

MINIONS

- The Art

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Ver 0.7

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1 ART DIRECTION

I have collected a bunch of images that serve as a moodboard from all corners of the web, but as I have no right to those images I choose not to show them here. I also have a fully illustrated version of the card game with such images. On top of this I made some sketches myself of the creatures. If you are interested in providing artwork, e-mail me at august.sonnergren@futuregames.com and I'll respond with the moodboard images.

CREATURE CARDS

- 6 different creatures/characters.
- A total of 12 creature illustrations. 6 for the white team, 6 for the black team.
- 2 teams in the game. Black team vs White team. Black / White color in the backgrounds of the cards.
- Gender – two females on each team. I suggest white Immortal and white Ghost, black Shaman and black Hunter as females.
- No backgrounds in the illustrations, the creatures blend into the background of the cards, like in the example sketch below.

Sketch of the Beast creature card



2 Culture/Technology Theme

<i>Wilderness</i>	<i>The Tribe</i>
No tools, clothes or weapons other than natural (fangs, claws). Savages may have body painting, but no equipment of any kind. Savages are more akin to Beasts than men of the tribes.	Fur, leather, hide, painted skin, feathers. Stone, flint or bone weapons. Bone and gemstone jewelry.
<i>Savage</i>	<i>Hunter</i>
<i>Beast</i>	<i>Shaman</i>
<i>Ancient Spirit</i>	<i>Immortal</i>
<i>Spirits</i>	<i>Ghost</i>

Note: The Spirits and Ancient Spirits are not playable characters, but appears on some of the Battlefield Cards.

MENTAL THEME

Some creatures are oriented towards fighting with their mental power (their mind) rather than their physic body or weapons. We want that to be clearly indicated and consistent for all creatures that can attack with their mind. Use the color theme for the mental strength/defense (currently blue and white).

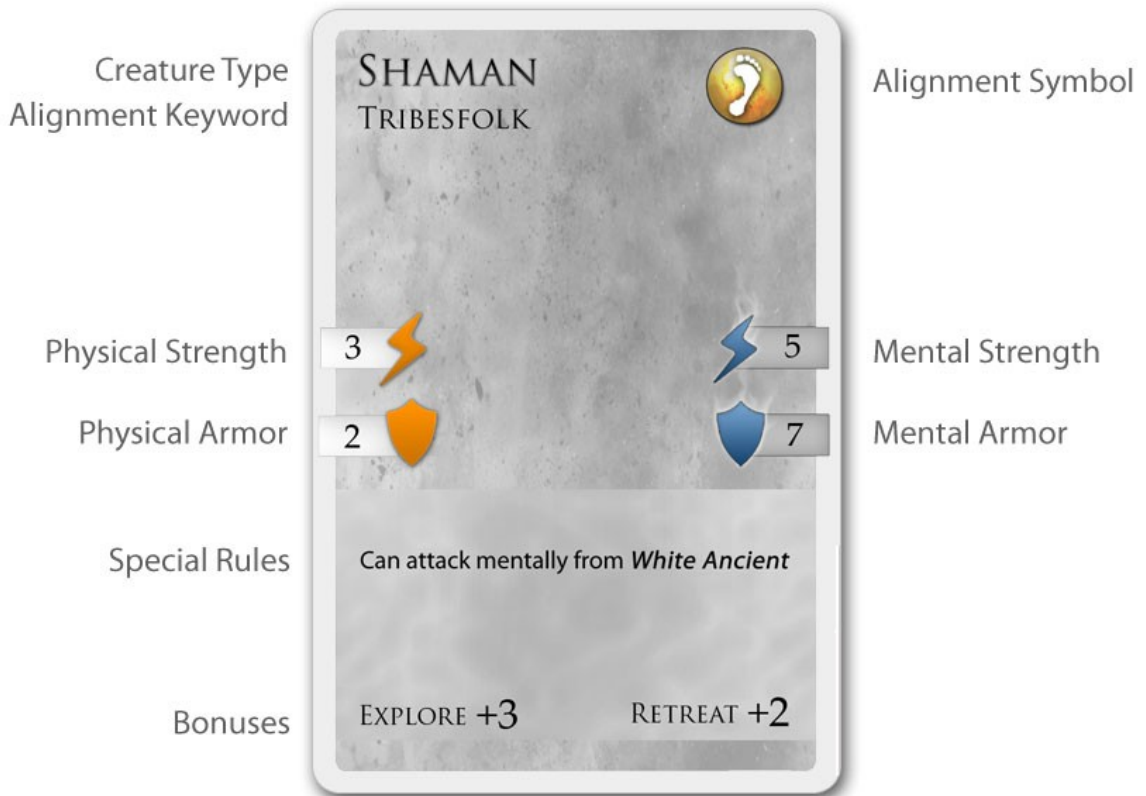
Suggestion: An aura of blueish light/flashes around the head of the character. A clearer aura on those who are mentally stronger. The Ghost and the Shaman spirit form (see the next chapter) are transparent blueish shapes, oozing of white smoke/flames (like the icons for mental combat).



<i>Mental Combat</i> (high mental)	<i>Both</i> (medium mental)	<i>Physic Combat</i> (no mental)
<i>Shaman, Ghost</i>	<i>Immortal, Hunter</i>	<i>Savage, Beast</i>

3 The Creature Card Illustrations

PARTS OF THE CREATURE CARD



There are 12 creature cards in the game and 6 different creatures. Start with one set of 6 creatures. The variations doesn't have the highest priority.

The gender of the creature is a suggestion, but remember that there has to be at east 2 females out of 6 creatures.

SAVAGE

Alignment: Wildkin

Male. Fangs and claws. Long muscular limbs. Part human, part werewolf-like but feline facial features - feline brow and eyes with flat nose (ask me for sketch). No tools or weapons. Mane, like a lion. Painted stripes on bare skin, like a tiger and/or zebra.

Variation: Older male with longer fangs. A little broader. Different body painting, different pose.

Personality: Wild, offensive.

Strength: Strong physical attack.

Weakness: Weak mental defense (but stronger when your Beast is in play). No mental attack.

BEAST

Alignment: Wildkin

Mammoth-like in size, but more bison in shape. Skin like a rhino. Have manes and long hair around the feet, like goats. Males have greater manes and more sturdy features. The facial features resemble those of the Savage, but broader and less human. Have tusks while the Savages have fangs.

Include a prop detail to compare the size of the beast to - like a tree or a tiny human figure in the foreground, the beast four times taller.

Variation: Different pose. Horns instead of fangs. Other prop detail.

Personality: Calm, neutral.

Strength: Strong physical attack and very strong physical defense.

Weakness: The great size prevents any attempt to hide. Can't fight other Beasts. Vulnerable to mental attacks.

IMMORTAL

Alignment: Wildkin

Pale shrieking-attacking woman with fangs and bald head. 60% human, 20% nosferatu, 20% corpse/zombie. Medium build. Long arms with claws. Tribesfolk clothes - but torn and with gore stains.

Suggestion: More white in the mental color theme than blue; more dead than alive. Instead of oozing flames/smoke the white essence shapes a sharp-edged shielding aura.

Variation: Man with white long hair and mouth wide, drooling blood. Different clothes.

Strength: Immune to mental attacks.

Weakness: Low mental attack.

SHAMAN

Alignment: Tribesfolk

Old crone. Tall and thin. Carry a staff of giant collarbone. Jewelry of bone pieces. The Shaman sits or stands in a ritual/meditating pose and his dream form shoots out from him. The dream form looks just like the Shaman except it's a transparent shape fully in the mental color theme.

Variation: Young man or woman instead of old, but still thin. Knife of bone in one hand instead of staff. Similar pose.

Strength: Strong mental defense. Average mental attack.

Weakness: Weak physical defense. Low physical attack.

HUNTER

Alignment: Tribesfolk

Warrior-type with fearsome mask/helm. Some kind of armor in bone, gemstones, leather and hides. Some other weapons equipped. Half ninja/assassin, half western indian warrior.

Variation one: Savage-skull-mask with a tint of mental color theme. Holding a staff (shiny gems on top) oozing with the mental color theme. Posing.

Variation two: Savage-skull-helm oozing with with the mental color theme. Hacking at someone with sharp weapons. Is in motion.

Personality: Proud, focused.

Strength: All-round. Stronger attack against Immortals and Ghosts.

Weakness: Average defense and attack against all other creatures.

GHOST

Alignment: None

The ghost of a Tribesfolk woman. Transparent shape fully in the mental color theme. Hovering above the ground. Bare feet. No tools or weapons. Reaching towards the beholder with one hand. Chains stuck to the Ghost's skin holds it back. Think surrealistic.

Variation: Different pose. Other gender. Different clothing.

Personality: Angry

Strength: Very strong mental attack. Immune to physic attacks.

Weakness: Average mental defense.

4 The Battlefield Card Illustrations

PARTS OF THE BATTLEFIELD CARD

Space Name

Keywords



FOCUS

The focus in the illustrations should be on the lower half of the card. The labels for keywords and the title covers one fourth of the card.

ALIGNMENT COLOR-THEMES

The players collect and make use of Battlefield cards with certain alignment keywords. The background should have the same color theme as the icon for that keyword, so that the player can see which Battlefield Cards belongs to which alignment, even if he is just squinting at the board.

There are 3 Battlefield Cards of each alignment in the game, the rest are neutral.



Tribesfolk



Wildkin

BLACK AND WHITE ANCIENTS

There are one Black Ancient and one White Ancient in the game. Both are the skulls of giant skeletons half-buried in the earth. What landscapes surrounding them doesn't matter except they can't be on a mountain, deep down below the earth, underwater or anything that might get confused with High Ground and Subterranean landscapes.

Both skull's facial features resembles those of the Beast and Savage – the Ancients are ancestors to them. Both skulls should look a little different. For example, one might have great tusks while the other has horns. Or – both have tusks and horns, but in different shapes and sizes.

The Ancient Spirits themselves appear as a vague shape, looming over the landscape in the background, half transparent to the sky. The resemblance to the skull should be apparent.

The skull is in the foreground, the Ancient Spirit is above, in the background.

Personality: Evil, powerful.

Color Theme: Black has dark background, White has pale background. Think alignment color, except it's a tone instead of color.

SPIRITS

There are three different Spirits in the game. The Spirits are the ghosts of Beasts, roaming the Dream. They look like Beasts. Half transparent like Ghosts. They should all look alike, but not entirely the same. They are in the background of the landscape illustrations, not necessarily in focus. There are chain leashes holding them to the ground, similar to those of the Ghost.

Personality: One is confused, lost. One screams in agony. One fights the chains, angry.

Color Theme: Purple



LANDSCAPES

Apart from the Black and White Ancients, there are 10 Battlefield Cards that are not cut in stone, allowing you to be creative. However, there are some rules to heed if you decide to come up with new ones.

The landscapes can be divided into three categories Wildkin / Tribesfolk / Neutral. The Wildkin landscapes are more fit for Wildkin to live in while the Tribesfolk ones are fit for tents and fertile soil. The Neutral landscapes ain't fit for either one.

Also there are two sub-categories – the High Ground and Subterranean. The Subterranean keyword is not in the game yet, but should be heeded to help future updates.

Wildkin	Neutral	Tribesfolk
<i>Volcano *</i>	<i>Swamp</i>	<i>Highland *</i>
<i>Deep Forest</i>	<i>Blazing Desert</i>	<i>Island **</i>
<i>Howling Cave* *</i>	<i>Endless Steppe</i>	<i>Valley</i>
	<i>Glacier Peak *</i>	

* High Ground

** Subterranean