



# FANTASY GENERAL

INVASION

## ART COMPENDIUM

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## ULNAR THE BEAR

A famous warrior with a temper and a love for wine and women, Ulnar has left his Clan and chose the life of a Berserker, shunned by many of the clans for his wild ways. While his axe is feared among foes, he can be a difficult companion and often gives in to the recklessness that drives him in battle. The volatile hero has little patience for rules and traditions and he drinks as hard as he fights.





## DOLOS THE TRICKSTER

Growing up an urchin on the streets of Porikos, Dolos quickly learned his talent for surviving through trickery, theft and fast-talking. He swindled his way into a college of the Order of Transmuters, where he constantly got into trouble with the masters until he finally was due to be expelled. That night he fled, stealing a number of tomes from their library. Drifting through Keldonia seeking treasure and wealth, he ended up trying to unlock the magical might of Krell's Tower, where Falirson's army caught him. He subsequently joined them and since then has dedicated at least a part of his time to researching the powers of Krell's staff – the rest of his time is spent outside the prying eye of the his Barbarian "allies".



## <CLEAVERS

Cleavers are mythical warriors and only red-haired men can become a cleaver, as the fire runs strong in their lineage. Their dual-wielded axes imbued with powerful magic, burning with elemental fire no one survives being hit by them. They are clad in metal jewellery, wielding their dual axes with both hands, their fiery red hair and mighty beards flowing freely. There has rarely been more than one warband of Cleavers in known history at any one time, as creating their axes requires massive magic.





## WEREBEARS

The Werebears are Berserkers who dedicate their life to battle, becoming fearless fighters and taking the form of a humanoid bear, attacking with wild abandon, they wreak havon in enemy lines and instill fear in the heart of the enemy.





## WINGED MAIDEN

The elite fighters of the spearmaidens, the winged maidens use the essence of wind elementals bound to their armour's wings allowing them to actually fly for amounts of time. Their wings spread out, they charge down on the enemy with their spears, earning them their nickname.

They wear their signature winged helmets and descend upon the enemy lightning fast, not being stopped by any obstacle.





## SIEGE TROLLS

The most powerful Hurlers don armour made from everything from enemy shields to doors and barrels. They can throw rocks further than any other and paint their enormous bodies with patterns that they believe reinforce their strength. Siege Trolls are slow to react and often will take quite some time before they are ready to hurl their boulders effectively.





## THE IMPERIAL ARMY

The Imperial Army fields a high number of well armoured and equipped units and bowmen, often recruited from allied Borderland Clans. They also count the Undead amongst their ranks, using them as frontline troops who can be easily sacrificed. The Empire's siege engines are well suited to attacking and defending castles and walls and rightly feared.





## PHALANX

The Imperial Phalanx is a terrible site to behold for any attacker, as a wall of long spears extends from the close ranked formation, almost impossible to penetrate. Armed with large shields and metal armour as well as greaves, these soldiers are amongst the best trained troops of the Empire, known for their dedication and discipline.





## DEATH DEALERS

Belonging to an almost cult-like community of fighters that some say have had too much exposure to the Transmuter's magics, Death Dealers are often used as elite guards for the Transmuters or leaders of a sizeable army contingent.

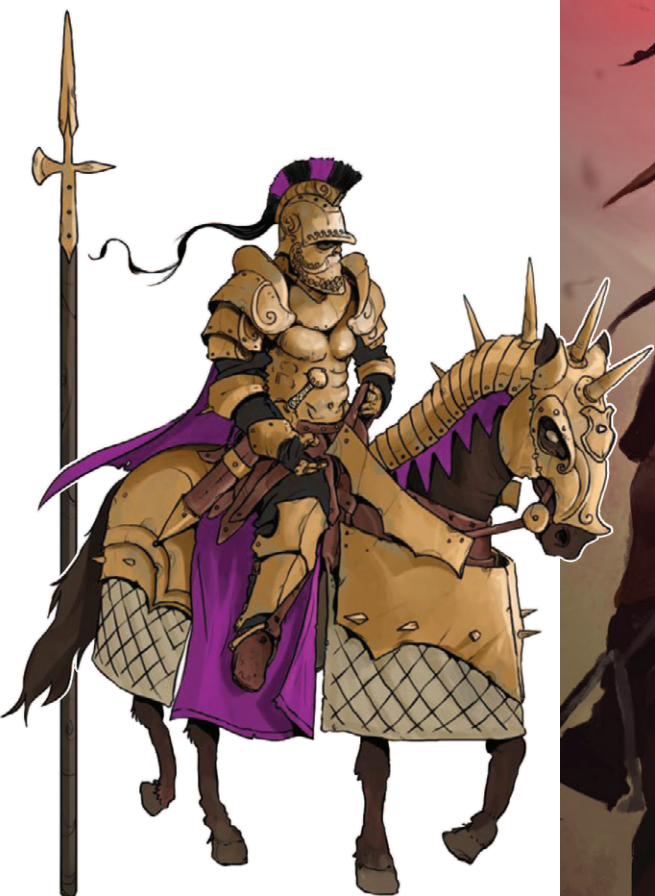
The sight of a death dealer has scared many a hardened soldier, as they have an utter disregard for their own life or that of others and see death as the ultimate transmutation. Their weapons are enchanted with terrible magics and it is said that their touch alone can kill.

Equipped with the heaviest armour the Empire has to offer, they forego the shield in favour of a heavier bladed spear they use in battle. Their masked helmets look like skulls and they often wear insignia of death.



## IMPERIAL KNIGHTS

Young nobles all dream of becoming an Imperial knight and earn glory for the Empire. The most prestigious and expensive of units, the knights and their massive warhorses are clad in splendid gold-plated armour and dominate any battle they enter.



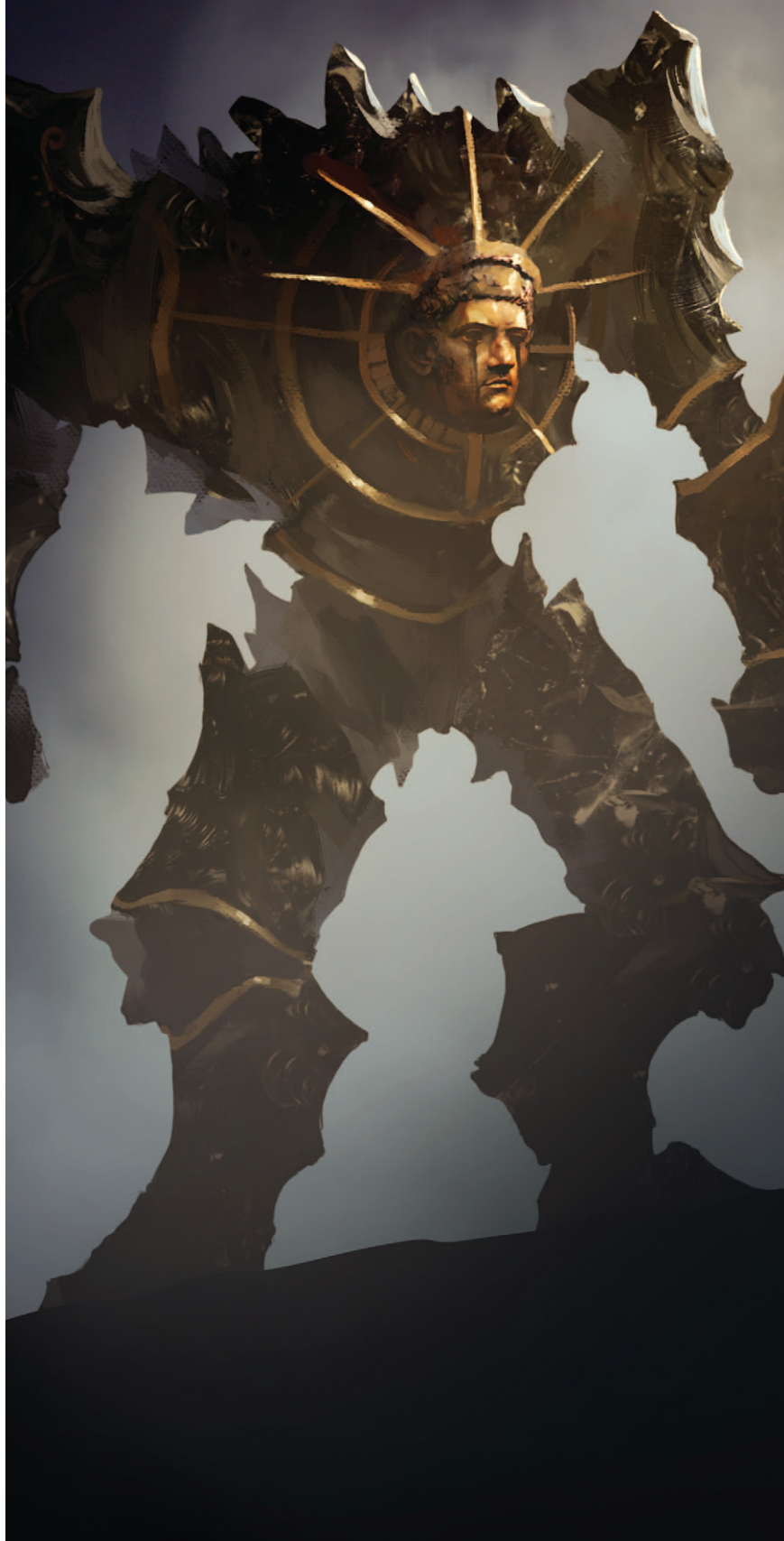
## TAURUS CATAPULT

Slowly stomping through the field of battle, the massive bronze behemoth can hurl its large boulders further than anything else in the world. The great magical energy inside it, required to move a metal body weighing tons, shines through various areas of its hull.



## ◇ OBSIDIAN GOLEM

Only the most accomplished of Transmuters manage to create a being of pure obsidian, mined over years from the Weeping Hills of Hebros. Only a few of those giant golems exist and the first one has been carrying the Emperor into battle since it was given to him by the Master of the Order. Near impregnable and with fists that can crush anything beneath them, golems are almost impossible to overcome.



## SKELETON HEAVY INFANTRY

Sometimes Transmuters select dead warriors to be raised for their armies to field more resilient troops. Better armed and often possessing remnants of armour or shields, they are decidedly harder to vanquish.





## UNSPEAKABLE

The Unspeakable are an experiment created out of living tissue from the sick and dying as well as the dead. They are faster and more agile than normal undead and even more horrific to behold. Even some Transmuters resent that horrible creature which seems to almost have a will of its own.





## HEROES OF THE EMPIRE

The Empire does not have the same abundance of heroes as the Barbarians as they rely on a more orderly military structure with generals and Transmuters leading their armies.

The single exception is Princess Marcra – who the player will initially encounter as an Empire Leader – and the Emperor himself.

### THE EMPEROR

The Immortal Emperor always wears his mask in public to show that he is more than a single person: He is the sum of all the Empire, its personification and leader. This also allows him to deploy doppelgangers to stand in for him and makes it possible to appear at several places at once, adding to the myth around his appearance and his pretense of immortality.

Increasingly dependent on the Transmuter's Order and under the influence of the Masters of that order, the Emperor has allowed control over his realm to slip from his hands...







## TRANSMUTERS

The Order of Transmuters was founded by a cabal of mages who were looking for ways to quickly repair the damage wrought by the Shadow Wars. It did not join Krell's Circle and thus survived the Cataclysm intact. One day, a young master by the name of Adamos suggested a radical idea: The one resource in abundance were the tens of thousands of dead, killed by the Shadow Lord and his minions or during the wars against him. At first the Masters were abhorred by the idea, but as Adamos summoned the dead and made them rebuild an entire village in days, they became



interested. Soon, more joined his side and within months Adamos' faction gained the upper hand as the old Master of the Order died under mysterious circumstances. The Order grew and prospered, draining the mana from the land around them to achieve ever greater feats.

Since this time, the Transmuters have been increasing their influence on the Empire and roamed ever further in their search for magical energy to sustain their transmutations. A Transmuter will don the mask of the order to show he has abandoned all mundane trappings such as wealth or fame.





## SPITTING SPIDER

Able to spit their large webs over long distances these giant poisonous beasts can trap a group of warriors easily.



## HARPY QUEEN

Arylis is the dark winged leader of the harpies and the largest of the tribe. She wears a crown of black and white feathers and a necklace stolen from the Empire. The Queen dreams of conquering the lands of Keldonia and enslaving all men living there.



## DRAGONS

Dragons have been living on Aer longer than any of the races and their longevity, affinity with magic and sheer size make them the most formidable of allies or foes. The great hero Malric the Dragonsworn managed to forge a bond with them, allowing him to ride one of them and recruit others to his cause. Many dragons on both sides perished in the Shadow Wars and it will take centuries for dragonkind to recover from that. For this reason most dragons have withdrawn from the affairs of the younger races and keep to their sizeable hoards or the fabled Dragon Isles.

