

Visionaries Bible

**Written by
Flint Dille
December 1986**

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*"I guess that's why I'm
Lucky &
I'm
NOT."*

VISIONARIES

It is a time when magic is more powerful than science
and Darkling Lords battle Spectral Knights.

For only those who control the magic, control destiny.
They are the Visionaries.

... But it was not always this way.

. BACKSTORY

In many ways, the planet Spectron is not unlike Earth. Late in their tenth millenia of recorded history, technology does pretty much everything for everybody. Though some worry about resource depletion and pollution, times are good.

Only a handful of mystics suspect that the realignment of Spectron's twin suns and four moons may be the portent for the dawning of a new age.

And they were right.

Deep beneath the teening city of New Valarak, burrowing machines drill for a subway. Suddenly, the drill punches into an ancient chamber releasing a long pent up magic. Before it can be stopped, the magic grows and spreads, attacking and feeding off of electricity. In a space of hours, the machines of Spectron go crazy before being drained of their energy and are left rusting under the ultra-violet, sun.

Few know it yet, but the age of technology has ended, and the age of magic has begun... And no known force can stop the magic that has been released.

As the complex nets of interdependence that keep civilization functioning collapse, men deteriorate to a feudal system. The strong prey on the weak and the weak surrender their freedom for protection of the strong. The new Lords turn abandoned skyscrapers and factories into fortresses and macro castles.

As scientific knowledge can not explain the nature of the strange magic that has infested the world, men turn arcane explanations. Men and women psychics who, a generation before, had been dismissed as charlatans, are now summoned, and, slowly, belief in science yields to belief in magic.

The greatest mystical sage of the New Age is Savanus. Before the Age of Magic, he was but a vagrant wandering the streets muttering to himself, now great treks are made to Savanus' dwelling to gain his advice on matters concerning magic. He tells those who will listen that in the remote past, magic flowed on Spectron like electricity, and that it was eventually pent up by a race of magic haters known as THE TECHNOCRATS. Then, he offers to lead the brave men of Spectron to THE SHRINE where, he tells them, the wizard MERKLYNN and implements of Magic are still hidden.

Many would-be heroes set out for the great mountain. But when they reach it, they see that it is laden with traps, monster-filled labyrinths and impediments of all descriptions -- all created to prevent any man from ascending the heights and releasing the magic.

The faint-hearted turn back.

The courageous go on.

For his part, Savanus seems to be everywhere and nowhere at the same time. He appears and disappears, always seeming to be in the shadows. Always prodding the warriors forward. Always telling them to pick up any magic items

they might find.

One by one, each man meets his test of courage and skill. While most men fail, some make their way forward and triumph over dangerous obstacles and adversaries (which range from dragons, to skeletal knights to ghosts) to collect MYSTERIOUS, GLOWING STANDARDS, which will be given magical powers later.

In the end, only Fourteen reach the summit and learn the secrets of the Shrine.

They shall forever be known as the VISIONARIES.

Inside the Shrine, they are not surprised to find a room full of magical items. However, there is no trace of the Mysterious Merklynn, until Savanus emerges from the shadows, takes his place on the throne and tells them that he is, in fact, Merklynn. At first, The Visionaries feel tricked, but Savanus/Merklynn explains that he needed them in order to get into the Shrine. He is but an old Wizard and not a brave warrior.

In order to show his gratitude for being reunited with his magical powers, he gives each of them an ANIMAL TOTEM that is symbolic of a personality trait the Visionary showed in scaling the nearly impenetrable mountain. The fair Prince Leoric is given the Totem of a Lion for his courage, while his treacherous brother, Darkstorn is given the Totem of a Fighting Mollusk for his unwavering determination.

These powers, the men are told, will allow them to magically transform into a super version of this creature

and perform great deeds. But this ability must be used sparingly, for the more these powers are used, the weaker they become, and the sooner the Visionary will have to return to the Shrine to be re-charged by the Sacred Flame.

Those good Visionaries who will become Spectral Knights are pleased by their new animal powers, but the Darkling Lords are greedy, and demand to know the MAGICAL POWERS of the STANDARDS they acquired while climbing to the Shrine. Savanus tells the Visionaries to hold their standards to the sacred flame. They do and the mystical symbols appear. He explains what each of the powers are and whispers the secret words that access them to each of the nights, warning that they must be used sparingly, for periodically, they must be charged in the Sacred Flame.

Thinking that they can catch their enemies unaware, the Darkling Lords surprise attack the Spectral Knights. Though they fight bravely in the face of treachery, the forces of good are driven from the mountain.

Later that night, as the Darkling Lords gloat over their small victory, Darkstorn peers into the distance, vowing: "I shall bring the darkness, Brother Leoric."

Not far away, the Spectral Knights, take an oath of chivalry and raise their weapons together for the first time heartily proclaiming their new motto: "May the light shine forever!"

Thus the Brotherhood is born.

Thus the war begins.

NAME: Prince Leoric

PERSONALITY: Born ruler of the Spectral Knights, the brave Leoric is very embodiment of Nobility and Chivalry.

ANIMAL TOTEM: The Lion

WEAPON: The Whip

MAGICAL POWER: The Ability to heal.

Leoric has what it takes to command a kingdom and lead the Spectral Knights. Possessed with the energy of youth and the wisdom of one who was born to rule, Leoric is a rare being indeed.

A strong believer in not asking his troops to do anything he wouldn't do, Leoric has many times rushed out ahead of his armies and risked death in order to spur them on. Though his kingdom is opulent, he prefers a Spartan life. There is no ornamentation in his chambers, and there is no excess in his life.

Not the shrewd judge of men that Kuneng is, nor the intellectual that Arzon is, Leoric knows how to rally their skills to defeat the Darkling Lords, for he is under no illusion that he could do it himself. Many times he has been saved by Feryl, the best fighter of the Spectral Knights, or the mighty Cryotek.

When he was scaling the Shrine for the first time, he was given the totem of the lion, symbolizing the courage he had when their cause seemed hopeless and the compassion he

showed in rescuing the evil Craven from a trap. A favor that, one day, might be returned.

Leoric's Toten power is that he can become a fierce Lion in battle. When he takes this form, he is truly the King of Knights. None of the evil Toten animals dare fight him, and at best his enemies can flee him. However, his power to become a lion is only at full strength when his men appear to be routed, and only lasts long enough to turn the tide. Then, Leoric's strength is nearly spent, so he must be careful when he uses it.

Thus it is that Darkstorn usually plans two-pronged battles against Leoric: one to get him to spend his Toten strength, and another to accomplish his military end.

King Leoric's Magic power, which is complimentary with the lion's ability to destroy is his ability to heal. Activating his Healing Magic, Leoric can bring a hero from the brink of death to the bloom of health.

PRINCE LEORIC

I must lead the troops, Cryotek, for
if I didn't, how can I ask then to
do what I will not. If fate rules
it, I shall live, if fate rules it,
I shall die.

(pause)

Spectral Forces, Charge!

(A DEAFENING ROAR)

(in battle with Darkstorn)

I had never intended to face your
sword in battle, Darkstorn, for you
are my brother. Lay down your
weapon now, and I shall negotiate in
good faith. Attack me, and I shall
defend myself.

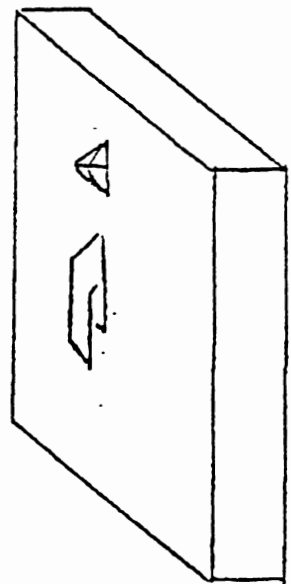
(Darkstorn attacks)

May the light shine forever!

POWER OF WISDOM



LEFT EYE IS REFERENCE POINT
TO BASE HOLOGRAM.



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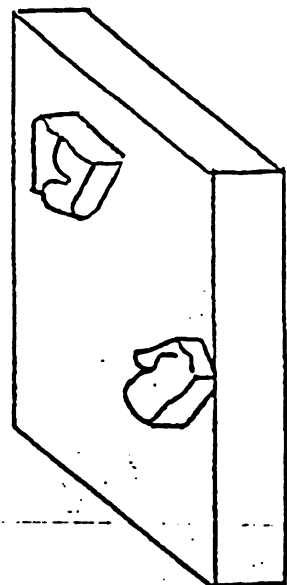
TORUS

*REVISE

POWER OF STRENGTH



LEFT EYE IS REFERENCE POINT
TO BASE HOLOGRAM.



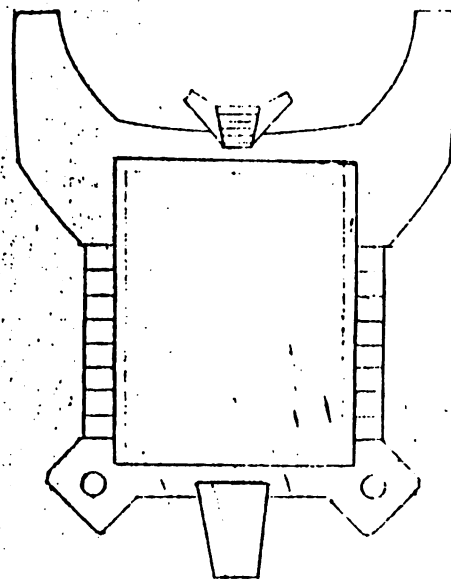
TORUS

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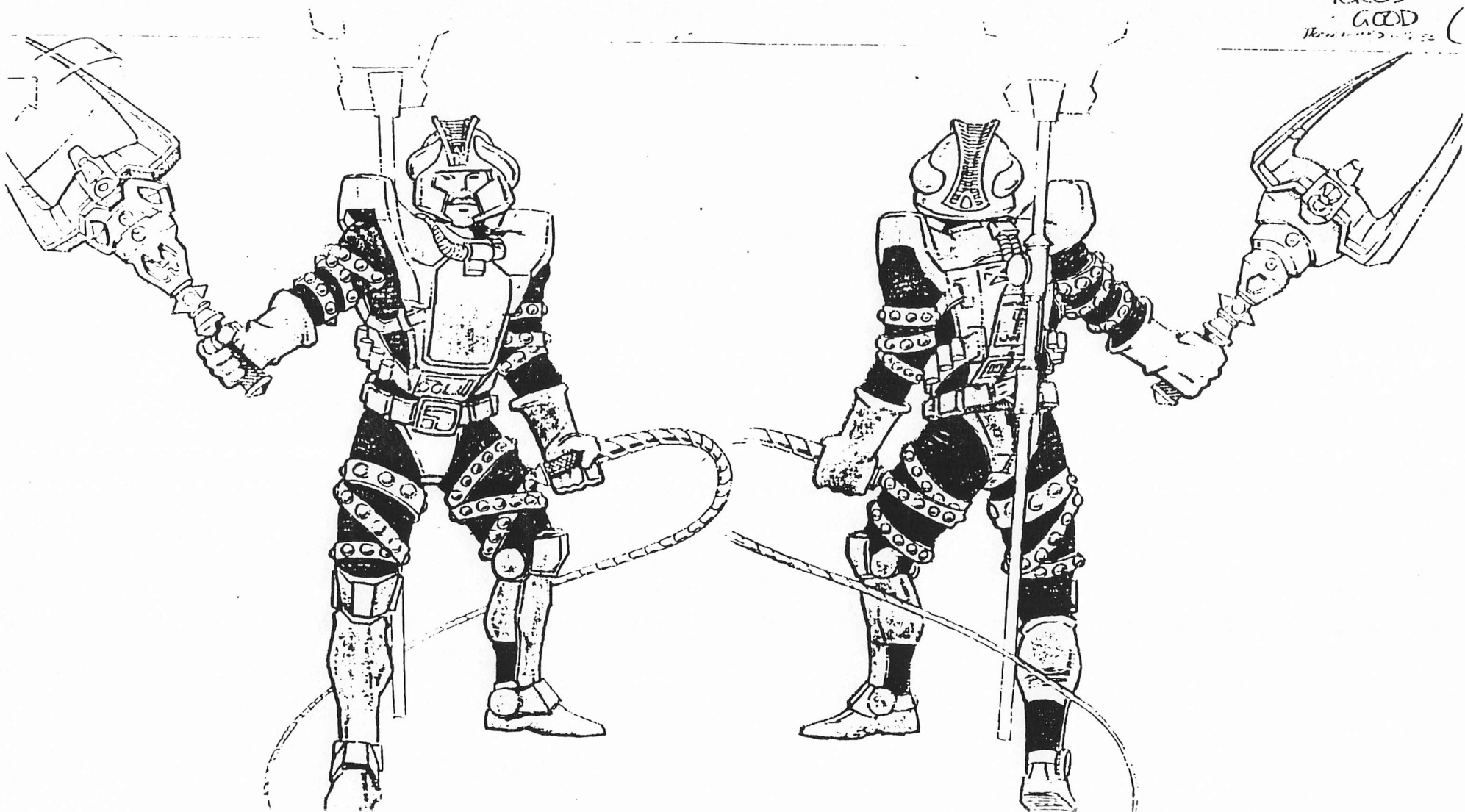
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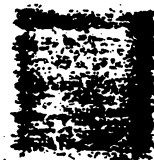
ALL STAFFS
3.14" LONG
FROM
BASE
OR
STANDARD

VISIONARIES
IDEOS STANDARD
ALAN (0504170)
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LEORIC
HEROS
GOOD
The... ..



LEORIC

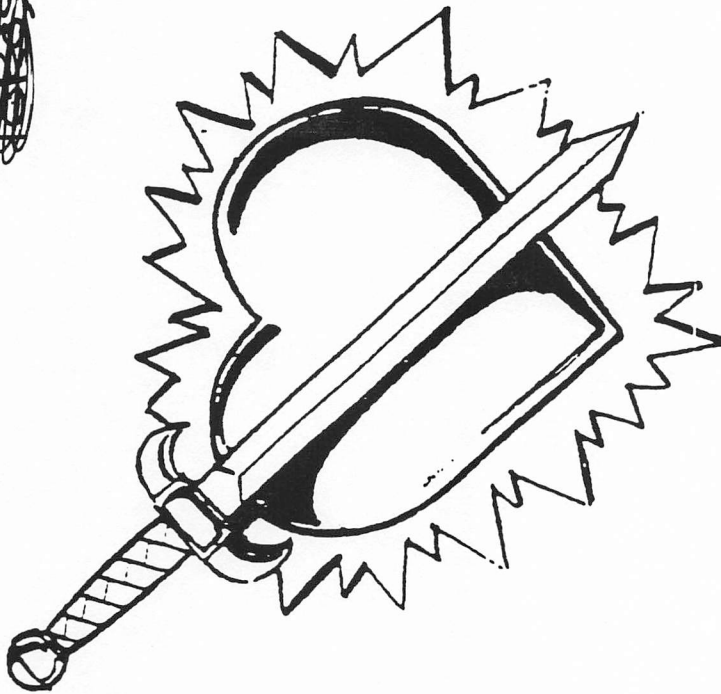


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LEORIC

TOTEM



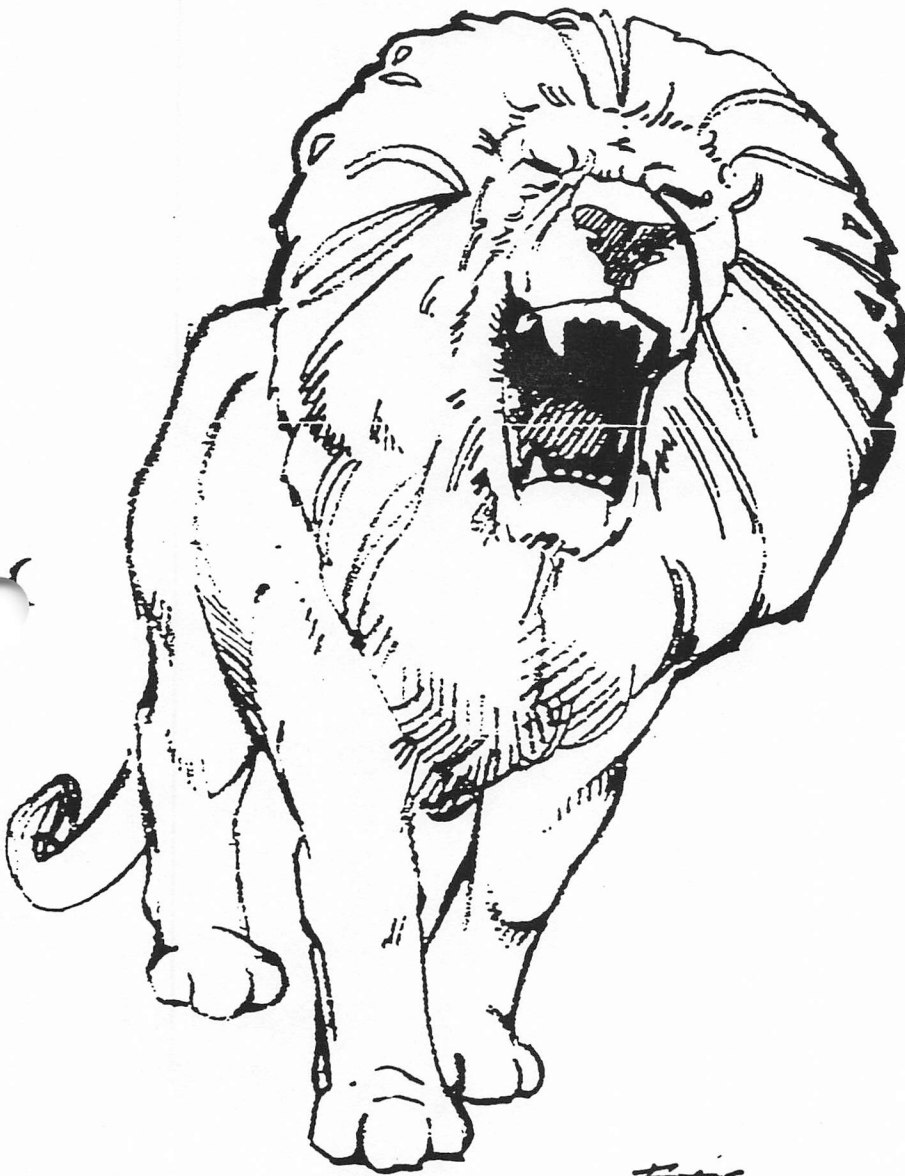
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LEORIC

86 07/08 11:01

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JEFF BISCH



~~FEES~~ -
TOTEM #1

604091-381

0002

NAME: Witter Quick

PERSONALITY: The purest of the knights. He tends to see life in terms of black and white.

ANIMAL TOTEM: Cheetah

WEAPON: Club with Spikes (Morning Star)

MAGICAL POWER: Speeding up things in Nature

Prophecy has it that should Leoric's crown be shattered, his kingdom will fall. Darkstorn wants the crown shattered.

High on a treacherous bridge which connects a mobile skyscraper (which is now used as a siege engine) and the high parapet of Leoric's castle, Darkstorn and Leoric do battle. A mighty blow to Leoric's head, and the Prince stumbles. His crown drops from his head and plunnets downward to the chasm. All battle stops, for surely the prophecy will be soon fulfilled.

Suddenly, a window shatters below, and a Magical Cheetah, possessed of blinding speed streaks across the technological chasm, grabs the crown, and lands safely on the other side. Arrows follow the streaking figure, but none hit him. The crown is safe, and we learn that the hero who preserved the great Prince and city from dire fate is none other than Witter Quick.

Of all the Spectral Knights, Witter Quick is the most pure. All things are easily divided into good and evil.

"If it's bad, I kill it. If it's good, I help it."

But purity has it's negative side. For instance, no prevarication must cross his lips. When attempting to slip into a small city controlled by the Darkling Lords, Witter Quick is unable to masquerade as a simple townsman. When asked who he is, he will respond: "I an Witter Quick, Spectral Knight, and enemy of yours" and then proceeds to bash the Roboguard senseless.

While this kind of honesty and directness might give him surprise, it does not do much for covert operations. Thus it is for obvious reasons that Kuneng chooses to leave him behind on most missions.

When invoking his magical power, Witter Quick can change the speed of things in nature. For instance he can slow the speed of a falling boulder to allow people to escape, or he could speed up the growth of an herb if it were needed for medical purposes.

Witter Quick, in Cheetah form is capable of amazing bursts of speed for short periods of time. After he has done this though, he'll usually collapse into a heap, saying, "I fear my strength has deserted me."

AUDITION DIALOGUE

WITTER QUICK

(to someone who asked
his identity)

I fear you will soon wish you had
not asked my identity, minion of
darkness, for I am Witter Quick,
Spectral Knight, and thus an enemy
of yours. Take this!

(grunt)

I am a man of simple philosophy. If
a fellow knight is good, I aid him.
If he is evil, I smote him. If I am
unable to determine his alignment, I
leave him unaided and unruffled.

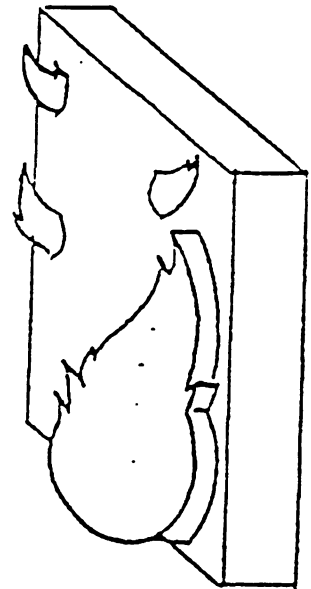
(battle cry)

May the light shine forever!

POWER OF LIGHT SPEED



LEFT HEAT BURST IS REFERENCE POINT
TO BASE HOLOGRAM.



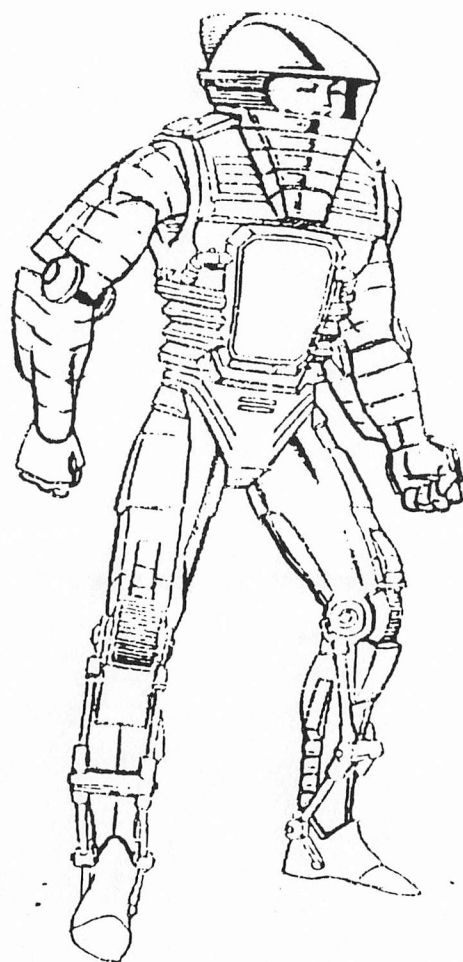
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WITTERQUICK

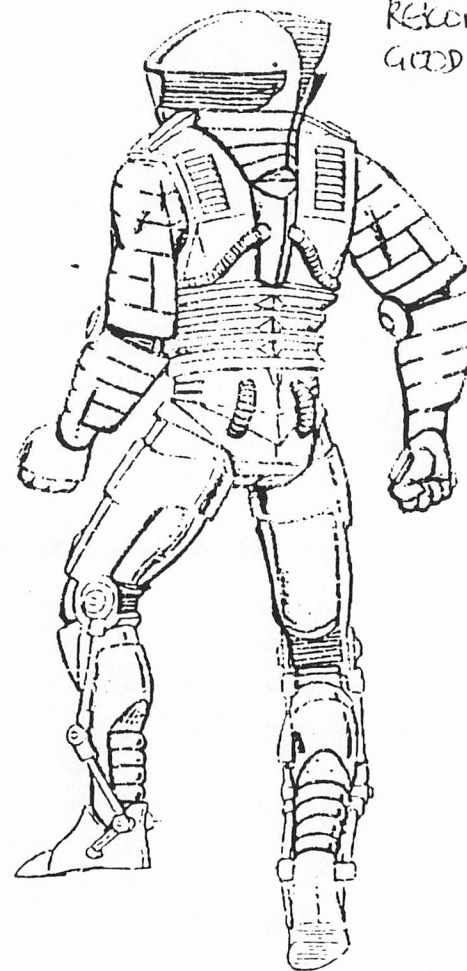


REKON

604091-05T

Witter Quick

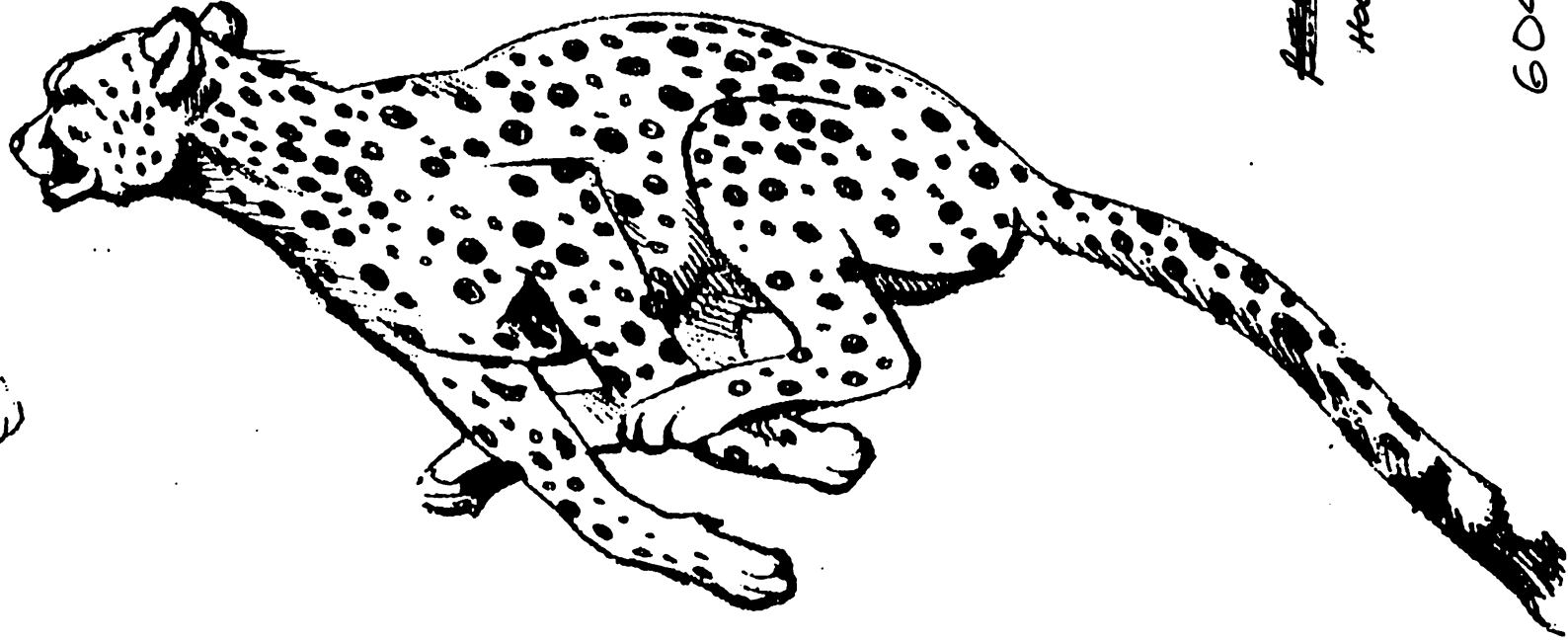
②
REKON
GOOD



Witter Quick



Witter Quick

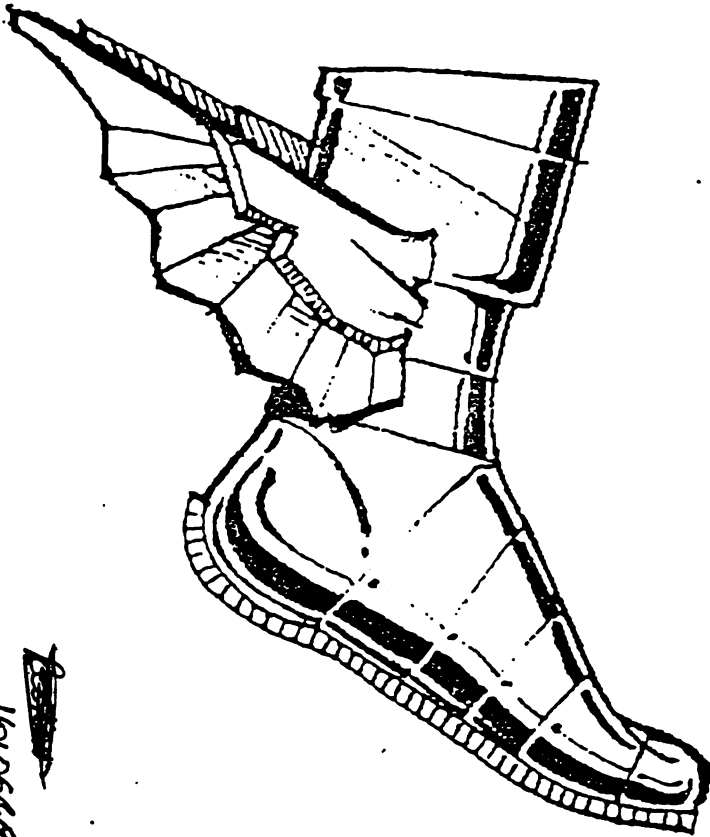


~~SPOTTED~~

HOLMAN TOTEM
#1

604091-37T

Witter Quick



Hudson River

#2

30T

NAME: KUNENG

PERSONALITY: Cunning, experienced and crusty, Kuneng is a great improviser, and, when necessary can think like a Darkling Lord.

ANIMAL TOTEM: The Fox

WEAPON: Hook Arm

MAGICAL POWER: Reshaping Terrain

Once it came to pass that Darkstorn begged forgiveness from his brother Leoric. As Leoric is not one disposed to hating any other man, he forgave his brother, and agreed to accept a peace offering, which was a giant statue of their father which stood high over the walls of Valarak Castle.

Shortly, the statue was brought inside the city, and unveiled with great fanfare. Then, at night, a secret door opened within the statue, and a squad of Darkling troops crept out, lead by Reekon. First, the Master of Stealth snickered, and then he shouted in rage. The statue had been completely encased in a glass cage. He and his troops were trapped.

"Kuneng!" He shouted, as his one-time partner-in-crime stepped into the torch light.

"I know your tricks too well Reekon, and an personally insulted that you would attempt to defeat me with such a simple ruse."

Reekon hissed a response. "I expected stupidity to follow goodness as it so often does..."

"Stupidity tends to follow him who underestimates his opponent..." Then, Kuneng turned to his Prince and bowed. "These maggots did not spy me, disguised as the Magic Fox as I watched them preparing the statue. What should be done with these wretched fiends, my Lord?"

"As you captured them, you shall decide their fate," Leoric responded.

"Very well... Scavenge the Roboknights for scrap, and release Reekon to me. We have one last duel to fight..."

And thus, Kuneng and Reekon fought one more duel which ended with neither dying and Reekon escaping. And of that, it must be said that a look of relief crossed Kuneng's face. For though he is committed to the Darkling Lord's destruction, he could not imagine a life that did not include one more duel with Reekon.

But later that night, Kuneng did eliminate the threat that Darkstorms troops held for him. Putting all of his concentration to work, he managed so slowly bend a river that coursed across the plane leading to Castle Valarak, and turn it into a swiftly moving note, thus ensuring that it would not be soon that they villains would lay siege on the great city.

KUNENG

Audition Dialogue

KUNENG

(a hoarse whisper)

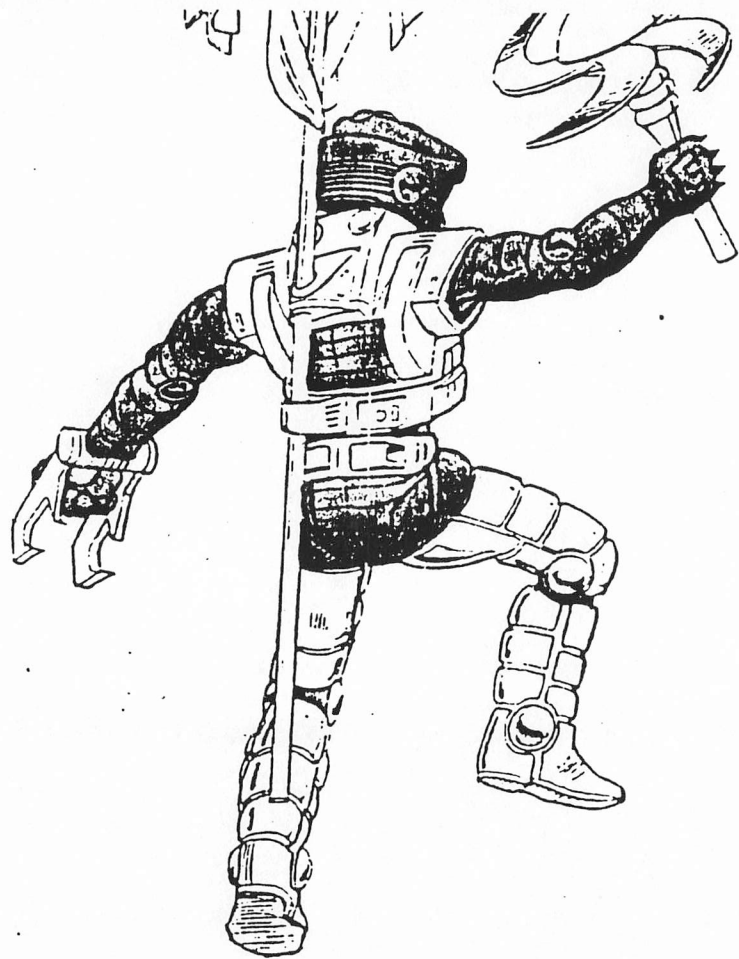
To be good does not necessarily mean
to be stupid. If we are to defeat
our opponents, we must understand
their tactics and sometimes employ
them. To use the tactics of the
evil ones, does not make us evil no
matter what our youthful and
idealistic friend, Arzon, might say.

(Pause, something coming)

Quiet! I hear our enemies falling
into their own trap.

(smiles)

And, it is a sweet sound.



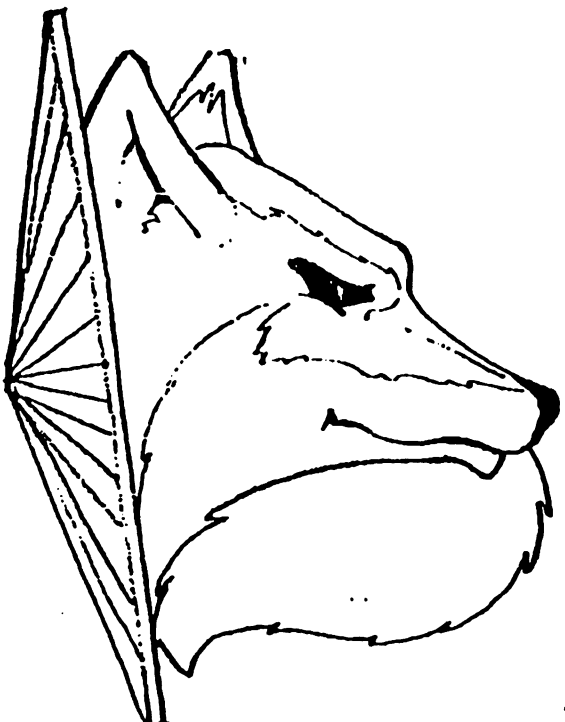
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Kuneng

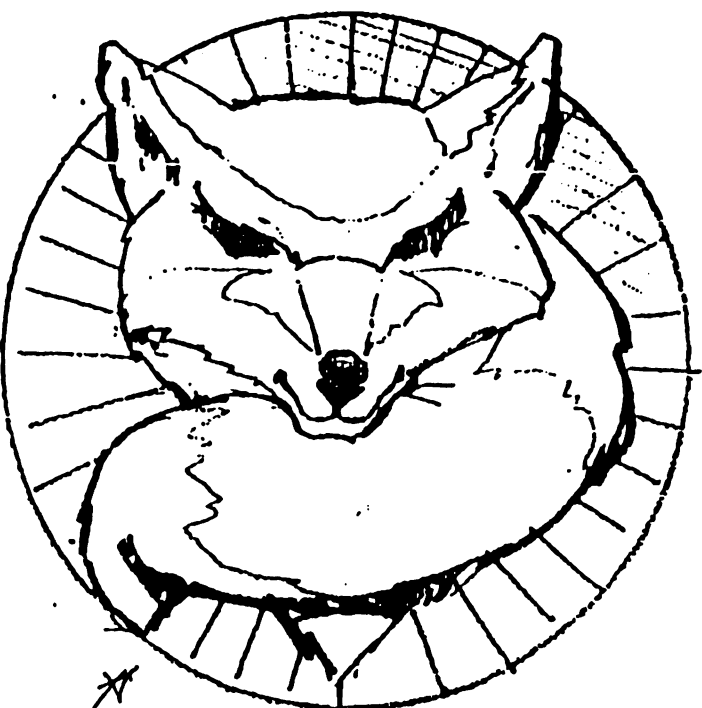


JUL 10 1986

Kunleng



Make fox look
less feminine



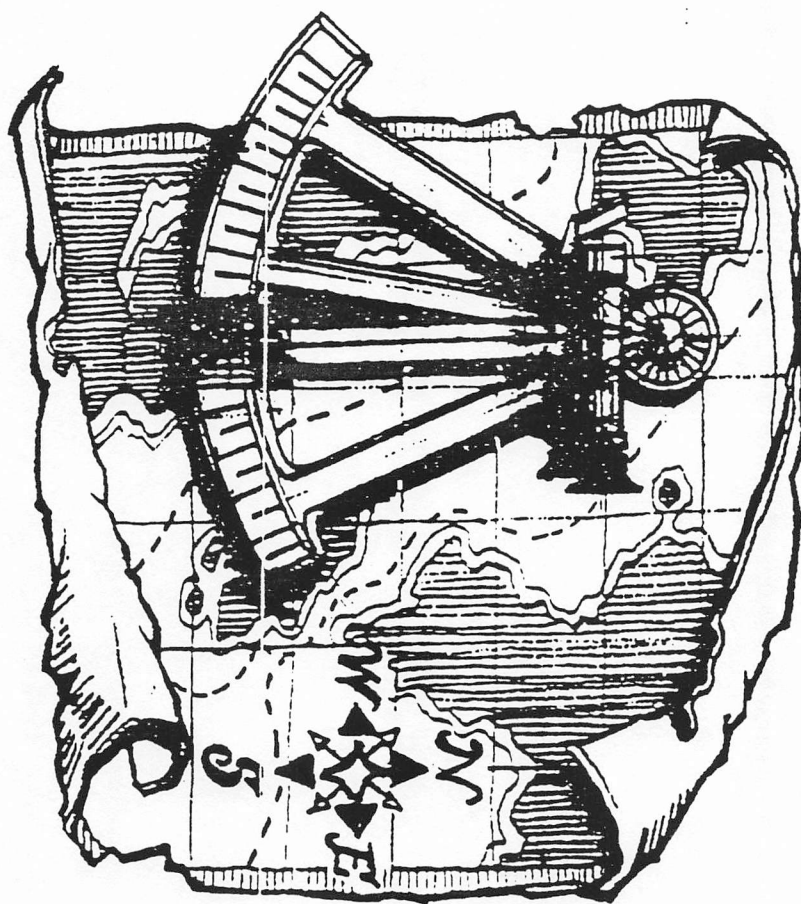
FEEL

USE FRONT
VIEW - MAKE
MOST MASCULINE
POSS. SCULPTURAL
DETAIL ONLY ON
~~THE~~ PARTS SEEN
IN PHOTO!

TOYEN-SALF
604091-59T

JUL 16 1986

Kuneng



Approved

604 091-70T

~~FEED~~

11/6/86

NAME: Arzon
PERSONALITY: Young, idealistic intellectual.
ANIMAL TRAIT: The Eagle
WEAPON: Light Dagger
MAGICAL POWER: Taking over an enemies' brain or mind.

One day, after turning back a Darkling Lord attempt to steal from the Spectral Knights' treasury, Arzon stood before the great iron door that protected the hoard of gold. "Perhaps we should throw these doors wide and let all who want this shiny substance take what they need... Then, there should be no more gold to steal, and thus strife shall vanish with the metal..."

It was Kuneng who responded. "It is a pity that your wisdom has not grown to meet your powers, young one..."

Thus began a silly philosophical argument that carried the two Spectral Knights through a long journey. Ultimately, Arzon, by his own accounts lost, mainly because his ideals were so lofty, that even he couldn't live up to them.

He did, however have two victories shortly afterward that earned Kuneng's undying respect. One occurred when he and Kuneng rode along through high plateaus. Suddenly, without warning, a vulture trained by Darkstorn swooped out of nowhere and stole Kuneng's Magical Standard. Kuneng was unable to catch the bird of prey, but Arzon quickly used his Totemic ability to turn into an Eagle and catch the bird,

returning the standard to the older knight.

Kuneng, wasted no time in praising the lad, telling him that one day he might possibly grow up to be as old and wise as he (Kuneng) was.

Arzon had another victory not long after that when Darkstorn had procured a vial of Magical Disease which would slay the Animal Totems which rested in the chests of the Spectral Knights. Somehow, the Spectral Knights had to do something about it, and all tried, but failed.

Darkstorn laughed and felt that he had then beaten, but he didn't notice that the bootlicking Moredredd's eyes had taken on a strange glow. Nor did the ruler of the Darkling Lords see - late at night - as Mordredd stepped stealthily into his master's chambers, stole the vial and threw it into the brooding ocean outside Darkstorn's walls.

When interrogated the following day on the Rack of Visions (horrifying sights which make one talk), Mordredd confessed to feeling a superior power in his own brain telling him what to do. Darkstorn knew this power to be that of Arzon, the young eagle-totemed spectral knight.

Indeed, Arzon had not the courage of Cryotek or Leoric, but he possessed a disturbing power which had, many times, dashed the Darkling Lord's plans.

Arzon, for his part, was so swollen with his success, that he tried to dominate the mind of Reekon, and from this learned a bitter lesson.

But that is another story.

ARZON

The Eagle

ARZON

Perhaps we should open the doors to
the treasury and let all who want
this shiny substance which causes so
much strife to take what they
need... Then, there will be no need
for strife...

(pause)

Whadday mean that's stupid?

(the tone of a hypnotist)

Relax Moredredd, relax. I have come
to release your burdens. No need to
think, no need to act, you are in my
hands... Now relax... Relax...

Arzon:

PERSONALITY CRATURE: Eagle ~ ST6v6

PROFILE: A young knight whose soaring ideas and ideals are often the inspiration for a successful venture. He's prickly and quick to take offense. Sometimes priggish and holier-than-thou, which makes him the butt for some of the others' jokes.

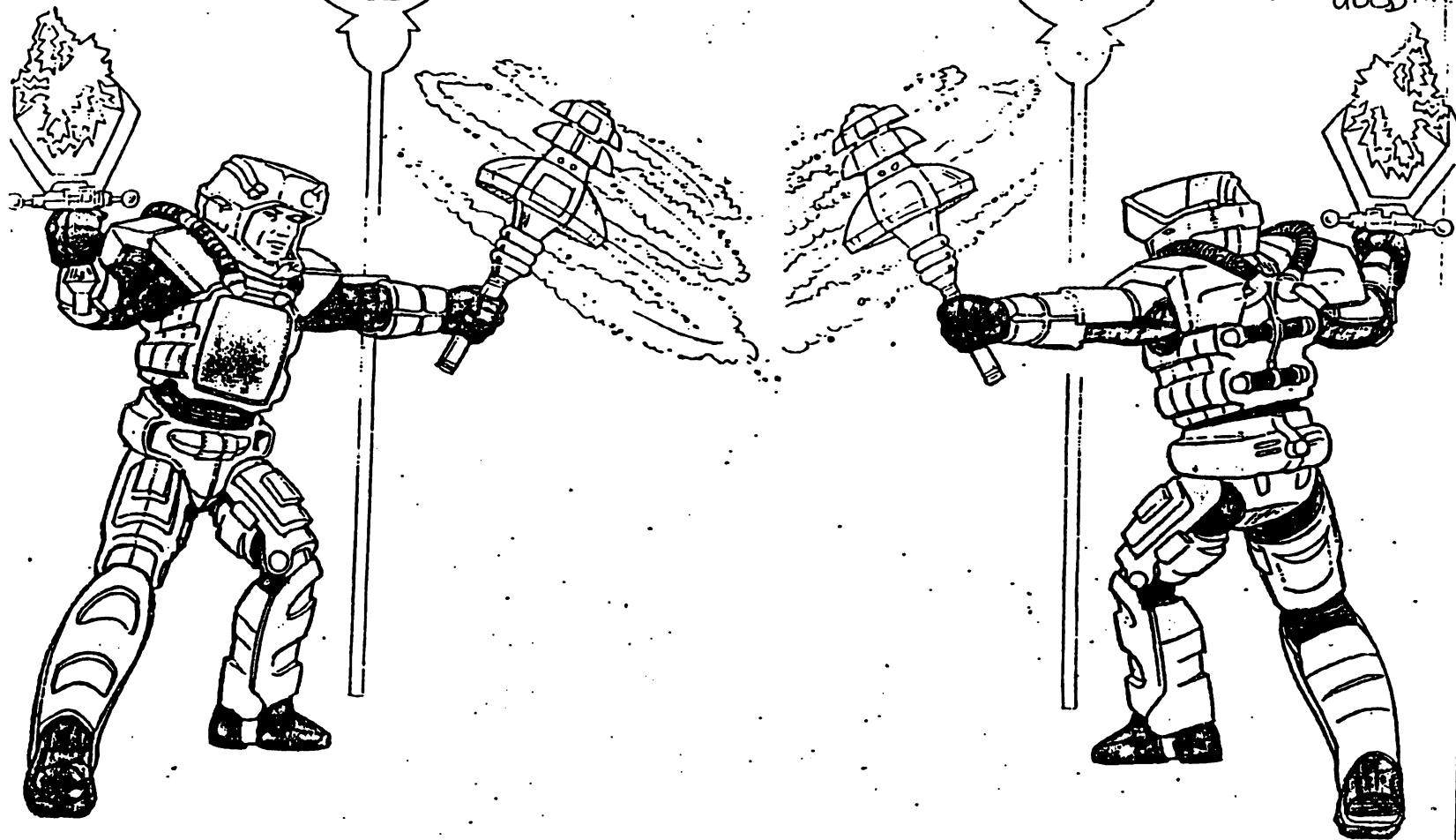
POWER SYMBOL: Brain

POWER: Can take over the brain function of another for as long as he concentrates.

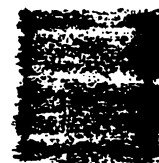
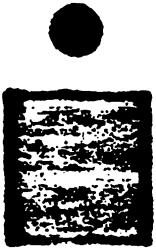
WEAKNESSES: A bit of a coward because of his keen imagination. Has difficulty controlling a strong personality.

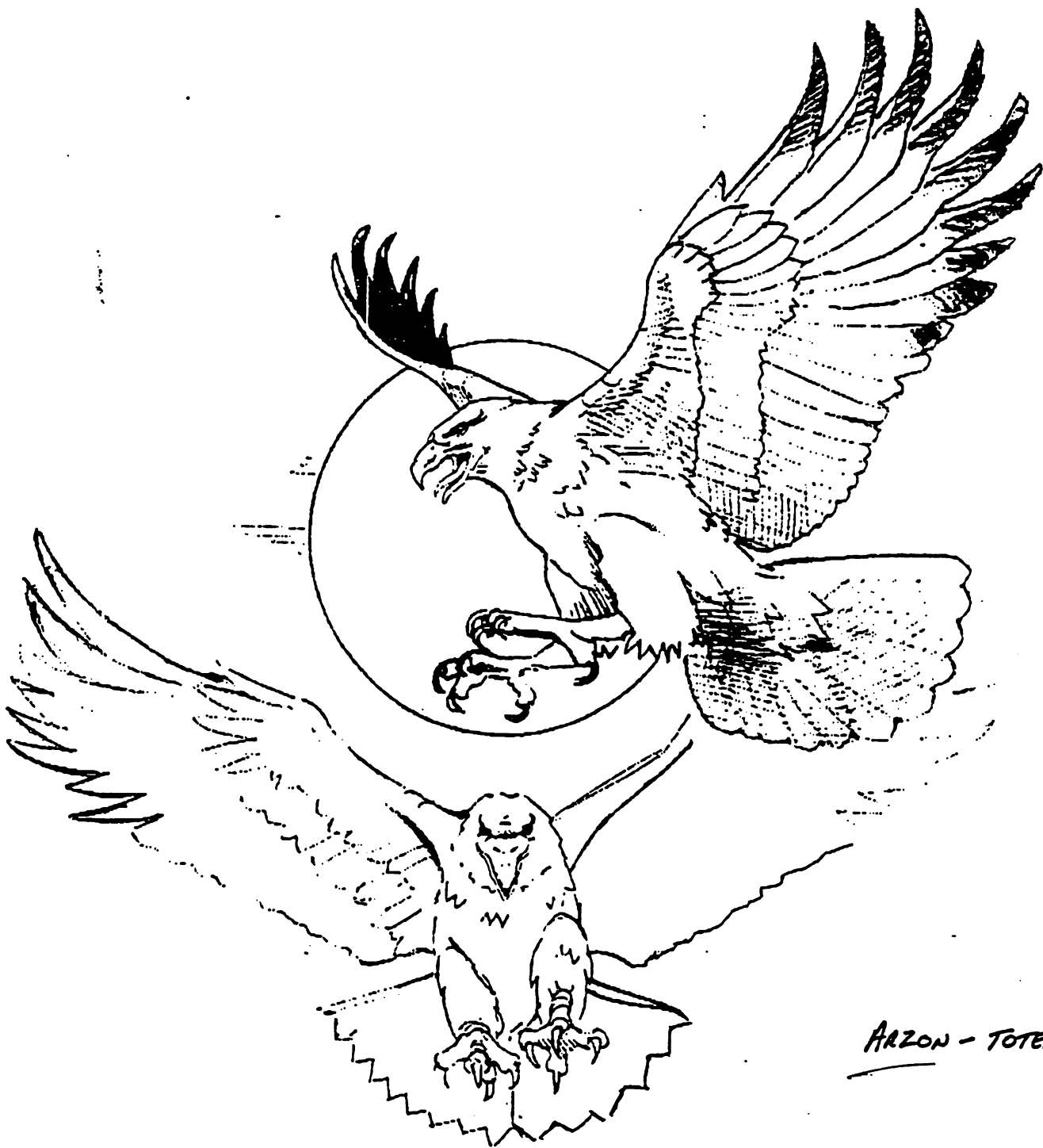
ARZON

ARZON
#4
GOOD



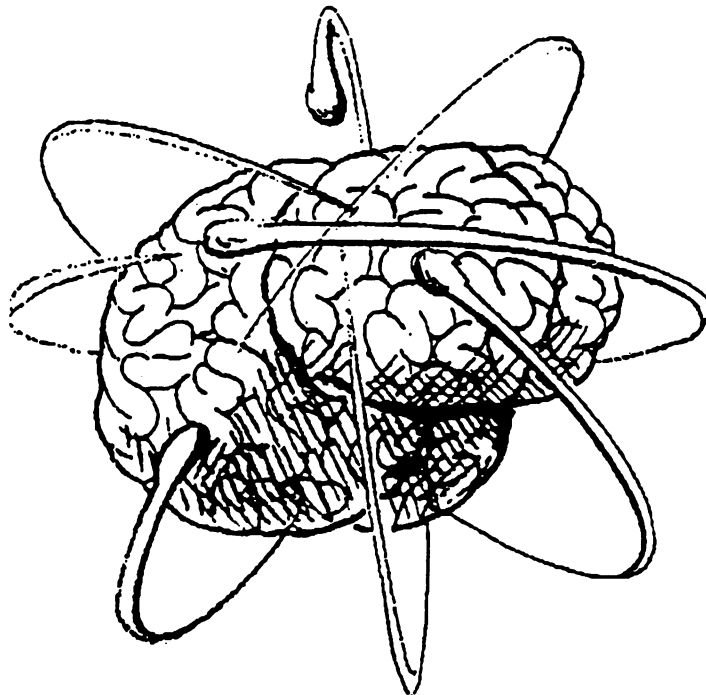
AR30n





ARZON - TOTEM #1

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604091-06T

ARZON-TOTEM

604091-06T

NAME: Feryl

PERSONALITY: The fiercest fighter of the knights, his passions tend to get the better of his judgments.

ANIMAL TOTEM: Wolf

WEAPON: Four-pointed Dagger

MAGICAL POWER: An explosive weapon with deadly accuracy.

Prince Leoric's battle plan had been clear and specific. Feryl and his forces were to wait in the wood until Rankor's troops had passed and then slowly advance on his enemies' left flank.

However, at the appointed moment Feryl was unable to resist attacking. So, springing from the woods, he attacked the Cowardly Rankor's troops in the guise of a wolf, whipping his own men into a frenzied fury, and smashing a siege wagon in half with a deadly throw of his razor axe.

The assault was quick and brutal Rankor's knights were reduced to scrap, but in the bargain, all surprise the Spectral Knights had hoped to gain on the massed body of their enemies was lost. Darkstorn shortly learned their position, and Prince Leoric was forced to retreat, accepting terrible losses.

To add insult to injury, Rankor was able to seize claim for the Darkling Lord victory, misrepresenting his being ambushed as a deliberate tactic designed to smoke the enemy out.

Upon learning of Feryl's irresponsible actions, Kuneng sinnered. "When will you grow up and fight like a disciplined soldier and not a wild beast?"

Feryl looked towards the heavens as he answered. "One day, I will battle that deceitful coward, Rancor, and I shall tear hin limb from limb. Then, I shall fight like a soldier, for, a soldier fights without passion. But until that day, I shall fight like an animal."

AUDITION MATERIAL

FERYL

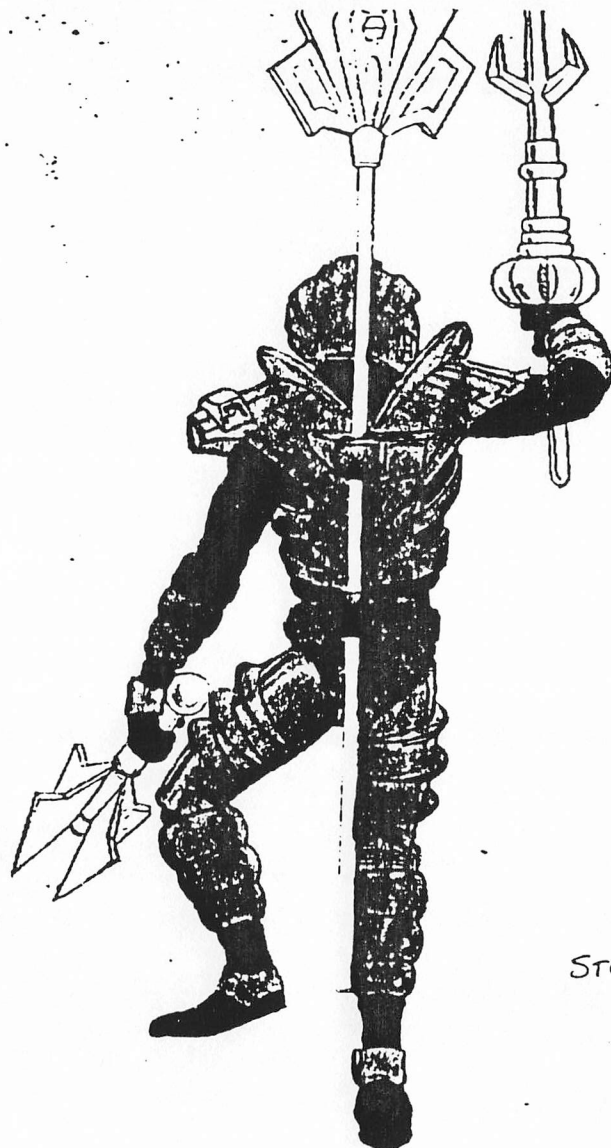
I am sorry for the defeat I brought upon you, Spectral Knights, but I shall not be able to restrain myself from attacking that loathsome Rankor until he has been wiped from Spectron.

(pause)

One day, I will battle that deceitful coward and I shall tear him limb from limb. After that, I shall fight like a soldier, for a soldier fights without passion. But until that day, I shall fight like an animal.

IDENTION: SEVE RESS, KID
ON: JEFF DISCH.

STORMWOLF



STORM WOLF



Fery L

08/25 11:28

0213-392-5140

JEFF DISCH

FERY1

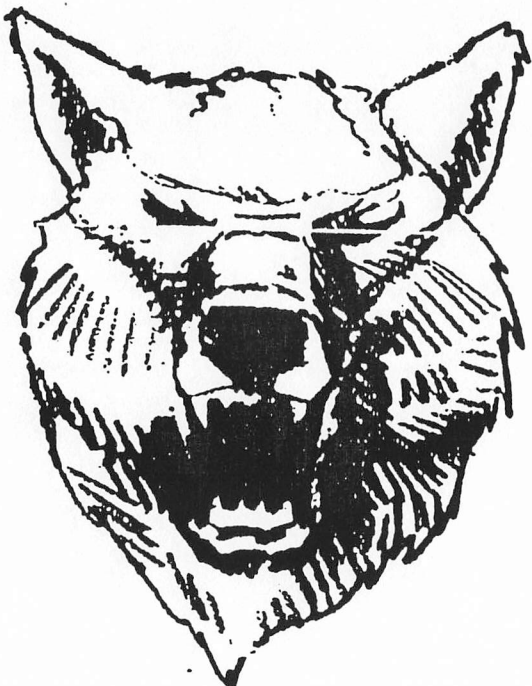


~~Stonewall~~

Totem #1

Feipel

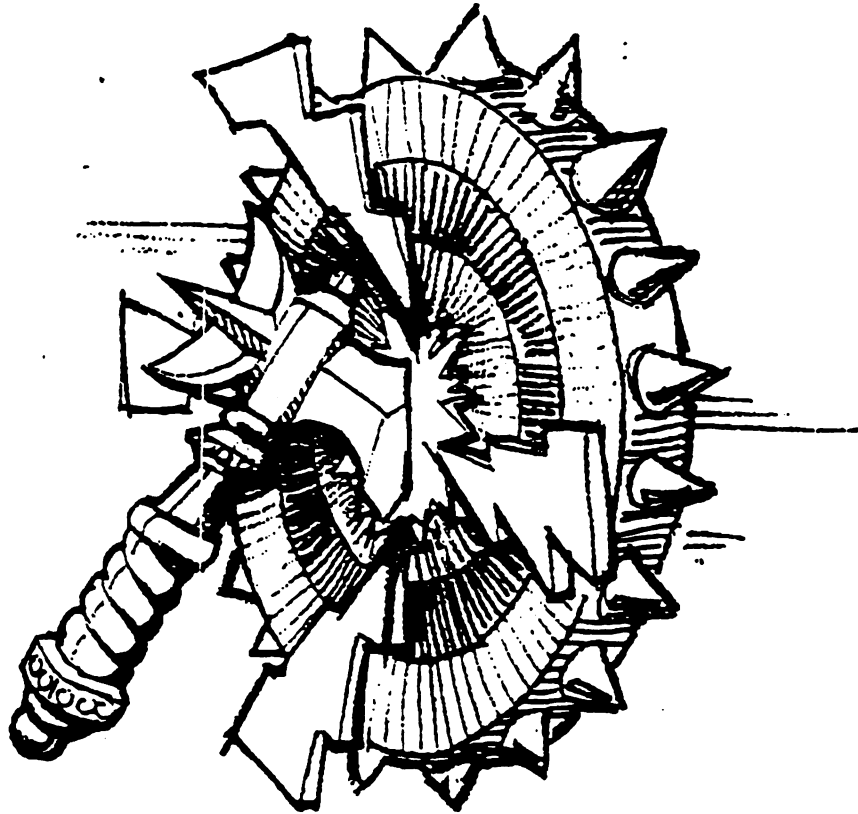
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Approved by St. Joe. 10/2/00

7/15/00

FEYRL

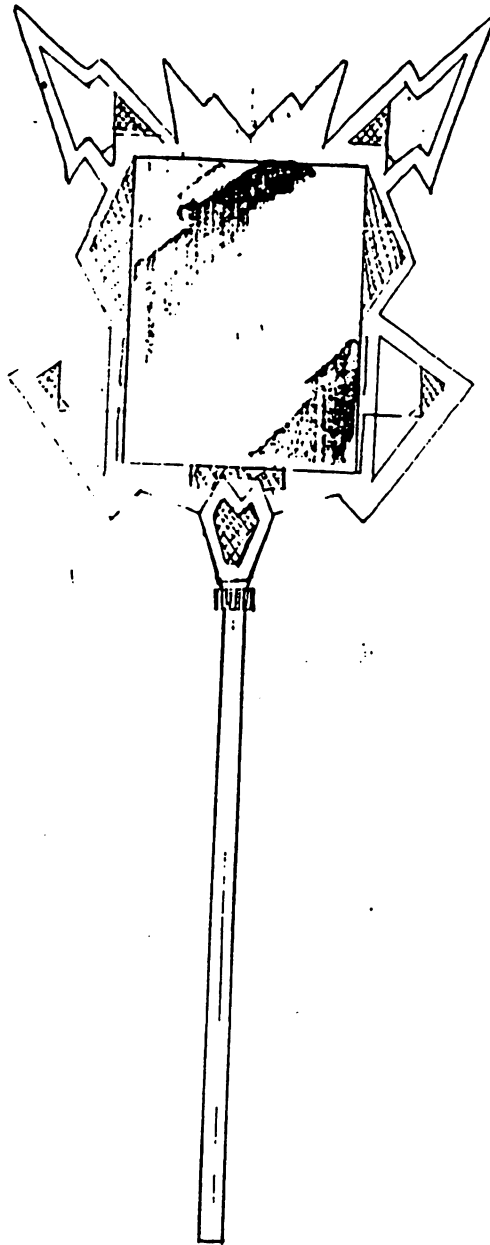


Approved = except eliminate the spikes

NO SPIKES

604091-69T

~~STANDARD~~



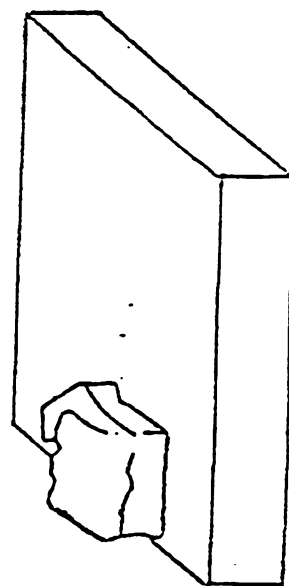
LOON
(STORM WOLF
BLUE | PURPLE
(6000-604)

RAY GEIMAN
12.18.86
604091.188T

POWER OF KNOWLEDGE



IDEA BURST IS REFERENCE POINT
TO BASE HOLOGRAM.



604091-198T

A G E

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FERYL

NAME: CRYOTEK

ANIMAL TOTEM: The Polar Bear

PERSONALITY: Incredibly strong but dim-witted knight
who is loyal only to his best friend
Leoric.

WEAPON: Swinging Mace

MAGICAL POWER Amazing strength

Since the moment he finally found his way from his mother's womb, Cryotek has been strong. Unfortunately, the muscle between his ears is nowhere near as well developed as the ones upon his shoulders.

Upon the passing of his father, many suggested that the Lordship needed a more intelligent occupant, but so great was the love that his people felt for him that they could not bear to turn him out. Thus it was that Cryotek was tricked into selling his kingdom for a day's catch of fish.

The criminally sleazy Rankor found great humor in this, and as the document he held granting Cryotek's kingdom to him was legitimate, many of the other Lords and Nobles did not feel that they should intercede despite the great dishonesty that was involved in tricking Cryotek and the virtual slavery the people of Glaciun would undergo.

However, one of the Spectral Knights rose to Cryotek's defense. It was the brave Leoric. In challenging the cowardly Rankor, he forced the other to admit that he had tricked Cryotek and return the kingdom to it's lovable if

not brilliant owner.

Cryotek did make one intelligent choice. As he said to his subjects: "I never claimed to be brilliant. I am but honest and strong. In this world, that's not enough, so I'll put the kingdom into the hands of one who is more intelligent than I."

Cryotek's kingdom is now protected under the auspices of Leoric's. The strongest of all the Visionaries, Cryotek even throws fear into Cindarr. He can bend steel reinforced titanium in his bare hands, and when using the magic his Polar Bear totem gives him, can withstand cold, pain, heat, and the strongest of blows without flinching.

Everything except hunger.

He can't stand to be hungry.

Nevertheless, Cryotek's primary asset is his loyalty. There is no question in the mind of anyone, that he would lay down his life for Leoric, or for that matter, any of the Spectral Knights.

CRYOTEK

(roar)

You shall only attack Leoric over my
dead body. And I shall not die
easily.

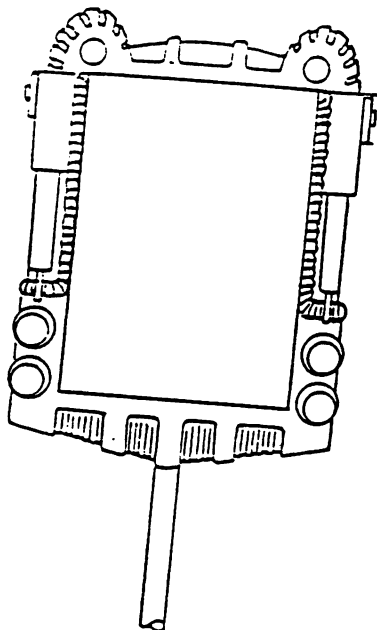
(Roar)

And don't call me a dolt.

(pause)

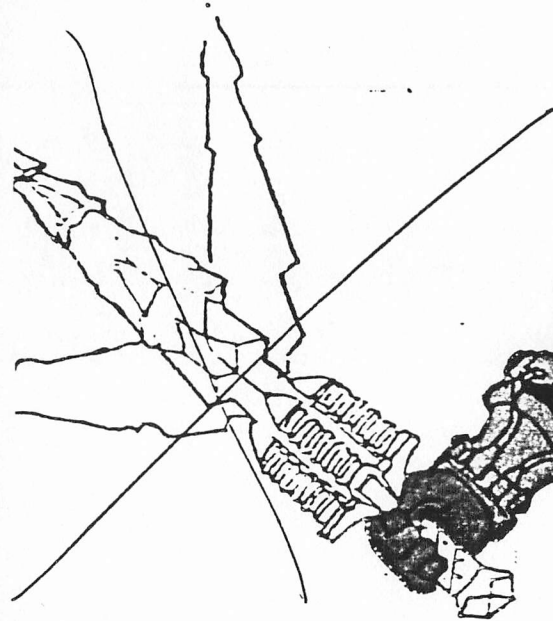
Sorry about your chest cavity, I get
out of hand when I am called names.

CRYOTEK

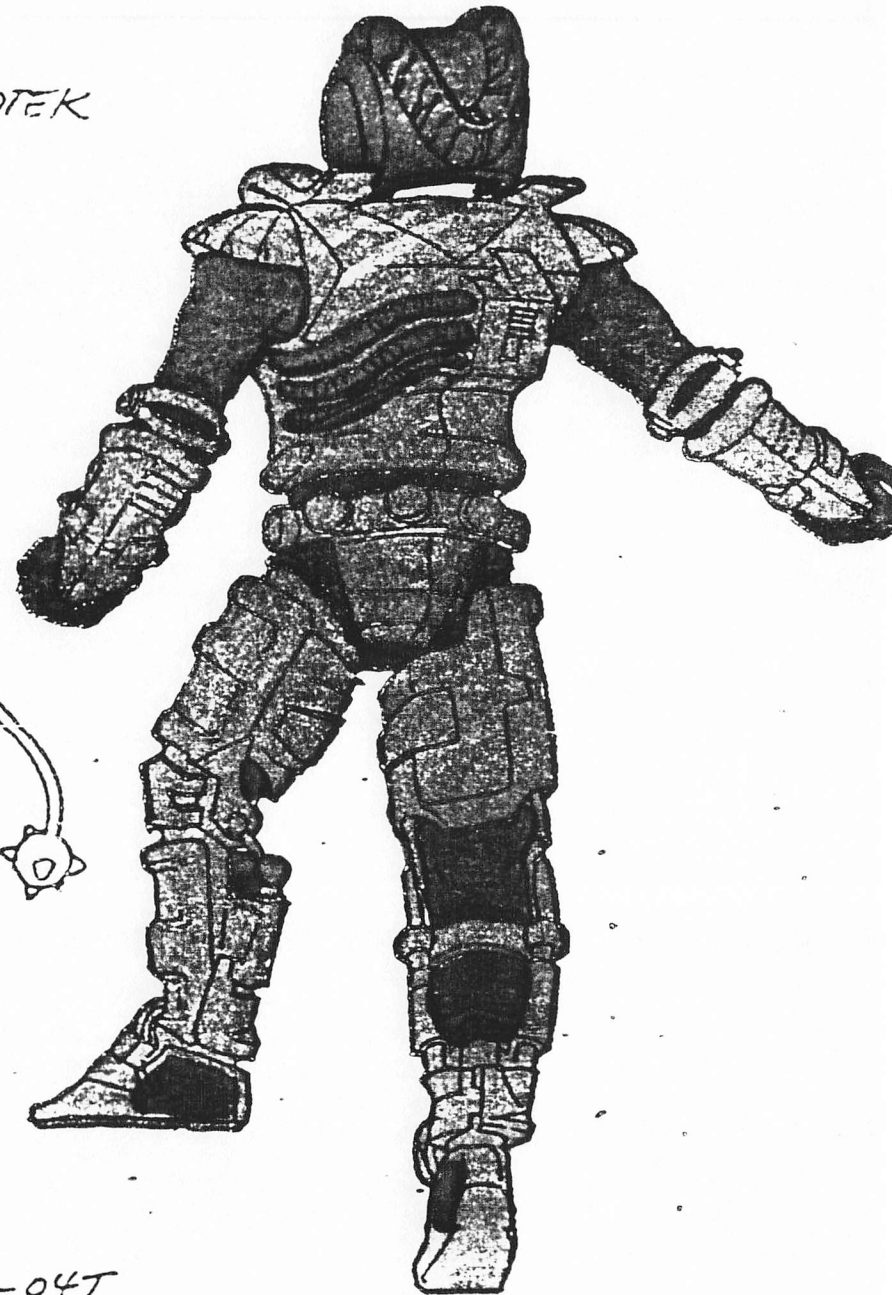
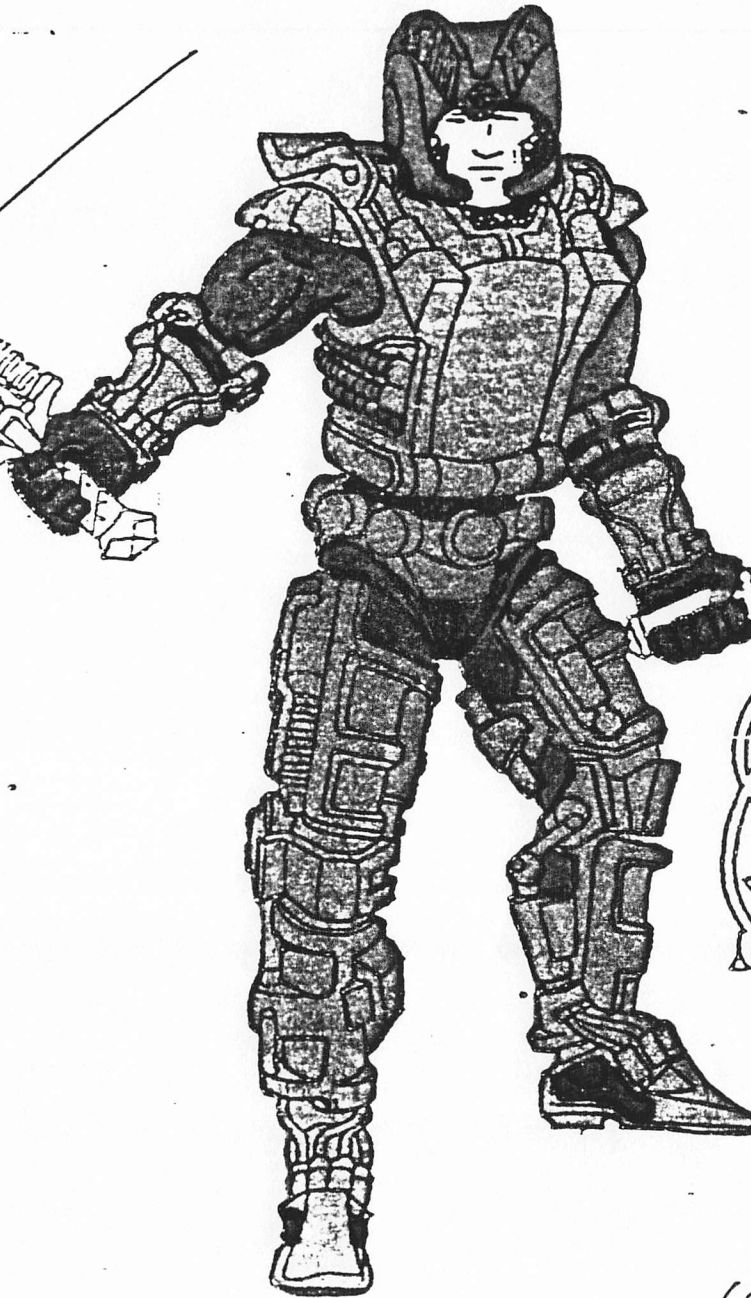


604091-186T
CRYOTEK
CHRIS GROSS
12.18.86

OTBK



-CRYOTEK



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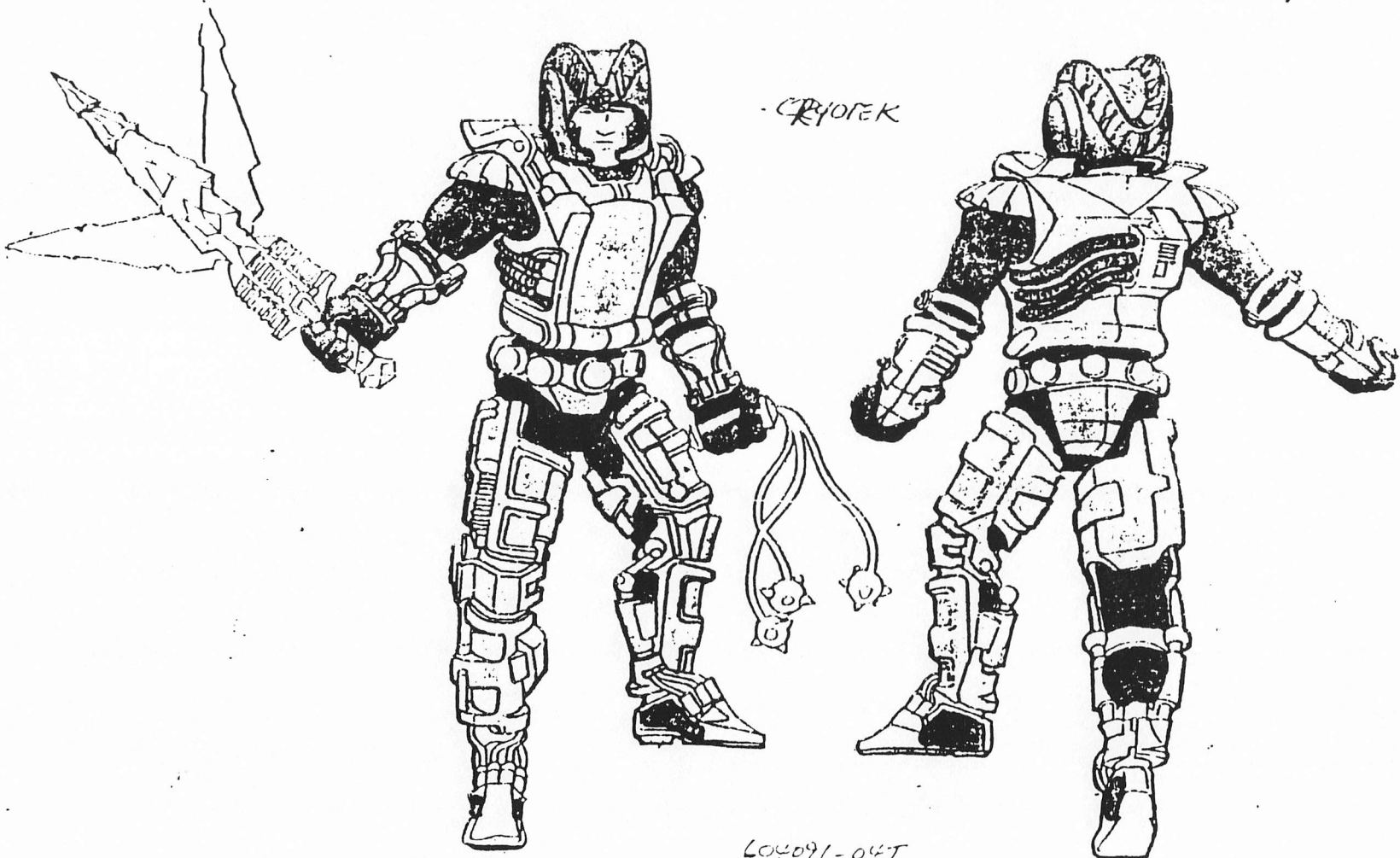
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CRYOTEK
①

JEFF BISH

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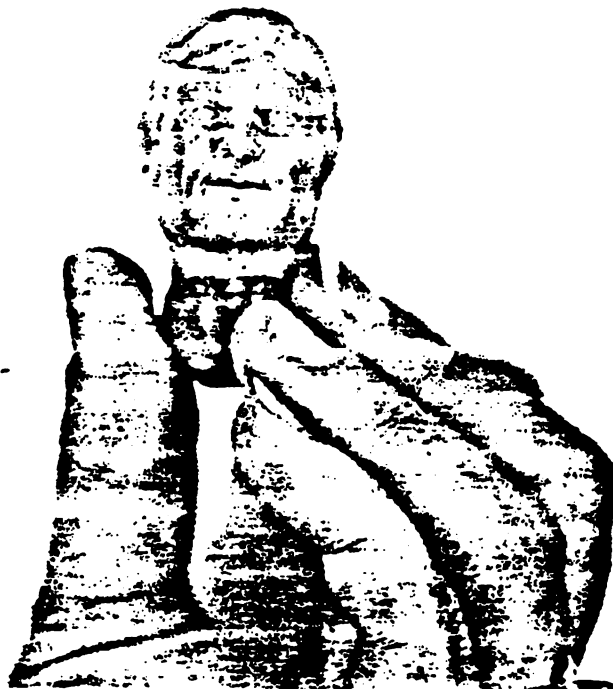
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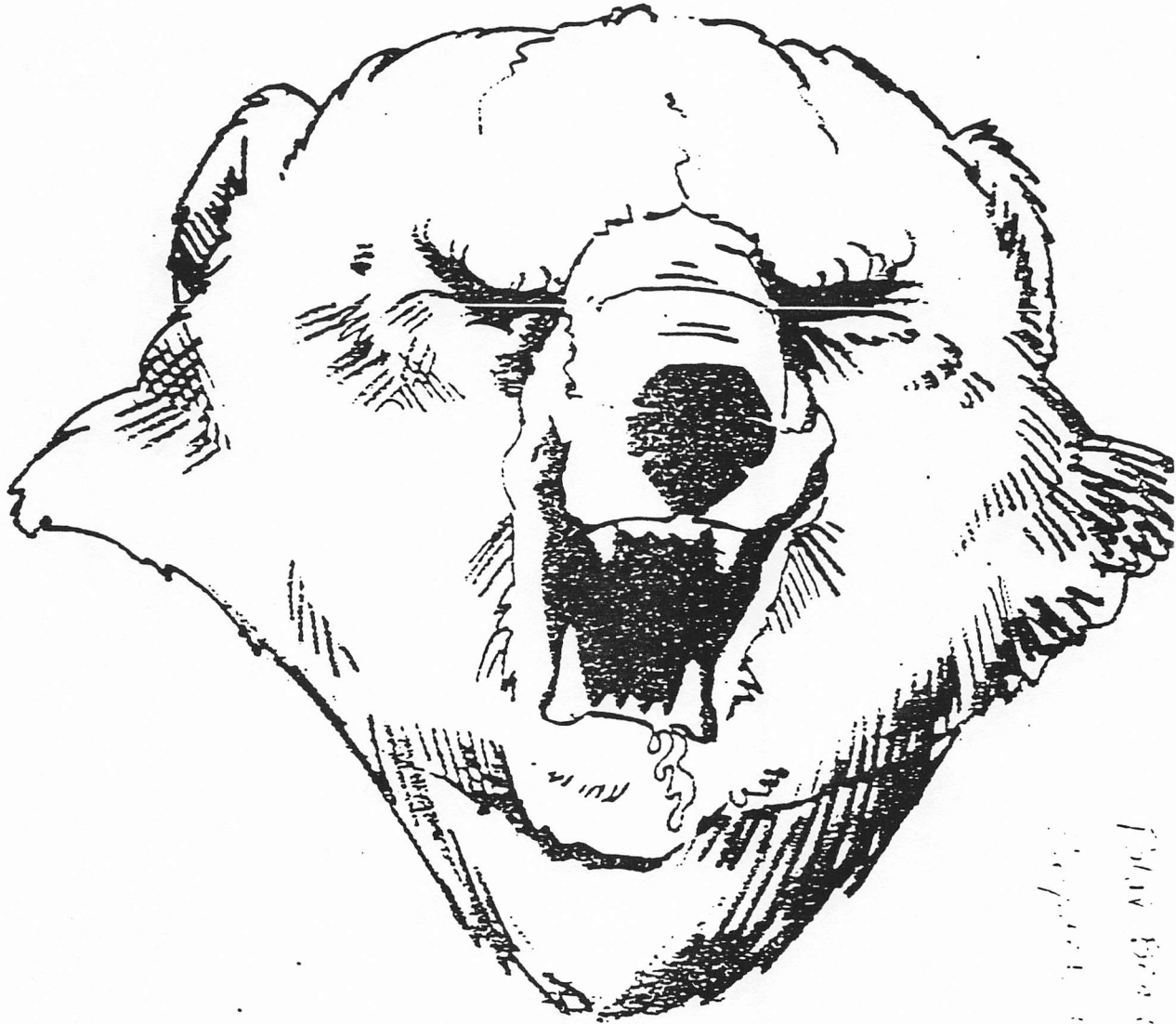
CRYOTEK

604091-04T

CR40TEK



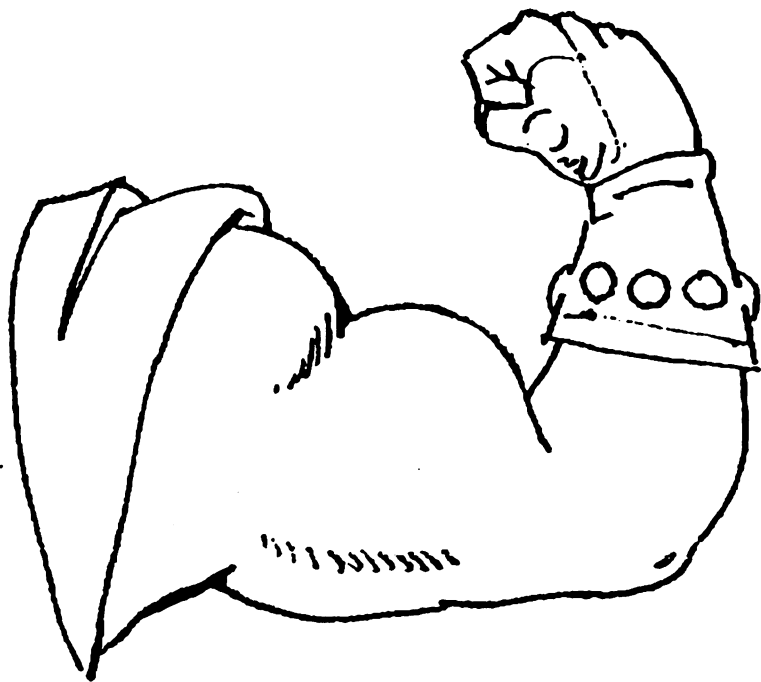
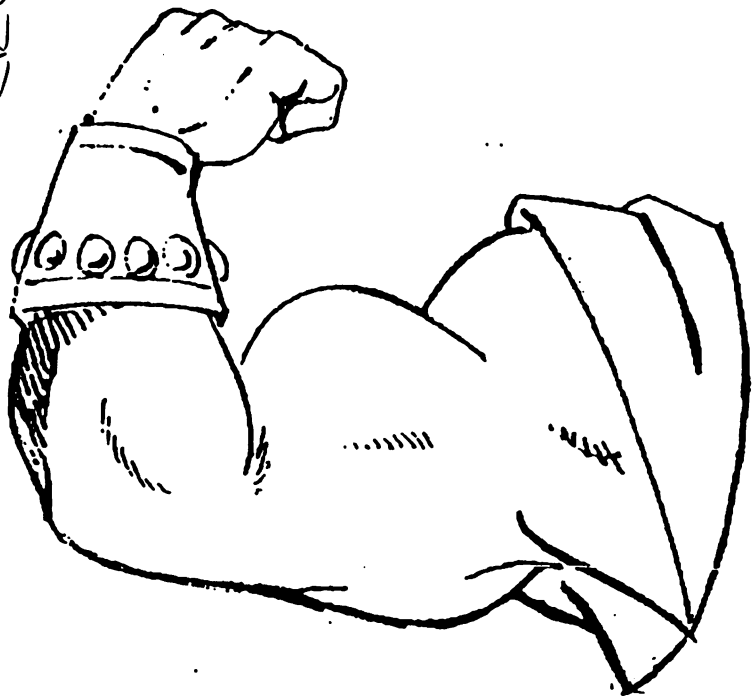
CRYOTEK



604091-66T

CRYOTEK

CRYOTEK



CRYOTEK -
TOTEM #1

604091-17T

NAME: Darkstorn

PERSONALITY: Evil, Methodical brother of Prince Leoric who plots revenge against the people of Valarak. Leader of the Darkling Lords.

ANIMAL TOTEM: Swamp Mollusk

WEAPON: Double-Headed Axe

MAGICAL POWER: Seizes the will of anyone touched.

Upon the death of King Leo the first, there was controversy over who should succeed him on the throne of Valarak. Most all favored the fair young Prince Leoric, while a smaller, more corrupt group favored the more evil Prince Pantera. Despite a bitter, and treacherous coup attempt, Leoric was given the throne and Pantera was sentenced to death.

But the good Leoric could not see his brother executed, and thus had him banished to the swampy wastelands.

This was a great mistake, for the spurned brother plotted a brutal and bitter revenge against his great city. His teeth clenched with hatred, the one who was now known as Darkstorn hissed a terrible vow: "One day, wretched citizens of Androsia, I shall turn your high towers into deep dungeons, your bubbling fountains into burning cauldrons and your bright prosperity to dismal poverty, and civic harmony into agonized cacophony... Death to all who had me exiled. Your knights shall be purchased with gold you mined, your leaders shall be impaled upon swords you

forged, and your happiness shall be taken and returned to one whose happiness was taken by you!"

From that day forward his life has been haunted by dead spirits and filled with the burning desire for revenge. His every action is to further that end. Knowing well the weakness of his fellow mortals, he has lured the most evil into being his allies; some through promises of gold, some through promises of glory, some through a simple touch of his hand to their heads, which can bend their will to meet his.

Standing in sharp contrast to his scowling hatred, the walls of Androsia look thin and vulnerable indeed.

When in danger of being destroyed, Darkstorn can transform to a nearly impregnable mollusk, and his powerful shell can withstand nearly any blow aimed at it, including having entire mountains fall on him.

DARKSTORM

One day, fair citizens of Androsia,
I shall turn your tall towers into
deep dungeons, your fair fountains
into burning cauldrons and your
bright prosperity to dismal poverty,
and civic harmony into agonized
cacophony...

(rage)

Death to all who had ne exiled.
Your knights shall be purchased with
gold you mined, your leaders shall
be impaled upon swords you forged
and your happiness shall be taken
and returned to one whose happiness
was taken by you!

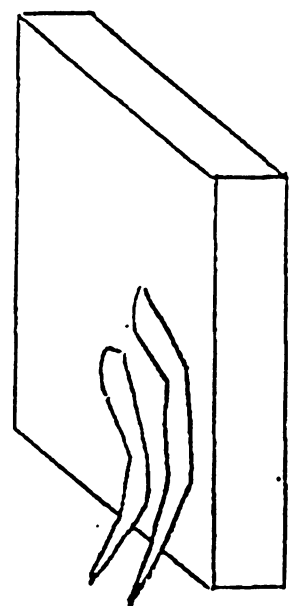
(pause)

Yes, tonight you bask in your
victory. But you are growing weak.
I an growing strong. The appointed
day of your destruction comes soon.

POWER OF FEAR



LEFT EYE IS REFERENCE POINT
TO BASE HOLOGRAM.

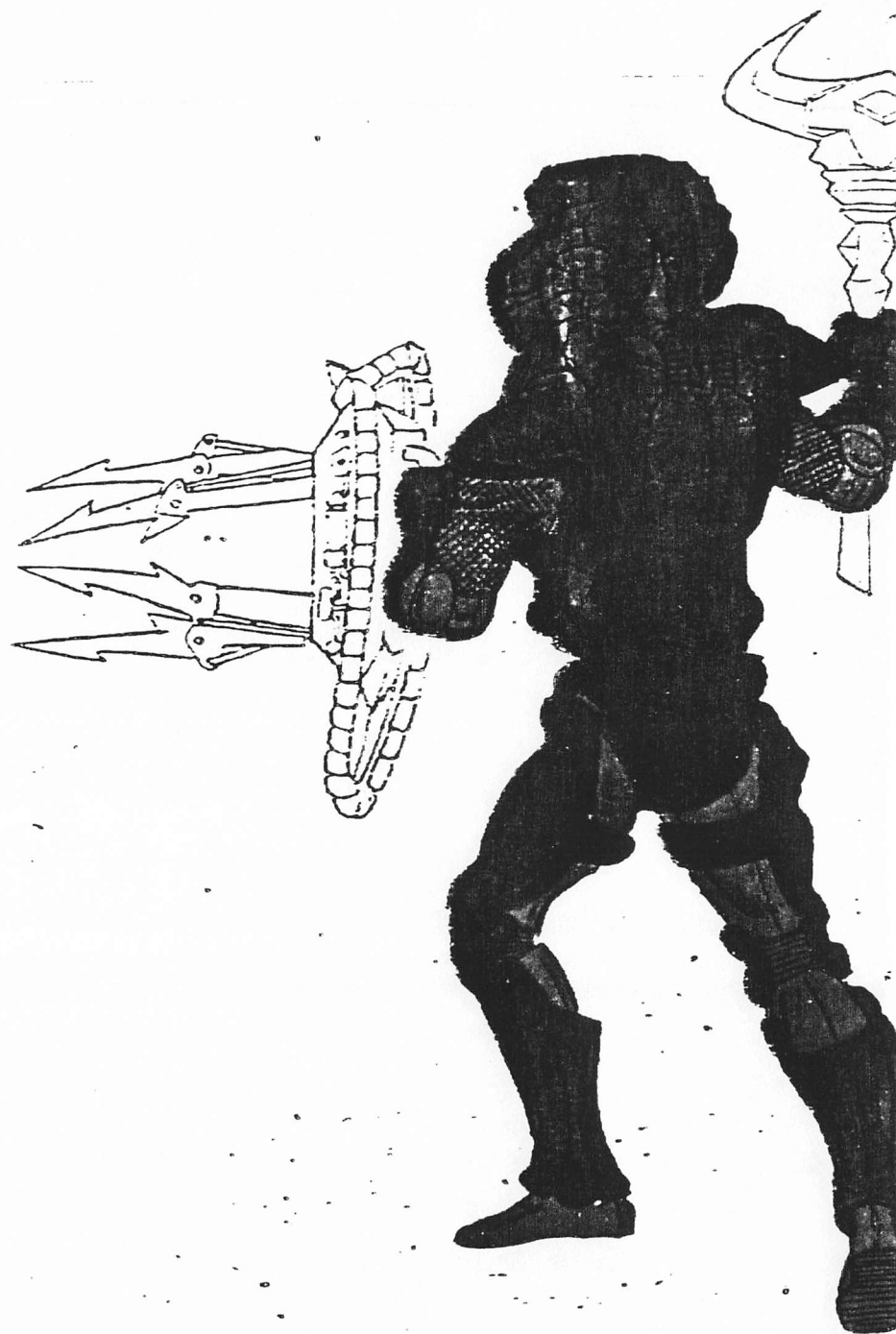


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A G E

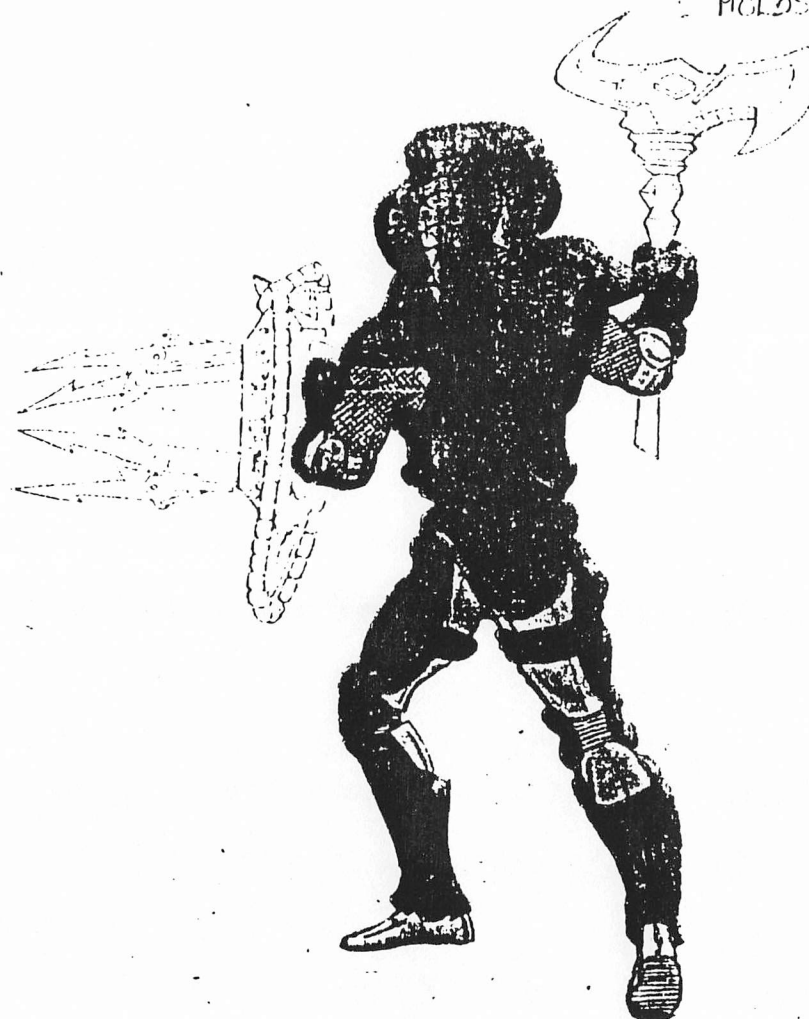
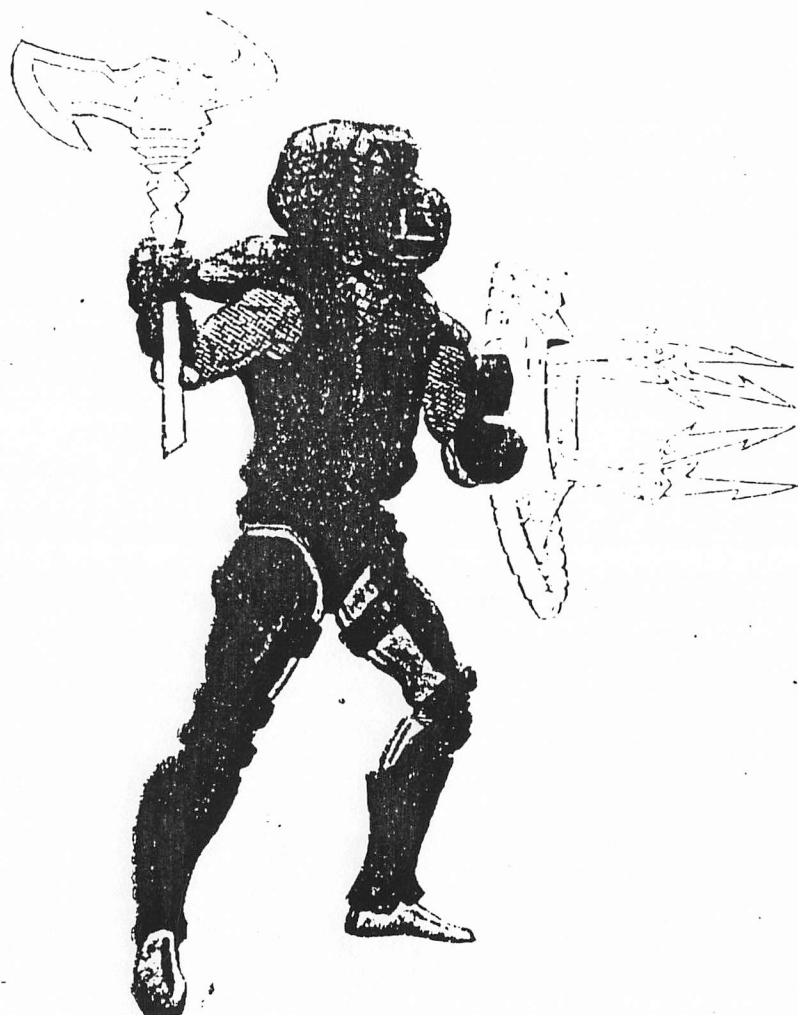
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Darkstorm

PAD (8)
MOLOS KAR



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JEFF BISH

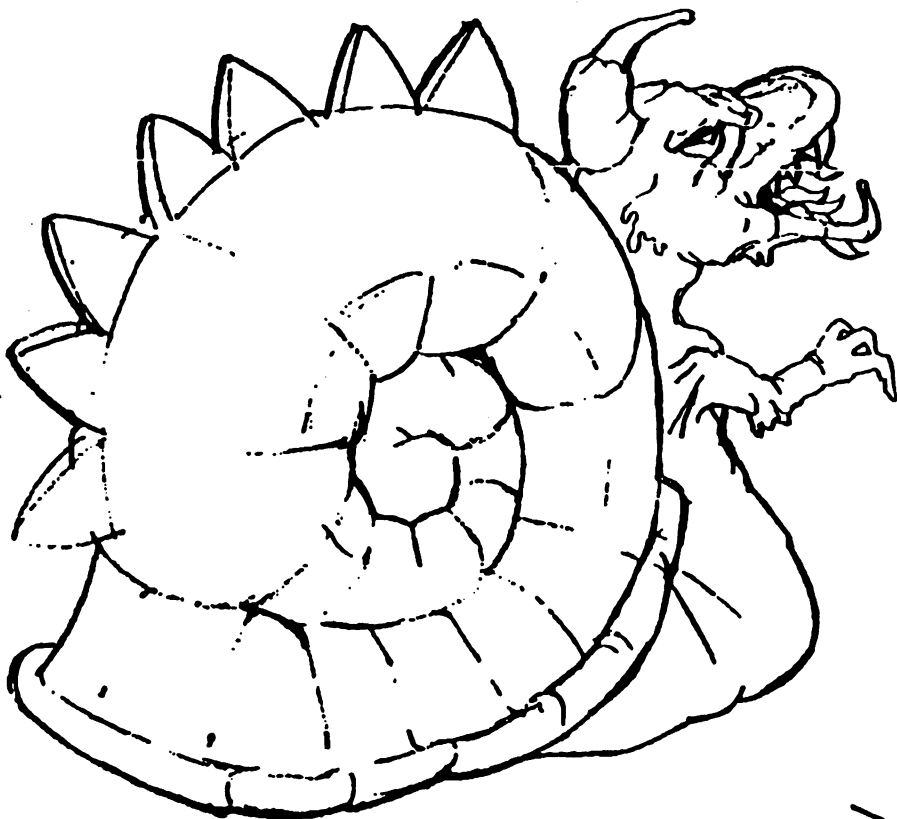
Dankstorm





MALOSKAR TOTEM

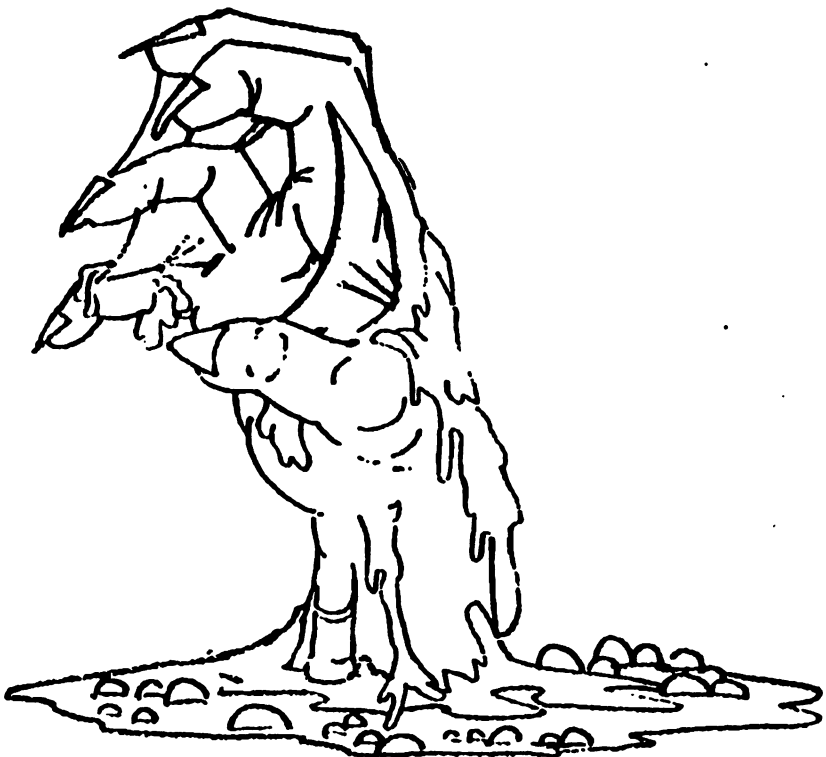
6/26/86



MALOSK -
TOTEM #1

604091-215

Darksborn

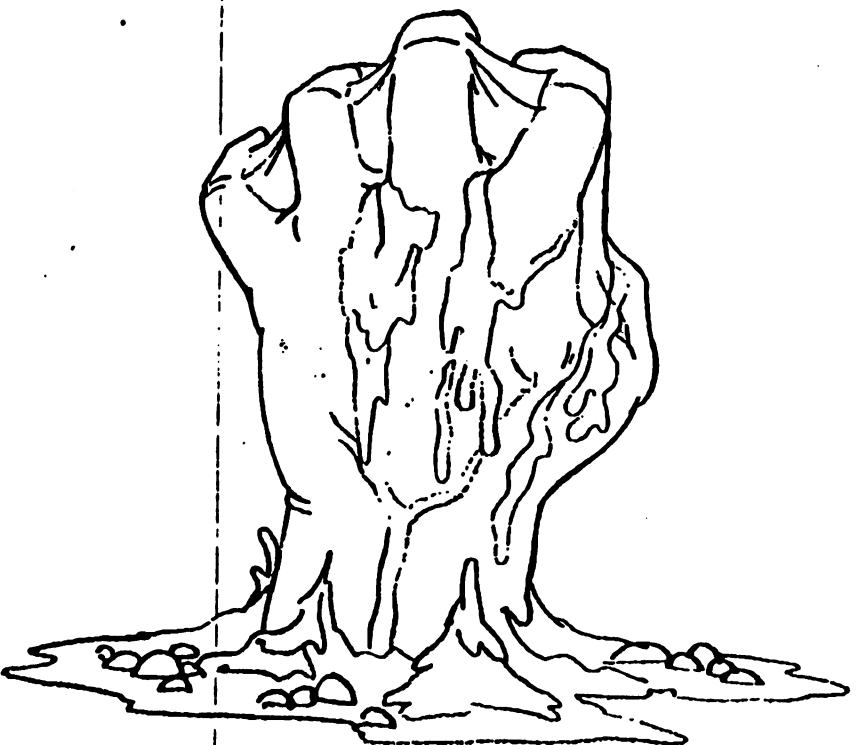


MALOSKAR TOTEM

6/26/86

MALOSK -

TOTEM #2



604091-225

NAME: Cindarr

PERSONALITY: Strongest Darkling Lord, Cindarr can cause incredible damage, but feels remorse afterwards.

ANIMAL TOTEM: Gorilla

WEAPON: Spiked Club (Morning Star)

MAGICAL POWER: To cause earthquakes or volcanos

A BRUTISH ROAR and the earth around Valarak Castle rumbles.

Battle stops, and all eyes turn to the Darkling Lord, CINDARR, his Totenic Gorilla form thundering across the battle plain.

Even the stout-hearted CRYOTEK trembles, for nowhere on Spectron is there a creature who can inflict so much damage when the spirit strikes him.

In moments the lumbering fury has hacked a portal from the granite base of a castle. Robo-Knights are crushed by the blows of his formidable mace as the growling marauder advances, unchecked.

Knowing that the fate of all Spectron rests on turning back this juggernaut, the Spectral Knights turn their attention to him.

A horrible contest ensues.

Cindarr's battle club bashes opponents out of his way, but the Spectral knights stand strong and eventually the great beast, wearing a Gorilla as a totem, is brought to a

standstill.

Seeing that the tide is turning against him, he lets out a fearsome roar: "If Valarak is not mine, than it shall be nobody's." In the blind rage that frustration brings, Cindarr pounds his chest and unleashes the most destructive magic power of all.

Thunder crashes!

The ground shakes.

The Knights tumble to the ground.

Towers crumble and fall.

Debris covers the Spectral Knights.

In a moment, the great city is but a mound of rubble.

Darkstorn orders Cindarr on to go in for the kill -
- but the brutish marauder does not respond.

His fury spent, remorse fills his heart. The plaintive whine of a small animal caught in the rubble has struck his ears and he digs in the ruins. "Your dark plans mean are nothing in relation to the life of this small beast."

It is fortunate that fate attached conscience to such great power.

CINDARR

(FIGHTING ROAR)

I am a tornado! A hurricane! I can
not be stopped!

(ROARS/BEATEN BACK)

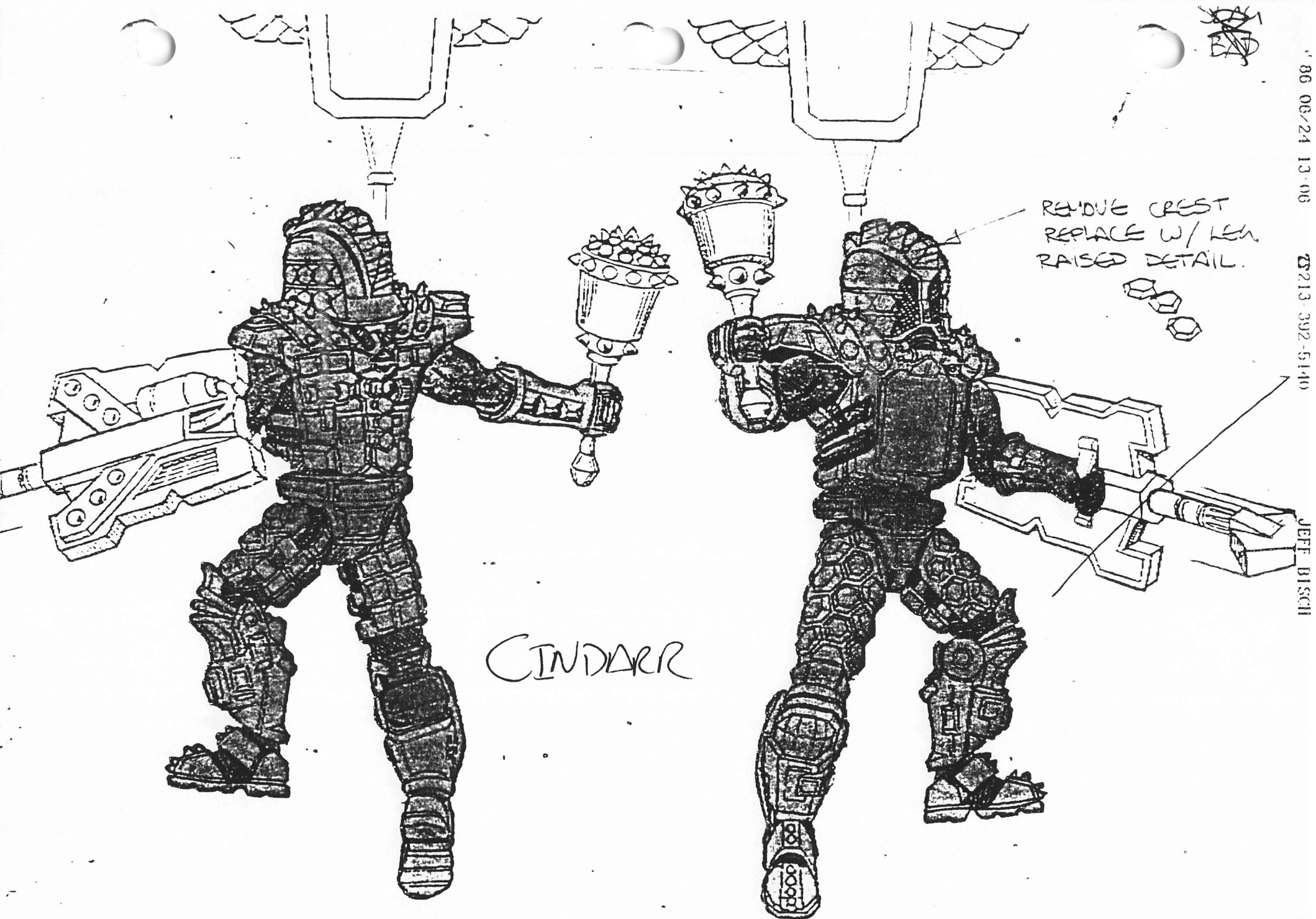
If the battle is not mine, than it
shall be nobody's.

(CHEST-BEATING RAGE)

Fall great walls! Rise, torrent of
destruction!

(AFTER THE DESTRUCTION)

What have I done... Come here poor
beast, I didn't mean any harm to
come to you.



CINDARR

604091-19T

Cinder

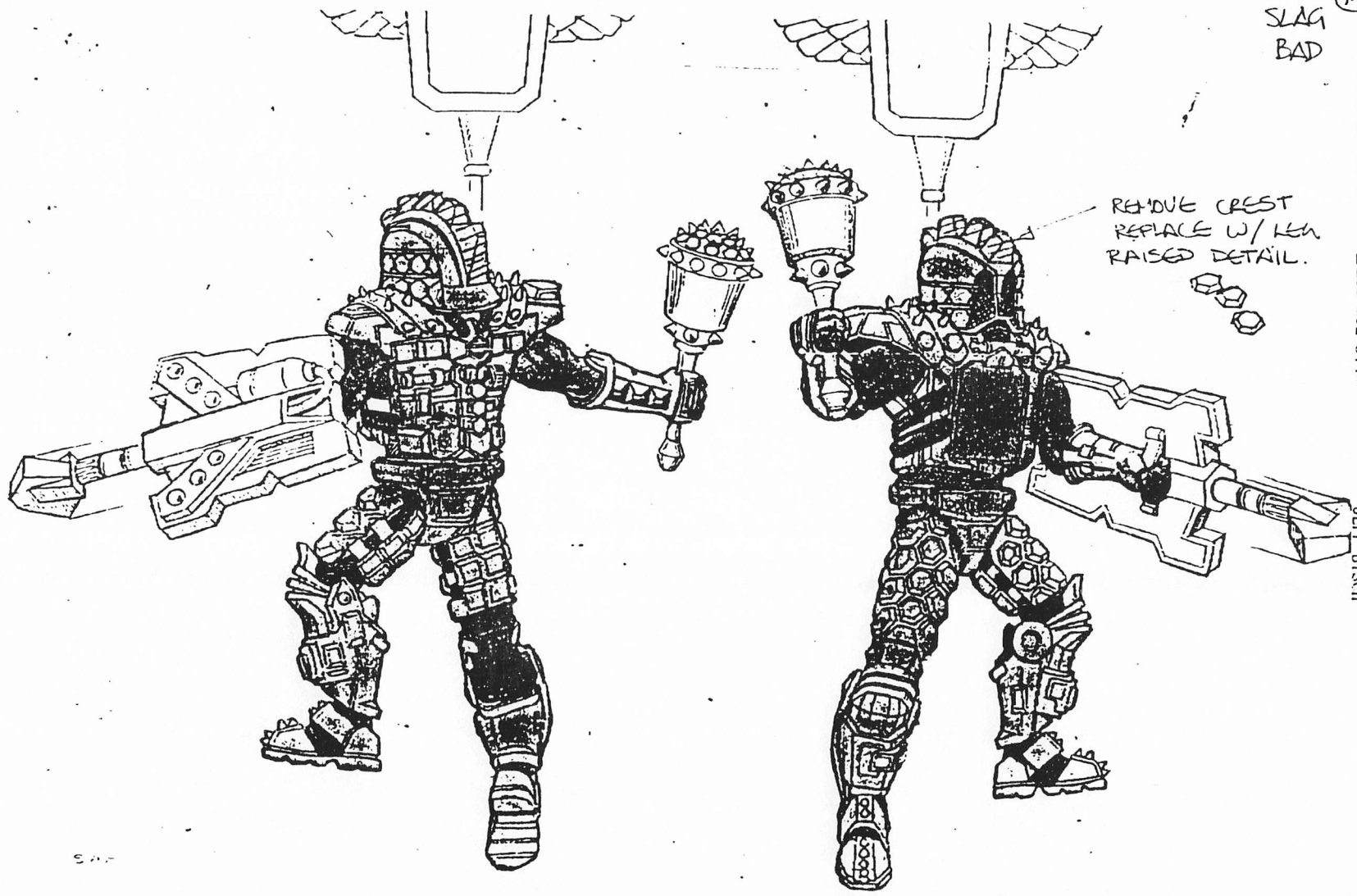
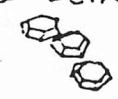
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JEFF BISCH

REMOVE CREST
REPLACE W/ LEM
RAISED DETAIL.



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2003

CINDER



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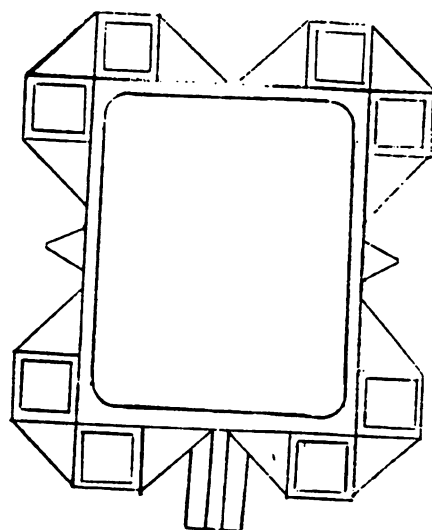
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CINDARR



~~SEB~~ -
TOTEM #

6040911-34T



CINDARR
 "EAG" STANDARD
 VISIONS 12-23 80
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POWER OF DESTRUCTION



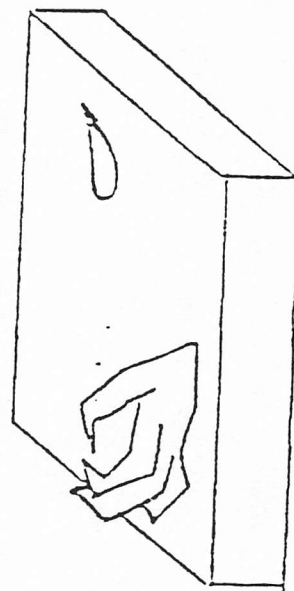
RIGHT EYE IS REFERENCE POINT
TO BASE HOLOGRAM.

604091-194T

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CINDARR

NAME: Craven

PERSONALITY: Tenpestuous Spectral Knight. Craven is known to explode for no discernible reason and battle friends and foes alike.

ANIMAL TOTEM: Phylot

WEAPON: Axe

MAGICAL POWER: Hurls balls of Fire

The great hall of Darkstorn's castle is dark, save for the lurid light of a magical flame, and the glow of Totens. Rancor explains why an attack failed, excusing himself and blaning his bad luck elsewhere. As Darkstorn forgives him, Craven erupts in a burning rage. "There is only one price for failure, and that is death!"

Before the others can respond, he hurls a fiery ball at the crouching Rancor.

Rancor ducks, and -

- a furious battle erupts.

Weapons clang and more than one of the Darkling Lords is bruised by Craven's blind fury. As he fights, his helmet is knocked from his head, and even his cohorts in evil are shocked to see the rage on his twisted countenance.

"If you are to condone failure, you are of failure, and all that is of failure must be destroyed!!! Destroyed!!!" Thus it is with his twisted logic delivered in a shrieking rage, that he fights on.

When they nearly overcome him on the ground, he transforms into his dinosaur-bird form and attacks them from above, doing terrible damage.

As it looks like he might kill them all, Darkstorm jumps him from behind and changes his will with a gentle touch of his hand.

Though his murderous onslaught is halted, Craven still seethes in rage: "You have stifled me for now, you shall not be able to do it forever..."

The horrible face relaxes to that of what a handsome man. For a time, the fires of hatred are cooled, but this shall not last long, for another opportunity to erupt in senseless rage will come as quickly, and unpredictably as the meteor, which even now, streaks across the sky.

CRAVEN

Do not beg for mercy. There is but one price for failure, and that is death.

(paused, shocked by
Darkstorn's leniency)

What do you mean your are forgiving him.

(Building to a fighting
frenzy)

If you are to condone failure, you are of failure, and all that is of failure must be destroyed!!!

Destroyed!!!

(Warcries)

Die weak ones! Only death shall cleans impurity! Shall still the stench of failure!

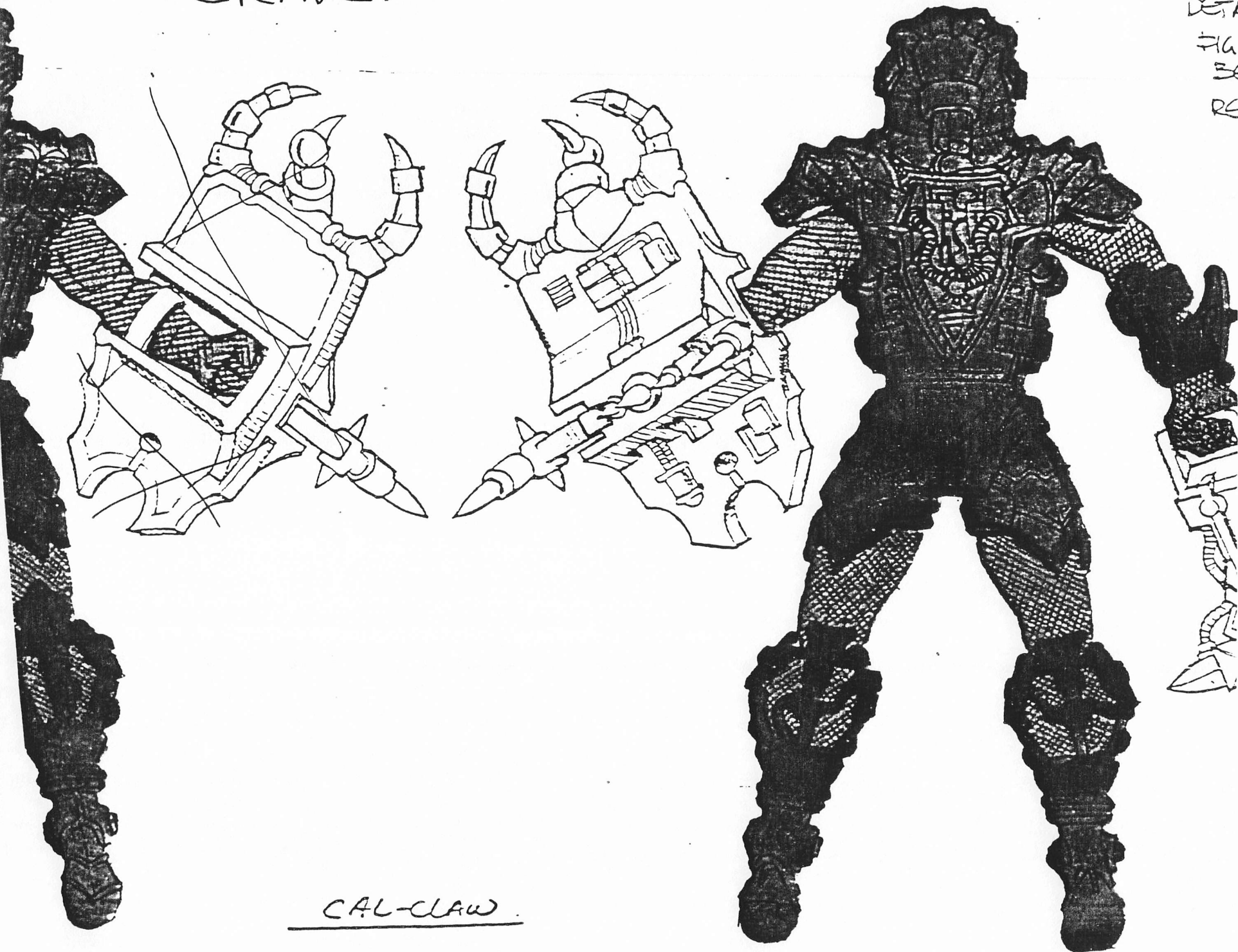
(subdued)

You have stifled me for now, you shall not be able to do it forever...

CRAVEW

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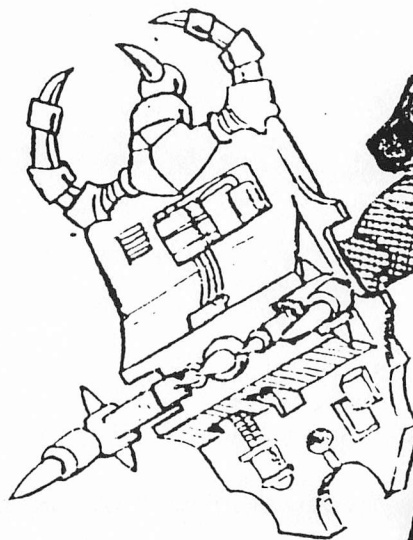
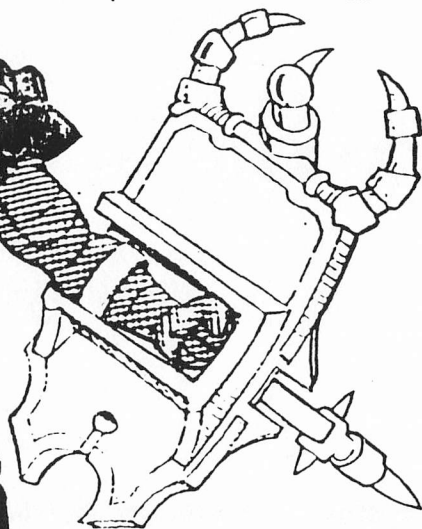
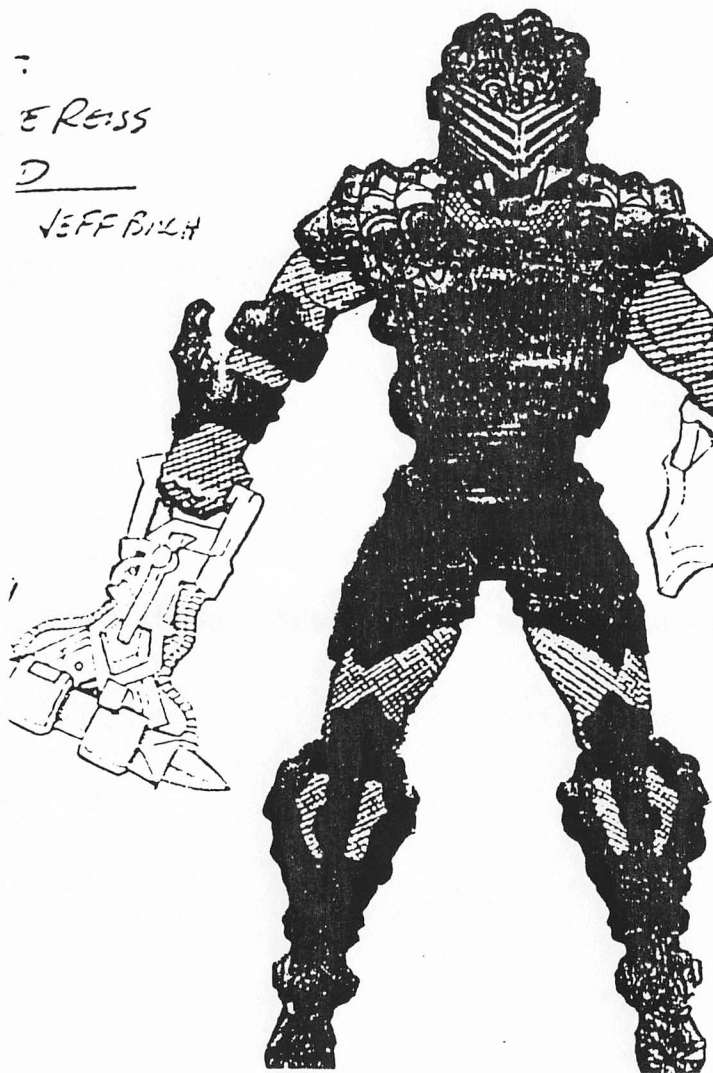


CAL-CLAW

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Craven

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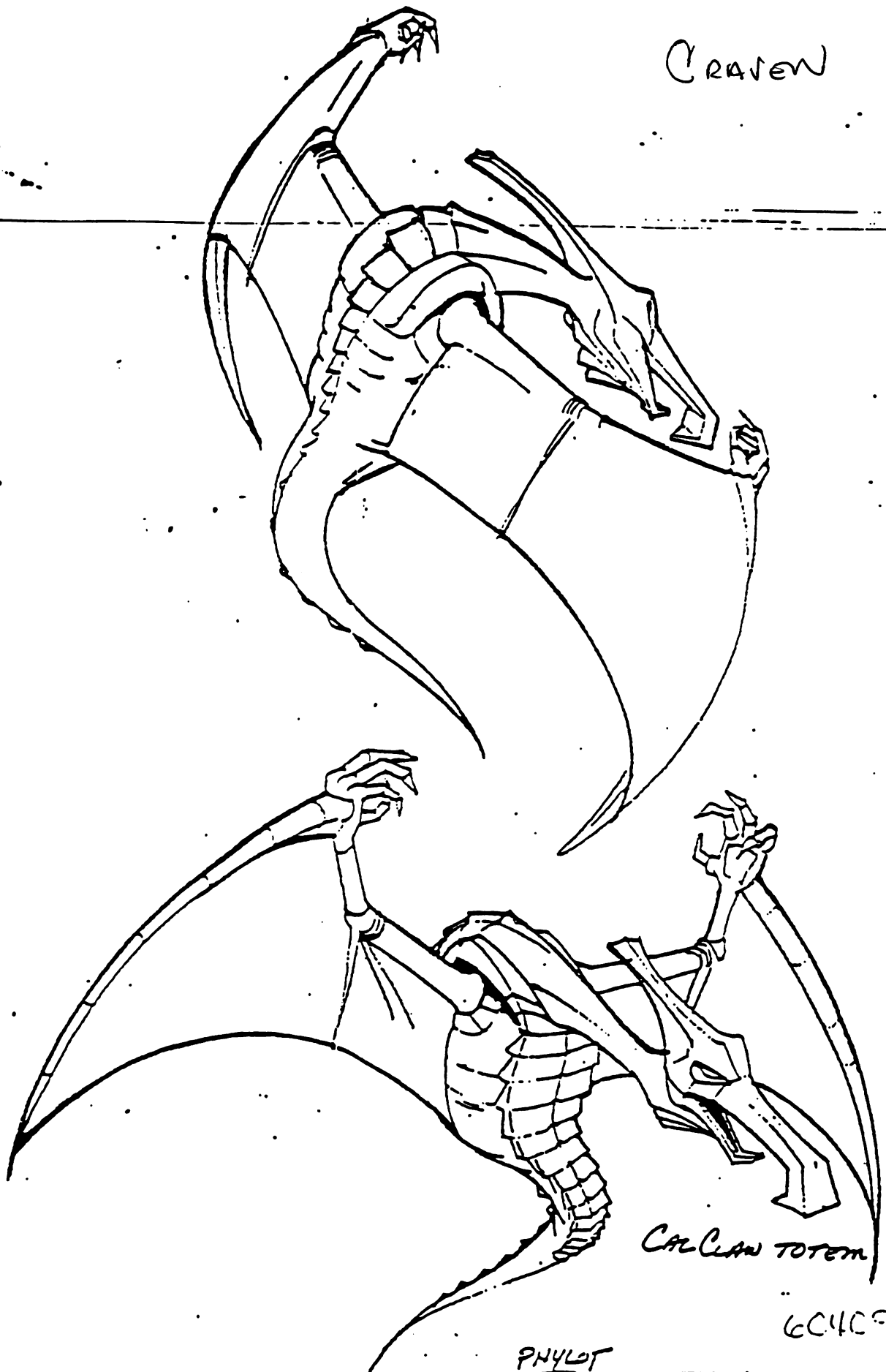


CAI-CLAS

CRAVEN



CRAVEN



CALCLAW TOTEM #1

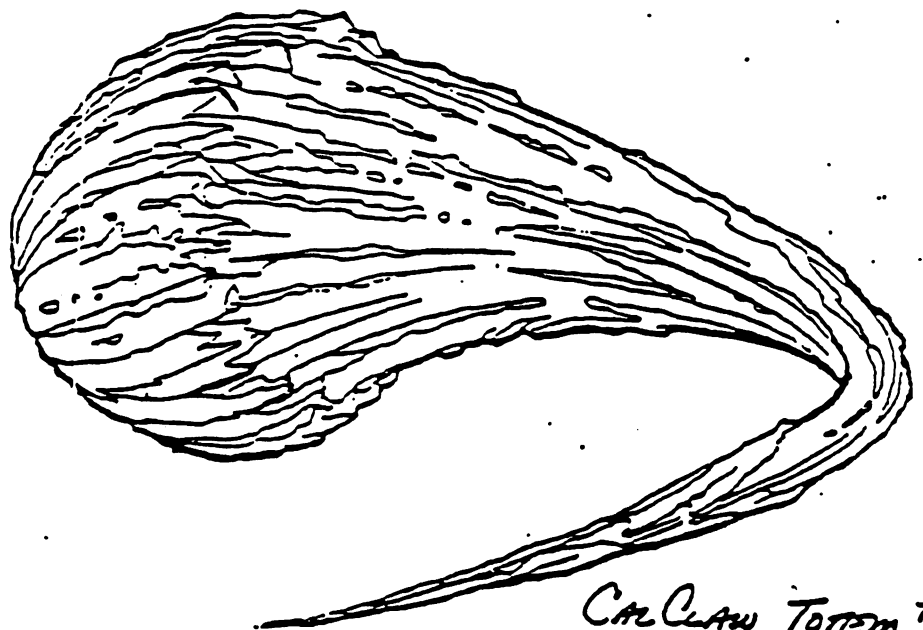
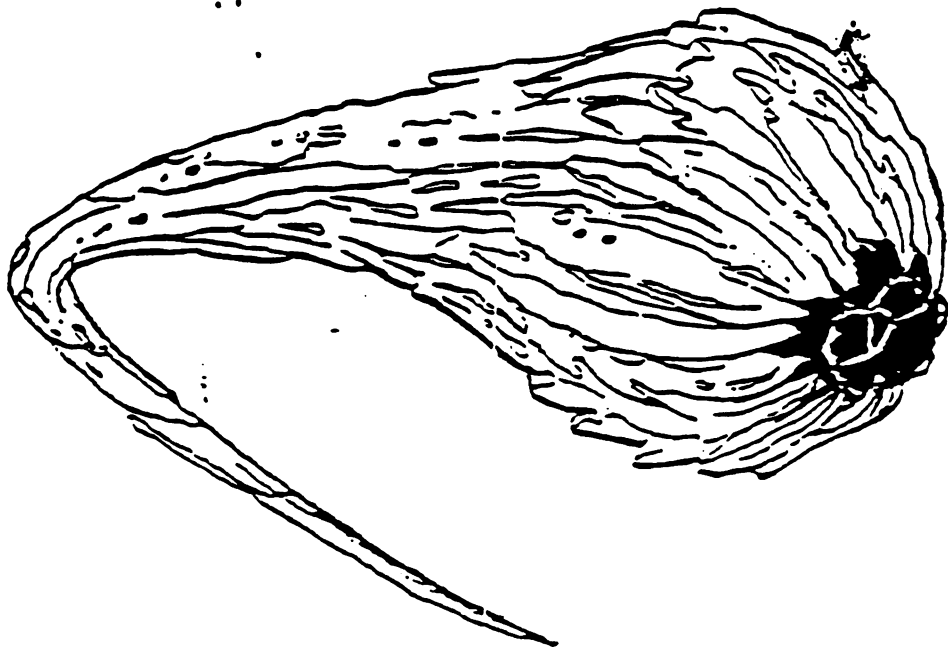
604091-57

PHYLOT

(TOTEM OF CALCLAW)

J. BISCH 5/31/86

Craven



CR CLAW TOTEM #2

FIREBALL / METEOR
~~(FIREBALL / METEOR)~~

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J. BISCH 5/31/86

PHILIP... HOLOGRAM

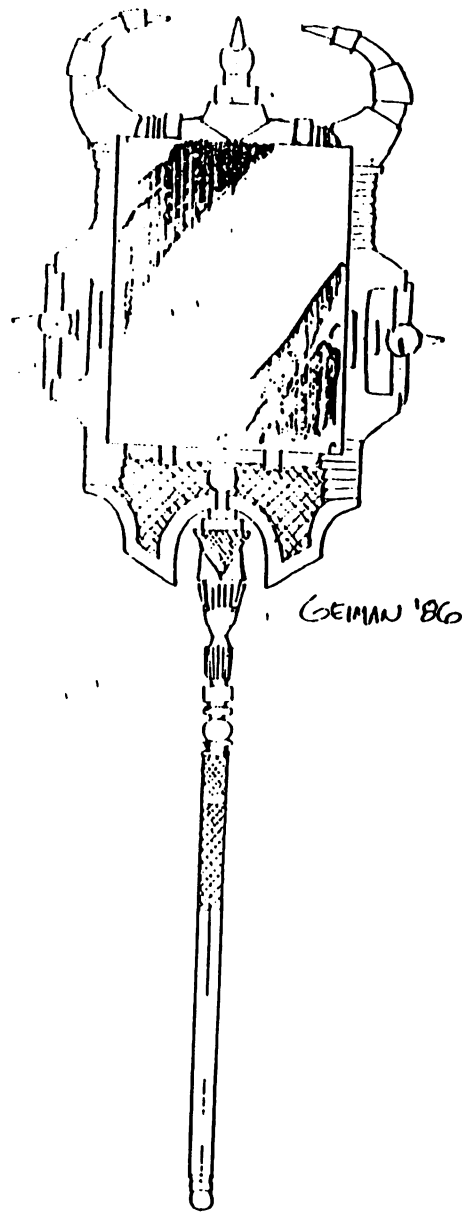


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GEIMAN '86

11/4/86
(CAL-CLAW)
BLACK-RED
(BAP-GUY)

CALCLAW
RAY GEIMAN
12.18.86
604-071-1877

NAME: MORTDREDD

PERSONALITY: Bootlicker and flatterer to Darkstorn,
Mortdredd is a ruthless dandy.

ANIMAL TOTEM: SCARAB BEETLE

WEAPON: SICKLE

MAGICAL POWER: TO MAKE THINGS CRUMBLE TO DUST WHEN
TOUCHED.

Late at night in Darkstorn's throne room, the unctuous Mortdredd drops to his knees before his leader and delivers the following speech. "Why should you tolerate their desires great Darkstorn? You are the ruler! They are but your subjects! Make them kneel unto you and acknowledge your greatness! Make them kneel unto your awesome power, even as I am doing now." His words delivered, the flamboyantly-dressed dandy then slyly glances up to see a smile cross his ruler's face.

Mortdredd knows his place is secure.

All great rulers need a great sycophant.

Life in the castle, though, is much easier than the dangerous life of a knight, but occasionally, even Mortdredd must prove his metal -- or appear to prove his metal. Thus it is that when he and CINDARR are sent out to reclaim a magical totem for Darkstorn, the slippery Mortdredd oozes praise in the direction of the ferocious Cindarr.

"The iron gate can only be broken by one of your legendary great strength. Do it now, Cindarr, and your name

shall be revered in castle halls for millennia to come..."

And indeed, the gorilla-like warrior then knocks down the gate revealing a trove of magical treasure behind. Suddenly, he is knocked unconscious by a blow. A blow from behind. Mortdredd smiles and collects the treasure.

Suddenly, Mortdredd becomes aware of another presense in the dark chamber. Looking around, he sees the glowing eyes of a bat. "You must pay dearly for me to keep your secret, treacherous one," the creature says, and flies towards a small window.

But Mortdredd is quicker than the bat. He grabs the creature in mid-air and muttering, "may truth turn to dust," smiles as the bat disintegrates.

Thus it is that when Mortdredd arrives at the castle with the treasure, and Cindarr is unconscious upon a litter, he is able to take credit for acquiring the gen and saving Cindarr.

In one sense, Darkstorn can trust Mortdredd. Mortdredd has no interest in overthrowing him. Leaders get assassinated. Mortdredd would much rather be the power behind the throne, manipulating his leader with flattery.

With friends like this, Darkstorn has little to fear from his enemies.

Mortdredd occasionally does have reason to fear his enemies, and in those times when he is trapped, he has the unique ability to shrink down to become a tiny scarab and scurry away from his larger attackers. This ability also

gives him the power to get into small places where he should not be.

MORTDREDD

Why should you tolerate their
desires great Darkstorn? You are
the ruler! They are but your
subjects! Make them kneel unto you
and acknowledge your greatness!

(pause as he kneels)

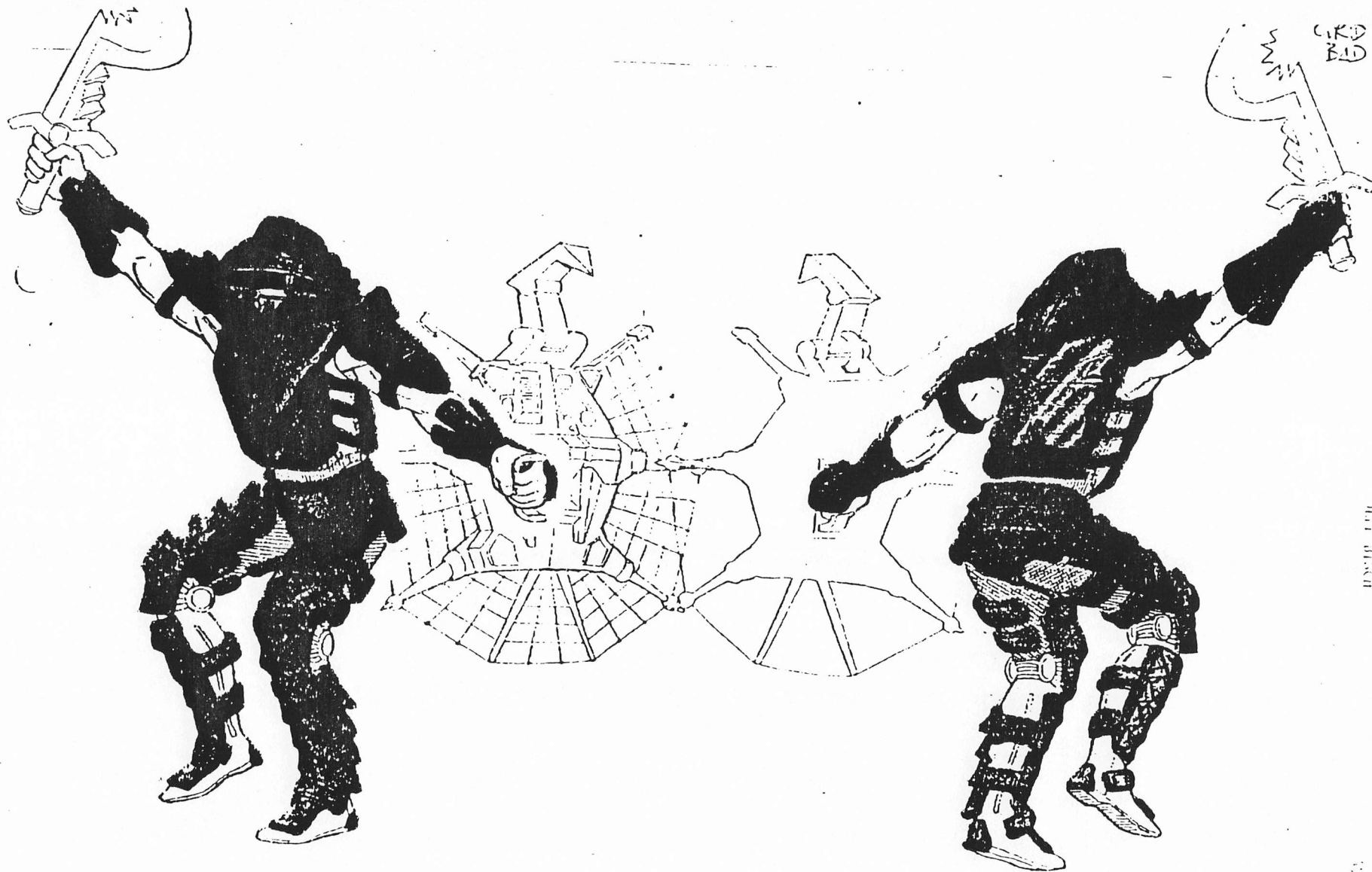
Make them kneel unto your awesome
power, even as I am doing now.

(evil)

May truth turn to dust.



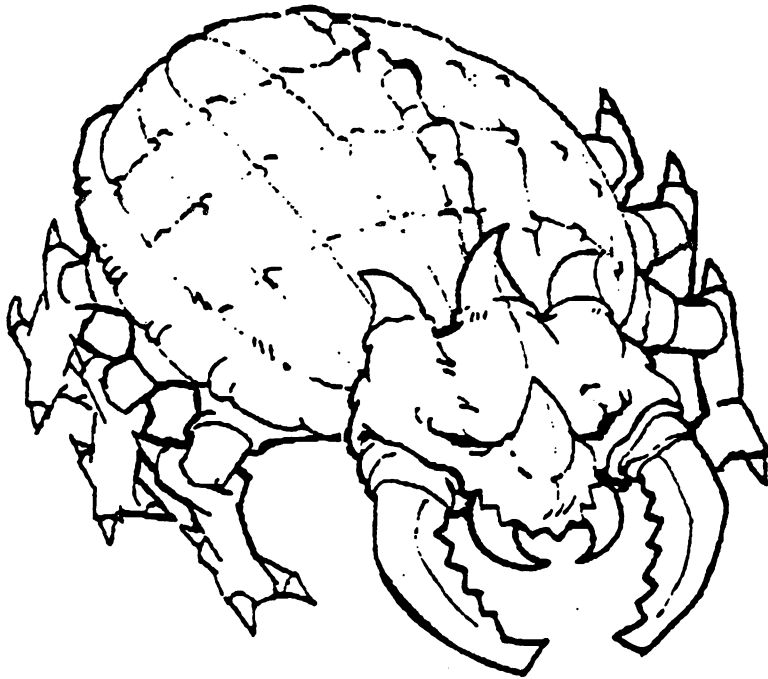
MORTAREDOL



Monte d'oro



Moetdredd



GRID- TOTEM #1

604091-14T

Mordred

GRID TOTEM



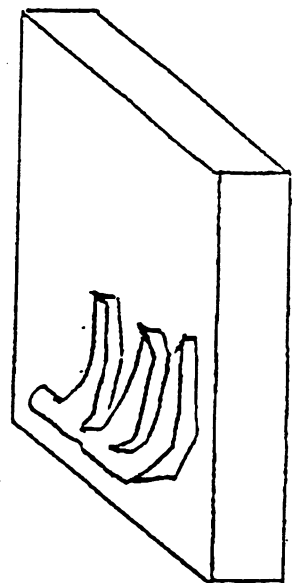
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504091 - 103+

POWER OF DECAY



WORM IS REFERENCE POINT
TO BASE HOLOGRAM.

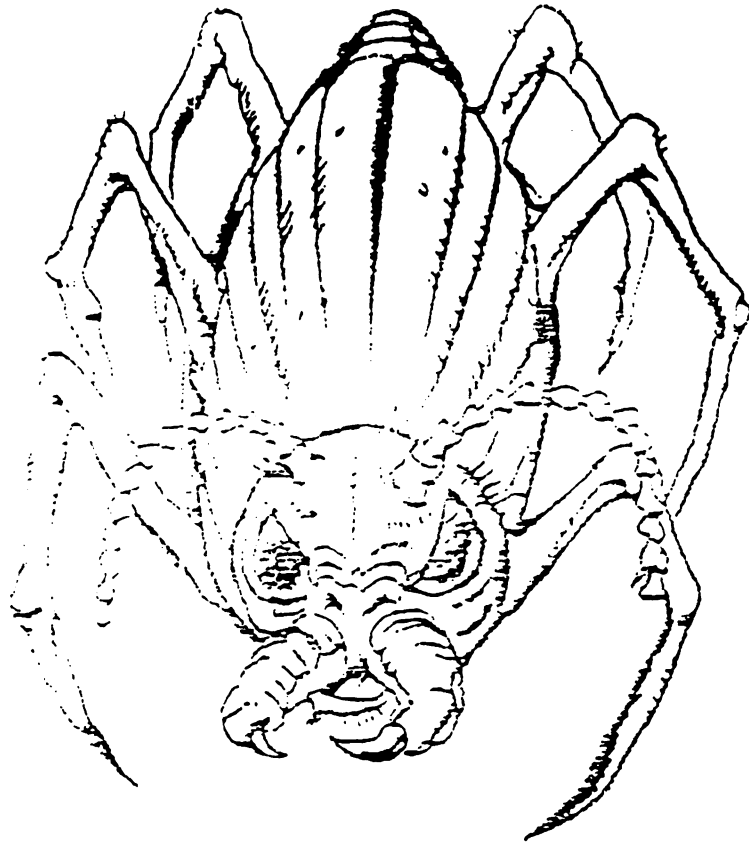


GRID

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A G E
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SCARAB BEETLE - REDESIGN / CHEST HOLOGRAM



604091-2017

A G E

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NAME: RANKOR

PERSONALITY: Sly cowardly sulker. Always trying to create dissension in the ranks. Sharp tongue and dull blade.

ANIMAL TOTEM: Arnadillo

WEAPON: Double-Ended Hook

MAGICAL POWER: Like a reverse Cupid, he can shoot his arrows and create dark emotions.

Reekon peers into the distance. He, Craven and Rankor have managed to shake their Spectral Knight pursuers and have a moment to catch their breath. Rankor speaks. "We followed Darkstorms' plan to the smallest detail, and yet even now we suffer a rout... It could have very easily cost us our lives... Perhaps our great leader is not what he once was..."

"I do not recall that fleeing was part of our battle plan, Rankor, and that is what you seemed to be doing!" Reekon says, reminding Rankor that he had turned himself into the Arnadillo and fled before the Spectral Knight counter-attack.

Rankor eyes his weapon for a moment and considers killing the assassin, but Reekon, with an amazing ability to read minds turns to him. "I am not worried, for I know you do not have the courage."

Rankor does not stifle his tongue in reply. "There is no need for me to kill you. Your vain fool-heartiness will

accomplish that task for me."

Seemingly foiled in his attempt to create dissension among the Darkling lords, Rankor waits his chance to work his sinister magic. When Reekon is not looking, he shoots an arrow of 'black thoughts' at Craven. Not knowing what has come over him, Craven is siezed with paranoia and fears that the Darkling Lords will soon fall prey to the Spectral Knights.

Not long afterwards, Craven slinks over to Rankor and confidentially asks him, "do you think it is true that Darkstorn is slipping..."

Concealing the glee inside himself, Rankor responds grinly... "I fear the worst. And I fear that Reekon is dangerously in his spell. Perhaps something must be done..."

RANKOR

(conspiratorial)

We followed Darkstorms plan to the smallest detail, and yet even now we suffer a rout... It could have very easily cost us our lives...

(going in for the kill)

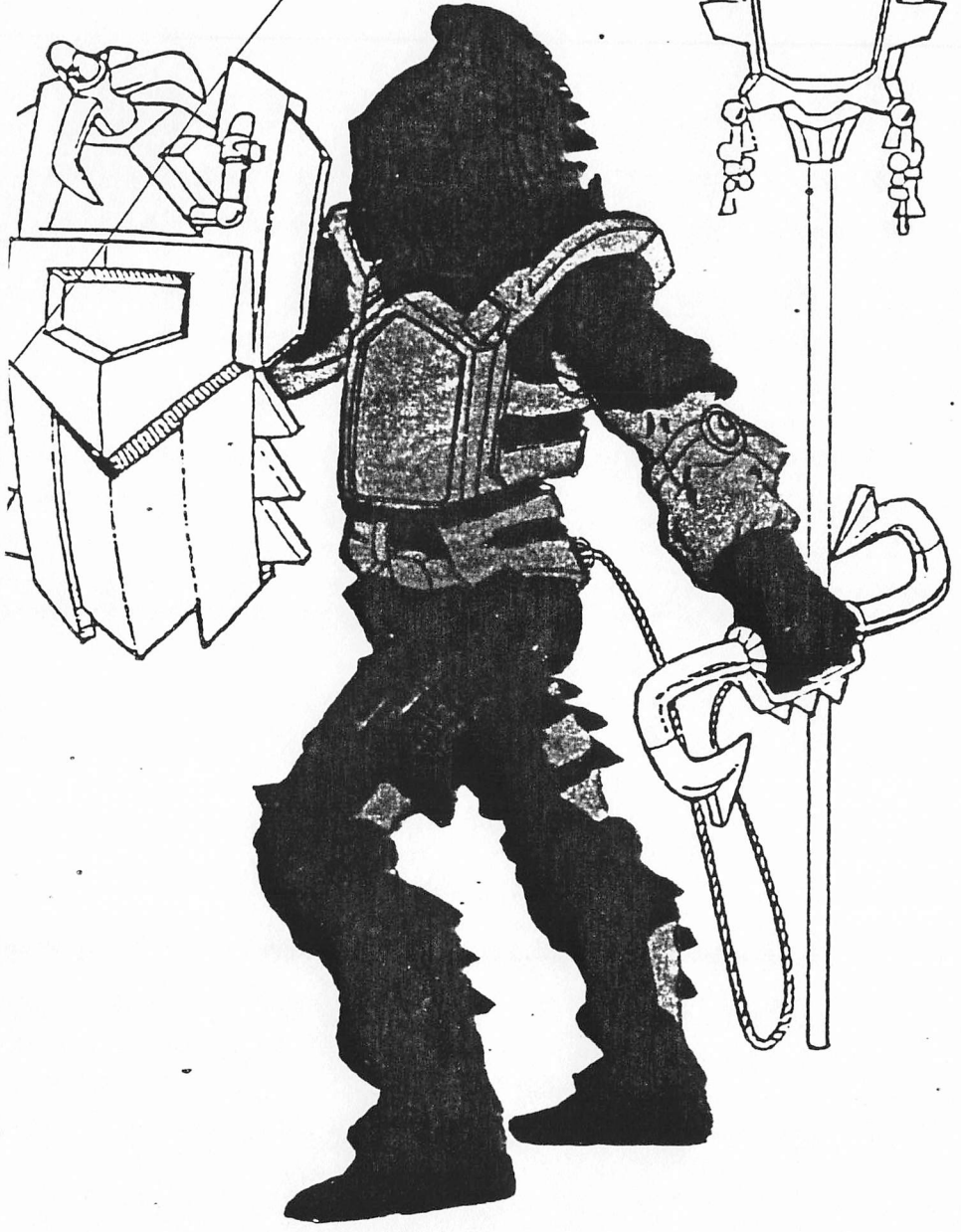
Perhaps our great leader is not what he once was... Hnnn...

(later to Darkstorn)

It is only because I am your loyal knight that I tell you this, but some of your subjects are plotting nutiny. Should we snote then now, or should I PRETEND to be one of them until we can catch them in their treachery.

BAD

REMOVE
PLUME

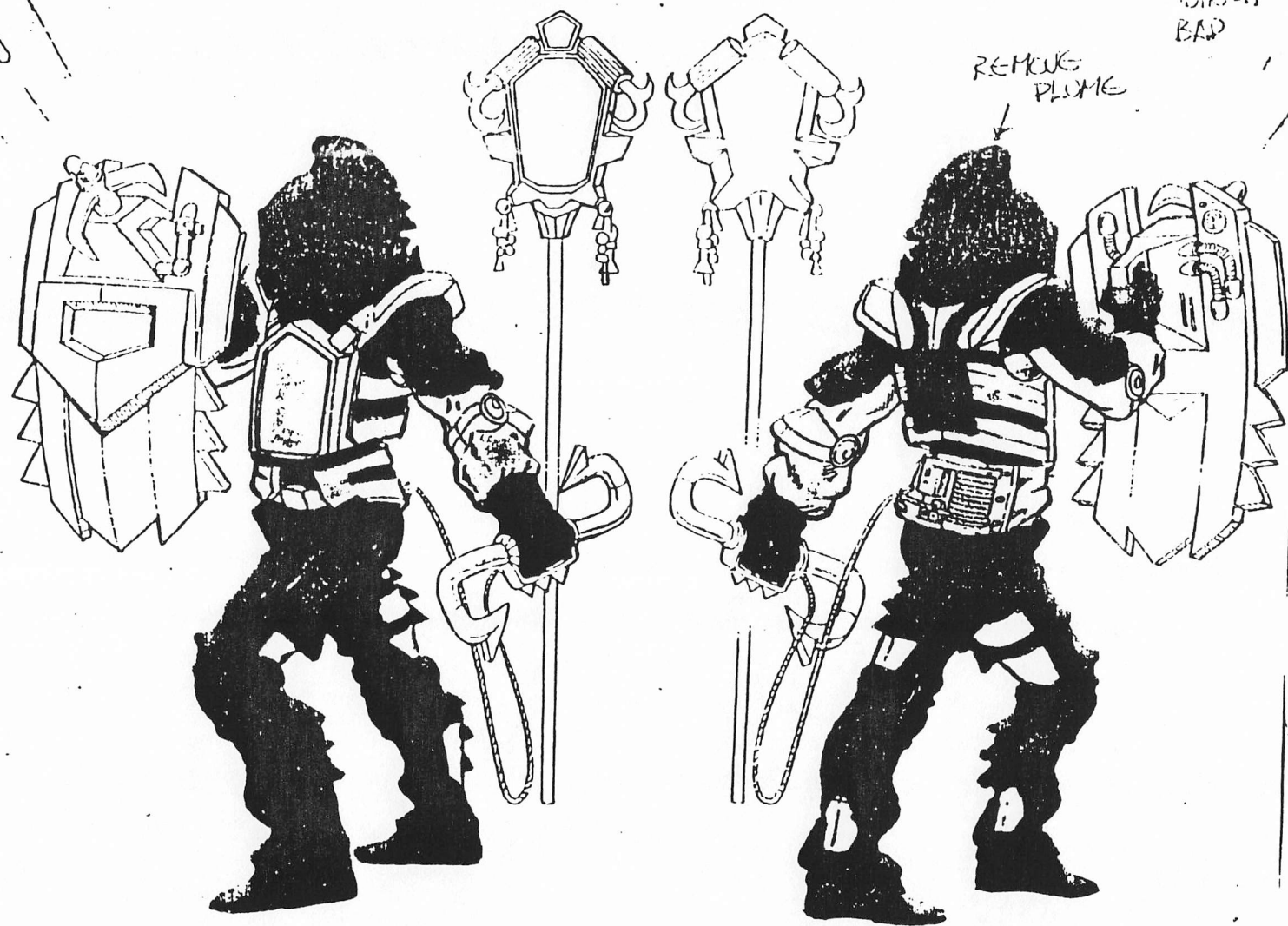


604091-13T

Rankor

WINDY
BAD

REMOVE
PLUME



604091-137

T

RANKOR

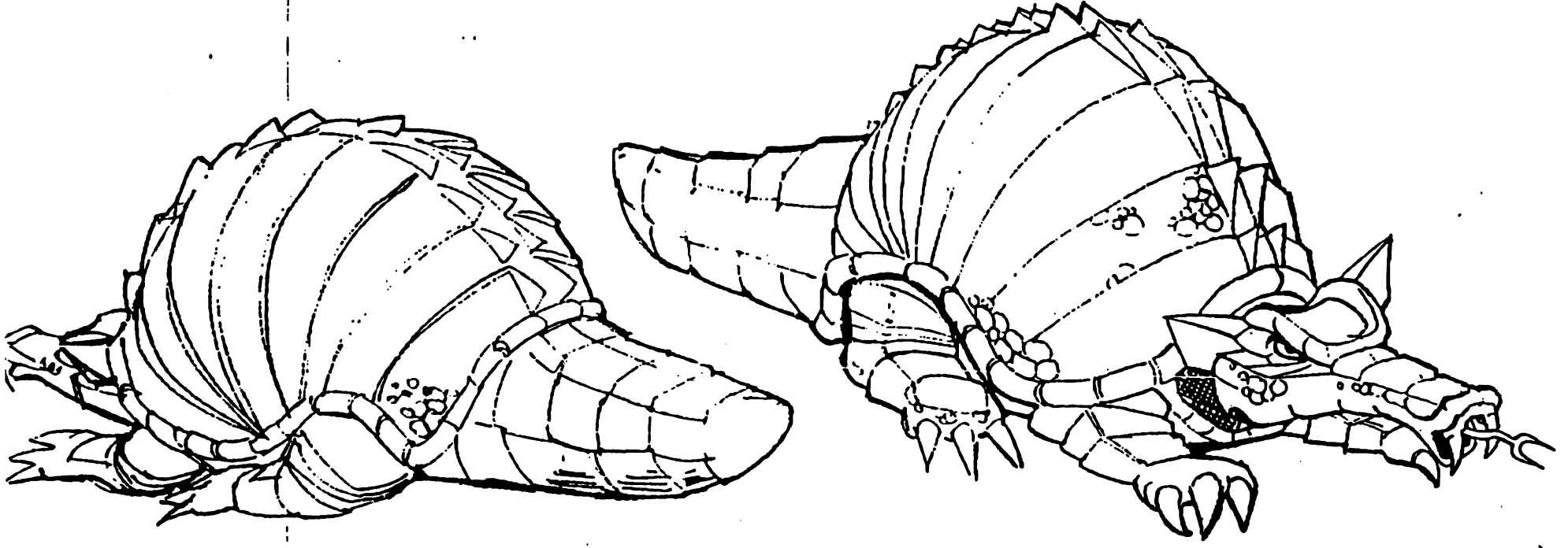


Art:
ALLISON
SMINNERS

RANKOR

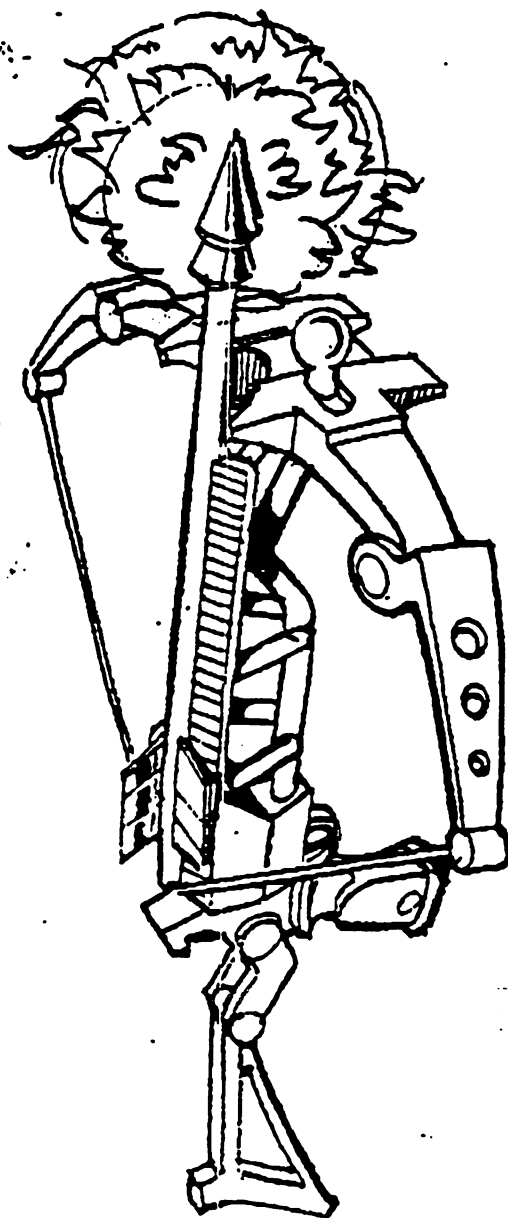
~~Rankor~~

TOTEM #1



604091-125

RANKOR



~~WITNESS~~

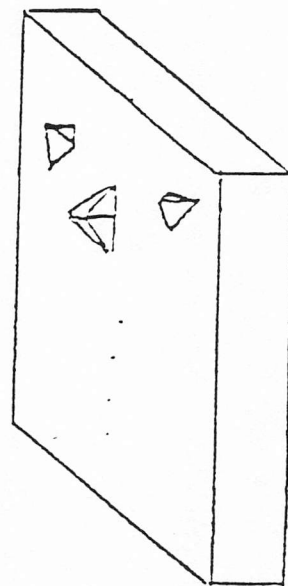
TOTEM #2

~~400~~ 31T

POWER OF INVULNERABILITY



CENTER CRYSTAL POINT IS REFERENCE POINT
TO BASE HOLOGRAM.



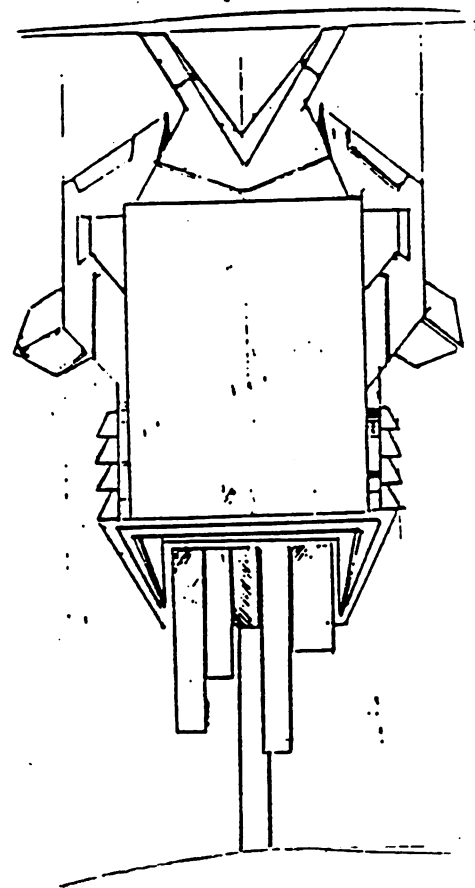
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RANKOR



LEVER

12.18.86 604091-18

(WINCH)
F. POLIDARO

NAME: Reekon

PERSONALITY: Stealthy Ninja-type warrior. Reekon's aptly chosen symbol is the Grin Reaper. He is a man of few words and many deeds. Gets aesthetic pleasure from carnage.

ANIMAL TOTEM: Lizard

WEAPON: Spiked Lance

MAGICAL POWER: Sees great distances through magic.

Prince Leoric steps into his castle, unaware that he is being watched by the magical vision of REEKON. "Savor life now, young prince, for the Grin Reaper stalks you..." With that, he lowers his glass and picks up a dangerous looking gun. "No, there will be more sport in killing you close in... There few things so beautiful as eyes when life is leaving them."

Night falls and Reekon, in the form of a magical lizard, creeps, with unnatural speed, towards the castle. Unseen by guards, he scales the walls without need of rope, and then, returning to his human form, stops to dispatch a couple of them on the way, just to tune his reflexes. Then, slowly, ever so slowly, he makes his way into the labyrinthine castle, and to the bedroom of the young king.

Opening the door with little effort, he stalks in, and brandishing his spiked lance, hacks at the sleeping figure, only to recoil in horror when the body turns out to be a dunny.

He mutters only one word -- "Kuneng."

Spinning around, he comes face to face with his old trail partner. Their eyes lock. Kuneng laughs... "You did not think I would let you kill my Prince that easily, did you..."

"Not did I think you would throw your life away as wantonly as you are about to," Reekon responds.

REEKON

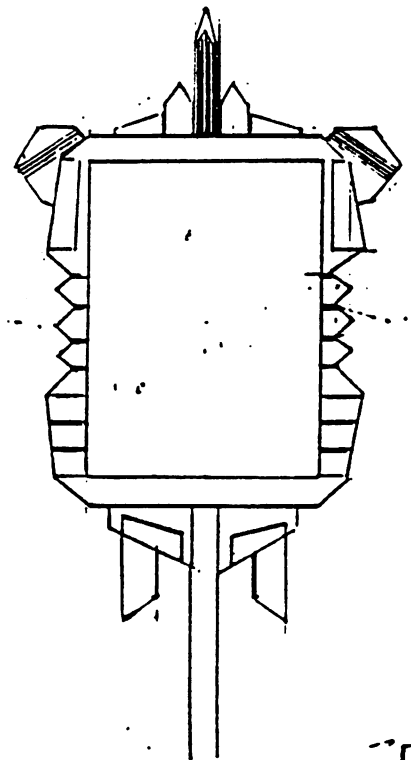
Savor life now, young prince, for
the Grim Reaper stalks you...

(pause, rethinking)

No, there will be more sport in
killing you close in... There few
things so beautiful as eyes when
life is leaving them.

(NINJA KARATE SOUNDS)

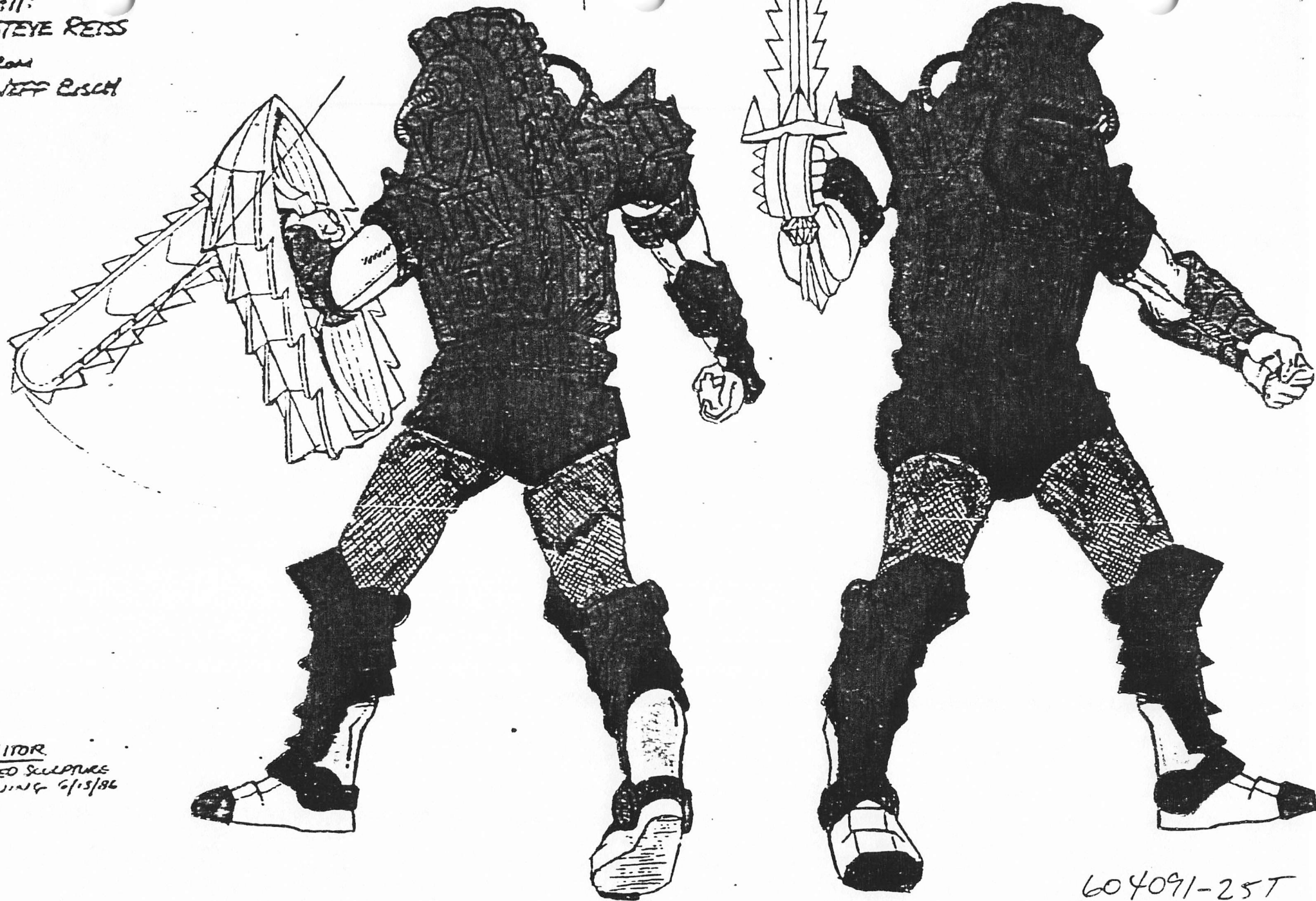
Kuneng, I knew you would be behind
this treachery! But, alas, it shall
gain you nothing -- nothing save
death.



LOITER QUAIL

604091-184
12.18.86
F. POLIDARO
RECKON

ATT:
STEVE REISS
FROM
JEFF BUSCH

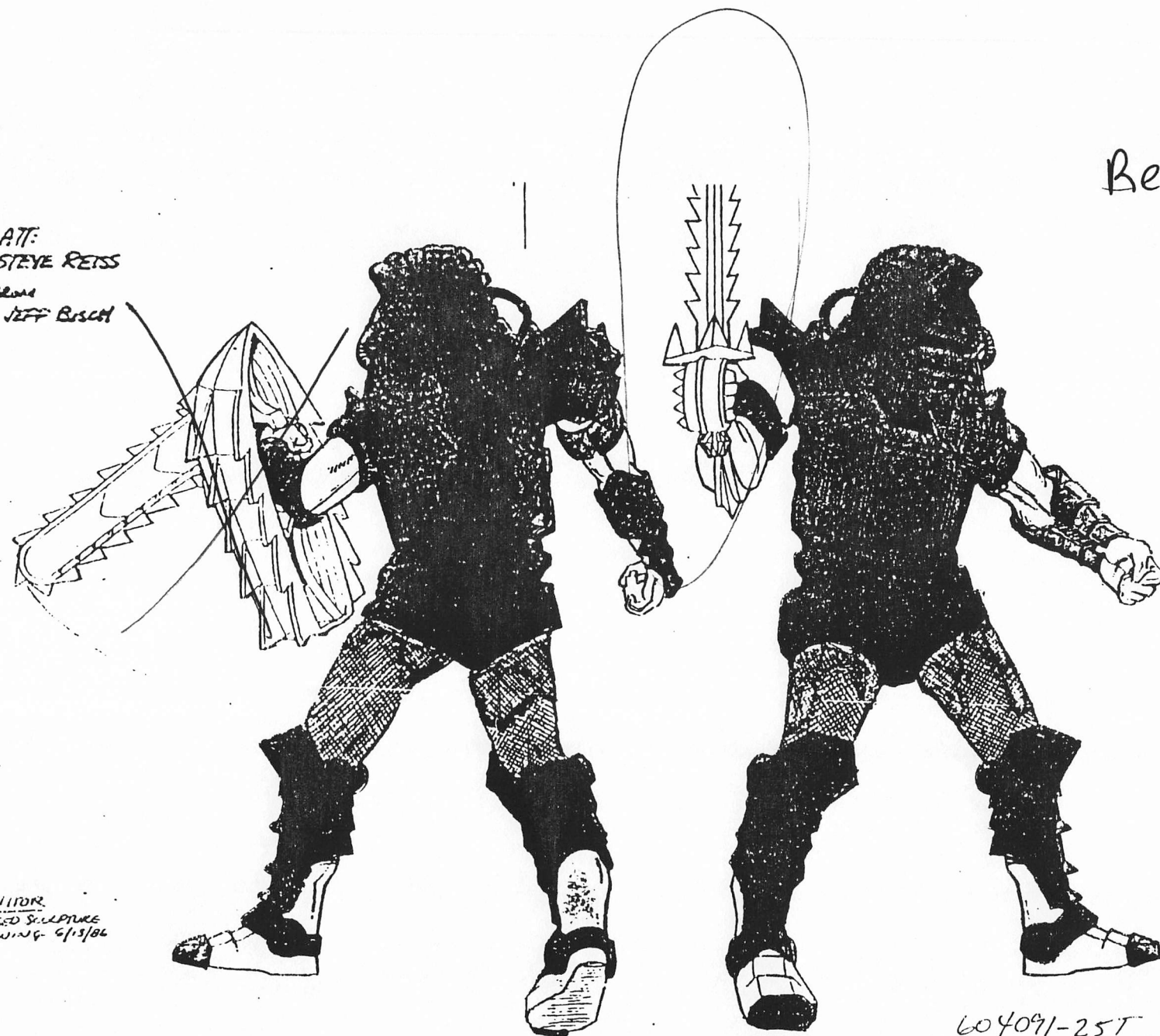


MONITOR
REVISED SCULPTURE
DRAWING 6/13/86

604091-25T

Beekon

ATT:
STEVE REISS
FROM
JEFF BUSCH



MONITOR
REVISED SKETCH
DRAWING 6/13/86

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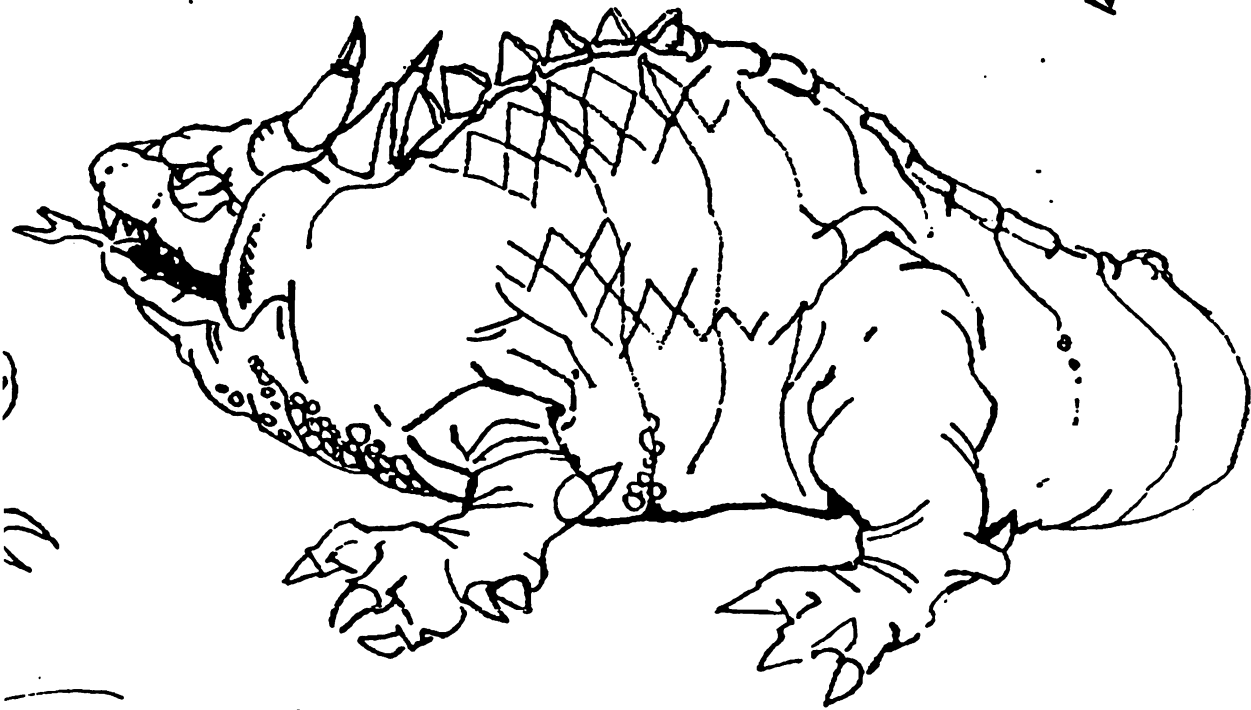
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REEKON



Reekon

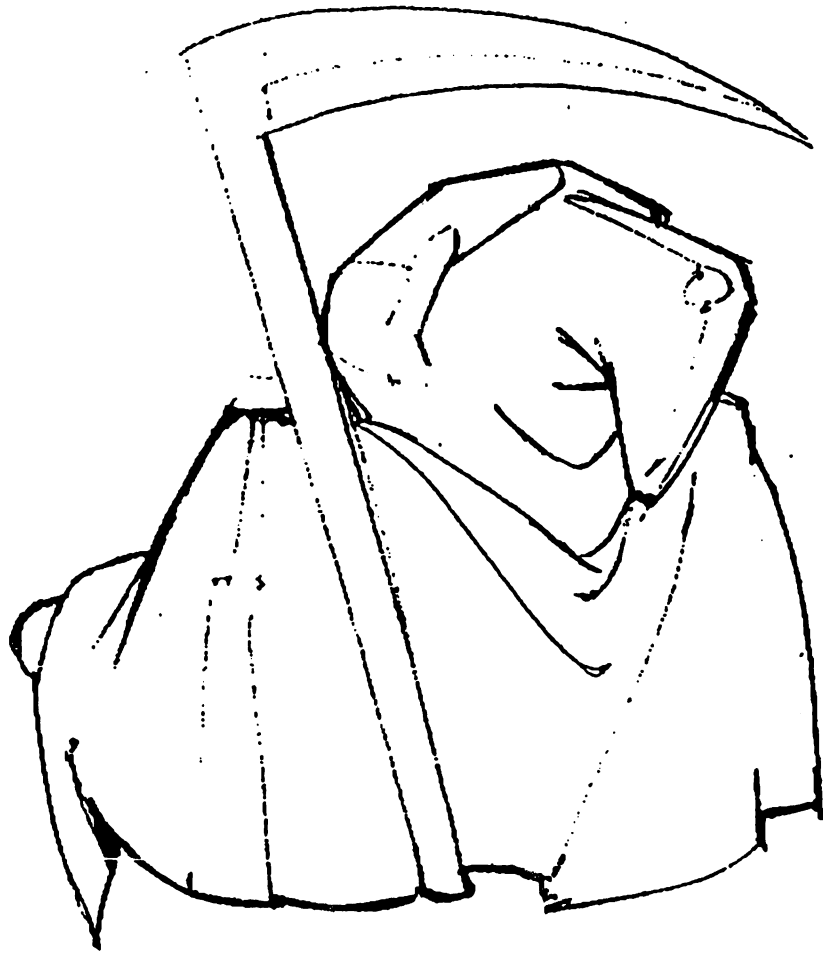
~~Reekon~~
TOTEM #2



ONITOR LIZARD

604091-24T

REEKON



604091-11T

~~ITEM #1~~
ITEM #1

SAVANUS

In ancient times, Savanus was a powerful wizard who, would sometimes use his powers for good and sometimes for evil. Never one to leave the sanctity of his shrine, Savanus worked his magic through other men while watching the havoc it wrought on the world below.

At the end of the first magical age, a team of Technocrats grew tired of his magical meddling and stormed his fortress. At first Savanus did everything in his power to stop them, but when they turned his magic against him, he was forced to flee, taking only one magic power with him -- Eternal Life.

Knowing that they could not destroy Savanus' magic, the Technocrats sealed up his shrine and built an elaborate network of traps to prevent men in the future from breaking in and thus releasing Savanus' magic.

This having been done, the scattered their own magic icons across the world in a vain attempt to prevent any man from reclaiming them.

For a time their plan worked.

Savanus wandered the countryside, a man ignored. Technology replaced magic, and the civilizations of Spectron flourished.

Then, when the technology-eating magic was unearthed, Savanus, who was living like an urban man, smiled.

His hour had come round at last.

Preying on fear and superstition, Savanus tricked the

new race of men whose knowledge did not stretch back to Savanus' time in to letting him retake his shrine. Now, the Amoral Savanus, who cares not whether good or evil rules so long as magic dominates the realm, has been returned to his perch.

And it doesn't seem like anything can stop him.

Nobody even dares to try.

(NOTE: Maybe we should include something in the show where the knights DO try to re-chain him and fail.)

THE FEMALE KNIGHTS

NAME: GALADRIA

PERSONALITY: Fair and tough, Galadria is a match for any Darkling Lord or Spectral Knight.

ANIMAL TOTEM: The Dolphin

WEAPON: A Trident

MAGICAL POWER: Ability to freeze any size body of water or turn it into steam.

An armored knight fears nothing so much as water, for only those with the greatest of strength can swim while wearing armor.

Once, Darkstorn came up with a particularly sinister way of ridding Spectron of his most hated foe, Leoric. He tricked the Spectral Knights into crossing a frozen lake, and then shattered it with the booming guns of the Daggar Assault Vehicle. The ice shattered, and the Spectral Knights sunk to what appeared to be watery graves.

As the Knights prepared to die in their watery graves, they caught a glimpse of a beautiful, glowing creature. It was a dolphin, and using its incredible dexterity, it managed to move all of them into an underwater cave where they were saved by life-giving air.

The only thing that made them happier than having their lives saved, was seeing the beautiful human form of their saviour, the fair Galadria, daughter of the old King Alarak.

The question that followed was not whether the Princess would be allowed to join the Spectral Knights, but whether she would agree to join them, for she was highly unimpressed by their clumsy battle tactics.

But eventually, they do persuade her, and in her they have a most valuable ally.

NAME: Virulina

PERSONALITY: Ruthless, treacherous villainess, whose visciuousness even shocks Darkstorn.

WEAPON: A sword that has the blade of a saw shark's saw.

ANIMAL TOTEM: The Shark

MAGICAL POWER: With great concentration, she can turn solids into liquids.

Akwarine Castle has stood tall on a great island since the fall of the techno age. Hard to get to by sea, it had not been sieged in many an age, but when it became strategically important to Darkstorn, the Darkling Lords made an attempt.

Though the Daggar Assault Vehicle lead a devastating attack, and the Darkling Lords, (including the cowardly Rankor) fought hard, their assault was thrown back.

Standing atop a row of jagged rocks which protruded from the water like the spine of a sea serpant, Virulina let out a laugh of scorn. Darkstorn grunted, and then turned and watched in awe as the steel and concrete walls of the castle "melted" into the ocean leaving it's shocked defenders little to do save screan for help.

Then, before anything could be said, Virulina's shapely form underwent the terrible transformation into a shark and slipped into the ocean.

Those who were present for what followed say that their

ears still ring from the screams of the doomed defenders.

Virulina did show weakness once, and that was a time when she held her saw blade to the throat of Arzon. Easily she could have killed him, but she did not. Instead, she allowed him time to get away.

While many Darkling Lords whispered about this event, none dared to confront her personally about it.

SUN IMPS

One day, as the youthful Arzon passed down a long trail carrying a message from King Alarak, Galadria's father, to Leoric, he heard a deep, commanding voice. "Release me and I shall serve you well..."

He turned, and was surprised to see that the voice was coming from an ancient bottle which had become visible because of the melting snow. Thinking that a powerful spirit was trapped in the bottle, Arzon did as he was told. His reward was getting squirted with some gooey substance in the bottle and a raspberry blown at him by an irritating little creature which fled, laughing into the woods.

This was, (what else?) a Sun Imp.

Only a fool fears evil Sun Imps, for they are not dangerous to anyone other than themselves. Likewise, you are even more foolish to trust one of these creatures with any responsibility whatsoever.

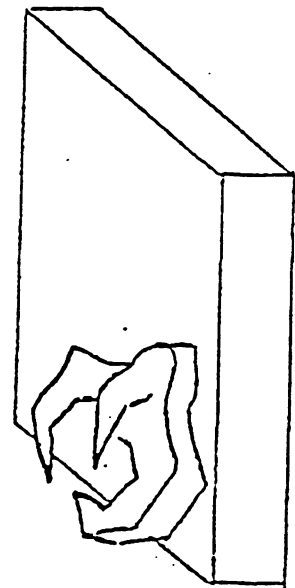
Sun Imps are minor magical characters who range from cutely playful to irritatingly mischievous. Some Sun Imps are good, other ones are evil, but all of them are amusing and spacy.

Think of them as comedy relief.

(BASE POWER OF EVIL)



LEFT EYE IS BASE REFERENCE POINT
FOR ALL SECONDARY POWER HOLOGRAMS.



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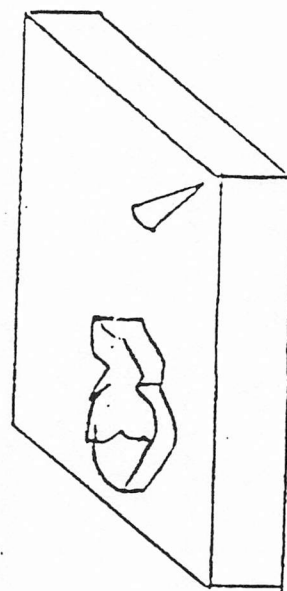
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SPECTRAL STALLION

(BASE POWER OF GOOD)



RIGHT EYE IS BASE REFERENCE POINT
FOR ALL SECONDARY POWER HOLOGRAMS.



604091-1977

A G E

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VEHICLES

In a world where magic works and technology has been vanquished, the Visionaries' vehicles are unique. Built in the age of technology, the Speedor, Skyclaw, Capture Chariot and Daggar Assault vehicle had lain useless until they were imbued with magical strength which allowed them to function despite the technology-destroying magic.

Now, they have their technological abilities as well as special magical powers.

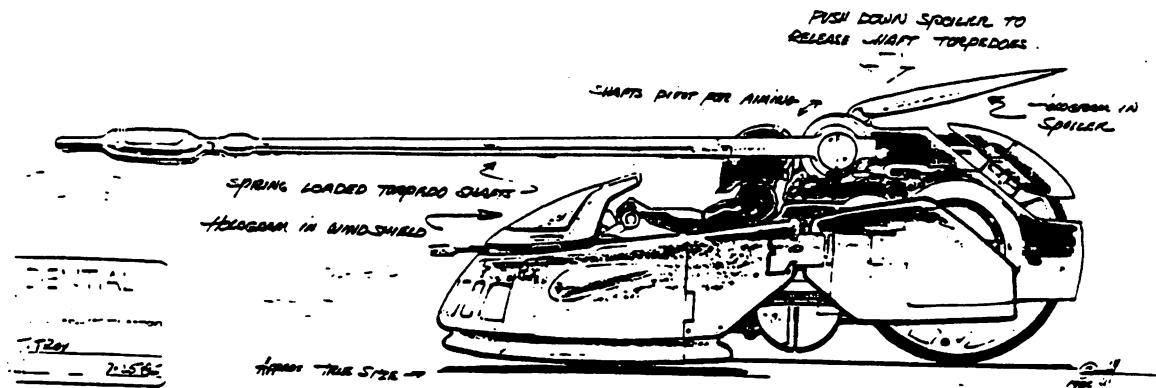
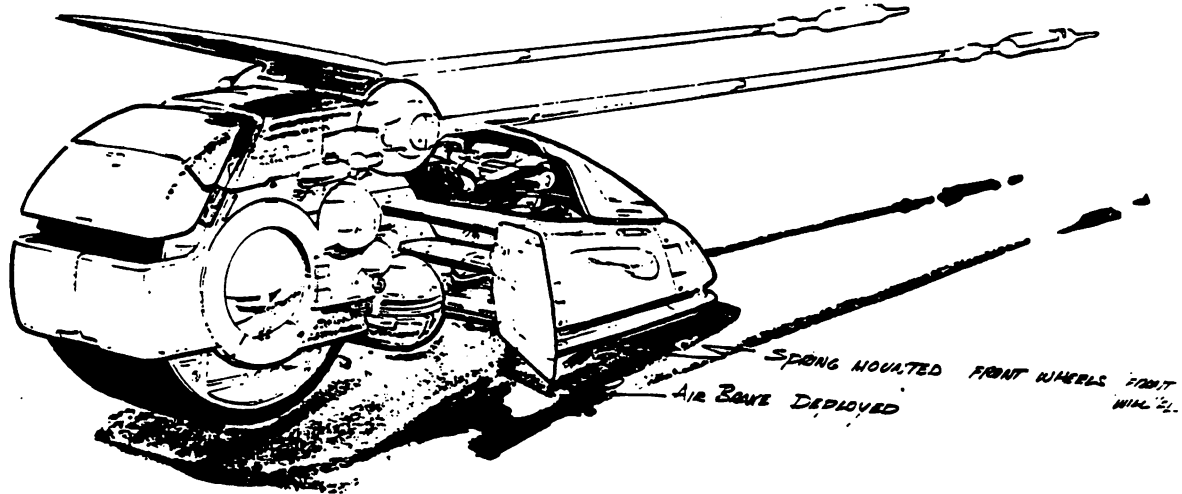
SPEEDOR CYCLE

The Speedor Cycle is a one Knight rapid deployment and air superiority vehicle. It's magic, which is symbolized by two cupped-hands which change to lightning bolts, gives it the ability deploy itself exactly where needed in a flash of lightning and a crash of thunder.

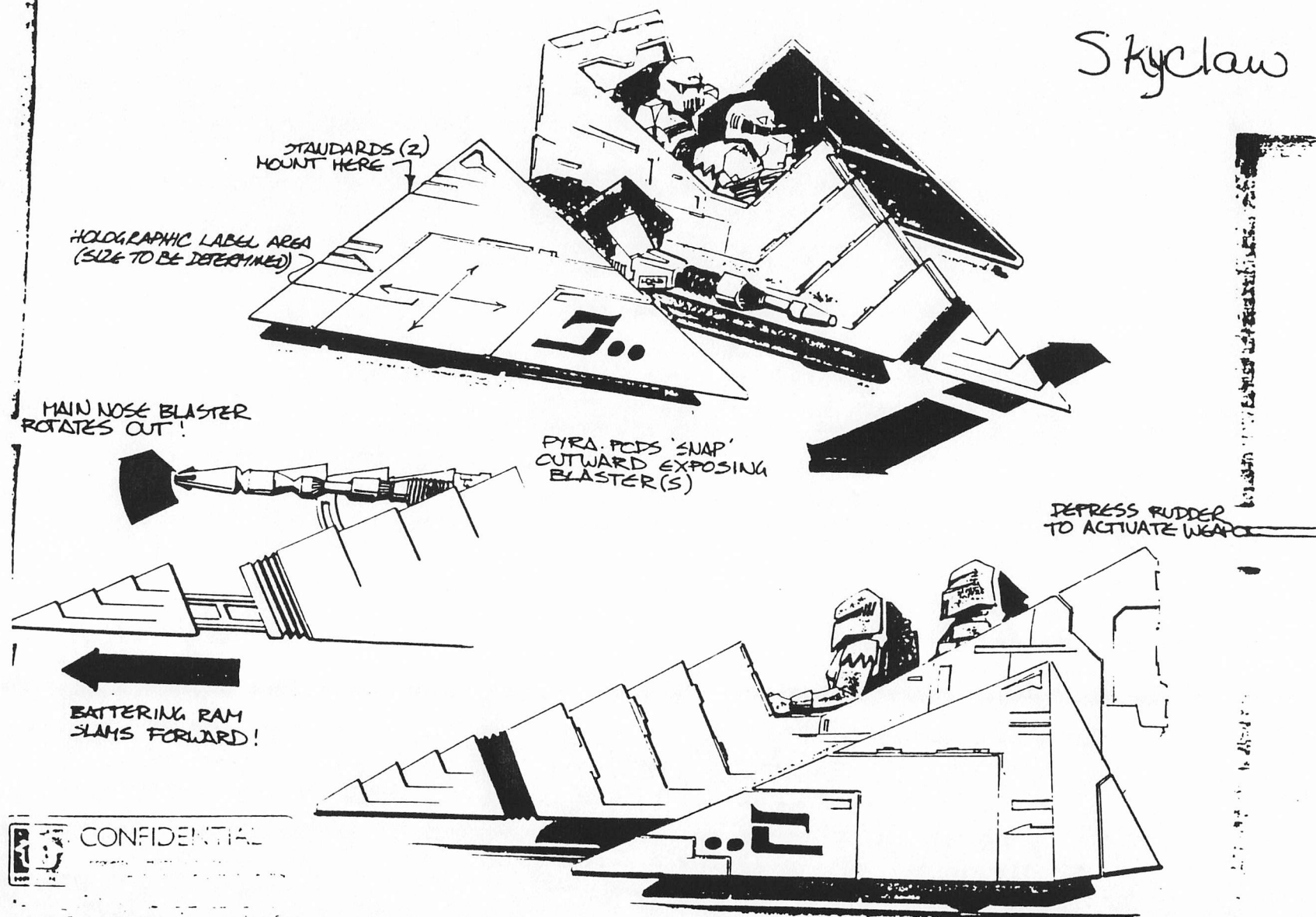
It has two weapons that help the Spectral Knights to defeat their opponants. The Action Lance allows the Spectral Knights to unseat their opponents like medieval knights in a joust. The Gun possesses the ability to through magical lightning bolts which either render any magical creature or weapon coming towards them useless, or all allow the vehicle to break down the strongest of walls before them.

THE SKYCLAW

SPEEDOR Cycle



Skyclaw



CONFIDENTIAL

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1400
SkyClimb



Skyclaw



Two Darkling Lords ride the Skyclaw. This large, wedge-like vehicle flies at an amazing rate of speed, and is a worthy match for the Speedor Cycle in normal combat. In fact it is often more than a match. For the strong wedge shape allows the Skyclaw to survive crashes that would destroy any other vehicle. For instance, it can chisle the top off a mountain, without taking any damage.

As treacherous at its' pilots, the Skyclaw has two hidden guns that can suddenly appear to polish off it's prey. These guns, as well as the pop-up frontal gun have the abilility to shoot both magical and conventional weapons.

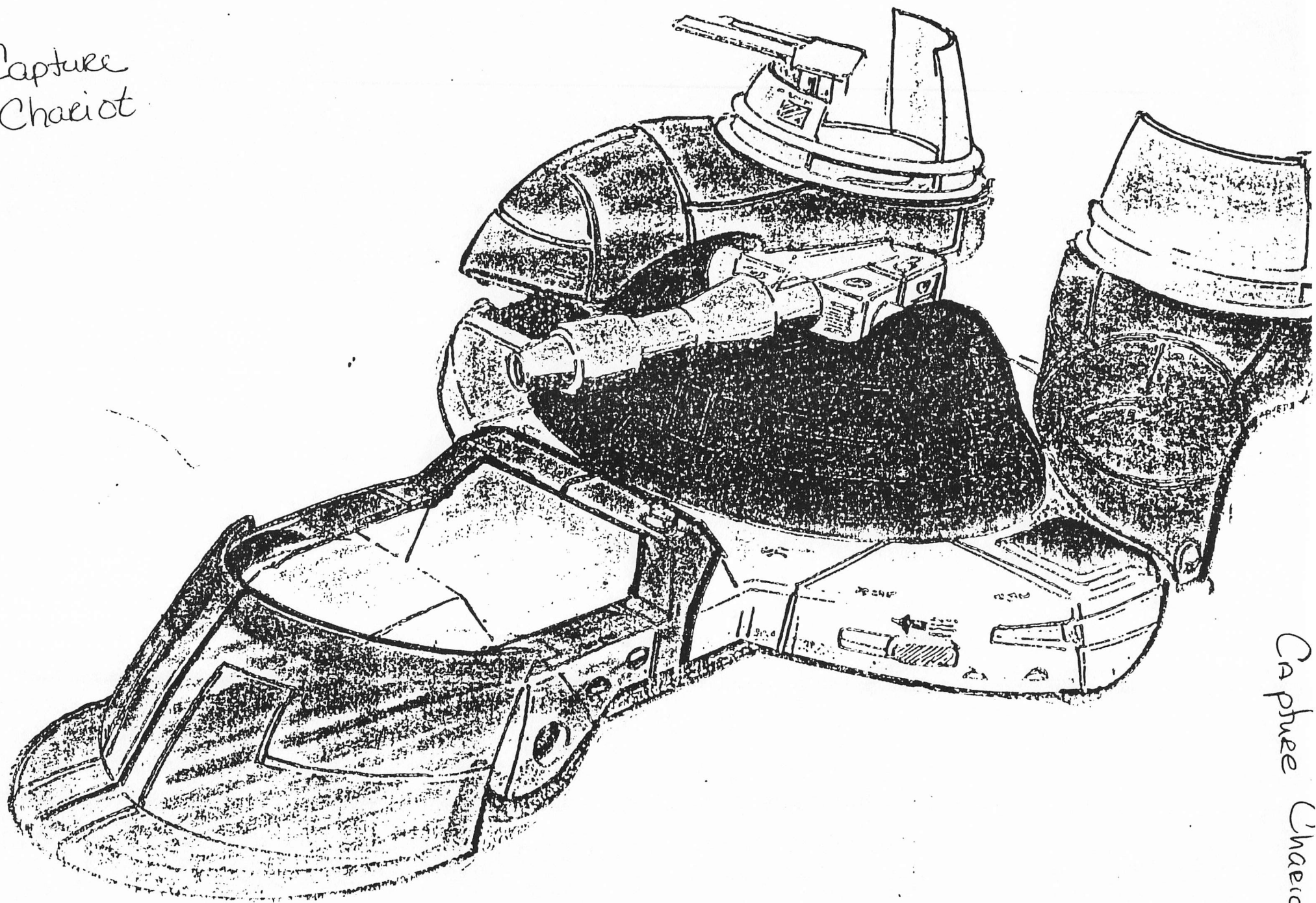
There is a particularly sinister kind of magic imbued in this vehicle, and that is "death sense." Like a vulture, the Skyclaw somehow knows when vulnerable enemies are around and seeks them out.

CAPTURE CHARIOT

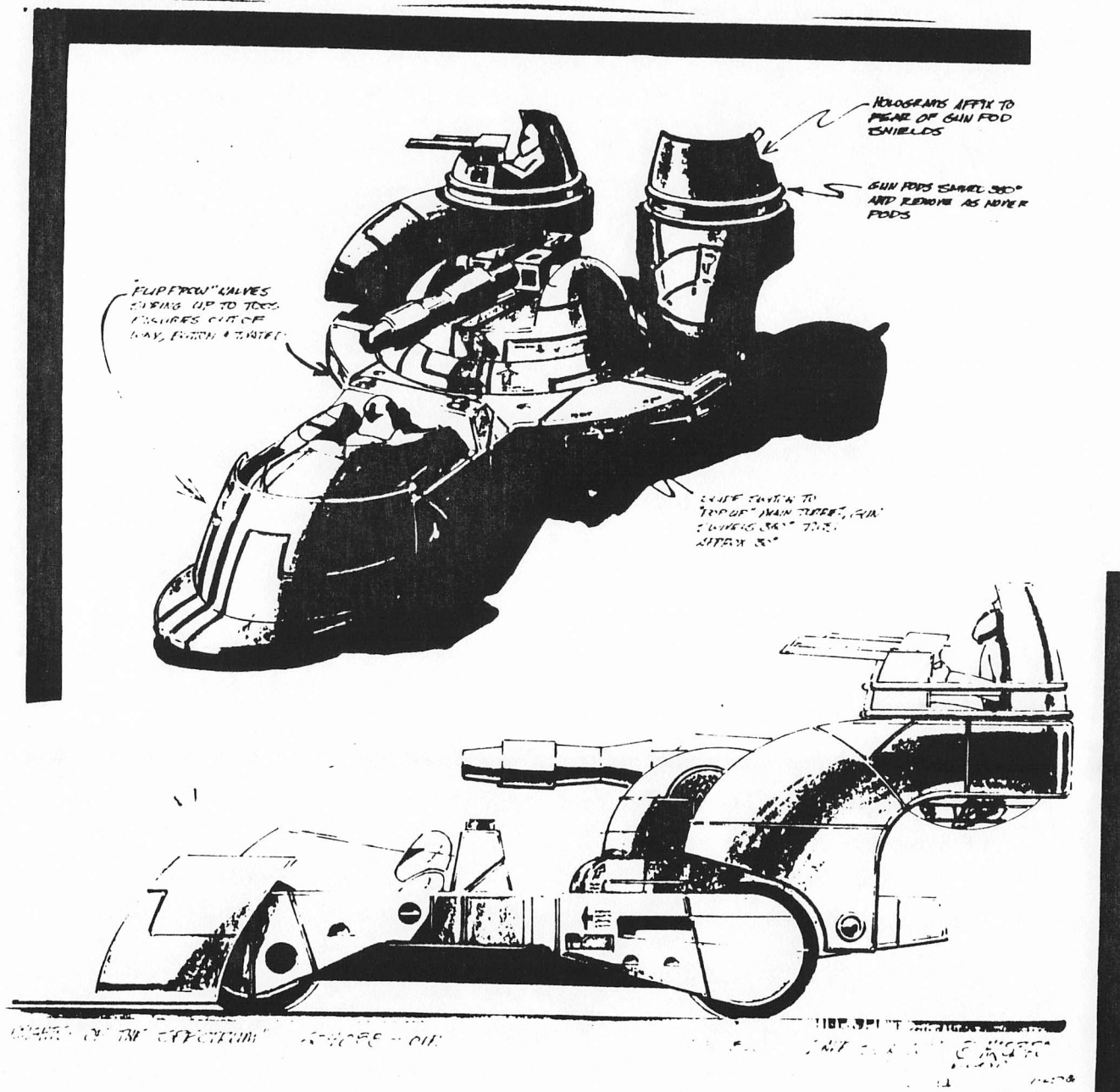
If the Speedor Cycle serves like a fighter plane for the Spectral Knights, the Capture Chariot is a rapid deployment bomber. When the knights want to deliver firepower fast, they can deploy three knights (one pilot and two pod gunners) and a vast arsenal for firepower coning from the magical/technological gun that swivels in the gun done.

When the vehicle is attacked, it can drive off any other vehicle with it's fireball-throwing holograms. Once

Capture
Chariot



Capture Chariot



Capture Chariot

on the ground, the Capture Chariot works like a tank, fending off all would-be attackers, and allowing small armies of Roboknights to walk behind it.

DAGGER ASSAULT

(NOTE: The Bible I received says that the Daggar Assault vehicle is a Spectral Knight Vehicle. I am assuming that this is a mistake, given that it contains a torture chamber, is designed to appear evil.)

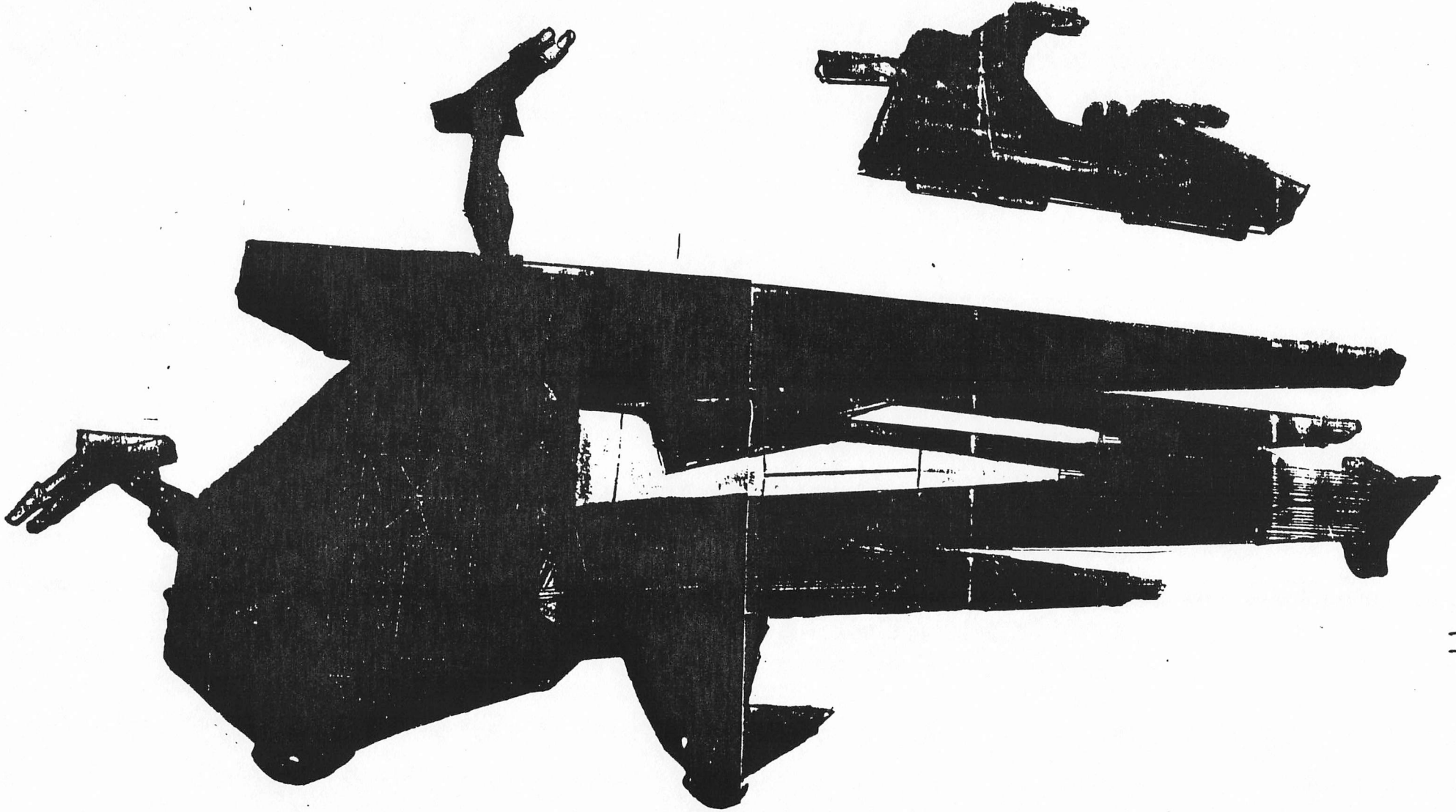
Few things place the dread into the Spectral Knights like the sight of the Daggar Assault Vehicle. Many is the man who has told all when forced to undergo the torment of the torture chamber.

Many is the prisoner who has wept in fear when being held in the detention center, for he few who are trapped here return to talk about it.

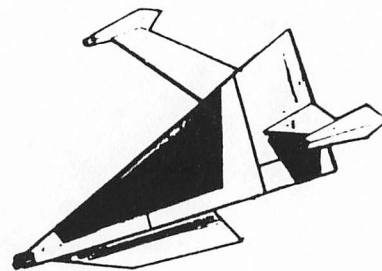
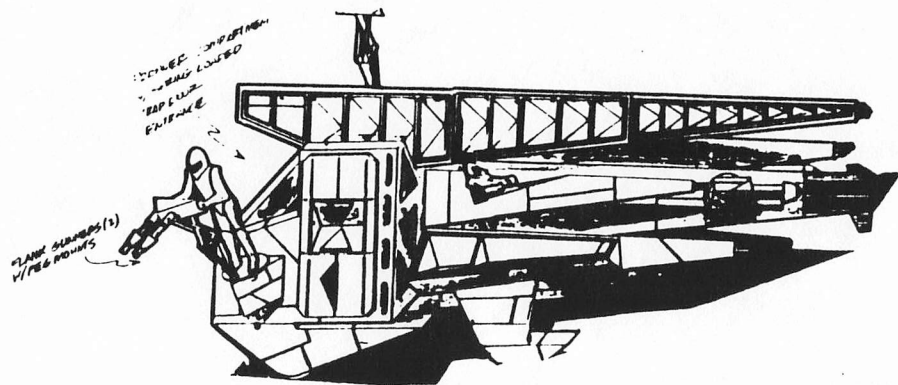
As a battling vehicle, the Daggar Assault vehicle is as formidable as it is as an engine of fear. Holding five figures, it can deliver more firepower than any other vehicle, and thus must be outmaneuvered or outfought. Its battle ran can slay down any wall built by man, and there is no equal to the firepower of its weapons, in either magic or conventional firepower, save for the main gun aboard the Capture Chariot.

The Detachable Drone ship is a worthy adversary for the Speedor Cycle, and thus the Spectral Knights have much to fear from this vehicle.

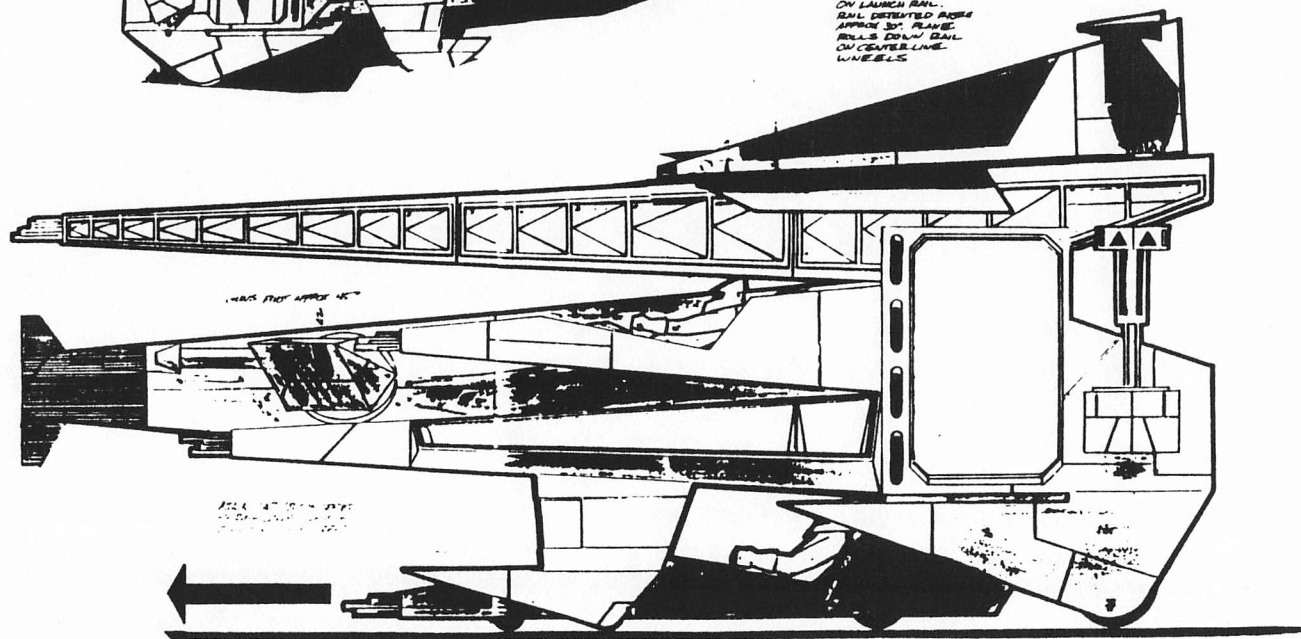
1
Dagger Assault



Dagger Assault



SCOUT/STICK PLANE
 ON LAUNCH RAIL
 RAIL DETENTED POSN
 APPROX 30° PLANE
 ROLL DOWN RAIL
 ON CENTERLINE
 WHEELS



Dagger Assault

THE MINI-SERIES

DAY 1

The MAGIC is released and Spectron's technology is destroyed by magic. When high civilization deteriorates to feudalism, SAVANUS appears and tells the Lords about the ANCIENT SHRINE and the knights begin their quest.

DAY 2

The TWELVE VISIONARIES reach the Shrine and are given their animal totems. Then, they set out claim their INDIVIDUAL MAGICAL POWERS from different shrines across the land. When this is done, each one has all of his powers, and the DARKLING LORDS look greedily at the SPECTRAL KNIGHT'S powers.

DAY 3

The Darkling Lords divide and conquer the Spectral Knights, but their own treachery mixed with the Spectral Knight's courage allows the latter to regain their magic. DARKSTORM takes complete control of his side and presents a diabolical plan to conquering VALAREK, PRINCE LEORIC'S city, and most powerful spot in the realm.

DAY 4

The Darkling Lords assemble their armies (through subjugating a bunch of the people of the realm) while Leoric

is frustrated in his efforts to unite the forces of good as storm clouds brew on the horizon.

At the end of the episode, the big battle begins.

DAY 5

The Darkling Lords lay siege on Castle VALAREK and the Spectral Knights, despite fighting valiantly, are driven to the last bastion. However, in their darkest hour, the heroes use their magic and courage to drive the invaders back.

As the episode ends, the Darkling Lords plot yet another revenge, while the Spectral Knights form the equivalent of a round table.

The day is won for now, but the battle shall go on.