






# THE FORTRESS — ART AUDIT · v28

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## LEGEND

- **LEFT of divider = COMMITTED** (one per style; chosen art, live in game)
- **RIGHT of divider = DRAFTS** (candidates; tile color = style, same as committed)
-  **FLAT** (blue)
-  **PIXELATED** (orange)
-  **ANIMATED** (red)
-  **PAINTERLY** (purple)
-  **PHOTOREALISTIC** (teal)
- **cut-out** = transparent corners / edges
- **has background** = opaque corners

## PAGE ORDER

p02-p03	<b>CURRENCIES (2 pages)</b>
p04-p06	<b>BUILDINGS (3 pages)</b>
p07-p09	<b>SILHOUETTES (3 pages)</b>
p10-p15	<b>LOOT (6 pages)</b>
p16-p17	<b>CLASSES (2 pages)</b>
p18-p20	<b>DAMAGE (3 pages)</b>
p21	<b>DISCOVERY (1 page)</b>
p22-p24	<b>HEADERS (3 pages)</b>
p25	<b>MODES (1 page)</b>
p26-p28	<b>SLOTS (3 pages)</b>
p29	<b>SCRATCHPAD - STYLE TESTS (1 page)</b>

## COMMITTED










## DRAFTS

	FLAT	PIXELATED	ANIMATED	PAINTERLY	PHOTOREALISTIC							
CROWNS	<p>1</p>  <p>#1</p> <p>crowns-flat.png</p> <p>FLAT</p> <p>COMMITTED</p> <p>256x256</p> <p>cut-out</p>	<p>2</p>  <p>#2</p> <p>crowns-pixel.png</p> <p>PIXELATED</p> <p>COMMITTED</p> <p>256x256</p> <p>cut-out</p>	<p>MISSING</p> <p>no art yet</p>	<p>3</p>  <p>#3</p> <p>crowns-painterly.png</p> <p>PAINTERLY</p> <p>COMMITTED</p> <p>256x256</p> <p>has background</p>	<p>MISSING</p> <p>no art yet</p>	<p>4</p>  <p>#4</p> <p>crowns-generated.png</p> <p>FLAT</p> <p>DRAFT</p> <p>256x256</p> <p>cut-out</p>	<p>5</p>  <p>#5</p> <p>crowns-wip.png</p> <p>ANIMATED</p> <p>DRAFT</p> <p>640x640</p> <p>has background</p>					
GEMS	<p>6</p>  <p>#6</p> <p>gems-flat.png</p> <p>FLAT</p> <p>COMMITTED</p> <p>256x256</p> <p>cut-out</p>	<p>7</p>  <p>#7</p> <p>gems-pixel.png</p> <p>PIXELATED</p> <p>COMMITTED</p> <p>256x256</p> <p>cut-out</p>	<p>8</p>  <p>#8</p> <p>gems-animated.png</p> <p>ANIMATED</p> <p>COMMITTED</p> <p>640x640</p> <p>has background</p>	<p>9</p>  <p>#9</p> <p>gems-painterly.png</p> <p>PAINTERLY</p> <p>COMMITTED</p> <p>256x256</p> <p>has background</p>	<p>MISSING</p> <p>no art yet</p>	<p>10</p>  <p>#10</p> <p>gems-generated.png</p> <p>FLAT</p> <p>DRAFT</p> <p>256x256</p> <p>cut-out</p>	<p>11</p>  <p>#11</p> <p>gems-chunky-test.png</p> <p>PAINTERLY</p> <p>DRAFT</p> <p>256x256</p> <p>has background</p>					
GOLD	<p>12</p>  <p>#12</p> <p>gold-flat.png</p> <p>FLAT</p> <p>COMMITTED</p> <p>256x256</p> <p>cut-out</p>	<p>13</p>  <p>#13</p> <p>gold-pixel.png</p> <p>PIXELATED</p> <p>COMMITTED</p> <p>256x256</p> <p>cut-out</p>	<p>14</p>  <p>#14</p> <p>gold-animated.png</p> <p>ANIMATED</p> <p>COMMITTED</p> <p>640x640</p> <p>has background</p>	<p>15</p>  <p>#15</p> <p>gold-painterly.png</p> <p>PAINTERLY</p> <p>COMMITTED</p> <p>256x256</p> <p>has background</p>	<p>MISSING</p> <p>no art yet</p>	<p>16</p>  <p>#16</p> <p>gold-generated.png</p> <p>FLAT</p> <p>DRAFT</p> <p>256x256</p> <p>cut-out</p>	<p>17</p>  <p>#17</p> <p>gold-chunky-test.png</p> <p>PAINTERLY</p> <p>DRAFT</p> <p>256x256</p> <p>has background</p>					
SPOILS	<p>18</p>  <p>#18</p> <p>spoils-flat.png</p> <p>FLAT</p> <p>COMMITTED</p> <p>256x256</p> <p>cut-out</p>	<p>19</p>  <p>#19</p> <p>spoils-pixel.png</p> <p>PIXELATED</p> <p>COMMITTED</p> <p>256x256</p> <p>cut-out</p>	<p>MISSING</p> <p>no art yet</p>	<p>20</p>  <p>#20</p> <p>spoils-painterly.png</p> <p>PAINTERLY</p> <p>COMMITTED</p> <p>256x256</p> <p>has background</p>	<p>MISSING</p> <p>no art yet</p>	<p>21</p>  <p>#21</p> <p>spoils-generated.png</p> <p>FLAT</p> <p>DRAFT</p> <p>256x256</p> <p>cut-out</p>	<p>22</p>  <p>#22</p> <p>spoils-animated-demo.png</p> <p>ANIMATED</p> <p>DRAFT</p> <p>640x640</p> <p>has background</p>					
STONE	<p>23</p>  <p>#23</p> <p>stone-flat.png</p> <p>FLAT</p> <p>COMMITTED</p> <p>256x256</p> <p>cut-out</p>	<p>24</p>  <p>#24</p> <p>stone-pixel.png</p> <p>PIXELATED</p> <p>COMMITTED</p> <p>256x256</p> <p>cut-out</p>	<p>MISSING</p> <p>no art yet</p>	<p>25</p>  <p>#25</p> <p>stone-chunky.png</p> <p>PAINTERLY</p> <p>COMMITTED</p> <p>256x256</p> <p>has background</p>	<p>MISSING</p> <p>no art yet</p>	<p>26</p>  <p>#26</p> <p>stone-flat.png</p> <p>FLAT</p> <p>DRAFT</p> <p>256x256</p> <p>cut-out</p>	<p>27</p>  <p>#27</p> <p>stone-flat.png</p> <p>FLAT</p> <p>DRAFT</p> <p>256x256</p> <p>cut-out</p>	<p>28</p>  <p>#28</p> <p>stone-generated.png</p> <p>FLAT</p> <p>DRAFT</p> <p>256x256</p> <p>cut-out</p>	<p>29</p>  <p>#29</p> <p>stone-pixel-test.png</p> <p>PIXELATED</p> <p>DRAFT</p> <p>256x256</p> <p>cut-out</p>	<p>30</p>  <p>#30</p> <p>stone-wip.png</p> <p>ANIMATED</p> <p>DRAFT</p> <p>640x640</p> <p>has background</p>	<p>31</p>  <p>#31</p> <p>stone-chunky-test.png</p> <p>PAINTERLY</p> <p>DRAFT</p> <p>256x256</p> <p>has background</p>	
STRAW	<p>32</p>  <p>#32</p> <p>straw-flat.png</p> <p>FLAT</p> <p>COMMITTED</p> <p>256x256</p> <p>cut-out</p>	<p>33</p>  <p>#33</p> <p>straw-pixel.png</p> <p>PIXELATED</p> <p>COMMITTED</p> <p>256x256</p> <p>cut-out</p>	<p>34</p>  <p>#34</p> <p>straw-animated.png</p> <p>ANIMATED</p> <p>COMMITTED</p> <p>640x640</p> <p>has background</p>	<p>35</p>  <p>#35</p> <p>straw-painterly.png</p> <p>PAINTERLY</p> <p>COMMITTED</p> <p>256x256</p> <p>has background</p>	<p>MISSING</p> <p>no art yet</p>	<p>36</p>  <p>#36</p> <p>straw-flat.png</p> <p>FLAT</p> <p>DRAFT</p> <p>256x256</p> <p>cut-out</p>	<p>37</p>  <p>#37</p> <p>straw-flat.png</p> <p>FLAT</p> <p>DRAFT</p> <p>256x256</p> <p>cut-out</p>	<p>38</p>  <p>#38</p> <p>straw-generated.png</p> <p>FLAT</p> <p>DRAFT</p> <p>256x256</p> <p>cut-out</p>				



























COMMITTED

DRAFTS

	FLAT	PIXELATED	ANIMATED	PAINTER	PHOTOREALISTIC						
COMMAND	<p>1</p>  <p>#1</p> <p>command-flat.png</p> <p>FLAT</p> <p>COMMITTED</p> <p>256x256</p> <p>cut-out</p>	<p>2</p>  <p>#2</p> <p>command-pixel.png</p> <p>PIXELATED</p> <p>COMMITTED</p> <p>256x256</p> <p>cut-out</p>	<p>MISSING</p> <p>no art yet</p>	<p>MISSING</p> <p>no art yet</p>	<p>MISSING</p> <p>no art yet</p>						
DISCOVERY	<p>3</p>  <p>#3</p> <p>discovery-flat.png</p> <p>FLAT</p> <p>COMMITTED</p> <p>256x256</p> <p>cut-out</p>	<p>4</p>  <p>#4</p> <p>discovery-pixel.png</p> <p>PIXELATED</p> <p>COMMITTED</p> <p>256x256</p> <p>cut-out</p>	<p>MISSING</p> <p>no art yet</p>	<p>MISSING</p> <p>no art yet</p>	<p>MISSING</p> <p>no art yet</p>						
MARCH	<p>5</p>  <p>#5</p> <p>march-flat.png</p> <p>FLAT</p> <p>COMMITTED</p> <p>256x256</p> <p>cut-out</p>	<p>MISSING</p> <p>no art yet</p>	<p>MISSING</p> <p>no art yet</p>	<p>MISSING</p> <p>no art yet</p>	<p>MISSING</p> <p>no art yet</p>						
PRODUCTION	<p>6</p>  <p>#6</p> <p>production-flat.png</p> <p>FLAT</p> <p>COMMITTED</p> <p>256x256</p> <p>cut-out</p>	<p>7</p>  <p>#7</p> <p>production-pixel.png</p> <p>PIXELATED</p> <p>COMMITTED</p> <p>256x256</p> <p>cut-out</p>	<p>MISSING</p> <p>no art yet</p>	<p>MISSING</p> <p>no art yet</p>	<p>MISSING</p> <p>no art yet</p>						
UNITS	<p>8</p>  <p>#8</p> <p>units-flat.png</p> <p>FLAT</p> <p>COMMITTED</p> <p>256x256</p> <p>cut-out</p>	<p>9</p>  <p>#9</p> <p>units-pixel.png</p> <p>PIXELATED</p> <p>COMMITTED</p> <p>256x256</p> <p>cut-out</p>	<p>MISSING</p> <p>no art yet</p>	<p>MISSING</p> <p>no art yet</p>	<p>MISSING</p> <p>no art yet</p>						

## COMMITTED TILES

	FLAT	PIXELATED	T1	T2	T3	T4	T5
CHARACTER	 <p><b>FLAT</b> character-flat.png COMMITTED 256x256</p>	 <p><b>PIXELATED</b> character-pixel.png COMMITTED 256x256</p>	 <p><b>T1</b> character-painterly-t1.png COMMITTED 1024x1024</p>	 <p><b>T2</b> character-painterly-t2.png COMMITTED 1024x1024</p>	 <p><b>T3</b> character-painterly-t3.png COMMITTED 1024x1024</p>	 <p><b>T4</b> character-painterly-t4.png COMMITTED 1024x1024</p>	 <p><b>T5</b> character-painterly-t5.png COMMITTED 1024x1024</p>
THRONE	 <p><b>FLAT</b> throne-flat.png COMMITTED 256x256</p>	 <p><b>PIXELATED</b> throne-pixel.png COMMITTED 256x256</p>	 <p><b>T1</b> throne-painterly-t1.png COMMITTED 1024x1024</p>	 <p><b>T2</b> throne-painterly-t2.png COMMITTED 1024x1024</p>	 <p><b>T3</b> throne-painterly-t3.png COMMITTED 1024x1024</p>	 <p><b>T4</b> throne-painterly-t4.png COMMITTED 1024x1024</p>	 <p><b>T5</b> throne-painterly-t5.png COMMITTED 1024x1024</p>
CAMP	 <p><b>FLAT</b> camp-flat.png COMMITTED 256x256</p>	 <p><b>PIXELATED</b> camp-pixel.png COMMITTED 256x256</p>	 <p><b>T1</b> camp-painterly-t1.png COMMITTED 1024x1024</p>	 <p><b>T2</b> camp-painterly-t2.png COMMITTED 1024x1024</p>	 <p><b>T3</b> camp-painterly-t3.png COMMITTED 1024x1024</p>	 <p><b>T4</b> camp-painterly-t4.png COMMITTED 1024x1024</p>	 <p><b>T5</b> camp-painterly-t5.png COMMITTED 1024x1024</p>
THE-FORTRESS	 <p><b>FLAT</b> main-tower-flat.png COMMITTED 256x256</p>	 <p><b>PIXELATED</b> main-tower-pixel.png COMMITTED 256x256</p>	 <p><b>T1</b> main-tower-painterly-t1.png COMMITTED 640x640</p>	 <p><b>T2</b> main-tower-painterly-t2.png COMMITTED 640x640</p>	 <p><b>T3</b> main-tower-painterly-t3.png COMMITTED 640x640</p>	 <p><b>T4</b> main-tower-painterly-t4.png COMMITTED 640x640</p>	 <p><b>T5</b> main-tower-painterly-t5.png COMMITTED 640x640</p>





















## UNITS

ARMORY	 <p><b>FLAT</b> armory-flat.png COMMITTED 256x256</p>	 <p><b>PIXELATED</b> armory-pixel.png COMMITTED 256x256</p>	 <p><b>T1</b> armory-painterly-t1.png COMMITTED 1024x1024</p>	 <p><b>T2</b> armory-painterly-t2.png COMMITTED 1024x1024</p>	 <p><b>T3</b> armory-painterly-t3.png COMMITTED 1024x1024</p>	 <p><b>T4</b> armory-painterly-t4.png COMMITTED 1024x1024</p>	 <p><b>T5</b> armory-painterly-t5.png COMMITTED 1024x1024</p>
GUARDHOUSE	 <p><b>FLAT</b> guardhouse-flat.png COMMITTED 256x256</p>	 <p><b>PIXELATED</b> guardhouse-pixel.png COMMITTED 256x256</p>	 <p><b>T1</b> guardhouse-painterly-t1.png COMMITTED 1024x1024</p>	 <p><b>T2</b> guardhouse-painterly-t2.png COMMITTED 1024x1024</p>	 <p><b>T3</b> guardhouse-painterly-t3.png COMMITTED 1024x1024</p>	 <p><b>T4</b> guardhouse-painterly-t4.png COMMITTED 1024x1024</p>	 <p><b>T5</b> guardhouse-painterly-t5.png COMMITTED 1024x1024</p>
HALL	 <p><b>FLAT</b> hall-flat.png COMMITTED 256x256</p>	 <p><b>PIXELATED</b> hall-pixel.png COMMITTED 256x256</p>	 <p><b>T1</b> hall-painterly-t1.png COMMITTED 1024x1024</p>	 <p><b>T2</b> hall-painterly-t2.png COMMITTED 1024x1024</p>	 <p><b>T3</b> hall-painterly-t3.png COMMITTED 1024x1024</p>	 <p><b>T4</b> hall-painterly-t4.png COMMITTED 1024x1024</p>	 <p><b>T5</b> hall-painterly-t5.png COMMITTED 1024x1024</p>


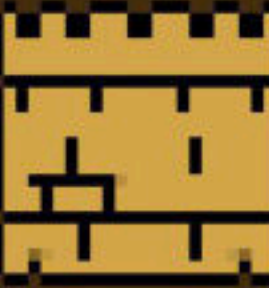
















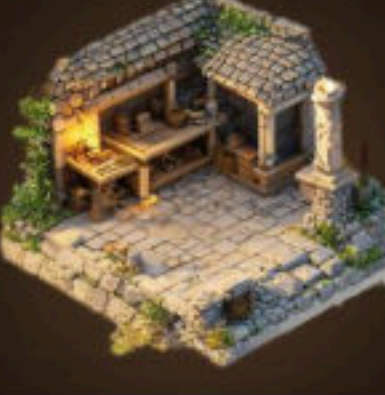



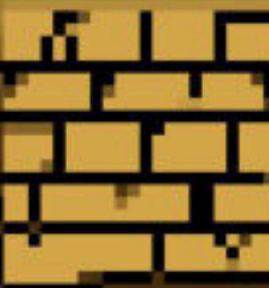





## COMMITTED TILES

	FLAT	PIXELATED	T1	T2	T3	T4	T5
<b>PRODUCTION</b>							
<b>BUILDER</b>	 <p><b>FLAT</b> builder-flat.png COMMITTED 256x256</p>	 <p><b>PIXELATED</b> builder-pixel.png COMMITTED 256x256</p>	 <p><b>T1</b> builder-painterly-t1.png COMMITTED 640x640</p>	 <p><b>T2</b> builder-painterly-t2.png COMMITTED 640x640</p>	 <p><b>T3</b> builder-painterly-t3.png COMMITTED 640x640</p>	 <p><b>T4</b> builder-painterly-t4.png COMMITTED 640x640</p>	 <p><b>T5</b> builder-painterly-t5.png COMMITTED 640x640</p>
<b>LIBRARY</b>	 <p><b>FLAT</b> library-flat.png COMMITTED 256x256</p>	 <p><b>PIXELATED</b> library-pixel.png COMMITTED 256x256</p>	 <p><b>T1</b> library-painterly-t1.png COMMITTED 640x640</p>	 <p><b>T2</b> library-painterly-t2.png COMMITTED 640x640</p>	 <p><b>T3</b> library-painterly-t3.png COMMITTED 640x640</p>	 <p><b>T4</b> library-painterly-t4.png COMMITTED 640x640</p>	 <p><b>T5</b> library-painterly-t5.png COMMITTED 640x640</p>
<b>FORGE</b>	 <p><b>FLAT</b> forge-flat.png COMMITTED 256x256</p>	 <p><b>PIXELATED</b> forge-pixel.png COMMITTED 256x256</p>	 <p><b>T1</b> forge-painterly-t1.png COMMITTED 1024x1024</p>	 <p><b>T2</b> forge-painterly-t2.png COMMITTED 1024x1024</p>	 <p><b>T3</b> forge-painterly-t3.png COMMITTED 1024x1024</p>	 <p><b>T4</b> forge-painterly-t4.png COMMITTED 1024x1024</p>	 <p><b>T5</b> forge-painterly-t5.png COMMITTED 1024x1024</p>
<b>BARRACKS</b>	 <p><b>FLAT</b> barracks-flat.png COMMITTED 256x256</p>	 <p><b>PIXELATED</b> barracks-pixel.png COMMITTED 256x256</p>	 <p><b>T1</b> barracks-painterly-t1.png COMMITTED 640x640</p>	 <p><b>T2</b> barracks-painterly-t2.png COMMITTED 640x640</p>	 <p><b>T3</b> barracks-painterly-t3.png COMMITTED 640x640</p>	 <p><b>T4</b> barracks-painterly-t4.png COMMITTED 640x640</p>	 <p><b>T5</b> barracks-painterly-t5.png COMMITTED 640x640</p>
<b>LUMBER-MILL</b>	 <p><b>FLAT</b> lumber-mill-flat.png COMMITTED 256x256</p>	 <p><b>PIXELATED</b> lumber-mill-pixel.png COMMITTED 256x256</p>	 <p><b>T1</b> lumber-mill-painterly-t1.png COMMITTED 640x640</p>	 <p><b>T2</b> lumber-mill-painterly-t2.png COMMITTED 640x640</p>	 <p><b>T3</b> lumber-mill-painterly-t3.png COMMITTED 640x640</p>	 <p><b>T4</b> lumber-mill-painterly-t4.png COMMITTED 640x640</p>	 <p><b>T5</b> lumber-mill-painterly-t5.png COMMITTED 640x640</p>
<b>QUARRY</b>	 <p><b>FLAT</b> quarry-flat.png COMMITTED 256x256</p>	 <p><b>PIXELATED</b> quarry-pixel.png COMMITTED 256x256</p>	 <p><b>T1</b> quarry-painterly-t1.png COMMITTED 1024x1024</p>	 <p><b>T2</b> quarry-painterly-t2.png COMMITTED 1024x1024</p>	 <p><b>T3</b> quarry-painterly-t3.png COMMITTED 1024x1024</p>	 <p><b>T4</b> quarry-painterly-t4.png COMMITTED 1024x1024</p>	 <p><b>T5</b> quarry-painterly-t5.png COMMITTED 1024x1024</p>
<b>THRESHER</b>	 <p><b>FLAT</b> thresher-flat.png COMMITTED 256x256</p>	 <p><b>PIXELATED</b> thresher-pixel.png COMMITTED 256x256</p>	 <p><b>T1</b> thresher-painterly-t1.png COMMITTED 1024x1024</p>	 <p><b>T2</b> thresher-painterly-t2.png COMMITTED 1024x1024</p>	 <p><b>T3</b> thresher-painterly-t3.png COMMITTED 1024x1024</p>	 <p><b>T4</b> thresher-painterly-t4.png COMMITTED 1024x1024</p>	 <p><b>T5</b> thresher-painterly-t5.png COMMITTED 1024x1024</p>

## COMMITTED TILES

	FLAT	PIXELATED	T1	T2	T3	T4	T5
<b>DISCOVERY</b>							
<b>TREASURY</b>	 <b>FLAT</b> treasury-flat.png COMMITTED 256x256	 <b>PIXELATED</b> treasury-pixel.png COMMITTED 256x256	 <b>T1</b> COMMITTED 1024x1024	 <b>T2</b> COMMITTED 1024x1024	 <b>T3</b> COMMITTED 1024x1024	 <b>T4</b> COMMITTED 1024x1024	 <b>T5</b> COMMITTED 1024x1024
<b>ACADEMY</b>	 <b>FLAT</b> academy-flat.png COMMITTED 256x256	 <b>PIXELATED</b> academy-pixel.png COMMITTED 256x256	 <b>T1</b> COMMITTED 1024x1024	 <b>T2</b> COMMITTED 1024x1024	 <b>T3</b> COMMITTED 1024x1024	 <b>T4</b> COMMITTED 1024x1024	 <b>T5</b> COMMITTED 1024x1024
<b>VAULT</b>	 <b>FLAT</b> vault-flat.png COMMITTED 256x256	 <b>PIXELATED</b> vault-pixel.png COMMITTED 256x256	 <b>T1</b> COMMITTED 1024x1024	 <b>T2</b> COMMITTED 1024x1024	 <b>T3</b> COMMITTED 1024x1024	 <b>T4</b> COMMITTED 1024x1024	 <b>T5</b> COMMITTED 1024x1024

## DEFENSES & OTHER

<b>BATTLEMENTS</b>	 <b>FLAT</b> battlements-flat.png COMMITTED 256x256	 <b>PIXELATED</b> battlements-pixel.png COMMITTED 256x256	 <b>T1</b> COMMITTED 1024x1024	 <b>T2</b> COMMITTED 1024x1024	 <b>T3</b> COMMITTED 1024x1024	 <b>T4</b> COMMITTED 1024x1024	 <b>T5</b> COMMITTED 1024x1024
<b>SENTRY-TOWERS</b>	 <b>FLAT</b> sentry-towers-flat.png COMMITTED 256x256	 <b>PIXELATED</b> sentry-towers-pixel.png COMMITTED 256x256	 <b>T1</b> COMMITTED 1024x1024	 <b>T2</b> COMMITTED 1024x1024	 <b>T3</b> COMMITTED 1024x1024	 <b>T4</b> COMMITTED 1024x1024	 <b>T5</b> COMMITTED 1024x1024
<b>STONEMASON</b>	 <b>FLAT</b> stonemason-flat.png COMMITTED 256x256	 <b>PIXELATED</b> stonemason-pixel.png COMMITTED 256x256	 <b>T1</b> COMMITTED 1024x1024	 <b>T2</b> COMMITTED 1024x1024	 <b>T3</b> COMMITTED 1024x1024	 <b>T4</b> COMMITTED 1024x1024	 <b>T5</b> COMMITTED 1024x1024
<b>WALLS</b>	 <b>FLAT</b> walls-flat.png COMMITTED 256x256	 <b>PIXELATED</b> walls-pixel.png COMMITTED 256x256	 <b>T1</b> COMMITTED 1024x1024	 <b>T2</b> COMMITTED 1024x1024	 <b>T3</b> COMMITTED 1024x1024	 <b>T4</b> COMMITTED 1024x1024	 <b>T5</b> COMMITTED 1024x1024

## FIGHTER -- BARE



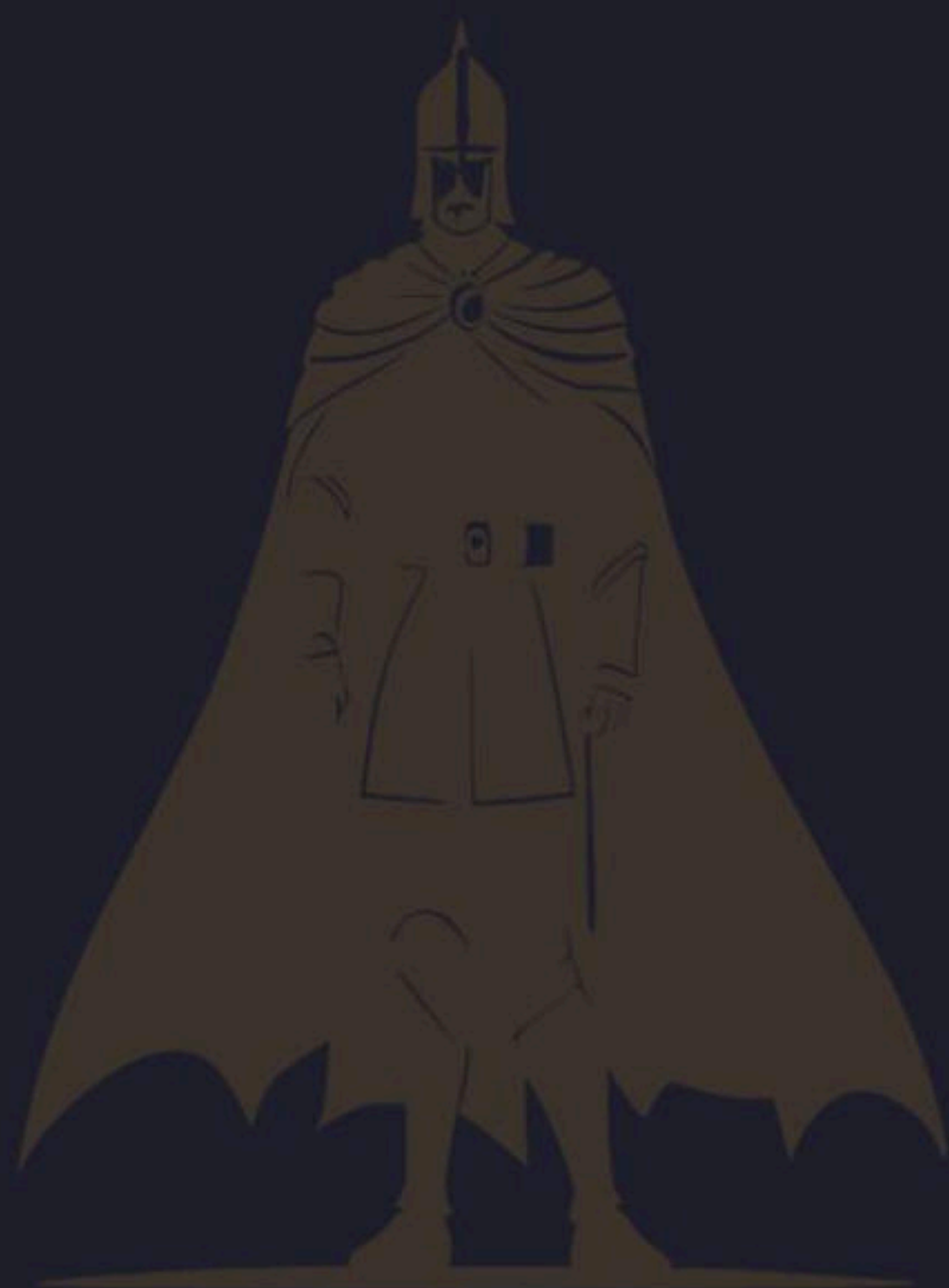
fighter-silhouette.png  
**COMMITTED**

## FIGHTER -- GEARED (19 slots)



fighter-silhouette.png + 19 slot tiles  
**COMPOSITE (anchors APPROVED)**

# COMMANDER -- BARE    COMMANDER -- GEARED (19 slots)



commander-silhouette.png  
**COMMITTED**



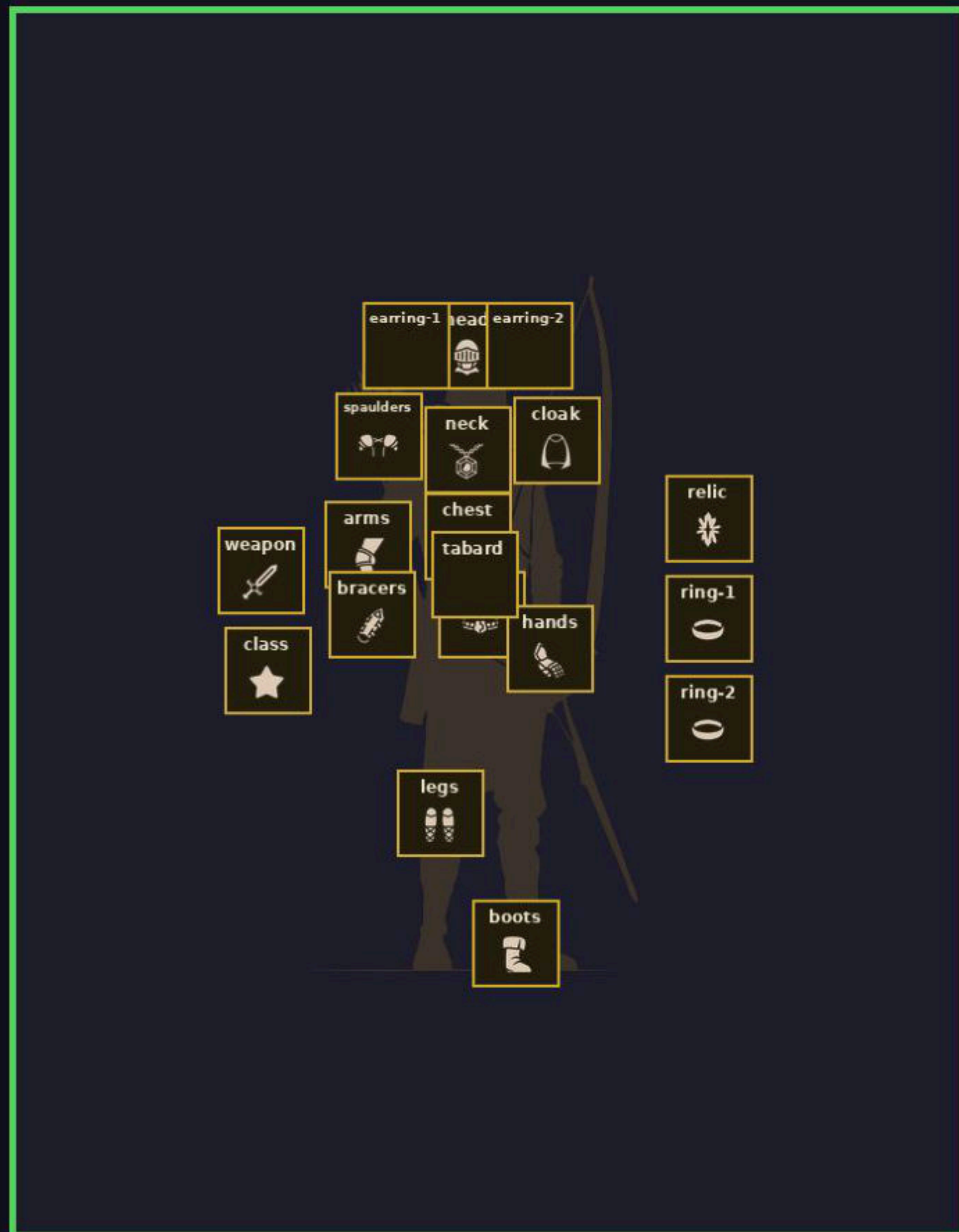
commander-silhouette.png + 19 slot tiles  
**COMPOSITE (anchors APPROVED)**

## ARCHER -- BARE



archer-silhouette.png  
**COMMITTED**

## ARCHER -- GEARED (19 slots)



archer-silhouette.png + 19 slot tiles  
**COMPOSITE (anchors APPROVED)**



chipped\_shortsword-painterly.png

COMMITTED · 1024x1024

## Chipped Shortsword chipped\_shortsword

**SLOT** weapon

**CATEGORY** Weapons

**SET** -

**STATS** -

A battered blade, still sharp enough to cut.



gnarled\_club-painterly.png

COMMITTED · 1024x1024

## Gnarled Club gnarled\_club

**SLOT** weapon

**CATEGORY** Weapons

**SET** -

**STATS** -

Heavy knotted wood. Crude but effective.



worn\_hunting\_spear-painterly.png

COMMITTED · 1024x1024

## Worn Hunting Spear worn\_hunting\_spear

**SLOT** weapon

**CATEGORY** Weapons

**SET** -

**STATS** -

Long reach, piercing thrust. Made for bringing down game.



frayed\_shortbow-painterly.png

COMMITTED · 1024x1024

## Frayed Shortbow frayed\_shortbow

**SLOT** weapon

**CATEGORY** Weapons

**SET** -

**STATS** -

Weathered but functional. Pierce damage from a distance.



knotted\_sling-painterly.png

COMMITTED · 1024x1024

## Knotted Sling knotted\_sling

**SLOT** weapon

**CATEGORY** Weapons

**SET** -

**STATS** -

Handmade from scrap leather. Bludgeon damage from a distance.



rusty\_hatchet-painterly.png

COMMITTED · 1024x1024

## Rusty Hatchet rusty\_hatchet

**SLOT** weapon

**CATEGORY** Weapons

**SET** -

**STATS** -

A repurposed woodcutter's tool. Slash damage at mid-range.



## Patched Hide Cap patched\_hide\_cap

**SLOT** head  
**CATEGORY** Armor  
**SET** patched\_hide  
**STATS** +3 max\_hp

A cap of patched wolf-hide, mismatched leather patches, crude visible stitching, worn soft.

patched\_hide\_cap-painterly.png  
 COMMITTED · 1024x1024



## Patched Hide Jerkin patched\_hide\_jerkin

**SLOT** chest  
**CATEGORY** Armor  
**SET** patched\_hide  
**STATS** +10 max\_hp

A jerkin of patched wolf-hide, mismatched leather patches, crude visible stitching, worn soft.

patched\_hide\_jerkin-painterly.png  
 COMMITTED · 1024x1024



## Patched Hide Leggings patched\_hide\_leggings

**SLOT** legs  
**CATEGORY** Armor  
**SET** patched\_hide  
**STATS** +5 max\_hp, +1 move\_speed

A pair of leggings of patched wolf-hide, mismatched leather patches, crude visible stitching, worn soft.

patched\_hide\_leggings-painterly.png  
 COMMITTED · 1024x1024



## Patched Hide Gloves patched\_hide\_gloves

**SLOT** hands  
**CATEGORY** Armor  
**SET** patched\_hide  
**STATS** +2 max\_hp

A pair of gloves of patched wolf-hide, mismatched leather patches, crude visible stitching, worn soft.

patched\_hide\_gloves-painterly.png  
 COMMITTED · 1024x1024



## Patched Hide Boots patched\_hide\_boots

**SLOT** boots  
**CATEGORY** Armor  
**SET** patched\_hide  
**STATS** +3 max\_hp, +1 move\_speed

A pair of boots of patched wolf-hide, mismatched leather patches, crude visible stitching, worn soft.

patched\_hide\_boots-painterly.png  
 COMMITTED · 1024x1024



## Patched Hide Shoulderpads patched\_hide\_shoulderpads

**SLOT** spaulders  
**CATEGORY** Armor  
**SET** patched\_hide  
**STATS** +4 max\_hp

A pair of shoulderpads of patched wolf-hide, mismatched leather patches, crude visible stitching, worn soft.

patched\_hide\_shoulderpads-painterly.png  
 COMMITTED · 1024x1024



## Patched Hide Sleeves patched\_hide\_sleeves

**SLOT** arms  
**CATEGORY** Armor  
**SET** patched\_hide  
**STATS** +3 max\_hp

A pair of sleeves of patched wolf-hide, mismatched leather patches, crude visible stitching, worn soft.

patched\_hide\_sleeves-painterly.png

COMMITTED · 1024x1024



## Patched Hide Cuffs patched\_hide\_cuffs

**SLOT** bracers  
**CATEGORY** Armor  
**SET** patched\_hide  
**STATS** +2 max\_hp

A pair of cuffs of patched wolf-hide, mismatched leather patches, crude visible stitching, worn soft.

patched\_hide\_cuffs-painterly.png

COMMITTED · 1024x1024



## Rusty Helm rusty\_helm

**SLOT** head  
**CATEGORY** Armor  
**SET** rusty  
**STATS** +2 bludgeon\_resist

A crude iron helm, blotched with rust, dented and bandit-made.

rusty\_helm-painterly.png

COMMITTED · 1024x1024



## Rusty Breastplate rusty\_breastplate

**SLOT** chest  
**CATEGORY** Armor  
**SET** rusty  
**STATS** +2 slash\_resist

A crude iron breastplate, blotched with rust, dented and bandit-made.

rusty\_breastplate-painterly.png

COMMITTED · 1024x1024



## Rusty Legguards rusty\_legguards

**SLOT** legs  
**CATEGORY** Armor  
**SET** rusty  
**STATS** +2 pierce\_resist

A crude iron pair of legguards, blotched with rust, dented and bandit-made.

rusty\_legguards-painterly.png

COMMITTED · 1024x1024



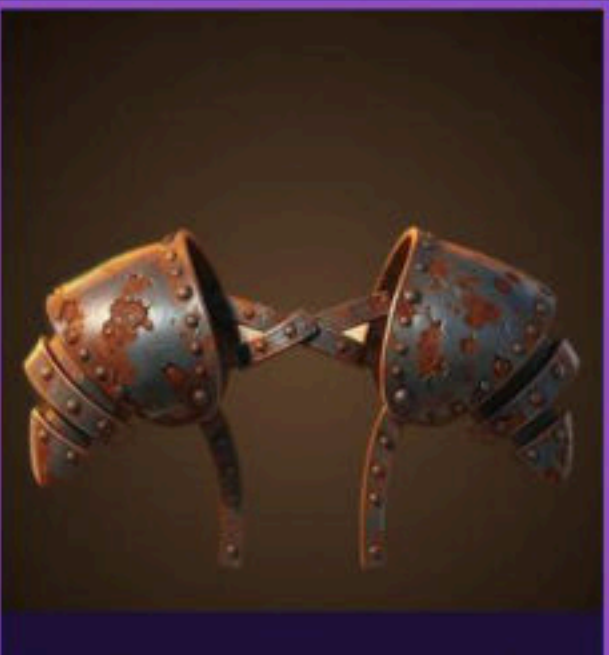
## Rusty Sabatons rusty\_sabatons

**SLOT** boots  
**CATEGORY** Armor  
**SET** rusty  
**STATS** +1 bludgeon\_resist

A crude iron pair of sabatons, blotched with rust, dented and bandit-made.

rusty\_sabatons-painterly.png

COMMITTED · 1024x1024



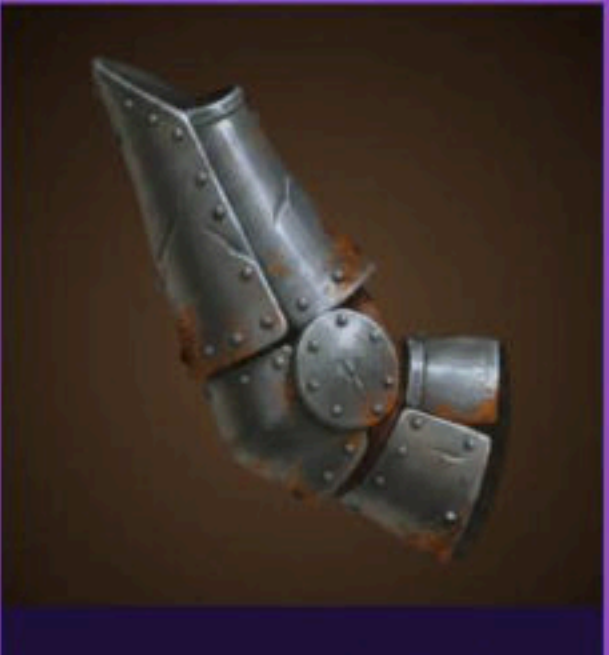
rusty\_pauldrons-painterly.png

COMMITTED · 1024x1024

## Rusty Pauldrons rusty\_pauldrons

**SLOT** spaulders  
**CATEGORY** Armor  
**SET** rusty  
**STATS** +1 slash\_resist

A crude iron pair of pauldrons, blotched with rust, dented and bandit-made.



rusty\_armguards-painterly.png

COMMITTED · 1024x1024

## Rusty Armguards rusty\_armguards

**SLOT** arms  
**CATEGORY** Armor  
**SET** rusty  
**STATS** +1 slash\_resist

A crude iron pair of armguards, blotched with rust, dented and bandit-made.



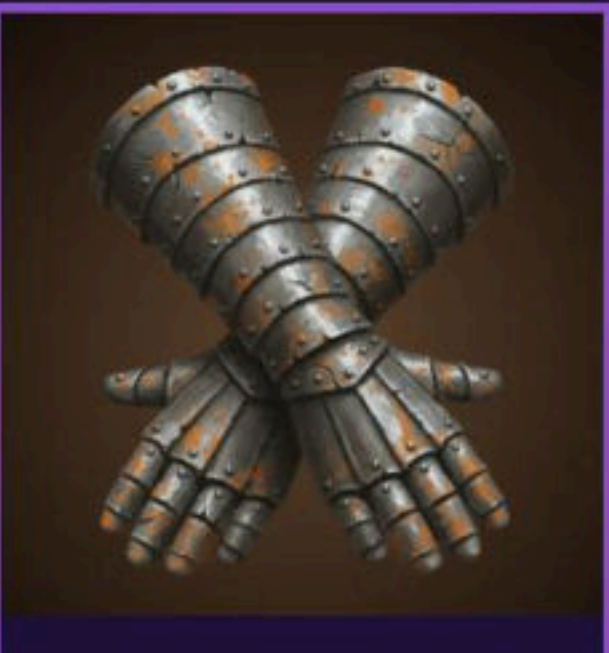
rusty\_vambraces-painterly.png

COMMITTED · 1024x1024

## Rusty Vambraces rusty\_vambraces

**SLOT** bracers  
**CATEGORY** Armor  
**SET** rusty  
**STATS** +2 pierce\_resist

A crude iron pair of vambraces, blotched with rust, dented and bandit-made.



rusty\_gauntlets-painterly.png

COMMITTED · 1024x1024

## Rusty Gauntlets rusty\_gauntlets

**SLOT** hands  
**CATEGORY** Armor  
**SET** rusty  
**STATS** +1 bludgeon\_resist

A crude iron pair of gauntlets, blotched with rust, dented and bandit-made.



carved\_bone\_pendant-painterly.png

COMMITTED · 1024x1024

## Carved Bone Pendant carved\_bone\_pendant

**SLOT** neck  
**CATEGORY** Jewelry  
**SET** carved\_bone  
**STATS** +1 xp\_gain

A pendant of whittled pale bone strung on a leather cord, simple carved etchings.



carved\_bone\_ring-painterly.png

COMMITTED · 1024x1024

## Carved Bone Ring carved\_bone\_ring

**SLOT** ring  
**CATEGORY** Jewelry  
**SET** carved\_bone  
**STATS** +1 xp\_gain

A ring of whittled pale bone strung on a leather cord, simple carved etchings.



## Carved Bone Earrings carved\_bone\_earrings

**SLOT** earring  
**CATEGORY** Jewelry  
**SET** carved\_bone  
**STATS** +1 xp\_gain

A pair of earrings of whittled pale bone strung on a leather cord, simple carved etchings.

carved\_bone\_earrings-painterly.png

COMMITTED · 1024x1024



## Tarnished Copper Band tarnished\_copper\_band

**SLOT** ring  
**CATEGORY** Jewelry  
**SET** tarnished\_copper  
**STATS** +1 gold\_find

A band of dull tarnished copper, green-tinged and slightly bent.

tarnished\_copper\_band-painterly.png

COMMITTED · 1024x1024



## Tarnished Copper Torc tarnished\_copper\_torc

**SLOT** neck  
**CATEGORY** Jewelry  
**SET** tarnished\_copper  
**STATS** +1 gold\_find

A torc of dull tarnished copper, green-tinged and slightly bent.

tarnished\_copper\_torc-painterly.png

COMMITTED · 1024x1024



## Tarnished Copper Earrings tarnished\_copper\_earrings

**SLOT** earring  
**CATEGORY** Jewelry  
**SET** tarnished\_copper  
**STATS** +1 gold\_find

A pair of earrings of dull tarnished copper, green-tinged and slightly bent.

tarnished\_copper\_earrings-painterly.png

COMMITTED · 1024x1024



## Scuffed Girdle scuffed\_girdle

**SLOT** belt  
**CATEGORY** Misc  
**SET** scuffed  
**STATS** +1 regen

A leather belt with a large tarnished buckle, scuffed by a thousand pommels.

scuffed\_girdle-painterly.png

COMMITTED · 1024x1024



## Scuffed Cloak scuffed\_cloak

**SLOT** cloak  
**CATEGORY** Misc  
**SET** scuffed  
**STATS** +1 regen

A road-worn cloak, scuffed and faded.

scuffed\_cloak-painterly.png

COMMITTED · 1024x1024



## Scuffed Tabard scuffed\_tabard

**SLOT** tabard  
**CATEGORY** Misc  
**SET** scuffed  
**STATS** +1 regen

A faded cloth tabard, scuffed and worn.

scuffed\_tabard-painterly.png

COMMITTED · 1024x1024



## Beaded Cord beaded\_cord

**SLOT** belt  
**CATEGORY** Misc  
**SET** beaded  
**STATS** +1 move\_speed

A leather cord belt strung with pale carved bone beads.

beaded\_cord-painterly.png

COMMITTED · 1024x1024



## Beaded Cloak beaded\_cloak

**SLOT** cloak  
**CATEGORY** Misc  
**SET** beaded  
**STATS** +1 move\_speed

A cloak strung with pale carved bone beads.

beaded\_cloak-painterly.png

COMMITTED · 1024x1024



## Beaded Tabard beaded\_tabard

**SLOT** tabard  
**CATEGORY** Misc  
**SET** beaded  
**STATS** +1 move\_speed

A tabard strung with pale carved bone beads.

beaded\_tabard-painterly.png

COMMITTED · 1024x1024



## Splintered Buckler splintered\_buckler

**SLOT** shield  
**CATEGORY** Class  
**SET** -  
**STATS** +8 max\_hp

A battered shield. Blocks some damage.

splintered\_buckler-painterly.png

COMMITTED · 1024x1024



## Stitched Quiver stitched\_quiver

**SLOT** quiver  
**CATEGORY** Class  
**SET** -  
**STATS** +1 attack\_speed

Handmade arrow holder. Slightly faster attacks.

stitched\_quiver-painterly.png

COMMITTED · 1024x1024

COMMITTED

DRAFTS

FLAT

PIXELATED

ANIMATED

PAINTER

PHOTOREALISTIC

HEROES

ARCHER


1



#1

archer-flat.png  
FLAT  
COMMITTED  
256x256  
cut-out

2



#2

archer-pixel.png  
PIXELATED  
COMMITTED  
256x256  
cut-out

MISSING  
no art yet

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no art yet

COMMANDER

MISSING  
no art yet

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MISSING  
no art yet

FIGHTER

3



#3

fighter-flat.png  
FLAT  
COMMITTED  
256x256  
cut-out

4



#4

fighter-pixel.png  
PIXELATED  
COMMITTED  
256x256  
cut-out

MISSING  
no art yet

MISSING  
no art yet

MISSING  
no art yet

MAGE


5



#5

mage-flat.png  
FLAT  
COMMITTED  
256x256  
cut-out

6



#6


mage-pixel.png  
PIXELATED  
COMMITTED  
256x256  
cut-out

MISSING  
no art yet

MISSING  
no art yet

MISSING  
no art yet


7



#7

mage-fairy-wand-flat.png  
FLAT  
DRAFT  
256x256  
cut-out

8



#8

mage-magic-swirl-flat.png  
FLAT  
DRAFT  
256x256  
cut-out

9



#9

mage.png  
FLAT  
DRAFT  
256x256  
cut-out

SOLDIERS

AXE-THROWER


10



#10

axe-thrower-flat.png  
FLAT  
COMMITTED  
256x256  
cut-out

11



#11


axe-thrower-pixel.png  
PIXELATED  
COMMITTED  
256x256  
cut-out

MISSING  
no art yet

MISSING  
no art yet

MISSING  
no art yet


12



#12

axe-thrower-battleaxe-flat.png  
FLAT  
DRAFT  
256x256  
cut-out

13



#13

axe-thrower-hatchet-flat.png  
FLAT  
DRAFT  
256x256  
cut-out

BOWMAN


14



#14

bowman-flat.png  
FLAT  
COMMITTED  
256x256  
cut-out

15



#15

bowman-pixel.png  
PIXELATED  
COMMITTED  
256x256  
cut-out

MISSING  
no art yet

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no art yet

MISSING  
no art yet

COMMITTED

DRAFTS

FLAT

PIXELATED

ANIMATED

PAINTER

PHOTOREALISTIC

SOLDIERS

SLINGER

1



#1

slinger-flat.png  
FLAT  
COMMITTED  
256x256  
cut-out

2



#2

slinger-pixel.png  
PIXELATED  
COMMITTED  
256x256  
cut-out

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ARMAMENTS

BALLISTA


3



#3

ballista-flat.png  
FLAT  
COMMITTED  
256x256  
cut-out

4



#4

ballista-pixel.png  
PIXELATED  
COMMITTED  
256x256  
cut-out

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no art yet

CATAPULT


5



#5

catapult-flat.png  
FLAT  
COMMITTED  
256x256  
cut-out

6



#6

catapult-pixel.png  
PIXELATED  
COMMITTED  
256x256  
cut-out

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no art yet

CLEAVER


7



#7

cleaver-flat.png  
FLAT  
COMMITTED  
256x256  
cut-out

8



#8

cleaver-pixel.png  
PIXELATED  
COMMITTED  
256x256  
cut-out

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## COMMITTED

## DRAFTS

	FLAT	PIXELATED	ANIMATED	PAINTER	PHOTO	REALISTIC	DRAFTS					
ARCANE	<p><b>1</b></p>  <p><b>#1</b></p> <p>arcane-flat.png FLAT COMMITTED 256x256 cut-out</p>	<p><b>2</b></p>  <p><b>#2</b></p> <p>arcane-pixel.png PIXELATED COMMITTED 256x256 cut-out</p>	MISSING no art yet	MISSING no art yet	MISSING no art yet							
BLUDGEON	<p><b>3</b></p>  <p><b>#3</b></p> <p>bludgeon-flat.png FLAT COMMITTED 256x256 cut-out</p>	<p><b>4</b></p>  <p><b>#4</b></p> <p>bludgeon-pixel.png PIXELATED COMMITTED 256x256 cut-out</p>	MISSING no art yet	MISSING no art yet	MISSING no art yet							
EARTH	<p><b>5</b></p>  <p><b>#5</b></p> <p>earth-flat.png FLAT COMMITTED 256x256 cut-out</p>	<p><b>6</b></p>  <p><b>#6</b></p> <p>earth-pixel.png PIXELATED COMMITTED 256x256 cut-out</p>	MISSING no art yet	MISSING no art yet	MISSING no art yet							
FIRE	<p><b>7</b></p>  <p><b>#7</b></p> <p>fire-flat.png FLAT COMMITTED 256x256 cut-out</p>	<p><b>8</b></p>  <p><b>#8</b></p> <p>fire-pixel.png PIXELATED COMMITTED 256x256 cut-out</p>	MISSING no art yet	MISSING no art yet	MISSING no art yet							
HOLY	<p><b>9</b></p>  <p><b>#9</b></p> <p>holy-flat.png FLAT COMMITTED 256x256 cut-out</p>	<p><b>10</b></p>  <p><b>#10</b></p> <p>holy-pixel.png PIXELATED COMMITTED 256x256 cut-out</p>	MISSING no art yet	MISSING no art yet	MISSING no art yet							
ICE	<p><b>11</b></p>  <p><b>#11</b></p> <p>ice-flat.png FLAT COMMITTED 256x256 cut-out</p>	<p><b>12</b></p>  <p><b>#12</b></p> <p>ice-pixel.png PIXELATED COMMITTED 256x256 cut-out</p>	MISSING no art yet	MISSING no art yet	MISSING no art yet							

## COMMITTED

## DRAFTS













	FLAT	PIXELATED	ANIMATED	PAINTER	PHOTO	REALISTIC	DRAFTS					
LIGHTNING	<p>1</p>  <p>#1</p> <p>lightning-flat.png</p> <p>FLAT</p> <p>COMMITTED</p> <p>256x256</p> <p>cut-out</p>	<p>2</p>  <p>#2</p> <p>lightning-pixel.png</p> <p>PIXELATED</p> <p>COMMITTED</p> <p>256x256</p> <p>cut-out</p>	MISSING no art yet	MISSING no art yet	MISSING no art yet							
NATURE	<p>3</p>  <p>#3</p> <p>nature-flat.png</p> <p>FLAT</p> <p>COMMITTED</p> <p>256x256</p> <p>cut-out</p>	<p>4</p>  <p>#4</p> <p>nature-pixel.png</p> <p>PIXELATED</p> <p>COMMITTED</p> <p>256x256</p> <p>cut-out</p>	MISSING no art yet	MISSING no art yet	MISSING no art yet							
PIERCE	<p>5</p>  <p>#5</p> <p>pierce-flat.png</p> <p>FLAT</p> <p>COMMITTED</p> <p>256x256</p> <p>cut-out</p>	<p>6</p>  <p>#6</p> <p>pierce-pixel.png</p> <p>PIXELATED</p> <p>COMMITTED</p> <p>256x256</p> <p>cut-out</p>	MISSING no art yet	MISSING no art yet	MISSING no art yet							
POISON	<p>7</p>  <p>#7</p> <p>poison-flat.png</p> <p>FLAT</p> <p>COMMITTED</p> <p>256x256</p> <p>cut-out</p>	<p>8</p>  <p>#8</p> <p>poison-pixel.png</p> <p>PIXELATED</p> <p>COMMITTED</p> <p>256x256</p> <p>cut-out</p>	MISSING no art yet	MISSING no art yet	MISSING no art yet							
SHADOW	<p>9</p>  <p>#9</p> <p>shadow-flat.png</p> <p>FLAT</p> <p>COMMITTED</p> <p>256x256</p> <p>cut-out</p>	<p>10</p>  <p>#10</p> <p>shadow-pixel.png</p> <p>PIXELATED</p> <p>COMMITTED</p> <p>256x256</p> <p>cut-out</p>	MISSING no art yet	MISSING no art yet	MISSING no art yet							
SLASH	<p>11</p>  <p>#11</p> <p>slash-flat.png</p> <p>FLAT</p> <p>COMMITTED</p> <p>256x256</p> <p>cut-out</p>	<p>12</p>  <p>#12</p> <p>slash-pixel.png</p> <p>PIXELATED</p> <p>COMMITTED</p> <p>256x256</p> <p>cut-out</p>	MISSING no art yet	MISSING no art yet	MISSING no art yet							

















COMMITTED

DRAFTS

	FLAT	PIXELATED	ANIMATED	PAINTER	PHOTO	REALISTIC	DRAFTS					
COMMANDER	<p>1</p>  <p>#1</p> <p>commander-flat.png</p> <p>FLAT COMMITTED 256x256 cut-out</p>	<p>2</p>  <p>#2</p> <p>commander-pixel.png</p> <p>PIXELATED COMMITTED 256x256 cut-out</p>	MISSING no art yet	MISSING no art yet	MISSING no art yet							
DEFENSE	<p>3</p>  <p>#3</p> <p>defense-flat.png</p> <p>FLAT COMMITTED 256x256 cut-out</p>	<p>4</p>  <p>#4</p> <p>defense-pixel.png</p> <p>PIXELATED COMMITTED 256x256 cut-out</p>	MISSING no art yet	MISSING no art yet	MISSING no art yet							
FORGE	<p>5</p>  <p>#5</p> <p>forge-flat.png</p> <p>FLAT COMMITTED 256x256 cut-out</p>	<p>6</p>  <p>#6</p> <p>forge-pixel.png</p> <p>PIXELATED COMMITTED 256x256 cut-out</p>	MISSING no art yet	MISSING no art yet	MISSING no art yet							
FORTRESS	<p>7</p>  <p>#7</p> <p>fortress-flat.png</p> <p>FLAT COMMITTED 256x256 cut-out</p>	<p>8</p>  <p>#8</p> <p>fortress-pixel.png</p> <p>PIXELATED COMMITTED 256x256 cut-out</p>	MISSING no art yet	MISSING no art yet	MISSING no art yet							
GATHERING	<p>9</p>  <p>#9</p> <p>gathering-flat.png</p> <p>FLAT COMMITTED 256x256 cut-out</p>	<p>10</p>  <p>#10</p> <p>gathering-pixel.png</p> <p>PIXELATED COMMITTED 256x256 cut-out</p>	MISSING no art yet	MISSING no art yet	MISSING no art yet							
HEROES-GUARDS	<p>11</p>  <p>#11</p> <p>heroes-guards-flat.png</p> <p>FLAT COMMITTED 256x256 cut-out</p>	<p>12</p>  <p>#12</p> <p>heroes-guards-pixel.png</p> <p>PIXELATED COMMITTED 256x256 cut-out</p>	MISSING no art yet	MISSING no art yet	MISSING no art yet							

## COMMITTED

## DRAFTS

	FLAT	PIXELATED	ANIMATED	PAINTERPHOTO	REALISTIC	DRAFTS					
MELEE	<b>1</b>  <b>#1</b> melee-flat.png FLAT COMMITTED 256x256 cut-out	<b>2</b>  <b>#2</b> melee-pixel.png PIXELATED COMMITTED 256x256 cut-out	MISSING no art yet	MISSING no art yet	MISSING no art yet						
MISCELLANEOUS	<b>3</b>  <b>#3</b> miscellaneous-flat.png FLAT COMMITTED 256x256 cut-out	<b>4</b>  <b>#4</b> miscellaneous-pixel.png PIXELATED COMMITTED 256x256 cut-out	MISSING no art yet	MISSING no art yet	MISSING no art yet						
OFFENSE	<b>5</b>  <b>#5</b> offense-flat.png FLAT COMMITTED 256x256 cut-out	<b>6</b>  <b>#6</b> offense-pixel.png PIXELATED COMMITTED 256x256 cut-out	MISSING no art yet	MISSING no art yet	MISSING no art yet						
PARTY	<b>7</b>  <b>#7</b> party-flat.png FLAT COMMITTED 256x256 cut-out	<b>8</b>  <b>#8</b> party-pixel.png PIXELATED COMMITTED 256x256 cut-out	MISSING no art yet	MISSING no art yet	MISSING no art yet						
RANGED	<b>9</b>  <b>#9</b> ranged-flat.png FLAT COMMITTED 256x256 cut-out	<b>10</b>  <b>#10</b> ranged-pixel.png PIXELATED COMMITTED 256x256 cut-out	MISSING no art yet	MISSING no art yet	MISSING no art yet						
STRUCTURES	<b>11</b>  <b>#11</b> structures-flat.png FLAT COMMITTED 256x256 cut-out	<b>12</b>  <b>#12</b> structures-pixel.png PIXELATED COMMITTED 256x256 cut-out	MISSING no art yet	MISSING no art yet	MISSING no art yet						

# COMMITTED

# DRAFTS

UTILITY

FLAT

PIXELATED

ANIMATED

PAINTER

PHOTOREALISTIC

**1**



**#1**

utility-flat.png  
FLAT  
COMMITTED  
256x256  
cut-out

**2**



**#2**

utility-pixel.png  
PIXELATED  
COMMITTED  
256x256  
cut-out

MISSING  
no art yet

MISSING  
no art yet

MISSING  
no art yet

MISSING  
no art yet

MISSING  
no art yet

MISSING  
no art yet

MISSING  
no art yet

MISSING  
no art yet

MISSING  
no art yet



## COMMITTED

## DRAFTS

FLAT

PIXELATED

ANIMATED

PAINTER

PHOTO

REALISTIC

CLOAK



1

#1

cloak-flat.png  
FLAT  
COMMITTED  
256x256  
cut-out



2

#2

cloak-pixel.png  
PIXELATED  
COMMITTED  
256x256  
cut-out

MISSING  
no art yet

MISSING  
no art yet

MISSING  
no art yet

HANDS



3

#3

hands-flat.png  
FLAT  
COMMITTED  
256x256  
cut-out



4

#4

hands-pixel.png  
PIXELATED  
COMMITTED  
256x256  
cut-out

MISSING  
no art yet

MISSING  
no art yet

MISSING  
no art yet

HEAD



5

#5

head-flat.png  
FLAT  
COMMITTED  
256x256  
cut-out



6

#6

head-pixel.png  
PIXELATED  
COMMITTED  
256x256  
cut-out

MISSING  
no art yet

MISSING  
no art yet

MISSING  
no art yet

LEGS



7

#7

legs-flat.png  
FLAT  
COMMITTED  
256x256  
cut-out



8

#8

legs-pixel.png  
PIXELATED  
COMMITTED  
256x256  
cut-out

MISSING  
no art yet

MISSING  
no art yet

MISSING  
no art yet

NECK



9

#9

neck-flat.png  
FLAT  
COMMITTED  
256x256  
cut-out



10

#10

neck-pixel.png  
PIXELATED  
COMMITTED  
256x256  
cut-out

MISSING  
no art yet

MISSING  
no art yet

MISSING  
no art yet

RELIC



11

#11

relic-flat.png  
FLAT  
COMMITTED  
256x256  
cut-out



12

#12

relic-pixel.png  
PIXELATED  
COMMITTED  
256x256  
cut-out









MISSING  
no art yet

MISSING  
no art yet

MISSING  
no art yet

COMMITTED

DRAFTS

	FLAT	PIXELATED	ANIMATED	PAINTER	PHOTOREALISTIC	DRAFTS					
RING-1	<p>1</p>  <p>#1</p> <p>ring-1-flat.png FLAT COMMITTED 256x256 cut-out</p>	<p>2</p>  <p>#2</p> <p>ring-1-pixel.png PIXELATED COMMITTED 256x256 cut-out</p>	<p>MISSING no art yet</p>	<p>MISSING no art yet</p>	<p>MISSING no art yet</p>						
RING-2	<p>3</p>  <p>#3</p> <p>ring-2-flat.png FLAT COMMITTED 256x256 cut-out</p>	<p>4</p>  <p>#4</p> <p>ring-2-pixel.png PIXELATED COMMITTED 256x256 cut-out</p>	<p>MISSING no art yet</p>	<p>MISSING no art yet</p>	<p>MISSING no art yet</p>						
SPAULDERS	<p>5</p>  <p>#5</p> <p>spaulders-flat.png FLAT COMMITTED 256x256 cut-out</p>	<p>6</p>  <p>#6</p> <p>spaulders-pixel.png PIXELATED COMMITTED 256x256 cut-out</p>	<p>MISSING no art yet</p>	<p>MISSING no art yet</p>	<p>MISSING no art yet</p>						
WEAPON	<p>7</p>  <p>#7</p> <p>weapon-flat.png FLAT COMMITTED 256x256 cut-out</p>	<p>8</p>  <p>#8</p> <p>weapon-pixel.png PIXELATED COMMITTED 256x256 cut-out</p>	<p>MISSING no art yet</p>	<p>MISSING no art yet</p>	<p>MISSING no art yet</p>						



demoted-copper\_cape.png  
1024x1024



demoted-copper\_girdle.png  
1024x1024



demoted-hide\_boots.png  
1024x1024



demoted-hide\_cuffs.png  
1024x1024



demoted-hide\_sleeves.png  
1024x1024



demoted-hide\_spaulders.png  
1024x1024



demoted-leather\_cap.png  
1024x1024



demoted-leather\_chest.png  
1024x1024



demoted-leather\_gloves.png  
1024x1024



demoted-leather\_legs.png  
1024x1024



demoted-rusty\_armguards.png  
1024x1024



demoted-rusty\_vambraces.png  
1024x1024



gilded-breastplate-1.png  
1024x1024



gilded-breastplate-2.png  
1024x1024



gilded-helm-1.png  
1024x1024



gilded-helm-2.png  
1024x1024



gilded-shield-1.png  
1024x1024



gilded-shield-2.png  
1024x1024



silver-breastplate-1.png  
1024x1024



silver-breastplate-2.png  
1024x1024



silver-helm-1.png  
1024x1024



silver-helm-2.png  
1024x1024



silver-shield-1.png  
1024x1024



silver-shield-2.png  
1024x1024