisley Curtain



City-states

No nation states are to be found in the world of Loss, but there are city-states controlling concentric portions of territory in their influence area, which sometimes reaches out to the next city-state. Among the 15 Loss cultures, only the Empire of the Ruby Throne (Hemlaris) and the Hegemony of Anqimenès can be called sovereign states. In their case, we are looking at empires that have absolute control over dozens of City-states and their respective territories, and which claim clearly defined boundaries as their own.

From top to bottom and from left to right:

Several views of the architecture and warm and sunny atmosphere of Athémaïs and Armanth.

The palace of Elegio sitting above the city and facing the Armanth lagoon. From this angle, however, we cannot see the Alba Rupes, a large cliff with green foothills where estates and villas were built.

Another view of what could be Armanth, seen from the Lower Town islands' quays (but without the minarets).

A port and the first houses of a great hegemonic city. Almost all city-states of Loss are strongly fortified and designed to resist the assaults of the most titanic mammals, but also of the most powerful levitating ships such as behemoths.

A fortress city in the mountains of Hemlaris, which overlooks the valley that provides its wealth and needs.

Credits

Assasin's creed video game
Xiang Ling
Daniel Kvasznicza

Gaël Becu gwelito.blogspot.ch
Terremere animation movie



City-states - continued

From top to bottom and from left to right:

A view of a port in a city from the south of Loss, on the Imareth coast.

Nashera, the Eteocle Plains' capital, overlooked by the Church of the Divine Council's enormous temple, city in the city.

At twilight, a view of one of the Church's fortress-temples at Anqimenes, the Hegemony's capital, and the Divine Council's holy city.

Some architectural views of Hemlaris' southern region cities.

The sacred portal of Allenys' gates, capital of the United Cities.

Credits

Feng Zhu fengzhudesign.blogspot.ch
Xiang Ling

Assasin's creed video game
Charles Lee theartofanimation.tumblr.com



Landscapes of Loss

The world of Loss is hostile, immense, wild and clearly was not made for humans. The Lossyans had to learn how to cope with its harshness, its climate, its fauna and its flora, which has led them to favor seas and coastal cities, and to leave the forests and mountains to animals that defend them bitterly.

There are all sorts of climates around the Seas of Separation, but on average Loss is a hot world, warmer than Earth, and also more geologically tormented.

At the page's bottom you will find some pictures that show fairly well what the Lossyan forests look like, deep and very high. It is common to find trees over 30 meters high, and some species easily reach hundred meters.

Credits

Seryl
Conceptart

Assasin's creed video game
Croods animation movie



Landscapes of Loss - continued

From an earthling's point of view, some plants and trees can look truly disturbing or even impossible. Given their sizes and shapes, and even without taking into account the animals that live within, one realizes why Lossyans avoid to reside or to circulate close to them. There are people, however, such as the Foresters of Elmeras and the San'eshe, who have totally adapted to them. It is the case of the Jemmais, who have tamed the Rift's volcanic, salty and infernal deserts.

And yes, you may encounter floating rocks. Even though most Lossyans say it is a legend and a joke, it may happen that specific concentrations of Loss ore create these incredible feats of nature, in highly volcanic or earthquake-ridden areas.

Credits

Artofanimation theartofanimation.tumblr.com
Richard Benning
Trevor Cole photo

Artcobain
Marc Simonetti marcsimonetti.deviantart.com
Kekai Kotaki



Levitating ships

Levitating ships are boats. In their vast majority they are intended to sail and dock in ports but are equipped with levitating engines employing the marvelous properties of the Loss to lighten themselves up to the point of being able to rise several meters above the ground, where they are propelled by the wind's force.

Levitating ships are common. The world of Loss' creatures are enormous and dangerous: it was almost futile to attempt to exterminate them and they are a constant threat as soon as one travels a distant road on foot. Thus, it fell to the levitating ships to travel the lands by following plains and rivers in order to connect city-states and ensure trade and commerce, slowly but surely. A few meters from the ground, on a ship armed with impulse cannons, Loss' most formidable creatures become a much lesser danger.

The central image is very exotic to the world of Loss, but some ships with purely military vocation made to float permanently do exist: the behemoths. Slow and heavy, unable to navigate the sea but armored with thick wood and copper, they are like flying fortresses, capable of competing in firepower with a city-state's defenses.

The Lossyans only rarely resort to hot air balloons (or other gas propelled vehicles), since levitating ships are sufficient. But Loss's geniuses regularly experiment on this subject.

Credits

Caravan Studio www.cruzine.com
Wang Chunayng

Ben Wootten



Levitating ships - continued

Some more Lossyan vessel models, some levitating, others not.

The most common models that can be found sailing on the Seas of Separation are caravels and their contemporaries, but one can encounter more remarkable or powerful ones such as piracy films' galleons. And the first clippers with slim and hydrodynamic shapes are beginning to appear.

On the other hand, enormous behemoths are rare, so rare that despite their existence, very few people ever see them in their live. Many Lossyans think of them as legends and think that it is impossible to bring such masses of wood and metal to float in the air.

Lossyans do not use steam for propulsion. On the other hand, the behemoths' levitating motors and Loss dynamos are so numerous that the use of water to cool them and chimneys to evacuate the heat are necessary.

Credits

Gonautical gonautical.com
Christine Choi christinechoi.ca

Munin munin-sketchblog.blogspot.fr
Monster in the Sky <http://monstersinthesky.com/gallery/>



Creatures of Loss

At an earthling's first glance, mammalians often resemble dinosaurs. Hot blood, albeit colder than that of mammals, rushes through their veins. They lay eggs, rarely in quantity, and nurse their young. Most mammalians are endowed with bioluminescent organs, which are common in the flora as well. These organs often serve as a means of communication and warning. Their most striking feature is their size. If the average mammal is smaller than a dog, the average mammalian is about the size of a rhinoceros.

Fortunately for the Lossyans some little mammalians can be tamed, some of them such as sikas and moras, have become cattle. But most mammalians cannot be domesticated. They simply are too dangerous, even the most placid ones. Many have formidable armor and weapons, including bioelectric organs capable of striking down any human. And when the biggest herbivores consider a three-meter wall like a wooden palisade, one can better understand why city-states and villages are fortified and armed, and why travels are performed by levitating vessel or by sea.

Credits

Darren Horley
James Gurney jamesgurney.com/site

Ricardo Delgado ricardodelgadoart.blogspot.co.uk
Herschel-Hoffmeyer herschel-hoffmeyer.deviantart.com



Creatures of Loss - continued

But some mammals have chosen more exotic evolutionary paths. And while some evoke dragons, others will remind of terrible felines or even bears... or ... one could not really say, except that it is straight out of the legends.

Note that mammals with fur are very rare. They mainly display scaly and colorful leather skins that shelter layers of insulating fat. For mammals to have fur is a sign that they live in very cold areas.

Of course, there are also birds, reptiles, batrachians, arthropods, insects and fishes on Loss. They are often larger than their earthling counterparts, but of far more reasonable size than the mammals.

There also is another strange life form on Loss: symbiotes. They are not shown among the animals represented here. Small and fragile, these animals look like shimmering jellyfish and live symbiotically on animals and plants. The Lossyans have learned to domesticate them for their medical properties.

Credits

Deskridge deskridge.deviantart.com
Wood-Splitter-Lee wood-splitter-lee.deviantart.com

Brent Hollowel <https://www.artstation.com/artist/brenthollowell>
Tami Wikina tamiart.deviantart.com



Lossyan weapons

Most Lossyan contact weapons are designed for speed rather than for power. With the appearance of pistols and impulse guns, armors became less effective and therefore less useful, excepted on a battlefield. Martial arts have been refined, schools and lectures in barracks and universities are common and the use of the sword is not really reserved to an elite. Nevertheless, Lossyans who know how to martially handle weapons are not so common, especially in cities.

Saber and thrust blades have become the most common weapons, as you can notice. Blades are made of steels and alloys, sometimes of very high quality, and some weapons are even forged out of titanium. They are rare, precious and terribly devastating, especially when they are enhanced with loss-dynamo mechanisms that heat the metal: they are called ardent blades.

Credits

Luke Mancini mr-jack.deviantart.com

Art of swords photos art-of-swords.tumblr.com

Antoine Rol www.antoinerol.com

Gene Mollica genemollica.com

Jose C. de Braga wolfdancer.tumblr.com



THE NEGOTIATOR

THE TEK ARMORY'S ANSWER
FOR CLOSE RANGE DISCUSSIONS



Impulse weapons

Impulse guns and shotguns are very common in Loss. They use repulsion forces generated by Loss mechanisms to propel a projectile with power and strength. The bullet, usually made of lead, often resembles that of muskets and powder pistols, and the biggest constraint is that the mechanism must be wound up anew after firing and a new bullet must be put into the barrel. These actions take time and limit the shooting in the heat of action. Having several pistols in combat is therefore not uncommon.

But some Lossyan geniuses have created pistols and guns with several barrels, or with multiple rotating mechanisms. These weapons are very expensive, uncommon and not always reliable, but when they are, their ingenuity provides a remarkable superiority in combat.

The same technology is used for cannons. Lossyans rarely use explosive powder. They reserve it for mining and excavation work and fireworks, judging it way too unstable compared to impulse weapons. But having a barrel of powder ready to throw on an opponent's ship deck is not so rare. And it is frowned upon. The Church has declared the military use of powder to be heretical, as well as the use of quite a number of inventions deemed dangerous or contrary to its Dogmas.

Credits

Seth Engstrom sethengstrom.blogspot.ch
CaelynTek caelyntek.deviantart.com
Lost Legends

Hansel and Gretel : Witch Hunters movie
Alastair Padgett



Ranged weapons

Bows and crossbows are widespread alternatives to impulse weapons, which are rather expensive and require serious Loss dependent industry.

And as we can see in these pictures, the Lossyans know how to make composite and compound bows, and mechanized crossbows with ingenious and sturdy string tension systems, which do not require great force to be used, but merely good training in their handling.

Crossbows are therefore common, but especially in defending fortresses or ramparts, because their defect is to be found in their weight. They are necessarily heavy because the most advanced ones are made of steel. As for bows, they are the most common hunting weapons, but they also have an advantage. They are the most silent ranged weapons that can be found, which compensates the fact that their penetration power is slightly weaker than that of a crossbow. Nevertheless, the bow is no longer a common weapon on Loss' battlefields.

Credits

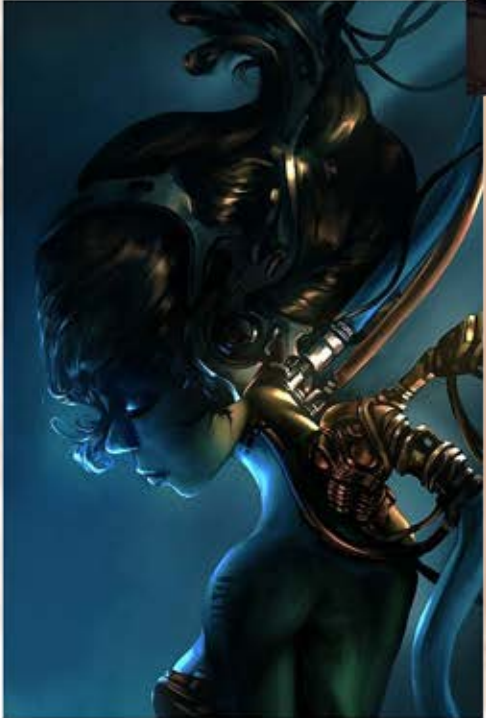
Hoyt www.hoyt.com

Chanofamerica chanofamerica.com

Age of Conan video game

Bear Archery www.beararchery.com

Dolphin photo



Sciences & Wonders of Loss

It is difficult to explain the variety of wonders and horrors of Lossyan science in a nutshell. But scientists and geniuses keeping exploring the limits of science and knowledge is a theme of the Lossyan universe. Experimenting as well as theorizing, Lossyan geniuses often are physicists, anatomists, artists, engineers and architects at the same time.

There is no specific word referring to theoretical science and physics on Loss. It is deemed inseparable from experimentation and is in a way considered as a part of culture and arts. It may happen that an artist is not too learned, but it is considered normal that the greatest engineers and builders also are researchers in mechanics and sculptors or distinguished painters. It is an era of universality that is still far from dividing various research and knowledge aspects into categories.

Credits

Da Vinci demon's television serie
Dustin Weaver dustinweaver.blogspot.ch
Alteredartifacts

Wen-JR wen-jr.deviantart.com
Leticia Kao leticiakao.deviantart.com



Sciences & Wonders of Loss - continued

The Church have its inquisitive eyes on the geniuses and their researches.

Whenever something seems heretical, it will go to any lengths to stop the researcher and his creations.

So it is with the researches into the Anciens and their artefacts, which the Church consider an exclusive, or research about life, its mechanics and origins, which are mostly disapproved, meaning the physicians working on them must take great care and diplomacy. The most heretic type of research revolves around the nature of the Chants of Loss and the Singers, which is considered demonic.

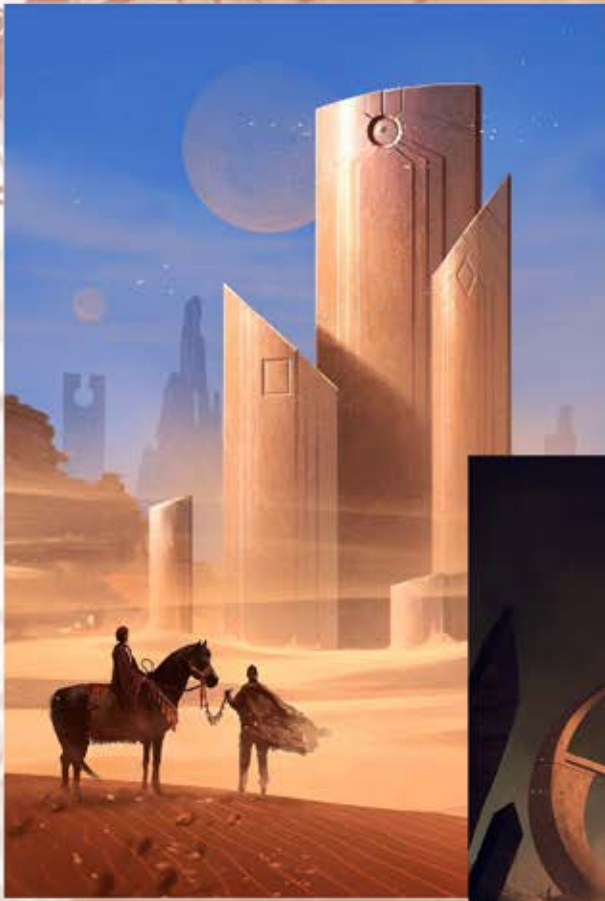
However a lot of inventions did get public, most remarkable the ones related to electromecanic and electricity. Electric ovens, light-bulbs and arc lamps, electric stingers, engines capable of running automatic machineries. All of those are still rare and expensive, despite an obvious usefulness. This is caused by the fact the Loss is also rare and expensive, but those inventions are also limited by the difficulty to isolate conductors and components for the electric power. No plastic on Loss, nor thin copper wire, and no micro-mechanisms. At least noen easily produced.

But Lossyan science has a number of surprising exploits, and medicine, though still stammering, is capable of miracles... as well as horrors.

Credits

Vladimir Gvozdariki
Battle Los Angeles concept art
Steampunk tendancies www.steampunktendencies.com

Works of Man www.worksofman.com
Steampunker steampunker.ru



The Ancients and their remnants

Nobody knows who the Ancients were. To Lossyans, they were the inhabitants of the world before the Long Winter, mythical ancestors from the time of the Fallen Gods before the Church of the Divine Council came to save the world from the devilish Singers of Loss. To scholars, they're something else, ancient civilisations whose advanced culture, knowledge and technologies have disappeared long before the Age of the Gods. Maybe even they were gods. To others, there's no human origin in those remnants and artifacts, and strange creatures did come from the stars even before the coming of humans on Loss, and they have been erased from the world surface by Council only knows which cataclysm.

But the Ancients have left ruins, treasures and artifacts, wonderful and terrible, some of which have led to the greatest discoveries in Lossyan astronomy or electricity. Finding still functioning artifacts is a priceless treasure. Not to mention the source of great dangers. As above even the risk coming from those sometimes lethal and always dangerous items, the Church is prone to burn cities to ashes to get their hands on those remnants, as the Church itself is the only one allowed to study the Ancients. Owning an artifact, even if only a piece of art, is an heresy.

Credits

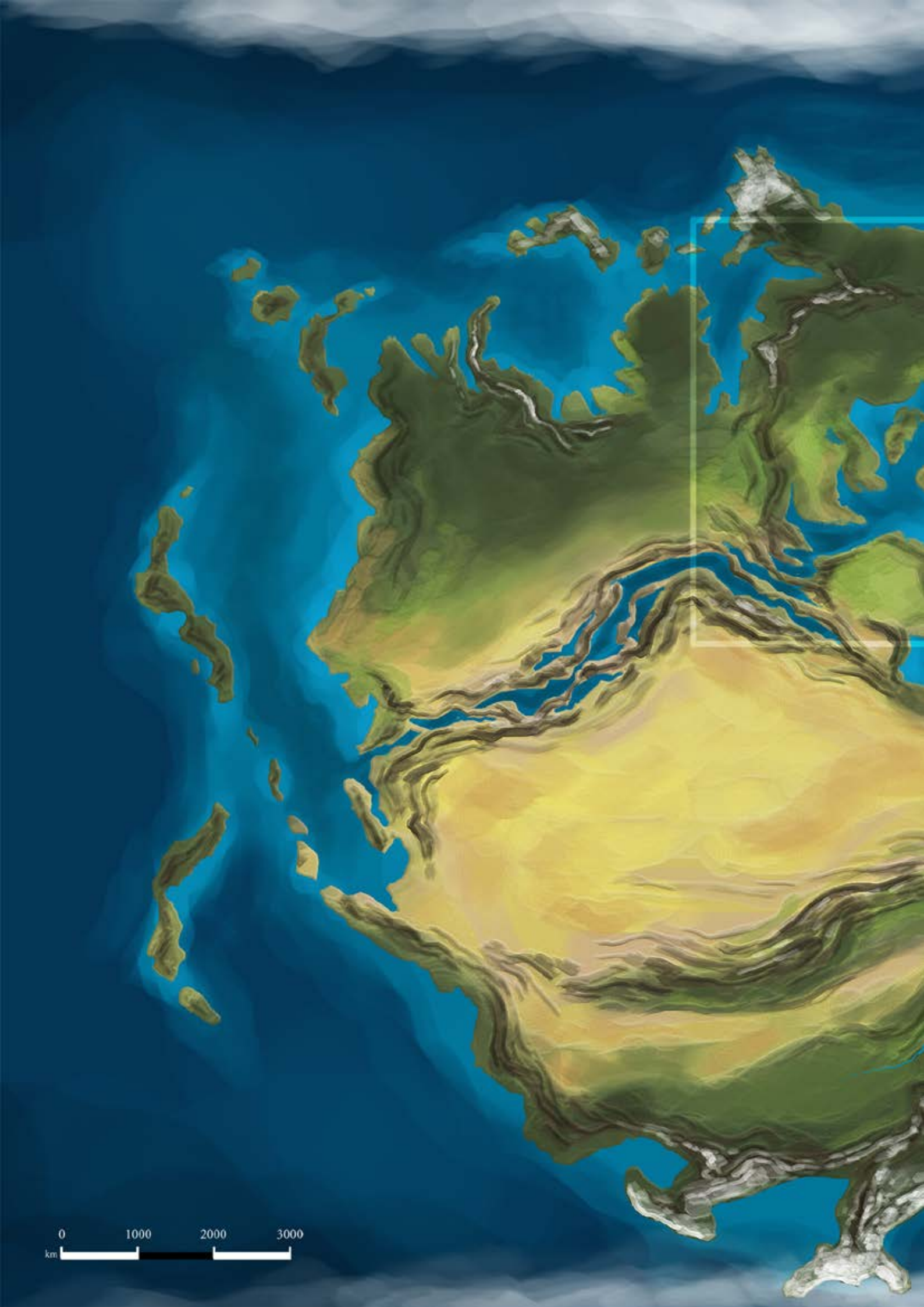
Jorge Jacinto jjcanvas.deviantart.com

Michal Matczak matchack.deviantart.com

Min Yum <http://conceptartworld.com/artists/min-yum>

Quentin Mabile <https://quentinmabile.artstation.com>

George Munteanu horheart.blogspot.ch



0 1000 2000 3000
km

Mers de la Séparation



Le Monde de Lass

Carte physique de la planète