

# Admiral Salvatore



The twisted and cruel shape shifter and Commander of the Imperial Navy and creator of the Imperial Armada, Admiral Salvatore is the relentless enforcer of the Dark Empire with the use of the Star fleets. He is an expert swordsman using a saber of his own design so razor sharp it can split atoms. Once a novice in magic, he was trained by Emperor Scuro to use ice magic and other spells. Over the years he had developed a foul taste for the aging military bodies that ultimately formed the Elite Command Force. Corrupt politicians and superior officers drove this brilliant weapons designer and strategist into the Dark Empire.

This remorseless officer, fueled by his hate for the Elite Command Force, patrols the planetary systems conquering in the name of the Dark Empire, destroying all beings in his way. His brutal and calculated attacks are responsible for some of the most appalling and deadliest battles ever witnessed. Most often he prolongs the murder and suffering for his own satisfaction. He has wiped out threats to the empire using his ingenious strategies and unforgiving wrath.

After saving Emperor Scuro from the Malemagus clan, he was pleased with Admiral Salvatore's feat elevated him to the Imperial Admiral of the Imperial Navy. Upon the death of the Governor Chamberlain, Admiral Salvatore, was granted this position as well. Admiral Salvatore's greatest contribution to the Dark Empire was the reorganization the entire Imperial Navy; consolidating battle fleets and command fleets and creating the Imperial Armada. It had two hundred ships and the command ship mobile station.

He reconstructed the security patrol groups, quadrants and vectors for the fleets. Admiral Salvatore reassigned the location of legions of troops, intelligence ships and reassigned command of the fleets. The reassignment shook up the entire Imperial Navy. He sent every one of the failing commanders to patrol the outskirts of the galaxy after relieving them of the command of their fleets because of the catastrophic fiasco of failing to protect the emperor. Once the extreme overhaul of the Imperial Navy was complete, it became Admiral Salvatore's deadliest weapon.

# General Freda



The scythe and thunder spell wielding, once proud young magic warrior, General Freda was a peaceful ruler over his land of Leone. During a Provencal war, his wife was killed witch sent him into deep rage and depression. He gave up fighting until he was almost capture by advancing troops and met Emperor Scuro. He and his Imperial Generals wanted to solicit his expertise and proficient talents.

In an effort to protect his daughter from his wife's fate, he made a deal with the Dark Empire. General Freda sign over his province of Leone to the empire, he devoted himself to them with one condition his daughter shall become his successor as first governor of the new Imperial Territory, with full rights and protection under the Dark Empire. General Freda was granted the arrangement and joined the Imperial Generals. The empire toppled the enemy troops of Leone with wave after wave of heartless blitz attacks.

General Freda became an Imperial Intelligence officer. His rigorous training and deadly preparation of Imperial Assassins and Special Operation Troops carved him a new niche in the Dark Empire and gained the attention of his superiors. He led many triumphant campaigns for the empire in his early years. He was often in the front lines of the attacks with his troops, never afraid of what he was to face or uncertain of what to expect. He vanquished the mightiest of warriors who threaten the empire. General Freda mercilessly crushed all opposing forces with a fiery passion for the Dark Empire.

Admiral Salvatore and Baron Bristow noticed his genuine bravery and decided he would be more powerful as an Imperial General. They conceived a plan of a new Imperial Armed forces branch, The Imperial Guard. This new branch would train and assign Imperial Troopers to protective detail of the emperor and other high level imperial officials. General Freda was chosen to head the Imperial Guard and Govenor Secretariat. His rise to an Imperial General was unheard of at his young age. but his quick thinking, sharp wit and loyal actions made General Freda a formidable adversary to the empire's rivals.

# Baron Bristow



Baron Bristow is the Imperial General of the Imperial Air Force. He is one of the biggest and toughest beings in the ranks of the Dark Empire. He is a Lectrogryph; through his blood runs the power to generate lightning, which Baron Bristow is highly skilled with and quite ready to use. He is a mighty beast whose brut strength can only be matched by his magic abilities. He is more reserved with his thoughts and relies on action more than promises.

He holds the title of Baron because he was a wealthy landowner and a ruler of the now dead planet of Ignis. During the early years of the Dark Empire, Baron Bristow joined the Empire as a defensive move to gain protection while a planetary war began. He became the Imperial Governor and organized an Air Force. He was attacked during the war by the enemy troops and had a spell cast on him that devoured his life energies and he began to decay. He ran to the Imperial Capital and sought the help of Emperor Scuro and his staff.

They were able to help save the fallen warrior. By the time he recovered, his planet was dead from the Old War and those that did not leave the planet perished. It was a devastating war, the people of Ignis fought a perverted civil war amongst themselves and against the Phoenixes. Baron Bristow's entire race was almost completely exterminated. He wears his war helmet to hide his face and scars of the war.

He vowed to never let the Phoenixes allow such mass chaos and murder again. Baron Bristow pledged himself to the Dark Empire and was taken under the aegis of Admiral Salvatore and Emperor Scuro. Admiral Salvatore thought him sword fighting and commanding of the starship. Under the teachings of Emperor Scuro, Baron Bristow mastered his lightning skills with newfound magic capabilities. He rose to the rank of Imperial General and Commander-in-Chief of the Imperial Armed forces. With this achievement in hand, he solidified an omnipotent Air Force for the Dark Empire.

# General Stavros



She is the dark horse candidate for the position of Imperial General of the Imperial Army. General Stavros was the Deputy General of Imperial Army Intelligence. She served under General Schwarzmann, constantly butting heads with him. Her and General Piranha have also clashed on more than one occasion.



In the field she was the best spy that the Dark Empire had. General Stavros would lure her victims with her siren like beauty and her seductive voice. Her love spells would ensnare them fully into her trap. She could cast love spells on her victims to extract the information she wanted. The dangerous vixen would execute her assignment flawlessly. Her fierce ambition and deadly might caught the attention of Emperor Scuro and the Imperial Generals. She was quickly promoted up the chain of command in the Imperial Army.

General Stavros quickly became the hallmark of Imperial Spies. She had the greatest covert operation record and took on the most dangerous and challenging missions. She earned her rank as general and all high profiles cases were then put under her authority. With her role in keeping the Utopius Treaty under the radar and the construction of the Imperial Armada a secret, General Stavros was elevated to Deputy General of Imperial Army.

During an Imperial Army meeting, General Schwarzmann was discussing foul ups in the Intelligence Division. He told General Stavros to step aside and General Piranha was going to oversee the operations. She strongly argued of misuse of power and abuse of information to manipulate the Intelligence Department and declassify cases. She was ordered to stand aside by General Schwarzmann and she was told General Piranha would take over the operations. General Stavros was removed from her secret transport mission and General Piranha was put in her place. After the huge fight with Generals Schwarzmann and Piranha, she was reassigned to field duty and she gathered much information for the Imperial General's investigation on the Imperial Army.

# General Schwarzmann



General Schwarzmann, is an alien breed of fire ant. He has four additional functional arms. His arms are able to use weapons perform tasks and create fireballs. He can coordinate each arm with the best of skill. He is the Dark Empire's head of the Imperial Army. He is not the strongest Imperial General, because he relies mainly on his assistants. General Schwarzmann is a hands off leader. He rather sit back and be informed of the Imperial Army's campaigns, triumphs and events through his assistant generals.

He was often left outside of the loop with many of the empire's secret plans, programs and operations, because of his foolishness and questionable acts. General Schwarzmann was quick to choose which of his assistants would take up tasks. He was equally as swift to blame one of them for failures in the Imperial Army. He lost the position to escort the hatchling egg to the Imperial Capitol, Tenebre, but was quick to suggest his assistant, General Piranha. After the secret shipment of the hatchling egg was ambushed, General Schwarzmann acted strangely to the news of the stolen egg.

His unique form of managing has caused a few minimal problems, but he caused certain problems, for the imperial generals. He lost information and files as well as full briefings on the new command station. This raised questions about General Schwarzmann and his operations. The Imperial Generals informed Emperor Scuro that they were investigating General Schwarzmann and his lieutenants. The Imperial Guard began the secret investigation and reported directly to the emperor and his Imperial Generals minus General Schwarzmann.



# General Piranha



The sniveling and all around dim-wit is the assistant general to General Schwarzmann of the Imperial Army. He was the officer in charge of guarding the hatchling egg during the transportation. The trip was on a secret schedule and was not reported at any time. During the attack of the ship, General Piranha, cowardly gave up the egg to the Phoenix forces. Not only is he being charged by the Imperial Generals, but he also disgraced the name of the Imperial Army. This raises many questions about General Schwarzmann's actions and troops he is training in the Imperial Army.

He has given much information in the series of investigations concerning the attack and abduction of the magical egg. Piranha, has been found guilty and stripped of his rank, now awaits his fate in the Imperial Dungeons.



# Admiral Burkens



Admiral Burkens is the Assistant Admiral of the Imperial Navy and one of Admiral Salvatore's most trusted men. He was assigned the task of transporting the secret cargo on a highly classified flight from an imperial base to the Emperor's Palace. He was surprised by the Phoenix ambush and lost the freighter and the secret cargo. He became suspicious of General Piranha and his actions after the ambush and called it to the attention of the Imperial Generals.

After being cleared from the Imperial Guard investigation, Admiral Burkens was sent back to Imperial Armed Forces Headquarters, where he retained his position as Assistant Admiral of the Imperial Navy.



# Imperial Guards



The most swift and deadliest of the Dark Empire's Soldiers were selected and consolidated in to the Imperial Guard. The rigorous requirements the Imperial Guard was set by Admiral Salvatore and Baron Bristow. General Freda when appointed head of the imperial outfit, made additions to the requirements including sharp intelligence, field analysis and magic capabilities.

They are the fastest and most dangerous soldiers in the Dark Empire. The Imperial Troopers protect the Imperial Generals, imperial dignitaries, Abolisher as well as the emperor.

Imperial Troopers are trained to use many types of weapon. When their meticulous training is complete they are issued a powerful ray gun. They are also equipped with magic absorbing armor; this gives them an extra advantage in a fight. Imperial Troopers are a bigger threat than other imperial soldiers, because they are trained to use magic, they are not too advanced, but they are deadly.



# Imperial Guard Captains



The elite of the Imperial Guard receive classification of Imperial Guard Captains. Many of these commanders of the Imperial Troopers are former intelligence officer, secret operations officers and imperial assassins. The most advance of the suited Imperial Troopers, the Imperial Guard Captains are clad with heavy amour and a white cape to distinguish them from the other guardsman.

The Imperial General of The Imperial Guard personally chooses the captains. They must qualify in multiple areas to impress the general and receive one of the covenant positions to serve the imperial government. Able to mobilize the small deadly forces and direct their assault, Imperial Guard Captains are a formidable force.



# General Martin



A decorated officer in the Imperial Air Force, General Martin is a true soldier, loyal to the Dark Empire. He is one of the two new captains of the Imperial Armada command ship. He is an old trusted colleague of Baron Bristow and the other Imperial Generals. He has a clean record working for the Imperial Air Force on many missions including escorting and protecting Emperor Scuro.

His star fleet and offensive campaigns during the Dark Empire's establishment and the territorial wars with the Malmagus, General Martin was naturally entrusted with the assignment of running the operations of the Imperial Armada with Admiral Varz. He forges a clear line of defense and pressures his enemy with brutal force and shock strikes and brings them into submission.

After the incident with the Elite Command Force spies, the Imperial Generals informed General Martin of the security issue when they appointed him to the position. Since he had taken the position as captain of the Imperial Armada, the space station was fully operational and fully functional within hours. He continues to improve the command ship and in turn continues to impress his superiors.



# Daekark



The mantuars are an extinct race or thought to be extinct. Mantuars are naturally blood thirsty, anger driven beasts. Their society quickly tumbled after each and every tribal leader was overthrown, killed or went missing. Chaos took over and the mantuars were a plundering and raiding society with many unspeakable events linked to them. After many year of killing themselves and others, a young landowner from Ignis, Baron Bristow, took a group under his care. He promised them a society and riches for the entire mantuar nation's help during the Ignis War.

The mantuars agreed and their blood lust helped topple the enemy nation and help to win the war. As agreed upon the mantuars were given a mass of land carved from the losing nation. The mantuars began to prosper and other mantuars nations and tribes wanted the same. In the Phoenix Kingdom under King Airhart, the mantuars were labeled as enemies and had bounties put on them. They were hunted to extinction on the Planet of the Phoenix and then poachers finished them off on Ignis.

# Abolisher



The most powerful magic being in the universe was described in the ancient writings as a pure white magical hatchling that was to grow into a beast bred for mass destruction. Abolisher's growth was stunted by genetic manipulation and he is forever in the multi-colored form of a hatchling. Even though small in size, he has immense powers. Emperor Scuro, provided protection over the Tartaruga race of Utopius. In return he asked for the last of all of the Magical Hatchlings. Shortly after Abolisher's egg was laid, Emperor Scuro was contacted. This was the most powerful Hatchling to ever to be born as described in the ancient manuscripts.



Abolisher will become a generator of magical energies and power. He is the reason for battles; both sides want him to have his ultimate power. Abolisher's powers can destroy entire planets. The entire galaxy waits in a frightful silence for this moment. In fear of the Dark Empire's plans with the Magical Hatchling, The Elite Command Force and the Phoenixes attacked the Imperial ship and stole the egg. With many powers still to develop and mature, Abolisher is a prized possession and his possessors will rule as magical super beings.



# Emperor Scuro



The dark wizard shrouded in shadows and secrecy that sits at the head of the Dark Empire, Emperor Scuro is a known and terrifying force in the galaxies. He is a destroyer of worlds, harvester of souls and a master of dark magic. Planets and their inhabitants run and hide at the sound of his name. The emperor from his beginnings in the mortal world toppled adversaries and destroyed civilizations with his magical powers, supremacy and limited resources.

The emperor has many mysterious and unnatural powers far beyond the comprehension of the mortal world. He is a master of dark magic and he mastered travel between the mortal world and the dark realm. He often appears in a phantom form when his human body needs to revitalize. This power helps him to influence many events and persons to do his bidding.

He was, Scuro, the guardian spirit of the realm of deceased wizards. Once he was brought out of the dark realm by the Malemagus clan, he grew more powerful and took human form. Upon defeating the wizard masters that brought him out of the dark realm, he proclaimed himself Emperor Scuro, as he constructed the Dark Empire as his new mortal world empire. He recruited the most vile, deadly and fearsome beings in the galaxies to forged alliances by fear and greed of power, ever increasing the wealth and territorial boundaries of the Dark Empire.

The Dark Empire grew and so did Emperor Scuro's knowledge of his weakening human body. This caused him to rely heavily on his Imperial staff, to rescue him from danger, manage the Dark Empire and create and oversee its lucrative and beneficial relationships. The Imperial Generals are some of the powerful beings in the galaxy all of them highly trained with the use of magic. They head the Imperial Armed Forces and government offices within the Dark Empire. The Imperial Generals often hold the top positions under the emperor: Governor Chamberlain, Governor Secretariat, Commander-in-Chief and Vice commander-in-Chief. They rise through the ranks under the Emperor Scuro's nurturing and teachings to become powerful magic warriors. The Imperial Generals are the cruel watch dogs of the growing empire many were governors of Imperial Territories who wanted a larger role of power wielding.