



The Greylands Game Assets

Disclaimer

The Greylands Game Assets express a unique vision of co-existing game worlds based on real-world mythology. The Greylands art assets, notes on magical items, characters, lore and attributes reflect my own artistic interpretation of symbols preserved by spiritual traditions meaningful to me. All depictions of gods, angels, demons, elementals, fairies, extraterrestrial beings, cryptids and general denizens of the spirit world are made with the utmost respect for these intelligences and their respective cultures.

The Greylands Assets is an artistic interpretation of the contemporary world made into modular asset packs for easy game development. Any apparent likeness to real-world items, brands and people are purely coincidental. Any use of The Greylands Assets for the express purpose of hate speech and the promotion of violence against historically oppressed minorities will result in termination of the end-user's license agreement.

The Greylands Source World

The Greylands Assets offer indie-game developers an affordable way to furnish games with a unified style, without resorting to a generic look and feel. My personal version of The Greylands matters only as a creative source for these assets. Each and every client is invited to

partake in this creation of a multi-gameverse, and establish their own vision of The Greylands. The following notes are only guidelines based on the concepts which inspired their creation. Feel free to go nuts and riff on them for your own game.

Common Weapon Set

These are common assault/murder weapons. Nothing fancy but they'll do the job in a survival horror setting. They're good as starting gear, or for equipping low level enemies like street thugs.

WorkHatchet01: 645 Verts; 1,286 Tris; 6 Textures; 1 Prefab.

Bat_Base01: 898 Verts; 1,792 Tris; 5 Textures; 1 Prefab.

CopBaton01: 222 Verts; 440 Tris; 5 Textures; 1 Prefab.

RoughDagger01: 417 Verts; 834 Tris; 5 Textures; 1 Prefab.

RoughDagger02: 789 Verts; 1,536 Tris; 6 Textures; 2 Prefabs.

RoughAxe01: 2,163 Verts; 4,297 Tris; 5 Textures; 1 Prefab.

Shield01: 2,272 Verts; 4,548 Tris; 32 Textures; 20 Prefabs.

WorkHatchet01

This model is a stylized replica of a real hatchet with decades of trusted household use.

Rough Dagger01

Bat Base 1

Rough Axe01

Rough Dagger02

These make a good Main-hand/offhand set for outlaw bikers and wasteland raiders

Rare Weapon Set

These are themed, named or special weapons unlocked with the full version of this weapon pack

Razorburn: 1,441 Verts; 2,894 Tris; 15 Textures; 5 Prefabs.

Hammerogg: 1,362; 2,730 Tris; 11 Textures; 6 Prefabs.

Butterknife: 1,282 Verts; 2,456 Tris; 6 Textures; 1 Prefab.

SwiftBlade: 545 Verts; 1,086; 15 Textures; 5 Prefabs.

Enzo Gladius: 624 Verts; 1,244 Tris; 7 Textures; 2 Prefabs.

RazorTigermaw: 1,861 Verts; 3,714 Tris; 12 Textures; 2 Prefabs.

Swift Blade

A sword symbolic of fast technology. The Eight of Wands (Mercury in Sagittarius) in Sword Form - The elemental power of fire crystalized into matter. The speed of will expressed by mind and body as one. The sword is powered by a nano-fusion core set to the planetary frequency of Mercury. A warp-field stabilizer in the handle renders the blade practically weightless once in motion. In other words, magic and sci-fi packaged and sold to tech-bros with a flair for wizardry.

Increased attack/movement speed; chance on hit for 1 extra hit; chance on hit for 1 instant spellcast.

Razormaw and Tigermaw

Both are based on 60' commercial lawn mower blades, repurposed by a weapons manufacturer into a dystopian street-weapon. Razormaw is common, while Tigermaw is the premium product, with corporate branding, catchphrases and all. Their ads are akin to car commercials, targeting the same demographic.

They are meant as Main Hand Weapons, but with enough strength and agility they can be dual-wielded. Armor-piercing/bleed, slow-hitting with a high critical burst.

Razorburn

A dwarf forgemaster-tinkerer made a deal with the fey to embed elemental spirits within his weapons in preparation for the looming War of the Equinox. The five colors represent the 5 classical elements of ceremonial magick: Green Earth, Yellow Air, Blue Water, Red Fire and Purple Spirit.

Deals elemental damage on each weapon hit.

The Butterknife

What if a butterknife was also a deadly weapon? With supperheated fins, it cuts through meat and bone like butter! It comes bundled with a rechargeable nano-core. Order yours today!

Deals elemental damage on each weapon hit.

Hammer of GG

A one-handed/throwing hammer blessed by The Sun to smite foes and ensure that the dead stays dead.

Strong vs undead and scrubs with no sense of humor. Deals 2x damage to foes below 20% health.

Enzo Gladius

Uncle Enzo's Gladius is the sharpest short-sword this side of the burbclave.

For more notes and support for all Greylands Game Assets visit
www.luiztelesfineart.wordpress.com