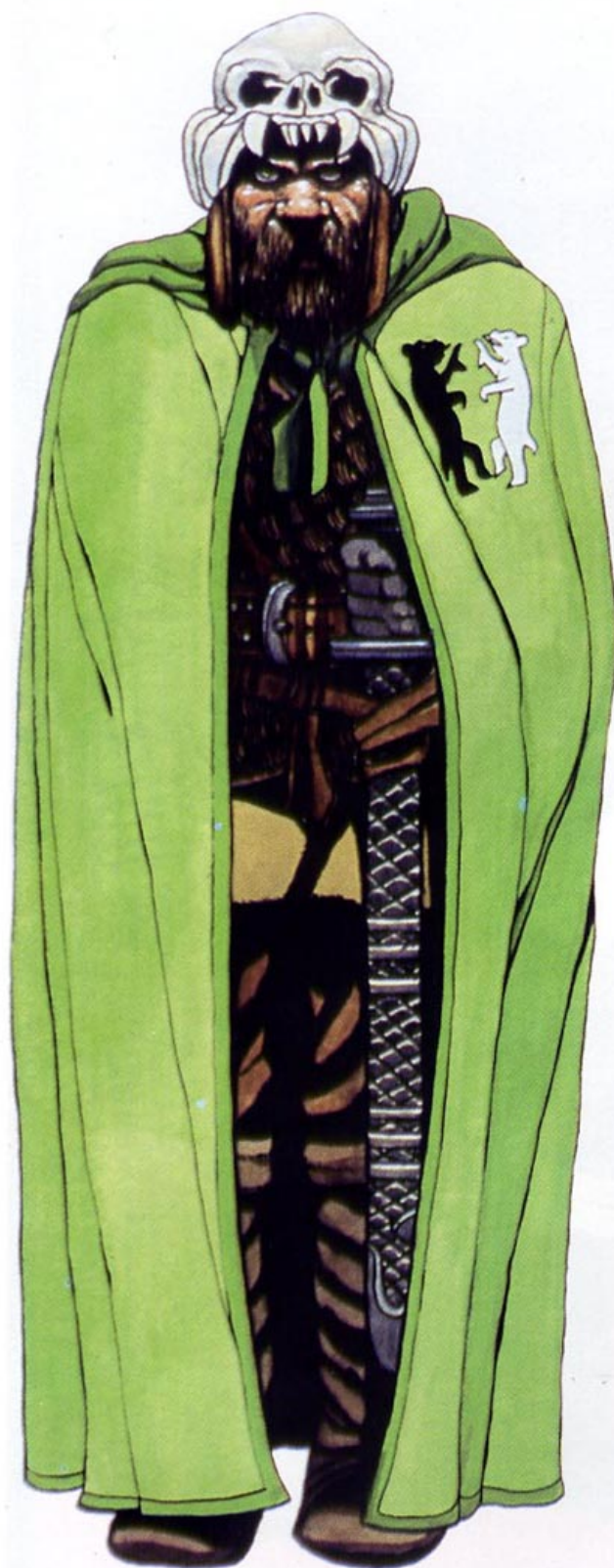


BLADES TO FORM COLOR GUIDEBOOK



•SWAN RAIDER•
(SOLUTHURN)



•BEAR-MAN•
(SULL)



•DRONGA GUARDSMAN•
(GOBRUL)



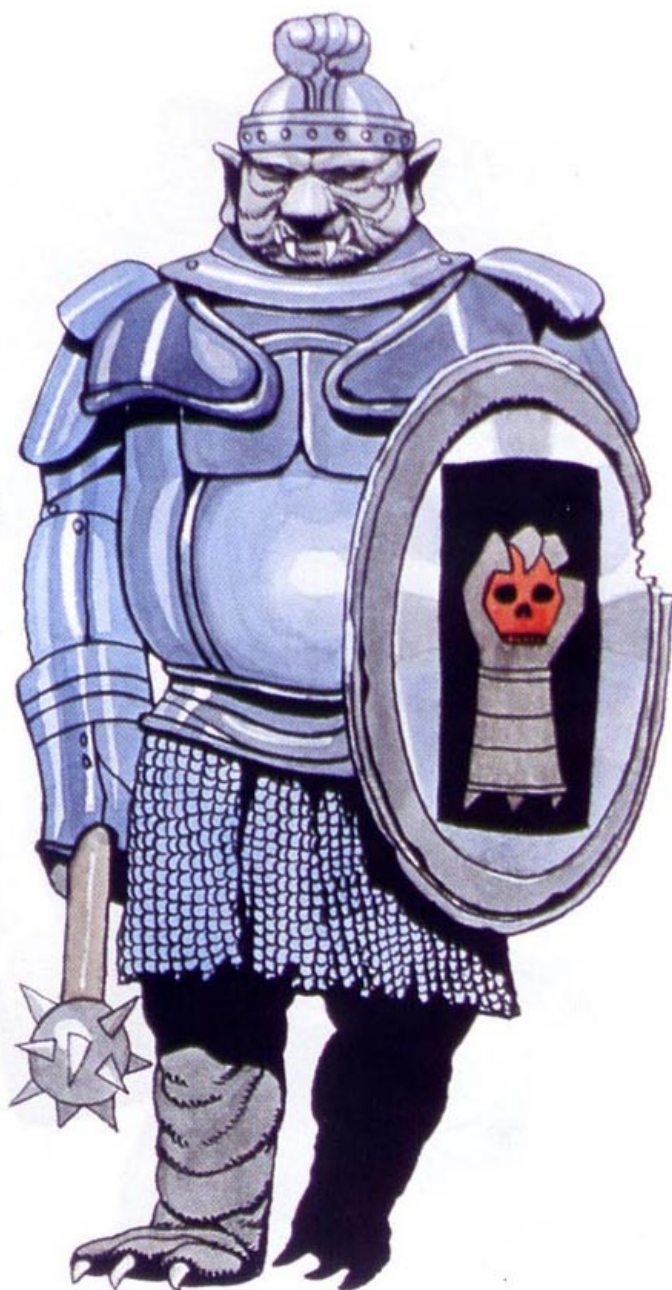
•TROLL-KILLER•
(LOARA)



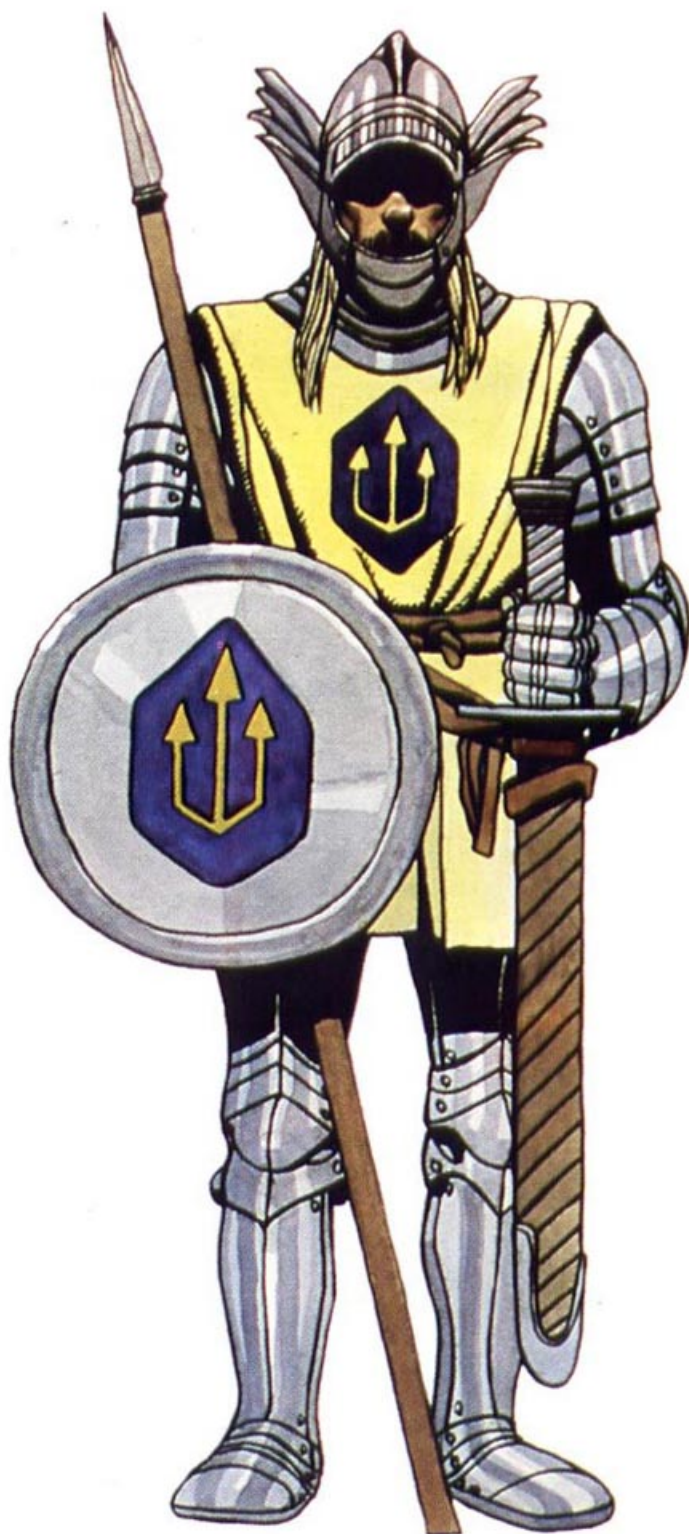
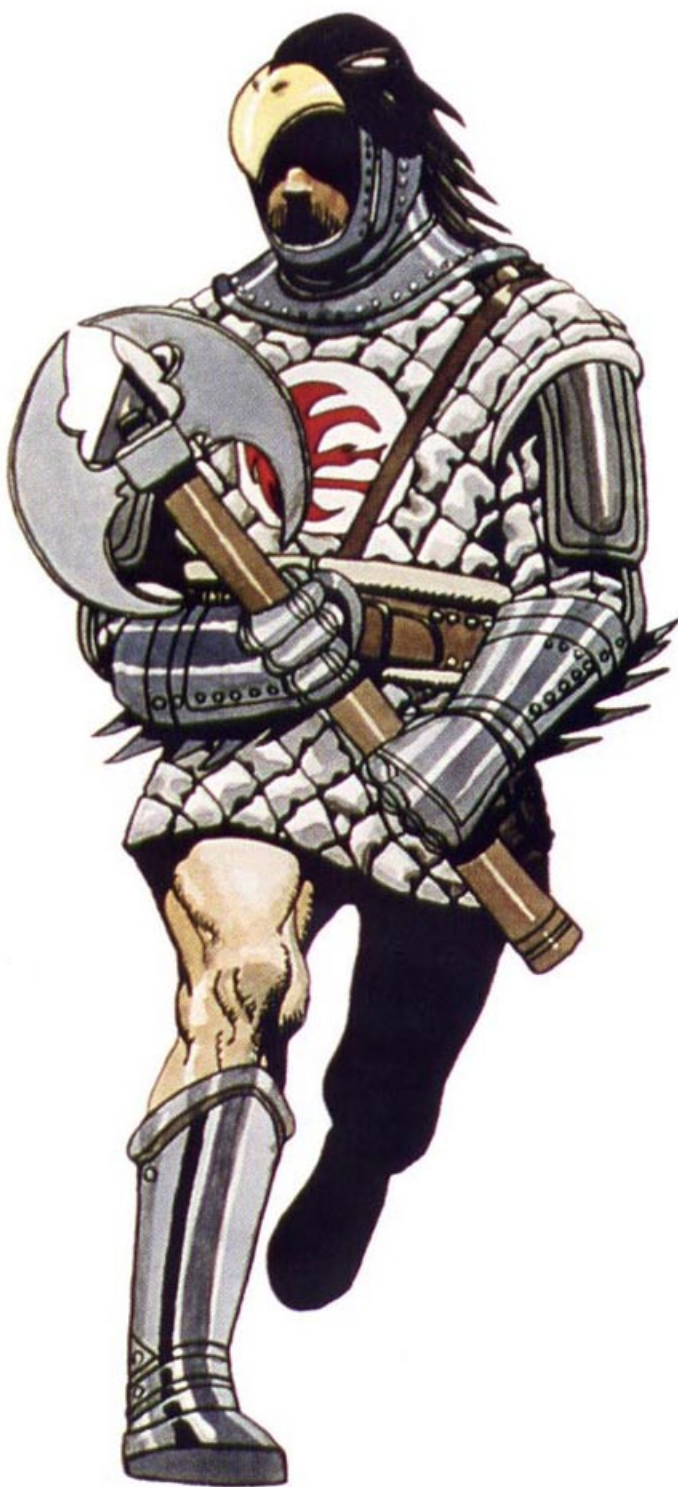
•PURPLE OGRE•
(KEL OGRU)



•SHULUR DARKRUNNER•
(MARDYARI)

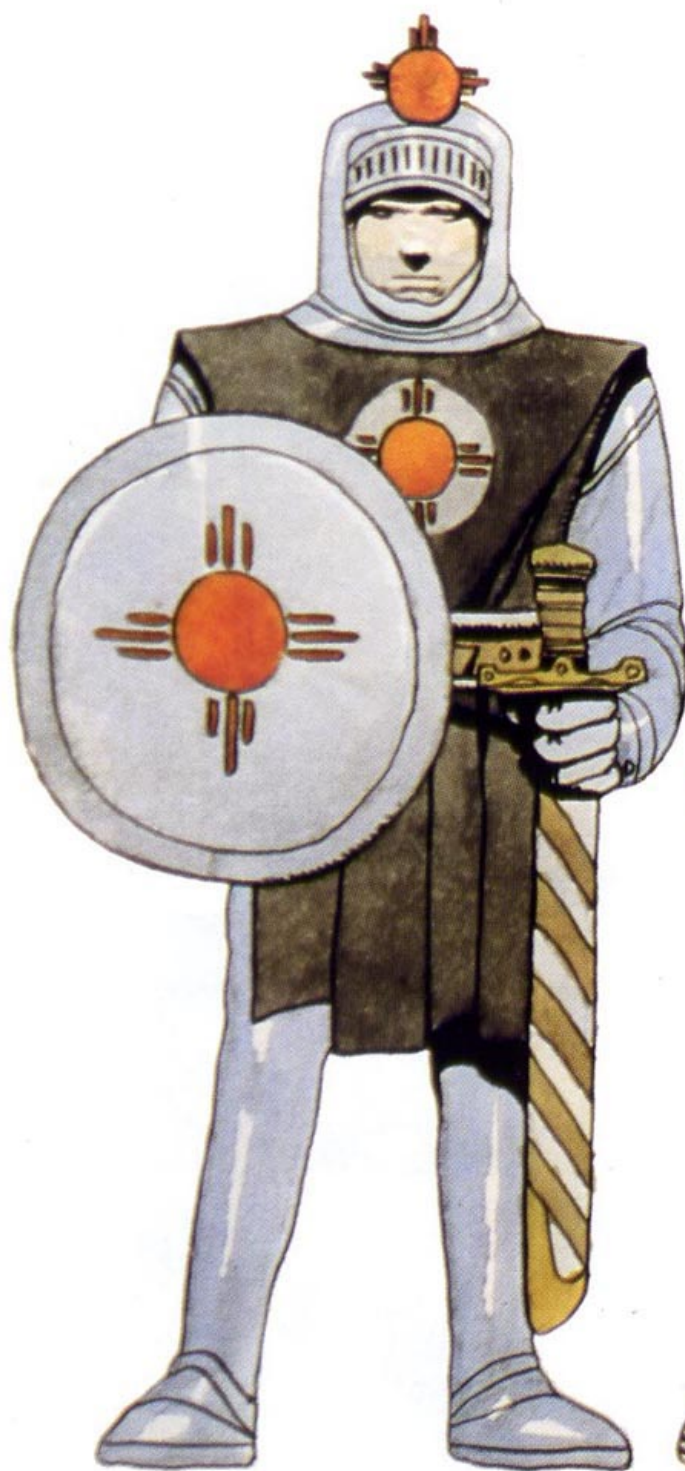


•BANE WARRIOR•
(TORKU)

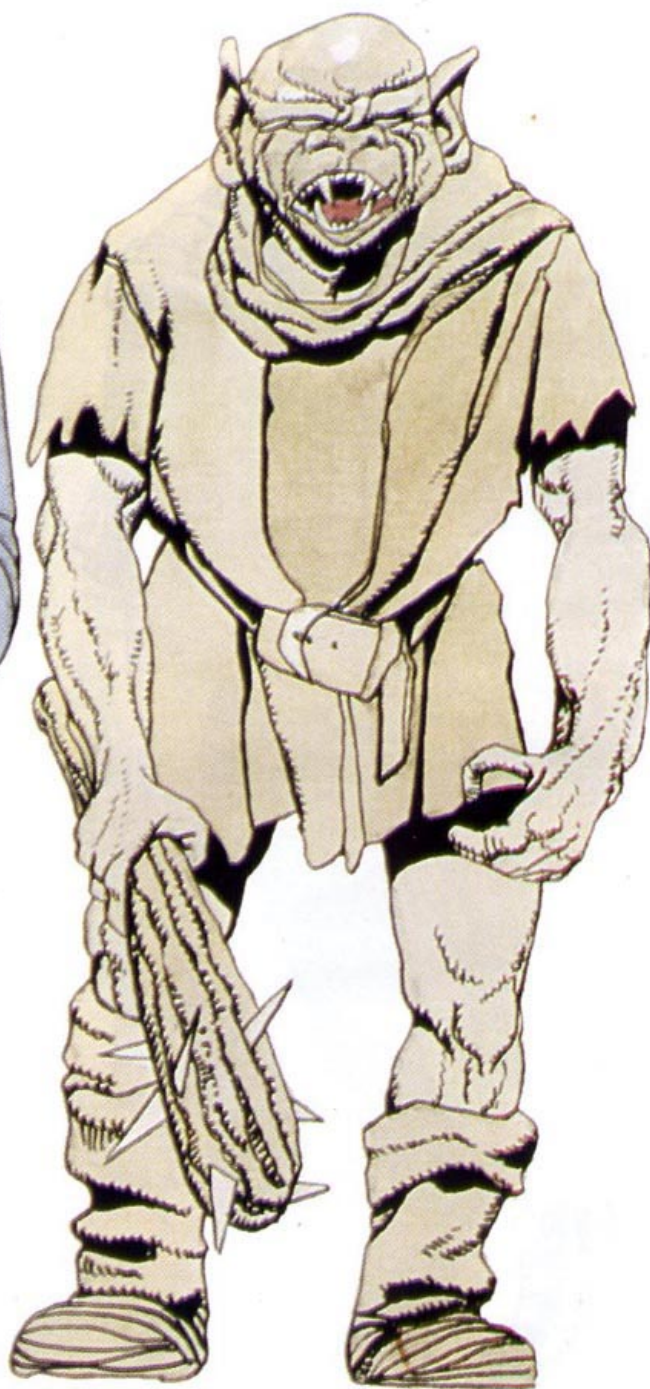


•IRON VOICEMAN•
(CAVAN)

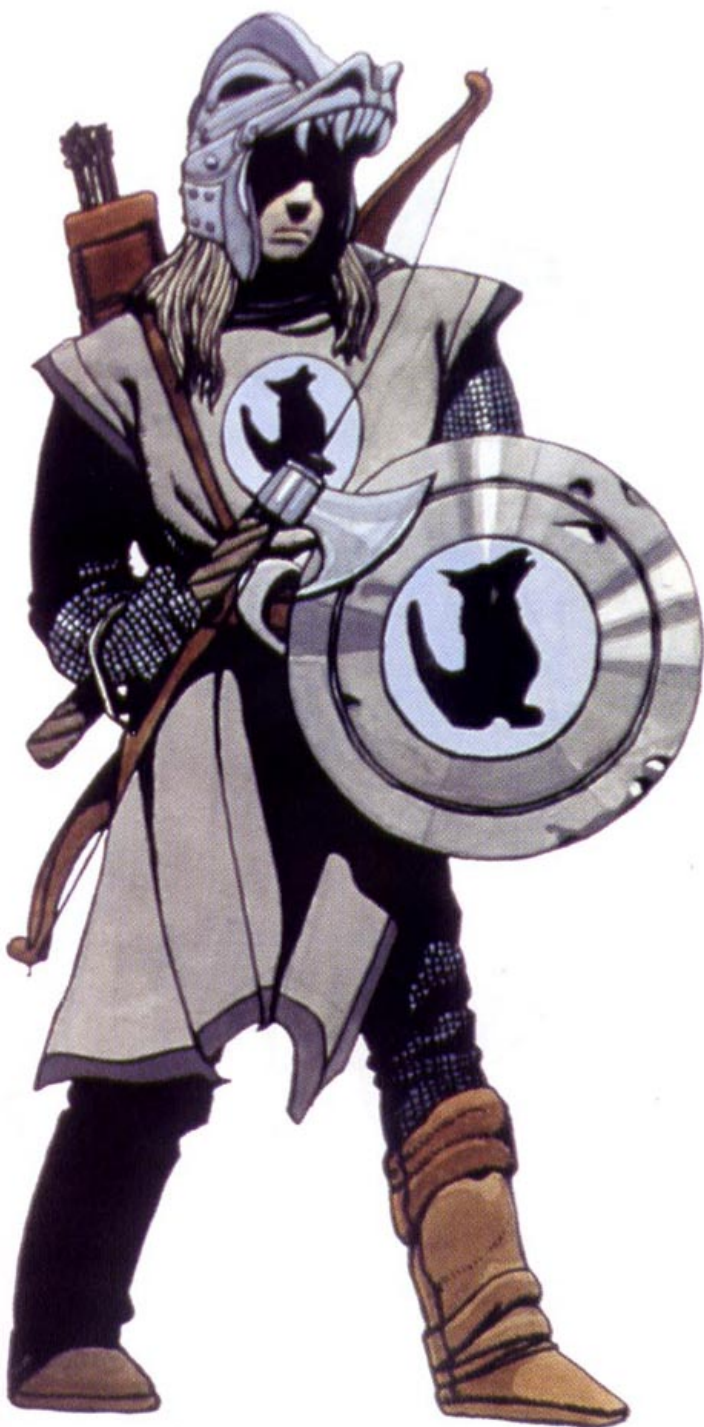
•RIVER GUARD•
(HARRO)



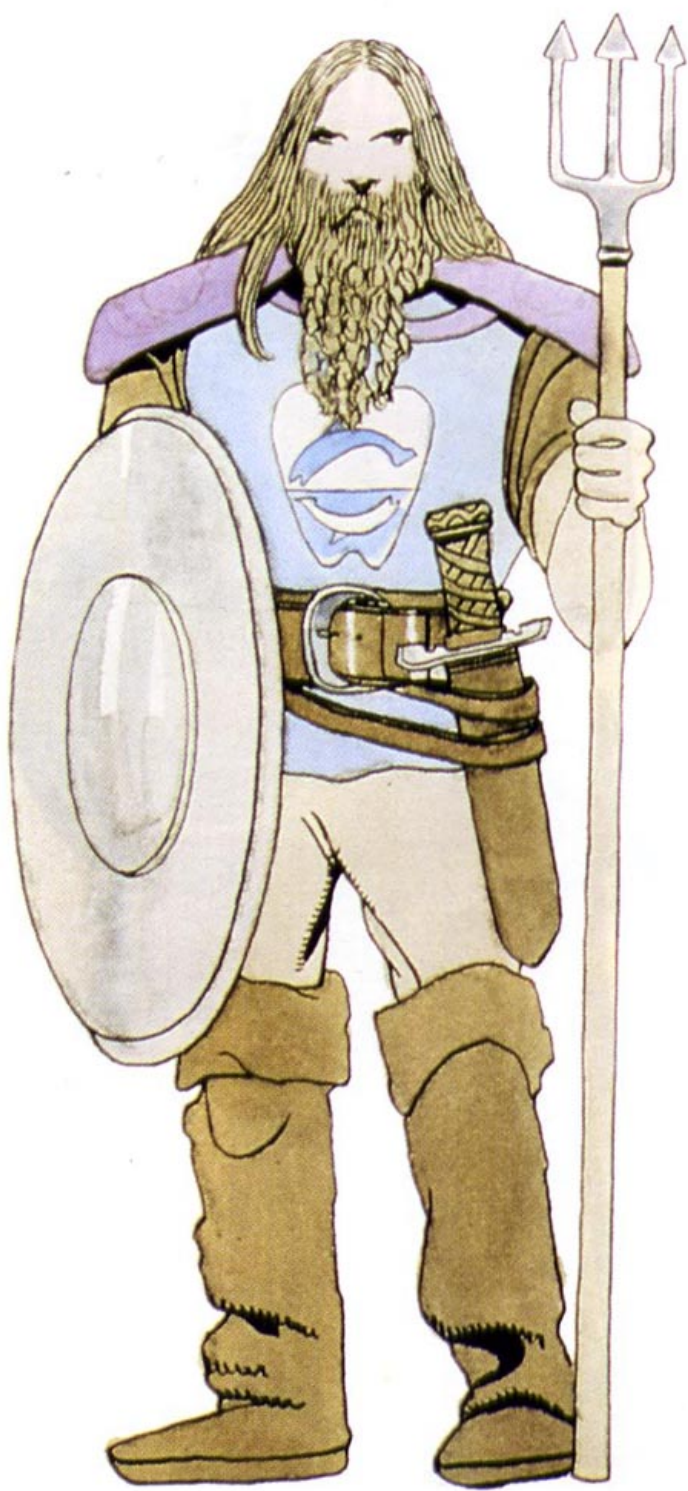
•BOAR-KILLER•
(KULM)



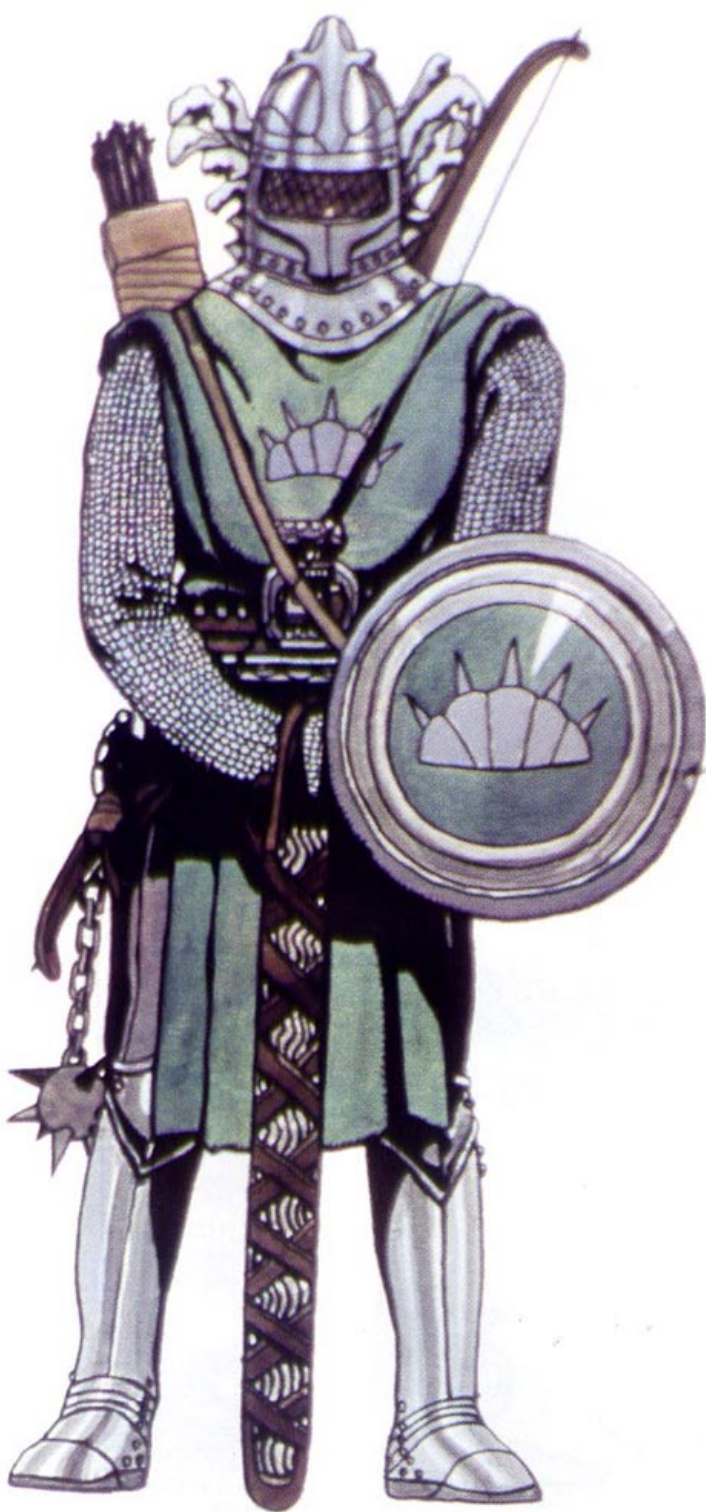
•LUGRÔK•



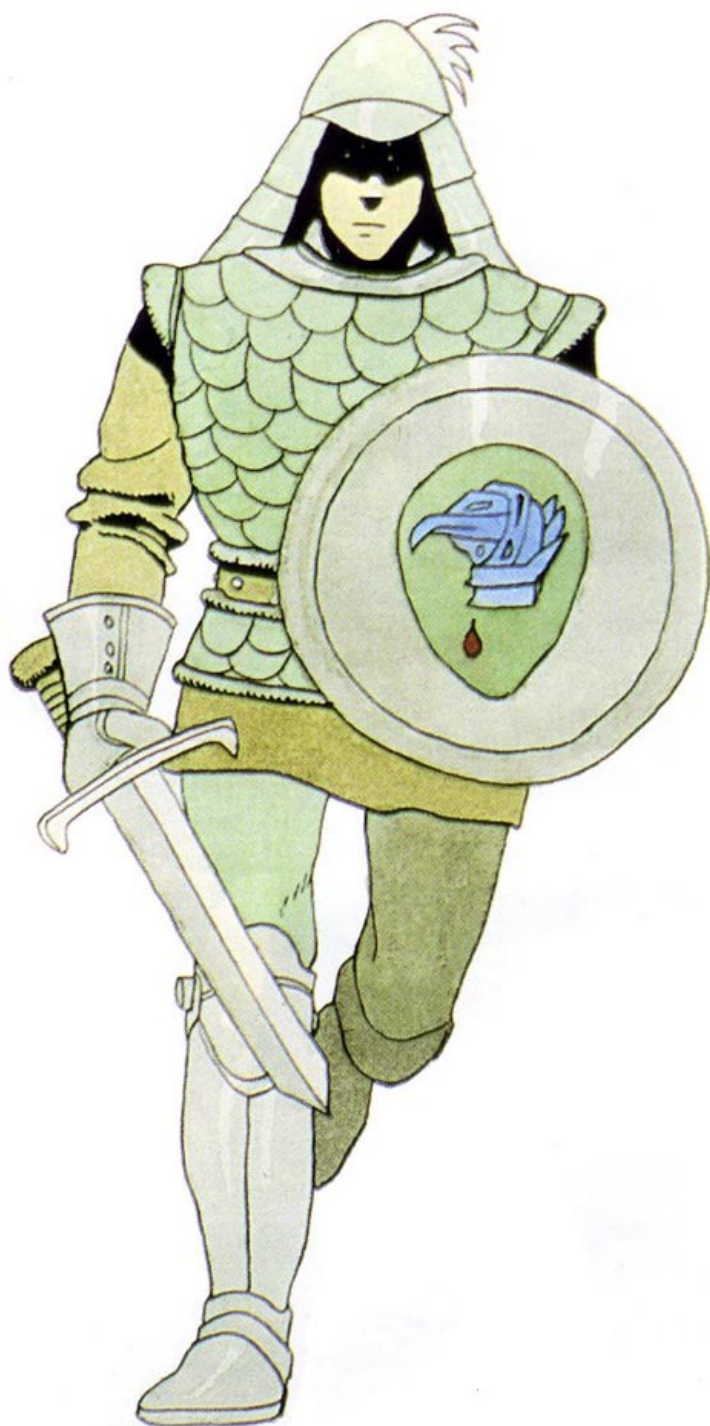
•WOLF-RUNNER•
(MARL)



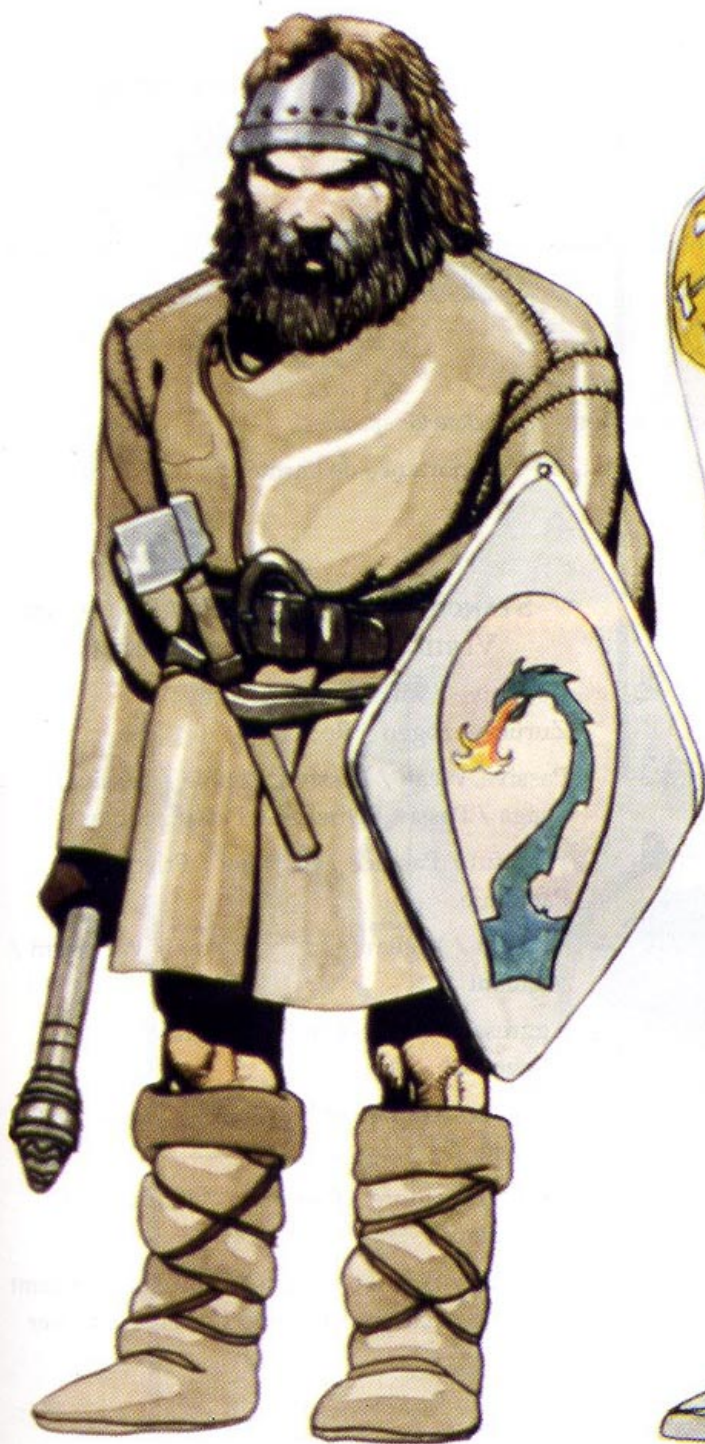
•THUNDERRUNNER•
(ABDERA)



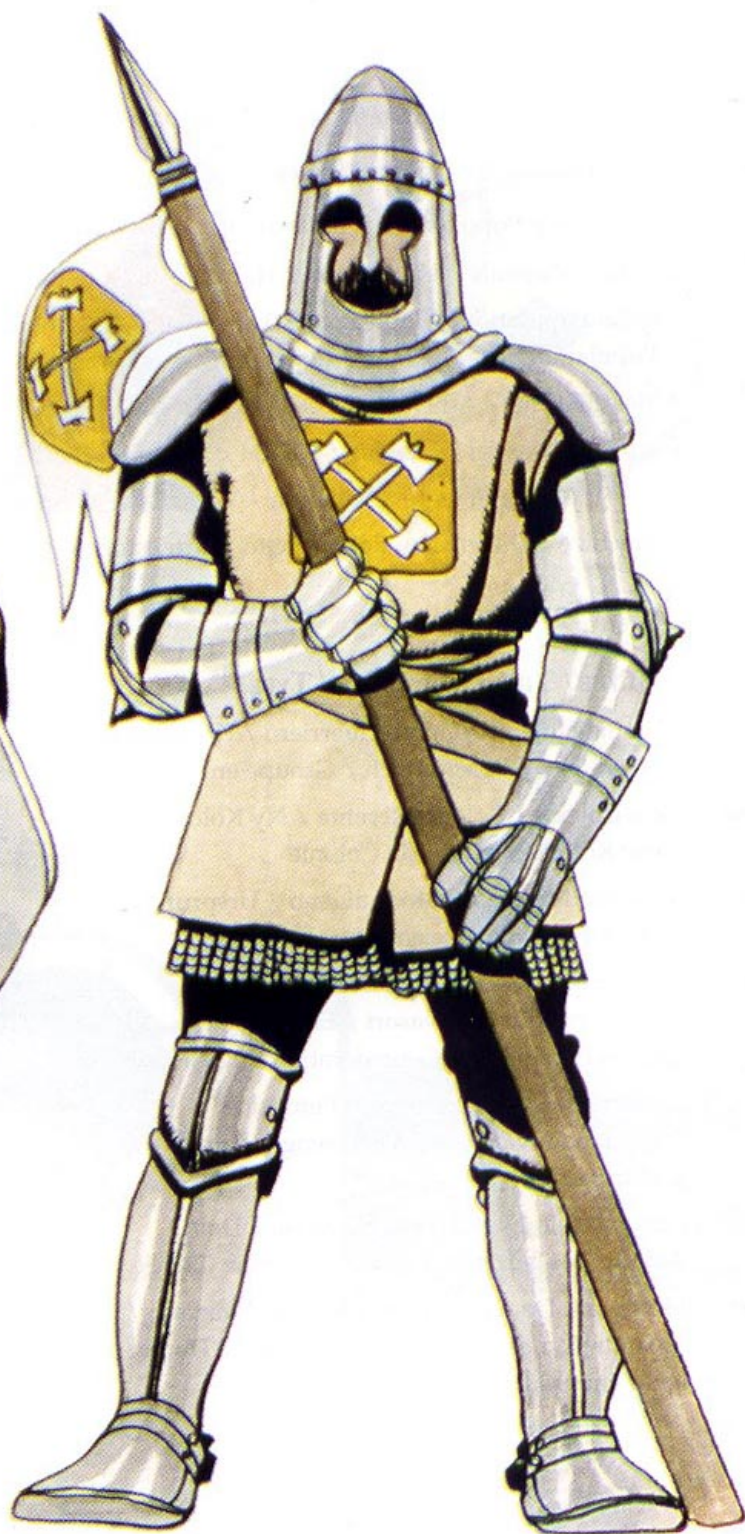
•EREKENA LANDMAN•



•CUTH SLAVER•
(RUKON)



•URDAN SLAYER•



•STANDARD BEARER•
(YOLMER)

· KEY TO FACTIONS ·

TERMS/ TERMINOLOGIA / SKILMÁLAR / BEGRIFFE / TERMES
ENGLISH / ITALIANO / SVENSK / DEUTSCH / FRANÇAIS

INFORMATION



Type / Tipo / Typ / Art / Type (see below for specifics)



Race / Razza / Ras / Rasse / Race



Population / Popolazione / Invånarantal / Einwohner / Population du Pays



Capital / Capitale / Huvudstad / Hauptstadt / Capitale d'État



Capital Population / Popolazione della Capitale / Huvudstadens Invånarantal / Einwohnerzahl der Hauptstadt / Population de la Capitale / Population de la Capitale



Allies / Alleati / Allierade / Verbündete / Alliés



Enemies / Nemici / Fiender / Fiende / Ennemis



Stance / Atteggiamento / Hållning / Verhalten / Comportement (see below for specifics)



Army Size / Dimensioni dell'Esercito / Arméstorlek / Heeresstärke / Importance de l'armée

TYPE / TIPO / TYP / ART / TYPE



Warring Hold / Dominio Guerriero / Krigande Kungadöme / Kriegerreich / Groupe en Guerre



New Colony / Colonia Recente / Ny Koloni / Neue Kolonie / Nouvelle Colonie



Indigenous State / Stato Indigeno / Ursprunglig Stat / Ureinwohnerreich / Etat Indigene



Invader State / Confederation / Stato o Confederazione di Invasori / Erövrarstat / Erobererreich / Etat-Confédération Envahisseur



Lost Immigrants / Emigranti Perduti / Försvunna Invandare / Versprengte / Emigrants Perdus



Hidden Colony / Colonia Nascosta / Dold Koloni / Verborgene Kolonie / Colonie Cachée



Immigrant Domain / Dominio degli Emiganti / Invandrarområde / Einwandererreich / Dominion d'émigrants

STANCE / ATTEGGIAMENTO / HÅLLNING VERHALTEN / COMPORTEMENT (i)



Reclusive / Introverso / Skygga / Zurückgezogen / Reclus



Passive, Weak / Passivo, Debole / Passiva, Svaga / Passiv, Schwach / Passif, Faible



Peaceful / Pacifico / Fredliga / Friedlich / Pacifique



Vigilant / Vigilante / Vaksamma / Wachsam / Vigilant



Aggressive / Aggressivo / Aggressiva / Kriegerisch / Aggresif



Warlike / Militarista / Krigiska / Aggresiv / Guerrier



Raid / Predatore / Gör räder / Räuberisch / Belliqueux



Extremely Warlike / Ultra Militarista / Extremt Krigiska / Extrem Kriegerisch / Tres Guerrier

• GREATER POWERS •

FORCES OF UNLIFE



STEEL RAIN

FORCES OF HOPE

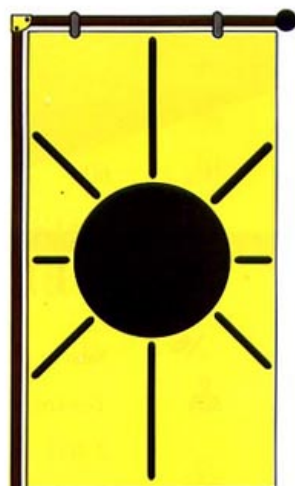


DUSKWALKERS

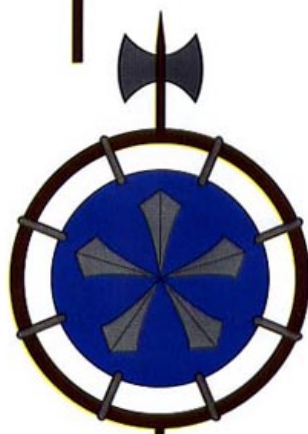
FORCES OF INDEPENDENCE



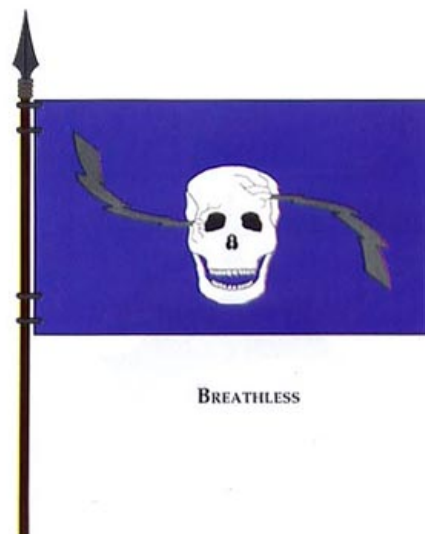
JEWEL KNIGHTS



SOULSLAYERS



GUARDIANS OF THE
GALE



BREATHLESS

• CAVAN (1) •

	Teranu (Men)
	3,200
	Alkoon
	520
	Abdera
	Kulm, Sea Elves
	400

• HARRO (2) •

	Teranu (Men)
	5,000
	Pune
	2,500
	Cavan, Abdera
	Urda, Marl, Kulm, Soluthurn
	900 (M)

• KULM (3) •

	Teranu (Men)
	1,800
	Skera
	200
	—
	Urda, Cavan
	750

• SOLUTHURN (4) •

	Teranu (Men)
	2,000
	Allu
	600
	Harro
	Urda, Marl, Kulm
	300

• MARL (5) •

	Teranu (Men)
	1,200
	Lo Hial
	230
	—
	Kulm, Soluthurn
	432

• EKEREN (6) •

	Teranu (Men)
	2,100
	Vo Daet
	650
	Loaru (Dwarves)
	Kulm
	600

• YOLMER (8) •

	Teranu (Men)
	2,400
	Yol Yoy
	540
	Jeweler
	Urda, Abdera
	700

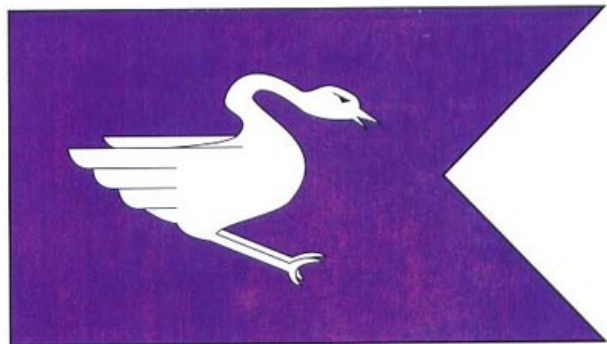
• URDA (7) •

	Teranu (Men)
	4,000
	Ipuenoy
	1,300
	Harro
	Abdera, Soluthurn, Yolmer, Marl
	850





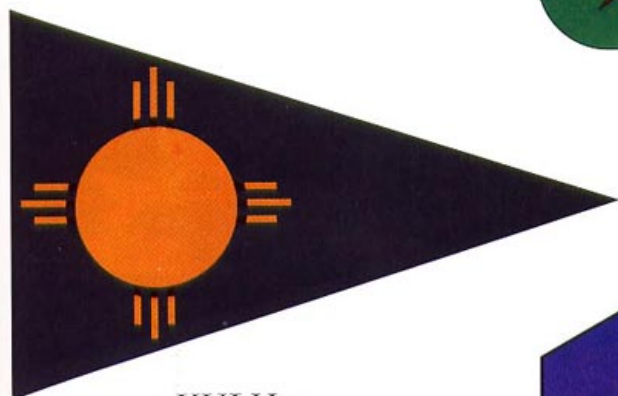
• CAVAN •



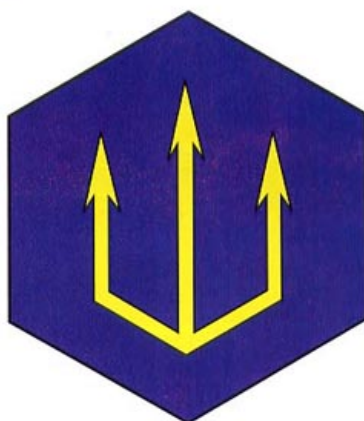
• SOLUTHURN •



• YOLMER •



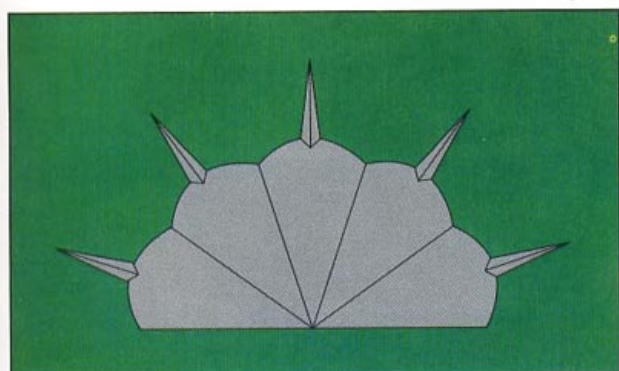
• KULM •



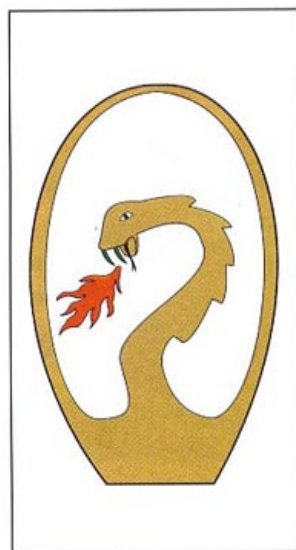
• HARRO •



• MARL •



• EKEREN •



• URDA •

• RUKON (9) •



Teranu (Men)



1,650



Bame



300



Jeweler



Abdera, Sull



512

• ABDERA (10) •



Teranu (Men)



2,300



Lund



450



Cavan, Harro, Sull



Rukon, Yolmer



500

• SULL (11) •



Teranu (Bear-men)



2,000



Sulkona



800



Abdera



Shuluri, Rukon,



Torku



500

• MUNULL (12) •



Teranu (Tiger-men)



300



Sy-koor



90



Ancoovur, Manamo



Tatanapo, Lycodur



80

• URNULL (13) •



Teranu (Wolf-men)



600



Weer



150



Jeweler, Thalar



Roarc, Rill



220

• MORN • (RAKEL) (14)



Teranu (Men)



1,700



Vonka



1,100



Meir, Lasapanax



Lycodur



330

• MEIR (15) •



Teranu (Men)



1,100



Weese



800



Tharo, Morn



Tralf, Erlini



150

• EMUN (16) •



Ateranu (Undead)



450



Emog



300



—



Garkamun, Kalanda



200





• RUKON •



• SULL •



• ABDERA •



• MORN •



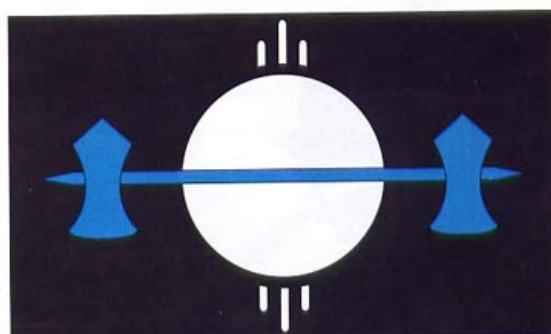
• MURNULL •



• URNULL •



• MEIR •



• EMUN •

• THARO (17) •



Teranu (Men)



1,800



Woark



600



Lalien



Tralf



400

• OOLCOR (18) •



Teranu (Men)



1,100



Remdoon



350



Vancu



Urnull, Slike, Roarc



300

• TRALF (19) •



Teranu (Men)



2,600



Gace



900



—



Tharo, Lalien, Roarc



900

• GARAYAX (20) •



Garcathu (Flesh Eaters)



5,000



Yumox



700



Breathless



Vancu, Vyath, Roarc, Steel Rain



2,500

• ANCOOVUR • (CORAL MARCH) (21)



Teranu (Men)



900



Ancoovur



300



Guardians of the Gale, Roarc



Kroel, Garkamun, Breathless



250

• OLOLOCO (22) •



Teranu (Men)



2,200



Olothia



850



Royn



Oloponox, Alachua



350

• MANAMO (24) •



Teranu (Low-men)



1,900



Mankama



400



Munull, Loaru



Tatanapo, Iylari



660

• VANCU (23) •



Teranu (Men)



3,000



Vunkur (Ink Falls)



1,500



Soulslayers, Ulthula (Forest Drakes)



Jeweler, Sercathu (Hue Eaters), Loaru (Dwarves), Tulingu (Elves)

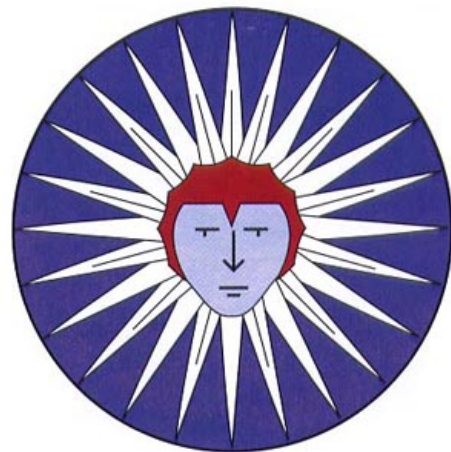


1,000

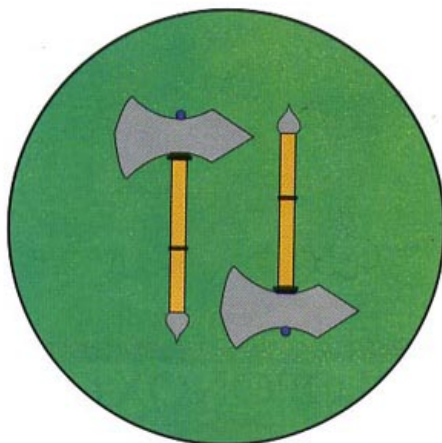




• THARO •



• TRALF •



• OOLCOR •



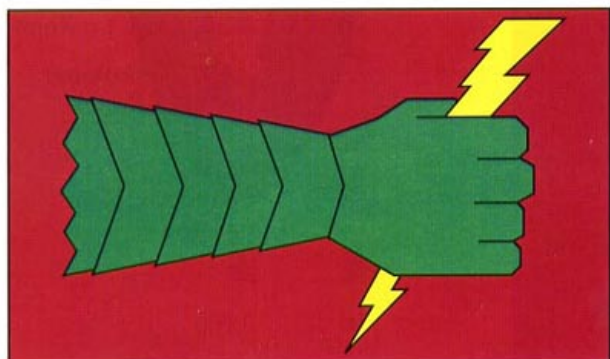
• GARAYAX •



• VANCU •



• ANCOOVUR •



• OLOCOCO •



• MANAMO •

• KLAYKALA (25) •



Teranu (Men)



4,100



Wawkeeyoon



1,750



Meir, Punkari



Galatha, Saraxa



1,200

• LALIEN • (PALTRY LANDS) (26)



Teranu (Men)



2,600



Abriel



850



Tatanapo



Tralf, Klaykala



400

• GALATHA (27) •



Teranu (Men)



6,000



Gethan



3,000



Galatha, Paia



Nefarin, Tatanapo



840

• ROYN (28) •



Teranu (Men)



3,400



Arcason



1,250



Nefarin, Ololoco



Vylana, Petty
Fiefdoms



900

• OLOPONOX (29) •



Teranu (Men)



2,800



Olpratha



1,400



Nefarin



Saraxa, Galatha



600

• NEFARIN (30) •



Teranu (Men)



2,800



Nias



1,300



Steel Rain, Oloponox



Galatha, Vylana,
Lycodur



750

• TATANAPO • (MYRIAD REALMS) (31)



Teranu (Men)



14,500



Coosoodur



5,000



Lalien



Tralf, Klaykala,
Manamo, Munull



700

• SARAXA (32) •



Teranu (Low-men)



8,500



Keskutana, Lu Rone



2,500 (Keskutana),
1900 (Lu Rone)



Paia

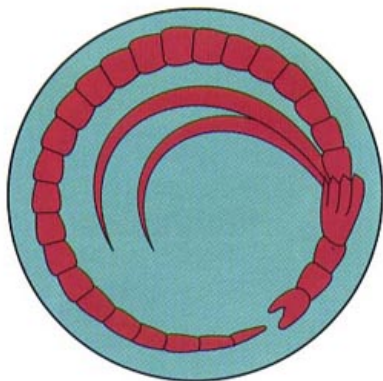


Oloponox, Rone,
Galatha

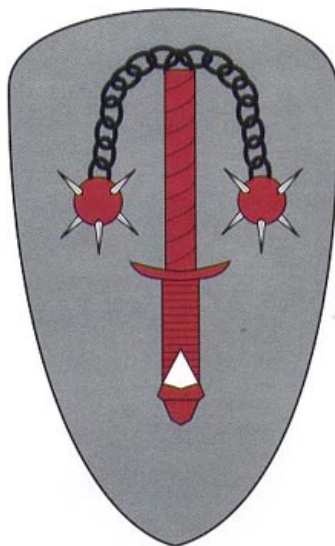


2,500

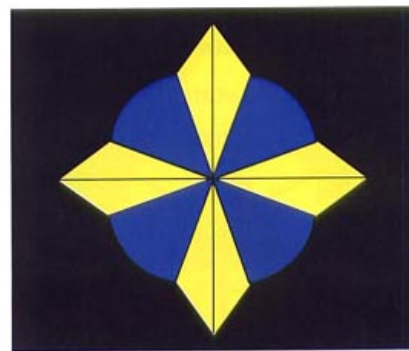




• KLAYKALA •



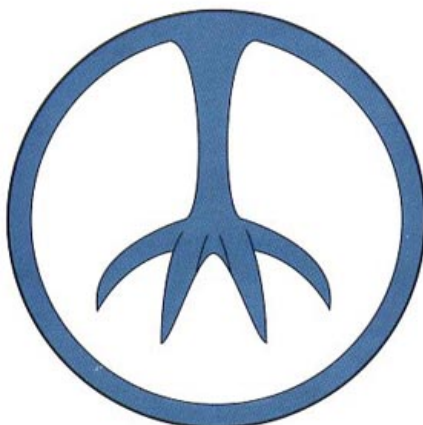
• GALATHA •



• LALIEN •



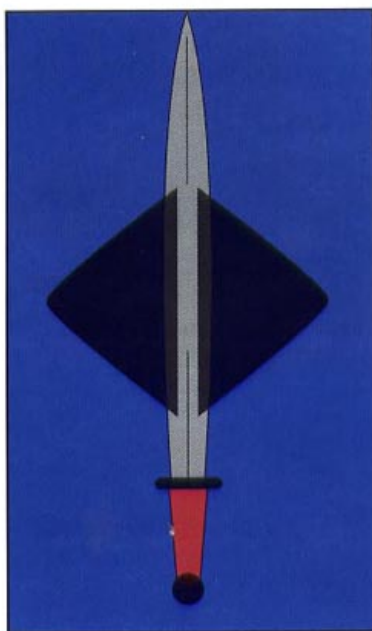
• ROYN •



• OLOPONOX •



• TATANAPO •



• NEFARIN •



• SARAXA •

• VYLANA (33) •



Teranu (Men)



3,400



Vylan



2,000



Royan, Borvan



Oloponox, Galatha,
Nefarin



720

• SOOL (34) •



Teranu (Men)



500



Govonool



140



Borvan, Rone



Saraxa, Gobrul,
Garku



125

• PAIA (35) •



Teranu (Men)



1,200



Paia



500



Galatha, Saraxa,
Iylari



Borvan, Rill



300

• GOBRUL (36) • (MOUNTAIN GOBLINS)



Gorlu (Goblins)



5,000



Von



1,600



Jeweler, Lugerôki



Loaru (Dwarves)



1,700

• LOARU (37) • (DWARVES)



Teranu (Men)



4,200



Luar; Kotarp;
Likarp



550; 450; 500



Ekeren, Forn



Gobrul, Garkamun,
Cula



1,000

• HIRAZI (38) •



Chiranu (Avians)



500



Tace



2,500



Thyfur



Rukon, Ekeren,
Yolmer, Gobrul



120

• KALANDA (40) •



Teranu (Men)



1,500



Kilianda



800



Alachua



Emun, Kaw Kaw



400

• KEL OGRU (39) • (RIVER OGRES)



Ogru (Ogres)



900



Sorgargar



200

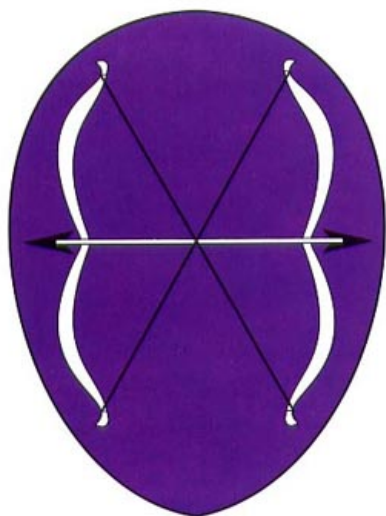


Loaru (Dwarves),
Cavan, Ekeren



500





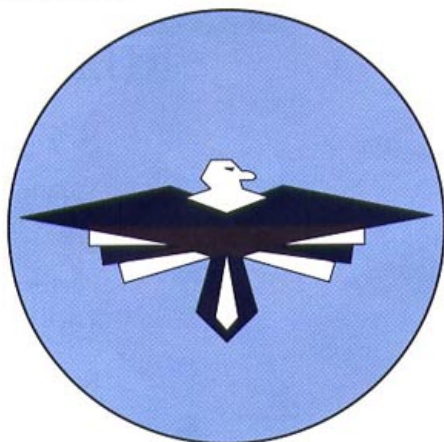
• VYLANA •



• PAIA •



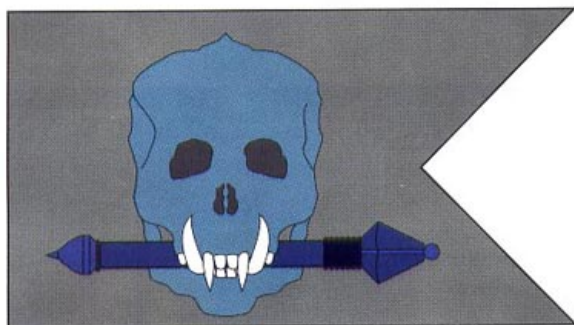
• LOARU •



• HÍRAZI •



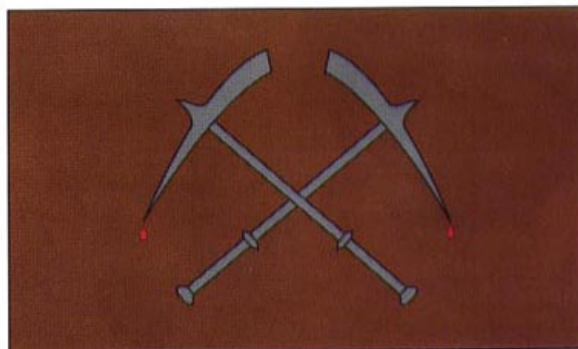
• SOOL •



• KEL OGRU •



• KALANDA •



• GOBRUL •

• THALAR (41) •



Teranu (Men)



4,500 = Arameg (350), Rya (450), Taspar (300), Lamissa(600), Aded (800), Klappe (600) Paych (800), Sesla (600)



Arameg, Rya, Taspar, Lamissa, Aded, Klappe, Paych, Sesla



3,200 = Arameg (200), Rya (400), Taspar (200), Lamissa (350), Aded (700), Klappe (400) Paych (600), Sesla (350)



Thalar, Morn



Kalanda, Alachua



900

• ALCHUA (42) • (PETTYFIEFDOMS)



Teranu (Men)



5,000 = Eliarda (1,350), Clane (450), Rew (1,200), Bayntyvur (600), Wark (800), Merhool (600)



Eliarda, Clane, Wark, Merhool, Rew, Bayntyvur



Eliarda (600), Clane (320), Rew (800), Bayntyvur (500), Wark (625), Merhool (400)



Oloponox, Kaw Kaw



Ololoco, Lasapanax, Thalar



Eliarda (120), Clane (90), Rew (200), Bayntyvur (125), Wark (150), Merhool (85)

• KAW KAW (43) •



Teranu (Men)



1,500



Mawn



600



Ancoovur



Garkamun, Kroel, Emun



300

• RILL (44) •



Teranu (Men)



450



Foetbrangar



230



Roarc, Urnull



Garayax, Oolcor



120

• VYATH (45) •



Sercathu (Hue Eaters)



7,000



Braul



2,300



Breathless



Garayax, Scrym, Steel Rain



3,500

• WIOCOOLA (46) •



Teranu (Blood-men)



600



Shoon



300



Scrym



Vancu, Vyath

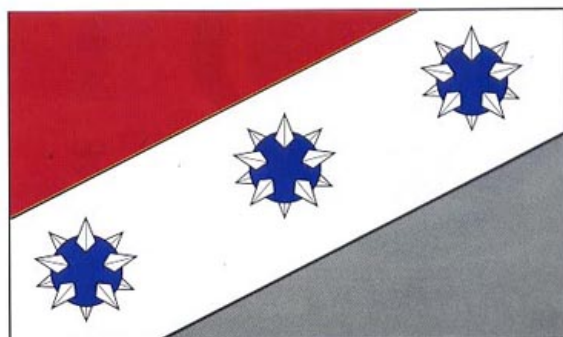


125

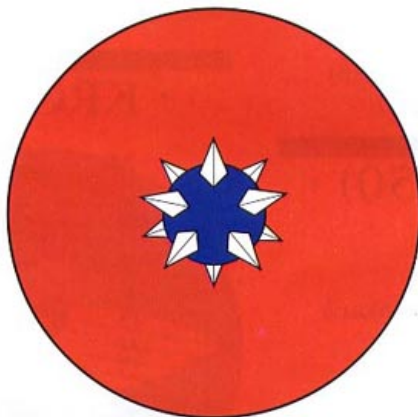




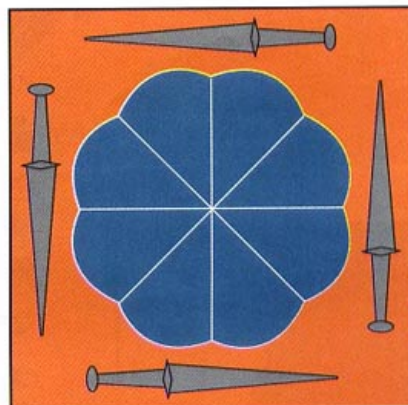
• THALAR •



• ALCHUA •



• KAW KAW •



• RILL •



• VYATH •



• WIOCOOLA •

• SCRYM (47) • (JEWELER'S LAND)



Tulingu (Elves);
Teranu (Men)



3,000 = 400 Iylari +
2,600 Teranu



Scry (Mere's Rest)



250 = 150 Iylari + 100
Teranu



Yolmer, Rukon,
Lycoodur



Shuluri (Sea Elves),
Sull, Vancu



900

• OLCHEL & CRYAN • (ERLINI) (48)



Tulingu (Elves)



2,300 = 1500 (Cryan)
+ 800 (Olchel)



Tulingan



600



Roarc, Oolcor,
Shuluri



Vyath, Lycoodur



500 = 340 (Cryan)
+160 (Olchel)

• LYCOODUR (49) • (IYLARI)



Tulingu (Elves)



900



Iylan



300



Jeweler, Thalar



Morn, Manamo,
Munull, Erlini



250

• BORVAN (50) •



Tulingu (Punkari)



2,000



Gethan



450



Rone, Sool, Vylana



Garkamun, Saraxa



650

• KROEL (51) •



Ateranu (Undead)



275



Krogoga



60



Emun, Ancoovur



70

• ROARC (53) •



Teranu (Men)



950



Oolarc



450



Oolcor, Erlini



Vyath, Tralf, Tharo



200

• CULÀ (52) • (GARCULÀ)



Garku



7,000



Tocula



2,900



Garkamun



Saraxa, Rone, Sool



2,000

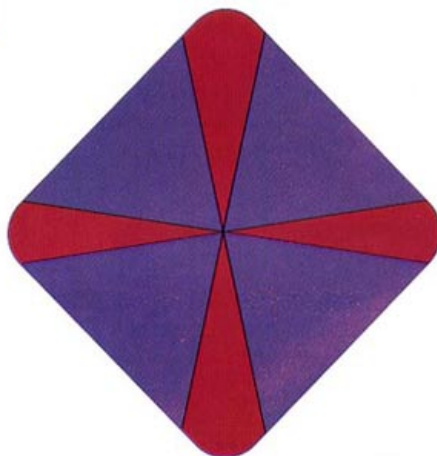




• SCRM •



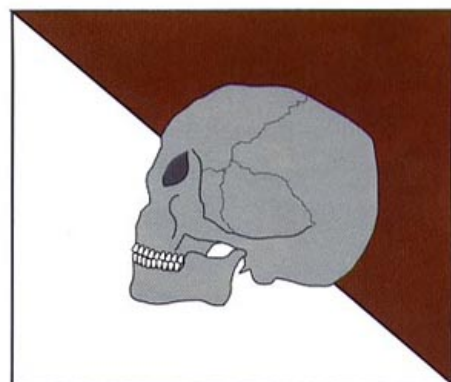
• LYCOODUR •



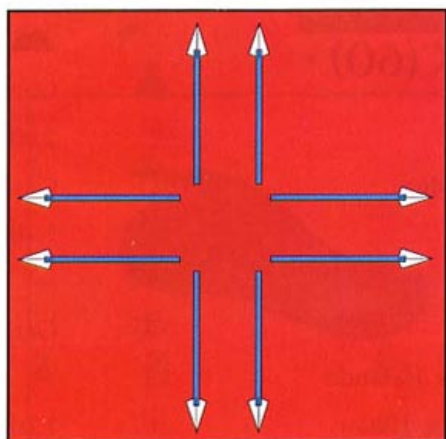
• OLCHEL & CRYAN •



• BORVAN •



• KROEL •



• ROARC •



• CULA •

• SHULURI • (SEA ELVES) (54)

	Tulingu (Elves)
	800
	Aroki (Madyari); Awnil (Shelari)
	200; 100
	—
	Torku, Warders, Cavan (Madyari); Jeweler, Sull, Torku (Shelari)
	225

• RONE (57) •

	Teranu (Men)
	200
	Erpeen
	120
	Borvan, Sool
	Saraxa, Kel Ogru
	40



• TORKU • (SEA TROLLS) (55)

	Torku (Trolls)
	250
	Ortorku
	52
	Ogru
	Teranu (Men), Tulingu (Elves), Loaru (Dwarves)
	168

• SLIKE (58) •

	Slicathu (Bone Eaters)
	4,500
	Vawnis
	1,200
	Breathless
	Urnull, Roarc, Steel Rain
	2,300

• LASAPANAX (60) •

	Teranu (Men)
	4,500
	Aytana
	2,000
	Oloponox, Kalanda
	Garkamun, Thalar
	800

• LUGRÔKI (56) •

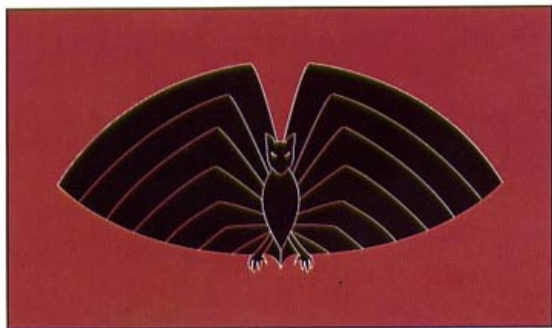
	Lugrôki (Greater Lugorku)
	2,000
	Gorkakun
	1,000
	Upuhanuk (Steel Rain), Gobrul
	Teranu (Men); Loaru (Dwarves)
	1,000

• GARKAMUN (59) •

	Garku
	6,000
	Weertog
	3,600
	Garcula
	Saraxa, Alachua
	1,500

• GRAGOLON (61) •

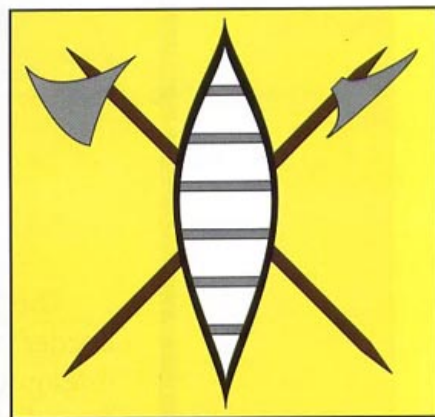
	Garku
	2,600
	Garasaga
	1,100
	—
	Garkamun, Alachua
	1,200



• SHULURI •
SHELARI (SEABATS)



• TORKU •



• RONE •



• SHULURI •
MARDYARI
(DARKRUNNERS)



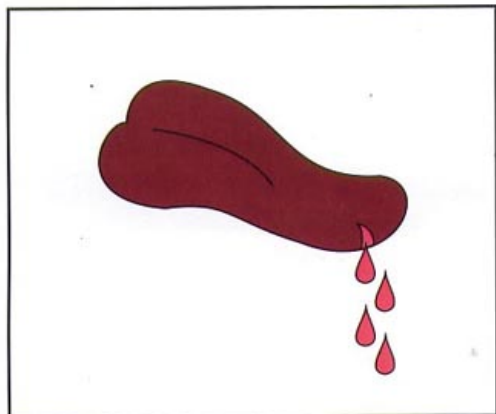
• LUGRÔKI •



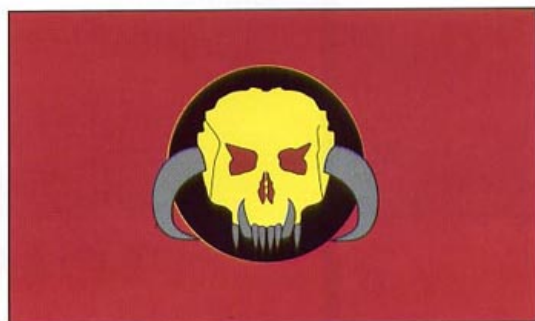
• SLIKE •



• GARKAMUN •



• LASAPANAX •



• GRAGOLON •

PLATE CAPTIONS

DEATH OF THE BEAVER LORD (PLATE 1)

The Revolt of the Beaver Lord ended somewhat anti-climactically near the border of the Goblin Lands. There, at Low Knoll, the Defenders of the Grey Fist engaged the Goblins of the Blood River. The better-armed Defenders were forced to fight with their swords. They lost four warriors before slaying their assailants. One turned out to be the valiant Beaver Lord, who died when he was crushed by a boulder thrown by the Cyclops Caelremer.

This plate depicts the beginning of the fray, which involved a struggle between twenty-one Goblins led by Caelremer and the Beaver Lord's beloved Defenders of the Grey Fist. The Beaver Lord rode into the battle accompanied by two mounted retainers and ten foot knights. Caught in the open and unable to create a defensive formation, the Defenders sought refuge at the base of a small rise called Low Knoll.

THE COMING OF SKATERA (PLATE 2)

Skatera, the Skull-king of the Empire of the Red Sun, was one of the greatest conquerors of his day. His armies ravaged north-central Folenn for four decades. The culmination of his reign occurred during the War of Bones, when Skatera subjugated all of the lands adjoining the Great Reach.

This plate depicts Skatera as he entered the Gobrul Lands during the last days of the War of Bones. Nine Goblins (two Green-skins and seven Yellow-skins) engage the King's entourage at the Yew Stone marking the boundary of their beleaguered domain. Seven Ram-riders lead the procession, which is centered upon the King. Skatera is borne by four throne-slaves and accompanied by the mage Tuk-wull. They are followed by the tracker Redcap and his three undead hounds, foot standard bearers (each carrying a royal flag), ten spearmen (in two columns), three rogues, and a mounted standard keeper.



DEATH OF THE BEAVER LORD (PLATE 1)



THE COMING OF SKATERA (PLATE 2)

SKIRMISH AT STEAM RIVER (PLATE 3)

During the brief but bloody Sunset War, a small band of mercenaries called the Red Lancers fought with the Red Mountain Goblur for control of the rich Dawncleaver Valley in the highland wilds of southeastern Folenn. The Red Goblins outnumbered the Lancers, but their dispersed and disenchanted clans suffered dearly. Unable to unite, they faced the prospect of being defeated in detail. King Obugusa's crack Purple Ribbon Guard was the only Goblin force capable of beating the Red Lancers on open ground.

The climax of the Sunset War occurred near a small tributary of the Dawncleaver called the Steam River. There, leading elements of the Red Lancers surprised a force of the Purple Ribbon Guard entrusted with the protection of the Goblin-king and his hoard. The action began at sunset, just as the Goblins finished breaking camp. It ended when Ejimer, the hero of the Battle of the Eight Rills, beheaded Obugusa.

This plate depicts the opening attack. Led by the warlord Ethicarl and accompanied by Ejimer, ten elite Red Lancers sweep over a low ridge and engage their rivals at Steam River. The heavily-armored knights charge downhill against a well-disciplined formation of Goblins arrayed in two lines. Obugusa, the Goblin-king, knows that his only hope is in keeping his troops aligned, since they are no match for the Lancers in individual combat.

UNCOVERING THE LAIR OF DOY KY (PLATE 4)

The fabled ruins of the City of Lions are situated on the barren Cat Butte, which rises in the northern foothills of the Great Reach. Claimed by both Belasar, the Demon-king of Emun, and the Bloodcloak Mercenaries of the Lion Order, the ruins purported to house an ancient treasury abandoned by the Duskwalkers. The Bloodcloaks sought to locate and loot the treasury, despite the fact that Belasar's forces had surrounded the area with dozens of small units of trackers. Four of the mercenaries successfully penetrated to the outskirts of the lost metropolis, only to be confronted by the Giant Skeleton Doy Ky (the so-called "Rockslinger").

This picture shows the skirmish involving the four Bloodcloaks and Doy Ky. Led by the sorcerer Ulien (on horse) and his brother Utessem (of foot), the mercenaries attempt to surround and overwhelm their formidable foe. The warrior knight Dalcada and the Elven bowman Arsafay join in the engagement against the Giant Skeleton.

INCIDENT AT THE TWELFTH LOARA COUNCIL (PLATE 5)

A dispute among the Loara Dwarves gave rise to the Twelfth Loara Council. There, eight Dwarf-lords gathered to settle the squabble, which centered upon an improperly brokered bride-price. They had no idea that they had been betrayed.

This picture depicts the Council only moments after they were surprised and surrounded by a mixed force of Shame Goblins led by the Giant Fuf. The Dwarves assume a circular formation. Six Yellow-skin and twelve Green-skin Goblins advance into the clearing with the mistaken belief that their numbers will overwhelm the stalwart Loaru.



SKIRMISH AT STEAM RIVER (PLATE 3)



UNCOVERING THE LAIR OF
DOY KY (PLATE 4)



INCIDENT AT THE TWELFTH LOARA COUNCIL (PLATE 5)

PROBE AT THE SACRED WALL (PLATE 6)

The Loara Dwarves consider the Portal of the Sacred Wall as sacrosanct ground. Situated by the Ring of Five Fires, beside the Grey Run, the Portal serves as a magic doorway into the Dwarf Kingdom. Each year ten Dwarf-lords are selected to defend the Portal and the surrounding site. They never lost a battle, but one challenge proved particularly troublesome and resulted in the death of eight of the defenders.

This plate shows the ten Dwarfven warriors as they protect Grey Run Bridge against a poorly organized force of thirteen Goblins. The Dwarves sense a quick victory. Little do they know that another hundred Goblins are on the way.



PROBE AT THE SACRED WALL (PLATE 6)

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