



# Champions of Eden

Meet the Champions

by  
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I am an aspiring concept artist that is currently in my final year of studying Games Design. I specialise in traditional media, specifically character and creature design which are my main areas of focus.



**“Champions, Unite”**



**“For Eden!”**

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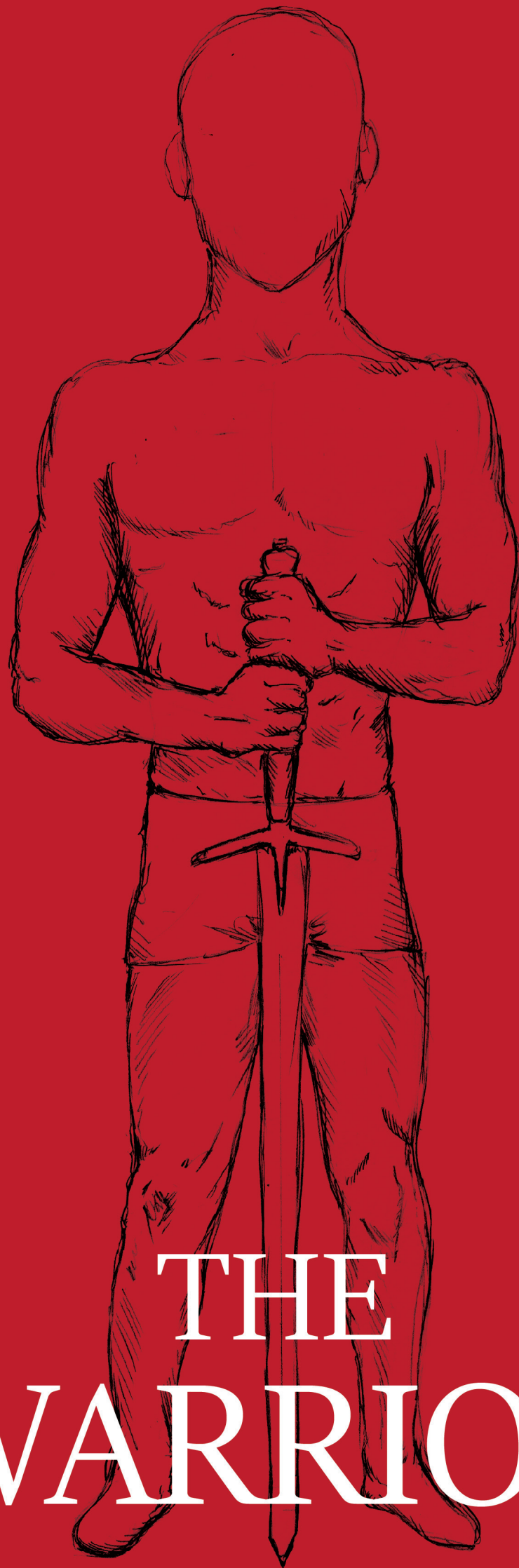
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This is a continuation of the Champions of Eden franchise. This art book is focusing on the Champions which are the playable characters in the video game. The book will take you through the design process as well as giving you an insight to who the characters are, what weapons they use and what playstyle these characters offer.

The book will also give insight into current affairs in the land of Eden.

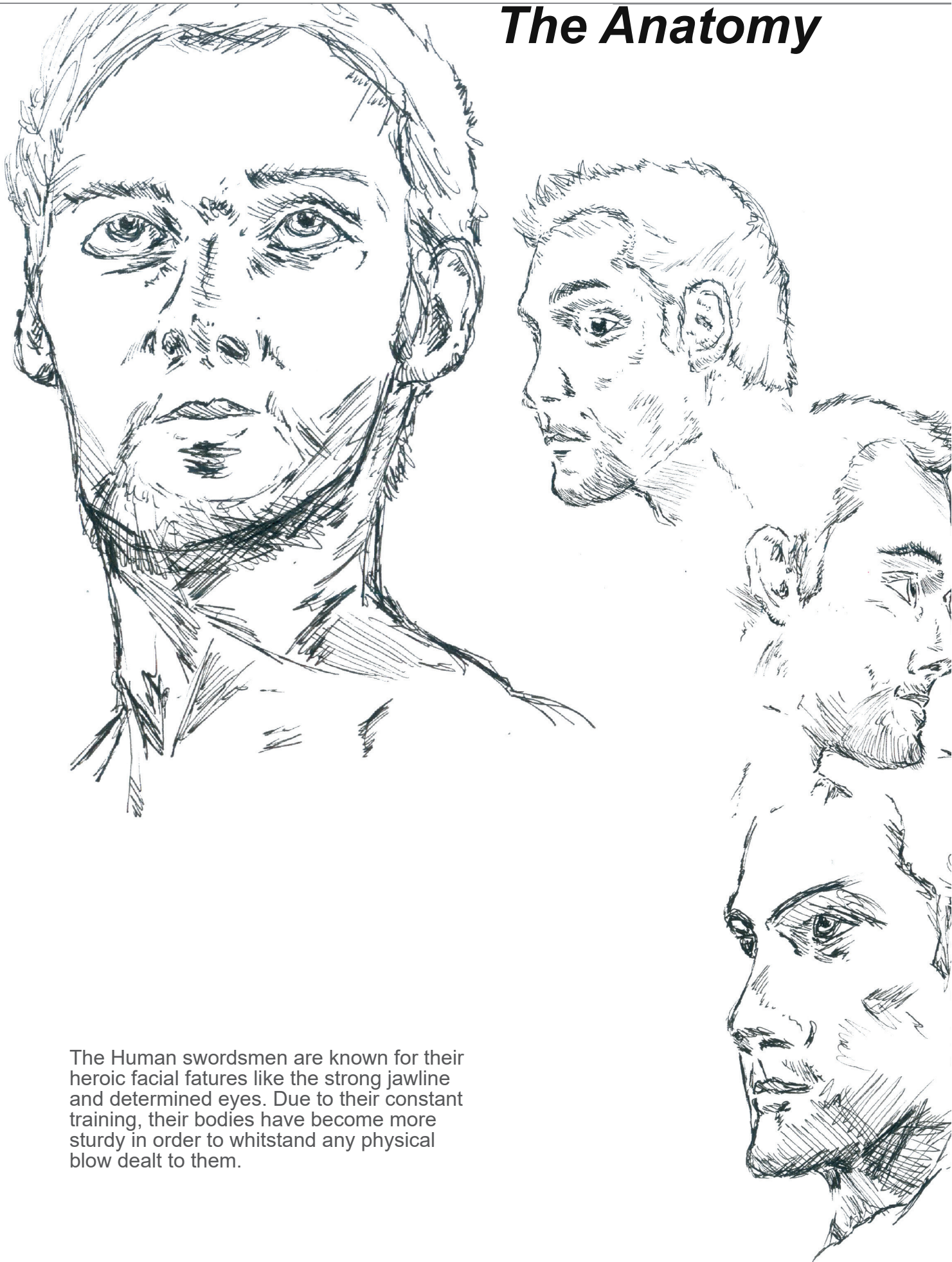


# THE WARRIOR

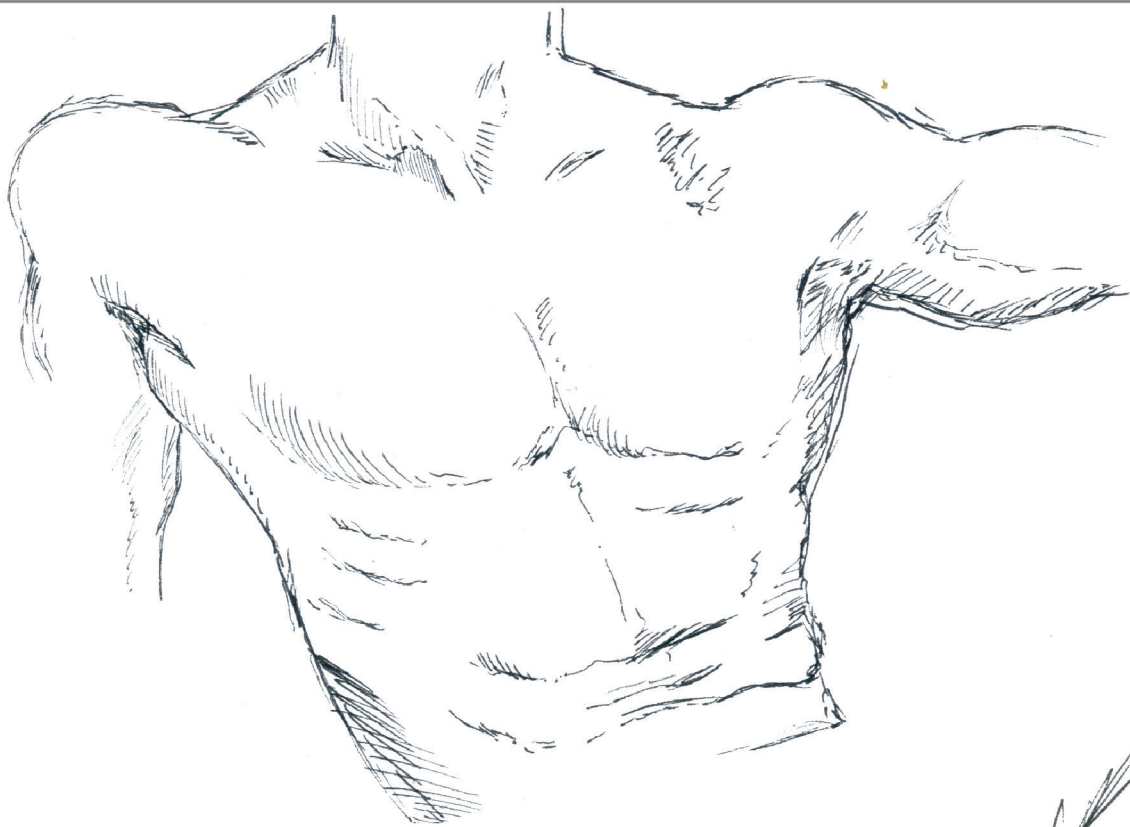


The proud and skillful swordsmen who reside in the centre of the land of Eden have been mastering the arts of swordsmanship for centuries. Ever since the Prophets had a vision of the Dark Times, the Swordsmen have been exercising their bodies and minds to their full potential. The Human race is known for its complicated affairs within Eden, due to the thirst for power and superiority over the lesser races. It is now time for the Human race to put their differences aside, come together and fight as one against the Dark Times.

# *The Anatomy*



The Human swordsmen are known for their heroic facial features like the strong jawline and determined eyes. Due to their constant training, their bodies have become more sturdy in order to withstand any physical blow dealt to them.

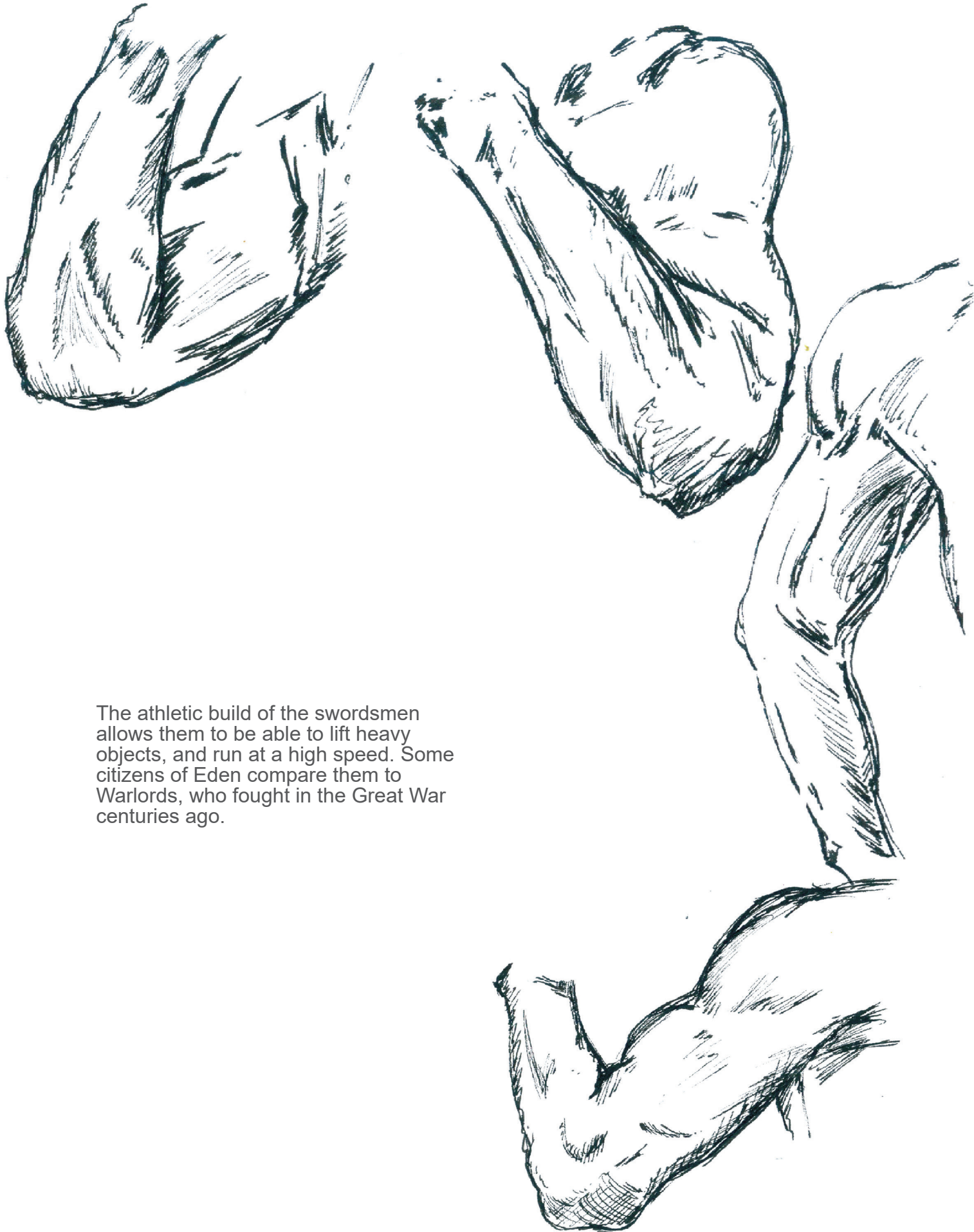


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Constant training has helped to develop extra strength that helps with their grip when it comes to wielding heavy swords. They are also not afraid of hand-to-hand melee combat.







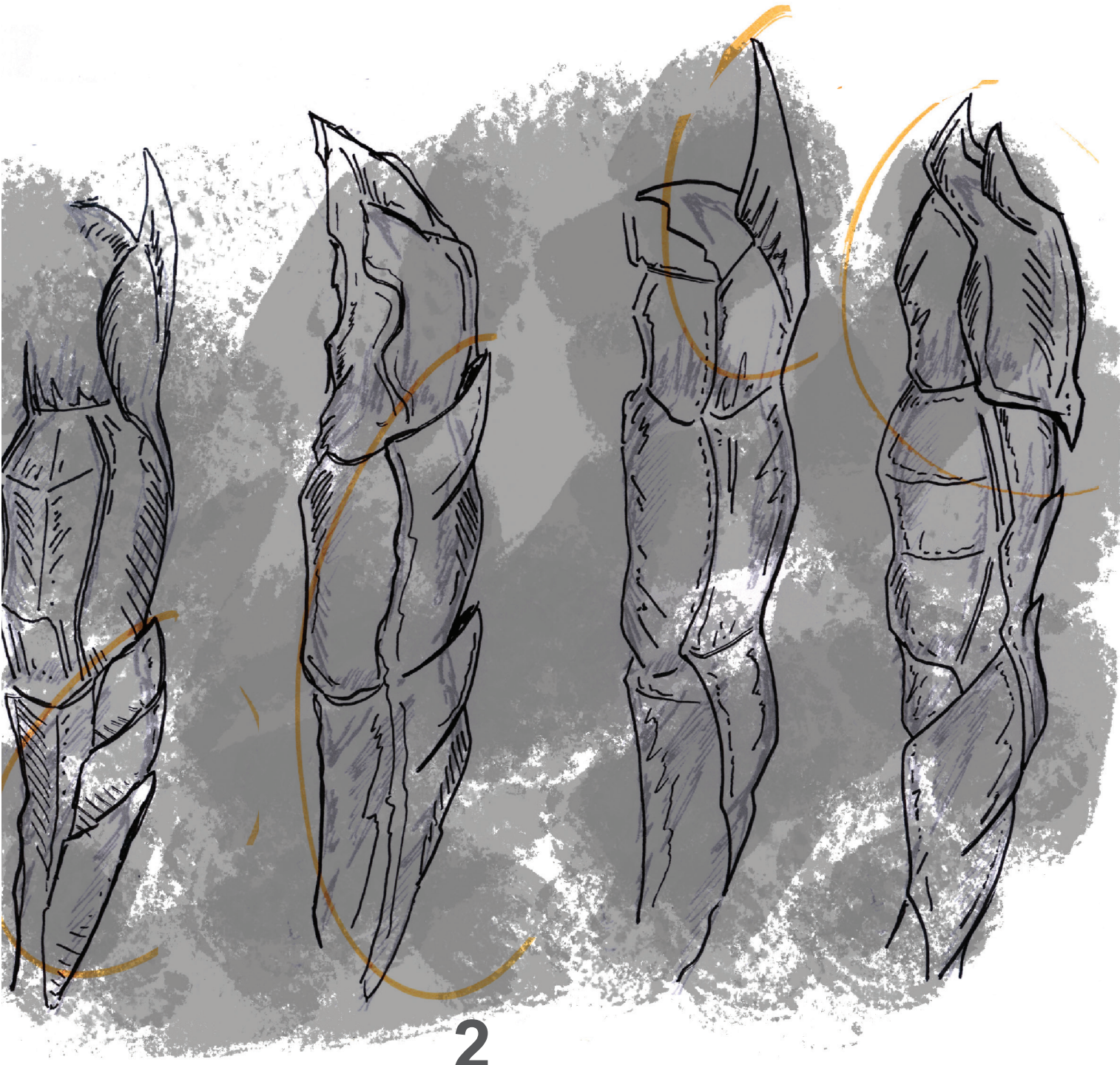
The athletic build of the swordsmen allows them to be able to lift heavy objects, and run at a high speed. Some citizens of Eden compare them to Warlords, who fought in the Great War centuries ago.



# The Armour





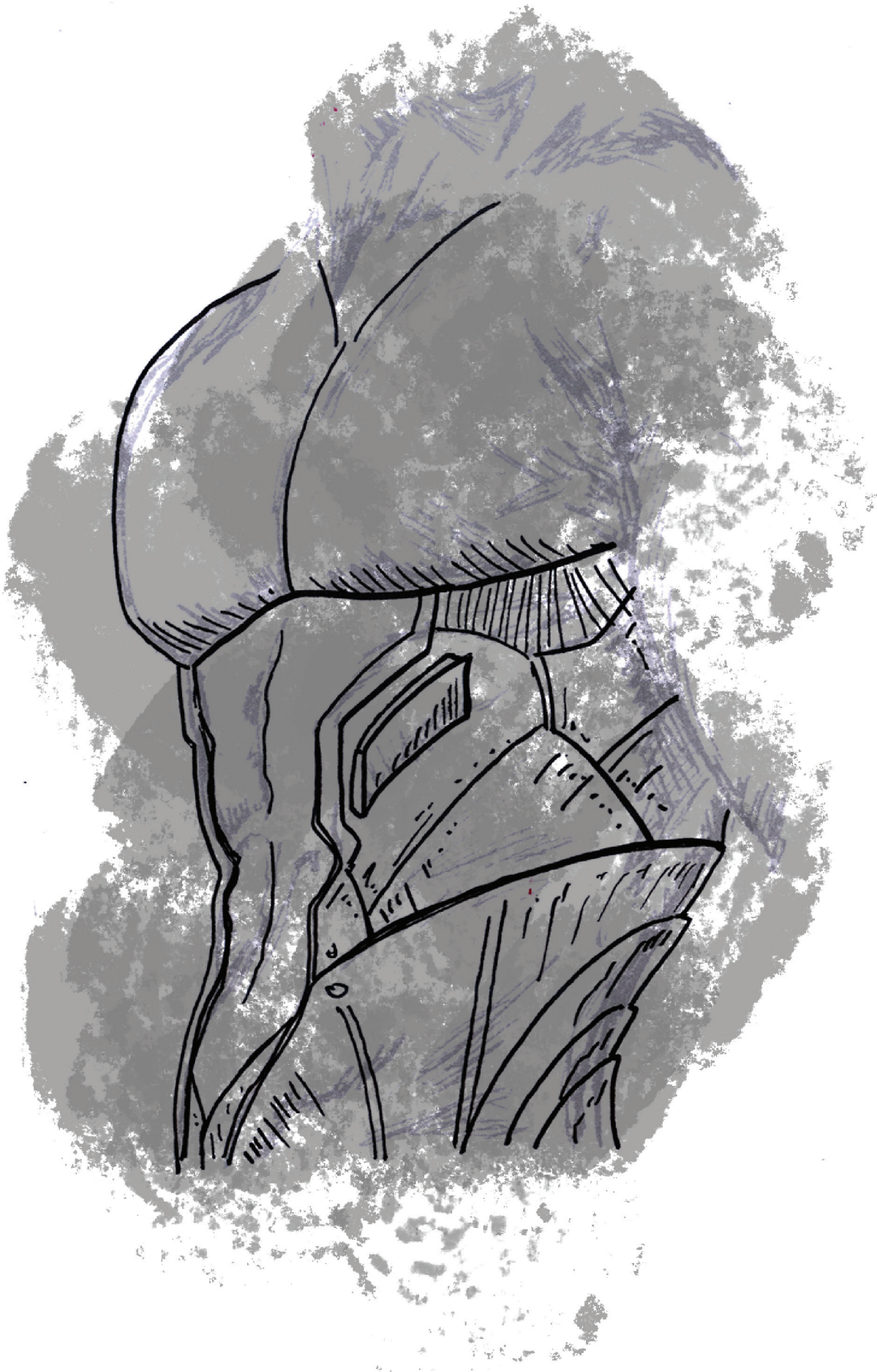


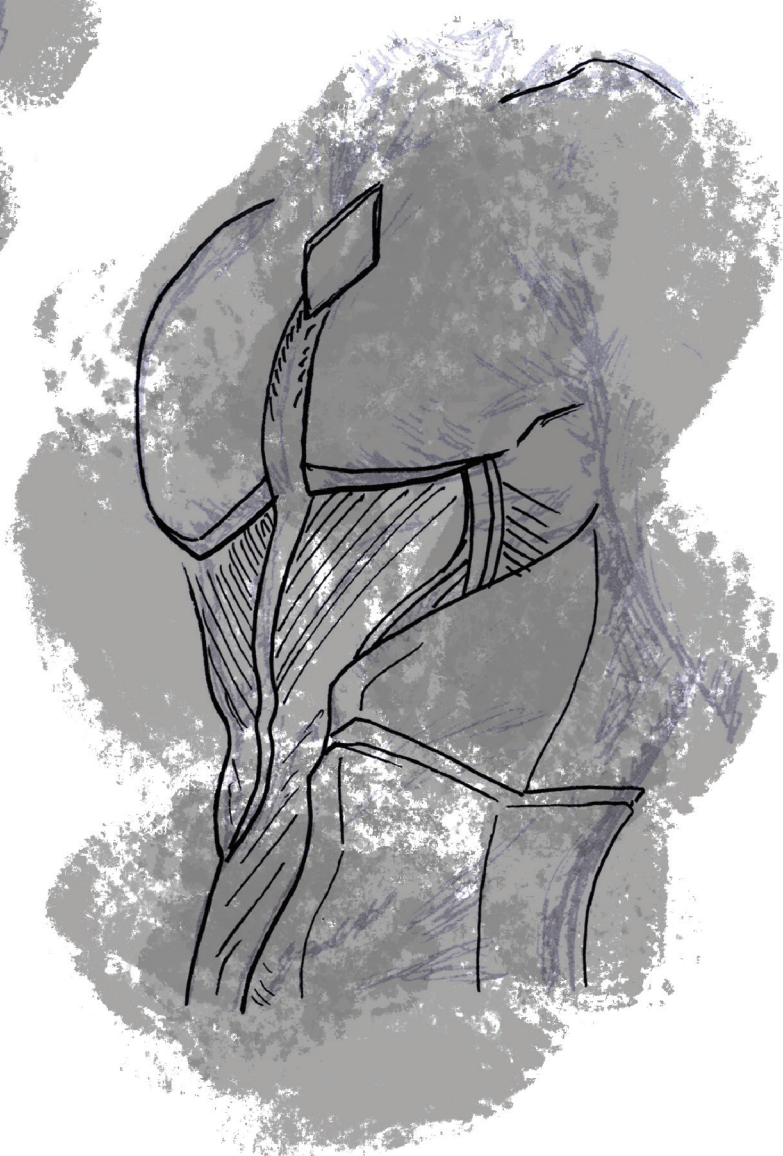
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**Due to the human civilisation being quite advanced, their armour has the ability to enhance their physical prowess even further, making the swordsmen unstoppable.**

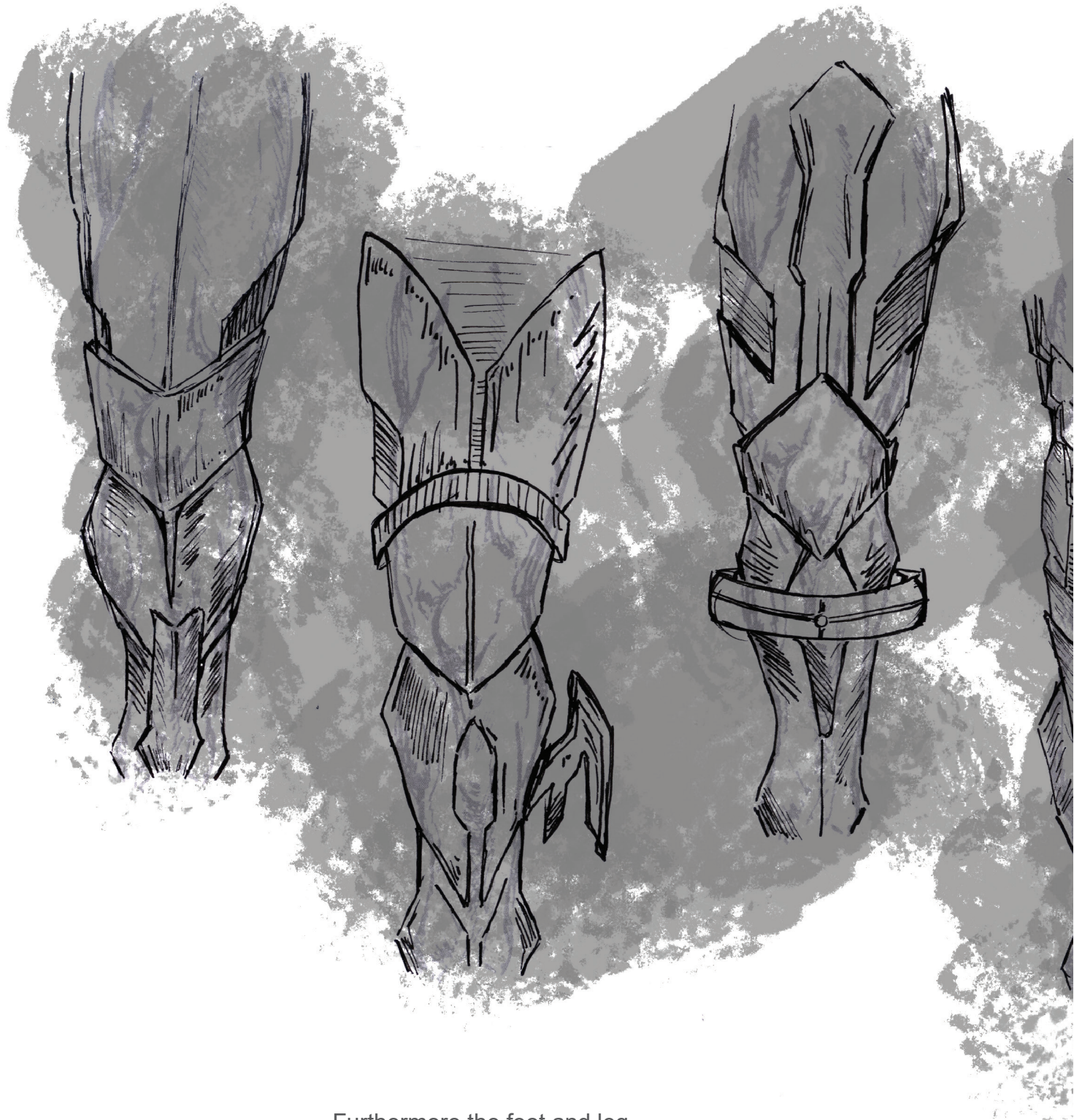
The helmets are technically advanced that they allow the swordsmen to see through walls and obstacles to spot critically injured enemies, which proves to be extremely helpful on the battlefield. (See figure One)

The swordsmen choose to protect their less-dominant arm with more armour due to being able to block incoming blows whilst still wielding the weapon in their strongest hand. (See figure Two)

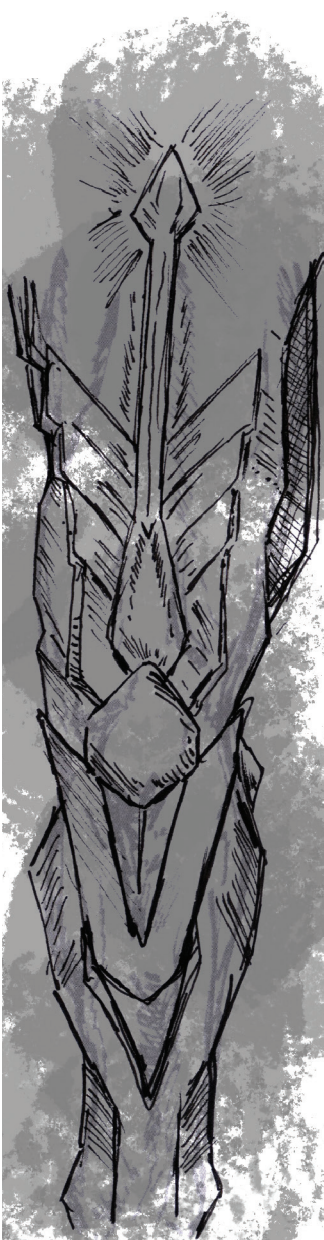




Warriors are typically seen wearing heavy armour , however, the swordsmen of Eden choose to wear less armour in order to enhance their speed on the battlefiled.



Furthermore the foot and leg armour enhances the speed of the swordsmen. Some equipment also allows the swordsmen to jump higher than the average human.

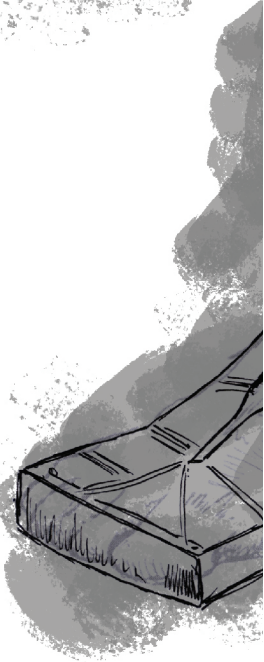
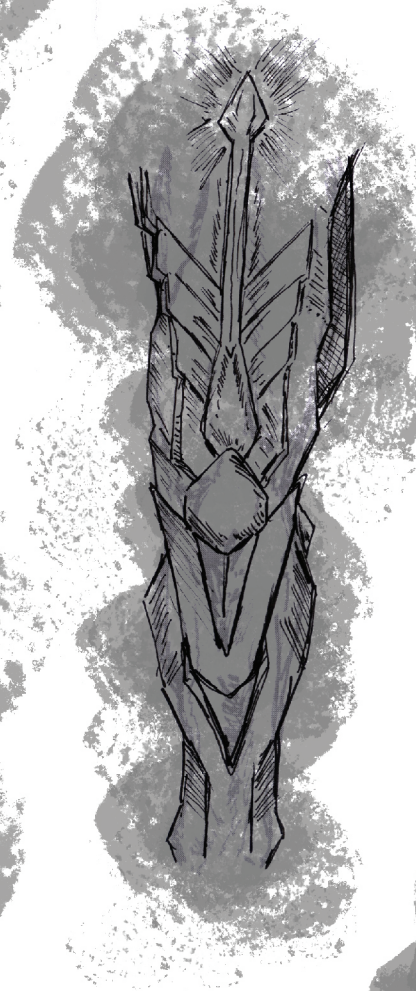
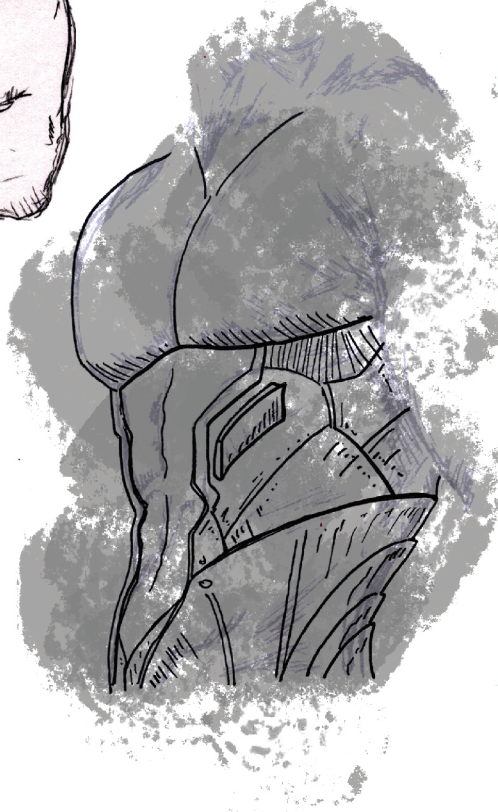
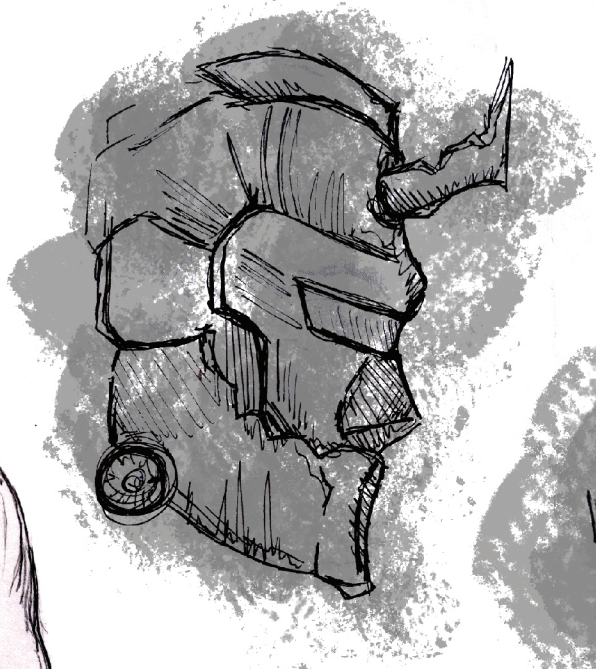
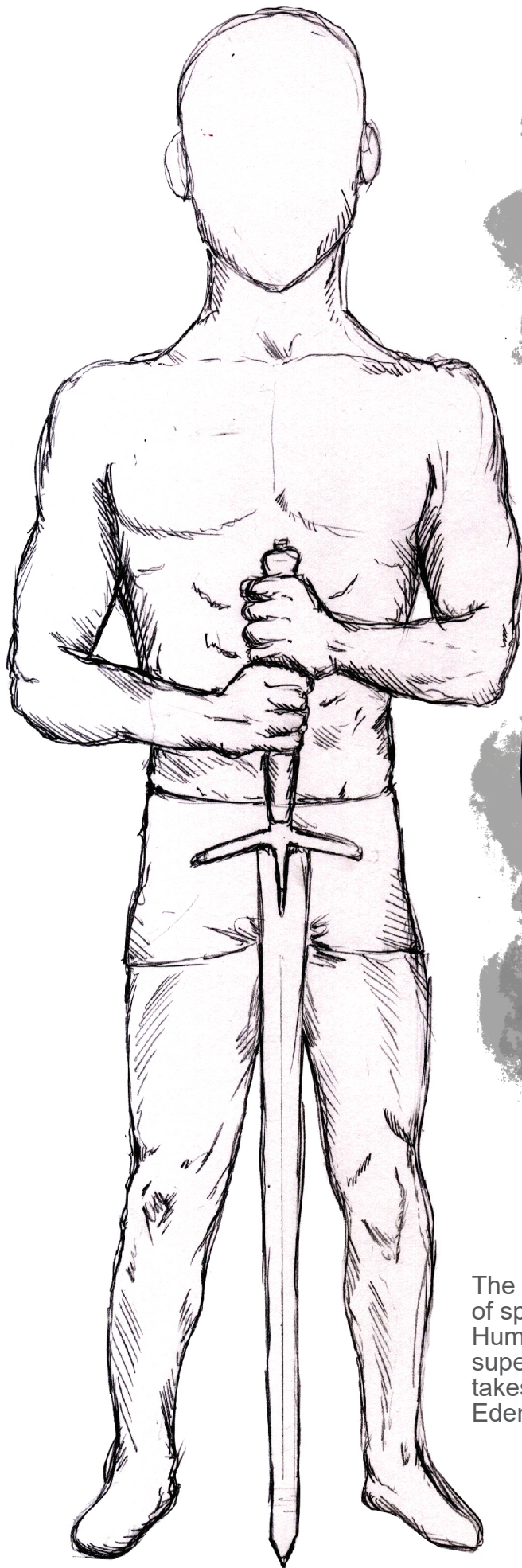


# The Weapon





Swordsmen prefer to use one-handed swords that allow them to cut the enemies on the battlefield with precision. The advanced technology allows the humans to create weapons that can be easily sheathed in order to enhance crowd control abilities on the battlefield.



The Warrior is a perfect combination of speed and power, after all the Human race are hungry for power and superiority, so they will do whatever it takes to prove their place in the land of Eden to all the lesser races.



# The Gear





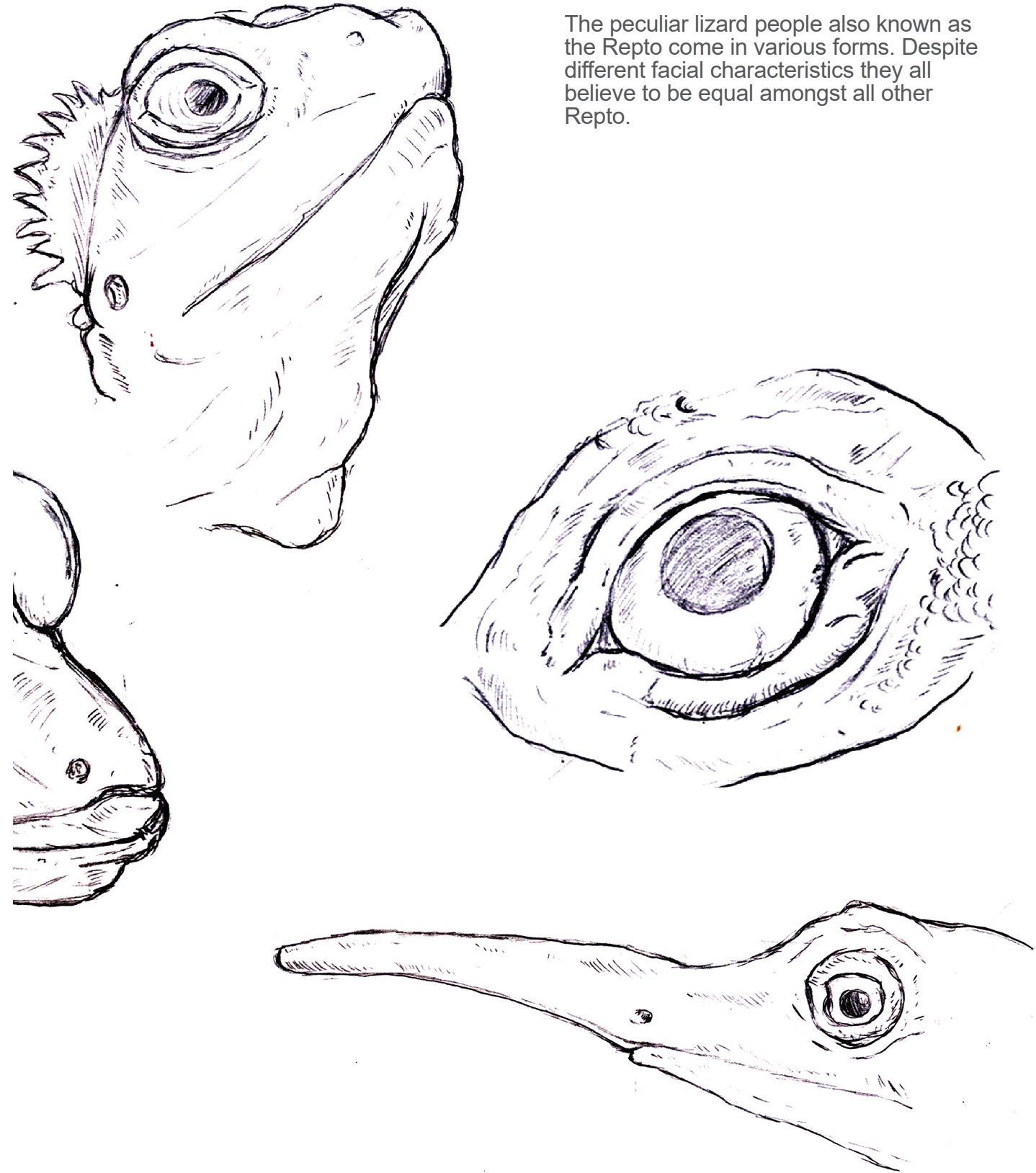
# THE ROGUE

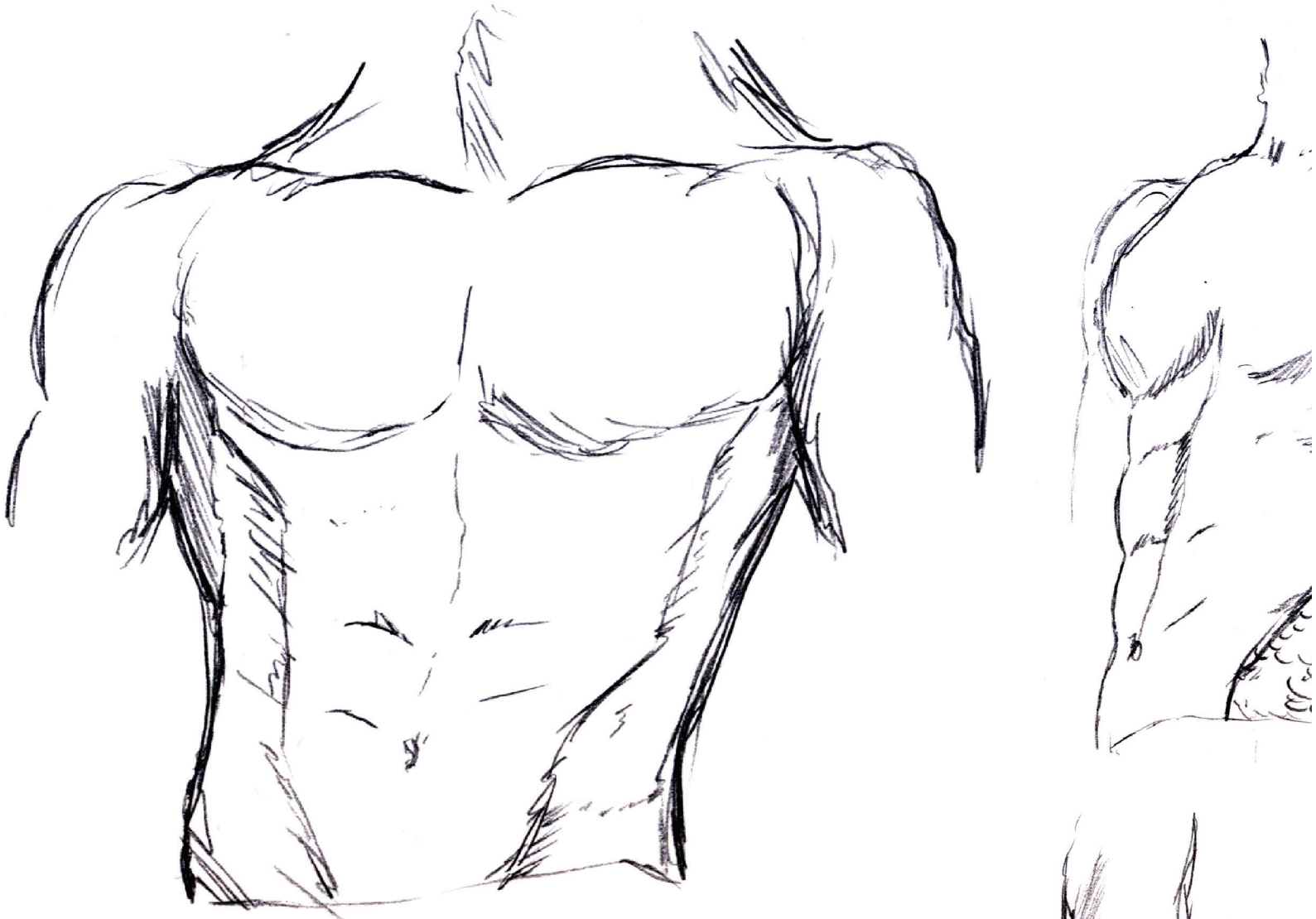
Deep in the canyons of Eden lies a small tribe of peculiar creatures known as the Repto. The Repto have mastered herbalism and alchemy in order to be able to connect with Mother Nature on a much deeper level, resulting in being able to stay calm in any given situation. The most skilled fighters can call upon the spirits of Shadows in order to sneak up on enemies without being noticed, as well as being able to pick pocket unwary travellers. Repto race isn't known for involving themselves within the political affairs of Eden, yet the Prophets have foretold a second Great War, also known as the Dark Times, in which the Repto will need to unite their strength with the races of Eden.



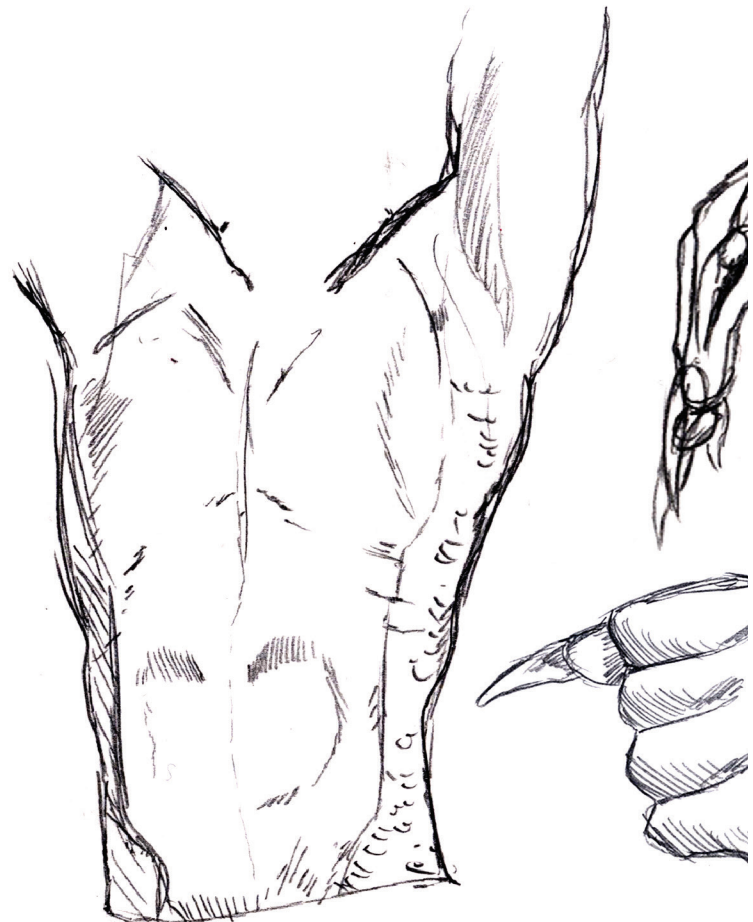
# The Anatomy

The peculiar lizard people also known as the Repto come in various forms. Despite different facial characteristics they all believe to be equal amongst all other Repto.



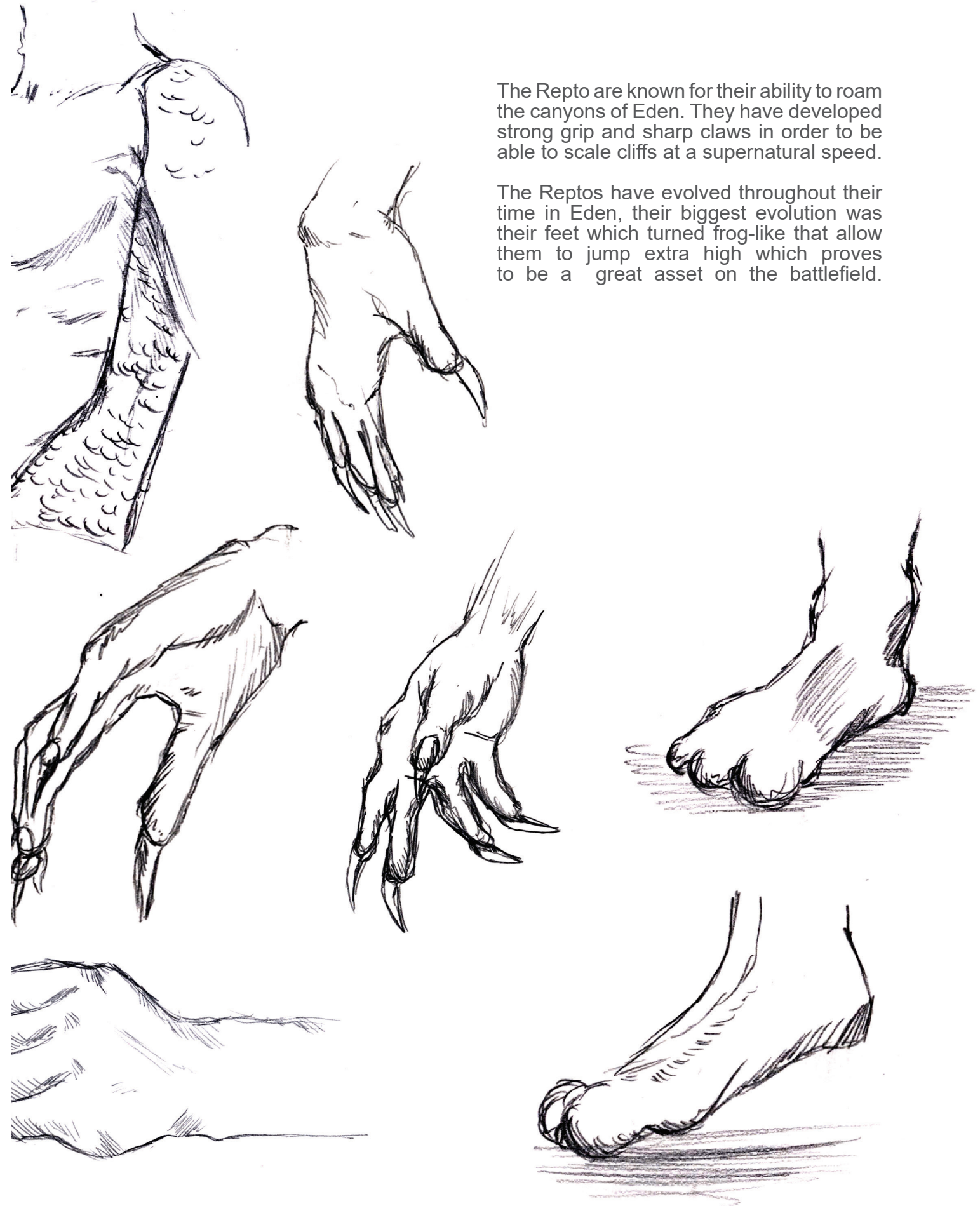


The Repto race observed the Human race throughout their evolution and the technology advancements. They have decided to take on similar body and mind training just like the infamous swordsmen of Eden.



The Repto are known for their ability to roam the canyons of Eden. They have developed strong grip and sharp claws in order to be able to scale cliffs at a supernatural speed.

The Reptos have evolved throughout their time in Eden, their biggest evolution was their feet which turned frog-like that allow them to jump extra high which proves to be a great asset on the battlefield.

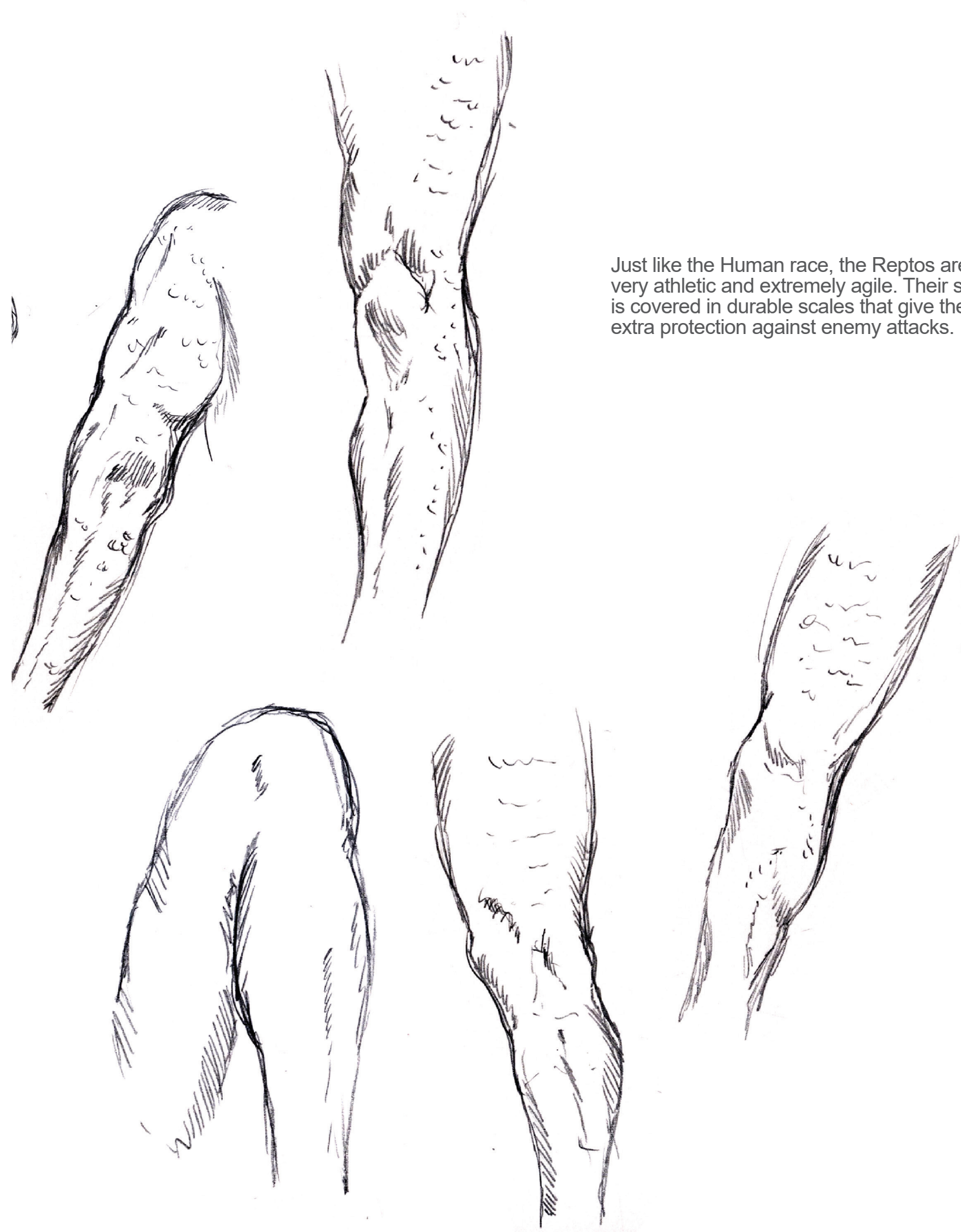


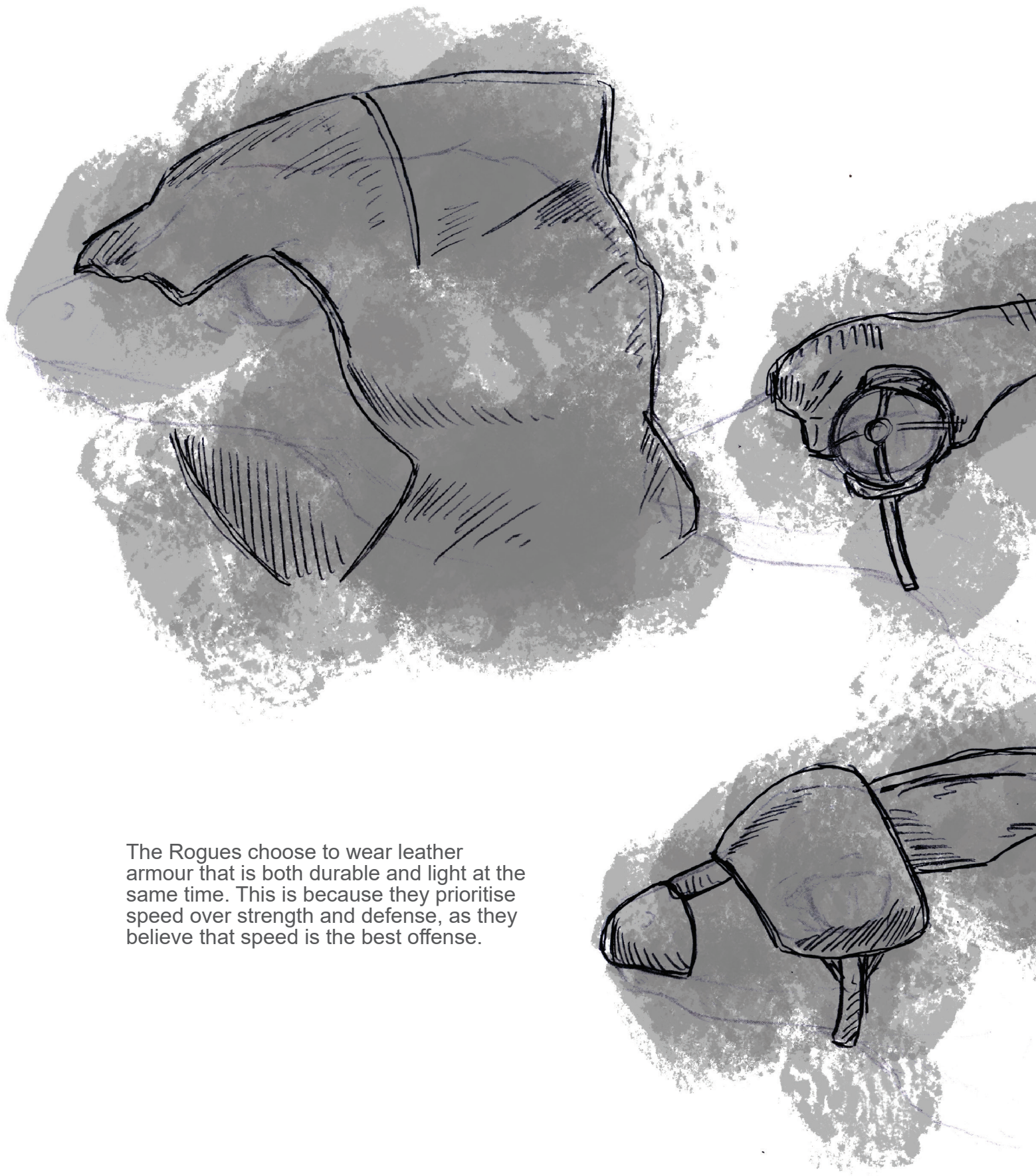




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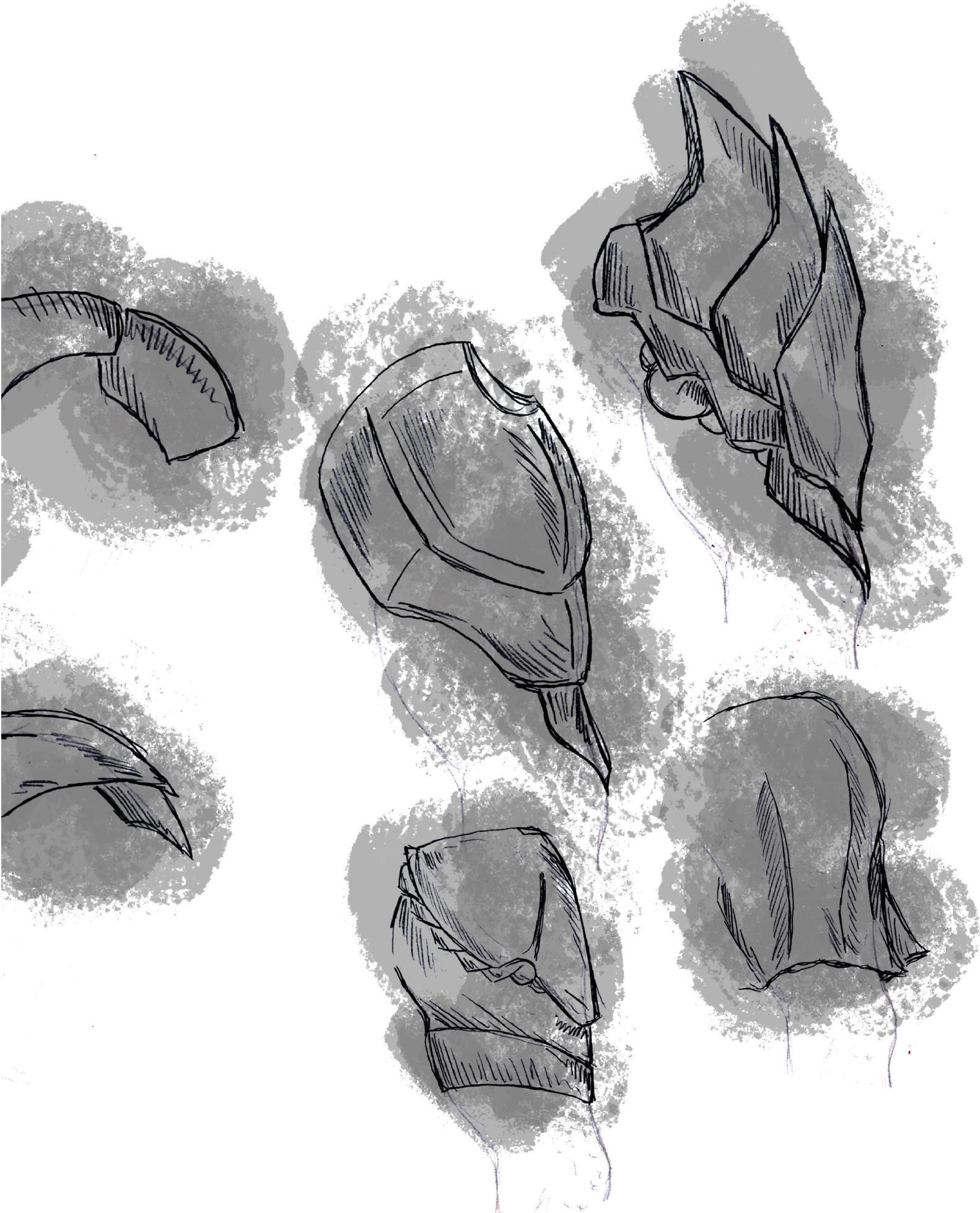
Just like the Human race, the Reptos are very athletic and extremely agile. Their skin is covered in durable scales that give them extra protection against enemy attacks.

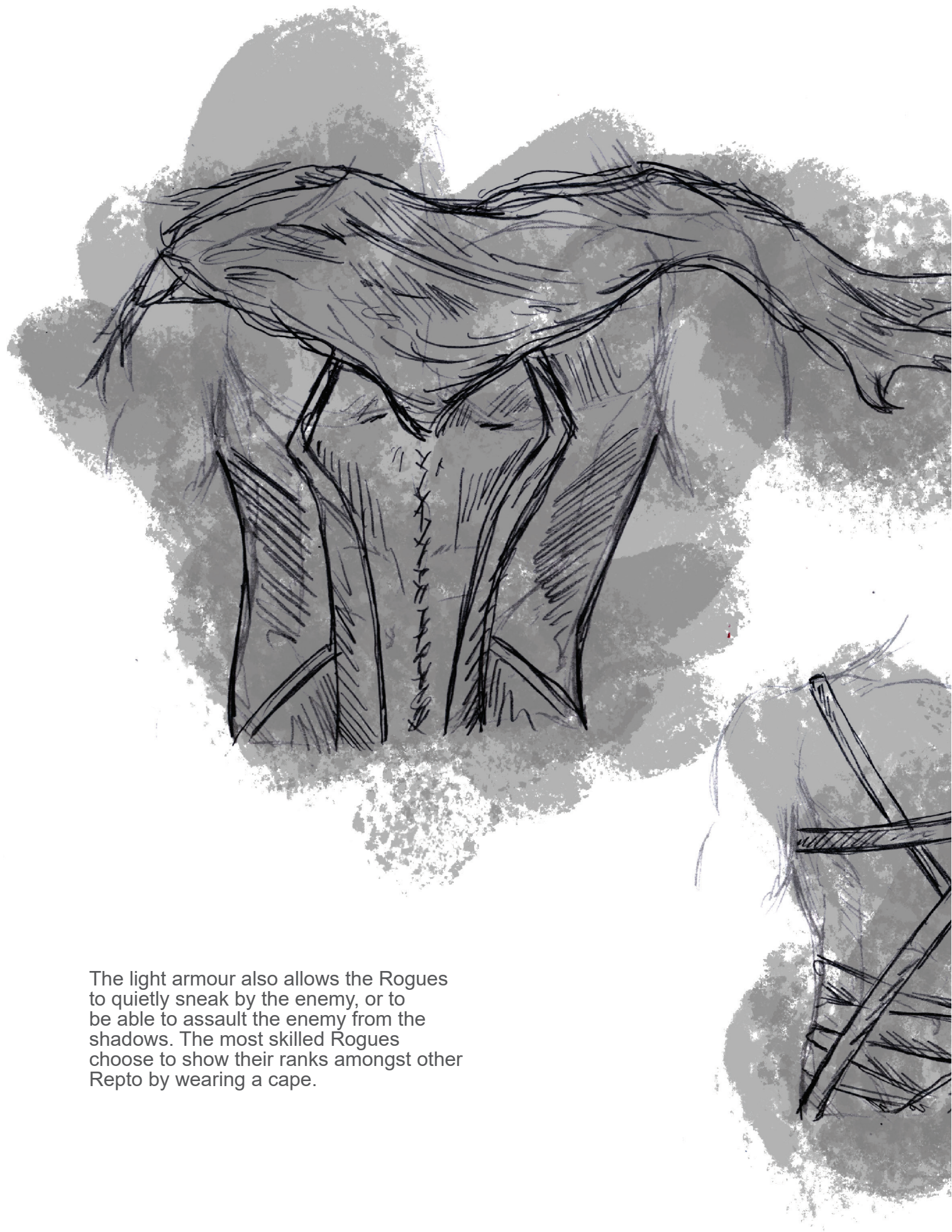




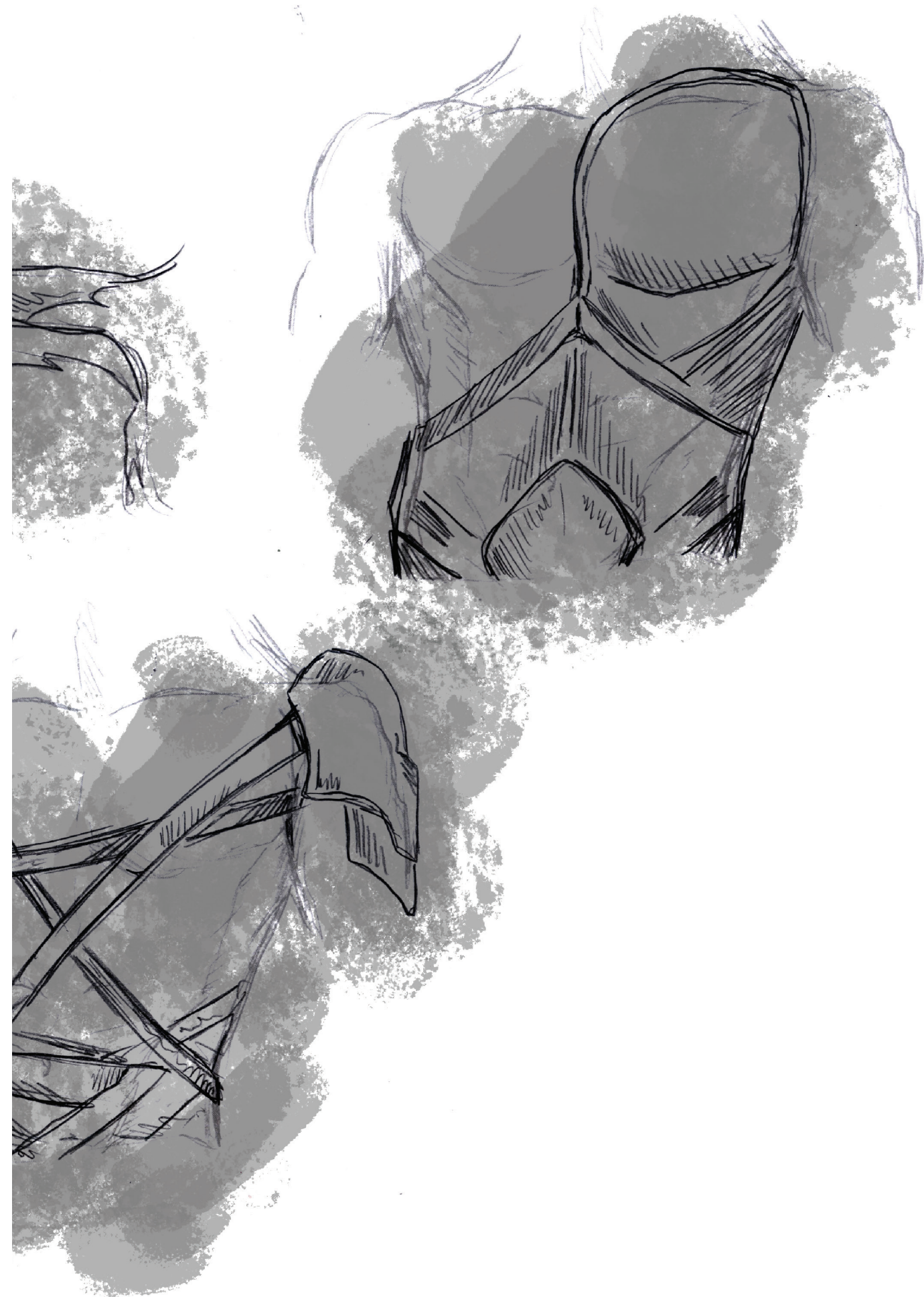
The Rogues choose to wear leather armour that is both durable and light at the same time. This is because they prioritise speed over strength and defense, as they believe that speed is the best offense.

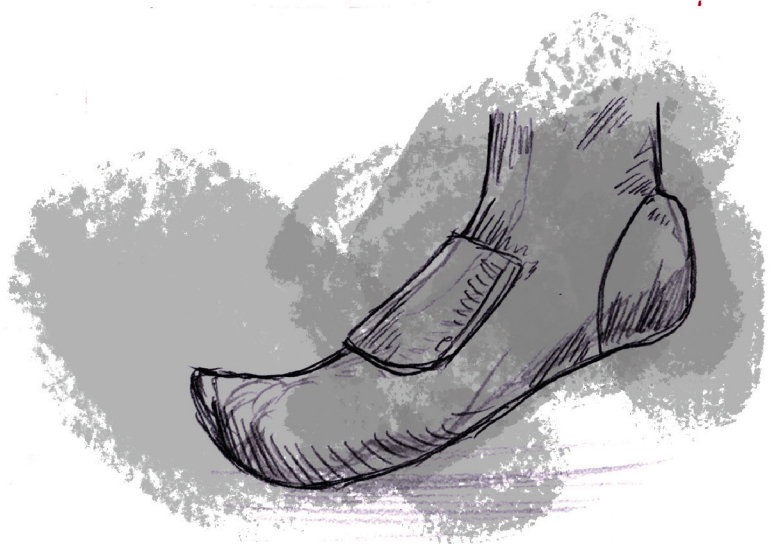
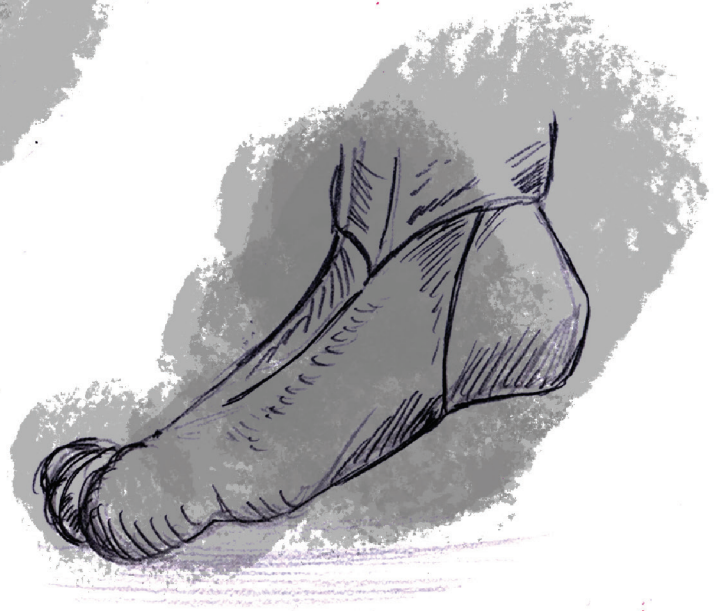
# The Armour



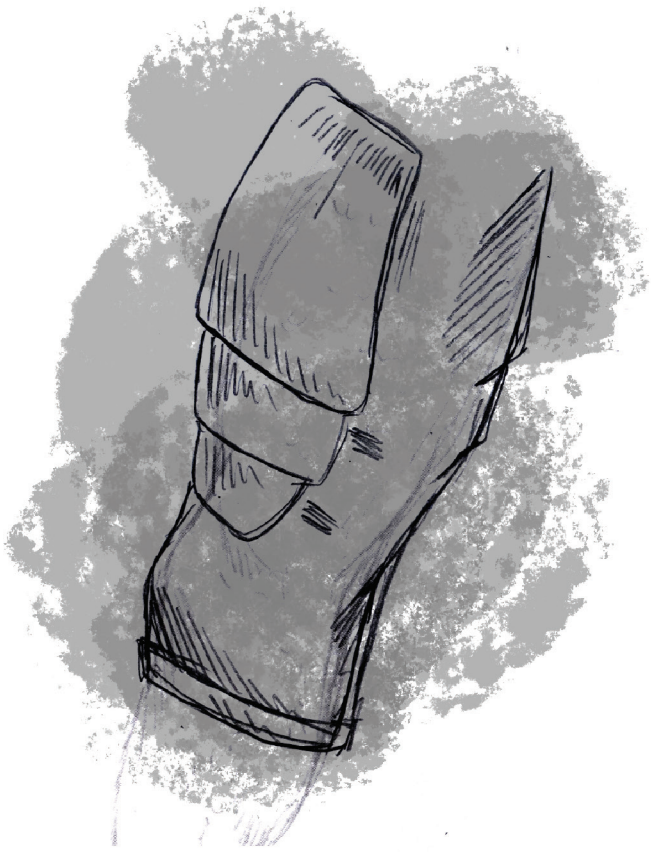


The light armour also allows the Rogues to quietly sneak by the enemy, or to be able to assault the enemy from the shadows. The most skilled Rogues choose to show their ranks amongst other Repto by wearing a cape.





The Rogues wear very light foot armour which help with sneaking as they move around the battlefield without a sound.

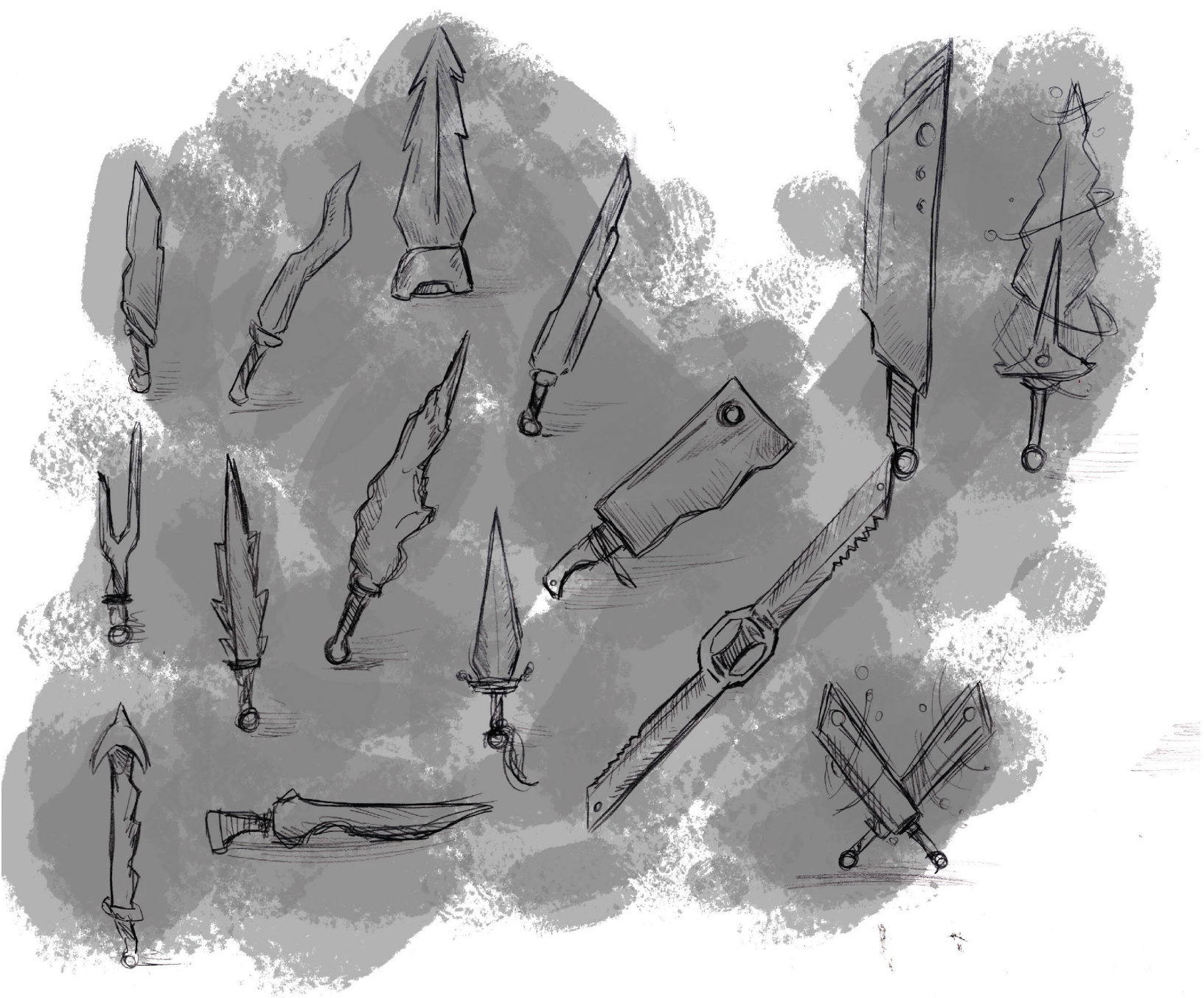


The leather straps wrapped around the arms are used to cover the weak spots of the Rogues. The armour is light to not constrict the Repto when moving around.

# *The Weapon*

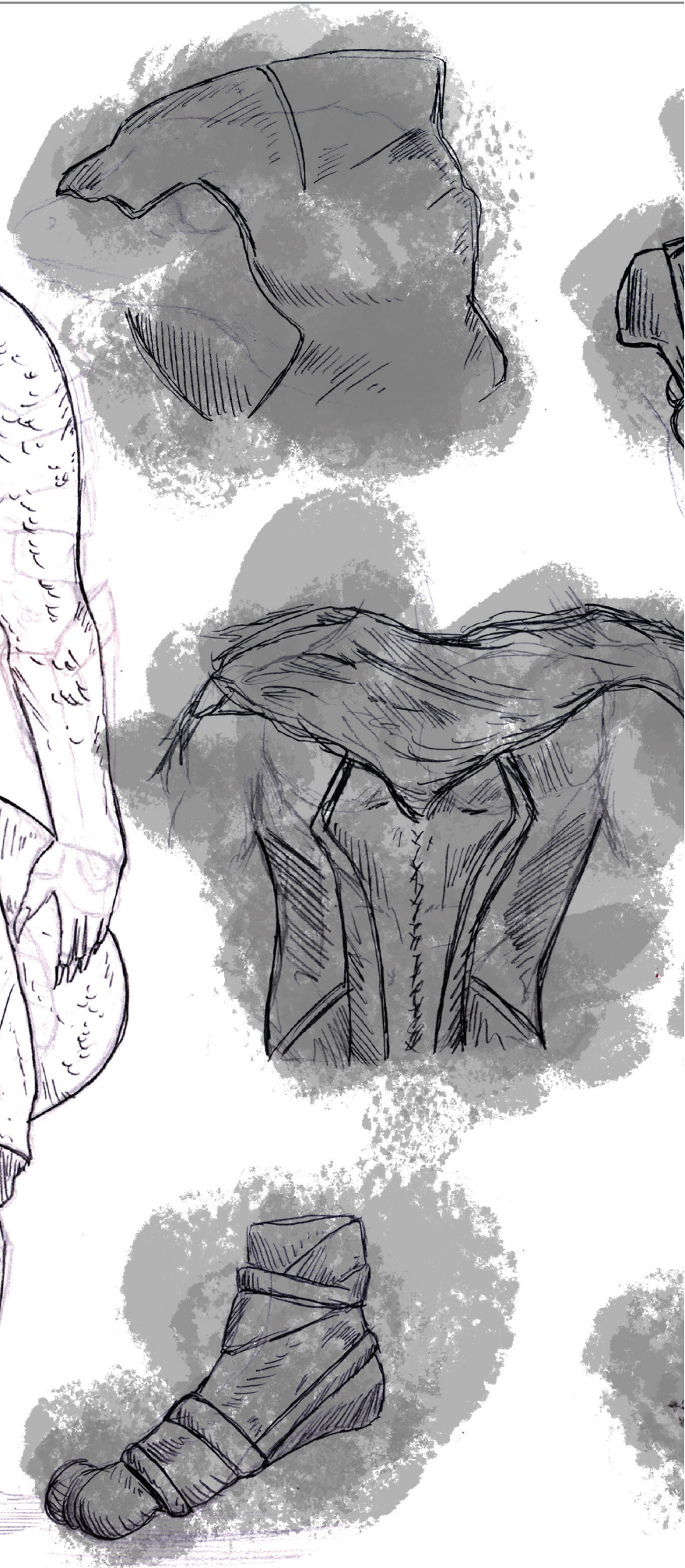


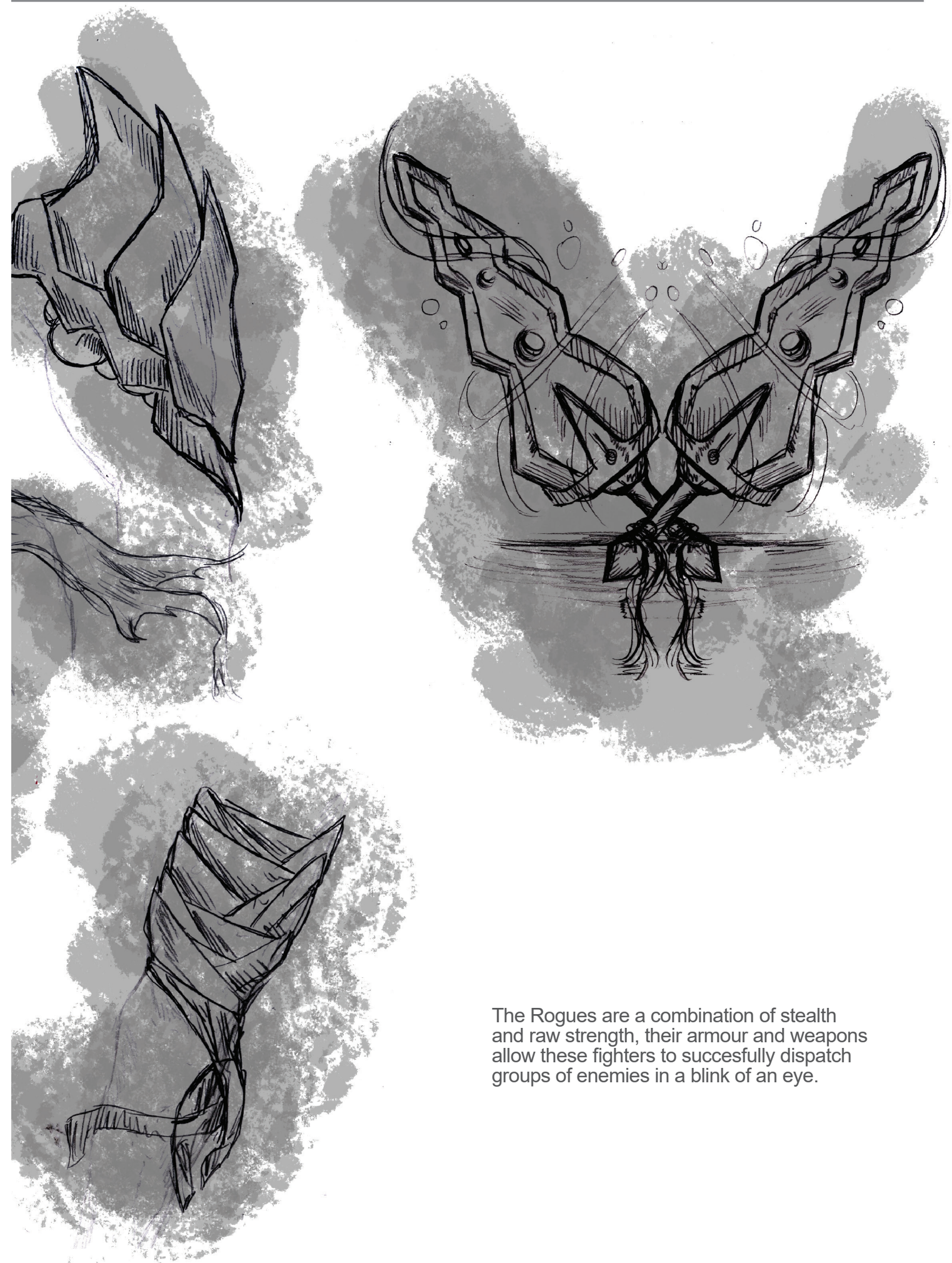




The Rogues choose to use the small yet fast attacking daggers as their primary weapon. Due to their research into alchemy, they found a way to enhance their weapons with deadly poisons that spread across the battlefield.

# The Gear



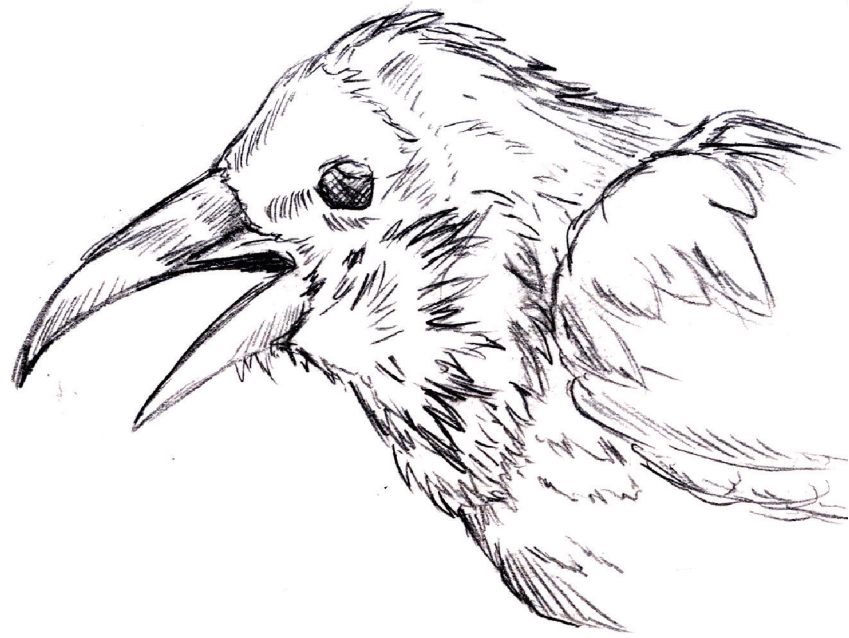


The Rogues are a combination of stealth and raw strength, their armour and weapons allow these fighters to successfully dispatch groups of enemies in a blink of an eye.



# THE MAGE

During the Great War, the Human race has decided to do the unspeakable and tried to use the Dark Arts against the enemy. It did not take long for the Prophets to hear of such deed and unanimously decided to exile the traitors from their Kingdom. In addition a curse has been cast turning the traitors into Ravens. Whilst in the abyss, the Ravens pursued their thirst for power and eventually mastered the Dark Arts. Now that the Dark Times are upon the land of Eden, it is crucial for all the races to unite and fight together no matter the consequences.



The humans who have broken the laws by using the Dark Arts have been cursed and started to slowly change into Ravens. The knowledge of the Dark Arts allowed them to communicate telepathically with other cursed exiles.



# The Anatomy

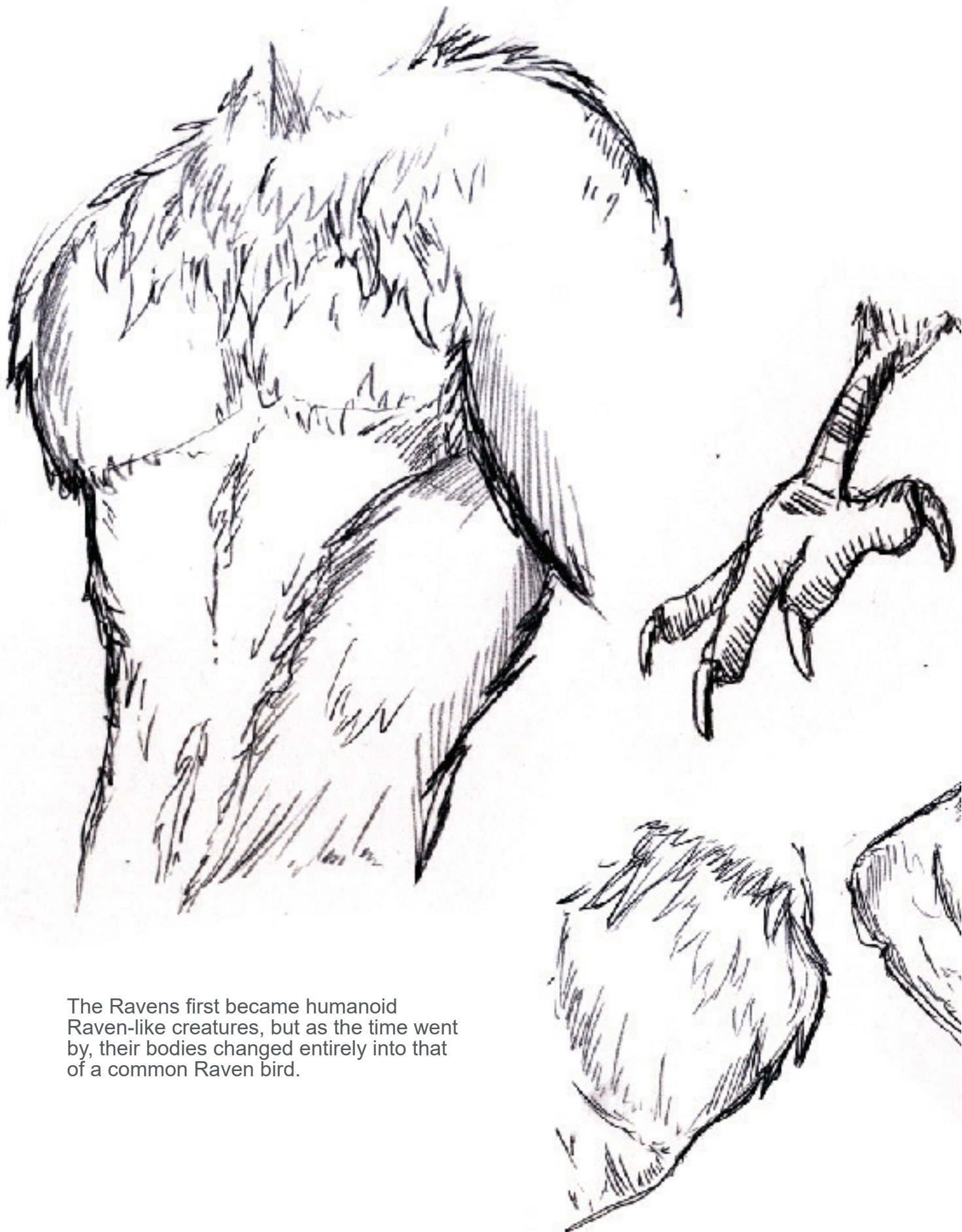






The exiled humans, now known as Ravens have obtained the ability to willingly fly which proves to be a great advantage over the enemies across Eden.

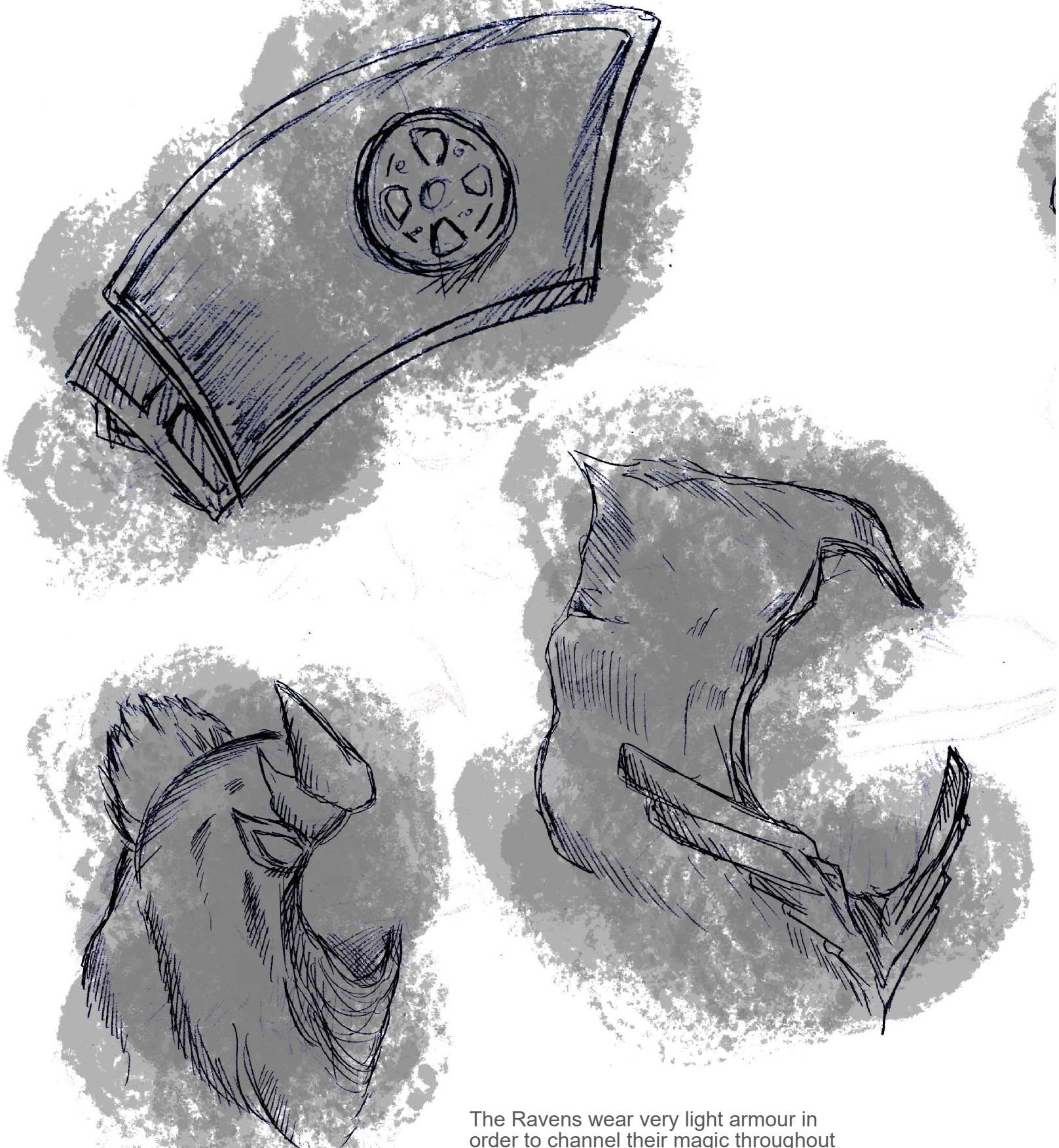




The Ravens first became humanoid Raven-like creatures, but as the time went by, their bodies changed entirely into that of a common Raven bird.

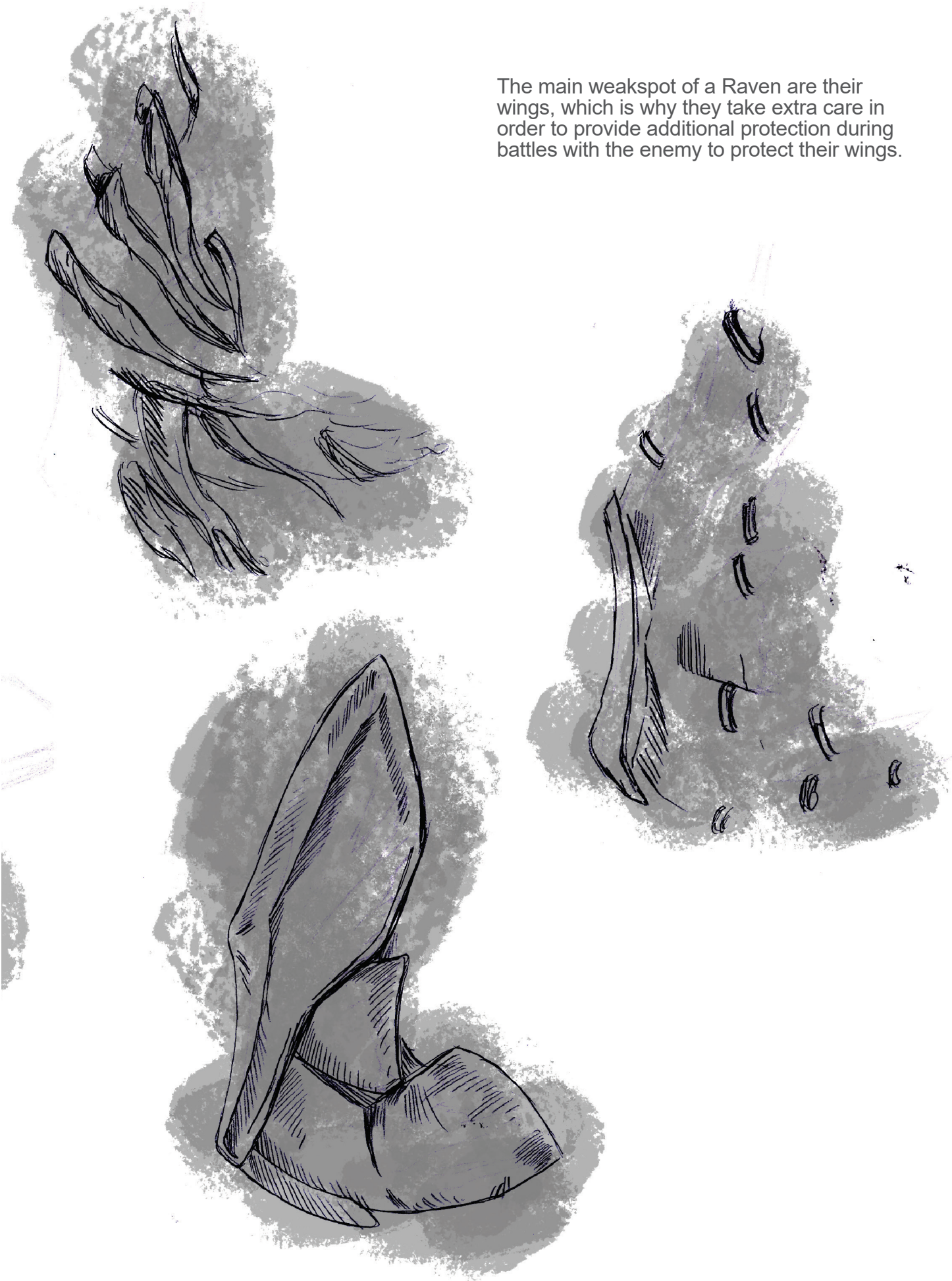


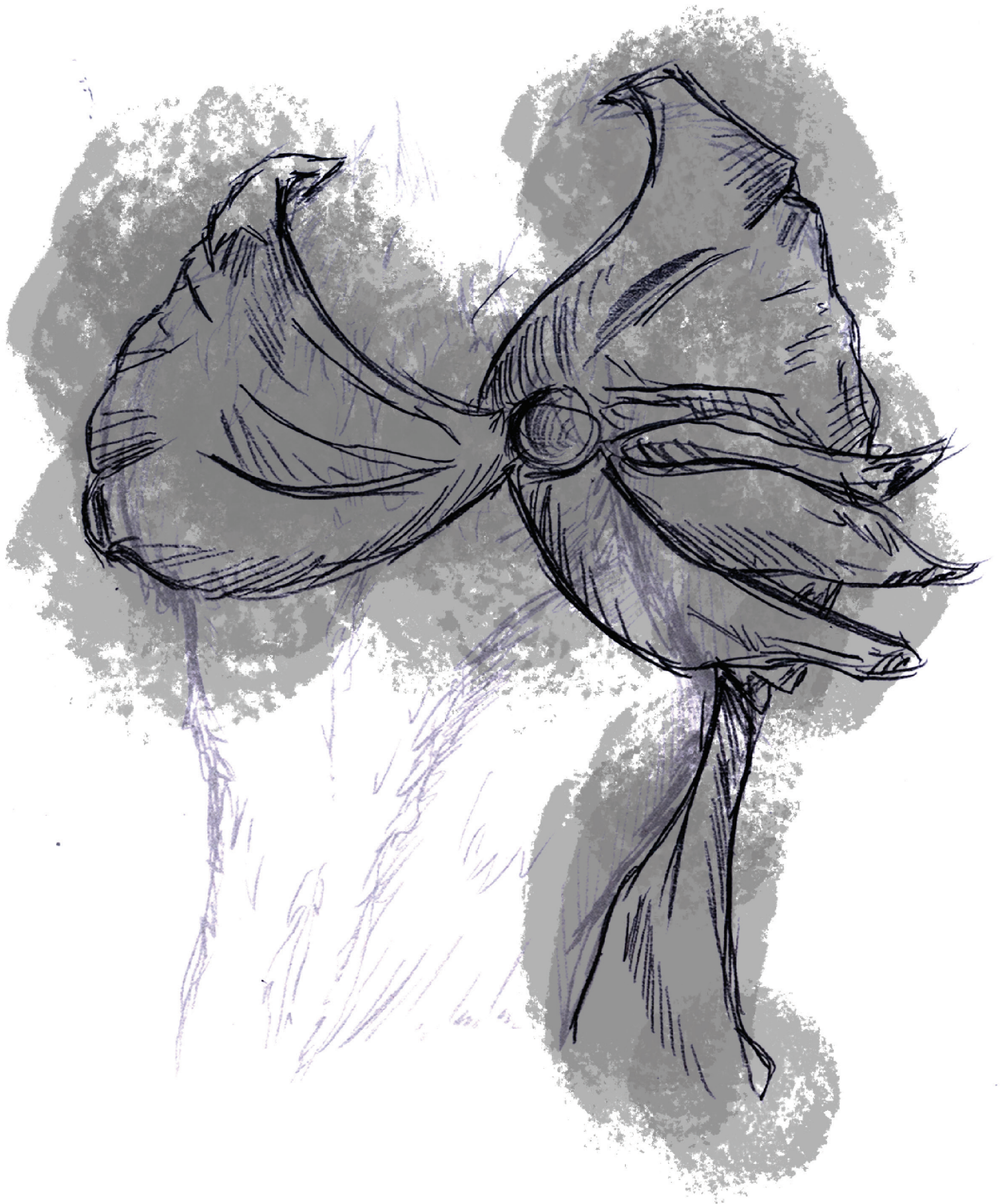
# The Armour



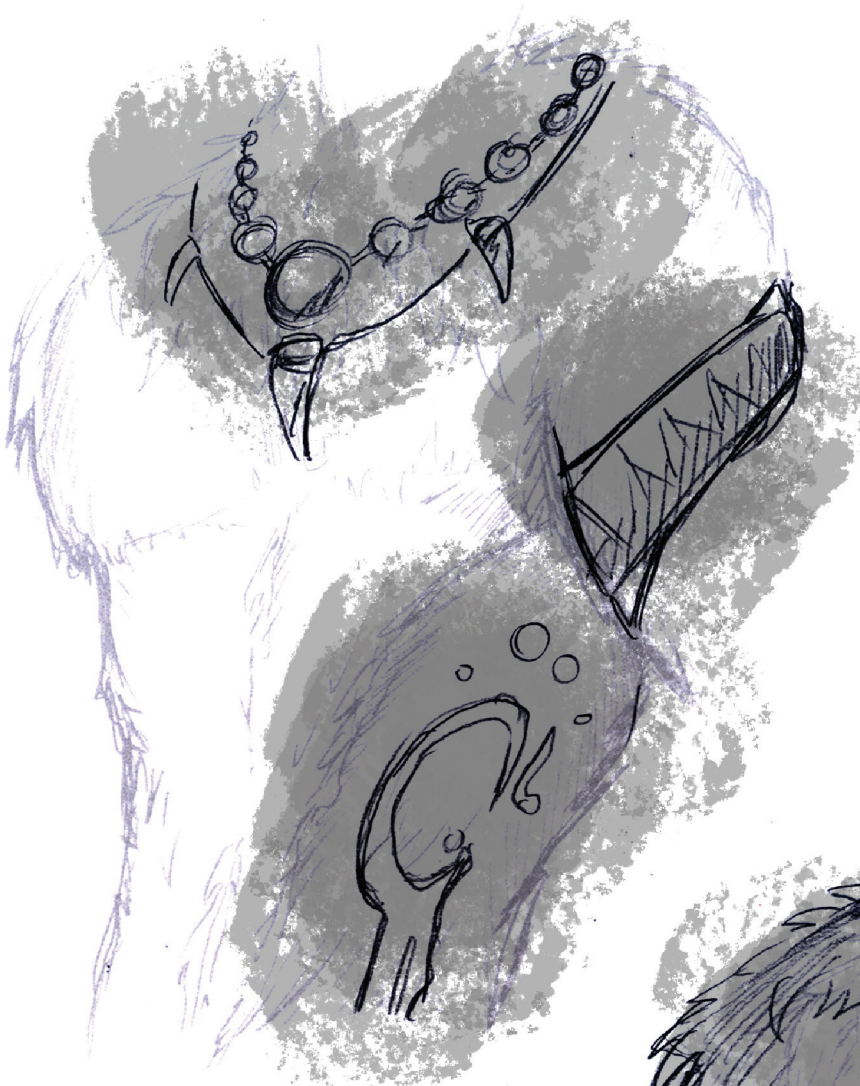
The Ravens wear very light armour in order to channel their magic throughout their entire bodies and focus their mind in a much more efficient way.

The main weakspot of a Raven are their wings, which is why they take extra care in order to provide additional protection during battles with the enemy to protect their wings.





THE MAGE - ARMOUR

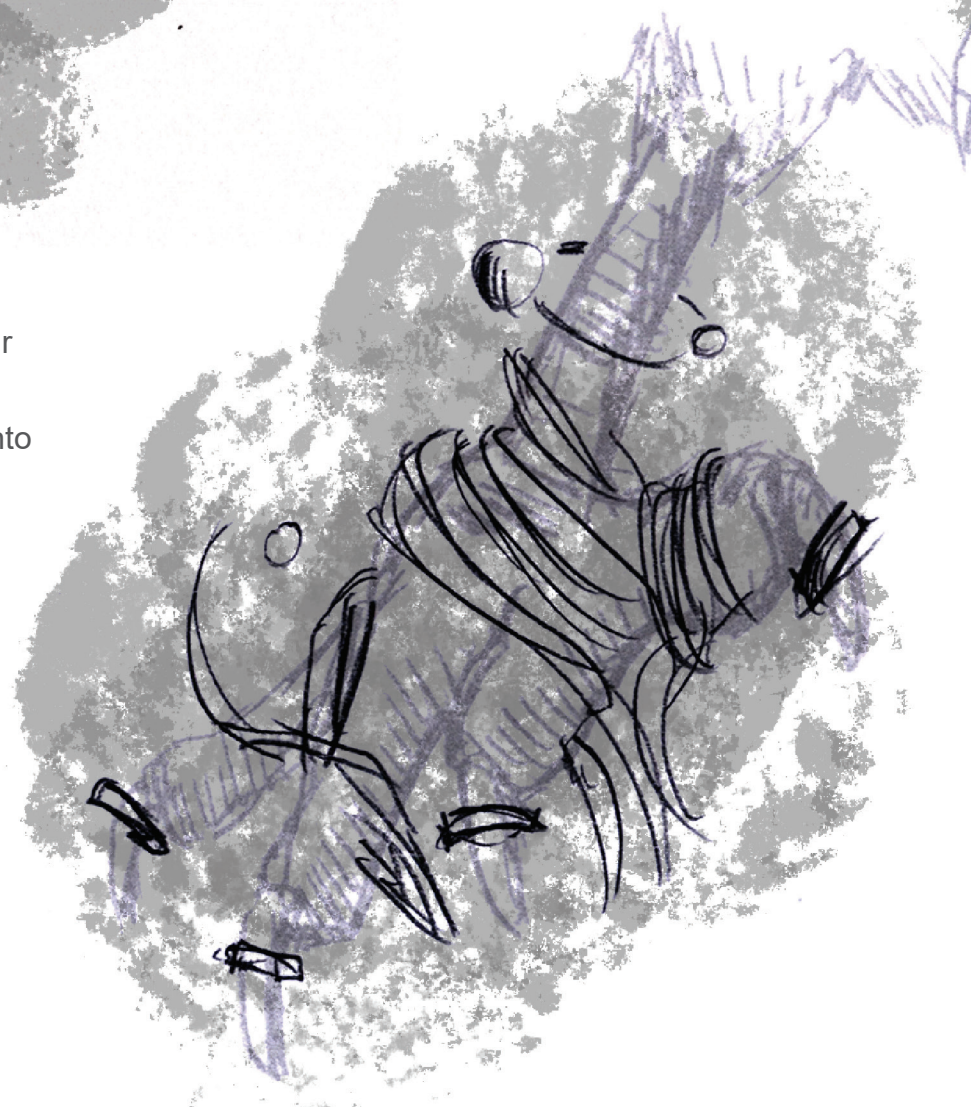


The armour is made of a very light material commonly found in the land of Eden. The Ravens learned how to weave it, and also enhance it using magic to provide extra protection against both physical and magical damage.





The armour of the Raven's feet is there to serve as extra protection against their own magic. Ravens hold their weapon with their feet, meaning that sometimes their magic can fail and retaliate back into them.







# The Weapon



WOODEN  
STAFF



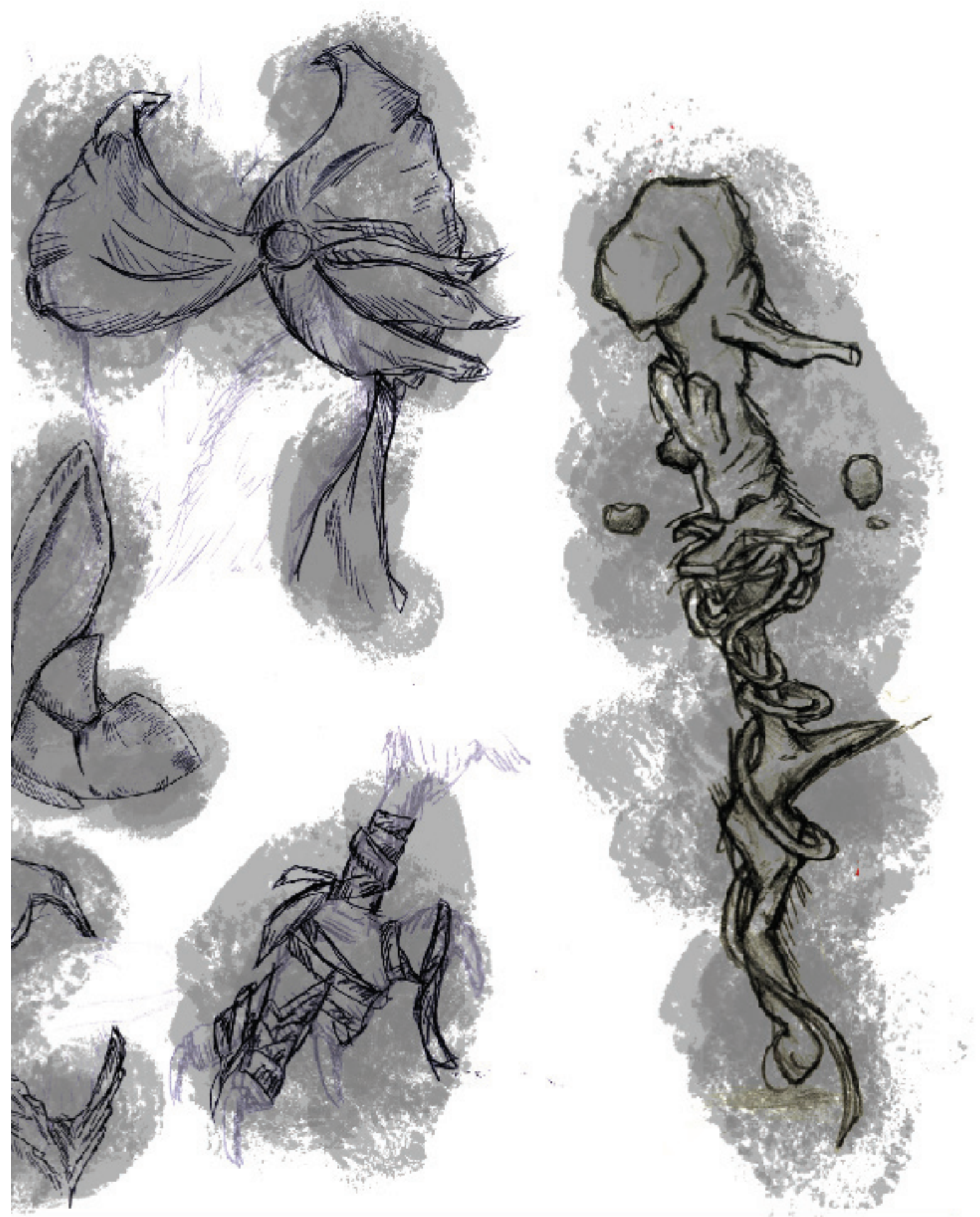


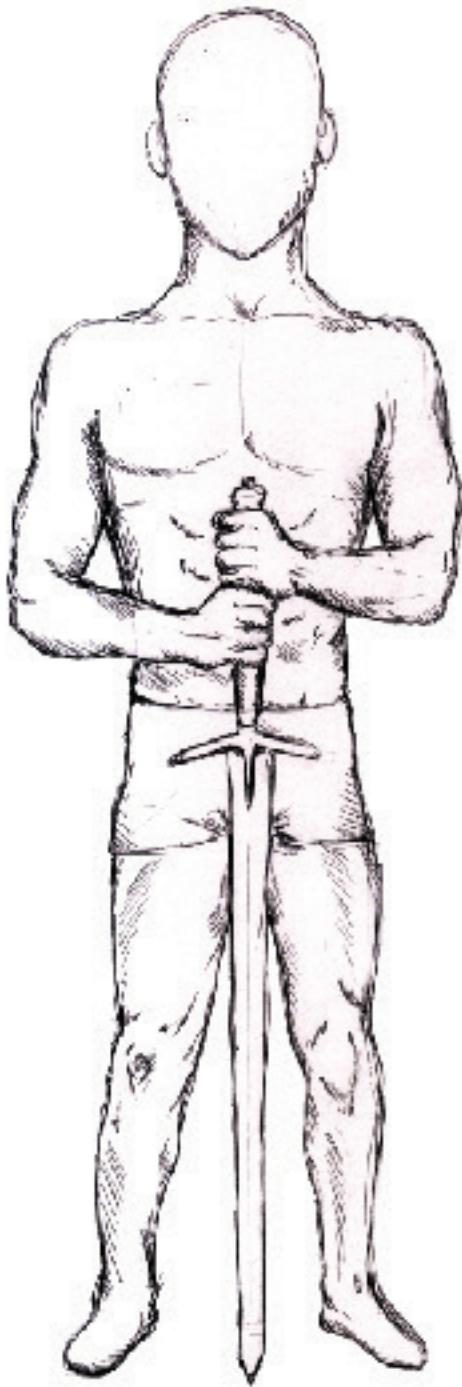
The Ravens choose to make their weapons out of durable sticks as it is easier for them to pass magic powers through lightweight wood. It is also easier for them to hold the staff whilst flying around the battlefield.

# The Gear



Despite the curse that has been cast on the exiles, the Ravens are now a fully developed race that is willing to fight against the Dark Times, whilst using the Dark Arts and giving it their all on the battlefield.





ATTACK



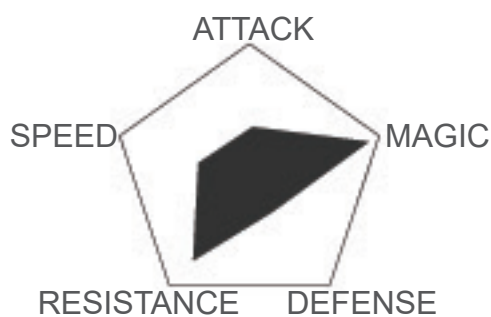
The Warriors are very skilled in close combat whilst using powerful swords with advanced technology. Their armour protects them from lethal blows, but is very weak against magical damage. Their use of one-handed sword allows for quick and precise attacks against the enemy.



ATTACK



The Rogues are nimble and skilled fighters that dispatch large group of enemies with various poisons thanks to their knowledge in Herbalism and Alchemy. Their belief in Mother Nature allowed them to use the power of Shadow Spirits in order to be able to strike from the shadows.



The Mages use the Dark Arts to demolish foes on the battlefield. Mages are fragile and lightl armoured, making them easy targets to physical attacks, but due to their ability to fly, they can easily avoid situations that would put them at risk of being hit.

