

The Art Of  
**AEONS**  
Concept Art

The Following Book contains imagery and the  
Graphic vision of Lead Artist Matt Freer  
And his journey through AEONS the collectable  
Card game and the 60 Card Images.  
With Insight on how and why each card was  
developed.

And it all Begins with The Warrior

# WARRIORS



In this simple design, a female warrior was created from an inspiration from a barbarian theme. Wielding a large sword and shield. She has an athletic body of beauty, but also one of complete devastation as this beauty can destroy total regiments with her expertise and skill with weaponry.



The ultimate Berserker I designed this character to be the heavy of the warriors with heavy iron armour. And massive weighted sword. This guy was designed to withstand war and all of its brutalities.

Fearless, courageous and Loyal



The inspiration behind this warrior was that of an Imperial Guard or a high ranked officer yet still a proficient and lethal warrior with notches on his gauntlets that each has a story of the lives he has taken.

Honourable, courageous, fearless



Half Beast / half beautiful Vixen all Doomsgate Warrior. Inspiration for this character was that of a devil's Imp or warrior. A character from the under world. That has no loyalty to any faction.

She has a lethal fighting technique that also can cross over into a Mage category as when her strength and power are matched she can use magic also to dominate the war fields.



The Complete demolition character with the idea of its creation being that of strength with no need to wield armour or weapons, as he has super strength and a shell that can withstand any human weaponry.

Mercenary – loyal to gold coins only

Warrior for Hire



Bringing war from the fiery Skies, Designed to be the ultimate warrior to take to the skies, with speed and agility this character can attack and bring down armies in a blink of an eye lid, using speed, cunning and brute strength and love for blood.

Hailing from the underworld his loyalties are with no body and money does not appease this warrior, just the simple battle and blood satisfies it.





Hailing from the wastelands this character has agility and speed to out run sandstorms. His expertise with dual handed weapons, and ability to blind enemies within conjured Sandstorms he creates, means he also can be classed as a Mage in some ways.

But his preferred fight is that of combat and the thrill of the fight. Only using his mage like powers in dire circumstances.



Hailing from the lava pits, the fiery waters of the under world. With razor teeth and agility, this creature can spring from the lava pools or waters to get airborne and fly. Snatching enemies with its large mouth and devouring them whole. Its speed and agility make it a hard creature to defend against, as most times you can not hear or see it coming.



Hailing from the arid regions this reptile warrior is known for its fierce battle techniques and its harrowing battle cry. Armoured with its scale like skin and muscle mass to carry heavy weapons and armour. A single blow from this warrior would mean certain death. His downfall is his speed and agility. He is quite cumbersome in battle and if faced with many enemies can get himself into trouble, he can't get out of.



This Cephalopod is unique it's a one of a kind. Age of this Warrior Beast is unknown. What is known is that at times it appears in the waters and can tip the tide of battle in the way it favours. How does it know the causes for battle and who it should side with.

some say this warrior acquires a most powerful psychic ability to read civilizations Minds, not just that of one man, but that of a nation. If this beast turns up to fight for your side almost Garaunteed your set for a victory.



This chicken / reptile Warrior is one of the oldest clan warriors on the field fighting in packs it devours the opposition with its masses, its stealth its razor claws and piercing beak. When in combat with thousands of its same clan members they hunt and prey using diversion then attack as their key to success. They are carnivores and can clean any enemies carcass to the bone ... So who wants Chicken ?



The Ultimate Betrayal, this Sturdy Steed that could ride through battles untouched and uninjured would betray the warriors that rode up him by riding into waters and drowning the warrior laden with heavy armour that could not escape. This beast is equipped with an Aqua Lung and can spend days under the water before surfacing. It is equally adept to water and land equally.



This Berserker hailing from the Mountains is a one of a kind dragon slayer and tamer. His name is a homeland fable and his presence can not only tame dragons but he can muster up whole armies and excite a battle cry that inspires and arouses any army. He wields a hammer like weapon that was handed to him from the Gods.



Forsaken at birth this Gladiator Warrior grew knowing the harshness and hurt that lies in his heart is also his gift and incites courage within battle. As he does not possess the traits of a mere man or a broken man, He is a truly dedicated battle hardened warrior. And in his world failure and dying are not options.

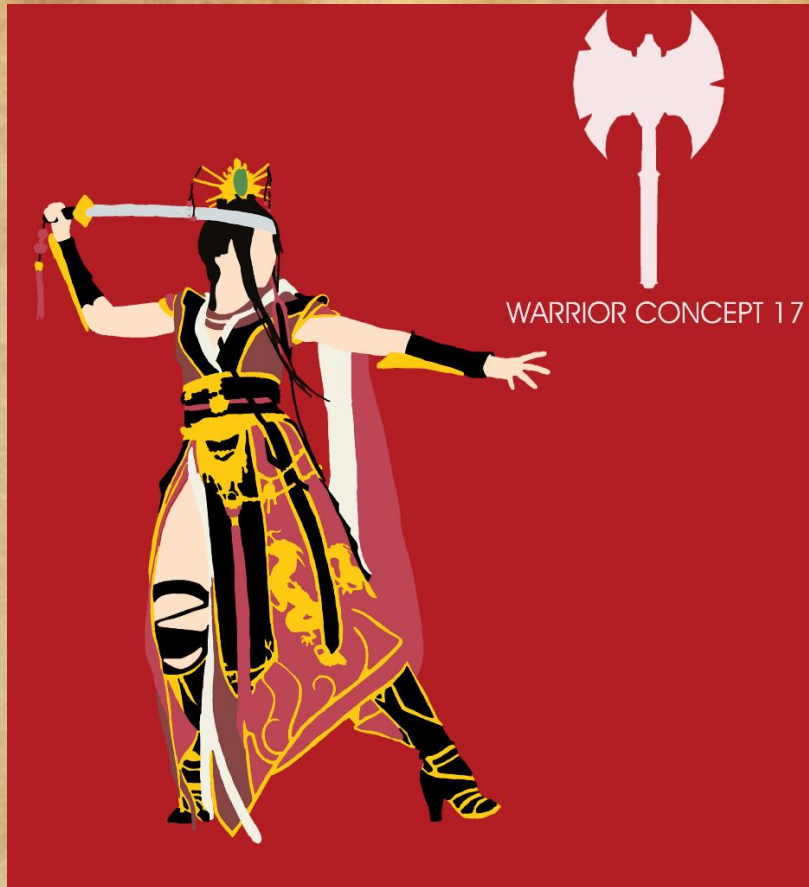




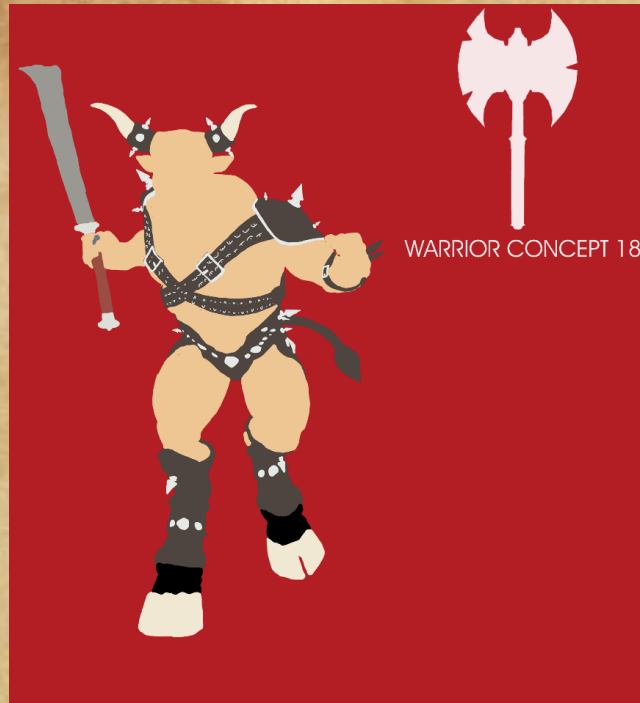
This knight of HMS had seen things in war that no man should live to speak about. Seeking potions from many Mages to clear his mind has taken its toll and made our handsome knight rather like a Jekyll & Hyde, never knowing on any day when in battle alongside him, whether he is truly on your side or Not, His speed and agility plus Perks picked up by potions taken, he has been seen to take down regiments of soldiers single handedly. When going into battle with him, Just pray on the day ..he is being one of his Loyal Warrior Alter Ego's



This thug purely has no heart and no soul. hailing from the torture chambers of a nearby castle. He used to spend his day frolicking in the pleasure of dealing out Cruel pain from the torture chambers below. He was Exciled from the chamber as one day he was caught stealing Men,women and children and torturing them for his own pleasure. So he was sent to the battle front. Strength and pain tolerance with a no emotional attitude. Make him relentless. He laughs at death and smiles when in pain.



This Lethal Lolita hails from the Eastern territories. She was hidden from the monks and trained in secret the ways of the samurai, hidden as only male first born's can learn the way of the Samaurai. It has been said she is more lethal than her male counterparts for many reasons, but just to state a few her physique allows for speed and agility. Her beauty is alluring and can be used to lure. Last known she had not spoken for 12 years as she is still under taking a vow of silence from the Monastery.



These warriors are not one but they operate as many. They will never be alone and will attack as a team. Their force is like a raging stampede and the bloodier and messier it gets, this excites them and they are known to frenzy of battle. They are Big, muscular with only the will for war. But this can be their downfall at times. Often they can be out smarted as they are quite simple minded and are not known for their genius battle techniques. They rely on brute force and gang attack styles. These warriors are often controlled and manipulated by Warrior 4 for her advantage.



Bred initially to be warriors in a gladiator pit, these bears are now matched with an elite warrior and when the animal and Master align into a perfect bond. Between them they are unstoppable. The process is selective as a match can only take place between a warrior and beast, only when the beast makes its choice clear who he wants to assist. The partnership is then for life. Man and Beast Controlling Battles. Some say it's not uncommon for a warrior to take his life if his beast dies in battle, and also vice versa. Beast's has been known to lie next to their fallen master, and never move, eventually dying from starvation.



When in battle if you see the skies darken then look above its likely this dark warrior is flying above. She brings with her the darkness, a gift given from the mages of the underworld. Her flight speed and agility are also the fact she conceals herself within the darkness makes her a lethal opponent. She has been known to prop up the under dog in battle, making for a good even battle. But alligance lies with nobody, and money cannot buy her.



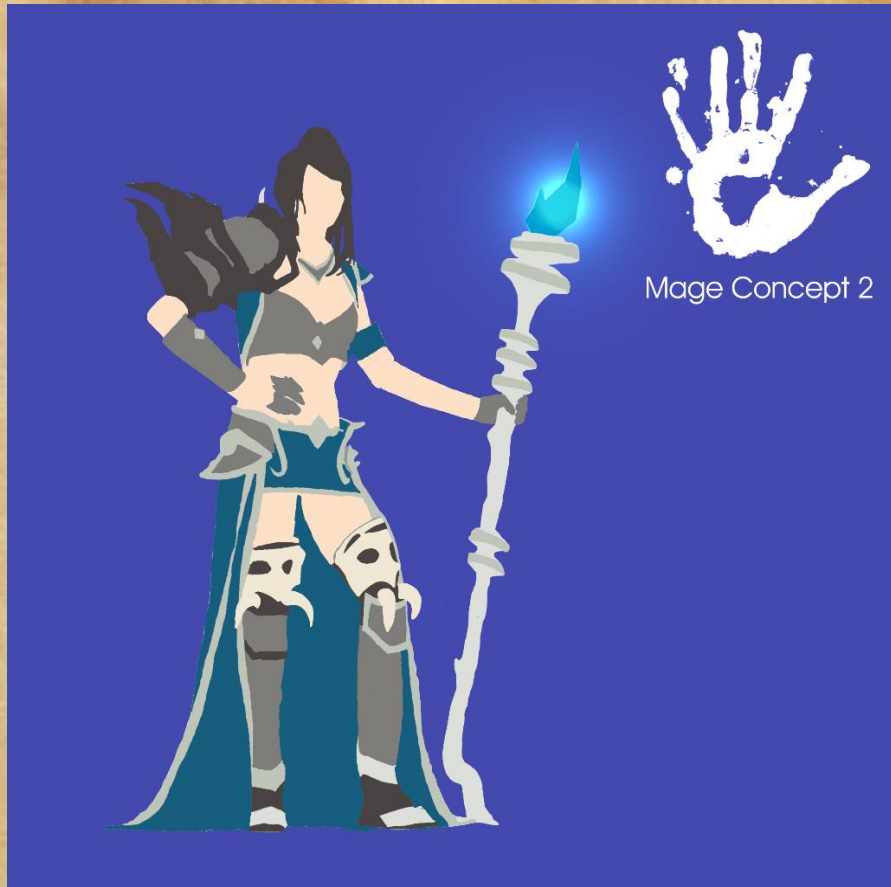
Highland Warrior that is a trophy collector. He is not favoured by any army and in most cases never wanted. As these soldiers are not fueled to fight for the treasures of war or wealth. They partake in the war for one reason only flesh. They are cannibalistic tribe of warriors that feed from the remains of the fallen. Hence not much is known about these highlanders, as most people wish not to engage or befriend these warriors.

# THE MAGE



Followed a traditional form and pose for this mage showing tote bag, dagger and staff. I created this character as a friendly Mage and fight on the side of good rather than evil.





This Mage has travelled worlds and ages and adorns armour and weaponry from places and civilisations from afar. Her natural beauty is rarely seen as she prefers to use her ability to be a chameleon and turn herself into anybody she has made contact with.

This makes her the ultimate Mage for deception, armed with powerful spells and knowledge of other civilisations. She is a force to be reckoned with.



An Elemental Mage that uses the worlds natural forces, this mage does not speak but can communicate with forests, Animals and Nature.

Her strong connection with nature often sees's her in war with both sides of good and evil to try to stop the destruction of her mother, that being Mother Nature.



A serpent mage that can transform from serpent and also use a human form. Her powers are elite amongst Mage's. Yet she hardly uses them. She prefers a life of solidarity and only shows form and magic in times of protection. She has a good friend in Mother Nature Mage -card 3- and combined they can be a lethal combination.



Ruthless, powerful, Sly, cunning all sum up perfectly the inspiration behind this mage. Having a voodoo beginning he was a powerful human mage that was cast within a straw body by an enemy voodoo priest.

Many years being dormant he began to learn and perfect his magic that now makes a very powerful Mage. The ability to cloak and also teleport makes him lethal with the razor scythe he carries.



Elven Mage that can control minds and also time and healing makes her a very powerful mage. Slowing the battlefield to a near stop speed and she moves through it reviving and healing elven soldiers.

Also controlling thoughts of those she makes eye contact with.



A mage from the underworld that likes nothing more to stir up and encourage war. His powerful death spells and spells of plague, destruction makes him a valuable mage to be sided with. Unfortunately this mage will often be playing both sides of good and evil at the same time, creating death and destruction on both sides. Death and blood are all that he needs to be satisfied.



Hailing from the icy cold regions of the High Mountains this mage can control earthly elements of frost, wind, storms, rain. She is a speechless character that no one has ever heard. But her actions speak a thousand words. She tends to appear just at the right moment to balance the game of war often tipping it in the favor of the good.



This Old Wizard – age unknown lives amongst the communities, a peaceful life, farming, creating, sharing, and contributing to the community he lives within. His magic is always good only rarely will he join a battle, only when his village is threatened. Yet he has all the power and craft knowledge to be the most powerful Mage ever. Yet he chooses not to be.





Elk Horn Mage roams the forests protecting the deer and animal realm from hunters and destroyers. Some say her magic was acquired from an event in her early life when she was abandoned by her parents to the forest, some people say she was raised by the forest Elk Horn Deers. And maybe they had taught her the vast forest magic she now acquires. She is a true guardian of the forest, but has real issues trusting human types.



Regal, Majestic, loyal are just a few words to bind up this Mage. This mage from birth and a part of its instinct is to bind itself to a worthy and Good man / woman. Once it has found its companion this Mage can offer all kinds of assistance in battle or protection. Controlling Weather, wind is just a few. He is a fast and stealthy flight for his companion.

His one special ability is he has a bird song and eyes of a puppy that can make the fiercest warrior look deep inside themselves and cry like a baby.



Beautiful Alluring her charm is captivating, if you come across this mage tread carefully for starters its no chance you have come across her, she has planned it this way. No one knows the real reason for this

Mage use of magic as sometimes her magic is beautiful in the assistance of others, then on the next hand she can be totally cruel. She fights for no one except herself, she needs no riches, as they have been bestowed on her by many men. Her only reason for magic is to lure men into her charm then brutalise them.



Mage Concept 13



The hovering mist, nothing is known about the mist and its origins. But what is known to man is that if you see it coming, Run and run fast! The magic of the mist is that of Death and decay with no reasons why it kills known, and that it being a force that cannot be communicated with. If this Deathly mist is in your presence ... likely you have met your Fate.



This Princess hails from a culture and world in the darkest and deepest waters of the Ocean. Some say maybe they are the spawn of the Krakken, others say that they could not be as they are much too gentle and peaceful. What is known is that they are powerful mages with psychic abilities that can also be land dwellers although land is not their preferred method of Movement. They have often allied with humans to defeat other armies especially that of the Sirens. Who are long time enemies of this civilisation.



This hybrid Mage is born from a opposing Elven communities that being the Dark Wood Elves and the white light Elven Community. She is a product of 2 powerful mages from these communities and their forbidden love. Being granted the knowledge of magic from both the communities, makes her a most powerful Mage. Being able to conjure up magic from the Dark Wood's – Dark Magic, and also make magic given to her from the White Light Elven Community. This mixture of magic can make her elite amongst both Races.



From the barbarian Wastelands this mage does not play nice. She is adept in many forms of dark magic taught to her by the secret dark table of seven. The dark table of seven is seven brothers hailing from the under worlds king and well this mage was the sister of the seven. They pulled her from exile and trained her in their ways of the Dark Arts. So the table of seven is really Eight!



This Elven Pixie left her nation many hundred of years ago. She found love for the forbidden Druid practice of magic that was forbidden within her kingdom. Her greatest form of magic is shape shifting and she is often employed to impersonate so she can infiltrate battlefields and palaces. Armed with the ability to shape shift and her desire for lust and death. She finds comfort in the warmth embrace of a Man or Woman then excites when she watches the life drain from their bodies.





Raised from the earth these tree Mages work in Fields of Tree's -mages- together they combine their talents of magic with Mother Nature and create Beauty. They are known to go into destroyed battle fields and with their Magic. Restore the beauty that once was. Turning blood and fire that salt the earth into beautifully majestic fields of green once again.



This siren is literally that. A thousand's of years ago her type dwelled the ocean's. but then a few beauty's were selectively chosen for a new program and given flight with the wings of a condor. Her magic lies within her Voice. She can hail a squeal from above that can pop heads on the battle fields like grapes. or she can calm a battlefield and incite love with a sweet notes that come from her voice. She never speaks in spoken word. But Express's her magic and feelings via hails from the Sky.



A traditional Mage of sorts having learnt his craft from Elder Warlock's and Mages. This type of mage is almost always found in the employ of HMS or a king or queen of a certain area and nation. Although not 100 percent skilled as a Mage, his strength lies in the amount of spells he can conjure. His knowledge is very broad and he has a potion for every circumstance. He is not a tutor of the art's but more a well versed Season veteran



With a sceptre made from the heart of an Ice Giant, this mage can stop battlefields in their wake by freezing out whole areas. She came to be upon a dare... dared to enter the ice cave, taunt the Ice Giant and run away. What she never knew was that she would have to fight for her life. And on this fateful day, the god's walked alongside her. She beat the beast and was rewarded its Cold Stone Heart. Over years she has mastered the magic that the stone yields that truly can only be harnessed by someone as worthy and as icy cold as the beast it came from.



The pyro-technic- This mage delivers magic that can turn a sad village into a village of festivity with his abilities to light night skies with visions of light spectaculars. To his potions to be added to brews and tobacco that can make for a merry time. He does have a serious side this mage can create a real havoc if needed in the face of an opponent casting spells that utilise light and sound that can cause confusion and even delusion. But most times unless called he would rather use his talents to bring smiles to villagers all around.

# ROGUES



Hailing from the Kings army this soldier was outcast for several actions that were deemed unacceptable. He then found and fell into contract work as a thug and a killer. Paving his way to be known as the best assassin in the realm. His stealthy skills, speed and agility make him a lethal killer as you will never see him coming.



The Elven Rogue's is known for their elitist stealth like fighting. Using nature as their playground moving from tree to tree, using bushes and bushes using speed, stealth and a camouflage. Their chosen weapons are hand crafted and most times have an enchantment on them from Elven Mages.

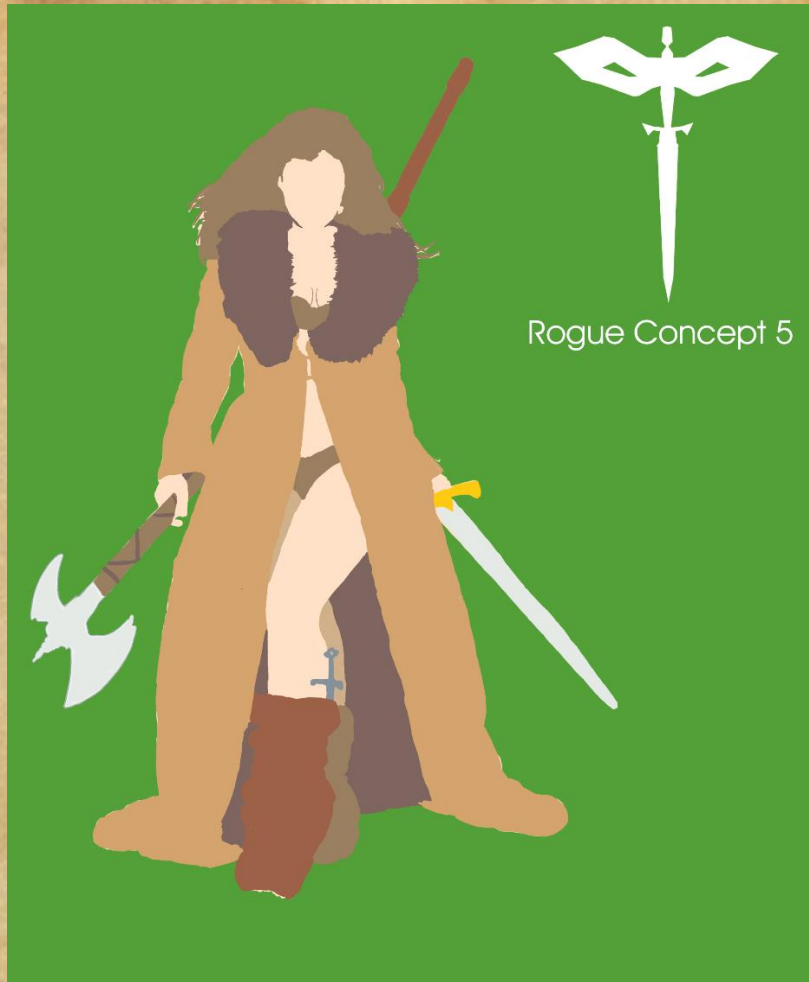


The dancer - is a rogue that is known for his beautiful and graceful movements in combat. Once being part of the king's dance troop he was banished for having encounters with the king's daughter. The two were very much in love, but the dancer was not a suitable suitor for his daughter. Once banished he needed to make a living and honed and combined his graceful dance with combat. And became a very successful rogue assassin. Some say he still visits the king's daughter, but no one knows the truth. This dancer is too clever and stealthy to be caught.





This character got dubbed "Buffy" as some of the team members thought she had a buffy the vampire slayer look. And maybe she is a vampire slayer, I know creating this rogue I wanted a bit more of a modern look with her, so she utilises a crossbow and grappling hooks. Her skills are trained from infancy where she was brought up in a secret location and trained from birth by a secret society of monks to be an Assassin.



The Nomad rogue has wandered the lands for many years, learning and crafting her skills. She is rugged and beautiful, although she is not as stealthy as most rogues, she uses her sultry beauty and beauty words and voice to bring the defenses down upon her targets. She is one that may take you to bed for a night of pleasure, a night in which you never wake from. Just to fulfill her contract her ways of beauty are both brutal and gory at the end.



Foxy Foxtails Rogue was created also like the buffy character to be an assassin and rogue that utilise her beauty. She has a playful almost childlike personality, that no man can deny. She will sweep you off your feet, break your heart, then literally stop your heart with a fateful cocktail of poison or some other potion of fatality. She hates blood and all her kills are of a clean nature.



Hailing from the lands to the east this rogue assassin is from the Monastries in the high mountains of unexplored Asia region. With ties to the clan and skills of a samurai his hand to hand combat, agility, speed and stealth make him a powerful rogue. He also has certain mystical totems that are not known about, as his homelands are in an undiscovered region, there for so is the magic of that region also mysterious and mystical.



Age unknown this rogue has encountered many mortal lifetimes and countries. Being of the Vampyr and a pureblood this character does not kill for money, possessions or anything futile in the human world. He kills only to feed the lust for his craving of blood and of course his survival. He is a charismatic character. That shows all the signs of wealth and refinement. He is lethal to your last drop... Drop of blood that is.



The Woodland Troll is a nasty foul mouthed little creature, that reeks of filth and stench. What makes this lil Troll an ultimate rogue and assassin? It's easy this little guy will be in places that most humans and mortals never expect anything to be. You will find him in sewers, amongst the garbage pits, in wastelands, he will be where you most likely think no one would be because of the filth and stench.

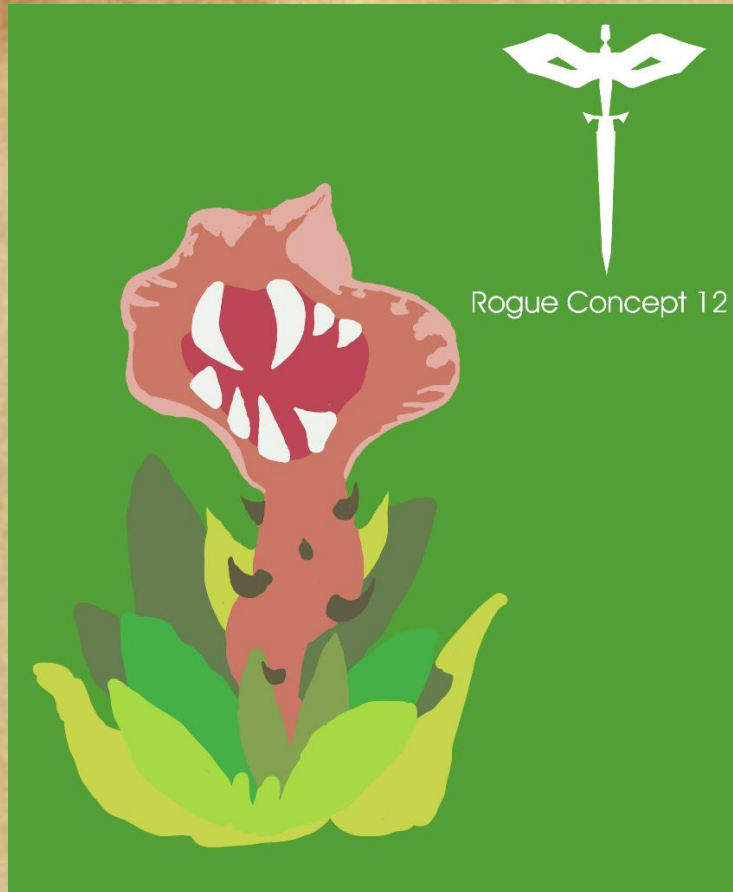


Araneae Group of rogues is one of the most deadly. With stealth movement, 360 degree movements and vision, multitudes of web crafting, and a venoms that can kill, mame or even captivate. They are sometimes in groups but more than often are solo.



This Giant Scorpion can carry many troops into battle. Hailing from the arid regions it can go weeks without water and food. Its front claws and stinging tail make it lethal when in battle. It is a preferred method of transport for many rogue combat teams as this creature is a rogue of its own. With stealth silent movement, the ability to camouflage in the environment and its swift and silent strikes. It also has an armoured shell ... the perfect battle tank





This treacherous man eating plant can appear and grow within moments. It has a need and a thirst to kill as its survival depends on the nourishment of flesh.

Man, Beast or animal it takes no preference. It lies stealthy in the forests and catches unaware prey as they wander through the dense forest. It is silent and

lethal and leaves no traces of its victims. For any blood that is spilt this creature saps the soil with its roots growing stronger, faster, more powerful with every kill.



This owl cross Wolverine Predator is one of the nastiest creatures to come across. With the high intelligence of the owl and exceptional vision, and the power of the Wolverine with claws that can disembowel in a single swipe. If this creature decides to hunt you there is no escape, except to kill it first, but if you fail the first time, expect to meet your fate. Luckily this creature is fairly shy and with its vision prefers to hunt at night and mostly small game food. But if they ever get the taste for human flesh, there is no going back. That will be their food of choice.



Spending her time in the harsh frozen and snowy Alps, she is an expert at survival. Being trained in the art of assassination by the highland monks. With her stealth like movement and fast and swift movement. She is lethal. Her allegiance lies with only that of her masters and she will follow and do as told by them.



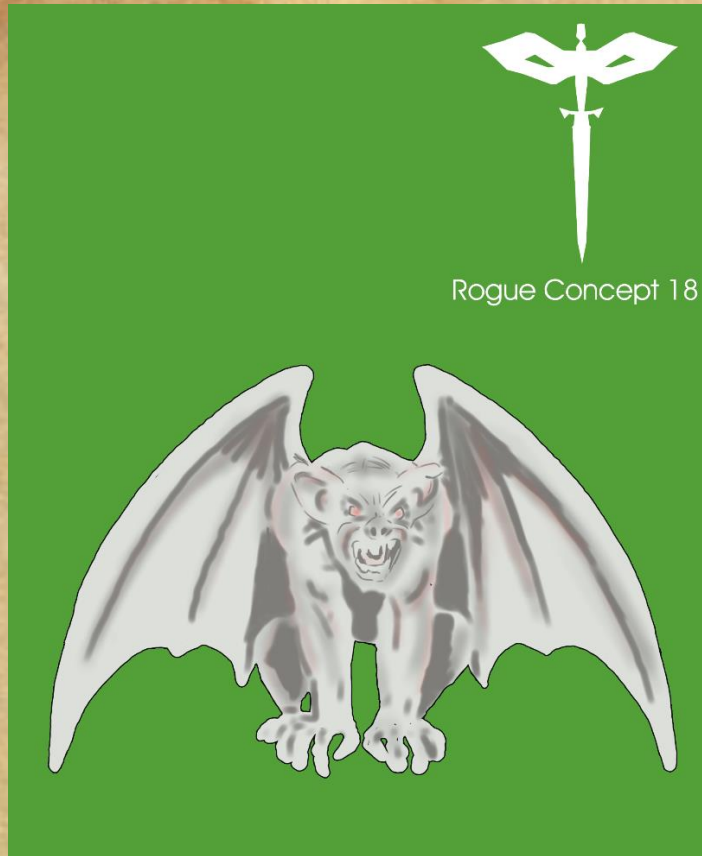
This Vampress is the lifelong partner of Rogue 8. With a love and bond signed in blood, they are formidable as a team. She often allures men into a false sense of safety then the pair devour their prey with no concous at all. Her age is unknown and origin also unknown. What is known is that if you find one of the pair, likely the other is very close by. Speed, agility, telepathy make one of them a most dangerous stealthy opponent, but two, of them if encountered, your days are numbered.



The Femme assassin comes from the islands across the sea. Where she lives in a community of freedom. Days spent robbing and killing enemies and friends for the gain of wealth, riches and treasures. She has no morals, no family kept the family of bandits that travel the nearby islands raiding and looting. But even these brothers she does call family, she would betray at the first sign of wealth and treasure. She can drink a good rum better than any drunkard, play a hand of poker better than any gambler and kill better than any man

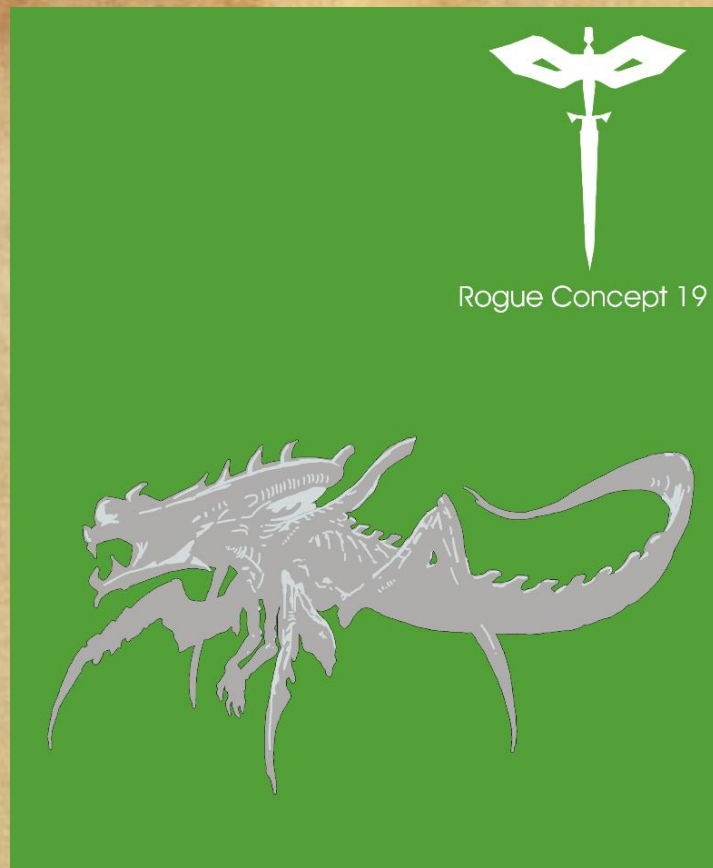


The only rogue that has official training from an organisation collaborated and started by the LOA – League of Assassins. Her abilities are that of Speed and Agility meshed with stealth. If for a reason a contract has been placed on your head and this assassin is sent. Prepare your casket. Unfortunately not much is known about her history as it's all secret and for those that do now to speak of it will mean certain death. Her work mainly consists of secret government doings. And very little is known. Rumoured is that her kill's fall into the thousands.



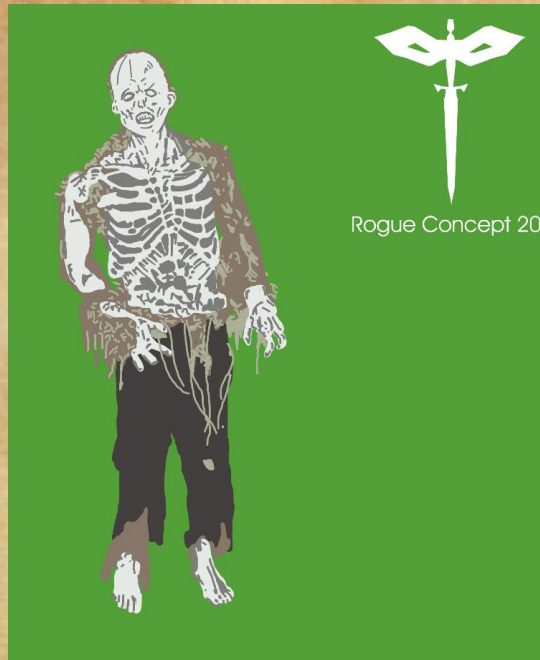
Employed as guards to a palace or on city walls these savage beast's take to the skies attacking prey on the ground with a swiftness the eye cannot capture.

They fall favour of kings and queens that are acquainted with rogue 8 and Rogue 15 as it is said these are the pet Beasts bred and trained by them. So if their appearance of the beast is not enough to ward off enemies, then the thought they were gifted from two rogues of the nature of rogue 8 and 15 should cast enough fear into one self.



This insect creature is found lurking in the forest's but can be seen also in its comfort in Town Sewer zones. It is very adaptable, can go month's without feeding, has armour body plates, speed and agility. It can pounce huge distances and devour its prey with its winch type mouth. Luckily these creatures are now almost eradicated and now classed as an endangered species. Lucky though for man this happened as these creatures were set to take over this planet.





The Swamp Walker a putrid vile creature of rotting flesh. That lives in the swamps and marshes. Feeding on river rats, fish, gators any flesh it can acquire. If it finds itself near a village, its impulse for human flesh is unsustainable and it can't get enough of it. Its ability to submerge in waters and infect water with a mild tranquilising effect makes animal and man an easy target. Done with very little fuss and dragged to the grimy depths of the swamp, victims are never recovered, and by time villagers are awoken to the beast's presence often he has already moved on to the next village.



The Knights Maiden formerly from the round table this knight was used in a time of turmoil, then she was cast aside. Now she spends her time plotting revenge against Leaders and Monarchy's for using her then replacing her with a male. It is said she was cast away as many knights found her presence intimidating and they hated to be shown up by a most powerful warrior and knight. She wields a blade better than any knight to date. But her will and drive for revenge maybe will be her final undoing.



The ultimate Rogue – Mage with a trick up every sleeve and a potion for every situation this jester will betray, honour, kill, love, and play every emotional and physical card to get what it desires. Though a rogue type character it could quite easily fall also into a skilled mage as it is diverse in many skills of the mage. If you cross paths with a Jester best hope he likes you and decides to keep you up his playing sleeve. Coz if you are not in his favour be prepared for torment, torture, death and destruction of his antics.

