

CHRIS MAY

ILLUSTRATOR

I am a fantasy illustrator working in games and childrens books creating and bringing stories to life. I draw on 70's and 80's nostalgia and combine history and mythology with present and future to inspire my ideas. I live in the UK and and work from my studio in Cornwall.

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Education : Arts University Plymouth, Windsor Boys School

WORK

Games industry experience includes illustrations for the card game Side Quest released in 2016 and playtesting for a major US games publisher for a well loved boardgame IP.

Present : Freelance Illustrator

• 2010 - Present : Ginsters, Preparation Operator

1994 - 2010 : Safeway/Morrisons, Administration Supervisor

SKILLS

Transferrable skills from my current and previous roles include working as part of a large team to meet targets and standards, scheduling and organisation of tasks, customer service and quality control.

I work both digitally and traditionally, using Adobe Photoshop, Clip Studio Paint, Rebelle 7 Pro for digital work and watercolours, pencils and inks for traditional work. I am currently developing new skills in 3D, using Blender and Zbrush alongside sculpting with polymer clays to expand my artistic practice and incorporate new ways of working into my pipeline. Please see attached portfolio for examples of work.

Other responsibilities from previous jobs have included : Payroll, data entry, legal & QA checks, health and safety reports, invoice management, scheduling, communications management, cash office, customer service.

Hobbies

My interests include, creative writing, sculpting, board games, roleplaying games, video games, music & film, photography, reading, classic fairytales and folklore, mythology, history and psychology. I use all of these interests to inform my work and to excite creativity.





The Cauldron of Bones. Digital. Personal work for a Role Playing Game adventure I am developing.



The Blue Dragon. Digital. Personal project work



Hagmother Giantess. Digital. Personal work.



King of the Stone Giants. Digital. Personal work.



LUMPBACK						
<i>Large beast, neutral/good</i>						
Armor Class 9						
Hit Points 15 (2d10+4)						
Speed 55 ft.						
STR	DEX	CON	INT	WIS	CHA	
16(+3)	8(+1)	14(+2)	2(-4)	8(+1)	5(-3)	
Senses passive perception 9						
Languages ---						
Challenge 1/8 (25 XP)						

GROG						
<i>Small fey, neutral/good</i>						
Armor Class 11						
Hit Points 29 (5d8)						
Speed 35 ft.						
STR	DEX	CON	INT	WIS	CHA	
10(+0)	14(+3)	11(+0)	10(+0)	8(+1)	11(+0)	
Senses darkvision 60 ft., passive perception 10						
Languages ---						
Challenge 1/4 (50 XP)						



MONSTER DESIGNS

DRAGCLAW						
<i>Large monstrosity, neutral/good</i>						
Armor Class 10						
Hit Points 45 (10d8)						
Speed Swim 45 ft., crawl 10 ft.						
STR	DEX	CON	INT	WIS	CHA	
17(+3)	8(+1)	14(+2)	6(-2)	8(+1)	9(+1)	
Senses darkvision 60 ft., passive perception 9						
Languages ---						
Challenge 2 (450 XP)						



MAGIC ITEMS

BLOODSTONE SICKLE

Weapon (Sickle), Legendary (Requires attunement by Spellcaster) *Malfunctioning item*

This sickle was once a sacred druidic sacrificial weapon and imbued with the power to take the souls of its victims and trap their energy within the weapon, making it even more powerful. Made from metal extracted from a fallen meteor, the sickles blade is unbreakable and strong enough to cut through anything.

The Bloodstone Sickle is a +2 weapon. For every 400 lives the sickle takes, it increases its power by +1.

This weapon is a malfunctioning magic item, when its power increases, the wielder makes a DC 16 saving throw. Failure represents the trapped souls taking some form of revenge upon the sickles owner. The GM decides what the negative consequences for the player are, chooses the type of saving throw and may base the severity of these consequences by the value of the failed result. As the weapon grows stronger, so the risks and consequences of failure become greater, the DC of the saving throw increases by 1 each time the sickle grows stronger.



BLOODSTONE SICKLE

TRUTHSAYER POTION

Potion, rare

The Truthsayer potion will force anyone who has consumed it to answer any question truthfully for the following 24 hours. The potion is tasteless and difficult to detect, anyone who drinks it will feel ill after it has worn off, coughing and nausea are typical side effects.



TRUTHSAYER POTION

POTION OF OBSESSION

PUKING POTION

Potion, uncommon

The puking potion has a sickly sweet and flowery taste to it and its very aroma makes the recipient keen to taste it. Within 5 to ten minutes the potion takes its full effect, causing stomach cramps, vomiting and diarrhoea, fever and weakened state. They are unable to fully stand and move normally and after a further 5 minutes they will collapse from exhaustion and become bedridden. The effects wear off after 3 days.



GREENWOOD WAND

POTION OF OBSESSION

Potion, very rare.

The potion of obsession causes its recipient to become infatuated with the person they are with at the time of consuming the potion. It has no aroma or taste and is difficult to detect. If there are multiple people present, the recipient is attracted to the person with the highest charisma score. They will do their utmost to please this person through gifts, co-operation, loyalty, love and will even break their normal moral constraints to do as asked by the person of their obsession.

GREENWOOD WAND

Wand, very rare.

The Greenwood Wand is made from the most sacred trees of the Elven woods. When tapped against plant, tree or flower all enemies in the immediate vicinity immediately become frightened for 3 rounds as roots, vines, branches grow and grab at their limbs. In addition the wielder may summon high winds and rains in a 200' radius creating dark cloud cover. All enemies within this radius suffer aural delusions of howling creatures, whispers and the sound of crushing footsteps from any nearby treeline and suffer disadvantage whilst within the 200' area of effect.

THE POKKUS WAND

Wand, Unique

Hackus Pokkus was a wizard with a very poor sense of direction and was often loosing important possessions amidst his disorganised study and so, he made this wand to help him find things. The Pokkus wand can point in the correct direction to any place the holder wishes to travel to or find the location of an object, so long as they have seen it before. As Pokkus got older and fonder of confectionary and sweet cakes, he built in additional functionality to the wand. The wand can extend up to 10' in length, and the ghoul finger upon the end of it can be finely controlled by moving ones own finger to perform delicate operations. This Pokkus found, was incredibly useful for operating his many inventions from the comfort of his favourite seat. The wand is incredibly light at full extension and can support up to 500lb of weight without the wielder of the wand feeling this weight.



CLOAK OF INFINITE POWER

RAPSCALLION'S RING

Wondrous item, Unique

Rivaldo Rapsallion was a very famous thief, although his skill and success was largely down to this monogrammed ring, his most prized possession. It confers expertise in disarming traps and picking locks to anyone who wears it.



RAPSCALLION'S RING

THE POKKUS WAND

BELL OF SILENCE

Childrens Illustration



Baron Longbeard. Digital. Personal work.



Baron Durgan. Digital. Personal work.



The Kings Decree.



The Kitchen Boy. Digital. Personal work



The Snow Queen. Digital. Personal work.



Boo. Digital. Competition entry for Escape Motions software.