



## FAREACH AND THE WEST

A windswept and remote region of western Keldonia, dominated by steep hills and deep forest. The lands of Fareach are steeped in magic and the voices of spirits can be heard here by those who listen.

Trolls still roam the hills and forests of the Trollwoods surrounding the sacred Heartspire Mountain and the mighty Owin river, flowing from Lake Owin dominates the more fertile Lowlands.

The hardy tribal people native to the region, boosted by refugees from the Isles of the Four Winds, have divided the land amongst Clans, fiercely loyal to their chiefs and forever raiding each other.

## BORDERLANDS

Populated by Highland Clans, but influenced by regular trade with the Empire, the Borderlands enjoy a modicum of wealth and trade regularly with the Empire. Its Clan Chiefs have become vassals to the Empire in everything but in name and though many of their people follow the old traditions, they increasingly rely on the Empire for protection and goods.



## THE EAST

Eastern Keldonia's sweeping plains and fertile river valleys are bordered by the Hoaroot Forest to the North and the Cynehelm Mountains to the South East. The region recovered from the ravages of war thanks to its abundance of arable land and gentle climate. It is here the Empire was born and grew to rule the lands, building great cities and planting crops throughout the plains. The Empire brought peace and prosperity, though some border regions like the Scarlet Mountains and the Kanthas Forest remain untamed and are a haven for Trolls, Centaurs, Harpies and other wild creatures.

Dominating the plains and using the Undead formed by its Transmuters, the Empire managed to quickly expand its borders and re-populate the continent. People from all of Aer – drawn by the lure of ample food and safety provided by the Empire – soon flooded into the realm and the Imperial cities quickly grew rich from trades and crafts.

Today, the Empire is a wealthy and peaceful place, but its need to feed the citizens and the magical craft of the Transmuters makes it hungry for more raw materials and the magical essence of the land, forcing its servants and armies to reach ever further and bringing it into conflict with the warlike Clans of Fareach.

## THE CLANS

Much of their heartlands in ruin, the people of Keldonia slowly rebuilt their land and in Fareach refugees from the scattered and isolated Islands of the Four Winds settled, merging with the native population of the remote highlands, forming the Bailach Muintir





## 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.





## TIR ANGRY-EARTH

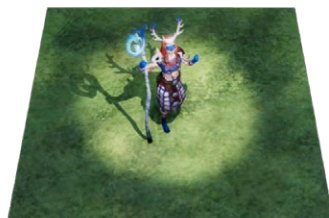
A troll shaman who has joined Falirson's army after finding they share a common enemy in the defilers of her sacred trees. Not the most loquacious person, she can become a strong fighter or command the powers of nature to do her bidding. She keeps a distance from the Clansmen and has a strained relationship with Ulnar, due to his lack of respect for traditions but shares a strong bond with Ailsa. Tir has lost her root tree – known as Bloodoaks to humans – and thus will wither and die soon, but she has kept this to herself until the final moment has come. Formerly known as Tir Quiet-Earth, she was an influential figure amongst the trolls of the Trollwoods, commanding respect as a wise woman and healer. Plagued by vengeful spirits

driving her to the brink of insanity, she went on a quest for revenge against the defilers of her forest, becoming Tir Angry-Earth in battle.



## HERO CREATION DEEP DIVE

From concept to wireframe to 3D Model all units underwent several stages of reviews to make sure they were true to the style and vision of the game.

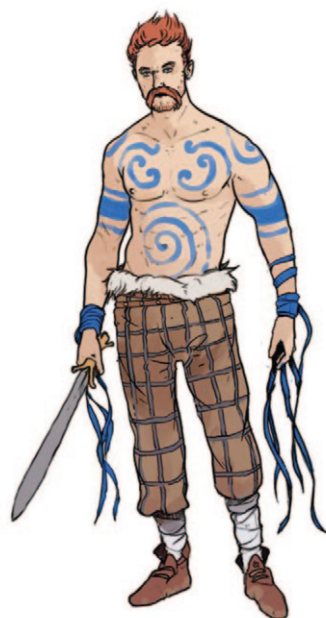




# WARRIORS

## YOUNGLINGS

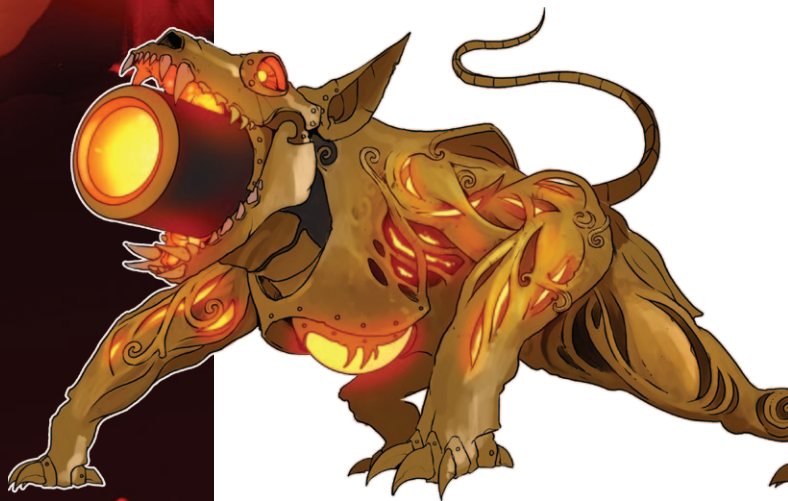
The young males of the Baileach clans form warbands, known as Ravens, which raid other clan's cattle or seek glory on the battlefield. Armed with axes or short swords and painting their body with blue dye, they have not yet earned their own banners, can't afford armour and are generally not suitable to extended battles. Instead of a banner, they often don streamers made of cloth tied to their arms or legs, which make a noise like the flutter of wings when they run for the attack, earning them the nickname Ravens.





## HELL-HOUND CANNON

This volatile flamethrower can attack with a stream of fire from his maw as well as his powerful claws. More agile than the Taurus, the destructive energy inside it renders it unstable and many a Transmuter has found this out to his detriment trying to create such a cannon.





## 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.

