BLADESTORM™



SOURCEBOOK

BLADELANDS SOURCEBOOK™

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USING THIS SOURCEBOOK

You can use the ***Bladestorm*** rules to fight miniatures battles set in virtually any fantasy world. To get you started, this *Sourcebook* provides a detailed and exciting setting: the Warring Holds of Folenn, a part of the Shadow World.

The *Sourcebook* is organized into seven Parts.

- *Part 1* is entitled "Folenn" and gives you vital information about Bladestorms, Folenn's history, and how warriors and explorers come to be in the Bladelands.
- In *Part 2*, "Greater Powers," the mighty Forces of Unlife, Hope and Independence stand revealed.
- *Part 3*, "Principal Races," tells you what you need to know about the groups involved in the struggle for control of Folenn, from Demons and Dwarves to Men, Elves and Giants.
- "The Warring Holds" come alive in *Part 4*, the heart of the book. Here you will find out how the Thunder Runners execute a raid and why River Ogres steer clear of Rukon's twisting Slave River. Eighteen battling clans, races and strongholds square off.
- *Parts 5-6* cover the rest of the Bladelands, including the Tiger-folk, Wights and Titans who call it home.
- In *Part 7*, the Appendix, you will find detailed unit statistics for all ten Warring Holds and the eight surrounding states described in Part 4. A Glossary of unusual terms and an Index (where to find things) follow. The *Sourcebook* concludes with 26 quick-to-play skirmish scenarios, handy information you will find partly duplicated in the 32 page ready-to-use *Scenario Book*.

Note: *This Sourcebook was designed for you to fight skirmish battles in the Warring Holds. The Sourcebook provides 26 Scenarios and complete statistics for Warring Holds units and characters (or personalities) of note. Upcoming supplements will allow* ***Bladestorm*** *players to expand their battles into other areas of the Bladelands.*

Coming soon to a bookstore, gamestore, comic shop or hobby shop near you:

- *A* Bestiary *with complete statistics and encounter guidelines for a myriad of beasts and monsters that prowl the Bladelands.*
- *A supplement detailing how to run extended Campaign Games in the Bladelands — you plan the attack and control the warriors of your own Warring Hold!*
- *A* ***Bladestorm Companion*** *with a host of optional rules and spells that allow you to expand your* ***Bladestorm*** *battles into sieges and naval actions! Plus Magic and much more!*

THE WORLD OF BLADESTORM

We call this part of the *Sourcebook* "The World of Bladestorm." It details a flexible but self-contained adventure environment consisting of two small continents called the Bladelands. The first is Folenn, the Land of Hues. Folenn's sister continent, the second Bladeland, lies beyond the Curtain of Mists. The Men of Folenn call it Tulingit. Few people living in the Shadow World on the windward side of the Curtain know anything about this vast, uncharted realm.

Our focus is Folenn, specifically the westernmost realms in and around the Warring Holds. It is a large enough area to provide cultural and territorial variety, but is compact enough to let us concentrate on the gritty details of daily life and everyday warfare. This is, after all, a sourcebook for skirmish battles, and it is better to understand the habits and personalities of the adversaries than it is to know the types of foliage in every far-flung corner of the continent.

Nevertheless, you probably want to know something more about Folenn.

Note : *Skip Parts 1-3 if you do not want a lot of background material. Instead, turn to Part 4, "The Warring Holds," and ready your blades.*

PART 1: FOLENN

A new world, the Land of Hues measures 1,400 miles northeast to southwest and about 1,900 miles along the northwest-southeast axis. It is a warm, temperate domain, rich in natural resources. The continent remains generally unsettled and unexploited, despite its size and mineral wealth, because it is shrouded and imprisoned within a mantle of ferocious storms.

Chroniclers call the prevailing winds guarding Folenn the Gale of Hues. These frighteningly powerful tempests carry colorful clouds and spawn wicked ocean currents. Lethal and capricious Bladestorms follow the Gale, sweeping the seas and skies around Folenn like an array of ethereal scythes. The first settlers to penetrate this barrier landed in the Land of Hues only twenty centuries ago. Another nineteen hundred years passed before the second migration began.

The bold (or lost) explorers and colonists who came to Folenn during the last century encountered a host of indigenous creatures, but very few people. Scattered, warlike, and uncivilized, the resident population never tamed the land or developed an enduring civilization. Rare, ruined cities stood in testimony to countless wars. Other signs of their handiwork were lost or abandoned. Newcomers spoke of these native folk as savages living in a vast wilderness crawling with unspeakable beasts.

Folenn is wild, to be sure, yet it is a sparkling sort of place — alive with color and sound, aroma and texture, drama and power. Steep, mist-enshrouded peaks dominate the continental interior, which is mostly unexplored. Bays and inlets punctuate the rugged coastline. Deep canyons knife through the foothills and lowlands, particularly along the gentler eastern flanks of the mountains. Folenn's thick forests and thundering rivers offer travelers an often insurmountable challenge.

Into this land came a host of adventurers, warriors, pirates, explorers, prospectors, freebooters, traders, and settlers, each searching for a fresh start in a new world. Unfortunately for most of them, their conflicting aims invited war. Folenn's original inhabitants fueled the struggle, for they fought hard to stay alive and free.

Thus, Folenn became (and remains) a land characterized by constant strife. Perpetual, small-scale warfare grips the Land of Hues. Here, a little battle can decide the fate of a budding tribe or nation, and a small group can conquer and forge an empire in an astonishingly short time. Most any skirmish impacts on history, making Folenn the ideal setting for a miniatures game.

THE HISTORY OF FOLENN

Originally settled by the Duskwalkers, a mysterious people vaguely associated with the godlike Lords of the Essence, Folenn has been virtually uninhabited until recent times. Only the small, self-sufficient Hidden Colonies serve as a reminder of a more civilized age. Exceedingly dangerous winds and currents prevent all but a handful of travelers from reaching the continent's shores, and perpetual Bladestorms (tied to the Gale of Hues) crush most attempts to use the magical portals erected at the tips of the island's myriad penninsulas. During the last millenium, only the Deep Gates remained open. These ancient, subterranean barrier-doors were broken, enabling the denizens of the Ash Lairs to inhabit Folenn, haunting the land with a host of warring evils. While the hideous creatures passing through the maze of volcanic tunnels have yet to inhabit much of Folenn's astounding wilds, they threaten the island's immigrants with extinction.

BLADESTORMS

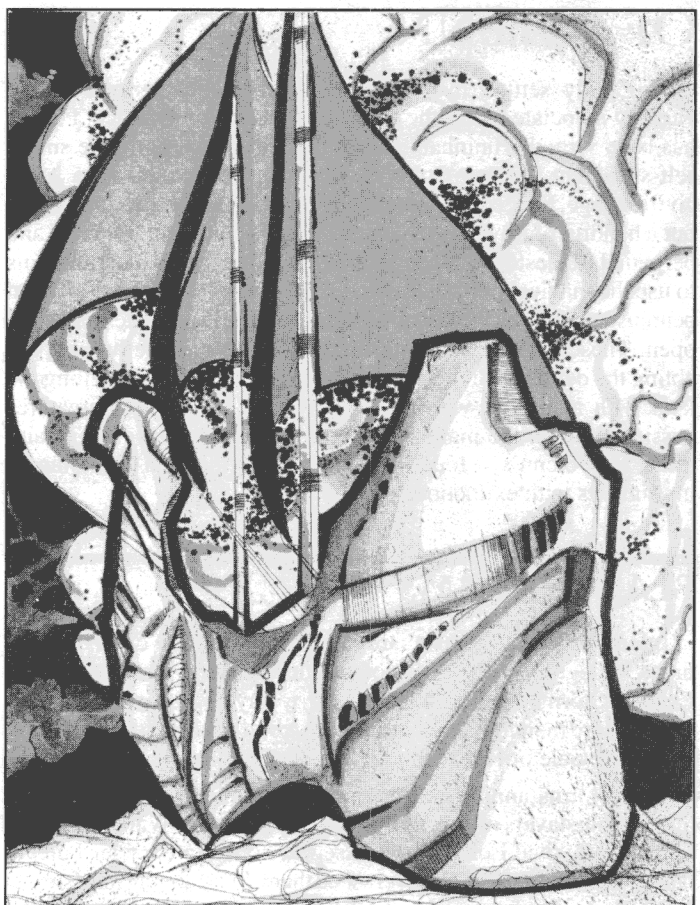
Infamous Bladestorms guard Folenn, just as they did in ancient times. A legacy of the omnipotent Duskwalkers, these horrifying Essence Storms are designed to destroy any aggressor force numbering more than few ships or a few hundred souls. No fleet or army enters the Gale of Hues without fear of annihilation.

Bladestorms annihilated three armadas manned by the bloodthirsty Soulslayers of Murlis during the prehistoric Wars of Ire. The Soulslayers, rival Lords of the Essence, hoped to conquer Folenn, but the reclusive Duskwalkers crushed them. Summoning maelstroms from the heart of the Gale of Hues, the Duskwalkers created the enchanted Bladestorms to scour the oceans around Folenn. Tumultuous whirlwinds swallowed the fleets, carrying the magic arms and armor of the slain Soulslayers into the skies. Folenn remained unscathed and unconquered.

Over the centuries, the Bladestorms grew in fury. Each time the winds inhale a victim, his weapons merge with swirling mass of iron and steel, lending more strength to the swirling tumult. (These artifacts occasionally drop from the sky, littering isolated places with ancient — and often powerful — prizes.) Bladestorms surround Folenn like a magic wall. They also haunt the continent itself, although they are rarer and smaller, like surreal tornados. These landbound whirlwinds usually appear at random; however, when a battle takes place, there is always a chance that a Bladestorm will "interrupt" the fray. After all, the Duskwalkers designed these enchanted winds to protect Folenn from invasion, and they remain attracted to any clash of arms.

THE PYTO TRAVAIL

Not long ago, a crippled tomb-robber named Onel Pyto discovered a magic, multi-chambered Wind Flute, one of many such instruments crafted by the kings who ruled Folenn in the grand primeval years. These flutes open fragile passages in the Gale of Hues. When fitted to a boat or small ship, a Wind Flute enables the vessel to pass through the otherwise impenetrable storm. Onel and his wife Wim used their flute for exactly this purpose. The Pyto Travail followed, a tragic expedition which reopened the tale of Folenn. Wim Pyto discovered the priceless, volcanic Jewel Wells while on the sojourn. When the party returned home to Emer, word leaked out about the marvelous bubbling pools of melted gemstones. So began the rush to seize the enormous wealth of the Land of Hues.



FLUTE DOORS OPEN

BLADESTORMS

The skies around Folenn play tricks on the senses. Thick with electricity and mist, they provide an explosive and often disturbing pallet of color and shapes. These ever-changing displays serve as beautiful but haunting warnings about the dangers that surround the island-continent, dangers wrought by the twisting currents of the Gale of Hues.

Terrible Bladestorms accompany the Gale of Hues. You cannot afford to ignore Bladestorms while in or around Folenn, for they are a part of the weather. Sweeping across the oceans with unpredictable abandon, they carry the accumulated debris from the countless fleets and armies ravaged by their overwhelming winds. The steel borne by a Bladestorm acts like a wave of slicing weapons, cutting and crushing everything in its wake. Nothing can withstand such a force. In a matter of seconds, a Bladestorm hews a large ship into splinters or cuts a phalanx of warriors into a scattered, decimated mob.

Stories speak of Navigators and Sages who predict the comings and goings of these magical whirlwinds, but there are no books or laws bespeaking their nature. Simple chaos or some mystifying, primeval balance dictates the flow of Bladestorms. Regardless of reason, they kill what they touch — quieting the life and drawing the steel out of the grandest of armadas.

FOLENN NOW

After nearly two centuries of exploration, exploitation, and settlement, only about half of Folenn's 1,700,000 square miles is inhabited. The rest of the C-shaped continent is wild. Dark forests, smoldering geyser basins, soaring spires, deep ice-blue lakes, and volcanic plains strewn with huge, jagged, lichen-covered bolders characterize the inland marches. Haunted by daunting topography, strange creatures, and hideous monsters, this wilderness resists any sort of civilized penetration.

A curving mountain spine dominates Folenn's interior. It is comprised of volcanic massifs, granite fells, and gigantic coral formations. Thousands of cavern systems snake through these colorful but forbidding highlands. The caves provide homes for everything from Cave Bears and Wolves to Demons and Dragons, making most of the peaks exceedingly dangerous. At the same time, the caverns hide stores of gems and precious metals — wealth and magic beyond comprehension — the sort of treasure that no one dares to ignore.

Folenn also offers more obvious gifts. Its Bladestorms sprinkle heirlooms, arms, and artifacts across the dramatic landscape like a god sowing priceless seeds. Be they whole or broken, these relics once belonged to victims of the guardian whirlwinds, and many embody astounding power. Most of the items deposited in open or settled land are found and carried away. Others lie undiscovered, or become objects protected and revered by wary beasts or careful locals. Many of these gifts from the sky display bewildering properties or unfathomable origins, a sort of otherworldly character. The presence of the so-called "Storm-treasures" in Folenn explains why the continent is known as one of the Bladelands.

PRINCIPAL FACTIONS

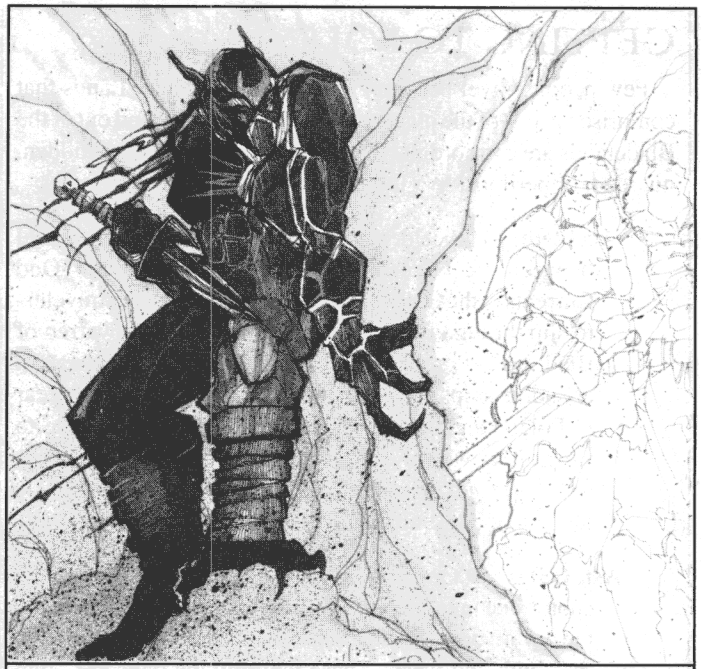
Almost all of the groups vying for land, wealth, and power on Folenn live along the coast or in the neighboring hills and river valleys. While their motives for coming to the Bladelands vary, nearly all are newcomers. In addition, virtually everyone in Folenn is affected by the unsettled state of affairs in the new land. Everyone makes war on or is warred upon by his neighbors.

The following factions dominate affairs in Folenn. Each contains a number of subgroups, for none of these peoples can concentrate its forces too much without running the risk of visitations from the awful Bladestorms.

- **Denizens of the Ash Lairs** — These new monsters began appearing when the ancient barrier doors were broken. A wide variety of these beasts have issued out of the volcanic deeps over the last few centuries, filling the warrens beneath Folenn with unspeakable danger.

- **Greater Powers** — The Duskwalkers still watch over Folenn, but no one seems to know how many there are or where they live. The same goes for the Soulslayers, servants of the Unlife who covet the continent. Various other "greater powers" are also entangled in the Bladeland Wars.

- **Hidden Colonies** — Located mostly in the highlands and outer isles, many of these isolated realms date from a time when the Duskwalkers ruled the island. Immortals occupy hidden colonies situated on the two great eastern isles — Lycoodur in the Northeast, and Olchel in the Southeast. Men reside in similar domains in southwestern Folenn.



ASH LAIRS

- **Immigrant Domains** — Located mostly in the north and east, dozens of Immigrant Domains are recently established realms. They include the more civil New Colonies around the Bay of Cries, as well as the unsteady holds further inland. Most of these realms are little more than small, pugnacious settlements. Fortified and aggressive, they are usually at war over Folenn's vast natural wealth. Every year, dozens of these castles change hands or disappear.

  The ten kingdoms situated in the Pebble Lands of westernmost Folenn are known as the Warring Holds. The Men that inhabit these domains form fleeting alliances and are rarely at peace.

- **Lost Immigrants** — Numerous expeditions in the Broken Ocean accidently arrived in Folenn. Most ended up slain or in bondage, but a few have established fortified holds in the North.

- **Old Beasts** — Indigenous animals and monsters roam Folenn. Many are unique to the continent, and some are the offspring of the ancient creatures spawned by the invading Soulslayers.

GETTING TO FOLENN

Few people travel between Folenn and the Older Lands that comprise the rest of the planet Kulthea. Sojourns in and out of the Bladelands are extraordinarily tricky. The routes are all hidden, guarded, or perilous. A glimpse of each avenue follows:

- **Accident** — Accidents account for much of the travel between the Older Lands and the Bladelands. Odd Currents in the Gale of Hues occasionally permit travelers to slip through the frightful ocean eddies and warren of Bladestorms protecting Folenn. Swept off-course with abandon, ships caught in these currents suddenly appear in Folenn's calmer seas, never having had a chance to steer their own way. They are swallowed by the clouds and water and tossed into the quiet eye of the storms — just like the lost artifacts littering the local landscape.

- **Ash Gates** — Opening into the Ash Lairs — submarine, subterranean tunnels — the Ash Gates provide access to the cavern passages that join Folenn and the continents to the south and west. These labyrinthine halls are often called the Deeps, for they reach far below ground, cutting down into the seabed. Some areas of the Ash Lairs were once home to the Soulslayers and Duskwalkers and harbor immeasurable wealth. Unfortunately, they also accommodate foul monsters.

- **Coral Road** — The Coral Road once stood as the sole true avenue into Folenn. An ancient thoroughfare, it served as the Royal Highway during the latter days of Duskwalker rule. The Coral Road begins at the Shell Towers located at the northwesternmost point of the continent. From there the road descends into the Winding Reef, a coral ridge joining tip of Folenn to the Isles of the Broken Ocean (Tairken Usuiv). A vast tunnel complex situated along a vaguely linear plan, the road rises and falls with the flow of the reef. Many parts of the route cut beneath the sea, although most of the road twists inside atolls and islets on its way northwestward. Windows cut into the coral illuminate the elevated stretches, affording travellers a view of the stormy seas surrounding the Bladelands.

- **Essence Portals** — The ancient Essence Portals are magical gates. Most are ruins situated in inaccessible places Created by the Duskwalkers, they connect Folenn to a network of similar gates that link special points all over the globe. Some are active, but most must be activated or opened with special keys. These keys may be physical devices, items of power, or power words that require some special cadence or phrasing.

- **Flute Doors** — Openings in the Gale of Hues, Flute Doors serve as magical gates through the ring of Bladestorms. The Duskwalkers created these channels to permit loyal seamen to safely sail to Folenn. Magic flutes associated with each door serve as keys, enabling a Navigator or sea captain to follow the safe but twisting currents all the way to the Bladelands.



AN ESSENCE PORTAL

PART 2: GREATER POWERS

While Folenn's inhabitants struggle against the land and one another to survive, more powerful forces battle for control of the Bladelands. These groups hold sway over many of Folenn's multitudinous factions and manipulate a number of peoples.

Various greater powers are embroiled in the wars gripping Folenn. Some seek destruction, while others desire complete domination and reorder. Two groups scheme to maintain Folenn as an open and disunified land. These forces rarely intervene in an overt fashion, although their influence is unwavering, and neither shuns a battle when presented with a crucial challenge.



THE FORCES OF UNLIFE

- **The Steel Rain —** Servants of Ulya Shek, the Dragon-mistress of Thuul, the Steel Rain is led by the five Watching Sisters. These ruthless Priestesses form an order that seeks to dominate all of the Bladelands' peoples. Using techniques of infiltration and seduction, they twist the hopes and aspirations of their prey, ripping societies apart from within. Then they use ancient or respected institutions as tools to remake the culture in Ulya's mold.

  Ulya Shek is a minion of the Unlife. Her goal is to create a new race of creatures in Kulthea, a race capable of crushing all rivals. Reputedly based in the grottoes of the island called Upuhanuk, the Steel Rain acts as her primary mechanism for change. The composition of the organization is unclear, but their purpose is unquestionable: they plan to conquer Folenn. Whether the Steel Rain understands the ultimate desires of the Unlife — the complete annihilation of the world — is altogether another matter.

  The symbol of the Steel Rain is a pentagonal array of five inverted silver spearheads on a dark blue field.

  Allies: None
  Servants: Drakes of the Broken Sea
  Rivals: Soulslayers of Murlis
  Enemies: Jewel Knights

- **The Soulslayers —** The Soulslayers of Murlis eat the souls of their prey. Like the Steel Rain, they serve the Unlife; however, Soulslayers openly espouse the destruction and reformation of Kulthea. These Demons devour life without regard to concealing their aims. Terrifyingly unsubtle, a Soulslayer feels no compunction about leaving an empty carcass rotting in the middle of a highway.

  Soulslayers look at the Steel Rain as rivals and, while they serve the same master, the two groups war upon one another. Fortunately for the Steel Rain, the Soulslayers have trouble locating the elusive Sisters. In addition, Soulslayers are few in number. They can rarely identify, much less engage, the minions of Ulya Shek. Their chief servants, the Vancu, execute most of their plots.

  The symbol of the Soulslayers is an array of eight black rays emanating from a black orb, all on a golden field.

  Allies: None
  Servants: The Vancu
  Rivals: The Steel Rain
  Enemies: Guardians of the Gale; Jewel Knights



THE FORCES OF HOPE

- **The Duskwalkers —** As always (it seems), the Duskwalkers watch over Folenn. These graceful Lords of the Essence are few in number. No one seems to know how many there are or where they live. They remain ever-elusive, although they are effective protectors against the onslaught of the awful Soulslayers. Their mysterious nature serves as their greatest tool in the fight versus the Unlife, but it forces them to cultivate alliances with lesser groups like the Guardians of the Gale and the Longreaders of Roarc.

  The symbol of the Duskwalkers is a pair of eyes, one white and one black, set on a divided field of black and white (each eye the respective opposite backdrop).

  Allies: Guardians of the Gale
  Servants: Longreaders of Roarc
  Rivals: Jewel Knights
  Enemies: Soulslayers of Murlis; The Steel Rain

- **Guardians of the Gale** — The Guardians of the Gale are also known as "Stormrunners." A Guild of learned Navigators (magic-using guides), they understand the nature of the Gale of Hues and know where to find the various Portals and Essence Flows leading in and out of the Bladelands. Their unique insight about the storms surrounding Folenn makes them a powerful force in local affairs.

  The Breathless (see below) comprise the chief danger to the Guardians' navigational hegemony. Both groups now struggle for control of certain key gateways. While the Guardians seek to close the Bladelands from the dangers of the Older Ones, the Breathless plan to change the pattern of Folenn's storms to destroy their masters' enemies. The Stormrunners hope to maintain the rippling balance, just as their rivals want to instill a new order.

  The symbol of the Guardians of the Gale is a stylized tornado (actually a narrow, tilted triangle) formed of alternating bands of red, blue, and green set on a white field.

  Allies: Duskwalkers
  Servants: Warders of the Coral March
  Rivals: Jewel Knights
  Enemies: The Breathless

THE FORCES OF INDEPENDENCE

- **The Breathless —** The Older Ones spawned the heinous noctunal force known as the Breathless. They travel on the wind, sailing on air wains or chariots, or merging with the breeze. The Breathless never inhale to breathe; rather, they absorb what they need from the air, water, or even rock. Inhaling and exhaling only as means of creating implosions or explosions of wind; they use the breathing process as a lethal weapon.

  The Breathless ally with no one. They work with those who serve them, particularly the Hue Eaters, and war on everyone else. Their chief enemies are the Guardians of the Gale and the Jewel Knights, although they never shy away from an opportunity to kill.

  The symbol of the Breathless is a pair of curving silver lightning bolts piercing an open-mouthed white skull on purple field.

  Allies: None
  Servants: Hue-eaters
  Rivals: The Steel Rain; Soulslayers
  Enemies: Guardians of the Gale; Jewel Knights

- **The Jewel Knights** — The Jewel Knights serve the Lords of Orhan. Superb Elven warriors, they are relative newcomers to Folenn who hope to unite and lead their immortal brethren. Their leaders actually hail from Orhan, Kulthea's largest moon.

  As their name suggests, the Jewel Knights draw their power from jewels of power, specifically Gold Laen. They seek control of the Jewel Wells, which appear and disappear at will and are reputed to be a virtually unlimited source of magical strength.

  The symbol of the Jewel Knights is a twelve-sided green jewel bathed in a golden aura and set on a pale silver field.

  Allies: None
  Servants: Elves of Yellowblade
  Rivals: Duskwalkers; Guardians of the Gale
  Enemies: Soulslayers of Murlis; The Breathless

A broad array of races are involved in the struggle for the Land of Hues. Some are predatory, while others are defensive in nature. All share the instinct of survival, and all are at war with somebody.

PART 3: PRINCIPAL RACES

ELVES (TULINGU)

An immortal race, Elves are related to Men, but have finer features and enhanced senses. (This accounts for an Elf's slightly enlarged eyes and enlongated ears and nose.) A gracile but hardy people, they are highly resistant to disease and extreme temperatures. Elves never sleep, instead preferring rest through meditation. Most Elves are active at night and meditate for about two hours at dawn or midday.

There are five notable divisions among the Elves: High Elves (Iylari); Wood Elves (Erlini); Dark Elves (Dyari); Sea Elves (Shuluri); Mountain Elves (Punkari), and Half-Elves (Ta-lairi). Only the Punkari, who originally hail from Tulingit, are indigenous to the Bladelands. They all enjoy a high standard of living and employ sohisticated tools and magic. Together, Elves number in the thousands. Nonetheless, like Men, Elves remain seriously threatened by other races like the Ogru, Garku, Ulcathu, and Loaru. Their extreme pride strengthens their resolve but discourages unity, making it difficult for the Tulingu to muster any sort of serious campaign of aggression. Thus, Elven clans remain isolated and perpetually on the defense.

Elf Size: 5.5-6.9' (1.7-2.1m) *Figure Size:* 27 mm(1.06")

DEMONS (OTHMONU)

The Othmonu, or "Demons," are incorporeal spirits that assume innumerable physical forms. They comprise a vast and wildly varied group of extremely powerful creatures that fit into two general categories: Demons of the Void (Othu) and Demons of the Essence (Emonu). The majority of Demons come from the latter group and owe their origin to imperfections in the Flows of Creation. Demons of the Void, on the other hand, were created outside Existence. They originate on other planes.

Othmonu reside in remote or subterranean areas and shun contact with other races. Most move alone or in small groups, cultivating the cover of darkness. They kill or enslave those that they encounter. Unless cornered or surprised, then, they choose their rendezvous very carefully.

Demon Size: 35-50' (10.7-15.2m) Figure Size: 120-150 mm+ (4.7-5.9")

DWARVES (LOARU)

Stalwart, long-lived, and fierce, the Dwarves are an ancient and introspective race. Their limited numbers and suspicious nature prevent them from forming emotional ties with other peoples. They are neither cruel nor war-loving, but they are exceptionally proud, vengeful, unsympathetic, and greedy for pecuniary wealth. Dwarves never forget a favor or a transgression. While they are often willing to put aside their feelings for a time in order to increase their fortunes, their love or wrath remains unwavering.

The Loaru are uniformly short and stocky. Most have pale or ruddy complexions, but the skin of some clans exhibits a perpetual stain, a dark color imparted by millenia of mine-labors. Dwarves usually grow their hair long and never cut their beards, although they wrap or braid their hair in order to keep it out of their way. They are invariably pragmatic. This is also the case with their garb, which tends to be utilitarian and relatively plain. As with their architecture and toolwork, Dwarves prefer subtle but marvelous embellishment to useless opulence.

Like Othmonu, whom they fear and despise, Dwarves reside in underground strongholds. These palatial and labyrinthine delvings serve as homes, fortresses, factories, and mines. They exploit the unseen riches tucked beneath the earth, transforming the rawest of ores into objects of remarkable delicacy and splendor. Dwarves craft all sorts of goods using stone and metal, even sophisticated machines incorporating pulleys, springs, and gears. Their handiwork is much in demand, enabling the Loaru to trade with virtually anyone they choose. Regardless of the nature of the commerce, they exact a good price and leave little room for bargaining and bickering.

Dwarf Size: 4-5' (1.2-1.5m) *Figure Size:* 20 mm (.8")

GARKS & KRALS (KARKU)

Karku, or "Kark-races," are fearsome but diminutive creatures that look like deformed primates. They are unquestionably related to both Trolls and Men, although the link is unclear. While smaller and less civilized than Men, they are nimble, aggressive, and exceedingly prolific. All Karku despise Men, whom they consider their chief rivals. These wild races present mankind with a formidable challenge.

There are two principal Kark subgroups: the Garku (Garks), or Low Karku, and the Kralu (Krals), or High Karku. The more numerous but less intelligent Garks reside throughout Folenn. Krals concentrate in only a few areas, notably in the off-shore islands.

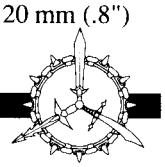
Only about four to four and one-half feet tall, Garks have long arms, short legs, round heads, and prehensile tails. Mottled grey, grey-brown, or brownish fur covers every part of their slender bodies, save their palms and the soles of their clawed feet. Like Men, they are omnivores who possess rudimentary intelligence and the ability to master complex speech. Garks cannot, however, write or fashion finely crafted works. They are capable of smithing stout tools and building rude structures, but they make poor artisans.

Garks are asocial hunters. Savoring red meat (especially that of Men), they stalk large game on a year-round basis. Garks move frequently and typically live in small groups, as families or bands. Some of the more advanced Gark, though, form larger clans and, in at least a few cases, tribes. The peculiar tribes of Garkamun and Cula actually maintain a loose political structure.

Krals resemble Garks. Although the Kralu are uniformly taller (standing about 4.5'-5'), they display the same cruel freatures and strange body hair. Their demeanor is also similar, despite the fact that Krals are more intelligent and exhibit a higher sense of craftsmanship. Sea-krals build and sail some fine ships, but they still shy away from commerce or any other form of civil activity.

Gark Size: 4'-4.5' (1.2-1.4m) *Figure Size:* 20 mm (.8")

Kral Size: 4.5'-5' (1.4-1.5m) *Figure Size:* 20 mm (.8")



GOBLIN-RACES (LUGORKU)

The Lugorku include all the "Goblin-races," the most renowned being the diminutive Goblins (Gorlu) and the larger, more fearsome Lugrôki. These vile, grotesque races revel in darkness, so they are often labeled "Darklings."

Both Goblins and Lugrôki have large, wide, rounded heads and sharp teeth. The larger Lugrôki sport large tusk-like fangs and patches of hair. Unlike Goblins, who are uniformly wiry, the Lugrôki are also stout and immensely powerful. A Greater Lugrôk can break a Man's arm with the twist of his wrist.

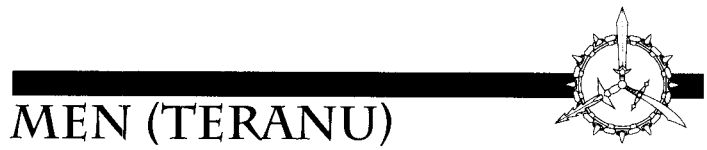
Lugrôki shun the sun and despise moonlight, although those of the Greater variety are capable of operating during the day. Born warriors and plunderers, they live in and travel as warbands. Killing stimulates their perverted souls. It is no surprise that they practice cannibalism. Lugrôki hunt, slay, and play throughout their long day, never stooping to labors unassociated with war. Nonetheless, they make fine smiths.

Goblins live beneath the earth, mining, smithing, and fashioning complex but crude caverns. Hairless, toeless creatures, they are poorly adapted to the variable climes of the surface. They venture out at night, when they can avoid the sun and take comfort in the relatively stable nocturnal temperatures.

Goblin Size: 3.5'-4.5' (1.1-1.4m) *Figure Size:* 20 mm+(.8"+)

Lugrôk Size: 4'-5' (1.2-1.5m) *Figure Size:* 20 mm (.8")

Greater Lugrôk Size: 5'-6' (1.5-1.8m) *Figure Size:* 25 mm(1.0")



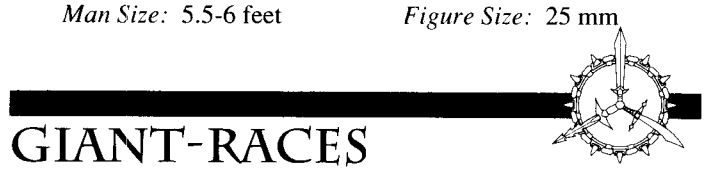
MEN (TERANU)

While Men enjoy less supremacy in Folenn than they do elsewhere, they remain a major force. Mannish societies dominate many areas of the Bladelands. Because of their disunity, however, Men remain seriously threatened by other races like the Ogru, Garku, Ulcathu, and Loaru. The machinations of their unseen adversaries challenge them even more, for Men remain somewhat naïve and susceptible to spiritual and intellectual corruption.

There are numerous varieties of Men. Nearly all are categorized as either High Men, Odd Men, Common Men, or Low Men. The former include the Darkmen — tall, noble Elf-friends — and their rivals, the Fairmen. Northmen and Southmen are considered Odd Men, while the diminutive Woodmen and Sandmen are counted as Low Men.

Common Men include most Teranu, particularly those hailing from temperate climes. The vast majority of Folenn's immigrants, including those in the Warring Holds, identify with this label.

Man Size: 5.5-6 feet *Figure Size:* 25 mm



GIANT-RACES (TOKORKU)

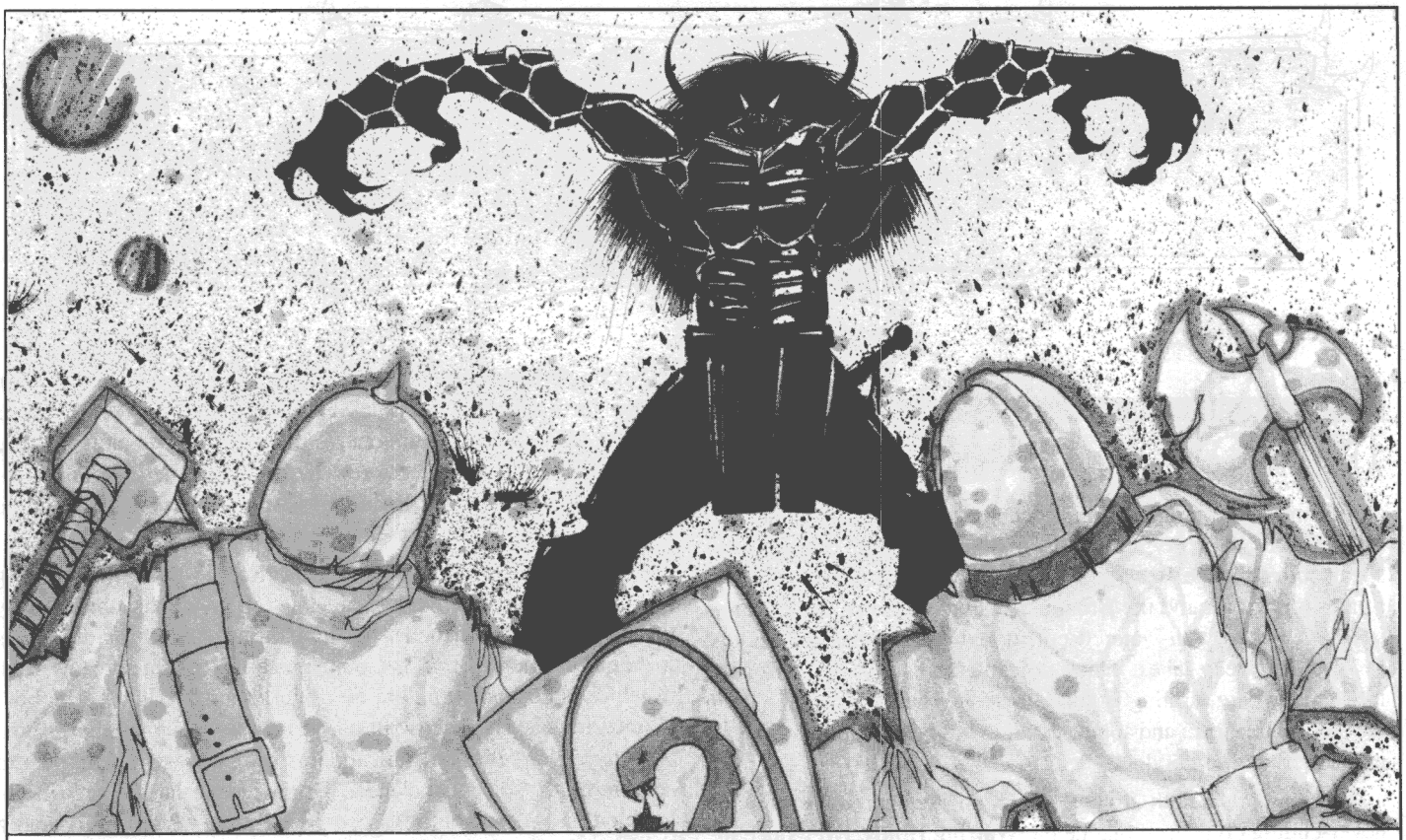
The Tokorku include all the "Giant-races," notably the Trolls (Torku), Ogres (Ogru), Giants (Kortu), and Titans (Khó-rai). These creatures are reclusive and highly independent, but extremely familial and exceptionally loyal to their own kind. They look at all other peoples as lesser beings.

Both Titans and Giants, who are closely related, love mists and storms and prefer living in the uppermost highlands. It is said that they draw their power from the clouds. The Torku and Ogru reside everywhere, even along the seaside, but they keep to their caverns and shy away from open ground. Many live in the Ash Lairs, where they fight a never-ending battle against the strange denizens of the Deeps.

Of all Tokorku, Trolls have the greatest impact on events in Folenn. Although relatively modest in size, they are both numerous and aggressive. Tough and fearless, Troll warriors are capable of exacting terrible destruction. Their thick, flabby features bely their stealth and agility.

Nine to twelve feet tall, Trolls have loose grey skin (like that of a rhino), protruding bellies, and long, flat noses. Four protruding fangs frame their fleshy maws. Their three-fingered hands and three-toed feet both sport thick claws. Torku have small, round, black or red eyes.

The Ogru stand only eight feet tall. They are the smallest, oldest, and most societal of the Giant-races. Two large fangs protrude from his upper jaw, interlocking with four smaller fangs in lower jaw. Claws tip his five-toed feet and five-fingered hands. Their large, leaf-shaped ears resemble those of Elves. Like Garks and most



URDA FIGHTS HUE-EATERS

Giants, Ogru also have stout bluish bodies and long, whip-like tails. Ogre offspring are born alive but, unlike those of the greater Tokorku, they develop in a marsupial pouch that covers female's abdomen.

Ogre Size: 8'+ (2.4m) *Figure Size:* 30 mm+ (1.2")

Troll Size: 9'-12' (2.7-3.7m) *Figure Size:* 40-50 mm (1.6-2")

Titan/Giant Size: 18'-24' (5.5-7.3m) *Figure Size:* 75-100 mm(3-4")

FEEDER-RACES (ULCATHU)

Except for Men and Elves, the Ulcathu, or "Feeder-races," are the most sophisticated peoples inhabiting the Bladelands. They are uniformly evil and instinctively hate other races, including other Ulcathu. Hue Eaters war on their Teeth Eater cousins as quickly as they attack Elves or Garks.

Hue Eaters, Teeth Eaters, Bone Eaters, and Flesh Eaters are the four most prominent Ulcathu. The Sercathu, or "Hue Eaters," are the oldest and most heinous of these races. All Ulcathu share a human-like appearance, although their hide is generally protected by scales, spines, or plates rather than hair. Instead of mouths, the Feeder-races employ a siphon, beak, or syringe-like pincher-claws to absorb fluids. Most have tentacles and two or more sets of eyes, ears, and tusks. No race in Folenn spawns more disdain, or fear, than these hideous creatures.

Ulcatha Size: 6.5-8' (2-2.4m) *Figure Size:* 30-35 mm (1.2-1.4")

AVIANS (CHIRANU)

The Chiranu, or Avian races, include the noble Wing-men (Hirazi)) and the various "Duck-races" (Ankori). These peoples trace their descent to a common, warm-blooded lizard-like ancestor, the same creature that spawned the family of Fell Beasts and Dragons. They share cosmetic characteristics with Elves and Men, but their evolutionary nature is radically different. Chiranu harbor instincts and desires that at best peculiar and at worst brutal.

Hirazi stand 6 or more feet tall. Winged creatures that look like humanoids, they have extremely slight bodies. Short, silver-white hair covers their head and the back and top of their wings. Their blue or grey eyes, fair skin, graceful features suggest an Elven origin, but their 12' (wingspan) wings betray their Chirana roots.

Ankori are shorter than Hirazi and evolved as swimmers. They look vaguely like true ducks, having wide beaks, small (but functional) wings, and webbed feet. Ankori even spend most of their time paddling around and fishing. Despite these features and habits, the Duck-races form sophisticated but cruel societies. Calculating and capable of creating and manipulating fine tools, they make formidable foes. Unlike their brethren, Ankori are indigenous to Bladelands, but nearly all of their kind reside on Tulingit, the Folenn's sister continent (to the east of the Curtain of Mists).

Hirazi Size: 6' (1.8m) *Figure Size:* 25 mm (1.0")

Ankori Size: 4-5' (1.2-1.5m) *Figure Size:* 20 mm (.8")

PART 4: THE WARRING HOLDS

INTRODUCTION

Ten small immigrant domains occupy a swath of rugged coastal hills known as the Pebble Lands of western Folenn. Loremasters speak of them as the "Warring Holds." Tucked between the Folenna Spikes to the east and the Broken Ocean to the west, these realms straddle a rich, well-watered corridor dotted with caves, inlets, ravines, and deep lakes. Thick volcanic soils cover much of the lowlands, where farming is good. Fish and shellfish congregate in the bays to the north and south, yielding bountiful harvests of dyes, medicines, and seafood.

This natural wealth invites conflict. Frequent invasions and never-ending civil strife plague the Warring Holds. Ever since the colonists set foot in this confined region, they have been at war. They frequently battle one another and constantly beat back threats from surrounding enemies. A turbulent land, it is an ideal setting for a miniatures game.

No single Hold predominates. Larger, richer realms, like Cavan in the North and Abdera in the South, exert much of their energies fending off Sea-troll incursions, Gark invasions, or plots hatched within rival alliances between their poorer neighbors. Great conquerers, like Corlum Sann and Esiel Hoon, perished fighting Hue Eaters sent to thwart their campaigns.

Since neither politics nor culture serves to unite the Warring Holds, trade relations govern local affairs. Highways like the Mistway that hugs the coast and the Trail of Lamps that winds through the hills to the east bustle with traffic. Commerce binds the ten domains, each of which is dependent on imports. Warlike Kulm and Rukon both maintain an uneasy peace with at least a few of their neighbors. Even wealthy Cavan relies on grain and iron ore exports grain in order to acquire cloth, spices, and meat. Drulavin, the largest city in the Pebble Lands, stands in resource-poor Harro, which survives as a banking center and fields a formidable array of well-trained warriors.

A brief description of each of the Warring Holds follows, together with summary of all of the groups assailing the region. We describe each faction in terms of character and background, paying particular attention to warcraft. Besides detailing tactical preferences, the sections focus on weaponry, famous military units, and notable heroes and leaders.

Note: *The number after each land refers to its location on the enclosed map of the Bladelands. For example, Rukon is number 9 on the map.*

THE HOLDS

RUKON (9)

Rukon is the southernmost of the Warring Holds. A well-protected domain, it measures roughly 70 miles wide and 150 miles long. The wild Ashlands lie to the north, the Folenn Spikes to the east, and the wide Spice River to the south. Abdera borders southwestern Rukon, while Yolmer stretches along the hold's northwestern edge.

The Land

A large, roc upland dominates most of Rukon. Two swift rivers cut through t lain, dividing the region into three parts. Both empty into the ice River. The Slave River is the larger of the pair. Rising deep in the Spikes, it flows through a broad, 150 mile long canyon. A wild flood plain fills the valley, splitting the pasturelands of central Rukon from the even rockier foothills to the northwest. The Slave River's lower thirty-six mile section serves as the border between Rukon and Abdera.

The Horse River follows a parallel course, and is located about forty miles to the east. Lying entirely within Rukon, it acts as the principal conduit for internal commerce. The Horse Trail, the hold's best road, runs along the western bank from the mouth at Steed Anchor to the waterway's source outside Thol.

Threatened by harsh winds and saddled with poor soil and a harsh topography, the Rukonu eke out a subsistence economy that supports its powerful warrior class. Slaves and horses comprises their chief exports, which are exchanged for arms and essentials like wood, vegetables, fruits, and even grain. Rukon offers virtually no farmland, so herding, hunting, and raiding dominate everyday life. The beautiful, desolate landscape tempers the spirits of her warriors, who believe that soldiering is an honored profession — a notion supported by every strata of society.

People and Politics

Rukon's ruling class consists of a rich, warrior elite. Both men and women fight, and anyone who is ruthless and tough enough can become a warlord. Military might regulates everyday life, even religious worship. The great warlords, the kings and queens of Rukon's eight clans, also serve as priests.

Strength and fear dictate the rise and fall of the High Clan. Coups enjoy ritual status. The current rulers, the Brool, ousted their predecessors in a daring takeover seventeen years ago, slaughtering their foes in an orgy of mass killings. Brool executioners decapitated dozens of the rival Trela clansmen using the "knife-yoke," a whirling trio of blades fitted to three horses. During the subsequent years, the Trela all but perished; however, a decade-old pardon now protects them.

Both the Trela and Cuth clans quietly oppose their Brool overlords. Cathar and Tomar, the restless Priest-queens of the Trela and Cuth (respectively), both bide their time and await the day when the Brool weaken. Neither realizes that the Brool Priest-king, Ty Amar, secretly holds a magic well that lends his clansmen an exceptional edge. Ty's exalted Brool Guards drink from canteens laced with Wild-water before every fray. The potion drives them into a frenzy, enabling them to fight without feeling pain, exhaustion, or fear. (It is also a rare, addictive, life-shortening serum.)



CUTH SLAVERS ATTACK

Warcraft

The flag of Rukon is comprised of a light green field adorned with a stylized Blue Vulture head and a red outline of a single drop of blood. It symbolizes two concepts associated with Rukona warcraft. The bird-head represents the trained Blue Vultures accompany all of Rukon's war-parties. The huge birds serve as scouts and couriers, and even attack selected targets. The single drop of blood is associated with the opening of a "Hunt," or raid, when the Rukonu draw a taste of blood by ritually cutting their tongues.

The Rukonu constantly send Hunts into neighboring lands. Honing their fighting skills and taking valuable plunder, these one- or two-day raiding forays involve small groups of eight to thirty-two warriors. Most are simple footsoldiers, although mounted clan guards occasionally follow in their wake, especially when a battle ensues or their compatriots discover particularly prized booty.

The standard Rukona battle group is based around eight-man units called "Runs," or "Kyu" (sing. "Ky"). Brool Highrunners sometimes operate in 4-man units, which can also combine to form 8 or 16-man units, if needed. Three "Students" and a "Teacher" make up each Run, which is a sort of school. Besides learning warcraft, the less-experienced warriors also learn a craft. More generalized teaching occurs at the Company ("Parl") or Clan ("Rukol") level, where the Masters, or even the Priest-king, instructs fighters about everything from philosophy to cooking.

The Rukonu maneuver in staggered ranks, with the commanders on the far right and to the rear. The more experienced Run in each Half-company moves to the right and behind the junior Run, so the commanding Teacher (who is called a "Senior") occupies the position at the rear right-flank. When all sixteen Runs assemble to form the Clan, they move in two or four alternating ranks, like rows on a chess board.

Rukon recognizes few friends and many enemies. Rukona Hunts plague Yolmer and Ekeren, and even threaten the uneasy peace with Abdera. When they are not battling the Mountain Goblins, raiding Rukonu also slip through Folenna Spikes and strike the rich mining areas of Kulm and southern Cavan. Captured enemies end up in the Slave Pits of northern Rukon, where they labor until they die or are sold.

Elite Groups

The Brool Highrunners and the Cuth Slavers constitute two of Rukon's most decorated forcets. The former specialize in mountain warfare and are renowned climbers and bowmen. They carry ropes and short bows, along with their trusty hand-axes. Their reputation as alpine scouts and guides is unblemished, and they have consistently vanquished larger units of the Goblins threatening Rukon's eastern marches.

The Cuth Slavers are infamous kidnappers and freebooters. Equally adept on land or sea, they roam Rukon's southwestern flanks, striking into Abdera or across Thunder Sound. They ply the waters of the Spice River in outrigger war canoes, but they spend much of their time at home or on campaign in or near Steed Anchor. Their fascination for short swords is legendary. Slavers can be recognized whenever they unsheath their elaborately engraved blades.

Personalities

Three Rukona Clan-lords deserve special note. Ty Amar, who is often called "the Tongue" (because of his habit of eating his opponents' severed tongues), is the most powerful of the trio. Besides being the Brool Priest-king, he is the High-king of all of Rukon. He is a loud, ostentatious poet who possesses unparalleled skill with a mace. His mace-head is shaped like the head of a Blue Vulture and reputedly contains the skull of one of his rival's favorite birds. Ty wears green and blue checked armor, and presents an almost comic visage. He is as cruel as they come, though, and should not be underestimated. Ty's fondness for Wild-water makes him both murderous and unpredictable.

Cathar, the Priest-queen of the Trela clan, despises Ty Amar, who is married to her sister. Cathar's forces are too weak to openly challenge the the Brool, so she has allied herself with the coastal Cuth clansmen. In addition, the Trela support a slave revolt plot hatching in the Brool's eastern heartland. Tall, athletic, and graceful, Cathar was once a dancer at the Brool court in Thol. She knows the city well. Cathar even wears a helm stolen from the Brool treasury.

Tomar, the beautiful Priest-queen of the maritime Cuth clan, serves as Cathar's chief ally. Tomar's status as the lord of the only sea-faring Rukonu makes her support exceptionally important. The Cuth market Rukon's slaves, most of whom are provided by the Trela, and Tomar and Cathar form a wealthy faction. Ironically, they both love the same man, a mercenary Asasopo warlord named Raf. Tomar employs Raf and enjoys his affections, but Raf is fonder of Cathar. Tomar's hot temper and venal nature scare Raf. His fears are well-founded, for Tomar slit the throat of her last lover.



CATHAR, RUKON'S QUEEN

Figure Summary

Appearance — 5'7"-6'4" male or female humans; blond; slender.

Garb/Armor — Green leather armor (breastplate and full greaves) emblazoned with blue vulture symbol; open-faced helms with a vaguely Asian shape (i.e., sporting long, wide neck-guards and brow guards) crowned by a single, flowing tuft of blue hair that mimics a pony tail.

Weaponry — Hand-axe, mace, or short sword (all with wicked-looking handguards); small, silvery, kite-shaped ovalish shield emblazoned with the blue vulture symbol.

Ty Amar — Carries a mace surmounted by a vulture head. A green and blue pattern of diagonal checks covers his armor.

Cathar — Carries a short sword. Her helm is crowned by a flowing tuft of red hair and her armor and shield are accented with red studs.

Tomar — Carries a long, thin hand-axe and rarely wears a helmet. When she wears it, her helm is crowned by a flowing tuft of silver hair.

Note: *See p.89-90 for Rukon's unit statistics.*

CAVAN (1)

Cavan is the largest and northernmost of the Warring Holds. It stretches 160 miles south from the shores of the Lake of Rains and spans the 175 mile wide plain east of the Warring Bight and west of the Folenna Spikes. Well-watered and fertile, it is an inviting land. No other Hold is as powerful or well-populated as Cavan.

Cavan is unusually secure. The Feedwater and Writhing Rivers guard its northern frontier, which borders the wilds of the Walking Wood to the northwest and the Pouring Fells to the northeast. Colorful peaks discourage incursions out of the east, although the highlands also harbor increasingly large numbers of Mountain Goblins. The crashing surf of the Warring Bight guards Cavan's western flank.

Only in the south, where the hostile realms of Harro and Kulm threaten the traditional boundary along the river Ironwater, do the Cavani exhibit any real fear of invasion. Kulm's foothold in Bow Valley north of the river justifies these concerns, since the strategic vale lies within the old Cavan Claim and serves as an ideal avenue for attackers seeking to pillage the Cavani heartland.

The Land

Cavan is traditionally divided into three fiefs, or "Walks." The Coast Walk comprises the western portion of the hold, which is a marshy, misty moorland. Even the capital, Alkoon, rests on a tamed bog. The area's only arable land surrounds the small lake called Bread Well, a deep mere that feeds into the Ironwater about eighteen miles above the river's junction with the Warring Bight.

By contrast, the Green Walk that forms a band running north-south through central Cavan is entirely cultivated. This region accommodates three of Cavan's five major towns. The largest is Alasima, Cavan's central capital. Known as the Terrace City, it is constructed atop a huge earthen step-pyramid. Crops abound on the garden-like terraces that comprise the city walls.

Few people live further east, in the Iron Walk, the largest of the three fiefs. While largely unpopulated, the Iron Walk is a valuable domain. Its mines yield a host of ores, particularly a fine grade of iron that the Cavani employ to make their renowned Red Steel. The Leno Holes, a group of caves located along the southeastern border, house rich emerald deposits. In the northeast, where the headwaters of the Feedwater spill over the Pouring Fells, Cavan's famous Green Pits provide an abundance of copper and zinc.

Sirama ("Steaming Halls"), the easternmost of Cavan's three capitals, is the only city in the Iron Walk. Located on the north bank of the Ironwater, it is a strange town surrounded by walls of boiling water — a circle of unsleeping geysers.

People and Politics

Three figures rule Cavan. Each controls a Walk and together they constitute the Three Voices, an omnipotent council that presides over the Assembly and regulates Cavani life during peacetime. With the outbreak of war, the senior Voice becomes the dictatorial Speaker. He serves until the end of the lunar, at which time he steps down and he is replaced by the next oldest Voice. The three Voices rotate as warlords until the conflict subsides.

The Voices act as civil, military, and religious leaders. They wield the power of life and death, and dispense justice with a special mace crowned by the head of a Sea Eagle. No one openly challenges their power. Only rivalries within the triad threaten their sovereignty. Currently, the three enjoy good relations on the surface, but the leaders of both the Coast and Iron Walks (Butur Hoon and Ulur Akatu, respectively) quietly plot to overthrow their compatriot and install his daughter Asima as the Voice of the Green Walk.

Warcraft

Cavan's square white flag is normally hung vertically from a standard hewn out of sharkwood. A round Warclaw punctuates the white field. A stylized red eagle, it symbolizes the powerful Sea Eagle of Gaalt. The Cavani revere the Warclaw, for they are predatory people.

Cavan's soldiers fall into two distinct categories. The warrior class is small, but they are an exceedingly tough lot. Auxilaries number into the hundreds; however, they lack the warriors' skills. Most auxiliaries are freed slaves, subject peoples, or aspiring warriors, and only serve as support or garrison troops.

Cavani warriors act in ten-man units, or "Runs," called Cavura. Each Cavur is a self-sufficient fighting machine comprised of six specialists: a cook, a scout, an orienteersman, an armorer, a weaponsmith, and a hunter. While these fighters all carry similar equipment and wear the same white quilt armor, they bear a unique tool kit and apply their peculiar skills to support their squad.

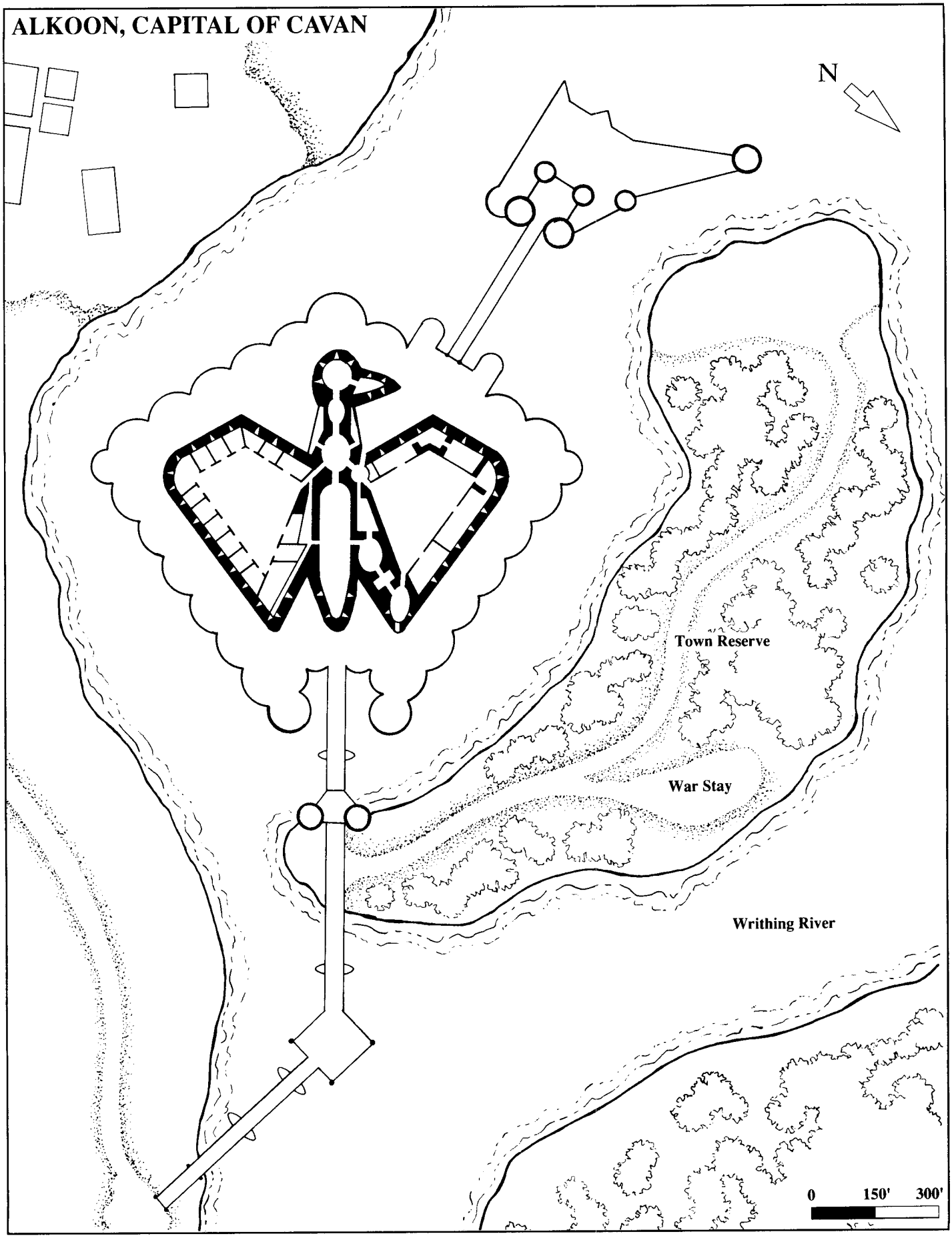
The Cavani maneuver in open ranks, since they rely on battle-axes as their principal weapons. They like rough, open ground, where they can maneuver around their more heavily-armored foes. The marshlands of the Coast Walk and the hills of the Iron Walk serve them well, but the farmlands of the Green Walk make the Cavani quite vulnerable to Kulmian incursions.

Kulm is Cavan's principal enemy. Aside from the River Ogres of the Lake of Rains and the Ekereni slave miners of the Iron Walk, the Kulmians provide the sole threat to Cavani hegemony over the northern Holds.

Elite Groups

Cavan's three groups of Voicemen serve as the hold's elite combatants. Each provides protection for the respective Voices, and each consists of exceedingly experienced warriors drawn from the ranks of the most decorated Runs. Of the three, the Green Voicemen are the best fighters, for they frequently engage soldiers from Kulm along the Bow Valley frontier. The Coastal Voicemen are more skilled as outdoorsmen, while the Iron Voicemen are undoubtedly the most ruthless.

Iron Voicemen control the auxiliaries assigned to the mines of eastern Cavan, and their disciplinary methods defy description. These cruel warriors rarely restrain themselves, and their excesses are legend. Unfortunately, the Iron Voicemen are also unruly enough to fight amongst themselves. Such infighting foments trouble in the court at Sirama, where Ulur Akatu has ordered a number of his guardsmen hewn in half.


ALKOON, CAPITAL OF CAVAN
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Town Reserve
War Stay
Writhing River
0
150'
300'

Personalities

The Voice of the Coast Walk, Butur Hoon, is a slender, passionate fellow known as a master orator and able marshman. Fiercely committed to his domain, he commands unwavering loyalty from his soldiers. His warriors both love and fear him. Hoon's great love, however, is his provocative wife Kimbrea, the deposed pretender to the throne of Ekeren. Her presence provides Hoon with both strength and vulnerability.



TWO NOBLEWOMEN OF CAVAN

Colur Relp, the lord of the Green Walk, is a brilliant, unstable man of large proportions. Relp is reputedly the biggest man in his fief. Aware of his rivals' ploy, he ruthlessly prepares for civil war. He merely uses his eldest daughter's machinations as a ploy. Relp never trusted Asima, who he is slowly poisoning, and he has cleverly placed his beloved younger daughter in Asima's confidence. The younger sibling, Wis Elgena, serves her father well. She provides Relp with plans of Asima's movements, as well as intimate details of Ulur Akatu's plans.

Ulur Akatu is the Voice of the Iron Walk. Outwardly calm and always softspoken, he is an anomaly in his own court. Unlike his rowdy highland retainers, Akatu shies away from public displays of emotion. Akatu guards his likes and dislikes well, always watching and scoffing at the weaknesses of those around him. He hides his love for Wis Elgena from virtually everyone in Cavan. The Voice of the Iron Walk loves the young girl, but only a handful of Cavani are aware of their trysts. Elgena's affair with Akatu acts as a wedge between her father's enemies, since Akatu originally forged an alliance with Butur Hoon with the aid of Hoon's wife Kimbrea, who has always been enamored of Akatu.

Figure Summary

Appearance: 5'6"-6'3" humans; red or reddish blond; average build.

Garb/Armor: White quilt armor; helms shaped like cruel eagle-heads (with cowls like beaks); armored gauntlets that look like wings.

Weaponry: 2-head battle-axe; spears with pennants emblazoned with Warclaw symbol.

Butur Hoon—Carries a long mace surmounted by a Sea Eagle head. His helm looks like an eagle, its wings wrapped around his head so that the wing-tips touch above his eyes. His white armor is adorned with a pattern of red circles.

Colur Relp—Carries a long mace surmounted by a Sea Eagle head. His white armor is adorned with a pattern of green circles.

Ulur Akatu—Carries a battle-axe surmounted by a blade shaped like the Warclaw. His silvery armor is adorned with black circles.

Note: *See p.90-92 for Cavan's unit statistics.*

HARRO (2)

"Harro rules the seas!" That cry, backed by a powerful and swift fleet of ships and Harro's renowned warriors, strikes fear in the hearts of many a seafaring adventurer in the Warring Holds. With more than 160 miles (256 km) of coastline, Harro flexes her muscle and controls a considerable amount of the shipping and shoreline raiding in the Warring Bight. The Hold's 5,000 citizens muster an impressive if unaligned corps of 900 mercenaries. Harro's only real ally, the shellfishers of Urda, depend upon the wealth and power of this large and wily hold to survive in the Bladelands. Cut off from the iron-rich mountains and fertile plains by her enemies, Harroans depend upon and revere the Broken Ocean as provider, pathway and paragon.

The Land

Over 100 miles (160 km) long east to west and 150 miles (240 km) across southwest to northeast, Harro carves out a big chunk of the Holds yet has little but wealth and power to show for it. (*People and Politics* explains why. See below.) Blessed by the fresh sparkling waters of the 70 mile-long (112 km) Goldstream River (which cuts through the heart of this rocky, sandy hold), Harro has six trading towns, the most important being Pune, a port at the mouth of the Goldstream. Scoured by harsh sea winds and cursed by a rocky soil, Harro grows nothing of note. With a landscape dotted by hundreds of natural vertical shafts, Harro is a dangerous land to travel at night. Limestone caves are plentiful and serve as hideouts as well as weapon caches. (The River Guards and Assailers, Harro's native warriors, have mapped every cave and use the limestone passageways to move themselves and their booty secretly throughout the Hold.)

Harroans relish the hunt, for game as well as for gold, and herd sheep and goats for milk and meat. Fruits, grains, vegetables and wood are imported at high prices from neighboring holds and paid for with gold.

Steep coastal cliffs give way to gradually rising uplands in the central and eastern parts of Harro. The Goldstream River Basin is narrow and vertical, offering little respite from the winds and sponsoring very little vegetation. The Goldstreamyields just what you would expect: gold nuggets the size of a plum. Harro riverguards patrol the waterway and protect its precious bounty with tenacity and vigilance, but roving bands of gold-miners and robbers sweep through the plains from time to time.

Harroans have learned to thrive on a diet that includes few greens and little fresh fruit. Fish and seafood augment a narrow diet. Harroans are tall, ruddy and handsome; tales of the double-dealing men of Harro are as common in the Warring Holds as scars.

People and Politics

Wealthiest of all the Warring Holds, Harro is the banker and enforcer of this region of the Bladelands. Bordered by hostile regimes in Kulm (to the east) and Soluthurn and Marl to the south, Harro is an independent fief of the first magnitude. Much Harroan wealth is invested in "foreign" markets, encouraging a dependent relationship on the part of the other hold. For example, the spices and tobacco of Abdera are highly prized by all the Warring Holds, but only Harro will sail into combat to insure their abundance. The same holds true of Urda's famed shellfish dyes, unparalleled for beauty and subtlety in all of the Bladelands. Woe be to the aggressor who invades either of those small states without considering the disposition of Harro's 900 mercenaries. No other power has the naval might and guile, either mercantile or military, to challenge Harro straight-up, head to head.

When economic opportunity arises, the twelve members of the Merchant's Council act quickly to approve transport of Harroan mercenaries "to open new markets aggressively." This prompt and businesslike action pomotes a fearful respect in nearby holds. ("Harro smells gold where others smell only blood," is a commonly heard phrase in other, less fortunate holds.)

Harro wants to be the power broker who controls all the major fighting in the West and will provide the gold and liquid jewels to raise an army, build a navy or to invade a hostile state. As such, Harro is rarely attacked directly by other holds. Who but the very Unlife itself would attack their banker? Still, barbarians appear and skirmishes arise, and when they do, Harro hires only the best. Harro's military consists of hired, professional soldiers, from the lowliest warriors to the most-decorated generals. Harro ensures loyalty with generous payments and rewards success with bonuses, although a few military men grumble that "the merchants grow rich in safety while we shed blood for a handful of gold pieces!" The truth is that all Harroan leaders are well-paid, earning thousands of gold pieces every year. Most miltary men and merchants live in luxurious strongholds and are attended to by a staff of servants.

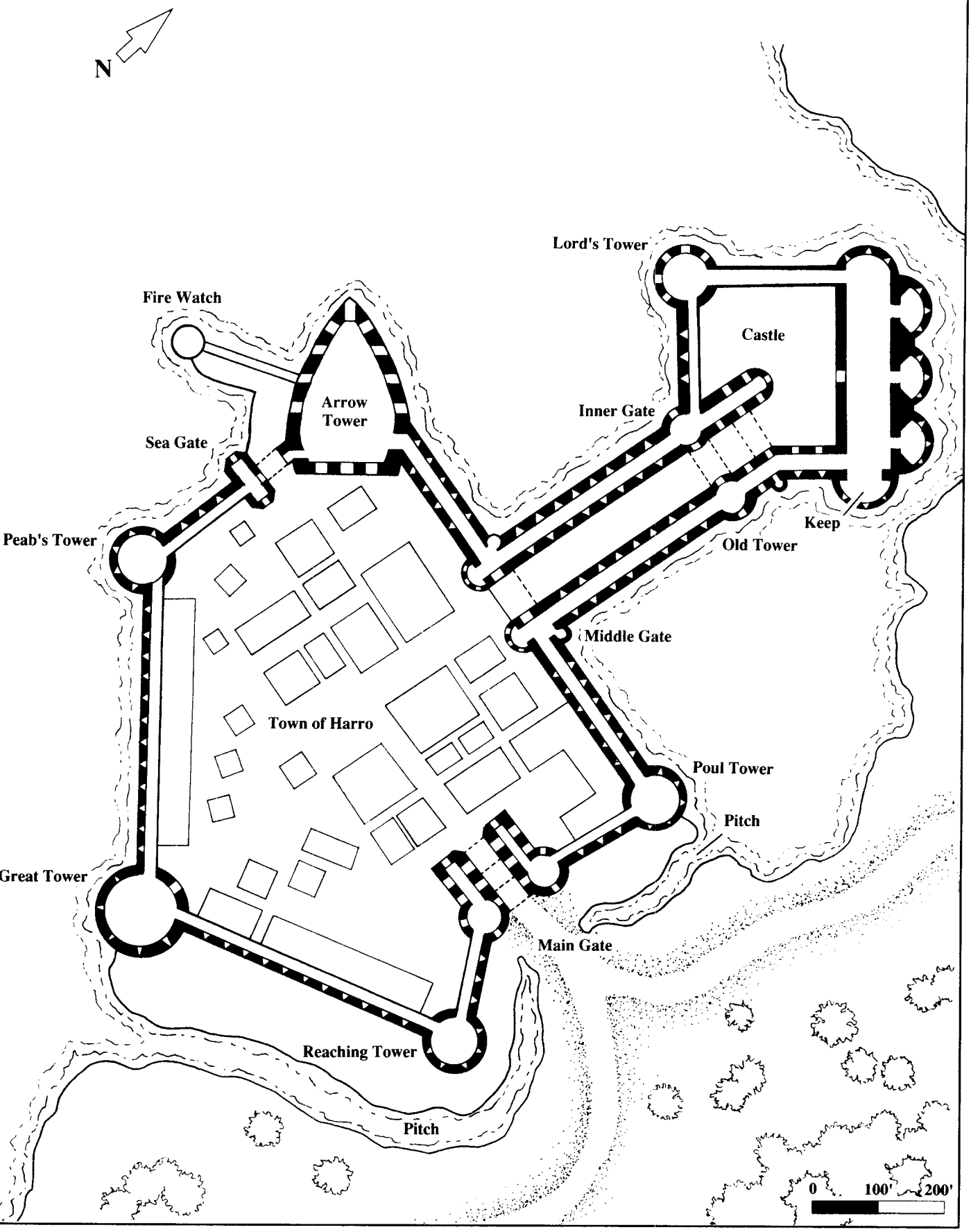
The Merchant's Council oversees the hiring of mercenaries, leaving strategy and tactics to the commanders, but the Council retains ultimate jurisdiction over the forces of Harro. Motivated by greed and profit, the Council decides when war (or a skirmish) is a viable alternative and when to withdraw from the field of battle. Their decisions are not always militarily sound, but Council members can usually bribe or bluff their way out of difficult situations, such as when two companies of mercenaries were trapped in the Ash Lairs by an Agathu just a month ago. Besides paying outright bribes, Harro can cut off trade or engage in retaliatory strikes. The twelve-member Council breaks ties by bidding for ("paying off") the support of those needed to break the tie. Economic might remains Harro's greatest single asset, overweening pride her most easily exploited weakness. Led by Ragaran, wealthiest of all Harroan merchants, the Council is united in greed but divided by fear; the charismatic leader of the mercenaries, General Du-Landal, has done little to discourage talk of a coup. (The General has ambitions to rule Harro singlehandedly.)

Warcraft

Motivated by dreams of wealth and retiring to a lifetime of leisure (if they live so long), Harro's Mercenaries are among the Warring Hold's best-organized and most efficient killing machines. The Golden Hold's flag presents a gold trident-head on a hexagonal blue field, in obvious homage to Harro's wealth (in gold) and her love of and dependence upon the sea. Before entering a skirmish, Harroan mercenaries traditionally (when time permits) dip their hands in a large sack of gold pieces carried by the company leader and "bathe" in the coins.

Mercenaries operate in bands of six, patrolling the cavern-ridden Hole Fields, the Thunder Coast and the banks of the Goldstream regularly. These one and two-day long scouting expeditions often involve two to four such bands. Harro's mercenaries march on foot; the rare mounted warriors remain well-behind, for horses are prized and guarded here as well as in all the Warring Holds. The stronghold at Pune is the center of Harro's military operations, and it is here that General Du-Landal maintains his office and trains the fighters in technique. (Harro's mercenaries develop stamina by racing across miles of empty plains in full battle regalia, only to race back to the stronghold without rest. Men have died on "raceabouts," but no one complains.)

PUNE, CAPITAL OF HARRO



The Hole Fields stand as a natural barrier to invasion by Kulm (from the west) and Marl (from the south). Scores of abandoned mines and hidden cave mouths deter movement by any large-scale force. Harro's mercenaries have added traps and captured and moved wild beasts to caves in the Hole Fields, where they "greet" foreign warriors with a leg-snapping "Crack!" or a flash of claws.

Like other raiders sailing the Warring Bight, Harro's warriors avoid skirmishes at sea; treacherous waters, the greater risk of inviting a Bladestorm and the precious nature of lumber severely discourage combat at sea. In the past, when skirmishes at sea were not so rare, many a fine fighter went to a watery grave, dragged down by a Kraken, slashed by a Bladestorm or betrayed by the wicked currents and treacherous shoals all along the coast. The moneylenders of Harro soon learned to protect a precious resource like tall trees and penalized those Holds which did not heed a ban on cutting them.

The standard Harroan band (or *run)* of six footsoldiers is led by an experienced commander who is rarely mounted. Guards patrolling the Goldstream River often take time from their duties to pan for gold, a practice the General allows but the Council would like to stamp out. Only rarely are Harro's mercenaries caught off-guard, for they know every inch of their home soil and are said to have the best noses in the war-business. (A Harroan warrior can smell a horse five miles away and a "foreign" man from a mile off.)

Harro's fighters enter battles led by an experienced commander. When eight runs gather to form a *Roal,* they move in a horsehoe-shaped formation, the most experienced warriors at each of the two points. Retreat is unknown and unheard-of, although falling back in feigned disarray is a favorite ploy against an enemy unfamiliar with Harroan tactics.



DARK ELVES RAID HARRO

Elite Groups

Harro's most feared (and wealthiest) fighters are the River Guards of the Goldstream and the seafaring Assailers of the Warring Bight. River Guards are adept at surprise and composite bows and longswords with devastating results. (More than a few Harroan songs relate the massacre of sleeping River-ogres by river guards who are said to make no sound when they walk the rocky banks of the Goldstream.) Adept swimmers, river guards have also attacked from underwater and train to be able to hold their breath for as long as two minutes while submerged.

The Assailers of the Warring Bight are freebooters who pillage as freely and successfully as they fight. Unable to be outmaneuvered at sea, they wield razor-sharp longswords and gold-tipped javelins with alarming results. A favorite Assailer ploy is to "play dead" and to lure the enemy to a booby-trapped ambush site before springing at them like panthers. Assailers like to attack at night. The favorite target of any Assailer is a Sea-troll camp loaded with ill-gotten booty and a cave-full of sleepy Trolls; of such slaughters is the stuff of myth created.

Personalities

Harros' weak point is the nature of her military: as mercenaries, the men of Harro will fight for whoever pays them the most gold pieces, now. Thus, treachery is possible. Several leaders — among them, the handsome, broad-shouldered, and affable General Du-Landal — are eager to cause mischief, for a price. (The General fancies himself underapaid and under-appreciated by the Merchant Council, who in turn find the General insufferably vain and greedy.) Du-Landal awaits the Council's next major misstep — perhaps ordering a retaliatory raid into Kulm's western province, for example — before declaring himself ruler and jailing the twelve members of the Council, a trap that stands ready to spring with the popular General's order. But Du-Landal is no fool and wants the support of most of Harro's five thousand citizens before abolishing the only government this wealthy hold has ever known.

Standing opposed to the General is Ragaron, unofficial leader of the Council. A slight but seasoned man quick with a dagger, Ragaron has ordered spies to report on the General's actions and may order Du-Landal tried and drowned as a traitor, but first must catch the wily head-commander red-handed. In fact, Ragaron has enough information to hang every man on the Council as a traitor but trades silence for votes. A first-rate politician, he is well-liked in Pune and the other commercial centers but is despised by the military as weak. Ragaron prays that the General will reveal himself too soon or fail in the field so that he might step forward as a tactical genius and save the hold from extinction, and worse, bankruptcy. Ragaron is worth (conservatively) 300,000 gold pieces and has a handful of spies and scouts who serve him slavishly.

Figure Summary

Appearance — 6' tall and more, these humans are ruddy in complexion, red-haired, and sport light, trimmed beards..

Garb/Armor — Breatsplates and greaves; short, gold surcoats emblazoned with a blue and gold hexagonal symbol; visored or unvisored helms with "wings" protruding and protecting the ears.

Weaponry — Long sword; gold-tipped javelin; composite bow; small, rounded blue hexagonal shields emblazoned with the gold trident-head symbol of Harro.

General Du-Landal — Carries a shortsword inlaid with gold and in battle, wears a gold helm and carries the standard Harroan shield.

Ragaron — Carries a dagger only but is always surrounded by four or more personal guards.

Note: *See p.92-93 for Harro's unit statistics.*

KULM (3)

The throbbing war drums of Kulm skirmishers beat out a message (*"March! Fight! Kill!"*) that strikes terror in the heart of many an opposing warrior. Landlocked and only 75 miles by 100 miles (120 by 160 km) in area, Kulm is blessed with minerals and ores treasured by all the Warring Holds. The River Pike and the Ironwater carry fresh water into the dry expanses of Kulm and serve as the principal means of transport. A 60 mile (96 km) long tunnel road, the *Underway*, also connects the capital city, Skera, with the mines of the outlands and the docks at the confluence of the Pike and Ironwater Rivers. Eighteen hundred men call Kulm their home, seven hundred and fifty of them seasoned warriors with blood on their hands and fire in their eyes. Around a campfire of Kulm's soldiers, you are liable to hear the old favorite, "Friend to None, Feared by All, " the song most Kulmians learn as a lullaby. With enemies poised on three sides, Kulm is an uneasy and ever-vigilant land always at war with somebody and often at war with everybody.

The Land

A broad rocky upland composes most of Kulm, a Hold as uninviting as any. Sweetwater is precious, and battles over it are common, particularly with the roaming fighters from Cavan to the north. Rocky foothills dominate the northern reaches. Trees and shade are at a premium, and horses are scarce here as everywhere in the Holds, to say the least.

A permanent Jewel Well, the Emerald Pool, lies far to the east of northern Kulm and high in the mountains. The Emerald Pool has taken on mythical proportions in Kulm; it is said that he who secures the Well for his people will live forever and rule all the Holds as one. Like all such wells, Bladestorms and Undead seem always to plague it, and even the purposeful warriors of Cavan have all but given up trying to control the Well.

The mines along the Underway yield copper and tin and other ores perfect for weapon-making; nearby smelters in Skera and other small towns turn out weaponry admired all over the Bladelands. Two especially large mines (noted on the map) are guarded by units every hour of the day and have been raided time and time again by River-Ogres and regulars from the three Holds which border Kulm.

People and Politics

For the last fifty years, Kulm has been ruled by the militant King Skera, a bearded powerhouse of a man. Through diplomatic juggling (and thinly veiled threats) as well as by military recklessness, Skera has prevented his neighbors from joining forces to defeat and dethrone him. Although he has lost numerous small battles, Skera has avoided total defeat by pitting erstwhile and current enemies against each other. At home, he faces the threat of a rebellion led by the warrior-hero Lord Roku, a handsome and imperious man loved by the ladies and respected by his men. (Roku sports a fistful of glittering rings and a jem-encrusted sword that total 10,000 gold pieces in value. The sword is believed by many to have extraordinary powers on the battlefield, for Roku has never been seriously injured in over fifty major and minor skirmishes.) Roku deems Skera's desire to capture the Jewel Well in the mountains and to rule all of the Warring Holds a "madness" he will cure — with his blade, if need be. For the moment, Skera and Roku pretend to be admirers of each other, at least in court and in military processions. In reality, they are wary of each other's power and motives, with good reason. To the relief of her neighbors, Kulm's king and her military are unaware of the Unlife and seek only their own power and glory.

The stronghold and town of Skera (named by and after the Hold's regent) stands just inside the western border with Harro, along the banks of the Goldstream River. A walled community of 200 men and women, Skera is the site of the King's fortress and home, which crowns the summit of a bare volcanic plug. Fresh water from the Goldstream has been diverted to the town, but in times of siege, the enemy usually cuts off that flow as a first measure. Proud of their hardy natures, Kulmians are reknown for needing little water and store hundreds of gallons in huge stone cisterns under the King's fortress. The rectangular walls of Skera have never been successfully breached by any of Kulm's enemies, although many have tried in the last half-century of warfare. A hidden "tap" of water designed to help the Kulmians resist a siege also lies hidden in the depths of the King's stronghold.



CAVAN VS. KULM

A proud and unforgiving folk, Kulmians commit ritual suicide when they can no longer fight or work, impaling themselves through the left eye with a thin dagger engraved with a fox symbol. The dead are prayed over and the bodies burned at sunset on the day of death, unless a skirmish prevents the ritual from being carried out at the appointed hour.

Warcraft

Militarily, Kulm has one of the most highly developed and stratified military hierarchies in all of Folenn. Fifty years of campaigning have conferred upon the leaders a status which borders upon that granted royalty or even the minor gods of the Bladelands. Yet powerful individual lords have at times wielded their own personal forces in response to dictates of their king, with whom they hope to sweep across the Holds like a swarm of bloody locusts. What the battling lords will do then is anyone's guess.

The warriors of Kulm march into battle singing grotesque songs about decapitating and castrating every enemy on the field — and every member of his family as well. Drummers pound a martial beat and carry shortbows over their shoulders, weapons they employ with more finesse than the leather-wrapped human bones they use as drumsticks.

Kulm's tactics require tough and unyielding "squares" of eight pikemen who occupy the enemy's front ranks as royal swordsmen (in runs of seven) swing behind, to scatter or slaughter opposing forces. This tactic has usually worked effectively but has occasionally caused problems. In one notable battle against the white-quilted armor of Cavan (at the Battle of the Knoll along the banks of the Ironwater), Kulm's swordsmen chased the enemy too far and left the battle behind them. The Cavan guard rallied and defeated Kulm's pikeman in fierce fighting; King Skera was so furious that he ordered the mutilation of every member of his own sword-wielding clan, an order his underling wisely ignored. To this day, the King is skeptical of the swordsmen's claims and abilities, especially considering that they serve under Lord Roku.

Elite Groups

Each lord has his own standard as well as his own troops. Lord Golu's insignia is an orange fox on a black field. (Golu controls 150 warriors.) Lord Pilsu is identified by a distinct rune lettered in bright orange against a black diamond. (Pilsu numbers 200 warriors who are loyal to him alone.) Lord Roku marches into battle with a black boar's head against a crenellated background of shocking orange. (Roku has 300 men who belong to him alone, although all swear loyalty to the king once a year, as do all Kulmian warriors.)

King Skera's royal insignia is a battering ram with a ram's head on a tri-colored field of black, orange and gold. When marching into battle as a united army, all clans unfurl the colors of Kulm first, the blazing moon of Orhan (Kulthea's largest) against a black sky.

Kulm's warrior-lords are despised by all the other Warring Holds for their savagery toward prisoners. Each lord has his own "signature" or style of mutilation to quell dissent and inspire fear in the enemy. To render prisoners unfit for future combat, Golu gouges out the left eye, Pilsu chops off a foot and Roku cuts off a hand. (Many a one-armed warrior has charged Lord Roku but none has lived to tell of it.) Golu's action is particularly relished by the Kulmians, as only a coward would live on after losing his left eye.

Personalities

King Skera is primarily concerned with expanding the borders of his realm; in particular, he now wants a seaport from which to stage raids as well as to export and import goods, like weapons and food, respectively. Although temporarily successful in pushing the borders of his realm beyond those recognized by maps of the Holds, King Skera has been unable to deliver the crushing blows needed to destroy a neighboring realm, mostly because of the factious command structure of his army. Currently, Skera plans to launch an all-out invasion of Marl when the spring rains let up. By Skera's reckoning, Marl cannot properly defend or resupply herself under constant assault, and it has no allies, a loneliness Kulmians treasure as fitting and manly. Once the territory to the south (now, Marl) is firmly under the thumb of Kulm, Skera will appear to be a peaceful ruler of a larger hold; nothing could be further from the truth. He merely seeks to assimilate his conquest before proceeding further south and west, swallowing up land like a dragon.

Biding his time anxiously is Lord Roku, military genius and some say, a man marked by destiny and blessed by the gods. With his 300 swordsmen, he can assume control of any major skirmish by sheer numbers (and risk inviting a Bladestorm) but wisely uses force as needed. An inspirational leader who leads his men in song before battle and who calls out the beat of Kulmian war drums, Roku may soon tire of Skera and see to it that the king awakes on another plane one fine spring morning — if he awakens at all. Roku's only problem is Skera's success at ruling and his half-century of practice; few nobles or lords will lightly turn against a king who flayed the last traitor alive and served him to the wild dogs of the plains on a bed of wild prarie kale.

Figure Summary

Appearance — 5'9" to 6'3" men with heavy-set, dark features and bony ridges above the eyebrows. Warriors shave their eyebrows before battle.

Garb/Armor — Chain mail; black surcoats emblazoned with a blazing moon symbol; squarish helms with the same round blazing moon design.

Weaponry — Broadsword; spear; shortbow (drummers only); pikes; large, round shields emblazoned with the blazing moon symbol of Kulm.

King Skera — Bearded and stout, Skera carries a shortsword and as king, carries a sceptre with a golden full moon at its tip.

Lord Roku — Tall and elegant for a Kulmian (meaning he doesn't pick his teeth with his dagger), Roku carries the gem-encrusted sword that many say make him invulnerable on the battlefield and standard chain mail.

Note: *See p.93-94 for Kulm's unit statistics.*

SOLUTHURN (4)

Defended by the mercenaries of Harro but threatened by the armies of Kulm and Urda, the two thousand citizens of Soluthurn have the smallest army of all the Warring Holds — just 300 men. Almost 100 miles (160 km) wide at its broadest point east to west and nearly as long, Soluthurn lays claim to 150 miles (240 km) of the Warring Bight's most precarious coastline. The cool, clear Lambwater River runs for 50 uncontested miles (80 km) within Soluthurn's borders, cutting through the midsection of the land.

The fighting swan, white against a purple field, which symbolizes this land, speaks of grace under pressure. No hold other than Soluthurn could lay just claim to such a symbol, for the swan is a large territorial bird loyal to its kindred and willing to die in their defense. Will this endangered state soon sing its swan song?

The Land

A broad, rocky plateau dominates Soluthurn, once you leave the guarded inland plain called the Basin and the sheltered inlets of the coast. The plain includes the Lambwater Valley, this hold's most welcoming stretch of shade. But for one pampered stand of mast-like oak near the port of Allu along the Lambwater, coastal trees are small and whipped by the offshore winds; few crops thrive in this stony land. Frequent summer squalls and thick clouds of fog roll across Soluthurn, giving much of the lanscape an eerie, dreamy quality.

Scores of caves dot the steep cliffs along the peninsula called the Windland Rises. Several small islands used as bases by raiding Sea-trolls stand just off the western shore. Even Harro's determined mercenaries have been unable to kill all the Trolls on the offshore isles, which are protected by treacherous currents and ship-smashing shoals.

People and Politics

In Harro's protective shadow, the shipbuilders and fishermen of Soluthurn give thanks to Shaal, the moody and tempestuous god of the sea. Wealthy and somewhat complacent, Soluthurn is viewed by the martial realms as a plum ripe for the picking — were it not for Harro's 900 armed mercenaries less than a day's march away. The Swan Realm is Harro's strongest trading partner and has the standing guarantee of Harros' protection in case of invasion. Because of its "most favored nation" status, a great deal of gold pours into Soluthurn, but such dependence upon any of the Warring Holds is playing with fire, for no land stands forever in the Bladelands.

Historically, Soluthurn harbors only one territorial ambition: to regain from Urda the 250 square mile (400 km) chunk of southern Soluthurn known as the Conch Tract. Located between the Shellstream River and the Conch, the Tract is a stretch of river valley prized by Soluthurn as most resembling their lost homeland. Twenty-five years ago, the Urdans invaded and seized control of the Tract, slaughtering opposing forces. Soluthurn has never recovered from the loss and longs to even the score and to regain their lost land in the next season of campaiging. Of course, they are dependent upon Harro for help; taking on Urda is a chore the Harroans would like to postpone for as long as possible.

Brought here by a freak Essence Flow seventy-five years ago, Soluthurn's ancestors have never come to grips with the land or their warlike neighbors. The hold's small army rarely leaves its home soil. It is said that a true Soluthurnian yearns for his real homeland and that he will not speak until he sees it, either in reality or in death.

Two fortresses and two towns of note deserve mention. Allu is the capital and chief port; her sister town, Blia, rests dangerously close to the border with Urda to the south. The oceanside strongholds of Lord-ruler Saaldon and his chief rival, Doneli, stand in bold relief along the twisting coastline.

When Soluthurn's spies warn of an imminent invasion, the Hold summons aid from Harro, a costly but effective strategy. (Note that scenarios involving Soluthurn call for the use of Harroan mercenaries.) Soluthrun's native forces are small in number and inexperienced in battle; they are considered inadequate to stop an invading force of more than 100 experienced fighters.)

Lord-ruler Saaldon I is Soluthurn's regent; his power is contested by Doneli, Lord of the Donel Clan. Both men are typical Soluthurnians: tall, fair-skinned and all but mute. (This Hold has a saying: *the mute speak volumes.*) Whether the mute survive is another matter altogether.

Saaldon is cautious and seeks to maintain the status quo until he and his people can leave the Bladelands and return to their real homeland far to the east, on a continent they know as Mulira. The devil-may-care nobel Doneli laughs at such a preposterous idea and urges small-scale military actions to improve the Hold's standing and the forging of alliances with Urda and Marl.

Warcraft

Soluthurn's troops more readily defend their own castles than do they march into open battle on foreign soil. Because of their less than ferocious fighting spirit, their morale rolls are modifed by -2 in open, mobile skirmishes. In enclosed or defensible positions, they receive the inflated morale values shown below. All Soluthurnian troops carry shortbows, which they use effectively at a distance. Bowmen seek to fight defensively, drawing into a half-circle and firing in two ranks, one kneeling as the other fires. In hand to hand combat, the Swan Hold's troops use a mace with efficiency yet lack the killing fever so common in other neighboring fiefs.

Only Lord Doneli's forces take to the sea and raid small strongholds along the coast, mostly in Urda, hoping to discourage such raids in their own land. Thus far, the tactic has not worked, and Urdans cry out for blood in voices so loud, they can almost be heard in Allu, or so says Doneli.

Fighters are organized into runs of six, called *Soans*. Leading a full clan of 36 men into a skirmish is almost unheard-of, as is a war cry or even a sound as these intensely quiet and somber men walk into battle.

Elite Groups

Lord Doneli's Swan-raiders ply the coastal waters, coming ashore in the stealth of night or behind the shield of fog, to raid coastal forts along the Thunder Sound. Their favorite tactic is to gather the enemy's weapons as they sleep and then attack, leaving them defenseless. Nimble thieves, the Swan-raiders sometimes flee the scene of a raid with weapons, jewels and other war booty before the enemy has taken note of the raid. Often, instead of slaughtering their foes, they pardon them after wounding them, perhaps hoping to one day build a ship for them or win them to their side. Such "kindness" is viewed as weakness in the Warring Holds, but Soluthurnians have little stomach for blood. However, they have an impressive collection of stolen enemy weapons and shields which they sell for foodstuffs, skins, wood and information.

The Elite, a clan native to Allu, guard Saaldon. They carry shortswords, daggers and shields and are intensely loyal to the Quiet One. No enemy has ever heard the Elite cry out, either in victory or in death.

Personalities

Saaldon I, the Quiet One, is an amiable if stern middle-aged man worn down by a decade of death and bloodshed. He passes his days held up in his stronghold along the coast, ruminating and praying. A vision of a wandering mage with a silver beard and no eyebrows has given him hope, for in his vision, the mage gathered the good folk of Soluthrun into three sailing ships and guided them home to Mulira, far from the Bladelands. A month has passed since the "word" came to him, and no mage has appeared. Saaldon has mentioned the foretelling to no one. The business of the realm carries on normally, yet gossip of the regent's "madness" has begun to spread through the land, perhaps started by the Doneli clan.

Lord Doneli is brash, strong, battle-wise and for a Soluthurnian, outspoken. (He yells in battle and insluts the enemy before engaging him, standard practice in the Bladelands.) The Doneli clan seeks to upend the rule of Saaldon and to establish their own line of rule, yet they lack the numbers or the influence to succeed. Thus, Doneli plans to go behind Saaldon's back and forge alliances with other clans, both inside and beyond the borders of Soluthurn. However, intrigue with Harro's mercenaries may cost the Lord dearly, for he cannot pay them for a successful raid into Urda, and they may soon come after him for a bucket of gold or a bucket of blood — his blood.

Figure Summary

Appearance — Men 6'2" and taller; Fair, with short, spiky hair.

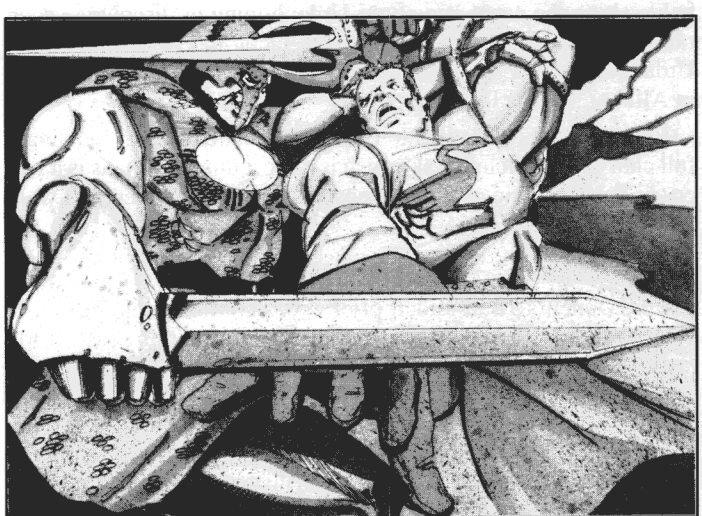
Garb/Armor — Half-plate armor; purple surcoats emblazoned with the fighting swan symbol; squarish helms crowned with a swanlike design.

Weaponry — Swords of all types; shortbow; mace; rectangular shields emblazoned with the fighting swan symbol.

Lord-ruler Saaldon I — carries a ceremonial mace with a gold swan's head and wears no armor.

Lord Doneli — carries a shortsword and a shield of the realm.

Note: *See p.94-95 for Soluthurn's unit statistics.*



SOLUTHURN VS. KULM

MARL (5)

Like its arch-enemy Kulm, Marl has no coastline; worse, there is little fresh running water in this rugged upland. Streams and rivulets poisoned by a high mineral content support little life and "tease" the men of Marl, who can watch the water flow but cannot drink it. Such cruelties of nature may explain a little of the pugnacious nature of this Hold's native population. Extending about one hundred miles (160 km) north to south and sixty miles (96 km) in breadth, Marl is a small Hold. Just over 400 hundred warriors fight to protect this sparsely inhabited domain of twelve hundred people. Surrounded by unfriendly states and lacking an escape to the sea, Marl's tense, offensive society appears to be ready to explode into war, both civil and foreign.

The Land

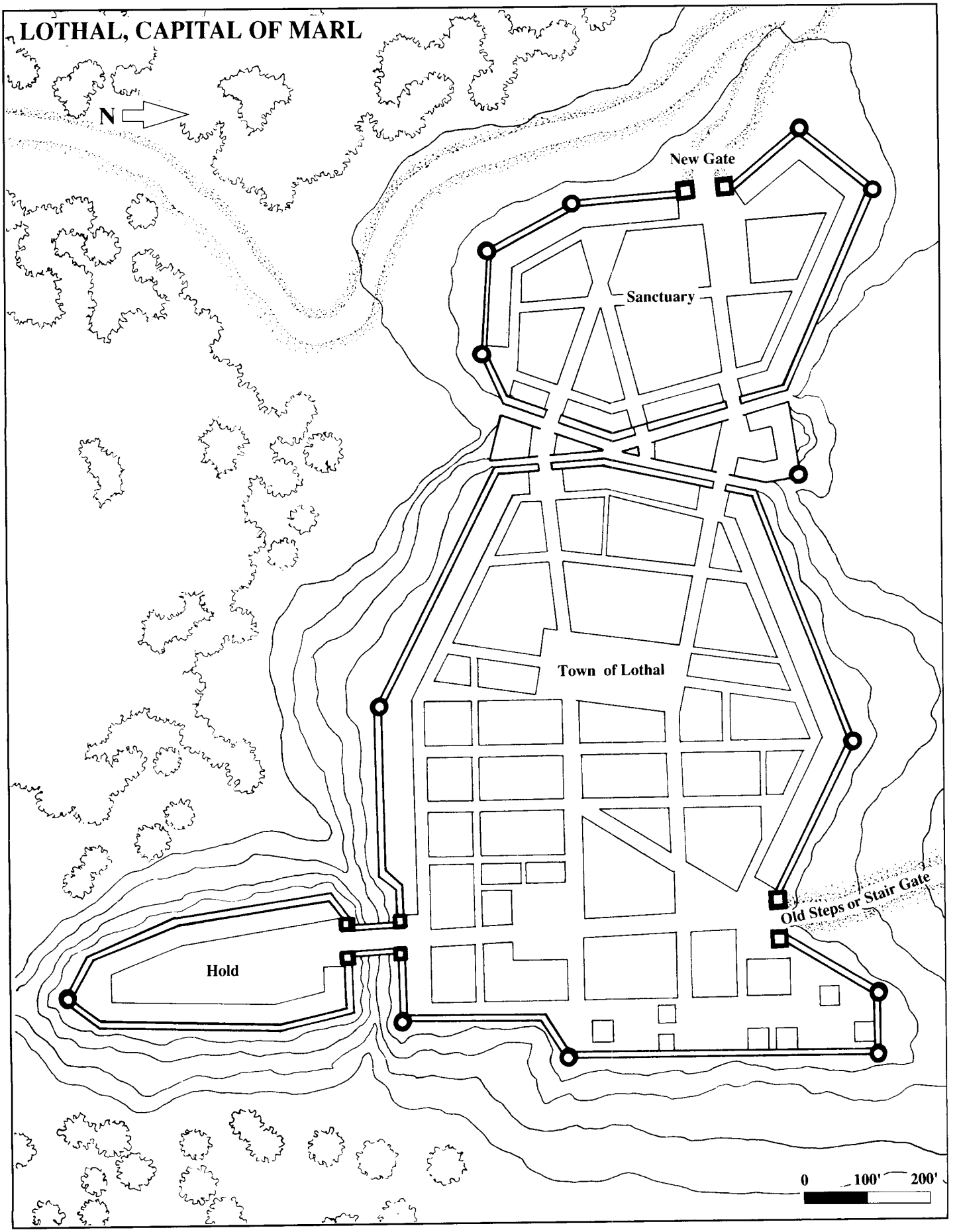
Bare, windswept plains and a rocky parched earth dominate the tortured landscape of Marl, where it is said, "nothing grows but trouble." Natural caves abound. Limestone spires and arches dot the landscape, like the handiwork of a troubled lesser god. Little rain falls east of the Lambwater River, Marl's principal source of transport and fresh drinking water. Thus, the Archlands (as Marl is known) must trade for grains, wood, metals and even game, when the plains are bare of herds in the winter. What does Marl offer in return? Magic and weapons. Spears and axes crafted by Marl's weaponmakers are among the sturdiest in all of the Bladelands. Local mages and conjurors are feared and held in awe by neighboring lands, although their magical powers seem to wane as they leave their solitary home-hold.

Living off herds of wild bison and black elk, packs of untamed wolves roam freely through this hold. Driven by hunger in the long winters, they have attacked men and in packs of eight or more, no longer fearing men and their weapons. The men of Marl are unbothered by roving wolf packs and look upon the beasts as fellow-warriors, using them as able scouts. The lonesome wolf howl is in effect, the state song of Marl, and is imitated by her warriors before and during battle.

People and Politics

This divided and magic-charged kingdom is ruled by King Loth, but a rebellion led by the loathsome Master Cabur threatens to unseat (or behead) the "Old Grey Wolf," as his supporters call Marl's King. If successful in his attempt to kill the King or to drive him into exile, the patently evil Cabur will singlehandedly alienate the realm from all of its would-be allies, those nearby lands which fear Kulm more than Marl. Bereft of friends and adept at irritating neighboring states, Cabur would be hard-pressed to fend off invaders from Kulm and elsewhere in upcoming campaigns.

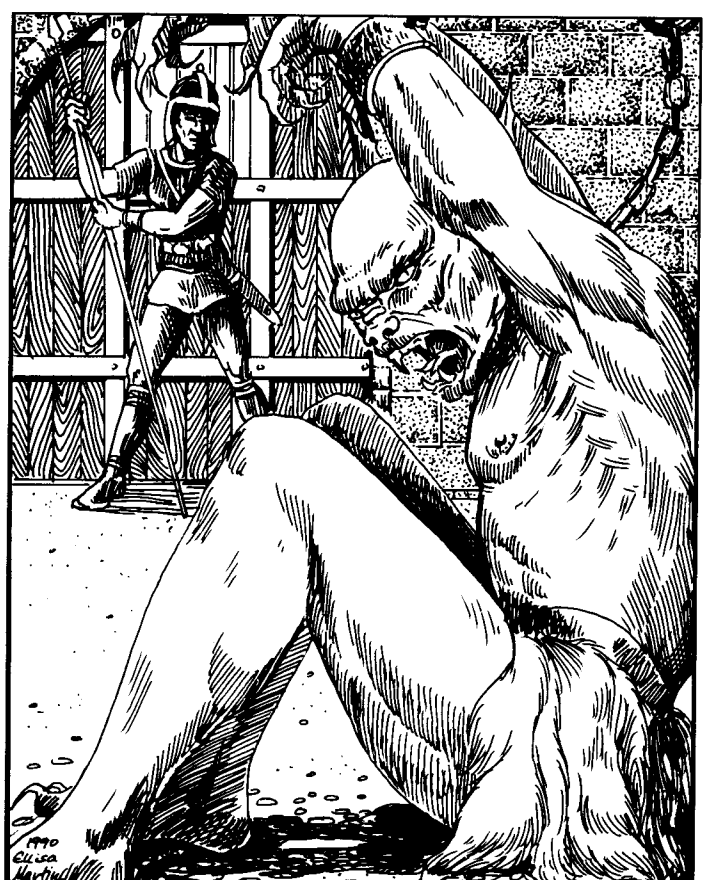
The King's supporters include the common citizenry, most merchants and a majority of Marl's military. However, the wily Master, Lord of the Wolfherds, uses bribery and the promise of shared power to persuade influential nobles and leaders to join his unjust cause.


LOTHAL, CAPITAL OF MARL
N
New Gate
Sanctuary
Town of Lothal
Old Steps or Stair Gate
Hold
0
100'
200'

Why doesn't the King behead the treacherous noble? The answers are several and solid. First, Cabur while feared and mistrusted by most citizens, is revered by the 200 warriors who serve under him. During the last invasion by Kulm just a year ago, Cabur alone slew a dozen seasoned pikemen in one-to-one combat. Second, the Lord has connections with the nobility of Marl. Killing him would cost the King a good deal of political capital. Third, the King fears that without Cabur to watch, he might be toppled by an unexpected source which bears no loyalty whatsoever to the warring state of Marl. (The King does not know that Cabur's sworn loyalty is false.)

Tall, broad-shouldered and scowling, Master Cabur has weakened the army of Marl by executing top commanders whom he suspected of loyalty to Loth. To advertise his seriousness, Cabur has ordered the impalement of a half-dozen foes on stakes lining the Lamb Road; their "bleating" is said to have given the road its name. (The King is kindlier and sends captured rebels to the dungeons of the Royal Keep in Lothal, often lopping off their ears first.) Cabur replaced the dead leaders with men of his own choosing who had less military experience but were (and are) firmly under his sway. These five commanders are untested in battle, a potentially disastrous situation.

Unbeknownst to his enemies and his allies, the Lord has made a pact with forces of the Unlife. Cabur employs Jonzac, a conjuror of Demons, to provide magical support for his somewhat meager army. Jonzac will attempt to summon and dispatch Demons as spies, messengers and assassins to aid Cabur's forces in upcoming battles. The handsome, young Jonzac was schooled by the Jeweller and plans to kill both the King and the Lord, when the time is right. Then Marl will exist solely as a fife of the Jeweller, a pawn in his greater and more grotesque game played by the Unlife.



CABUR'S STRONGHOLD IN GRIM, MARL

Three of Marl's four centers of population are under control of the King. The exception, Grim, is located in the extreme southeast corner of the Hold, land long ago given to the Lord's clan in thanks for their slaughter of a plague-weakened Ekeren raiding party, a victory celebrated in song and story by the Lord's Archers. Grim rests forebodingly atop a butte and is surrounded by a circle of natural arches which serve as gateways and warning symbols to would-be invaders. Trade with other holds is infrequent, and merchants loyal to the King are harassed or attacked by masked rebel forces weekly. (Cabur attempts to lay the blame on raiders from Ekeren and Yolmer.) Food and weapon shortages plague loyalist as well as rebel forces, a situation not unnoticed by the nearby Hold of Harro. Both the King and the Lord would promise to pay any price for jewel slime to enhance their weapons and to empower their troops to fight until death or success.

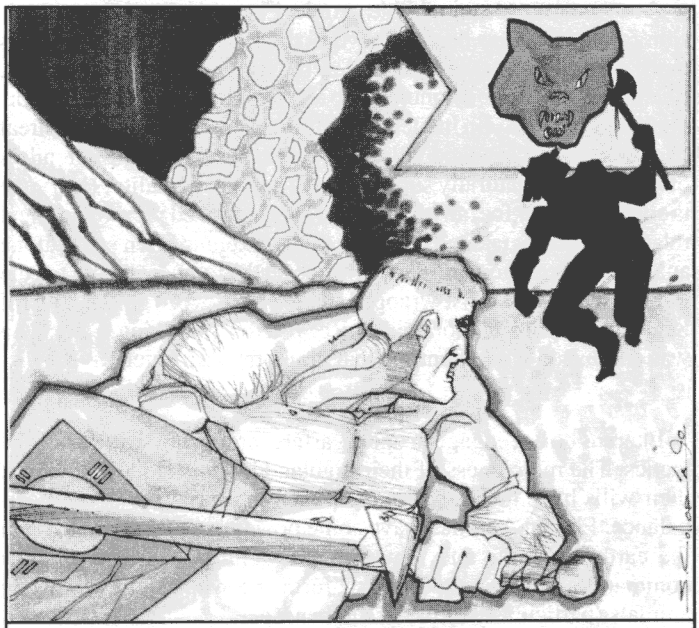
Poised to enter the fight are the pikemen of Kulm, once they are certain who will win the battle for control of Marl's governmental and military machines. Kulm secretly roots for the Lord, who (like them) is ammoral and power-hungry. But if King Loth is successful in retaining his crown, Kulm may offer to make a false peace with the old regent before invading the Wolf Land — again.

Warcraft

Marl's flag shows a howling black wolf against a silvery field, as if moonlight shone on the most remote reaches of this stark and unforgiving land. The flag screams defiance; in attitude as well as in deed, Marl is the lone wolf of the Warring Holds. The men of Marl admire the animals who like the men themselves, hunt and fight in packs. The helm worn by the warriors of Marl celebrate and imitate the wolf's most feared weapon: his teeth. Master Cabur lords his rule over the Wolf-keepers, men who tend two small wolf packs and have earned their loyalty. The two wolf packs currently serve Cabur as scouts and more rarely, as fighters. Through breeding and magic, Cabur hopes to build the wolf-packs into a formidable force.

When not fighting amongst themselves, the fighters of Marl raid Ekeren, Urda, Soluthurn, Kulm and even (in disguise, for no one wants to anger a wealthy banker), Harro. Besides the pleasure they get from slaughtering opposing forces, Marl's soldiers steal gold, weapons, food and women. Such lightning-quick raids are sometimes executed by packs of 72 men who split into runs and/or companies just inside the enemy's border. Known for their strealth and rapid rate of fire, the warriors fight with ease in the most rugged terrain or the worst weather, including dense pockets of fog which often sweep across the land with no warning.

The standard group of nine fighters makes up a *lo*, or a run. These men customarily carry handaxes or shortbows; spears are used in straightforward skirmishing, when the element of surprise has been lost. A company of shortbows, the Archers of Grim, is feared for its accuracy. Amongst themselves, the Grim Archers wager up to one gold piece per shot to see who can land the most arrows in the enemy's throats. This they call "choking the pig," a game highly respected in Marl's military. (The only pigs native to Marl are wild, dangerous and tusked, thus adding to the hilarity of the "game.") The Grim Archers owe allegiance to the Lord and despise the King and almost everyone else.



MARL VS. KULM

In organized skirmishes, Marl's warriors attack in revolving bands of nine frenzied men who (like wolves) closely watch and obey the signals given by their lord. When eight runs unite to attack in force as a full pack, a rare occurrence in the Bladelands, they customarily move in eight rows of nine each. Fighters from the Wolf Land consider it cowardice to surrender in battle and fight to the death almost without exception. Captured enemy-fighters are either slain or dragged home to Marl in chains, where they toil in unbearable cold and heat, trying without success to raise crops in the rocky earth of Marl until they perish or are slain trying to escape. (This form of imprisonment has given rise to the saying, "Grow grain or die.") Prisoner exchanges are rare but have taken place with Ekeren and Harro.

Elite Groups

The Grim Archers serve Master Cabur and base their operations in his stronghold of Ipurcroon in southeastern Marl, very near the Ekeren border. Feared by everyone, even their King, the Archers are almost 100 strong and compose half of Master Cabur's considerable military forces. Archers carry shortbows and razor-sharp daggers and can travel thirty miles a day for a week in the wilderness with little or no food and water. More "civilized" Holds, like Harro and Cavan, consider the fighting men of Marl to be barbarians and too wolflike to be reasoned with.

Pack-warriors are excellent scouts and make up most of King Loth's elite warrior force of less than a hundred men. They wear chain mail and surcoats with the howling wolf symbol; most carry handaxes or spears and a shield. In imitation of the wolf-packs, a special nine-man run of the King's forces raids along the southern banks of the Goldstream, fighting and making camp as the animals themselves might; these *Gold-raiders* are famed for the booty they claim and the blood they spill, using only gold-inlaid axes as weapons. Gold-raiders are equally formidable in any terrain and scorn shields, the notion of retreat and warriors of all other holds.

Personalities

King Loth is typical of his countrymen: a dark, fierce man who gives no quarter yet relishes slapstick hijinks and a wild pig roast at midnight, under the stars and moons of Kulthea. His fervent prayer to the Howling Gods is that Cabur will die in battle soon, although fears ending royal assassins whose failure could lead to civil war and the fall of Marl. Loth's grotesquely ugly daughter has been and is offered to the Lord in marriage, but even Cabur's greed knows some limits, and thus far, no ceremony has taken place. (Marl's wedding vows are exchanged at midnight, under Orhan's light, and demand the spilling of blood and the presence of a live wolf.) Fearful of losing control of his country, Loth is poised to act hastily and may entice the Lord to the royal keep at Lothal and assassinate the traitor in his sleep, if possible.

Master Cabur is swarthy, strong as a bull and untroubled by a dozen old wounds that Marl's warriors call "bragging scars." The most ferocious and gifted of all fighters in Marl, Cabur can outfight two or three experienced soldiers singlehandedly, and has, many times. Lightning quick with a throwing dagger, Cabur is adept with the axe, shortsword and shortbow. His grip is strong enough to break the average man's hand. Cabur is crafty and has cut a deal with the Jeweller to guarantee the Lord exclusive rule over the Warring Holds (but for Cavan, Harro and to the south, Rukon, Holds the Jeweller has other plans for.). First, however, he must dispense with King Loth, his homely daughter, and the King's pack-warriors. Because his forces are limited in size, the Lord must use stealth and deceit to win the civil war raging in Marl. Once victorious and in control of a larger army, Cabur intends to march upon neighboring states in full force, risking a Bladestorm with no more thought than he might give to crushing a bedbug.

The Demon-conjuror Jonzac is almost feminine in appearance and more than once, has been mistaken for the Lord's mysterious bride, a woman no one but the Conjuror has seen. (In fact, "she" is a Demon from another pale, deadly and irrational when uncontrolled by spells.) A student of the Jeweller, Jonzac is warped by the powerful servant of the Unlife and has sheltered in the dungeons of the Lord's stronghold four other Demons of various hues and might. Jonzac would not admit the fact to his employer, the Lord, but he is barely able to control the Demons, which seek "freedom" and slaughter with every heaving and raspy breath they take.

Figure Summary

Appearance — 5'10"-6'5" humans with long unkempt hair and no beards.

Garb/Armor — Chain mail; grey surcoats emblazoned with the black wolf symbol of Marl; helms with cowls shaped like stylized wolf mouths.

Weaponry — Handaxe; spear; shortbow; dagger; round shields emblazoned with the black wolf symbol.

King Loth — Grey-haired, black-eyed and husky, the King carries the royal mace surmounted with a wolf's head. Loth's armor and shield carry the symbol of Marl.

Master Cabur — Carries a shortsword and a dagger; his helm, armor and shield sport the howling wolf of Marl.

Jonzac — Carries only a dagger and wears long grey robes trimmed in black.

Note: *See p.95-96 for Marl's unit statistics.*

EKEREN (6)

The Highlanders of Ekeren have carved out a hold 125 miles (200 km) long, and at its widest point, more than 100 miles (160 km) across a rugged territory scorned as cruel by lesser men. The snow-capped and unapproachable Folenna Spikes loom in the high mists to the east, mountains so foreboding that even mountain cats leave them in the winter, settling into the more hospitable climes of the Ash Lairs to the south. Yet the more than two thousand men and women who live here take great pride in the "Land Nearest the Sun" as they call their home-hold. Ekeren's warriors total 600 and belong to one of three clans.

The Land

Blessed by the Climbing River, which snakes through the heart of the hold, Ekeren merchants ship goods safely to markets south and west, offering raw mountain ores (at steep prices) to the men of Marl and Urda. Ekerens refuse to trade with Kulm, whose river raiders take what they want and leave bodies in return. (The bounty for a dead Kulmian raider is up to 5 gold pieces, with or without the head.) A fortified road/canal, the Climbing Canal, runs along the west bank of the river and also serves as a major source of hydropower.

Bordered on the southeast by the stark and barren Ash Lands and the mighty but navigable Ashwater River, Ekeren is threatened on all sides and has no real allies.

People and Politics

The Highlanders of Ekeren take great pride in the antiquity of their ruling line. Two centuries ago, the same royal family who now rules the land through and in the person of Queen Fere provided the kings and queens of the realm. In the past, the warriors of this hold have never been successfully invaded or defeated in a full-scale skirmish with 50 or more warriors, largely due to their tactics and knowledge of the highlands. Ekeren nobles maintain inaccessible keeps high in the Folenna Spikes, where no one can attack at an advantage.

On the plains, Ekeren warriors yield to stubborn and overwhelming forces only to fall back to their keeps, from which they spring a series of surprise attacks on their foes. Narrow mountain paths, icy climbs and dangerous winds keep most foes at bay. This rugged land is kindest to those who know its every gully and peak, as do only the Ekeren people.

The stubborn Queen Fere (called behind her back, "Fere the Feared") refuses to sign a pact of protection with one of the mightier holds for fear that the allying fief would interpret the agreement as a sign of weakness and invade. (Such is the logic of the Bladelands.) There are some grounds for the Queen's fears, but Ekeren's options are few: Kulm is dedicated to the usurpation of Fere's throne and the end of her independent rule by any means.

The nobility are weak-willed and fractured by strife, envy and greed, giving the widowed Queen more than her share of grief. Led by the wily Animist Lord Trupp, a cabal of power-hungry nobles plans to kidnap the queen and sell her into bondage (or worse) to Kulm, a hold which has its own battling factions to deal with. Then Trupp and his accomplices would rule their native land as a council, at least until treachery proved to be their undoing. (Trupp is under the dark sway of the Unlife and receives orders from the Jeweller's realm far to the south, via messenger-falcons. This scheme explains the lord's insistence that falcons be proclaimed sacred birds in Ekeren territory, a notion the Queen suspects and will not allow.)

A sovereign and xenophobic people, Ekerens have little compulsion to expand their borders beyond those recognized by her less martial neighbors to the north and west. Not a realm of warmongers, Ekeren values life and honor above all else. However, the neighboring Kingdom of Kulm incites almost constant warfare. Under threat of attack in their lowland villages and upland castles, the defenders of Ekeren have naturally succumbed to a seige mentality. Everyone is either friend or foe, ally or enemy. This polarized view of political relationships has taken its toll. Now, the Ekerens often stand alone against the hegemony of Kulm, which seeks to overrun and to rule Ekeren with an iron fist wrapped in an iron glove. The Pikemen of Kulm are responsible for the death of Ekeren's last king, Daet, who was ambushed while hunting bear along the Ashwater River.

Warcraft

Ekerens do not engage in open warfare, preferring strike-and-flee tactics. The remoteness of their highland holds and the tenacity of their wills have thus far kept their enemies at bay, or at least off-balance. Ekeren Animists have some power to call forth help from the earth, its fruits and it waters (as well as its stones!). They command a subtle magic to call forth the wind and even a few animals (particularly birds) in their cause.

In most skirmishes, Ekeren fighters deploy in runs of eight, forming a sweeping semi-circle of swordsmen. In battles, clans operate as five companies (of 16 warriors each) or break down into ten runs if the terrain or the enemy demands greater mobility. The typical Ekeren fighter likes to fight close-in, so near the enemy that they can watch his face turn pale as a strike hits home. Then he steps back from the fray, reorganizes (if need be), and offers the outnumbered enemy a chance to flee the field with his honor (and his intestines) intact. Like other warriors who lack the killer instinct, Ekerens are berated as "old women" and "running rodents" by the Kulmians.

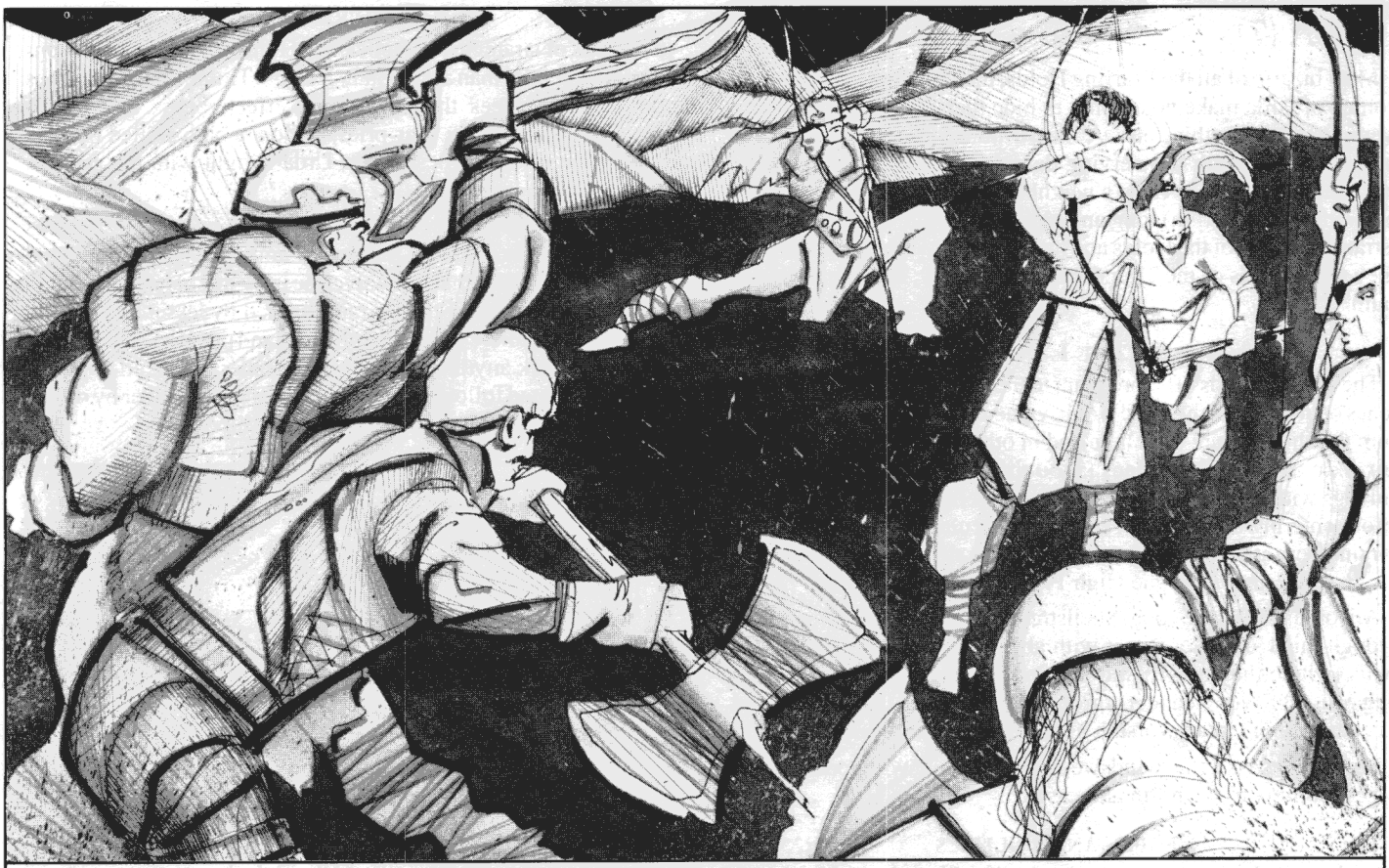
In Ekeren warrior-slang, "enemy" and "foreigner" are the same word, *braelun.*

Elite Groups

A rising silver half-circle of sun with five spiked wedges against a green field is the symbol of this land. The figure represents the sunrise over the Folenn Spikes. (Ekeren is the easternmost of all the Warring Holds.) Clans based at Ekek, Vo Daet (the Queen's stronghold) and Ekersee exercise control over most of the Hold, although unallied bands rob and loot along the Ashwater, fleeing into the Spikes when pursued.

The Queen's clan, the Land-men or *Lundi,* own most of the ore-rich foothills east of Ekek, a fact that galls the *Urli* clansmen of that mountainous village, men who are mostly craftsmen, miners and ore-workers. The Urli cry out to own the land they work, but their please fall upon the deaf ears of the ruling Lundi clan, backed by the Queen and her personal guard of almost 100 veteran swordsmen and nearly as many bowmen. In Ekersee, the riverman clan (called the *Ruari)* control transportation and travel throughout southern Ekeren. They also face the dangers of the Ash Lands and the ever-present threat of Urda's proximity, although other than raiding, the War-priests of Urda have shown little interest in her neighbor to the east.

Distrust, envy and rivalry among the three clans play into the hands of Trupp, who hopes to stir the cauldron of seething passions to a boiling point, and soon.



CAVAN VS. EKEREN

Personalities

The Queen is revered and respected by all Ekerens, but for the nobles stifled and overtaxed by her powers. Fere rules firmly but fairly and leaves skirmish tactics to the field commanders themselves, a freedom most military men appreciate. The Queen lives in Vo Daet, a fortified village along the border with Marl and astride the east-west road, the Climbing Way. Fere named the royal stronghold and village for her husband, whom she loved and supported for twenty years.

The unctuous and flattering Lord Trupp uses every ploy but honesty in his quest to rule Ekeren. Pitting clan against clan and noble versus noble, he hopes to incite civil war, a situation into which he can step firmly to reassert control. The plans for kidnapping the Queen have been laid; the act is to take place under Orhan's next full moon, signifying (by Trupp's twisted logic) the Lords' blessing upon the deed.

Figure Summary

Appearance — 6' and taller humans; dark ; strongly built.

Garb/Armor — Chain shirts and greaves; dark green surcoats emblazoned with the rising silver sun symbol; elaborate helms with mesh visors and two thistle like plumes protecting the ear-openings.

Weaponry — Broadsword; flail; long bow; small, round shields emblazoned with a green circle and in the center, a rising silver sun.

Queen Fere — Wearing long flowing robes, she carries the mace of the land atop of which rests the silver sun, in near-solid silver.

Lord Trupp — Wears silver and green robes and carries a sharp ceremonial dagger with a silver blade in the shape of a rising sun hidden beneath the folds of the robe. In skirmishes, the Lord carries an engraved broadsword and wears a helm shaped like a falcon in flight.

Note: *See p.97 for Ekeren's unit statistics.*

URDA (7)

Most bizarre of all the Warring Holds, the four thousand men and women of Urda make no attempt to hide their contempt for nearly everyone and everything else. Almost a thousand warriors serve this theocratic Hold with unswerving devotion and religious fervor, a frightening concept to Urda's neighbors and enemies. Nearly one hundred miles (160 km) long and almost as broad, Urda carves out a strategic chunk of the Holds and hangs onto it with a fanatical grip. They ply the seas of the Thunder Sound adeptly, raiding north and south.

The Land

The shellfish beds offshore grant to the otherwise barren Urda the riches of the sea and the Hold's only valued item of trade. Dyes made from the shellfish are used here and in other fiefs to color clothing, hair, skin and shields. Urdans tattoo themselves on the face, arms and legs with the bright dyes in day-long religious ceremonies and before entering a skirmish. Harro in particular values the dye and refrains from attacking Urda for fear that the shellfish beds would be purposely destroyed by the High-Priest's fanatical regime.

All of the 50 mile-long Shellstream and Mussel Rivers flow through this Hold, blessing it with abundant fresh water, fish and shells (where they empty into the Sound). The 75 mile-(120 km) long Mussel River meanders through Urda's heart like a snake and is celebrated in Urdan worship as "the Blood of the Land."

Most of Urda is a flat, windswept, grassy plain, with foothills and ridges looming to the north and east.

People and Politics

Each campaigning season and in a hundred incessant skirmishes, the High-Priest consults the omens to determine the weakest regime, which is immediately raided. Retaliatory raids on the heighboring Hold of Yolmer (whom the urdans "displaced") are especially common. Urdans raid in lieu of trade, honoring the old saying, *Take what you need; take what you want; leave what is useless.*

Urdans especially value women, who are few (perhaps because in times of famine, they are the first eaten) and horses, which are even rarer. A common Urdan warrior would offer all his gold, his family as slaves and even his weapons (but for his war hammer) in exchange for a sound mount, for horses are objects of religious significance here. (Some Urdan gods ride horses; almost no one else does in this part of the Bladelands.)

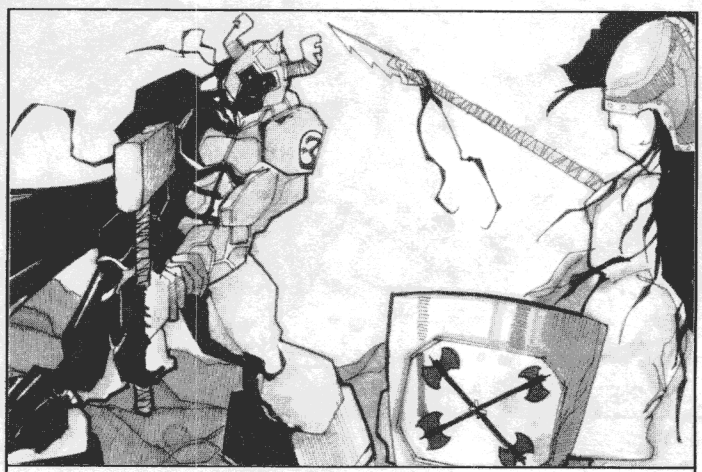
Culturally, if one may use the word, Urda is primitive. Small, walled villages provide meager protection from invaders. Weapons are made of bronze and low-grade steel; fine steel is scarce and highly prized. Men unflinchingly fight and die for a fine steel sword.

A complex spiritual life fills the material void in the typical Urdan's life. Urdans worship a range of animalistic spirits and natural forces, especially the Essence Storms which plague the region. They sacrifice captive rival warriors to the storm gods of the Sound and of the Bladelands in bloody ceremonies atop ritual stone temples. Shamans hold political power and serve as military advisors who must be obeyed. In certain storms and disruptions of the Flows, Urdan shaman can summon almost any giant animal or beast of the Ash Lairs, but the creatures return to their homes when the storm dies or the Flows calm

Warcraft

In matters of strategy and tactics, the High-Priest and his visions are more influential than are military leaders. This military-religious friction often reduces the devastating effectiveness of Urdan's forces. Led into battle by War-priests who are both skilled fighters and holy men of the highest order, Urdans fight with the zealot's righteousness.

Urdan forays are designed to grab the booty, prisoner or beast as quickly as possible with the maximum amount of bloodshed and noise. (It is no accident that the wolverine is the animal most imitated and hunted by Urdans.) Smaller raids are led by lesser leaders and their successs or failure is a matter of honor and prestige. When a raid fails to bring back anything of value, the leader is hacked to pieces by his disheartened followers, who then elect a new leader by ordeal or mutual assent, whichever sheds the most blood.



URDU VS. YOLMER

Elite Groups

Urda marches into battle showing the clors of the hold: a green fanged serpent spitting red fire on a tan field. With varying tactical ploys — some as crude as playing dead or pretending to have been poisoned by and water — Urdans enter skirmishes confident of victory and unafraid to die. Tattooed and chanting rtual prayers in high-pitched wails, they fight in a frenzy brought on by prayer, fasting and self-lacerations before the skirmish begins.

Personalities

All Urdans worship Eissa, Goddess of Death and Rebirth. Statues of the hooded, balck robed goddess adorn all state buildings; failing to fall flat before the statue is punishable by death. Urdans believe that if you die in battle or in a state of ritual purity (granted only by the High-priest), you are granted the chance to return to this realm as an infant and are guaranteed a greater fate. By nature and belief, Urdans despise the Unlife as a soul-eating abomination.

Faru the High-Priest and unquestioned ruler is a mysterious and charismatic figure, even to his own people. He fasts for days, prays most of the day and drinks the blood of wolverines for spiritual guidance and purification. No one has ever seen Faru eat or drink anything else; he seems to have no ordinary desires. All of Urda would follow him into the Broken Ocean if he so ordered.

A rival warrior-priest, Cula, serves the Essence Storm god and believes that he controls such storms in the region. (He is mistaken.) Due to blind luck — no Essence storms have struck Cula's followers for a month — and their leader's luminous eyes and spellbinding oratory, Cula's warriors are growing in number and intensity. (Faru ignores them and would not stoop to squash them, regardless of their ill-fated plans.)

A third warrior-priest, Scula, secretly sympathizes with Yolmer, which rewards him with jewel slime for information about the High Priest's raiding plans. Thus Scula is a feared fighter whose war hammer bashes heads in a manner many foes find disarming. No one is yet aware of Scula's treachery.

Figure Summary

Appearance — 5'3"-6'0" humans; beaded and hairy; stocky and strong.

Garb/Armor — Tan and dark brown leather coats (some reinforced and inlaid) emblazoned with the spitting green serpent symbol; pot helms covered with wolverine's pelt, and a wolverine's tail streaming down the back of the neck.

Weaponry — War hammer; handaxe; mace; club; shortbow; small, silvery kite-shaped oval shield emblazoned with the serpent symbol.

Faru the High-Priest — Wears a robe of wolverine pelts and little else; he is never armed. Faru always appears with his face garishly (to the uninitiated) painted in shocking, bright colors suggesting a perverse rainbow or a highly charged Bladestorm.

Note: *See p.98 for Urda's unit statistics.*



HARRO VS. URDA

YOLMER (8)

Nearly 125 miles (200 km) long but just 25 miles (40 km) wide at its narrowest point, Yolmer might prove to be a major power if it didn't serve as a minor battleground so often. Two major trade routes cross this forbidding region known as "the Wargrounds." Despised by Abdera, which rests at the southeast border, Yolmer is the site of frequent skirmishes. To the west, the Denizen-prowled Ash Lands offer no protection or assistance to the small, tough men of this landlocked hold. With a population of twenty-four hundred — including 700 warriors — Yolmer has enough men to play a significant role in the ongoing warfare of the Bladelands. Do they have the character?

The Land

Two major roads crisscross the flat, parched heartland of this arid, treeless fief. Trade from the Folenna Spikes to the east must first pass through the grey and murderous Ash Lands before reaching Yolmer and Urda. Under the Ash Lands lie the Lairs of gruesome and monstrous denizens whose might is rarely challenged head-on, even in the Bladelands. Some crazed and desperate fortune seekers journey to the Ash Gates to find immeasurable wealth in Jewels and Jewel-slime— and face a breathtaking opportunity to die painfully, perhaps in the jaws of a beast thirty feet tall and strong as a host of men.

The north-south road from the southern reaches of the Ashwater River is travelled by the merchants of Ekeren and Abdera. These adventurous and well-armed men buy and sell gold, other ores, pelts and wood, as well as the occasional urn of priceless jewel slime. (It must be said that travelling with jewel slime is an invitation to attack, no matter how many guards one has.)

For a land blessed by two major trade routes, Yolmer has little interest in mercantile pursuits. At small outposts along the roads, King Vire's warriors demand 2-5% of every wagon and sometimes gets it, although threats upon the King's life (and upon Yolmer's independence) multiply daily.

People and Politics

The ruling government of King Vire is weak and uncoordinated. Bandits raid the east lands of the realm regularly, as do raiders from Urda and Marl. Abdera threatens a small scale invasion from time to time, although the Spice Warriors like to stay close to home, to protect their own land. The despised Urdans offer a real threat and raid across their shared border almost at will.

The burning hatred between Urda and Yolmer goes back a century and more. First of the two to arrive, Yolmerians sprawled across most of what is now Urda. Unfit sailors, they failed to protect the shoreline, and soon invading bands of Urdan sailors had claimed the oyster and shellfish beds offshore. Once the valuable dyes were discovered and used, Urdans drove the men of Yolmer further east, expelling them from their adopted homeland. The Trek of Shame ended 100 years ago, when Yolmer fell back across the Ashwater River and left the spoils to the victors of Urda. Revenge lies heavily upon the minds of all fighters who call the Wargrounds their home.

King Vuren's governmental seat is a small stone stronghold called "The High Helm" just inside the eastern border, near the Ash Lands. The Helm just like a fist of stone from the vast empty landscape of eastern Yolmer. Five hundred warriors live in or around the High Helm, which houses a formidable tower and extensive dungeons and tunnels underground.

Warcraft

The Axe-men form in runs of eight, four men in two straight lines led by a commander at their flank. In battle, the warriors of Yolmer prefer to take on the enemy one at a time, man to man, always allowing their foes the first swing. Yolmer's axe-men are deadly if the enemy fails to slay or stun them and like to grab their opponent by his jerkin and toss him to the ground before chopping off a limb. They call the maneuver "jerking the enemy around."

To stay sharp, Yolmerians engage in frequent duels and gruesome physical challenges. To decline is to invite scorn and the loss of a limb or an eye. Favored contests include arm-wrestling until a bone is broken, head-butting until consciousness leaves one participant, and dagger-duels to the death.

Elite Groups

Yolmer's standard, a Red-axe comprised of four two-headed axes arrayed to form a square against a solid gold field, pervades the military as the military pervades the society. Only weapon-makers are accorded the respect (and granted the freedom to ignore the code of their society) given warriors. Merchants, river fishermen, craftsmen and nobles are all despised as parasites. For example, a warrior in battle dress can freely take what he wants from a travelling merchant; the merchant's only redress is to hire a mercenary to get back the stolen items through stealth or use of force. The danger in employing such a scheme is that the warrior's clansmen may well come looking for the merchant and take more than his barrels of ale.

Led by tough-hided clan leaders, songs and tales recount battles won and lost, land seized and relinquished, and blood spilled all across the Holds. One legendary warrior, Voll of the Darting River, is celebrated in song as the "slayer of a hundred Rukonu." Exaggeration is also a character trait shared by all Yolmerians.



YOLMER VS. ABDERA

Personalities

King Vire is a swaggering, bragging murderous oaf who stumbled into leadership when his brothers, heirs to the throne, slew each other in a duel, considered a sport in this contentious realm. A scattering of petty tyrannical underlords rule the eastern outlands with cruel authority; for example, suspected spies are roasted on a spit while being insulted as "gutless pigs, dim-witted wolves and spineless wolverines." Every real Yolmerian laughs himself hoarse at the sight — and the smell.

Rival clanlords are too bitter and shortsighted to unite behind one of their own. Like true Yolmerian fighters, they enjoy fighting, drinking and sleeping. Running a government is one skill unnatural to the fierce men of this Hold.

Five rival clanlords control major pieces of the Hold; any of them would cut Vire's throat for the crown and the chance to slay his rivals in an axe duel. Vollu son of Voll controls the river valley along the 65-mile long Darting River, in eastern part of the hold. This 6' tall brute has strangled to death a Sea Troll, no mean feat. Roaming and raiding along the Riping River is Rile and his clan, reknown for entering battles wearing nothing but their helms. The sight is said to have sickened even the River Ogres of the Ashwater. The Burning River belongs to the clan of Kole and his twin brother, Kile. These short, husky thugs wield pole arms with the agility of a mountain cat bringing down a wounded deer. Near Del Yoy in northern Yolmer, the Gole Clan robs travellers along the north-south trade route and spread terror along the banks of the Ashwater River as well. After a particularly rewarding raid, the Goles not only bathe in the booty, they "glue" it to their skin with a bitter herbal juice, thus advertising their skill and ferocity. Yolmerian maids are said to swoon at the sight of a Gole clansman entering their villages, weighed down with jewels, rings, necklaces, and perhaps a swaying pot or two swinging from under his beefy arms. Last of the five major rival clans are the Virians, the King's clan. Based in the town of Yolmial in the center of the hold, this most numerous group (totaling 250 warriors) raids, robs and plunders everyone and everything in reach. Virians are the hairiest of all Yolmerians and in bad light, are often mistaken for small Bear-men of Sull and thus persecuted unmercifully.

Figure Summary

Appearance — 5'2"-5'9' humans; fair, bearded and hirsute; very stocky.

Garb/Armor — Leather jerkins (some with greaves), some emblazoned with the redaxe symbol of the land; conical pot helms with a pointy "nose" and cheek guards.

Weaponry — Various pole arms, some surmounted with banners.

Vire — Wears jerkins, helm and carries axe of the land.

Note: *See p.98 for Yolmer's unit statistics.*

ABDERA (10)

With well over 200 miles (320 km) of rugged coastline jutting into Thunder Sound, the green hold of Abdera is home to 2,000 sailors, tobacco-and-spice farmers and fighters. Bordering their enemies Rukon and Yolmer on the south and east, Abderans face the militant and unaligned men of Urda to the north. Anchored in the Broken Cove are the many ships of Abdera as well as those of her principal trading partners, Cavan and Harro. Raids up and down the coast and around the Thunder Spine by Sea Elves and Sea Trolls plague the Spice Land with alarming regularity.

The Land

The broad Ashwater River cuts through northwestern Abdera, emptying into the Broken Cove at Kenlee, one of the hold's two principal ports. The Broken Cove is of great strategic import to any land wishing to dominate the Warring Holds; the Cove offers one of the few safe harbors in all the Holds. Wide and windswept fields of cabbo, the gold-leafed tobacco plant native to the rich black soil of Abdera, stretch from the Ashwater south and east to the rocky foothills of Rukon. Kallu and oram, pungent spices used to season meats and fish, also grow only in Abdera and bring a fabulous price on the docks of Kenlee and its sister-port to the south, Lund, Abdera's capital. (A single pipeful of cabbo sells for as much as 10 silver pieces; kallu and oram are sold by the ounce, fetching as much as 2-5 gold pieces.)

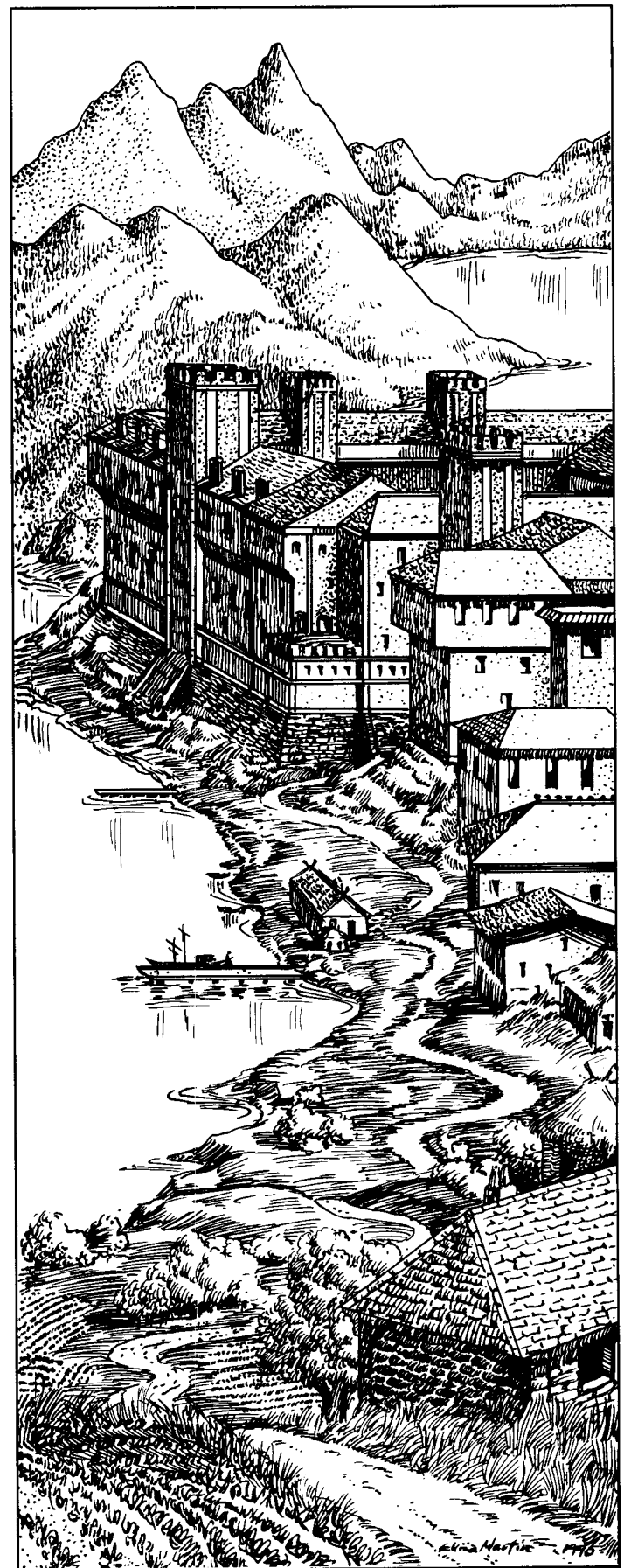
Abdera's other three ports face sporadic attacks from raiding Elves, Trolls and mercenaries. Her 500 warriors are hard-pressed to defend their home-hold. Just across the Sound stands a Major Portal, the Falling Door, just north of the Falling Wood. (Like any portal in the Bladelands, it lures troublemakers and would-be travellers to another land or dimension.). By sheer good fortune, the Bear-men of Sull (Abderan allies) watch over the Portal, although they cannot control it.

The rolling fields and orchards of Abdera's manors and estates run in an unbroken green expanse stretching fifty miles, east to west. Blessed by rains drawn in from the Sound and a rich, black soil unique in the Warring Holds, Abdera's land and climate could be no kinder. (The Abderans have a slogan: *Save the land, and the land will save you.*)

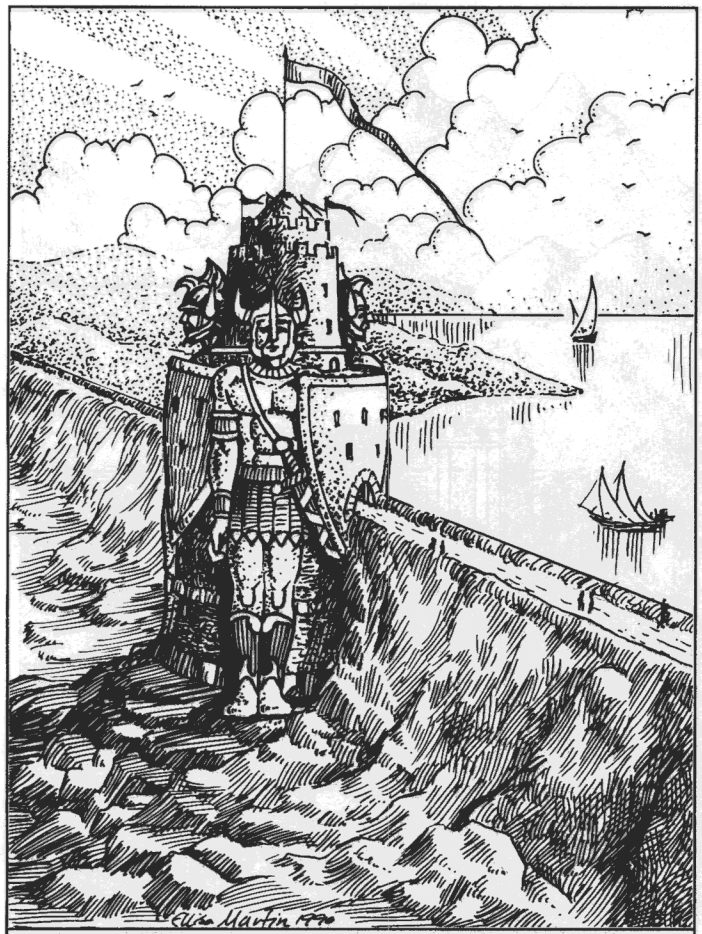
People and Politics

Better suited to seafaring, trade and agriculture, the tall and handsome men of Abdera have had but limited success in warfare. A shortage of experienced warriors indicates to some scryers that one successful campaign by the Spice Land's hostile neighbors could push the Abderans into the Sound. Under attack, King Dura-gar has called upon the mercenaries of Cavan and Harro to help, but they take time to arrive (often, days) and expect to be paid handsomely, as much as 1 gp per day, per man. Both Cavan and Harro have a stake in Abdera's health; their citizens relish a good smoke of cabbo and sprinkle the twin spices of Abdera upon their foods extravagantly. More importantly, most men in Harro and the other Warring Holds who oppose the Jeweller and the Unlife believe they must support each other or face exile or extinction.

Abdera's strength lies in her unity of spirit and the unbroken royal line of the ruling family. The current regent, Dura-gar, has ruled for two decades, and barring disaster, his son will rule after him. Buoyed by the fighting farmers of the green fields and the hit-and-run successes of the Thunder-runners, Abdera's small but tight royal family is firmly in control of the Spice Land's political machinery.



LUND, ABDERA'S CAPITAL



ABDERA'S FAMOUS TOWER/DAM

The Bear-men of the Falling Wood also relish the spices and tobacco of Abdera and have fought at Dura-gar's side, but their effectiveness is limited by their numbers and their location across the Sound. The only long-term hope for Abdera is to make a firm alliance with one of her less belligerent neighbors. King Dura-gar has proposed just such an alliance with Harro and Cavan yet insists upon maintaining his kingdom's independence, a notion the two larger states decry as foolish and vain. Like a doomed wedding pact made to join two enemy-nations, an uneasy peace now exists between Rukon and Abdera. (The alliance is a matter of convenience to Rukon, which often abuses the agreement and never exerts control over Rukonu raiding parties.) The Fortress-above-the-Dam built in the Sound is a source of friction, although Abdera no longer charges a toll of Rukonu in exchange for the promise of peace. Other travellers to wild southern lands must pay 1 gp per crossing.

Distance from her allies and the threat of invasion from Yolmer and Rukon — an aggressive act which could cut off the Abderans from their supporters to the north — make any such an alliance tenous at best. Yet without such a union and regardless of short-lived tactical successes and her seaworthy ships and men, Abdera appears to be doomed to fall to the Blue Vultures of Rukon in the dark and near future.

Warcraft

Abdera's flag displays two sharks diving to form a circle, an obvious homage to the hold's love of and dependence upon the sea for trade and survival. However, the shark's tenacity may be more hoped for than realized in the fighting spirit of the men of Abdera, who are skilled but unfrenzied fighters.

Using the tactics of retiring and feint, Abderan Militia and Regulars have been able to delay the collapse of their fertile hold for months longer than the gold-lenders of Harro have predicted. (Many of Harro's advisors recommend doing little or nothing to "save" Abdera, hoping instead to carve up a piece of the fallen hold for their own use. Such a greedy attitude neglects the ferocious power-lust of Rukon's feared Slavers and Highrunners, among others.)

Abdera's warriors fight defensively, to keep what they have: the fertile land of the Spice Hold and its attendant wealth. They must also maintain free and easy access to the shipping lanes of the Bay, keep control of the calm waters of the Broken Cove and patrol the treacherous rocks and underdeeps of the Thunder Spine.

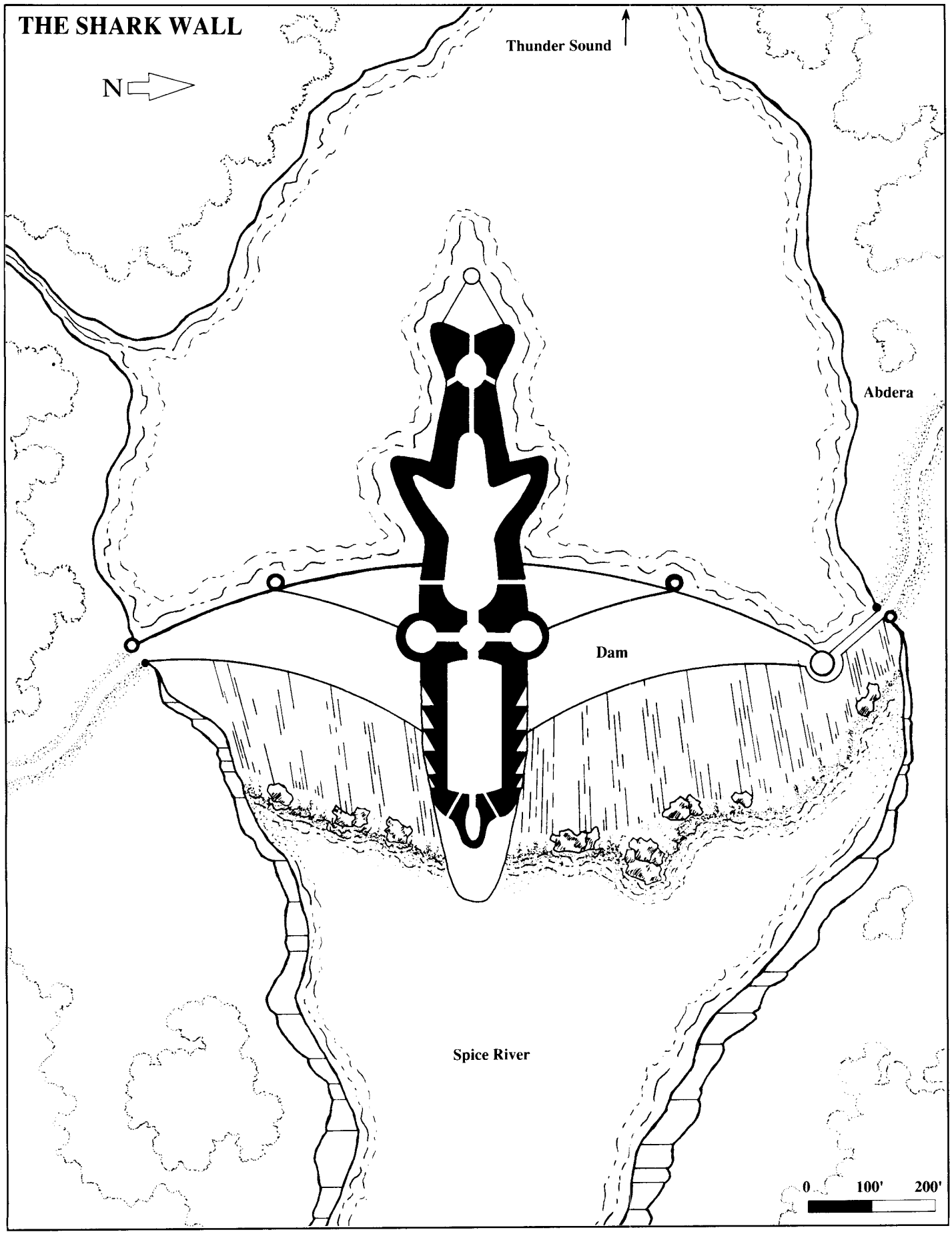
The standard Abderan unit is based on a six-man group of fighters called a "Kal." Masters, who lead a Company of twelve fighters called a "Lu," teach warcraft and weapon use as well as survival skills and herb use. Most fighters are full-time farmers or sailors and lack the "killer instinct." Like most units in the Bladelands, Abderans almost never enter a skirmish on horseback. (Horses are rare and prized, and thus protected from battle and injury.) Defense of the realm is concentrated on the manors and plantations, each of which maintains 1-2 Kals and is fortified to withstand raids and sieges.

Abderan units skirmish in staggered defensive ranks, with the Master or Lord on the left, in the rear. Upon the very rare occasion when all 8 Kal (a full Crew) enter a battle, they march in a line, six deep.

Elite Groups

Abderans revere the sea-faring warriors known as the Thunder-runners above all others. Based at the Shark Wall, the great dam/fort on the Spice River, this elite Crew of 48 men plies the waters of the Thunder Sound and the Spice River as if they own them. Even the Cuth Slavers of Rukon think twice before engaging the Thunder-runners on the high seas. They carry trident and net (to fish, not to fight) at sea, short swords and crossbows upon land. Abderan crews have held their own against foes outnumbering them in countless skirmishes along the coast and inland, on the borders of Rukon and Yolmer. Self-sufficient fishermen-raiders who fight on the rocky coasts of the Bight, Thunder-runners favor stormy seas amd cloudy nights for their rare but effective raids into enemy territory, striking a stronghold or an enemy camp and fleeing before an organized counter-offensive can be set into motion.

The Hold's other crew celebrated in song and poem are the Spice Warriors, an elite band of farmers who protect the broad belly of Abdera's breadbasket. Based at Lund, these well-trained fighters use shortswords, light crossbows and halbards in skirmishes often fought on tricky terrain, a ploy the sure-footed farmers favor. Just a year ago, the Warriors (24 strong) slew 12 River-ogres at the mouth of the Ashwater, losing no men to the Ogres' blades. Master-warriors also use a pike with three forks at the end in imitation of their trident-wielding brothers-at-sea.


THE SHARK WALL
N
Thunder Sound
Abdera
Dam
Spice River
0
100'
200'

Personalities

The current king of Abdera, Dura-gar, is a fiesty, sly old regent with one shortcoming: he wholeheartedly trusts his learned advisor Avun, a tactical genius. Dura-gar is 55, healthy and active. His obsession is passing the reins of power to one of his two sons, Grar and Stire. Both sons covet the crown, and a civil war in the small hold is a possibility once Dura-gar is killed, imprisoned or rendered permanently senseless. In a pocket of his vest Dura-gar carries a small silver "coin" which when cast by the King of Abdera grows and accelerates as it heads toward its target; the coin in fact has serrated edges and can take a man's cleanly off, as a former clanlord of Rukon, Lomar the Silent, can attest to, if he could talk. At home in the capital and coastal port of Lund, Dura-gar relishes sea travel and tales of far-off lands and battles. The rivalry between the King and the fractious Spice Growers, lords of considerable wealth and power, has grown recently, for they fear the King is too old and weak to rule much longer. The Spice Growers own palatial manors in Kenlee, the principal port of the Broken Cove. (The widening split between the Regent and his Lords is exploited by Avun, who plans to use the Spice Growers as his power base until he no longer needs them.)

Unknown to all but himself, Avun derives his uncanny magical insight from ties to the Unlife. His talent for scrying has revealed enemy strategies which were then thwarted by clever traps and deadly ambushes, by sea and on land. Thus far, Avun has resisted the temptation to serve only the Unlife; he remains a brilliant tactician torn between duty and the lust for uncontested power. (The legendary Jeweller has great plans for Avun.) Avun is tall, bearded and has the hypnotic eyes of the Jeweller. Women and winged creatures of intelligence find him irresistible and spill their guts to him before he can ask the first question.

Exerting considerable military power are two charismatic leaders, Landan of the Spice Warriors and Lobsco Cox, Lord of the Thunder Runners. A broad-shouldered gentleman-farmer, Landan is a Spice-lord of Lund. Equally adept at growing kallu or wielding a shortsword with deadly effects, Landan inspires awe and devotion in his men, who total 24 warrior-farmers. On the other hand, Lobsco is a scoundrel who would make himself at home with the River Ogres, were he not so handsome and well-spoken. Two companies of Thunder Runners are fiercely loyal to Cox, who operates out of the Shark Wall, the dam-fort on the Spice River. Cox listens to no one but the King and heeds Dura-gar only when he agrees with the royal commands given him. Were it not for his battlefield prowess and leadership, Cox might find himself rotting in the dungeons below the King's stronghold in Lund, with Landan's sword at his throat. (The two military leaders despise each other and refuse to cooperate on or off the field of battle.) Avun plays them both like a lyre, alternately flattering and berating each for not disposing of the other.

Figure Summary

Appearance — 5'4" to 6'2" male and female humans; fair-skinned; lean and broad-shouldered, with braided beards and long hair.

Garb/Armor — Blue leather armor breastplates and purple shoulder plates emblazoned with the symbol of the hold: two sharks diving to form a circle, one white and curving under blue water, the other shark blue and leaping out of the water across a white sky. Warhelms are open-faced and formed of scaly, purple plates, sleek as the prow of a fast ship, and are crowned with the leaping shark symbol (rather than a plume).

Weaponry — Sailing and the high seas are sacred to Abderans; thus, their Militia fights with trident at sea. On land, pole-axes, shortswords and halbards are standard issue. The light crossbows of Abdera's archers are feared everywhere.

Dura-gar — Wearing a sea-blue cloak and carrying the gold-tipped Sceptre of the Realm. The king carries only a dagger and a rapier, as do most Abderan nobles.

Avun — Wrapped in a white robe splashed by a holy red flame, the shaman carries a rapier and mace into battle. Avun's fierce green eyes are said to cast a spell of inaction upon some opponents, who stand transfixed while an Abderan archer gives them a third "eye" in the middle of the forehead.

Note: *See p.99-100 for Abdera's unit statistics.*

NEIGHBORING GROUPS

Surrounding the ten Warrings Holds is a host of Goblins, Ogres, Trolls and Elves, as well as the mysterious Jeweler. Other races scheme and fight for superiority or survival in the lands west of the Folenna Spikes. To find out more about them, read on!

BEAR MEN OF SULL (11)

A lycanthropic race, the Bear-men of western Folenn constitute a remnant of an ancient religious order with very peculiar origins. Their isolated domain, which roughly corresponds with the Falling Wood, stretches across most of the peninsula known as the Thunder Arm. They call their land and their race Sull.

Background

Generally tall, strong, and hairy, the Sull descended from the Bear Priests of Sulkona. Their woodland culture owes its roots to the arboreal rituals practiced in holy groves all over Folenn prior to the first Soulslayer invasion. This culture unites a diverse group whose racial origins are unclear. Thrown together as a result of a common affliction, the ancient Bear Priests were drawn from the ranks of people stricken with a rare blood disorder associated with bears. The disease, which was erroneously labeled as very contagious, caused insanity, periodic convulsions, scarring, rampant hair growth, and elephantiasis. Extreme cases of this lycanthropy resulted in cyclical body transformations. Victims of this "Bear Sickness" found themselves shunned and were sometimes isolated in quarantined colonies. The community located at Sulkona, the Lake of Frogs, was renowned and contained the most pronounced examples of the illness.

Over the centuries, this group produced a stable, theocratic society with its own distinct culture. Their leaders forecast weather and predicted the changes in the Essence Flows better than any of their "normal" rivals. Bear Priests developed a dependable reputation as information mercenaries, and cemented ties with the mighty Duskwalkers. When the Soulslayers of Murlis assailed Folenn, the Lords of Sulkona helped create charts for the enchanters who originally summoned the Bladestorms.

Sull Society

Many different races contribute to the makeup of Sull society. Bear-men come in all shapes, colors, and sizes, although most are hardy, hirsute, and ugly by the standards of other Men. They carry the physical scars borne out of their common illness.

Suspicious, introspective, and fierce, Bear-men also live with the emotional scars of a stigmatized society. They rarely travel or forge emotional bonds to other peoples. Sull scoff at treaties and promise little or nothing in their dealings with the outside world. While neither vicious nor violent, they respect force. Deeds, not talk, move the Bear-men.

Sull make fine hunters, warriors, and woodsmen. Sea Elves call them "Wildwooders," for they are masters of forestry and woodcraft and care little for trinkets valued by other races. The Sull employ unique forms of magic tied to fish or wooden objects. They work with wood and live inside and atop sacred trees. Bear-men even befriend certain trees, who they believe are inhabited with very active spirits.

Like true bears, however, the Sull roam beyond the woods and embrace a variety of interests. Bear-men enjoy fishing, swimming, and caving and relish physical sports. They jealously guard open vales, streams, and ponds (especially the Lake of Frogs). Sull carvers even hollow and shape logs, which the Bear-men use as covered boats or submarines for use on the Thunder Sound.

Bear-men always change into a bear-like form for one full day whenever Orhan's lunar cycle dictates that there is no moon. They fall into a brief coma during full lunar eclipses. This cycle governs Sull life. One day in every lunar month (Kulthea's five months each last for 70 days!) is set aside as the Dark Hunt.

Some Sull can adeptly control themselves and bring about lycanthropic changes at other times. They are capable of willing themselves into bear-form through concentration and frenzy (either as rage or as a ritual dance). Other Bear-men lapse into bear-form whenever they are enraged.

Most of the time, the Sull live like other Men. They maintain a close-knit matrilineal society centered around small, scattered communities containing two to ten extended families. They speak their own language, Koleen, and enjoy a rich oral tradition based on epic songs. No people dance more than the Sull, and no group embodies a better understanding of the weather or the seasons.

Strongholds

Two Sull towns deserve special mention. The oldest and largest is Sulkona, which is located on the western shore of the small Lake of Frogs on Thunder Arm, about sixty miles southeast of Thunder Tip. The site overlooks Thunder Sound and commands an old path up the leeward side of the peninsula. Constructed on high ground, it occupies three concentric circles of artificially-joined (350' or 310m tall) redwood trees. The whole area occupies a space about 330 yards (300 meters) in diameter. An shaded yard located in the center of the community serves as a gathering place and dance floor. It serves as the village bailey, for Sulkona is akin to a natural castle comprised of towers and gantries. The town makes a fine capital.

The second largest town in Sull is called Akoleen. Situated on the strategic Sull Inlet about fifteen miles southeast of Sulkona, it is a port community. Here, non-Sull are allowed to enter the Bear-men's lands and conduct limited trade or missions. Like Sulkona, Akoleen's buildings are constructed inside and atop a grouping of tall redwoods, but many of the village's larger shops and dwellings stand close to ground level. Some adjoin docks or quays. Only a third of the town is properly connected and fortified.

Politics

The Bear-men are internally unified and elect a new Priest-king during each winter solstice. (In accord with the Eighth Rule, no Priest-king can succeed himself, so every election is an important and storied event.) He or she presides over the governing body responsible for the election. This so-called Meet is comprised of community elders that each represent a pairing of extended families.



BEAR-MEN VS. URDA

Sull lands lie between two great Sea-troll (Torka) fortresses and adjoin the Sea Elf (Shulur) domain located to the southwest. Neither the Elves nor the Trolls like the Bear-men, so fighting along the Sull frontier is endemic. Fortunately, the Sull understand the value of traps, and their girdle of woodland defenses claims a healthy enough proportion of invaders to turn back most incursions.

The Bear-men also fear attacks from the Warring Holds. Although they regularly trade with the Abderans, with whom they maintain a sort of long-standing "friendship," they remain at war with both Rukon and Urda.

Warcraft

The Sull fight in either man- or bear-form. They prefer the latter when seriously threatened, but they usually engage an enemy on more normal terms. Bear-men maneuver better as Men, for they cannot create formations when they adopt bear-form.

Every able-bodied Sull is trained to fight, and every community fields a levy. There are no elite or professional Sull warriors, but the average Bear-man can waste any Man or Elf in close combat.

Personalities

Twice Priest-king, Wame of Sulkona is the most revered mage, dancer, and actor in all of Sull. Somewhat schizophrenic but undoubtedly passionate and brilliant, he is a shrewd tactician and politician. He carries a magic, bluish-grey staff made from a twisted redwood root and carved to look like the neck and head of an enraged mongoose. Besides serving as a two-hand war club, it enables him to change his guise. Wame becomes anyone he has every seen after a simple, quietly hummed command. Normally, he is comfortable being himself, but rumors abound about how he served a year as Priest-king under a separate identity.

Wame is somewhat ostentatious by Sull standards. He wears a quilted, yellowish leather jerkin trimmed with mongoose hair. which is dyed gold to match Wame's own hair. A red bear paw, the symbol of Sulkona, adorns the forehead of his helm.

Hame Koneenan wears quilted, black leather jerkin is trimmed with white sheep fur and emblazoned with a white bear paw, the symbol of Akoleen. He is the most exalted of all the Bear-men and has long served as the principal Priest in Akoleen. He now acts as the Priest-king of the Sull and spends much of time living in or traveling to Sulkona. This is his fourth term as Sull overlord. His followers refer to Hame's magic, silver 2-hand, Troll-slaying sword (which is inlaid with mother of pearl) as the Kingsblade. They want to abandon the Eighth Rule and retain Hame as permanent Priest-king, but the old warrior despises he idea. Hame is a quiet, modest figure who embodies the very best in Sull society. A superb fighter, craftsman, and singer, he is at home with himself and has no need for political accolades.

Figure Summary

Appearance: 6'2"-7'2" lycanthropic men; extremely strong bodies; brown, black, blond, or reddish facial hair; green, hazel, or grey eyes; fair to ruddy skin; heavy brow and thick features. When in bear-form they look like large, nimble Kodiak bears, varying in color (according to their hair) but always standing at least 8'0" (add 2' to their usual height).

Garb/Armor: Quilted, fur-covered, jerkin; helm shaped like stylized bear-skull; green cape emblazoned with symbol of the single bear claw..

Weaponry: Great-sword; staff.

Wame — Carries a magic, bluish-grey staff made from a twisted redwood root and carved to look like the neck and head of an enraged mongoose. It serves as a two-hand war club. He wears a quilted, yellowish leather jerkin trimmed with mongoose hair. which is dyed gold to match Wame's own hair. A red bear paw, the symbol of Sulkona, adorns forehead of his helm.

Hame Koneenan — Wears a silver helmet shaped like the head of a ram. Bears a silver 2-hand sword, which is inlaid with mother of pearl. His quilted, black leather jerkin is trimmed with white sheep fur and emblazoned with a white bear paw, the symbol of Akoleen.

Note: *See p.100 for Sull's unit statistics.*

GOBRUL (MOUNTAIN GOBLINS)(36)

The Lugorku, or "Goblin-races," reside in remote, rugged areas all over Folenn. Called "Darklings," these vile, grotesque creatures comprise two related races: the diminutive Goblins (Gorlu) and the larger, more fearsome Lugrôki. The Lugrôki, or Greater Goblins, reach heights of up to six feet and have more exaggerated features. Lesser, or low, Goblins are called Gorlu. Their tribes haunt the subterranean landscape throughout the Bladelands.

Background

The wiry Gorlu average about three and a half to four and a half feet in height. They have long, thin appendages and thick, greenish-yellow hides. Their large, wide, rounded heads and sharp teeth contribute to their bizarre, sinister appearance. Hairless, toeless creatures, they are poorly adapted to the variable climes of the surface.

Like all Lugorku, Goblins shun the sun and despise moonlight. They live and labor beneath the earth. They only venture out on cloudy or moonless nights, when they can operate in the relatively stable nocturnal temperatures.

Goblin Society

Goblins spend their lives mining and fashioning complex but crude caverns. They make fine smiths. Their ability to smelt and fashion metal is unparalleled. Goblins rarely make items unassociated with stone-work, metal-work, leather-work, or fighting, but they have refined such implements. While crude in appearance, their tools and weapons perform exceptionally well.

Raised as laborers and warriors, Goblins respect little but brute force and tribal loyalty. They are without exception cannibalistic, bloodthirsty and cruel. Their chaotic nature makes them uniformly undisciplined. Gorlu break into unrestrained frenzy unless serving under a "focused will." They attack or flee with unpredictable abandon. Only a strong leader can harness them and keep them battle-ready.

The Folenna Spikes shelter three large groups of Gobrul, or "Mountain Goblins." Squeezed between the Loara Dwarf-kingdom to the east and the Warring Holds to the west, their domains stretch across a narrow four hundred mile long swath of mountains. Their confederation is undoubtedly the most powerful of its kind. The West-goblins not only fend off but threaten their extremely hostile neighbors.

Gobrul speak, organize, reason, and fight better than other Goblins. Mountain Goblins even use a written language. Gobrula texts are rare, but their inscriptions adorn ceremonial halls throughout their domain.

Like all Gorlu, Mountain Goblins are born, live, fight, and die in darkness. They abhor light and are blinded by the unshielded sun. Nonetheless, the Gobrul can operate in moonlight or under very cloudy skies. They create a much more troublesome threat than their lowland cousins.

Strongholds

The westernmost Mountain Goblin confederation concentrates in the mountains east of Kulm and Ekeren. Three tribes occupy a trio of cavern-holds along the Goblin Road joining the Slaywater valley to the Ashwater Canyon. The three sites trade with and war upon one another, but most of their energies are directed toward raiding the rich Warring Holds to the west.

Sark is the northernmost of the Goblin-towns. It occupies the interior of Pale Mountain and overlooks the springs feeding the Slaywater. The Ironwater Valley and Cavan's southern border lie less than 25 miles (40 km) to the north. Standing only about 15 miles (24 km) from both Kulm and Ekeren, Sark threatens the heartland of the Warring Holds. Small wonder that Sark is always in a state of war-readiness. Ten iron doors bar its entry passage; fires burn beside the murder holes that line the ten overhangs guarding the outer gate, keeping huge cauldrons of hot oil at a constant boil.

Located about 30 miles (48 km) northeast of the River Ogre settlement at Morgatas, Von sits halfway between Sark and Drong. Its central but somewhat isolated position makes it an ideal site as the capital of the West-goblins. Von serves as the seat of the High King of the Mountain Goblins and is the most elaborate of the Gobrula strongholds. Rich veins of jade and rubies cut through the complex. Stone facades adorned with carved inscriptions cover the walls flanking the wide ceremonial entrance passage.

Drong controls the Ashwater Pass, the route between the Ashwater Canyon and the Dwarf-kingdom of Loargan. Strongest of three Mountain Goblin settlements, it is surrounded by huge peaks and is guarded by a precipitous cliff. The low, arched gate faces the smoldering Ash Lands that stretch across the highlands to the southwest. This vast wasteland serves the Drongu well, for it provides an ideal raiding conduit into Ekeren, Yolmer, and Rukon. A constant threat of Dwarf attacks forces the Mountain Goblins to maintain a large garrison and keeps them from fielding anything resembling an invasion force.

Politics

Fiercely independent, the three Mountain Goblin tribes cooperate grudgingly. Each prefers to follow its own overlord. Only the Vonu openly support the idea of a High King. Their brethren resist interference from the Court of Von and pay little attention to the Great Goblin's (Jard's) edicts. While he exacts a healthy tribute in captive-sacrifices, trophy skulls, and silver, Jard receives only nominal respect.

Both of the Great Goblin's vassals covet his throne, believing that they can unite the West-goblins and embark on a campaign of conquest. Neither realizes that the High King is as shrewd and as tough as they come; neither understands that no lord can subjugate the western Gobrul. So they quietly plot to kill and supplant Jard. Dangu hopes to accomplish this feat using Jard's brother Kogard as an assassin, while Uparg plans to lure the Great Goblin out of Von and into an ambush.

The Great Goblin has designed a different scheme. Realizing that Dangu and Uparg might act together out of a common jealousy, Jard intends to play the two vassals against one another. The High King knows that Von will benefit from a war between Sark and Drong, and he feeds both rivals a steady stream of arms and misinformation.

Warcraft

All three western Mountain Goblin tribes carry a rectangular flag bearing the symbol of their confederation, a pair of crossed silver picks on brown field. Some units carry individual tribal banners, which they suspend from their borer-pikes. Larger groups also emblaze their tribal emblem on their war drums. The Gobrul often march and fight according to drum-commands.

Depending on their weaponry, Mountain Goblins fight in both open and closed order. Miner-warriors equipped with borer-pikes prefer to operate in tightly aligned phalanxes, while Gobrul wielding two-hand weapons melee in a looser structure. When operating with combined groups, Goblin commanders prefer to keep their pikemen in the center of the line, employing their more freewheeling forces on the flanks.

Regardless of their alignment, Mountain Goblins like to attack rather than stand their ground. Gobrul often run when forced on the defensive. Only well-disciplined guards consistently hold firm when halted by a larger or more aggressive foe.

Elite Groups

Each Mountain Goblin tribe fields an elite guard. Led by the King or his most trusted warlord, they form the backbone of the army. The three guards also insure stability within each tribe, for they guard their respective Kings from the constant spectre of being overthrown.

The strongest fighting force among the Gobrul, the Sarka Guard rarely rests. They raid virtually every night, striking deep into the Warring Holds in order to take captives, plunder rich mines, and slay appointed victims. Unpredictable and highly intuitive, they "feel their way" through campaigns. Their apparent capriciousness makes them virtually impossible to pin down. They are as elusive a foe as can be found in the Warring Holds. Even their garb is designed for covert action. Sarka Guards wear brown and grey-striped armor resembling Mountain Tiger hide. This camouflage enables them to blends into the nocturnal landscape.

The Vona Guard protects the Great Hoard at Von and accompanies the High King whenever he leaves the capital. While less battle-tested than their Sarka counterparts, they are better equipped. They fight with gilded picks and finely-made shields and wear black rigid leather jerkins. The Vonu's heavy boots are fitted with greaves and their steel caps are adorned with their lord's emblem, a pair of crossed gold picks.

The Dronga Guard is larger than those of Sark or Von. Their commonplace equipment betrays their less exalted status. Other than their iron pot helms, they resemble a normal Mountain Goblin group. Led by King Uparg, they operate as Drong's principal offensive threat. The rest of the Drongu generally remain at home at all times, guarding against the possibility of a Dwarf assault.



GOBLINS VS. KULM

Personalities

Dangu is the King of Sark. Vile and predatory, he hungers for blood and revels in battle. His Sarka Guard provides him with a steady stream of captives, each of whom he personally "sacrifices" — to himself. Dangu rarely accompanies his guard on raids, but they reflect his highly instinctual nature. Friends and foes alike refer to the lord of the Sarku as the Goblin Tiger. Dangu carries a thin, three-edged, two-hand sword with serrated edges. His helm looks like a Mountain Tiger's head, its maw open around his face so that the fangs guard his cheeks and temple. Dangu's dark brown armor is adorned with silver studs.

Jard, King of the Goblins of Von and High King of the West-goblins, is greediest and most aggressive of the three Goblin-lords. Jard wields a pair of silver-covered steel weapons, the two exalted Goblin Picks. Each is masterfully adorned with a magic, jade inlay. Both double as throwing and melee weapons. Should either be throne or simply dropped, it will return (upon command) to whoever holds the companion pick. Jard wears an open-faced gold steel helmet. His black armor is trimmed with gold and emblazoned with crossed gold picks.

The King of the Drongu, Uparg is smartest of the three Goblin-kings. He is brilliant craftsman, engineer, and politician. But for the Dwarf menace that threatens Drong's survival, he might be High King of the Gobrul. Uparg's secret alliance with the Jeweler may eventually free him from this threat, but he now remains embroiled in a deadly conflict. Although his consort Gorkida actually manages civil affairs within Drong, the Dronga King cannot leave the city without risking utter disaster. Uparg fights with a battle axe with blades engraved to look like Goblin-heads. His greyish leather jerkin is inlaid with small, silver plates.

Figure Summary

Appearance: 3'6"-4'6" humanoids; rμounded heads; snub-noses; wide mouths; greenish-yellow skin.

Garb/Armor: Leather caps; clogs; brown, soft leather jerkin emblazoned with crossed silver picks.

Weaponry: 2-hand war-mattock; 2-hand serrated sword; battle-axe; borer-pike.

Dangu — Bears a thin, three-edged two-hand sword with serrated edges. His helm looks like a Mountain Tiger's head, its maw open around his face so that the fangs guard his cheeks and temple. His dark brown armor is adorned with silver studs.

Jard — Carries the two silver-encased Goblin Picks, each adorned with a magic jade inlay. Each acts as both a throwing and melee weapon. He wears an open-faced gold steel helmet. Trimmed in gold, his black armor is emblazoned with crossed gold picks.

Uparg — Wields a battle axe with blades engraved to look like Goblin-heads. His greyish leather jerkin is inlaid with small, silver plates.

Gorkida — Uses a 2-hand war mattock surmounted by a head that resembles a Spitting Cobra. Her grey rigid leather jerkin is inlaid with a coiled silver snake emblem.

Note: *See p.100-102 for Goblin unit statistics.*

DWARVES (LOARU) (37)

Dwarves are an ancient and introspective race. Also called "Loaru," they are descendants of the Three Loarom Brothers, the Gods of the Earth, Water, and Darkness. Their three tribes share a common history, mythology, and worldview; however, they differ according to the Brother that sired their line. Each tribe reveres the Loarom as a group, but they trace their lines to one patron God, whom they consider their progenitor. Although Dwarves consider mountains sacred, each tribe favors its own "tribal essence." The Earth Tribe worships stone, while the Water Tribe pays homage to Springs, and the Dark Tribe draws strength from black chasms.

Background

Stalwart, long-lived, and fierce, Dwarves exhibit a suspicious nature that prevents them from forming emotional ties with other peoples. Loaru respect force and operate in accord with their own strict code. These laws reflect their exceptionally unsympathetic, proud, greedy, vengeful character. Still, Dwarves are neither cruel nor war-loving.

Loaru rarely sign treaties, forget favors, or forgive transgressions. Their brief, narrowly construed alliances serve very specific and pragmatic needs. While they are often willing to put aside their feelings for a time in order to survive or increase their fortunes, their love or wrath remains unwavering.

The Loaru are uniformly short and stocky. Males average about 4 to 5 feet in height. They have deep-set eyes, dark hair, and thick features. Most have pale or ruddy complexions, but the skin of some clans exhibits a perpetual stain, a dark color imparted by millenia of mine-labors. Dwarves usually grow their hair long and never cut their beards, although they wrap or braid their hair in order to keep it out of their way. They are invariably pragmatic. This is also the case with their garb, which tends to be utilitarian and relatively plain. As with their architecture and toolwork, Dwarves prefer subtle but marvelous embellishment to useless opulence.

Extremely strong and sturdy, Loaru live an average of about 200 years. They are virtually immune to disease and environmental extremes. Those that perish while still young normally die in battle.

Dwarven Society

Relatively unfertile and slow to marry or reproduce (females constitute less than a third of their kind), Dwarves rarely produce offspring. They know of magic and certain enchantments, but generally scoff at the ways of conjurers or the use of spells, preferring instead to use such power in the making of physical items.

Dwarves speak Loaran, a guarded tongue employing two sets of vocabulary and inflections. Inner Loaran, which is rarely recorded, is known by virtually no one but the Loaru. Outer Loaran serves as their language of trade, politics, and commerce. It is used whenever non-Dwarves might be present. Dwarven monuments only bear text in Outer Loaran, which is inscribed in Stane, a runic script employed by stone-carvers.

Both forms of Loaran are marked by harsh consonants and utilize two-consonant patterns to denote common concepts. For example, "LR" structures refer to the Dwarves or things essential to the Dwarven identity (e.g., Loaru = Dwarves; Loaran = Dwarvish). "KT" words denote concepts associated with war (e.g., Kotor = War; Kota = Warrior or Man; Kotaru = Army).



DWARVEN STRONGHOLD OF ONG CHAME

Threatened by harsh winds and saddled with poor soil and a harsh topography, the Rukonu eke out a subsistence economy that supports its powerful warrior class. Slaves and horses comprise their chief exports, which are exchanged for arms and essentials like wood, vegetables, fruits, and even grain. Rukon offers virtually no farmland, so herding, hunting, and raiding dominate everyday life. The beautiful, desolate landscape tempers the spirits of her warriors, who believe that soldiering is an honored profession — a notion supported by every strata of society.

The Loaru have superior sight underground and in places of near total darkness. Their crafts are superb, and they are unsurpassed workers of stone. Like the Goblin-races, they are masters of mining and metalwork. Dwarven works, however, include many sophisticated mechanical devices. The Loaru also take pains to impart to their creations a sense of beauty as well as strength and utility.

Anyone interested in mining or warfare keeps a close eye on Loara wares, but Dwarves sell to whomever they please. The Loaru conduct trade according to their own whims. They refuse exchanges with enemies or overly-proud purchasers. Dwarves exact a good price and leave little room for bargaining and bickering.

Strongholds

Like Othmonu, whom they fear and despise, Dwarves reside in underground strongholds. These palatial and labyrinthine delvings serve as homes, fortresses, factories, and mines. They exploit the unseen riches tucked beneath the earth, transforming the rawest of ores into objects of remarkable delicacy and splendor. Dwarves craft all sorts of goods using stone and metal, even intricate machines incorporating pulleys, springs, and gears.

Loara lands stretch throughout the north-central part of the Folenna Spikes. Flanked by Goblin territory to the west and south and alpine wilderness to the north and east, it is a dangerous setting. Only a narrow passage opening northeastward into the Wailing Wood affords the Loaru with a safe avenue to the outside world. The ninety-mile long subterranean road, known as the Avenue of Bars, joins all six of the Dwarven cities and is one of the busiest conduits in all the Bladelands.

The most famous of the three Loara lines is that of Lyskota the Demonkiller. His twin cities lie due east of the Goblin-hold at Drong, in the northwestern corner of the Dwarf-lands. Both towns cut into the side of Lyskota's Spike, the second tallest mountain in the region. Luarp faces northward and serves Lyskota's home. Its sister-town, Loarnapal, looks southward over the upper Slaywater Valley. Loarnapal contains some of Folenn's richest ores.

Likota the Troll-hunter rules two cities of the Water Tribe in the westernmost Dwarf-lands. Called Likarp and Likapal, they both face westward toward the wild Ash Lands. A three-mile long elevated causeway built over a subterranean river unites the towns. Each site is self-sufficient, but marriages invariably occur between, rather than within, the communities.

Kotarp and Kotapal, twin cliff-cities of Akota's People, stand fifty miles southeast of Horse Pass. Tucked beneath Slave Horn, the towns command all the routes into the southern Dwarf-lands. Anyone traveling through the Horse, Slave, or Warwater Passes crosses the Folenna Spikes beneath the gaze of Akota's vigilant guards. Both Kotarp and Kotapal share the same impregnable design. Carved as a series of stacked circular bastions, the cities' look like inverted ziggarats crowned by mountain greenery. They make an appropriate abode for the Earth Tribe.

Politics

No one Dwarf rules the Loaru. Power rests in the three tribal kings, who normally act according to their own desires. During wartime, the oldest of the three Kings presides over the War Sitting. His word breaks ties and his plans hold sway unless overruled by both of his compatriots.

The three monarchs face few restrictions, all of which are embodied in the Brothers' Law. Each King is obliged by the Law's Old Section to support other Dwarves against non-Dwarves, although no Dwarf is estopped from attacking his kinsmen. According to the Middle Section, the King may not imprison, censor, or execute another Dwarf without an order derived from a fair trial. The New Section compels Dwarf-kings to summon Counsel no less than twice a year. This involves a Counselor speaking for the Sitting of Six, a group of retired war-priests who hold sway over the King for a period of one week per summoning.

Lyskota, King of the Dark Tribe, is currently the most powerful figure among the Loaru. His People worship black chasms and focus their efforts on deep mining. Accordingly, he is preoccupied with subterranean threats, such as Goblins and denizens stirring out of the Ash Lairs. Lyskota hopes to launch an expedition into the Ash Lands which would wipe out many of his most feared enemies, but the other two Dwarf-kings are more concerned with crushing the River Ogres of Cula and Kel Ogru. A increasingly difficult schism exists between the Dark Tribe and Likota's and Akota's peoples. Lyskota's son and heir, Yukota, fuels the fire of the dispute in hopes of toppling his father and seizing control of Luarp and Lornapal.

Warcraft

The Loara emblem symbolizes the Dwarven preoccupation with material wealth and warfare. Both their shields and their round standards bear the emblem, a gold triple-axe (3 axes arranged like a Y) arrayed across a blood-red triangle and set on a black field.

Dwarves typically maneuver in tight ranks, breaking only to loose a barrage of throwing axes or hammers. Then, they draw melee weapons and close their spacing. Their reliance on two-hand weaponry and small, round shields precludes any sort of shield wall, but Loara warriors like to use ganging tactics. Every other Dwarf will fend off the foe facing him while attacking the enemy across and to his right.

Dwarven arms are peerless. Quality rolled steel and hard welding insure that Loara weapons will equal or crush the best the enemy can offer. Given this advantage, Dwarves often simply slug it out with an enemy until the foe weakens or breaks due to weapon or physical fatigue.

Elite Groups

Each Dwarf-town fields an elite guard. These six groups form the backbone of the Loara army. Lyskota's two guards, the Black Guard of Luarp and the White Guard of Lornapal are the largest of these groups. Akota's Bridge Watch is the smallest, but no one has ever properly defeated them in a melee. Slaughtered to the last warrior twice, they have never broken ranks nor surrendered their round war-standard.

Only one other Dwarven contingent, the exalted Law Keepers, enjoys higher accolades. War-priests fill the ranks of the Law Keepers. Selected for their piety and prowess, they are drawn from all three tribes and maintain quarters in each of the six Dwarf-holds. The group quarters together and rotates residence according to a



A GIANT BATTLES DWARVES

bewildering seasonal pattern. They are entrusted with enforcing the Brothers' Law and are considered sacrosanct. Anyone in their charge is immune from prosecution. Accorded both respect and an unlimited stipend from the fearful Dwarf-kings, they comprise their own wealthy, insular society. Their black robes are trimmed with a golden thread that matches their golden armor, helms, and pole-axe blades.

Personalities

Rash and fiery, King Lyskota wants to disband the Law Keepers. He sees them as an impediment to his goal of uniting the Loaru in an open war against the Agathu and Gobrul. His fixation on eradicating the Demons that slew his older brother borders on the irrational. His disdain for the Brothers' Law accentuates his prejudice and concerns everyone outside the Dark Tribe's Sitting. Even his son Yukota believes that Lyskota is insane. Cloaked in brilliant red robes and given to wearing multishaded blue armor, Lyskota loves to shock his brethren. He cares little about plots and innuendo, for he is a pure warrior, and he knows that he is the best the Loaru can offer.

By contrast, Likota is a quiet King who guards his strong ties with the Law Keepers. A fast friend of Yukota, he hopes to enlist the Law Keepers in Yukota's plot to overthrow Lyskota. Rescued as a youth by a deranged Mountain Goblin during a snowstorm, he has no desire to attack the Gobrul. His Water Tribe shares the Goblins' enmity toward Trolls, and Likota believes that the Gobrul act as a fine buffer against Torka incursions. The Dwarf-king hopes to keep the peace, seal the Dwarf-lands' borders, and open regular trade with the Warring Holds.

Akota usually supports Likota's aims, but the two Kings differ about how to deal with Goblins. While Akota shuns outright war, his warriors regularly hunt the Gobrul. Akota trusts no one, not even a Dwarf, and he has slain both of his wives out of misplaced jealousy. He rightly believes that the Mountain Goblins will eventually overrun the Dwarf-kingdom unless kept in check. He wrongly believes that both Lyskota and the Law Keepers want him dead.

Figure Summary

Appearance: 4'-5' dwarves; stout and strong· large heads and appendages; ruddy skin; long, thick, braided hair and beards.

Garb/Armor: Chain hauberk; full helm shaped like stylized head of (one of various types of) cave beast (bat, cave-drake, subterranean gar-fish, etc.); black surcoat emblazoned with gold triple-axe set over a blood-red triangle.

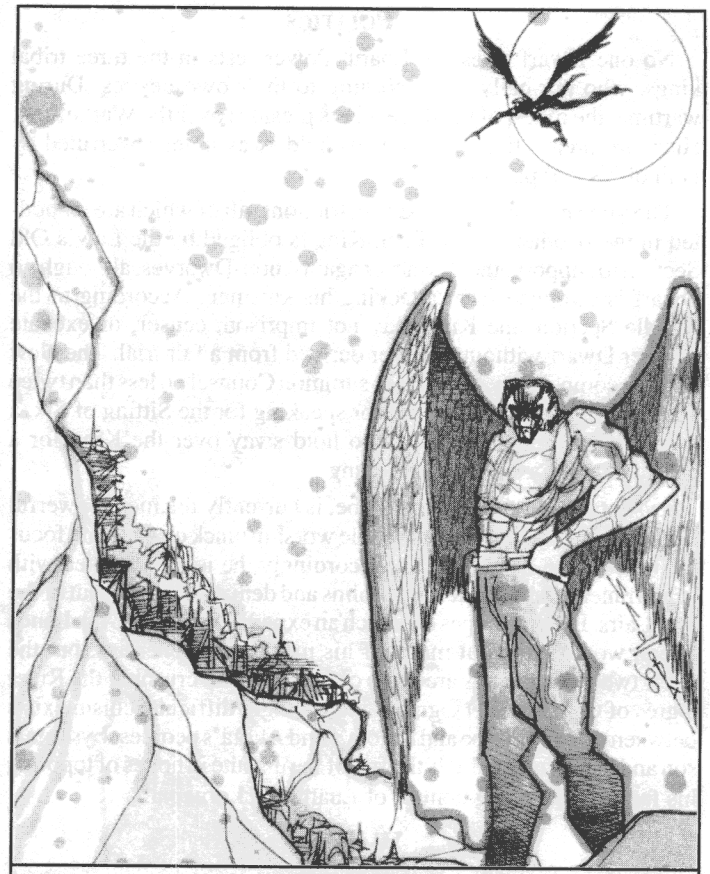
Weaponry: 2-hand war-mattock; battle-axe; pole-axe; warhammer and round or triangular shield (faced with triple-axe symbol).

Lyskota — Carries a black battleaxe engraved with the names of his victims. He wears a red surcoat trimmed with blue Gark fur. His bright blue chainmail matches the hue of plates adorning his dark blue helm. His black and red shield is emblazoned with a white triple-axe, the symbol of the Dark Tribe.

Likota — Wears a silver helmet shaped like the head of a gar-fish. Bears a silver pole axe. His dark blue and black, checked surcoat covers his silvery armor.

Akota — Carries a red handaxe with a head made from magic glass. Wears a golden helmet shaped like a bat-head. Draped over black chain mail, his red and black striped surcoat is made of fine silk.

Note: *See p.102-103 for Dwarven unit statistics.*



A HIRAZI-TOWN

HIRAZI (38)

Winged people so lean their bones show through their blue-veined skin, the Hirazi are a noble, blue-feathered race. The Jewel Slime greatly empowers their weapons and gives them hope of survival. Only 500 Hirazi have survived the ravages of the last century.

Background

Hirazi sculpt grottos in rocky, icy ledges high above the treeline in the Folenna Spikes, where Thyfur (War Eagles with a 30' wingspan) and Drakes rule the skies. Below, Jewel Pools erupt like small volcanoes of glittering intensity, so bright men have gone blind watching them.

Sudden, disastrous storms and impossible footing make raiding the Hirazi Jewel Pools unlikely except in the summer, when brief and erratic spells of warm weather makes an assault on the mountains feasible. The men of Rukon, Yolmer and Ekeren are especially intent upon seizing Jewel Slime, as they live nearby and are tantalized by the proximity of such great power and wealth.

Hirazi Society

In the fall and winter months (which last 70 days each), about half of the Hirazi live in rocky caves in far eastern Ekeren and Rukon. Five clans totaling 150 winged folk pass those two seasons at the origin of the Ashwater, in the high foothills of the Spikes. There, they find plenty of fresh water, fish and fowl to eat, and solitude, for fall and winter are bitterly cold, and few men dare to challenge the mountains in those intemperate seasons. Further south, above Thol in northeastern Rukon, three Hirazi clans (numbering almost 100 individuals) live in the same two harsh seasons. The Horse River offers plenty of pure drinking water; the rugged landscape and fierce fall and winter storms discourage intrusions into Hirazi Ledges.

Politics

At peace with the winged folk, Air Drakes and Thyfur serve to discourage incursions into the Hirazi realm. Thus, although few in number and long-suffering, the winged folk rest easily at night and have hope of a peaceful future. Related in temperment to the lowland, riverine Ankori, or so-called, "Duck Races," the Hirazi seem out of place, out of time, and perhaps, out of luck.

Led by their King, Veno, the Hirazi have enhanced all their swords with Jewel Slime. When struck by one of their blades, the foe feels all the fires of the Underworld in the cut; his fever rises like a fire fueled by demons, and he dies shivering, babbling and screaming in terror and pain. (Typically, Urdans believe there is no finer death.)

There is great family and clan unity among the Hirazi; the worst punishment is banishment, not death. Hirazi spurn contact with all land-dwelling creatures, judging them inferior. The defense of the Ledges rests entirely with elite Warrior-Mages, protectors of the King and the Realm. The ancient code of the Hirazi dictates that those of evil or destructive intent must be driven from the Ledges with all haste. Such banishings occur once every ten years at most.

Warcraft

With 12' wingspans, the Hirazi are awesome to watch in flight and inspire terror in many men the first time they see the winged folk swoop into battle. But truth be told, the Hirazi are second class warriors weighing just 60 to 90 pounds. In skirmishes, they imitate the attack of a band of hawks, dipping one after another and never finishing off a fallen foe with their magical swords. Vulnerable to bow fire and close melee, the Hirazi avoid such tactics at all costs. When two or three of their warriors are felled in a skirmish, the remaining fighters tend to gather together and flee to the safety of the Ledges high up in the Spikes. There, they pass a day mourning their dead brothers before risking their lives to retrieve their bodies, which must be set abalze upon a rocky pyre to satisfy the Hirazi gods.

Elite Groups

The Wing-men's flag shows a silver eagle's head against a blue field. Superb fliers, Hirazi are also gifted with the ability to withstand extremes of cold and thus prefer to fight (when they must) high in their home reaches. Warrior-mages use arcane magic unknown elsewhere in the Warring Holds.

Once the fiercest of all Hirazi fighters, Huul has been banished from the Ledges. Reknown for his use of two shortswords while in flight — no mean feat — Huul slew a pair of Goblins near Dreng last year, a skirmish recorded in Hirazi folktales. Yet his name is mentioned no more, for he defied the King and openly courted the blue-eyed warrior-Queen Kua. (For more about Huul's fate, read *Personalities* below.)

Led into skirmishes by the King and Queen, the Hirazi form into a run of ten, five lines of two each, hoping to appear formidable. They swoop into battle either one at a time or in pairs and keep a close watch over each other.

Fighting to survive, the Winged Folk place little value upon war and its attendant skills; thus, they have no great heroes to celebrate in song and poem.

Personalities

As shy and peace-loving as the rest of his folk, Veno is a natural leader and follows his father as regent of the High Mountain Grottoes. He scorns men as petty, venal and fallen. His goal is to keep his people alive until greed leads the wicked men of the Holds elsewhere. Veno loves his wife and pines for the banished Huul, once his best friend.

Leader of the Warrior-mages as well, Veno faces an unknown rival: his mate, Kua. Complicating the scene is the recent arrival of an envoy from Cavan, the son of Colur Relp, really a spy. Kua is flattered by the envoy's attentions; what he wants is yo locate and to map the impermanent Jewel Pools near the Ledges ans return with a Cavani war party to seize them. Relp has offered the King and Queen dazzling jewels and daggers, but to no avail: Veno wants him gone, now. The Queen insists that he stay until a break in the weather allows his safe departure.

Living in exile is the fallen Hirazi warrior, Huul, who lives alone in the peaks beyond Ekek, in eastern Ekeren. Licking the double wounds of denial (by the Queen) and banishment by the King, Huul may soon be swayed to join the forces of Lord Trupp, who also wants to know where the Jewel Pools are. Trupp promises Huul everything but the Moon of Orhan in exchange for the information, but Huul is no fool; what guarantee does he have of seeing tomorrow once Trupp has what he wants? Their delicate, dangerous dance goes on.

Figure Summary

Appearance — 6' and taller winged humanoids; extrememly thin bodies; short, silver-white hair covers the head, back and top of the wings; blue or grey eyes; fair skin; graceful features; 12' wingspan.

Garb/Armor — No armor; light blue tunic embalzoned with the silver eagles' head; feathered headband.

Weaponry — Katana-like sword and long bow.

Veno — A typical Hirazi but for his exceptional height — 6'6'.

Kua — Her feathered headband is elaborate and just 3' into the air above her head.

Huul — Carries two shortswords into skirmishes.

Note: *See p.103-104 for Hirazi unit statistics.*



HIRAZI VS. TROLLS

RIVER OGRES (KEL OGRU) (39)

Like all the Tokorku, the so-called "Giant-races," the Ogres (Ogru) are a brutal, gang-like lot. Paranoid and highly independent, they scorn all other creatures, classifying them as either enemies or prey. All other peoples, even distant Ogre-tribes, are considered lesser beings. Their tightly-knit society does not tolerate variety, much less outsiders.

Ogres are exceptionally loyal to their own kind. They revere the tribe as an extended family and worship family gods. While quite capable of eating their neighbors, Ogres love their families and respect their kin. Ogre offspring are born alive but, unlike those of the greater Tokorku, they develop in a marsupial pouch that covers female's abdomen. Their long infancy bonds them to their mothers, forging a frighteningly intense passion. When you harm an Ogre, you invite fierce retribution from his family.

While rather closely related to the Torku, the Ogru are smaller and much more common than their Troll cousins. They also present as great or a greater threat to Men. Ogres stand "only" eight feet tall, but they are the oldest, most sophisticated, and most societal of the Giant-races. They craft weapons, eat pickled meats (mostly shark and elephant), and brew a harsh beer out of wild grains and pungent berries.

Ogres sport six interlocking fangs, two large in the upper jaw and four smaller fangs in the lower jaw. Their five-toed feet and five-fingered hands all bear sharp claws. Like Elves, they have large, leaf-shaped ears. Like Garks and most Giants, Ogru also have stout bluish bodies and long, whip-like tails. Like Sea-trolls, they have strong lungs and retractable webbing between their fingers and toes, permitting them to swim exceedingly well.

Strongholds

Ogres usually swim into their holds through submarine passages. They keep their thick, flat-bottomed skiffs in hidden paddocks outside their caverns, which are invariably guarded by a solid rock curtain. Entry requires swimming underneath. The cave gate opens onto a water-filled entry chamber rather than affording access to the open air. Major strongholds contain more than one entry and usually have a narrow landward door.

The River Ogres occupy six such major strongholds in and around the Warring Holds (from north to south): Orgathar, Orgamurl, Morgatas, Orgask, Sorgagar and Worgathun. These sites run in a line along the edge of the Folenna Spikes. All lie beside tranquil pools that feed a lake or river in the eastern quarters of the Warring Holds.

Orgathar stands above the mouth of Woundwater. It overlooks the southeastern shore of the Lake of Rains. Only 12 miles (19.5 km) northeast of the Feeding River and Cavan's northern border, this granite citadel serves as significant threat to the northernmost of the Warring Holds. Over a 100 River Ogres make their home in the triangular complex, which is defended by three batteries of fire-spitting flame bellows. Since the narrow entranceway is flanked by two sheer cliffs and a 35 foot (11.5m) submarine tunnel, it is almost unassailable. Even the Sea-trolls of Rotorko refuse to attack the stronghold.

Orgamurl and Orgathar are sister strongholds, for the two lie only about 75 miles (120 km) apart. Orgamurl's remote position in the rugged cliffs above the Feedwater Springs makes travel between the sites an arduous task. The closest trail winds through 95 miles (152 km) of steep fells and foothills. The Cavani often cut this route, shutting off contact between the Ogre-holds and forcing the Ogru of the Feedwater Valley into battle. Despite their prowess, only 60 River Ogres reside at Orgamurl, so the Cavani invariably prevail. Their peculiar, hand-shaped citadel is hard to defend, making it difficult for the Orgu to muster a large enough force to crush Cavan's heralded Iron Voicemen.

Morgatas is the second largest of the western Ogre-holds. Located just below the source of the Climbing River, it threatens northern and eastern Ekeren. The complex houses over 150 residents, who have virtually no contact with their brethren. Morgatas is the most isolated River Ogre stronghold in western Folenn. Fortunately for the Ogru, it is virtually impregnable. Its basalt walls offer no means of entry, save a winding volcanic tunnel that connects the complex to a natural water-filled well placed beneath a machiocolated cliff overhang.

Cut into a sheer spire near the springs that spawn the Horse River, Orgask lies 25 miles (40 km) northeast of Rukon. The complex is laid out like a natural tower-fortress. A single, round chamber with three small adjoining rooms occupies each of the eight levels. Only two of the levels lie below ground level, so the entry opens onto the third (or ground) floor. The main gateway straddles an underground stream running westward through the side of the 200 foot (60m) tall granite chimney. Virtually water-filled, the passage is guarded by a trio of portculli.

Sorgargar, the largest and principal Ogre settlement in the West, stands just below the falls that give birth to the Spice River. It is less than 40 miles (64 km) east of Rukon. The surrounding locale is especially dangerous, for the Ash Gate known as the Spice Maw lies only 15 miles (24 km) to the northwest. The southward-facing entrance to Sorgargar is hidden beneath an algae-filled pool stocked with freshwater sharks. Horseshoe-shaped, the Ogre citadel fills the greenish, granite cliffs surrounding the northern end of the pool. It contains a hundred chambers and is divided into five, roughly equal levels. 200 River Ogres live within the well-appointed stronghold. Sally ports open onto the fourth and sixth levels, enabling the Ogru to strike westward and eastward (respectively) without betraying the main gate.

The River Ogres of Worgathun once lived in Goborko, a magnificent site in the Hiding River Canyon. Sea-trolls captured the stronghold ten years ago. Driven 150 miles (240 km) eastward to Worgathun in the Feather River Canyon, the Ogru have sworn to reclaim their ancient home. Rather than directing their efforts against Rukon and Abdera, River Ogres spend most of their time battling Torku. Worgathun's warriors spend most of their time on campaign. Their return home infrequently. Since their hold is cut into fragile chalk cliffs, it is too small to comfortably accommodate the 100 residents. The two cramped, linear levels were designed to hold no more than about 40 inhabitants.



A RIVER OGRE SETTLEMENT

Politics

Two River Ogres vie for control of the six strongholds. Lord Orglamar of Sorgargar rules Orgask, Worgathun, and the Spice River region, but he is unable to subjugate any of the four northern citadels. Bortarkar of Morgatas refuses Orglamar's demands and defeated the Sorgargar Ogru in the war's only battle. Bortarkar's unparalleled savagery enables him to manipulate his northern counterparts. He is gradually establishing dominion over both Orgamurl and Orgathar. Given the fact that the Jeweler secretly controls Orglamar and his domain, Bortarkar remains the chief hope for River Ogre independence.

River Ogres worship the mothers of their respective Lords. Each Lord speaks for his line; matriarchal Priestesses are deified by a ritual embalment and swathed in clear amber resin at the end of the first year their son assumes the throne. Dead and preserved, they cannot interact with other Ogres — except through their sons.

Ogre-lords enjoy absolute power and carry a ritual slay-knife that they use to carve up transgressors. River Ogre justice is swift and lethal, according to the Code of Fangs. Executed prisoners are ground up and fed to the freshwater Ogre-sharks that the Ogru keep in royal ponds.

Warcraft

River Ogre war-bands carry a silvery grey, rectangular flag with two pennant tails. The flag bears the symbol of the western Ogru, a Bluish ogre skull biting a short, dark-blue mace set on silvery grey field. It is a traditionally device revered and claimed by followers of both Orglamar and Bortarkar.

The River Ogres of western Folenn march under a vertically hung rectangular standard. A three-fingered grey gauntlet holding split red skull (with thumb puncturing side) adorns the black field. These standards protrude from the stern of their thirty-foot (9.5m) long wooden, war-canoes and cover the walls of the Lords' thronerooms, but they are never borne into a melee.

Like Sea-trolls, River Ogres swim well and occasionally paddle their eliptical, flat-bottom boats through the rough waters of the rivers along the mountains' western flanks. Their portage trails wind through the foothills near their strongholds. Unlike Sea-trolls, Ogru do not utilize boats while raiding. The only time they rely on water transport during war is when launching a strike across a lake or broad river.

River Ogres favor long weapons, particularly clubs, warhammers, and curved two-hand swords. Standard-bearers carry pole arms tipped with wide blades shaped like a half-moon. Their morale is not as high as Sea-trolls, but they compensate by functioning more cooperatively. While well-disciplined, they are forced to fight in open ranks.

Elite Groups

Each River Ogre stronghold fields warriors worth special distinction. Every settlement produces its own elite war-band. The best of the six are undoubtedly the Orgamurlu of Orgamurl, who are led by Kogamar Fene. Their prowess is legend. Another group, the Worgathunu, terrorizes the shores along the Spice River. They deserve mention, since they row to most battles and rarely stop campaigning.

The Orgamurlu are also known as the Purple Ogres. They wear leather armor made out of dyed Purple Ape hides. Trophy teeth cover their thick belts. Shaped vaguely like perforated Ape-heads, their helms are fine examples of sophisticated craftsmanship. This artistry also characterizes the inlaid, two-hand scimitars and throwing-hammers. Each warrior is skilled smith, leather-worker, and pioneer. Self-sufficient mountaineers who are capable of surviving in the worst wilderness, they eat their own dead. The Orgamurlu like to ambush their enemies by attacking them through seemingly impassable terrain. Their morale never wavers, regardless of the odds, and fight with unyielding ferocity.

The Worgathunu eat their enemies' dead, bones and all. Since they spend little time in any spot, they finish their work quickly. A Worgath warrior can strip, loot, and consume the bodies of two foes in less than twenty minutes. Then they move on, usually retreating to the safety of the Spice River. They sleep in their stout boats, which they gather in a circle in some remote cove.

Personalities

Kolomog serves as the war-master of the Worgathunu. Lord of Worgathun since killing his three rival brothers, he has rebuilt his small, shattered community. The Troll War devastated the Worgathun, but Kolomog reversed their misfortunes. A loud, boisterous, jolly figure, he acts as both a father and cheerleader. Beneath this oddly pleasant-seeming demeanor lies the heart of a determined and pitiless murderer.

As noted, Bortarkar of Morgatas is one of two rivals for the title of Ogre-king of the West. Younger and more vocal than his rival Orglamar, he has recently gained the upper hand in the struggle. Besides appealing to the other lords' desires for independence, Bortarkar exhibits battle skills surpassed by no other River Ogre — save Kogamar.

Orglamar of Sorgargar also claims lordship over the West-ogres. No other River Ogre controls as many followers or rules as opulent a stronghold, so he has a good argument. A careful, patient warlord in the service of the heinous Jeweler, he is willing to wait years before attacking a rival. His calm is bizarre and unique, but somewhat effective. It enables Orglamar to survive his numerous recent setbacks. He is the only River Ogre lord who understands Men and the only Ogre with knowledge of the Ash Lairs.

Kogamar Fene, the war-master of the Orgamurlu, is often called the Cannibal. He kills and eats anyone who opposes his word, and he has feasted on quite a few of his kinsmen. Other River Ogres fear him like no other lord. Brilliant by the standards of the Ogru, Kogamar's reputation as an unpredictable, unbeatable commander helps explain why his small army has survived for so long.

Figure Summary

Appearance: 8'+ giant race; stout bluish bodies; long, whip-like tails; greyish or bluish hair adorns face, back of hands, and tip of tail; two large fangs in upper jaw and four smaller fangs in lower jaw; five-toed feet with claws; five-fingered hands with longer claws; large, leaf-shaped ears; marsupial pouch (like a kangaroo's) covers female's abdomen.

Garb/Armor: Scale armor comprised of thousands of teeth sewn on thick jerkin; crude pot-helm or no helm.

Weaponry: Warhammer; club; curved 2-hand sword; half-moon pole arm with attached banner bearing Kel Ogru symbol.

Kolomorg — Carries a blue warhammer with a head shaped like a pair of giant claws. He wears typical River Ogre garb.

Bortarkar — Bears a beautifully carved spiked club made from Agath (Demon) bone. Wears black scale armor inlaid with with bright blue star-sapphires.

Orglamar — Wields a short pole arm surmounted by an engraved bluish-steel half-moon shaped blade. He wears a coat of bluish-grey scale armor trimmed with bright blue plates. His skin is covered with dozens of blue tatooes.

Kogamar — Carries a purple, leather-bound throwing-hammer and a gently-curving, purplish steel, two-hand falchion inlaid with amethysts. Wears a mesh-like helmet shaped like an Ape-skull. His purple steel scale armor is adorned with the eyes of his victims, all of which have been dipped in resin and hardened to a glass-like consistency.

Note: *See p.104-105 for Ogre unit statistics.*

SEA ELVES (SHULURI) (54)

Sea Elves (Shuluri) constitute one branch of the immortal Tulingu, or Elves. Concentrated in western Folenn, they are a noble but fragmented people.

Elves resemble Mortal Men, although the two races remain quite distinct. While unions of Elves and Men produce offspring, they are not of the same species. Elvenkind predates Mankind by tens of thousands of years and has coexisted with countless extinct, ancestral groups of Men.

While Men are as varied a race as exists in the Bladelands, Elves tend adhere to a unbending racial and social pride. Their uniformity enables them cooperate and excel in the face of great challenges, while denying them the passionate resolve and inspired nature born out of Man's divine chaos. Uncompromising and gifted, the Tulingu know little about the wonders of the mortal struggle.

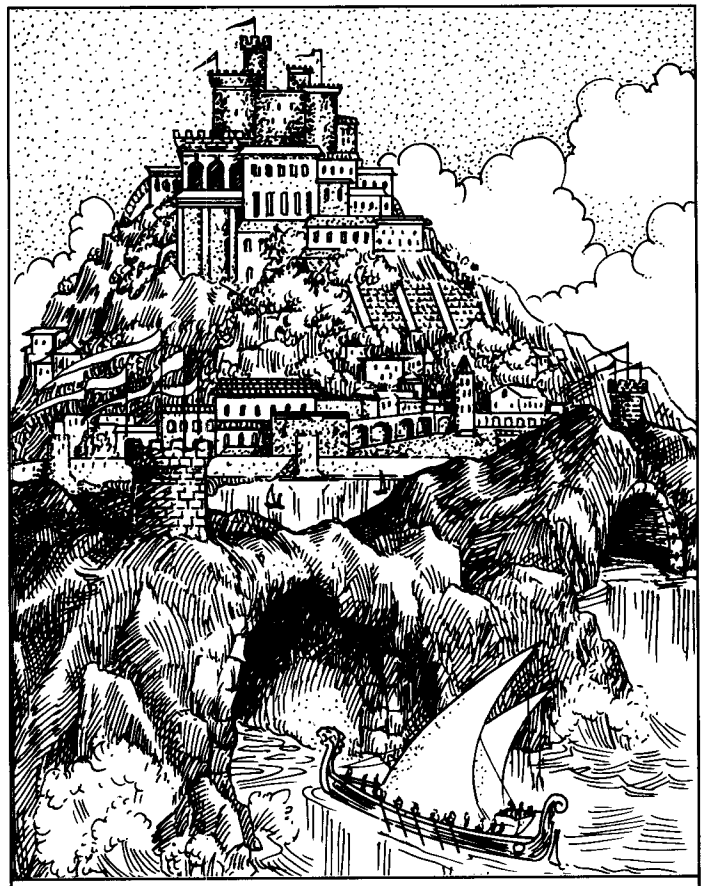
Elves are fairer in appearance than their mortal brothers, having finer features and smooth, unmarred skin. They are considered uniformly beautiful. Tall and slender, male Elves average between 6 feet and 6'10" in height yet weighing but 150-230 pounds. The slender female Tulingu range from 5'6" to 6'2". Elven males rarely sport facial hair and, as a rule, have less body hair than Men. Tulingu have little need for such protection, for they are highly resistant to extremes of natural heat and cold. Tulinga clothing serves as identification, decoration, or camouflage.

Elven senses are extremely keen; thus their large eyes and enlongated noses and ears. An Elf's hearing and sight are as acute as a cat's. Tulingu see as well at night as a man sees on a cloudy day. During daylight hours, they perceive subtleties of hue and temperature unknown to any Men.

Most importantly, Elves do not grow old. They are immortal, and their hardy bodies are immune to all bacterial and viral infections. Save a violent or voluntary death, they live forever. Of those that do die, most will themselves away, wearying of a life without obvious purpose or temporal incentive. Elves suffer wounds but heal quickly (although they do not regenerate limbs). They show no scars and age gracefully until maturity.

Preferring rest through meditation, Elves never sleep. Most Elves are active at night and meditate for about two hours at dawn or midday. Their meditation involves memories, past events they recall with remarkable vividness. Although they can function for many days with little or no relief, Tulingu pass into this trance-like state whenever the opportunity presents itself. While in their meditative state, Elves are extremely difficult to awaken; they rise at a point in time previously decided.

There are five notable divisions among the Elves. The High Elves, or Iylari, rarely appear in the Bladelands, although the Jeweler's consort is Iylar. The more numerous Wood Elves (Erlini) live in Sly Wood of southeastern Folenn, while the Dark Elves (Dyari) make their home on the isle of Lycoodur far to the north and east. Small waves of Sea Elves (Shuluri) have recently established footholds in western Folenn, particularly along the shores near the Walking Woods and Huntwater Bight. Only the Punkari, or Mountain Elves, who originally hail from Tulingit, are indigenous to the Bladelands. They maintain a small domain along the northern flanks of the Steel Reach.



SEA ELF PORT OF MYAMEL

The Shuluri, or Sea Elves, vie for control of western Folenn. They enjoy a high standard of living and employ sophisticated tools and magic, but their disunity and modest numbers offset these advantages. Less than a thousand Shuluri reside in the Bladelands.

Together, all of Folenn's Elves number in the thousands. Nonetheless, like Men, Elves remain seriously threatened by other races like the Ogru, Garku, and Ulcathu. Their extreme pride strengthens their resolve but discourages unity, making it difficult for the Tulingu to muster any sort of serious campaign of aggression. Thus, Elven clans remain isolated and perpetually on the defense.

Shuluri resemble other Elves, although they tend to be more muscular than any Tulinga race, save the Punkari. Sea Elves have pale blue or grey eyes and very fair skin that exhibits a unique trait. Unlike those of other Tulingu, a Shulur's complexion darkens whenever he loses control of his carefully guarded temperament, his hue turning from a light cream to a dark grey or tan. Shuluri shun cosmetics, instead preferring to tatoo their faces with permanent designs that serve as makeup.

Shuluri prefer clothing of an neutral grey or blue-grey color, functional clothes spun from fine kelp threads. Although these trappings are less elaborate than those worn by most other Tulingu, they blend into the nocturnal landscape and fade into the grey rocks along the stony western seacoasts. Sea Elves are very adept at moving silently, especially in rocky terrain or in the forest.

Threatened by Sea-trolls and hostile Men, the Shuluri wage a quiet deadly war against all of their neighbors. They are ruthless raiders who strike from the land or sea at virtually any time of day. Using cruel methods, they terrorize the Warring Holds while concentrating their strength against the Torku and the Warders of the Coral Marches.

Strongholds

Sea Elves reside in elevated coastal strongholds. Situated on rocky islets or atop tree-crowned buttes, they act as natural citadels. Shuluri rarely erect walls, although some groups carve ramparts and battlements out of the stone along the upper edge of vulnerable rock faces. Usually, cliffs protect their open, multi-level homes. Covered with thick thatch and constructed out of posts and beams, Sea Elf homes have a rough but beautiful character. Tile adorns the floors and lines the pools and open hearths scattered throughout their cavernous parlors and verandas.

Shulur keeps serve as the last refuge in war. Hewn out of granite or basalt and covered with ribbed mortar, they designed to look like stylized trees and suggest the Sea Elves' arboreal roots. Larger limbs constitute the keep's turrets and towers. Smaller limbs bear planters that provide fruit and shade and mimic tree foliage.

Five principal Shulur strongholds surround the Warring Holds. Three stand north of the Warring Bight and two lie in the southwestern reaches of the Falling Wood. The former group, which includes Aroki, Oktah, and Umunhoel, cluster near the Cape of Doom, at the northwestern edge of the Bight. Mardyari (Darkrunner) settlements, they threaten both of the Sea-troll fortresses at Kitorko and Rotorko. Sea Elves from this area regularly assault the coasts of Cavan, Kulm, Harro, and Soluthurn.

The Shelari (Seabat) towns of Awnil and Shelil flank the mouth of the Batkiller River. Both sites concern the Bear-men of Sull, who believe that the Sea Elves are allied with the heinous Jeweler. (These fears are unfounded.) Shelar Sea Elves hope to dislodge the Jeweler's minions from the Hiding River Valley and eventually to capture the Hiding Mere. The Jeweler has other plans, and his armies appear too strong to capitulate.

Politics

Two Elf Lords, Mydien and Shusien, vie for control of the Shuluri. Each rules a tribe that once comprised part of the Reef Sea Tribe. After their expulsion from the Broken Reef and the Coral Marches, the Elves split into rival groups and sailed southward. The Mardyari, or Darkrunners, settled just south of the fringe of the original Elf claims. Their brethren pushed onward and weighed anchor beyond the Falling Wood.

Neither Sea Elf has a superior claim to the true throne, for both their fathers took part in the murder of the rightful royal family. Whoever succeeds in crushing the other can proclaim himself King and establish his own dynasty. Until then, the two tribes live as distinct Sea Elf kingdoms.

Shulur Elf Lords preside over a well-ordered society organized through descending pairs of co-equal vassals. Two Wardens rank above four Quarter Lords who, in turn, call upon the services of eight Masters. Equivalent vassals have little contact with one another because their superiors invariably balance one inferior against another. Arbiters of law, politics, commerce, and family life, these nobles wield a great deal of power. A clever renegade nobleman presents a serious challenge to the status quo.

Mydien, Lord of the Darkrunners, currently enjoys the upper hand in the struggle to control the Sea Elves; however, his ongoing war with the Men of the Warring Holds prevents him from turning his resources against Shusien. A savage fighter, Mydien plans to subjugate all of his race and resurrect the Sea Elf Kingdom. By driving the Warring Holds into oblivion, he hopes to avenge the Shuluri's earlier defeat and create a realm capable of assailing the Coral Marches. His goals are in line with the original Shulur designs.

Reselien, Mydien's cousin, was once the Warden of Oktah. He now leads a group of renegade Mardyari who allied with the Warders of the Coral Marches. His fondness for Men is unique among the Shulur Lords. Known as the Oktari, these rebels haunt the western reaches of the Walking Wood, just north of the Warring Bight. They bear their city flag. Its the split field pairs a blue kraken on a white background with three white bars (signifying placid waves) set against a sea green field.

Like Reselien, Shusien wants no part of Mydien's war. He believes that the Sea Elves are too weak to conquer the Warring Holds, much less take on the Torku and Warders. without first unifying their factions. His Shelari are using the respite to strengthen their hand against the Jeweler, who (Shusien realizes) constitutes a considerable threat to everyone in western Folenn. In order to insure the safety of his domain, Shusien has opened a dialogue with the Men of Abdera, but his efforts to ally with Rukon have failed.

Warcraft

The Darkrunners carry sea-green banners emblazoned with an upright red squid-like kraken splitting a ship. They bear shields and short swords, but they march with readied spears and harpoons. When engaged, they unlease a hail of thrown missiles before charging with drawn small arms. They only stand their ground when surprised or surrounded. Then, they form a tight phalanx bristling with spear or harpoon heads.

The Shelar, or Seabat, Tribesmen fight under a red banner emblazoned with a black seabat symbol. Fine bowmen, they rarely rely on spears and never carry the traditional Shulur harpoon. Instead of taking an aggressive stance whenever presented with a threat, Shelari retreat carefully while pummeling the enemy with arrows. When the foe breaks, they attack.

Elite Groups

Mardyari, or Dark Sea-folk, are generally stouter than their Shelar cousins (while remaining slender by Men's standards) and relish a good melee. Their elaborate, asymetrical tatoos are also larger and more prominent than those of the Seabat line. Of the two Sea Elf branches, they are the most skilled metalworkers. Blessed with fine weapons and armor, they constantly wage war.

Darkrunner traditions have produced two notable groups. The first, the elite Nightsaws, consists of a hereditary band of warriors descended from the Shulur royal guard. They operate out of Umunhoel and typically act as assassins.

Without doubt, the Oktari are the finest Sea Elf force in all of Folenn. Trained as trackers, orienteers, and seamen, they live off the land and sea. Oktari move with impunity, leaving few if any traces of their passing. Their magic grey armor blends into the night air, while their surcoats change hue upon command. Thus, the Oktari can hide with little fear of detection. They use their gift to lie in wait for foes, ambushing them with deadly efficiency.

Personalities

Lord of the infamous Darkrunners, King Mydien is the stronger of the two Shulur monarchs. His fearless, heartless nature enables him to act in any way he pleases. He uses capriciousness and brutality to eliminate rivals and foment trouble with his neighbors. No one is safe around Mydien. So far, he has employed this fear to great effect: only Reselien has left the Mardyar fold alive and of his own accord.

Reselien, Mydien's rebellious cousin, is tired of waiting for his fellow vassals to wake up to the fact that Mydien can never be trusted. No one recognizes that the best way to deal with Mydien is to overthrow him. Reselien now hopes to effect that goal through armed struggle. Supported by the Warders of the Coral Marches, his group of renegade Mardyari preys on Mydien's warriors wherever they can. Reselien's recent marriage to a Warder woman named Abrena Jaer insures him a safe haven north of the Walking Wood, but he rarely seeks a respite and keeps his warriors constantly on the move.

Shusien, Mydien's loud, haughty rival, is a pragmatic leader. Unlike Mydien, he acts rationally. While he takes a reasonable view of Men, he harbors no pretensions about slaughtering the armies of the Warring Holds. Because Shusien's domain borders the Jeweler's lands, he cannot afford to act otherwise.

Figure Summary

Appearance: 6'-6'10" Elves; slender and fair-featured; exceptionally pale skin; leaf-shaped ears; pink, light grey, or light blue eyes; long, flowing hair; beardless faces; elaborate facial tatoos that replace eye, lip, and cheek makeup (females) or adorn forehead or chin and denote spiritual association with a particular beast (males).

Mardyari Garb/Armor: Dark blue chain mail; sea-green surcoat emblazoned with sea-elf symbol; helm shaped like stylized kraken (with intertwined tentacles).

Mardyari Weaponry: Harpoon; javelin; spear; serrated short-sword; kite-shaped shield with concave upper edge emblazoned with Mardyar symbol.

Shelari Garb/Armor: Grey chain mail; red and black surcoat emblazoned with seabat symbol; helm shaped like a bat-head.

Shelari Weaponry: Spear; serrated short-sword; longbow; round or kite-shaped shield (with convex upper edge) emblazoned with seabat symbol.

Mydien — Wields a dark green and silver serrated two-hand sword studded with the magically petrified and shrunken eyes of his victims. He wears a silken surcoat adorned with a black and green diagonal check pattern. Diamond-shaped links form his drab blue-grey chainmail. Like those of his followers, his dark green full helm resembles a stylized kraken.

Shusien — Wears a black helmet shaped like the head of a Seabat. Bears a black and silver pole axe. His dark red and black, checked surcoat covers his black armor.

Reselien — Carries a blue hand-axe with a head made from magic glass. Wears a grey helmet shaped like the tail of a porpoise. Draped over grey chain mail, his blue and white striped surcoat is made of fine silk.

Note: *See p.106-107 for Sea Elf unit statistics.*

SEA TROLLS (TORKU) (55)

The Sea-trolls of western Folenn comprise but one confederation of the eleven Unions of the Torku scattered throughout the Bladelands.

Of all Tokorku, Trolls have the greatest impact on events in Folenn. Although relatively modest in size, they are both numerous and aggressive. Tough and fearless, Troll warriors are capable of exacting terrible destruction. Their thick, flabby features bely their stealth and agility.

Nine to twelve feet tall, Trolls have loose grey skin (like that of a rhino), protruding bellies, and long, flat noses. Four protruding fangs frame their fleshy maws. Their three-fingered hands and three-toed feet both sport thick claws. Torku have small, round, black or red eyes.

Strongholds

Sea-trolls maintain five principal strongholds near the Warring Holds. The largest, Kitorko, is situated about 50 miles (80 km) northwest of Alkoon and the mouth of the Writhing River (in Cavan). A huge, skull-shaped, sea-level cavern mouth marks the entry into the complex.

Another sizable settlement lies 90 miles (144 km) to the northeast, some 100 miles (160 km) north of Alkoon. Called Rotorko, it is carved into the cliffs along the western edge of Walking Bay, an inlet in the Lake of Rains. A grid of steel covers the elaborately carved granite that frames the triangular lakeside entry. Huge troll-canoes plying the waters of the lake barely slip through the gate when it is completely open, and the grid parts only when the proper signal is sounded. Sea-trolls employ special drum calls sounded on bizarre but sophisticated instruments. Made of kraken-hide stretched over an Fell-elephant skull, a Sea-troll drum emits a varied and resonant beat, sophisticated enough to serve as a code. Rotorko's entry call is a good example: *"Bum-ba-bumbum-babum, Bum-ba-bumbum-babum, bubu-papapa, swa-swa-papapaswa."*

Ortorko opens onto a cavern tucked within Thunder Rocks, the granite islands guarding the main channels into Thunder Sound. Torflumur, Lord of the West-trolls, resides here with an entourage of about thirty-nine battle-scarred retainers. The hold serves as both Torflumur's fortress-home and as his high temple. The Sea-trolls consider the rocks sacred ground.

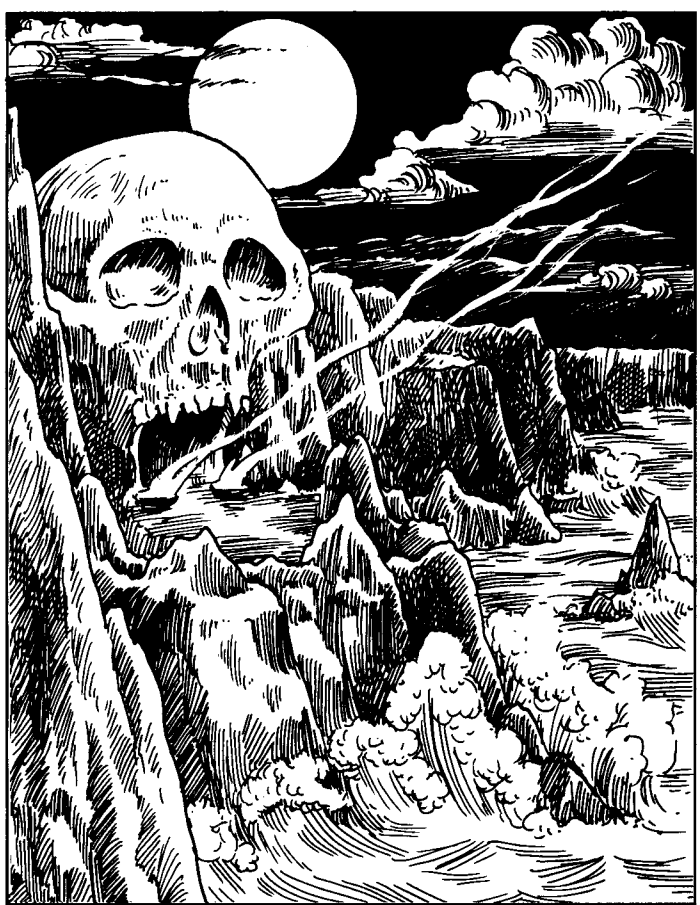
Sultorko is situated in Sull Bear-man territory. It is a small, carefully hidden cavern located on the western side of Thunder Tip. The Sull suspect its whereabouts, but the cave is guarded by a two hundred foot wide circle of sharp, torturously-twisted petrified coral. This natural moat is virtually impossible to cross without a guide, for there are only three narrow paths through the maze that might be called safe. Only eighteen Sea-trolls now live at Sultorko, and three are recuperating from coral cuts.

Sea-trolls seized Goborko from the River Ogres of the Hiding River Canyon. Goborko is built on three levels and contains about ninety chambers. The top of main entrance is at the river's optimum waterline, so that anyone coming off of the river must submerge and swim through a thirty foot (9.5m) long submarine passage. Another entry twenty feet below the surface of the river, but requires only a six foot (2m) horizontal swim. The third entry opens skyward, atop a ninety-three foot (27.5m) limestone chimney. A spiral stairway connects the top of the spire to the upper level of Goborko. Anyone scaling the chimney must negotiate a treacherous series of carved ladder-like handholds in order to reach the aperture. Thirty Sea-trolls man the site, which they use as a base for raids against Abdera and the Sull Bear-lands.

Politics

Torflumur of Ortorko rules all of the West-trolls and is one of the strongest of the eleven Troll-kings of Folenn. He is both Lord and High-priest of the western Sea-trolls, and his word is like the edict of a god. No one dares openly oppose him. (In fact, only Ukitur of Kitorko covertly challenges the Troll-king.)

Six Lords serve Torflumur. Four command other Troll-sites and two remain by Torflumur's side in Otorko. All supposedly receive equal respect; however, Torflumur is closest to Jyugar of Rotorko and Torbul of Otorko (Torflumur's eldest son and advisor).



SEA TROLL HOLD

Sea-trolls rule by both force and authority. A Lord receives his mandate from his brother, uncle, or father based on his preferences of age and blood. He must then defeat any challengers in single combat. Once he has established his position, he cannot be dethroned unless a foe is willing to fight him at a considerable disadvantage. During such a challenge, the standing Troll-lord is allowed to use a weapon of his choice, while the challenger must fight unarmed and unarmored. He cannot even capture a weapon. The prevailing combatant must then cut or tear off his opponent's head — no mean feat for a bare-clawed Sea-troll.

Warcraft

The Sea-trolls of western Folenn march under a vertically hung rectangular standard. A three-fingered grey gauntlet holding split red skull (with thumb puncturing side) adorns the black field. These standards protrude from the stern of their thirty-foot (9.5m) long wooden, war-canoes and cover the walls of the Lords' thronerooms, but they are never borne into a melee.

Sea-trolls swim and paddle well, and usually strike targets along the long coastline of the Warring Holds. They rarely venture more than a few miles away from their sturdy, well-provisioned boats. While the Trolls fight on land, they prefer to move by water. The double-outrigged Troll-canoes can skim at speeds up to ten miles (16 km) an hour.

Sea-trolls move and fight in open ranks, employing heavy bashing weapons like warhammers, maces, and clubs to beat their enemies into submission. They rely on their unbreakable morale and their huge size, not tactics. The Torku win most battles, even against considerable odds, but they are no match for a large, well-disciplined army, and they shy away from fortified sites.

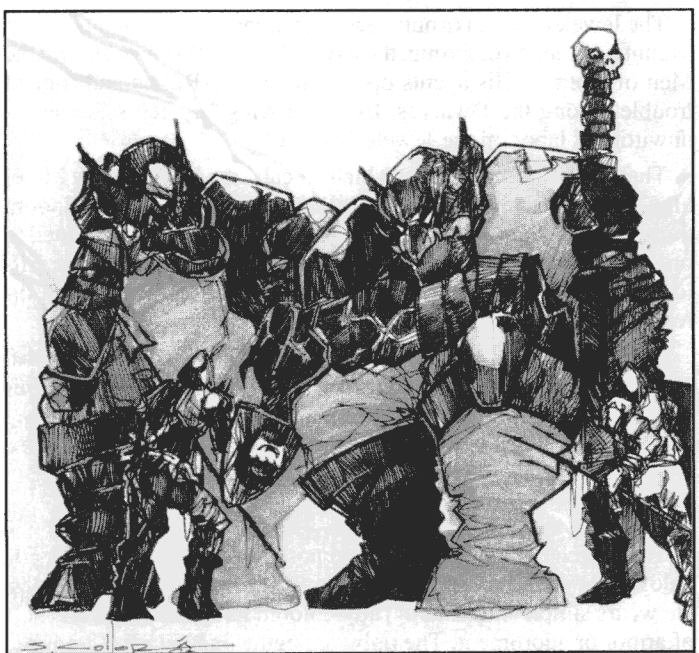
Elite Groups

Two Sea-troll war-groups bask in special renown. One, the twelve-troll Ukitorti Bane, serves as Ukitur's guard and has never lost a skirmish. They paddle or march under a banner surrounded by Fell-elephant tusks. These skilled warriors operate effectively in virtually any setting and are capable of scaling walls and assailing castles. Their enchanted, ivory-inlaid armor resists magic and acts like full plate. The Ukitori also bear magic steel and ivory weapons, which they can wield in hand or throw with equal skill. When thrown, these weapons return magically.

The Fire-eaters are crueller but less effective than the Ukitori Bane. Nonetheless, they are Torflumur's most deadly servants. His younger son, Worbrul, commands the unit. Eighteen strong, they operate in three six-troll groups, generally on special kidnapping or ambush missions. They derive their name from the fact that they can command their magic scarlet armor to immolate. All of the Fire-eaters revel in the flames with complete impunity, watching their bewildered foes roast at close quarters.

Personalities

Torflumur of Ortorko is the Lord and High-priest of the West-trolls. His blood-letting ceremonies invoke fear among his disciples, for anyone who unsuccessfully opposes the Troll-king is slowly skinned alive in a bed of sea-salt. Torflumur plans to rule Folenn, but first he must crush the Warring Holds and capture the elusive Emerald Well. Once he establishes dominion over the region, he can call other Trolls to his side and force the allegiance of the Mountain Goblins. Then, Torflumur can turn northward and southward, taking the remaining Jewel Wells and building his power to an untamable level.



SEA TROLLS VS. ABDERA

Torflumur wears a coat of bluish-grey mail. Each ringlet is adorned with the tooth of one of his victims. A round grey badge crowns the front of his blood-red helm, and bears the symbol of Torflumur's illustrious line: four simple red slashes or lines, one horizontal and three vertical.

Ukitur of Kitorko, the toughest and cruelest of Torflumur's warlords, eats a live baby seal or child at the end of each lunar week. He plans to overthrow his master, but only when the time is ripe. Torflumur is sacrosanct and is the only figure capable of preventing the Sea-troll settlements from battling amongst themselves. Without Torflumur, the Sea-trolls have no hope of sujugating the Warring Holds.

Ukitur wears a helmet cut out of a baby Fell-elephant skull. The tusks face backwards, lending him a disarming appearance. Like common Sea-trolls, he wears half-plate armor, although Ukitur's plates are inlaid with rubies and garnets.

The brothers Dubrath of Goborko and Wullflumur of Sultorko hate one another, for they both coveted their now-deceased sister Burapa. Neither is willing to unite forces in order defeat the Bear-men. If either is fortunate enough to capture one of his brother's minions, he takes pleasure in roasting the prisoner alive, eating the brain and sending the entrails homeward in a box.

Oddly, both Dubrath and Wullflumur emulate their father and wear similar garb. They each favor black half-plate armor, enameled black plates covering bright red mail. The only thing distinguishing the brothers is the fact that Dubrath is missing one of his lower fangs. Although he would never admit it, his enraged sister pulled his tooth with a pair of pliers during one of their trysts.

Figure Summary

Appearance: 9'-12' tall; loose grey skin (like that of a rhino); thick features; protruding bellies; three-fingered hands with thick claws; three-toed feet with thick claws; small, round, black or red eyes; long, flat noses; wide mouths punctuated by four fangs (2 small, upper fangs; 2 large, lower fangs).

Garb/Armor: Half-plate armor (chain hauberk covered with iron scale-plates around upper body); steel gauntlets with openings for bare fingers; thick steel pot-helms crowned by a fist-shaped spike (to which they often attach a string of ears or noses).

Weaponry: Warhammer; mace; club adorned with spikes; shield shaped like oval with a bite taken out of one or two sides and emblazoned with Torku symbol.

Dubrath — Carries a black warhammer surmounted by a pair of dragon's teeth. Wears black half-plate armor combing enameled black plates and bright red mail.

Jyugur — Carries a long red mace surmounted by his predecessor's skull. Wears a closed, black full helmet and grey and black half-plate armor inlaid with silver.

Torbrul — Carries a black spiked mace. Wears a simple chain shirt and greaves inlaid with crushed rubies. His skin is completely tatooed a reddish hue.

Torflumur — Carries a reddish steel, two-hand mace surmounted by head shaped like the symbol of the Torku. He wears a coat of bluish-grey mail. Each ringlet is adorned with the tooth of one of his victims. A round grey badge adorns the front of his blood-red helm. The badge bears the symbol of Torflumur's illustrious line: four simple red slashes or lines, one horizontal and three vertical.

Ukitur — Carries an ivory club bristling with spikes. Wears a helmet cut out of a baby Fell-elephant skull, the tusks facing backwards. The plates of his half-plate armor are inlaid with rubies and garnets.

Wobrul — Carries a red spiked club. Wears magic scarlet, half-plate armor that immolates on command (3x/day for 1 turn).

Wullflumur — Carries a red warhammer surmounted by a steel-covered human head. Wears black half-plate armor combing enameled black plates and bright red mail.

Note: *See p.107-108 for Sea Trolls' unit statistics.*

THE JEWELER (47)

Pomo Bol, the mysterious Jeweler, is the most powerful figure in western Folenn. His treasuries contain untold riches, his armories unrivalled weaponry. His small but powerful armies dominate the land of Scrym, the area west of the Folenna Spikes, south of the Spice River, and north of Cloud Reach. Sea Elves and Bear-men who live along the fringes of his domain struggle for survival, while the more learned Men in the Warring Holds fear that he might soon control the Goblins and Ogres threatening their eastern borders.

The Jeweler seeks control of all the Bladelands, but his empire remains small. Given the fact that he has few minions, he is forced to operate through client-kings and other proxies. He uses subterfuge and terror to expand his interests.

The Jeweler's immediate term goal is the acquistion of the Emerald Pool and the conquest of the Warring Holds. In order to achieve these ends, he plays various factions against one another, all the while attempting to crush the Elves and Bear-men and to subvert the wild races of the Folenna Spikes.

Background

Pomo Bol was born in Bolku on Reeg, the Isle of Sleet. He lived through a awful childhood, for both his parents died at the hands of the Hue Eaters when he was only an infant. Forced into slavery, he labored in the ruby mines of the Palia archipelago until the age of twenty. The ordeal hardened him, and gave him an acute understanding of precious gemstones.

Pomo escaped bondage by poisoning his captors and swimming across the two mile Crystal Straits to the Palian mainland. Taking refuge with a young jeweler woman named Espesia Fane, he hid from his Breathless pursuers for nearly three years. His hiding coincided with his education as a gem-cutter and creator of fine jewelry.

Pomo also fathered three children at this time, all by Espesia, who he loved with an unhealthy passion. His smothering attentions to his tutor and consort crippled their union. Pomo's relationship eroded after the birth of his third child; Espesia eventually attacked him and nearly killed him with chisel. She claimed his left eye and scarred his face beyond repair. Leaving Pomo in a temporary coma, Espesia fled with her offspring — never to be seen again.

Pomo Bol revived after a few weeks, but his spirit never recovered. He awoke an embittered man. His spite imbued him with a unbridled desire for power and vengeance: he resolved to revise the world in his own mould. It was then that he overheard a conversation about a new land called Folenn.

Departing from Palia with an expedition bound for an immigrant domain called Harro, Pomo landed at the port of Wimru in 65 N.T. He accompanied the explorers southward across the Warring Holds later the same year. Pomo briefly settled as a jeweler's apprentice in Ko Otum (Spice Harbor) in Abdera, but pushed onward after a brief affair with a neighbor's wife resulted in his indictment for the neighbor's murder.

By 67 N.T. Pomo Bol established a home on an islet in the Hiding Mere. There, he lived among a small group of High Elves (Iylari) who presided over a rich emerald mine and crafted exceptional works of power and beauty. The Iylari befriended Pomo and taught him a great deal about artistry and magic. An Iylar woman, Ilkiesa, fell in love with Pomo and the two married in 69 N.T.

Ilkiesa's insatiable lust for power proved even stronger than her husband's, and the two quickly resolved to construct a domain based on an Iylar model. They succeeded in seducing the Iylari. By 75 N.T., Pomo was proclaimed the King of the Mere. Elevated to the position of Master-smith, he also became known as the Jeweler.

The Jeweler's Iylar servants captured numerous Sea Elves during the ensuing decade and began purchasing slaves from the markets of southern Rukon. Pomo forced these captives to construct a small lake-borne fleet and to build a stronghold. His citadel, which lies off the northern shore of the Hiding Mere, is called Mere's Rest. It became his new capital. From there, he began his war of conquest.

Politics

The Jeweler controls a number of subsidiary groups, including the Mountain Goblins of Drong, the River Ogres of Worgathun, and the Men of Yolmer. His agents operate openly in Rukon and foment trouble among the Dwarves. Even the King Mydien's Sea Elves unwittingly labor on the Jeweler's behalf.

The Jeweler's core realm, which he calls the Lands of the Mere-king, is organized in four parts. Ilkiesa administers the kindom through four Iylar Elf-lords, who are periodically slain or rotated in order to insure that they never become too independent. These Elf-lords rule "Manors," territories stretching in roughly cardinal directions from the center of the Hiding Mere.

Each Manor deploys its own army, but the Jeweler's principal forces operate from the area around Mere's Rest. High Elves comprise most of the elite groups and lead many of the remaining units. Men and Sea Elves fill out the ranks of the Manors' armies, while Garks consitute the bulk of the main horde.

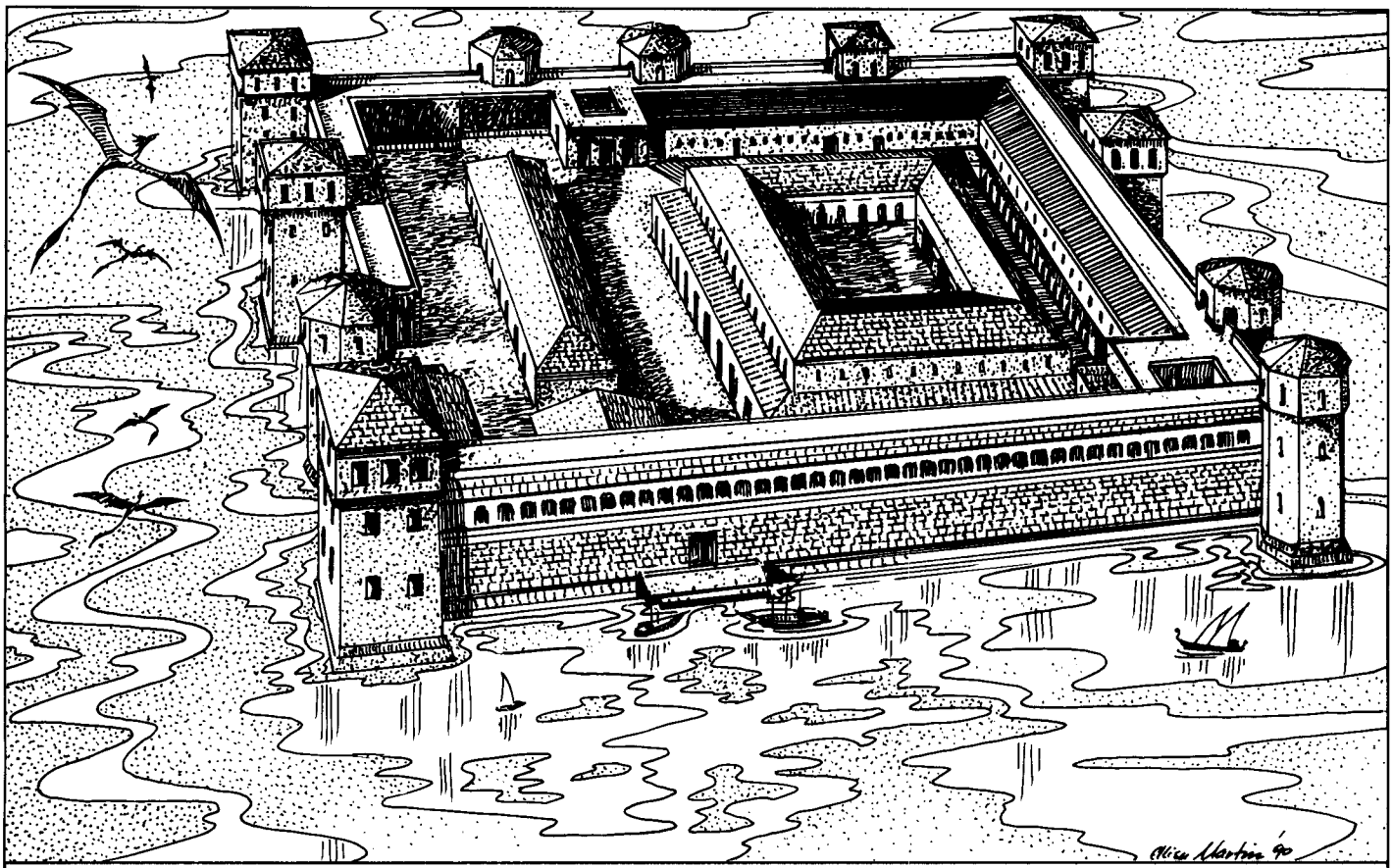
Personalities

The Jeweler stands 6'4" tall and possesses a stalwart build. His pale hazel eye and ruddy complexion typify Palia's Bolark peoples. He wears simple but tasteful ruby-colored garb and shuns any sort of armor or adornment. The only distinguishing vain feature is the enchanted ruby that occupies his left eye socket. (He calls the jewel Espesia.)

Insane by most standards, the Jeweler has unusual tastes. He keeps a small zoo, feeding the animals with portions of his imprisoned enemies. Pomo never slays his prisoners, instead preferring to leave them maimed and suffering in the dank deeps beneath his stronghold. These tortured spirits simply waste away, perish in subterranean "hunts," or die mining ores and emeralds.

The Jeweler uses his menagerie of beasts as messengers and avengers. When acting in the latter role, they seek out and wound victims, but they rarely resort to killing anyone. Enemies of the Jeweler live in pain and/or fear, spreading anguish and sorrow.

Ilkiesa, the Jeweler's consort, often wears magical, steel-reinforced, metallic cloth armor sewed in a checkered pattern of silver and gold and adorned with emeralds. Her magic helm is completely invisible, so that her beautiful features are never obscured. A shameless exhibitionist, the Iylar queen understands her assets and wields her beauty with unbounded zeal. 5'9", fair-skinned and blessed with bright green eyes, Ilkiesa is disarmingly attractive. Her long strawberry locks are the basis of more than one legend, the best of which centers on the story of how she once strangled a rival with her ponytail.



THE JEWELER'S QUAY

During recent years, Ilkiesa has seduced, wed, and abandoned a half-dozen lords throughout Folenn. She leaves each of them with an heir, knowing that their successors may eventually become the Jeweler's most valued vassals.

Ulkien, Orbolkien, Elbiena, and Arpenien serve Ilkiesa as the Prelates of the four Lands of the Mere-king. Each wears distinctively colored armor that resembles that of their mistress. Ulkien rules the North Land, while Orbolkien reigns over the West. Elbiena is Prelate of the South, and Arpenien administers the Jeweler's East Manor.

Figure Summary

Garb/Armor — The warriors of each Manor wear chain shirts and surcoats. Their garb is colored to conform with the scheme associated with their home territory: East Army = red and burgundy; North Army = blue and silver; South Army = green and silver; West Army = gold and purple; Main Army = ruby red (Guard units) or silver and gold.

Weaponry—The warriors of each Manor carry arms associated with their home territory: East Army = 2-hand swords; North Army = battle axes; South Army = shields and hand axes; West Army = 2-hand swords; Main Army = shields and maces (Guard units) or shields and broadswords.

The Jeweler — Carries a long, thin mace with a black steel head carved in the shape of Espesia's skull. It is adorned with a crushed ruby inlay. Both a throwing and melee weapon, it is a priceless heirloom. Wears a ruby-colored silk-like woolen surcoat and pants. A magic, 77 carat smooth-cut ruby marble fills his left eye socket.

Ilkiesa — Bears a golden sword with a green-silk hilt inlaid with emeralds and silver filagree. An invisible visored helmet shaped like her own skull crowns her graceful head. Each day she chooses a new wig, so that her hair color varies wildly. (She is naturally a stawberry blonde.) She wears magical, steel-reinforced, metallic cloth armor sewed in a checkered pattern of silver and gold and adorned with emeralds.

Ulkien — Wields a battle axe with blades engraved to look like eagles' beaks. He wears magical, steel-reinforced, metallic cloth armor sewed in a checkered pattern of silver and blue and adorned with aquamarines.

Orbolkien — Carries a golden 2-hand sword inlaid with purple amethysts. He wears magical, steel-reinforced, metallic cloth armor sewed in a checkered pattern of gold and purple and adorned with yellow amethysts.

Elbiena — Wields a graceful hand axe with a double blade shaped like a pair of stylized tongues. She wears magical, steel-reinforced, metallic cloth armor sewed in a checkered pattern of silver and green and adorned with diamonds.

Arpenien—Uses a 2-hand sword engraved with a design resembling an Agaath. He wears magical, steel-reinforced, metallic cloth armor sewed in a checkered pattern of gold and burgundy and adorned with yellow star sapphires.

Note: *See p.108-109 for the Jeweler's unit statistics.*

WARRING HOLDS AT A GLANCE

Hold	Symbol	Ally	Enemy	Desire	Possession	Subplot
1. Cavan	War claw with red eagle on a white field	Abdera	Kulm, Harro, Rukon, Ekeren	Greater Wealth!	Iron, copper, zinc, emerald mines; Holds' breadbasket	TwoVoices (rulers) scheme to overthrow the 3rd Voice.
2. Harro	Gold trident head on a dark blue field	Urda	All but Urda	Trade,wealth	Gold, money, ships	Gen. Du-Landal plots to overthrow the Council.
3. Kulm	Blazing orange moon with rays on black	None!	Cavan, Marl, Rukon, Ekeren, Soluthurn	Rule all the Holds!	Copper, tin, ores; weapons.	Lord Roku vs. King Skera.
4. Soluthurn	White fighting swan on a purple field	Harro	Kulm, Urda, Sea-trolls	Survival	Shipbuilders	Lord Doneli vs. Saaldon I.
5. Marl	Howling black wolf on a silvery field	None	Kulm, Ekeren, Yolmer	Jewel slime, food & fresh water	Magic, weapons.	Threat of civil war; Jeweller's spy serves Cabur.
6. Ekeren	Rising sun with spikes on a green field	Mountains	Kulm	Survival as an independent state	Animists, ores, hydropower.	Plot to kidnap Queen Fere.
7. Urda	Serpent spitting fire on a tan field	Harro	All but Harro (esp. Yolmer)	Women, horses	Rare shellfish dye; magic	Rival priest secretly serves Yolmer.
8. Yolmer	Four 2-headed axes on a gold field	Jeweller	Urda, Abdera	Urda's land; combat	Jewel slime, trade routes	Rival clans battle for control.
9. Rukon	Blue vulture head over a drop of blood	None	Abdera, Kulm, Yolmer, Cavan, Sea-elves, Sea-trolls	Conquer nearby Holds	Slaves, horses.	Trela clan slave revolt vs. the Brool ?
10.Abdera	Two sharks against a white sky	Cavan, Harro, Bear-men	Yolmer, Rukon, Urda	Survival.	Spices, tobac, fertile soil	King Dura-gar's advisor serves the Unlife.
11.Bear-men of Sull	Battling bears on a green field	Abdera	Sea-elves, Sea-trolls Rukon, Urda	Survival, guard	Access to Major Portal	Leader swayed by the Jeweller?
12.Goblins	Crossed silver picks on a brown field	None!	Dwarves, Rukon, all Holds	Booty, weapons, raiding	Unity, ferocity, mountain skills	Split by rival leaders?
13.Dwarves	Gold, triple-axe over red triangle on a black field	None	Goblins, Trolls, most Men	Jewel Well & Jewel-enhanced weapons	Strongholds, weapons, united culture weapons	Greedy King...
14.Hirazi	Silver eagle-head on a blue field	War Eagles, Air Drakes	All Men & other races	To be left alone	Control Jewel Pool	Exile plots vs. ruler; is Cavani envoy a spy?
15.River Ogres	Blue Ogre skull biting a mace on a grey field	None!	River-raiders, Sea-elves, Bear-men, all Holds	Booty, slaves, weapons, Jewel-slime	River guiles, ferocity	Leaders fight each other for power.
16.Sea-elves	Kraken splitting a ship on a sea-green field	None!	Cavan, Harro, Rukon, Sea-trolls, Sea-elves, Abdera	Slaves of Rukon, booty, weapons, Abderan spices	Daring sea-raiders, river-runners & warriors	Rival clans vie for supremacy.
17. Sea-trolls	Gauntlet holding split red skull on a black field	None!	Sea-elves, Cavan, Abdera, Harro, Rukon	Booty, slaves, spices	Vicious culture, brave sailors	Stupid, under sway of the Jeweller.

PART 5: OTHER REALMS

INTRODUCTION

So far we have concentrated on the groups living in western Folenn, the area in and around the Warring Holds. Now we turn to the rest of the continent. It is a vast chunk of land and sky, so we will just hit the important points.

Approximately half of Folenn is settled territory. Only about 10% of the area is civilized, and even these places are thinly populated. Towns and cities tend to be young, small, compact, and widely scattered.

The Bladelands are truly a "new world." Few residents trace their ancestry to indigenous groups and most hail from first, second, or third generation families. Their origins differ, although all share the experience of trying to tame or adapt to a strange, turbulent land.

For convenience's sake, chroniclers divide Folenn's peoples into 61 settled realms, excluding nomads and temporary visitors ("Assailers"). Realms fall into five categories:

(1) Hidden Colonies

(2) Immigrant Domains

(3) Lost Immigrants

(4) Invader States

(5) Indigenous Realms. Indigenous Realms include the non-human nations and confederations founded before the coming of the ancient Duskwalkers. They remain more or less intact, albeit reduced in size and confined to remote locales.

The other four groups contain realms founded during or after the Soulslayer Wars that ended the Duskwalker's dominion and closed Folenn's Golden Age. They are distinguished by both their age (the older Hidden Colonies versus the very young Invader States), and the nature of their founding; in other words, whether they came to be by plan (Immigrant Domains and Invader States), by accident (Lost Immigrants), or by dire necessity (Hidden Colonies). An alphabetized summary listing follows. A † indicates a realm described in Part 4.

Hidden Colonies

Ancoovur (Coral March)
Borvan (Mountain Elves)
Cryan (Wood Elves)
Emun (Dead Marches)
Hírazi (Wing-men)†
Kroel Barrow Marches
Lycoodur (High & Dark Elves)
Manamo (Low-men)
Munull (Tiger-folk)
Olchel (Wood Elves)
Rill
Roarc (Longreaders)
Scrym (Jeweler's Elves)†
Shuluri (Sea Elves)†
Sull (Bear-men)†
Urnull (Wolf-folk)
Vancu Realm

Lost Immigrants

Alchua (Petty Fiefdoms)
Kalanda
Kaw Kaw
Lasapanax
Meir
Morn
Thalar (City States)

Immigrant Domains

Abdera†
Cavan†
Ekeren†
Galatha
Harro†
Klaykala
Kulm†
Lalien
Marl†
Nefarin
Ololoco
Oloponox
Oolcor
Rone
Royn
Rukon†
Soluthurn†
Tatanapo
Tharo
Tralf
Urda†
Vylana
Wiocoola
Yolmer†

Invader States

Cula (Garkula)
Garayax (Flesh Eaters)
Garkamun (Green Garks)†
Gragolon (Garks)
Paia
Saraxa (The Low Empire)
Slike (Bone Eaters)
Sool
Vyath (Hue Eaters)

Note: *To understand the unit information given below each group, consult the* Key to Other Realms & Other Groups *in the Appendix.*

HIDDEN COLONIES

The Hidden Colonies contain the remnants of Folenn's indigenous peoples, groups that occupied the Bladelands hundreds (or even thousands) of years ago. These reclusive kingdoms date back to the time when the Duskwalkers created the mantle of Bladestorms that now guards the continent. Their rich heritage provides them with unique weapons and well-defined defenses, but none save that of the Vancu are particularly large or strong realms.

Most Hidden Colonies lie in the highlands and outer isles. Isolated from recent immigrations and invasions, their peoples cling to highly defensible refuges. Many are exiles from once-glorious mainland domains, while others reside in ancient, ancestral bastions.

Both Men and Elves inhabit the Hidden Colonies of western and southern Folenn. Sundered in ancient time, these domains have long been at war. The Sull, for instance, rarely travel and have never formed a true alliance. The highland Longreaders of Roarc, the descendants of the Duskwalker's Librarian society, also keep close to their homeland.

Immortal Elves (Tulingu) occupy hidden colonies located further east. The Iylari (High Elves) and Dark Elves (Dyari) live on the isle of Lycoodur, which lies off Folenn's northeastern coast. Other Iylari make their homes in Scrym. Wood Elves reside in the mysterious Sly Wood (Cyrac) of southeast Folenn, as well as on the isle of Olchel, which lies off the coast further south.

Having already described the Sull, Shuluri, and Hírazi in detail, we turn to a sampling of the rest of the Hidden Colonies.

Note: *The numbers following each group's title refer to the faction's color guidebook listing and map location. See the Appendix for a key to the unit combat summaries that conclude each Colony's section.*

• THE HIDDEN COLONIES •

Elf Colonies	Others
Cryan (Wood Elves)	Roarc (Longreaders)
Olchel (Wood Elves)	Manamo (Low-men)
Lycoodur (High & Dark Elves)	Vancu Realm
Scrym (High Elves)*	Ancoovur (Coral March)
Borvan (Mountain Elves)	Sull (Bear-men)†
Shuluri (Sea Elves)†	Munull (Tiger-folk)
	Urnull (Wolf-folk)
	Emun (Dead Marches)
	Hírazi (Wing-men)†
	Rill
	Kroel (Barrow Marches)

* Now the Jeweler's Lands.
† See Part 4.

TIGER-FOLK OF MUNULL (12)

Munull encompasses the southern reaches of the Rising Wood of easternmost Folenn. There, three hundred Tiger-Tribesmen live in isolated bands. Roaming through the dark forest, these people value their independence and privacy above all else.

Like the Sull, the Tiger-folk are a lycanthropic people who owe their origins to a rare blood disorder. They descend from victims of the ancient "Tiger Sickness." Shunned, their ancestors spawned the Munull culture after being isolated in remote, woodland colonies.

Unfortunately, the Rising Wood is cherished by other hostile groups, notably the Myriad Realms of Tatanapo to the west. Encroachment by other Men and periodic raiding by the Iylari of Lycoodur threaten the Tribe's autonomy. Their only buffer against these assaults is the primitive Manamo domain.

Although the Tiger-Tribe avoids pitched warfare (they can raise only 80 veteran warriors, and their levy includes less than 50 others), the continuing erosion of their homeland precludes peace. Even in quiet times, settlers from the New Colonies and Immigrant Domains try to explore and exploit the fringes of Munull. Small skirmishes result, often escalating until either the new community is destroyed or the Tiger-Tribesmen are driven off to lick their wounds.

Tiger-Tribesmen lead a remarkably simple life, guided by the principles laid down by their religious leaders. For any harm inflicted, it is the warriors' duty to return a more debilitating punishment. Those not subscribing to this doctrine are considered unfit to be warriors. Weakness is seen as a great crime which must be punished by execution or banishment. Thus there is a great deal of pressure on warriors to behave either foolishly or bravely, depending upon where you stand against them.

The conflict of cultures in this region breeds some of the fiercest and bloodiest battles in all Folenn. Quarter is neither asked nor given by the combatants. In all battles involving Tiger-Tribe forces, prisoners are rarely taken.

Shapeshifters also provide the Tiger-folk with a powerful shock weapon. Were-tigers, Munull Priests alter their forms merely through the application of resolute will. These Priests transform themselves in battle. Wild and powerful, they are impervious to non-magical weapons and move through the forest with alarming speed and grace. Were-tigers strike from all directions, instilling their enemies with a sense of inescapable doom. They mercilessly maul foes until no more blood remains to be spilled.

Additionally, the Munull train true tigers as traditional light infantry forces. Driven headlong in the enemy ranks, they shatter morale and rend flesh. They are allowed their choice of a victim's remains after battle.

Unit Size: 8
Standard: 8' (2.75m) Pike Surmounted by Totem
Unit Type: Medium Infantry
Insignia: Burning Grey Tiger on Red and Black Field
Experience Level: 5
Decoration: Short Surcoat Adorned With Insignia
Morale: Very High
Armor: Leather Jerkin, Pot Helm
Demeanor: Reclusive but Aggressive
Arms: Mace, War Hammer, Throw-axe
Tactical Approach: Aggressive
Strategic Approach: Defensive

URNULL, THE WOLF-LAND (13)

Urnull is a small domain located in southernmost Folenn. Cradled within two spurs of the Folenna Spikes, it occupies the Wolfwater Valley stretches to the southern banks of the fierce Dreamwater river. Wilderness encircles Urnull, except along the northern border. There, the Wolf-folk maintain a vigil over the adjoining Blood Eaters (Garcathu) of the Kingdom of Garayax.

Six hundred Wolf-Tribesmen live in Urnull. About a quarter reside in the cliff caves of the capital at Weer, where they mine precious gems. Others travel in isolated bands along traditional mountain circuits. Hunting and fishing in the dense upland woods, they live off the land.

Like the Munull and Sull, the Wolf-folk suffer from a rare lycanthropic disease borne in their blood. This "Wolf Sickness" dates to an ancient time when the Urnull were isolated in camps scatted across the southern part of the continent. Both reviled as plague-ridden and worshipped as gifted seers, they lived in quarantine. Their current realm is the only Urnull encampment to survive the depradations of the invading Feeder Races.

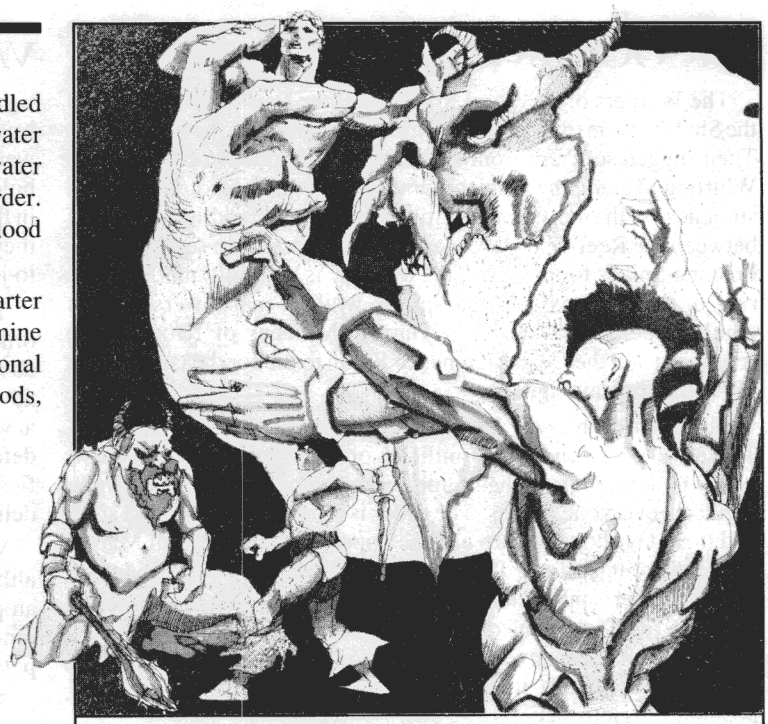
Unit Size: 8
Standard: 6' (2m) Pike Surmounted by Totem
Unit Type: Medium Infantry
Insignia: Glowing Red Wolf on Yellow and Black Field
Experience Level: 4
Decoration: Jerkin Inlaid With Insignia
Morale: Extremely High
Armor: Leather Jerkin, Helm
Demeanor: Reclusive but Aggressive
Arms: Shortbow, Hand Axe
Tactical Approach: Aggressive
Strategic Approach: Defensive

EMUN, THE DEAD MARCHES (16)

Emun stretches along the northeastern flank of the Folenna Spikes, east and across the ridge from the Coral March. It lies south and west of the Lost Immigrant domains. The Shimmering Wood covers much of this upland realm, which is noted for its forest offerings.

Belasar the Demon-king rules the realm of Emun with an iron fist wrapped in an iron gauntlet. His austere keep at Emog harbors many chambers of horror. The site of Belasar's unspeakable interests, the fortress overlooks a spring that feeds the Dead River.

The Demon-king has magically enslaved a multitude of prisoners. Belasar's troops are charmed (stupidly obedient) warriors who would die on his word. They live in unspeakable filth. Most reside in Belasar's mountain-hold, dying of disease and battle-wounds. The Demon causes these pestilential corpses to walk again as undead Ghouls, further augmenting his forces. Belasar segregates his living warriors from the undead, for the Ghouls possess voracious appetites for flesh.



OGRES BATTLE MEN

Emuna Ghoul-warriors are little more than transformed putrescent corpses with fang-like teeth and clawed hand. Stupidity clouds their minds, preventing independent action. They inspire terror by their presence, not by their guile. Their claws cause infections which often fell the greatest warriors. Commanded by more powerful living Men, Ghouls weaken the enemy ranks, preparing the way for the Demon-king's well-drilled Guard.

The Knights of Death patrol Emun's borders. Powerful animated skeletons, these undead warriors act independently and employ a chilling, paralyzing gaze to freeze their foes. They then slay their victims with razor-sharp battle-axes.

Unit Size: 6
Standard: Flag Mounted on Black Pole
Unit Type: Medium Infantry
Insignia: Blue Twin-axe, White Sun, Black Field
Experience Level: 4
Decoration: Insignia on Cape and Shield
Morale: Instinctual
Armor: Chain Shirt, Shield
Demeanor: Evil
Arms: Spear, Hand Axe
Tactical Approach: Aggressive
Strategic Approach: Defensive

ANCOOVUR (CORAL MARCH) (21)

The Warders of the Coral March hold the four spires (known as the Shell Towers) that stand watch over the entries to the Coral Road. Their rugged southern frontier lies along the northern shores of the Whirling Waters, the Ancient Drain (Lake of Drains). The March stretches to the northernmost tip of Folenn, straddling the shelf between the Reef Sea to the west and Bull Mountain section of the Folenna Spikes to the east. This territory is carefully marked by a ring of coral cairns and guardposts, while signal towers ring its highland perimeter. With the Barrow Marches of Kroel to the southwest and the Dead Marches of Emun to the southeast, the Men of Ancoovur stay vigilant.

The Warders rely on a well-trained army of about 250 soldiers. These warriors constitute a military order with spiritual and economic underpinnings. Their families also belong to the order, which regulates everyone's lives. The order is known as the Coral Tatoo, and includes about a quarter of the population of the Coral March. Each adherent is adorned with a small, deep-red, shell-shaped tatoo on his or her upper chin. Non-members suffer as second-class citizens. The Tatoo considers those coming from outside the March as mere animals, enemies who cannot aspire to deal with the order until they execute a trade agreement recognizing the Warders' peculiar religious beliefs.

A typical Warder unit includes twelve soldiers: three knights and three groups of three armsmen. Each knight owns a horse, but the Warders prefer to fight on foot. They wear flexible chain armor and favor short swords and crossbows. Most avoid open combat unless engaged at night, the Warders' favorite time for battle. Instead, they prefer to defend themselves from their numerous fortifications.

Unit Size: 12
Standard: 10' Pike Surmounted by Totem
Unit Type: Medium Infantry
Insignia: White Shell on Dark Green and Blue Field
Experience Level: 4
Decoration: Short Surcoat Adorned With Insignia
Morale: High
Armor: Chain Shirt, Helm With Half-cowl
Demeanor: Careful
Arms: Short Sword, Light Crossbow, Throw-axe
Tactical Approach: Defensive
Strategic Approach: Defensive

VANCU (23)

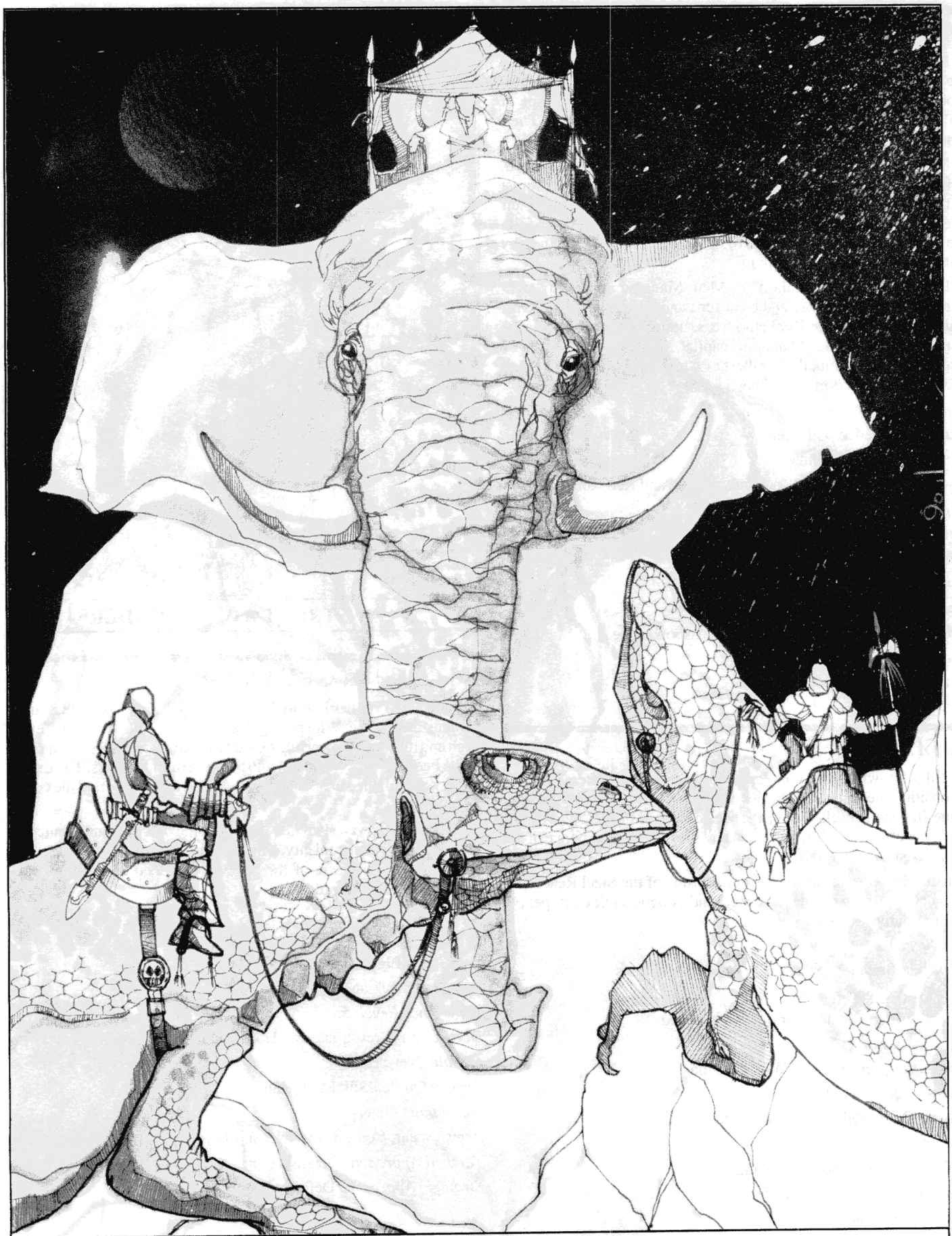
Few peoples rival the Vancu in terms of greed, cruelty, and brutality. An ancient order founded by the Soulslayers, these pitiless warriors crossed into Folenn in ancient times and established their holds in the highlands around the deep, dark Lake of Sighs. There, in the great valley between the Steel Reach and the Folenna Spikes, they carved citadels from the course volcanic rock, delving tunnels to join their outposts to the main complex at Ink Falls.

The Vancu symbol, the black knot, represents the concepts of order, symmetry, and control. Vancu seek domination and desire absolute perfection or utter destruction. Since the only way to advance in their society is to amass tongues, the Vancu are always at war. They constantly seek foes and have no qualms about slaying defenseless victims. Even more terrifying, the Vancu eat the raw flesh of their fallen prey. (They consider hearts and livers to be delicacies.)

Vancu number about one thousand warriors. Most are footsoldiers, although all are trained to ride. Both men and women fight, the latter atop strange, lizard-like creatures called Ulthula. Ulthula are small, omnivorous, forest-dwelling drakes that immobilize prey with a potent nerve poison.

Six warriors compose a typical Vancu unit. Every fighter carries a trio of darts and a composite bow. Their favorite weapon is the war-claw, a three-headed war hammer shaped like the talons of a dragon. Each war-claw is fitted with a gem that sucks out the soul of a victim whenever it draws blood. Vancu wear superbly crafted dragon-skin armor fashioned during the ancient days of Soulslayer dominance. Tongues of their victims adorn their belts. Each warrior's helm is shaped like a horrifying caricature of his own head.

Unit Size: 6
Standard: A Colored Head on a Black Pike
Unit Type: Medium Infantry
Insignia: Black Knot on a Colored Field
Experience Level: 5
Decoration: Roundal Atop Helm With Insignia
Morale: Fanatic
Armor: Black Half-hide Dragon-skin Plate
Demeanor: Fanatic & Cruel
Arms: War-claw (Triple-head War-hammer)
Tactical Approach: Highly Offensive
Strategic Approach: Highly Offensive



VANCU BATTLE ROYN WARRIORS

MANAMO (24)

Manamo is home to the cannibalistic Low Men, or Manamo. They are a mysterious race of short, wiry people adapted to life in the wooded wilderness. Indigenous to the neighboring continent of Tulingit, they were the first race of Men to set foot in Folenn. Their lands once included most of the continent's lowland forests.

Manamo is now confined to the northern half of the Rising Wood, which stands in easternmost Folenn. The Low Men share the forest with the Munull, who live to the south. The Manamo cherish their friendship with the Munull, for without the help of the Tiger-folk, the Low Men would be overrun by settlers and armies from nearby Tatanapo (the Myriad Realms).

Little is known about the Low Men. Manamo apparently fight with elaborate crossbows and blowguns and fashion intricate traps. They hollow out huge Kankamo trees, building homes and keeps within the giant trunks. Manamo's capital, Mankama, consists of 25 interlocked Kankamu, the smallest of which stands 250' (80m) tall and measures 30' (9m) in diameter.

Unit Size: 10
Standard: Dyed Wood Spear
Unit Type: Light Infantry
Insignia: 4 Pairs Arrows on Black, White, and Red Roundal
Experience Level: 6
Decoration: Braided Ponytails
Morale: High
Armor: None
Demeanor: Reclusive but Aggressive
Arms: Crossbow, Blowgun (Light Crossbow), Spear
Tactical Approach: Defensive
Strategic Approach: Reclusive

RILL (44)

Rill is known as the Glass Land, for its ashen soil offers a wealth of obsidian deposits. The walls of Foetbranger, its tower-capital, shine like stained glass over the western bank of the Steel River. Their beauty recalls the days when Rill was the chief province of the Duskwalker's republic.

Rill looks eastward from the eastern side of the Steel Reach. An upland realm lying between the Steel and Tongue Valleys, its people live in relative isolation.

Unit Size: 10
Standard: Streamer Attached to Leaders' Helmets
Unit Type: Light Infantry
Insignia: Blue Light-tower on Orange Field
Experience Level: 5
Decoration: Jerkin Inlaid With Insignia
Morale: Extremely High
Armor: Quilted Silk Breastplate, Helm
Demeanor: Suspicious
Arms: Composite Bow, Warhammer
Tactical Approach: Defensive
Strategic Approach: Defensive



A CONSTRUCT AWAITS ORDERS

OLCHEL & CRYAN (48)

The twin Wood Elf kingdoms of Olchel and Cryan face one another across the Whispering Narrows of southeastern Folenn. Rich and militarily powerful, they act as a bulwark against the spread of the Feeder Races (Ulcathu) into the eastern Bladelands. The Erlini are at war with the Hue Eaters of Vyath and frequently raid the coast of Slike.

Olchel and Cryan share the island capital of Tulingan, reputedly Folenn's most beautiful city. The two lands also share access to the magical healing waters of the Sly Mere, a deep lake situated on Cryan's northwest border.

Unit Size: 9
Standard: Banner Attached to Short Pike
Unit Type: Light Infantry
Insignia: Black and Red Trees on Gold Field
Experience Level: 5
Decoration: Breastplate and Hood Inlaid With Insignia
Morale: Very High
Armor: Quilted Silk Mail, Helm
Demeanor: Quiet
Arms: Spear, Composite Bow, Shortsword
Tactical Approach: Defensive
Strategic Approach: Defensive

LYCOODUR (49)

The great isle of Lycoodur is home to two semi-united Elven Kingdoms populated by both High Elves (Iylari) and Dark Elves (Dyari). Unstable but long-lived, these small, warlike domains raid the shores of the mainland and make war on the weak peoples of Morn, Manamo, and Munull. Their principal rivals, the Erlini of Olchel and Cryan, live far to the south. Only the upstart New Colonies prevent the two lords of Lycoodur from subjugating all of northeastern Folenn.

Iylar nobles dominate Lycoodur's politics, so it is no surprise that the Elves maintain strong relations with both Thalar and the Jeweler of Scrym. This unholy alliance suits the Iylari, who hope to eventually regain control of the Bladelands by whatever means they can. Their disgruntled Dyar subjects know little about these plans.

Lycoodur's well-trained warriors are among Folenn's finest fighters. Superb sailors, climbers, and tacticians, they strike all along the continent's northern and eastern coasts. Their most elite unit, the Walrus-riders of Iylan, actually travel on the backs of the giant Iylana War Walruses. These 40' (12m) long behemoths sport 6' (2m) tusks and swim at speeds of up to 20 miles (32 km) per hour.



TWO UNDEAD ENTER BATTLE

Unit Size: 9
Standard: Banner Attached to Rod Attached to Back
Unit Type: Light Infantry
Insignia: Four Entwined Gold Rings on Black Field
Experience Level: 5
Decoration: Shield and Helm Inlaid With Insignia
Morale: High
Armor: Quilted Silk Mail, Helm
Demeanor: Haughty
Arms: Spear, Composite Bow, Broadsword
Tactical Approach: Aggressive
Strategic Approach: Aggressive

BORVAN (50)

Situated south of the lower reaches of the Laughing River, Bovan lies in the center of Folenn. Inhabited by exiled Punkari, or Mountain Elves, this Tulinga kingdom struggles to regain its homeland region. Gobrul occupy the Elves' original domain, which lies to the west along the eastern flank of the Folenna Spikes.

Lord Gethis of Gethan is King of the densely populated (by Folenn's standards) Borvan state. He presides over an anxious but vigilant land whose people openly despise their life along the grassy coast of the Bay of Sighs.

Unit Size: 9
Standard: Banner Attached to Rod Attached to Back
Unit Type: Light Infantry
Insignia: Flaming White Eagle on Blue Field
Experience Level: 5
Decoration: Jerkin Inlaid With Insignia
Morale: Very High
Armor: Quilted Silk Jerkin, Helm
Demeanor: Cocky
Arms: Spear, Composite Bow, Shortsword
Tactical Approach: Aggressive
Strategic Approach: Defensive

KROEL BARROW MARCHES (51)

Located in northwest Folenn, the Barrow Marches of Kroel occupy the coastal hills between the Ancient Drain and the Reef Sea. The Walking Woods lie to the south, while the Coral March is situated to the north. It is a marshy land punctuated by colorful swaths of heath and laced with countless streams.

Kroel once served as the burial grounds for the invading Soulslayers of Murlis. The disembodied spirits of thousands of Soulslayer servants haunt the land. Their barrow tombs dot the landscape of the Barrow Marches; thus its name. The restless Kroela spirits that inhabit the barrows are apparitions that awaken at night when summoned by a higher force. Relying upon curses and spreading disease, they frighten, disable, and scatter most every enemy who dares invade their domain. Later, the Jeweler used the Kroelu to spread pestilence and defeatism among the Cavani and throughout the southern reaches of neighboring Ancoovur.

Ghostly in shape, Kroelu manifest themselves in a black, icy, incorporeal form. These shadowy creatures rise from broken tombs to menace those who venture too near. The Soulslayers' Inwa clan buried their most exalted leaders in mountainous barrows which have been subsequently profaned by priests of the Unlife. Fortunately, most Barrow-wights cannot campaign further than one mile from their tombs, but they still claim their share of victims. While the presence of the barrows deters all but the boldest adventurers, the great wealth rumored to be within the barrows often draws treasure hunters.

Barrow-wights retain the skills and weaponry they possessed while living. The Inwa of eastmost Kroel carry the Irgaak, a ceremonial two-handed sword of great destructive power. They wear fabulous plate armor and carry wonderfully-crafted full shields. Fully bedecked in royal finery, these Barrow-wights present a chilling and malevolent countenance.

Kin to the dreaded Barrow-Wight, these less insular Wights haunt Kroel's western graveyards and battlefields. Their vague, dark forms present (through magic) the image of fair and perilous folk. Those slain by their burial swords become Wights themselves. The Wights project fear and coldness.

The main body of Wights, the Ghostly Legion of Hara, lingers in the burial lands overlooking the Reef Sea. Fed by the souls of the shipwrecked, these non-corporeal spirits look like blood-stained warriors. They are tied to the physical plane by their weapons, which act as foci, and they drain energy from the living through mere proximity. A Haran's ghostly visage incites fear, while its touch is cold and relentless.

Unit Size: 8

Standard: Dried Head Mounted on Pole

Unit Type: Medium Infantry

Insignia: Lavender and White Bloodroot Deathmask

Experience Level: 3

Decoration: Deathmasks on Leaders' Helms

Morale: Instinctual

Armor: Chain Mail

Demeanor: Sluggish

Arms: Spear, Broadsword

Tactical Approach: Aggressive

Strategic Approach: Very Defensive

LONGREADERS OF ROARC (53)

Hidden in the mountains of the Roarc Spur, the one thousand Longreaders are of ancient lineage with roots extending back thousands of years to the First Era of Ire. These brilliant, reclusive Humans serve the Duskwalkers, gathering information and battling forces of Unlife. They jealously guard the finest collection of arcane magic and lore on Folenn. Located in underground chambers (separate from the Ash Lairs), their society is stratified and ritualized, with two primary social classes: sages (who number 101) and warriors (who number about 200).

Schooled in magic use and lore from an early age, Sages scheme, plan strategies, and instruct the warriors in ways of subtlety. Longreader Sages also monitor the Essence, correcting any imbalances in the Flows. Owing to their unique responsibilities, Sages are in a position to summon and converse with both the Spirit of Folenn and the Duskwalkers themselves. This is achieved through use of the Oolomo, a deep crystaline pool prized by the Duskwalkers. Once Folenn's most prized Jewel Well, the Oolomo cooled and solidified long ago; however, it remains extremely powerful.

Longreaders are inspired by a legacy of individual heroism. Their warrior class uses an ancient type of martial arts called "Ropopo", which emphasizes disarming and subduing. Fallen foes are easily dispatched with a curved, single-edged blade of magical steel. The warrior's sword is called a "Ropoon", meaning "best friend" in the Roarc tongue. Self-rallying Longreader units consist of ten soldiers, each of which is capable of acting as leader. Warriors rotate command according to the day of the week. At least one of the soldiers is a Sage.

Unit Size: 10

Standard: 20' Scroll Unfurled Between 2 Pikes

Unit Type: Light Infantry

Insignia: 4 Opposing Pairs of Silver Arrows on Red Field

Experience Level: 6

Decoration: Ceramic Insignia Inlaid on Breastplate

Morale: Extremely High

Armor: Leather Jerkin, Leather Helm with Neck Guard

Demeanor: Reclusive but Aggressive

Arms: Recurved Composite Bow, Broadsword

Tactical Approach: Aggressive

Strategic Approach: Defensive



IMMIGRANT DOMAINS

Recently established realms, the Immigrant Domains include a wide variety of competing colonies. Most of these states are no more than fifty years old, when the rush to cash in on the Pyto clans' Jewel Wells began in earnest. Some, like the Warring Holds of western Folenn and the New Colonies located around the Bay of Cries, are relatively civilized settlements. Others, such as Tralf and the Myriad Realms of Tatanapo, are wild and brutal locales engaged in a never-ending war over lands and resources.

The New Colonies hug the shores of the strategic peninsula separating the Bay of Cries from the neighboring Bay of Sighs. Unlike the settlers of the more rustic realms to the south, these colonizers made a comfortable landfall. Well-provisioned vessels allowed the New Colonists to firmly establish themselves in some of Folenn's richest lands.

Small, unstable, well-armed, and hungry, the southernmost Immigrant Domains rise and fall, blossom and wane, come and go, with the passing seasons. These realms own few traditions and have little or no political heritage. Overlords answer to no one and respect no laws or creeds but their own. Their policies grow out of the hunger that brought their founders to the Bladelands, so aggression, exploration, conquest, and destruction serve as primary motivations.

Having already described the Warring Holds in detail (see Part 4), we turn to a sampling of other Immigrant Domains.

Note: *The numbers following each group's title refer to the faction's color guidebook listing and map location. See the Appendix for a key to the unit combat summaries that conclude each section.*

• THE IMMIGRANT DOMAINS •

Warring Holds†	New Colonies	Others
Abdera	Klaykala	Tatanapo*
Cavan	Lalien**	Rone
Ekeren	Galatha	Oolcor
Harro	Royn	Tralf
Kulm	Vylana	Wiocoola
Marl	Oloponox	Ololoco
Rukon	Nefarin	Tharo
Soluthurn		
Urda		
Yolmer		

† See Part 4.
* The Myriad Realms
** Paltry Lands)

THARO (17)

A mountainous domain located around the easternmost peaks of the Roarc Spur, Tharo is often called the Stairlands. A steep alpine ridge cuts the realm in half, while another mountain wall seals most of its southern border. Both of these granite ranges rise above 15,000 feet (4,600m). They create astounding vistas and nightmarish barriers for the Tharan highlanders.

Tharans descend from the Dúranaki of Jaiman, a very reclusive and mysterious race of Men who delve tunnels and reside in oppulent cavern complexes. Unlike the forebears, Tharans shun slavery and show little fear of strangers. They trade with the nearby Men of Lalien and Wood Elves of Cryac and openly contest their border with the Bandit-lords of Tralf.

Like their ancestors, Tharans make superb smiths and cave-builders. Vast passage networks connect the Tharo's rich northern frontier with the Tharan heartland in the Stairwater Valley.

Unit Size: 11

Standard: Rectangular banner on a pike

Unit Type: Light Infantry

Insignia: Black cave mouth with orange flame emerging

Experience Level: 5

Decoration: Gold and silver filigree on chain shirts

Morale: High

Armor: Varies from Light to Heavy Mail

Demeanor: Vigilant, aggressive

Arms: Warhammers, clubs, pikes

Tactical Approach: Offensive

Strategic Approach: Balanced

OOLCOR (18)

One of the oldest of the Immigrant Domains, Oolcor is a rugged kingdom located in the mountains of southern Folenn. Whispering Reach, the tallest mountain on the continent, marks its northern apex. Volcanic ridges guard Oolcor's northern and western borders. Smouldering geyser basins litter the hilly landscape, clouding the already misty air with noxious fumes and hot, pungent sprays.

The Oolcori displaced the Roarc over a century ago, but wars with the Slicathu of nearby Slike all but wiped out the Oolcor state. Driven northward into the mountains, the Oolcori regrouped around their King's summer capital at Remdoon. They now struggle for survival. Their desperate plight forces them to rely on aid from the Vancu, making them unwitting servants of the Soulslayers.

Unit Size: 9

Standard: Square banner on a pike

Unit Type: Light Infantry

Insignia: Brown geyser spewing silver swords

Experience Level: 3

Decoration: Earth toned-tunics

Morale: Medium

Armor: Rigid leather

Demeanor: Distrustful, vengeful

Arms: Short swords, bows, pikes

Tactical Approach: Defensive

Strategic Approach: Spring traps

TRALF, THE BANDIT REALM (19)

North of the Roarc Spur lies the notorious Bandit Realm called Tralf. Filled with peasant refugees and flotsam from the Paltry Lands of Lalien, the population of Tralf rises and falls with the fortunes of war. Other realms shun Tralf, for it has no wealth to warrant an invasion. Inhabitants dwell primarily along the western edge of Tralf, demarcated by the Murmuring River. There, peasants eke out a meager subsistence by fishing and practicing agriculture.

Often decimated by disease and famine, the unfortunate Tralfans cower under the vicious rule of Kasandra. Kasandra is a demon Conformer who appears as a beautiful, 8' tall Elf. She manipulates the baser emotions of her followers to achieve her desired end: garnering enough souls to barter for her release from this world. Kasandra gathers souls from irrevocably corrupt mortals whom she has seduced with promises of wealth, fame, or physical pleasures. She stores debauched souls in a translucent green crystalline sphere which she wears around her neck on a chain.

Tralf's forces include a motley collection of the dregs of Folenn. War criminals, deserters, and brigands form the bulk of Kasandra's army. She trusts no one fully, appointing to leadership only those who are most under her sway. Her bandit hordes make frequent forays into the Paltry Realms. Kasandra encourages wanton destruction with promises of booty. She gives rewards for all prisoners brought back to Tralf. They are vulnerable souls ripe for the picking. Those not immediately succumbing to her presence are killed without remorse in a public display of bloody torture. Thus, her minions obey her directives without question.

Unit Size: 12

Standard: Triangular pennant on a pole

Unit Type: Light Infantry

Insignia: A fist holding fiery embers

Experience Level: 4

Decoration: Bloodied faces

Morale: Medium

Armor: Rigid leather

Demeanor: Vicious, cruel

Arms: Longswords, clubs, pikes, daggers

Tactical Approach: Offensive

Strategic Approach: Sneaky, ill-organized

KLAYKALA (25)

Fierce and rugged as the landscape, the stocky men and women of Klaykala number about 4,100 and range far outside the borders of their bayside realm. Originally the Horde were warring nomads who set out to find "the Plains of Plenty," a mythical setting where gold and silver flowed like rivers and fighting men died from pleasure and excess. This migration drove them through an Essence Portal from their distant ancestral lands, and they arrived in Folenn. A fully armed warband passed into Kulthea replete with a precious few trained warhorses, a handful of smiths, and fifty camp followers.

Distinct in appearance, Klaykalans display some rather odd features. Averaging from 5' to 5'8 in height, they are solid and strong. Bushy, wild hair rings their faces (even women have such "manes") and covers most of their bodies, except the palms of their hands and feet. Klaykalans generally have black, grey, or white hair and brown or green eyes. Leaders of Klaykalan raiding parties have silver hair and red-rimmed eyes, the change in features explained by their intense physical desire to lead and succeed. A prominent ridge of bone runs from the crest of their head to the base of the skull. Klaykala's myths state that this bony ridge houses the soul. When slain in battle or felled by disease, a Klaykalan is cermonially burned upon a pyre, after which his bones are scattered to the winds. (The sole god of the Klaykala, Olum, has an oversized head with a bony ridge so broad that the River of Life runs through it.)

Now, a raiding party makes a pilgrimage each month to the same Portal, hoping to return home or to pass into a more favorable land. Thus far, the Guardians of the portal have prevented such a journey. The Klaykalans have rarely been allowed to import replacements through the portal and have vigorously cut a new and temporary homeland out of the area surrounding the minor Portal, which remains a significant feature of their formidable fiefdom. Although the 1,200 Klaykalan warriors might easily defeat most foes, they wish to leave the Land of Hues and to return home. To pass the time, they raid nearby domains and set sail for ports unknown, hoping to discover a convenient Essence Portal or an Essence Master to bribe or woo.

Despised as barbarians by the petty lords of the Paltry Lands to the south and the squabbling states and cults of the Myriad Realms to the northeast, the Klaykalans maintain a sophisticated culture. Their three port-towns stand watch over a blessed domain. Paved roads connect the triad. The ports serve ships landing on the western, northern and eastern sides of the Klaykalan Peninsula, which juts into the Bay of Sighs like a glove. Wawkeeyoon, which stands on the ruins of an ancient Duskwalker hold, is the largest town and serves as the capital.

Klaykala's Horde trades for magic weapons, offering to barter horses, small sailing ships, and their own crude but damaging weapons. A few even fight as mercenaries. Almost all of these warriors believe that death in combat equates to the promise of a return voyage to their homelands, which they believe lie in another dimension.

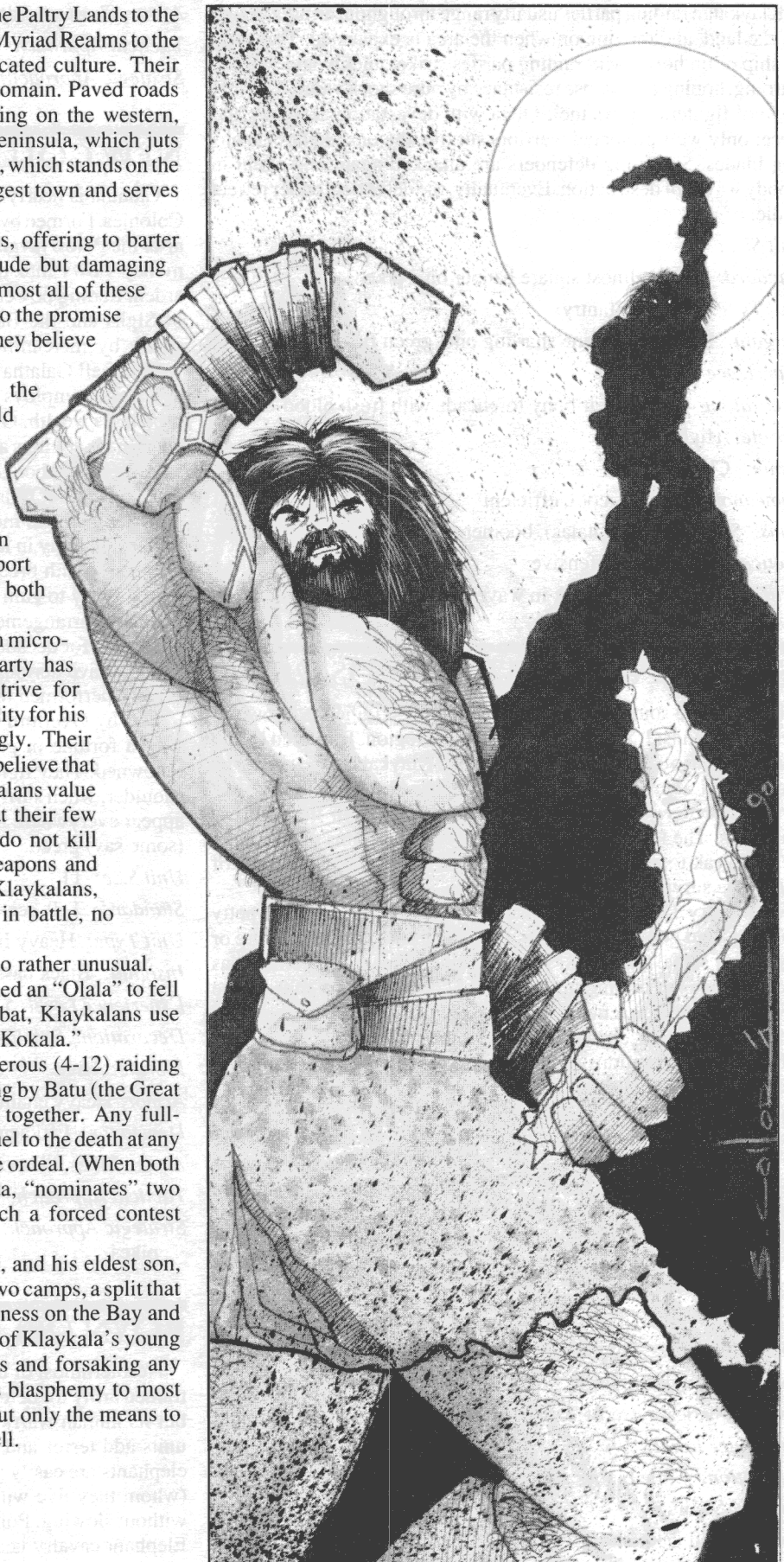
Viewed as sacred and inspirational by the Klaykalans, wolverines roam Klaykala hold freely. Rival warriors who slay woverines face the full wrath of the Klaykalans, who imitate the fierceness of the creature in battle and respect its tenacity. Wood-burned representations of the fiesty beasts decorate Klaykalan hides, clothing and weapons; most warriors sport "wolverine" scars (tatoos) on the palms of both hands.

Klaykalan raiding parties are communities in microcosm. Each member of a 20-man raiding party has unique skills and motivations. Klaykalans strive for hardy individuality. A warrior takes responsibility for his final destiny and conducts his life accordingly. Their religion emphasizes the divinity in all, but they believe that only enlightened beings have souls. The Klaykalans value a fine horse more than a human life (and treat their few remaining mounts very well), although they do not kill without reason. Raiding Lalien for booty, weapons and horses is considered almost sport to the fierce Klaykalans, who pride themselves on never surrendering in battle, no matter the odds.

Weapons favored by the Klaykalans are also rather unusual. They use a jagged, razor-sharp boomerang called an "Olala" to fell prey up to 100' away. For hand-to-hand combat, Klaykalans use thick-bladed razor-sharp short swords called "Kokala."

Klaykalan Warbands are composed of numerous (4-12) raiding parties working in conjunction. Only a gathering by Batu (the Great Leader) or some catastrophe brings them all together. Any full-blooded warrior can challenge the leader to a duel to the death at any time; the winner rules, provided he survives the ordeal. (When both combatants are slain, the High Priest, or Bata, "nominates" two warriors, who then battle for leadership. Such a forced contest requires the spilling of blood but not death.)

Friction between the current leader, Kurhal, and his eldest son, Urhal, threatens to divide the Klaykalans into two camps, a split that would weaken them and reduce their effectiveness on the Bay and in the lands south of their fief. Urhal is the first of Klaykala's young warriors who favors staying in the Bladelands and forsaking any hope of return to their homeland. Such talk is blasphemy to most Klaykalans, who seek not wealth nor power but only the means to leave Folenn and to arrive home, alive and well.



KLAYKALA HORDE WARRIORS

Klaykalan raiding parties usually range throughout an area, living off the land, and moving on when the area is exhausted. Traveling by ship or on horseback, raiding parties strike quickly and without warning, hoping to collapse resistance by pure shock value. The first wave of fighters throws their Olala with devastating accuracy and force; only well-protected warriors survive the onslaught of whirring blades. Surviving defenders are attacked again and again in bloody waves of destruction. Eventually, the defenders either retreat or die.

Unit Size: 8

Standard: Broad almost square banner on a pike

Unit Type: Heavy Infantry

Insignia: Black Wolverine snarling on a green field

Experience Level: 5

Decoration: Smear their bony foreheads with fresh blood

Morale: High

Armor: Chain mail

Demeanor: Capable, cool, efficient

Arms: Short swords (Olalas), boomerangs (kokalas), pikes, clubs

Tactical Approach: Offensive

Strategic Approach: Attack in waves, first throwing boomerangs

LALIEN, THE PALTRY LANDS (26)

Lying to the south of the Klaykala holdings, Lalien is known as the Paltry Lands. It is a rude, plague-swept region. Bordered by the Bandit Realm of Tralf to the South and the Klaykala to the north, the peoples of Lalien suffer dearly. They receive no respite from the constant border raids and crippling invasions from their hostile neighbors. The Lalienu's allies in the Myriad Realms of Tatanapo are too weak to offer much help, so the numerous Paltry Lords of Lalien see survival as their major goal.

The Paltry Lords' rule is characterized by ruthlessness, petty ambition, and general animosity. Lalien lacks a unifying culture or any sort of social amenities, so none of the farmers and herders has a ready means of uniting in rebellion. Economy is at a subsistence level and trade is practically non-existent. All material, labor, and economic wealth is channeled into the military.

No major expeditions issue forth from Lalien. Minor lords are concerned only with holding their own castles. This consists of maintaining decrepit fortifications and impressing unfortunates into their ragged forces. Tensions run high and newcomers to the land are viewed with hostility. Petty lords are more likely to torture interlopers than offer them a meal. Most lords maintain dungeon chambers filled with diabolical instruments for extracting the truth or just having fun. Occasional alliances between rulers usually deteriorate within months for treachery is commonplace. They only keep convenient pacts.

Unit Size: 6-10

Standard: Varies, but most are narrow banners on a pike

Unit Type: Light Infantry

Insignia: Varies, but most feature weapons against a dark background

Experience Level: 3-4

Decoration: Little but for the colors of their favored warlord

Morale: Medium

Armor: Rigid leather

Demeanor: Fearful, treacherous

Arms: Short swords, bows, pikes

Tactical Approach: Defensive

Strategic Approach: Spring traps

NEW COLONY OF GALATHA (27)

Galatha is nearly a century old, making it the oldest of the New Colonies. Formed by the Uspidor Trading Company just two months after the Pyto Travail, Galatha has steadily grown as more and more money flows into the Immigrant Domains. Galatha is the most ardent trading power in the boot-shaped region jutting into the Bay of Sighs and the Bay of Cries. Galathians are motivated almost solely by mercantile considerations. More than 6,000 men and women call Galatha home.

Galatha employs a formidable army of over 840 warriors to protect its wealth. Organized in groups of eleven, Galathan squads contain ten soldiers and one veteran commander. Most units operate as part of the labor corps or as guards, for the Galathans maintain a peaceful stance. Being content to make lots of money and to pile up gold and gems in mounds beneath the capital/stronghold, Galatha utilizes its army in a purely defensive mode.

Since wealth breeds envy, there is no shortage of invaders who regularly try to gain the wealth of Galatha. Stout castles and other defensive arrangements have kept the Galathean forces relatively unharmed for decades. Only with depradations of the Plunderers of Vylana have seriously threatened the realm. Even then, massive bribery performed the work of the beaten army.

Led by Overlord Timeron, a handsome and wily military man with a fortune in gold, Galatha has prospered. Her Pikemen are renowned. They fight in squares of eight, two to a side, shoulder to shoulder, when surrounded. Their red and grey banners and shields appear everywhere in the central Bays, protecting trade, profit and (some say) greed.

Unit Size: 11

Standard: Tall, rectangular banners on pikes

Unit Type: Heavy Infantry

Insignia: Black castle against red sky

Experience Level: 5

Decoration: Shields sport red abd grey slash-patterns

Morale: High

Armor: Heavy chain mail

Demeanor: Efficient, well-trained

Arms: Pikes, Short swords

Tactical Approach: Offensive

Strategic Approach: Fight in squares, shoulder to shoulder, using pikes

ROYN (28)

Northernmost of the New Colonies, Royn depends on its highly trained army for defense of the realm. This force is over 900 strong, but its human warriors are only part of the picture. War-elephant units add terror and power to Royn's offensive capabilities. War elephants are easily goaded into a frenzied charge by their masters (whom they live with from birth) and trample enemies underfoot without slowing. Poisoned tusks gore those who escape trampling. Elephant cavalry bear riders wielding polearms. There is no easy way for opposing forces to deal with these colossal beasts, and many otherwise fierce warriors simply flee before them.

Few Immigrant Domains bother to attack Royn, whose residents number almost thirty-four hundred. This leaves Valri Rossic of Royn free to engage in whatever aggressions he cares to enjoy. Lately Royn's king has been involved in military expeditions to neighboring lands, crushing organized resistance and gathering additional forces for long range plans. Rossic wants to unify all the northern realms under his rule. The Valrey hopes one day to capture the Jewel Wells by utilizing the combined might of all New Colonies. For the present, he contents himself with unseating local princes to establish himself as Overlord of all New Colonies.

Forces of Royn use a type of pole-arm composed of an ornate blade on the end of a seven foot long pole. This ceremonial weapon is called a "Royoco". Different variations exist, with elongated poles for elephant-riders and a short hilt for melee combat. The weapon is blessed by War-priests of Royn and is ensured of drawing enemy blood before the death of its wielder.

Unit Size: 7

Standard: Triangular banner on a 7' long pole

Unit Type: Heavy Infantry

Insignia: War elephant head

Experience Level: 5

Decoration: Carved "tusks" of wood hang from the waist

Morale: High

Armor: Rigid leather

Demeanor: Righteous, inspired

Arms: Pole arms, longswords, daggers

Tactical Approach: Offensive

Strategic Approach: Attack riding war-elephants



GOLEMS BATTLE A DRAGON

OLOPONOX (29)

Cast ashore during a storm in the turbulent Essence Flows, founders of the New Colony of Oloponox settled the northern coast of the Bay of Sighs. These quiet people fled a homeland of religious persecution in Palia. Upon arrival in Folenn they discovered a ruined city, the site of an extinct civilization. Dating from the time of the Dusk-Walkers, these vast ruins encompass broken temples, a citadel, a theatre, and enigmatic, 8' tall stone statues. Twenty in number and vaguely Humanoid in shape, the weathered stone beings are objects of awe and worship among the Olopono.

People of Oloponox live amongst these massive ruins, building stone homes from shattered columns and broken temples. They lead lives of quiet contemplation and spirituality. Their High Shaman, Orellana, directs seasonal rites involving prayer and fasting followed by feasts and dancing. It was she who discovered that the Stone Guardians could be awakened. Through her magical rituals, Orellana summons the spirits of long-dead warriors to the temple. Warrior-spirits have entered and animated the Stone Guardians, giving them a semblance of life.

In the past, Orellana has awakened the Guardians to drive off sea-raiders who threatened her people. Stone Golems have immense and strength and endurance although they are awkward and slow. Only magical weapons or spells affect them. They obey the commands of Orellana and are subject to her will alone. When their task is finished, the spirits depart, leaving the Guardians silent and still.

In battle, Guardians pummel and rend enemy forces with massive fists. Regulars follow in their wake to dispatch survivors. They use short swords; heavy, curved and single-edged. Regulars also carry a three-pointed disc of metal, a "shri", for throwing at close range. Guards train only in the use of net and trident. Shaman priests bind spirits of the deceased to do their bidding. Under the shamans' control these terrifying spirits of Cold, Fear, and Pain scatter many enemy forces. The Shamans' Power Hue is Blue.

Unit Size: 10

Standard: Blue pennant on a pole

Unit Type: Mounted warriors, Light Infantry

Insignia: A black shri against a blue sky

Experience Level: 4

Decoration: Warriors tie the shrunken heads of their deceased loved ones to their belts

Morale: High

Armor: Light chain mail

Demeanor: Inspired, magically enhanced

Arms: Short swords, shri, net and trident

Tactical Approach: Offensive

Strategic Approach: Shaman leads attack with magic

NEFARIN (30)

A dynastic realm ruled by a Priest-queen, the New Colony of Nefarin is a highly stratified theocracy. Its rigid social and tightly-knit political caste systems make it one of Folenn's most distinct cultures. A highly religious military order makes it an ideal instrument for the Steel Rain.

The Nefar homeland is located in faraway Thuul. Few have had to sail farther in order to reach the Bladelands. They worship the Goddess Nian, who is a manifestation of Ulya Shek, the Dragon-mistress of Thuul. Nian purportedly desires the subjugation and education of all of Folenn, so the Nefari engage in almost constant proseletizing campaigning. Highly charismatic Priests preside over their rituals, which stir worshippers into a violent frenzy and serve as a prelude to war.

Priest-lords and bureaucrats occupy Nefarin's upper two social strata. Craftsmen, sellers, laborers, slaves, and captives form the lower castes. All live and worship in their own, walled towns or districts. They never intermarry, nor do they ascribe to change castes.

Nias, a modest but wealthy port on the western shore of the Bay of Cries, serves as Nefarin's capital and chief religous center. The city's hedonistic lifestyle attracts all manner of foreigners, many unsavory, who wander the Nias's narrow, crowded streets. It acts as the terminus for the Steel Strands, a pair of paved roads that connect the coast with two rich mines located in the Colony's western highlands. Slaves captured in the war labor in these the deep, dark prison tunnels. Besides producing iron and carbon, the mines yield a trickle of precious silver. Silver deposits enabled the Nefari to create a unified and well-guarded domain, but the veins produce less each year. Steel, brass, and grain now form the bulk of Nefarin's exports.

The Nefari Guard ride great sloth-like beasts called Voorg. Huge, arboreal creatures, they can climb with alarming speed and can kill a horse with a single blow. Limira, the Priest-queen, adopted the Black Voorg as the symbol of her Limuri dynasty.

Unit Size: 8

Standard: Narrow rectangular banner on a pole

Unit Type: Light Infantry, a few mounted warriors

Insignia: White Voorg against a black sky

Experience Level: 5

Decoration: Warriors prefer white shields and dress

Morale: High

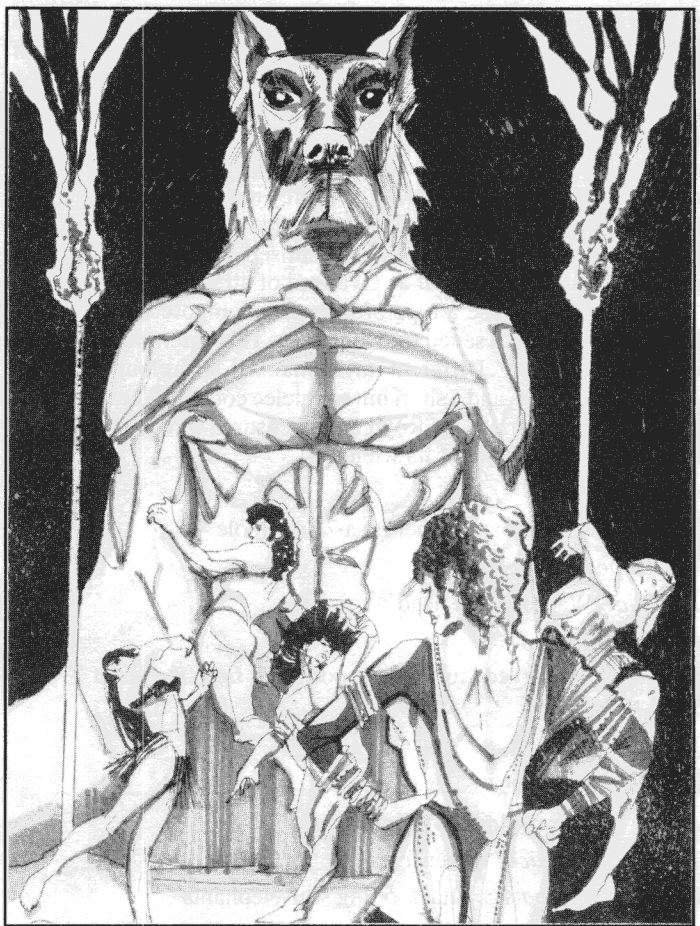
Armor: Rigid leather

Demeanor: Sly, cool, efficient

Arms: Short swords, daggers, pikes

Tactical Approach: Offensive

Strategic Approach: Infantry follows Voorg-riders into battle



NEFARI QUEEN AND FOLLOWERS

TATANAPO, MYRIAD REALMS (31)

The domains occupying the long coastal region of Tatanapo are known as the Myriad Realms. They line the eastern shores of the rich but windy Bay of Cries. Scores of small, culturally-related states comprise Tatanapo. Incessantly squabbling amongst themselves, they each vie for supremacy, but no individual fief has the strength to forge any sort of hegemony, and no single group has the power to withstand a concerted attack from united neighbors. Nonetheless, they all keep trying. Constant internecine warfare and shifting alliances color Tatanapon politics.

Over fourteen thousand five hundred people live in the Myriad Realms. They form a huge market (by Folenn's standards), and produce some of the finest finished goods on the continent. Artisans by heritage, the Tatanapo make superb craftsmen and rather poor statesmen. The quality of their warriors varies wildly, but their armies are invariably small and prone to flee.

Unit Size: 6-12

Standard: Varies, but most are narrow banners atop a pole

Unit Type: Light Infantry (mostly)

Insignia: Varies, but most are simple and celebrate a craft

Experience Level: 3-4

Decoration: Little but for glittery armor and shields

Morale: Medium

Armor: Light chain (mostly)

Demeanor: Waery, vigilant

Arms: Short swords, daggers, pikes

Tactical Approach: Defensive

Strategic Approach: Disorganized

VYLANA (33)

Vylana, the Land of the Plunderers, lies amongst several small kingdoms on the northern coast of the Bay of Sighs. Recently expanded in size, Vylana lusts for adjoining domains, including Galatha to the south and Oloponox in the north. Settled by a loosely allied barbarian tribal confederation, Vylana thrives on constant aggression. War unifies the realm's numerous clans, peoples who otherwise ascribe to a variety of tastes and lifestyles.

Vylanans roam the rolling hills in bands of 15 to 20 warriors and an equal number of women and children. Their temporary shelters consist of skins thrown over bent poles and banked with sod to anchor the tents. Clans remain in an area for several weeks, hunting and foraging; then they move on when the resources are depleted. Each group uses its own complex method of conveying basic ideas through elaborately knotted leather thongs and rope. These are often left at secret locations as messages for other clans.

Enamored of fine cloth, weaponry, other "luxury" items produced by adjoining realms, the Vylanans continually engage in plundering along their borders. Raiding parties make off with their neighbors' cattle or horses. As they acquire quality arms, the raiders become bolder and more dangerous, raiding deeper and wider.

Vylana's infamous Plunderers favor tactics of night raiding and ambush. Scouts usually locate prime targets. They enter farmyards to set fires and open gates, allowing livestock to run free. Mounted warriors storm in, making a fierce display to drive off inhabitants. Vylana women and children then ransack houses and capture animals. Should warriors meet determined resistance, the women often assist them in battle.

Larger war-bands gather yearly to mount an invasion of neighboring New Colonies. These small armies consist of approximately 150 warriors. Most fight on foot, for horses are rare throughout Folenn. Only high ranking warriors possess mounts, a sign of great status. Mounted units employ hurling weighted bolas called "Wodahs". They more often entangle than kill, but a strike to the head could be fatal. Although footmen sometimes wield Wodahs, they normally use flint-tipped spears and arrows or finer captured weapons.

Unit Size: 8-12

Standard: Pennant on a pole

Unit Type: Light Infantry (mostly)

Insignia: Silver spear aginst a black sky

Experience Level: 4-6

Decoration: Self-inflicted welts across face and arms every 2.5" (1 cm)

Morale: High

Armor: Light chain mail

Demeanor: Savvy, vicious, unyielding

Arms: Bolas, spears, Short swords, daggers

Tactical Approach: Offensive

Strategic Approach: Scatter opposition with cavalry and sweep past like a flood of blades

WIOCOOLA, THE SLAVE LAND (46)

Home of the Vampire-lord Valsatholas, Wiocoola lies tucked in the mountains south of the Warring Holds. The kingdom's boundaries correspond with those of the Slamwater Valley, but the River Ogres of Worgathun have driven the Wiocoolans out of the mouth of the vale. Servants of the Jeweler of Scrym threaten Wiocoola's southwestern border. Vancu occasionally cross the mountains and raid the kingdom's eastern frontier.

Valsatholas presides over a small, insular domain composed of a collection of hillside manors worked by hundreds of slaves. The largest plantation, Shoon, employs 300 and serves as the capital. Fortified and surrounded on three sides by sheer limestone cliffs, Shoon occupies a butte guarding the confluence of the Slamwater and the Mosquito Rivers.



DWARVES FIGHT KAEDEN

Valsatholas' piercing grey eyes, black hair, and prominent features betray his Noren (Jaimani) origins. His pronounced canine teeth and odd habits distinguish him as a true vampire. He lives in the dark and savors the blood of his daily victims. Under Red skies, the Vampire Lord may function normally, even in daylight.

Even alone, the Vampire-lord is capable of crushing most incursions. Valsatholas is a truly terrifying foe who drains the life energy of his enemies whenever he comes in contact with their skin. Many mistake him as one of the Garcathu, or Blood Eaters, of Garayax.

Valsatholas constructed the fortress of Shoon about thirty years ago, filling his keep with all sorts of traps. He possesses an array of magical and physical weapons. Though his army is small, it presents a formidable obstacle to invaders.

An extraordinarily beautiful group of 30 men and women control the manors under the Wiocoolan yoke. These undead creatures resemble their master, for they possess the ability to change shape into any nocturnal mammal — be it an oppossum, a bat, wolf, or jaguar. Like all vampires, they use magic and drain life energy. Although they look like normal Teranu, Vampires have pale skin, elongated canine teeth, and feel cold to the touch. They shun sunlight and water and reside in tomb-like refuges by day. Legends dictate that a stake through the heart, a silver weapon, or a magical attack will dispel these undead, although no proper documentation has ever been recorded.

Unit Size: 8

Standard: None

Unit Type: Light Militia

Insignia: Two yellow canine teeth against a black field

Experience Level: 4

Decoration: None

Morale: High

Armor: None

Demeanor: Distrustful, vengeful

Arms: Daggers, claws and teeth

Tactical Approach: Defensive

Strategic Approach: Spring traps

RONE (57)

A dynastic realm ruled by a boyish God-king, Rone is a lowland plains domain located to the south of the Wailing River. It is a small established kingdom threatened by both the Garks of Cula and the warlike empire-builders of Saraxa. Only the swift waters of the Wailing and the existence of a 170 mile (272 km) long earthern wall keep Rone from being overrun.

Most of Rone's population lives in Erpeen, an island port located near Wailing Mouth. Erpeen is renowned for its hospitals and universities and enjoys a well-educated and well-traveled populous. It is one of Folenn's most cosmopolitan centers.

Roneans worship a pantheon of gods, all of whom promote dominance through bloody conquest and religious sacrifice. None of these hideous dieties is more revered than Erpakone the Blood-drinker. Erpakone serves as both Sky-god and War-god, and his will prevails above all others. His cult dominates Ronean life. Erpakone's 500' (160m) tall smooth, oval mound-temple (constructed out of bluish stone and coated with glazed brick) rises out of the center of Erpeen. Ome Peen, Rone's God-king, considers his military forces an extension of Erpakone's will and directs much of the Ronean wealth to the upkeep of his troops and the long Omeem Wall.

Ome Peen believes in attacking his more powerful enemies as a means of keeping them off-guard. The God-king campaigns seasonally, personally overseeing maneuvers in battle. The bulk of his army consists of infantry armed with pole axes and pikes. These warriors are accompanied by the Ronean Guard, who carry long, thin shields and broadswords. All infantry wear elaborate helmets and light mail shirts.

The King's small personal guard unit is called the Erpakoni. Once charioteers, they now fight on foot and carry short spears tipped with poison. Erpakoni hurl their spears with great speed and accuracy by means of an atlatl (spearthrower). Their swords, called "shotels," are sickle-shaped and sharpened only on the inner curve of the blade, a shape designed to circumvent opponents' shields.

Traditional Ronean chariots are light two-wheeled vehicles drawn by two horses. Rarely employed for want of horses, they are sturdy affairs. Three men crew a chariot, including a driver, a shield-bearer, and a bowman or javelin-thrower. Charioteers attack en masse in close formation. Each chariot has long, blades extending from the axles which mow down foes. Charioteers are limited to engagements on smooth, fairly flat terrain. They excel in battle on the Ronean Plain, as well as long stretches of firmly packed coastal sand.

Unit Size: 10

Standard: Rectangular banner on pole

Unit Type: Light Infantry, a few charioteers

Insignia: Sickle-shaped sword against a green field

Experience Level: 5

Decoration: Helmets sport elaborate engraved family scenes

Morale: High

Armor: Light Mail

Demeanor: Determined, calm

Arms: Broadswords, pikes, pole axes, javelin, bows

Tactical Approach: Offensive

Strategic Approach: Dismay foe with chariots, then attack with bows, spears and javelins

INVADER STATES

The Invader States include all the lands founded by groups who recently landed with the expressed intent of conquering part or all of Folenn. They are not satisfied with simply making new homes. These forces navigated the Gale of Hues in small groups, coming together when the arrived in Folenn. The Invader States now threaten the delicate balance of brutality across the entire continent.

Note: *The numbers following each group's title refer to the faction's color guidebook listing and map location. See the Appendix for a key to the unit combat summaries that conclude each section.*

• THE INVADER STATES •

Realms of Men	Others
Saraxa (The Low Empire)	Garayax (Flesh Eaters) *
Paia	Vyath (Hue Eaters) *
Sool	Slike (Bone Eaters) *
	Garkamun (Green Garks) †
	Cula (Garkula)
	Gragolon (Garks)

* Feeder Races.

GARAYAX, THE LICH REALM (20)

Garayax lie between the Folenna Spikes and the eastern shores of Dreaming Bay. The Dreamwater constitutes the kingdom's southern border and the Palewater Valley forms its heartland. Grasslands lie to the west, while the reclusive Urnull live in the highlands to the south.

Commonly and improperly known as the Lich Realm, Garayax was once a province of the dead and undead. Like Kroel, it served as a burial ground for the Soulslayers' minions. The Wolf-lord Althol the Lich oversaw the region, guarding the tombs of his compatriots with a small army of undead.

Less than two decades ago, the Garcathu, or "Flesh Eaters," landed at the mouth of the Bloodwater river and pushed eastward into Althol's domain. Garcatha armies slaughtered and ate the Lich's warriors and founded the kingdom of Garayax. (An adult Flesh Eater can consume a grown man in about ten minutes.) Althol fled into the highlands, where he now wages a guerilla war against the Flesh Eaters. Althol's allegiance to the Soulslayers forces him to continue the fight against the servants of the Breathless.

The Garcathu use Yumox, Althol's old citadel at the confluence of the Dreamwater and Palewater, as their capital. It is one of eight Flesh Eater nesting communities. There the Gartha overlord, Garfagur, plots his coming campaigns against Roarc and Urnull. He even plans the destruction of Vyath, the twin domains of his Hue Eater cousins.

Garcathu resemble Sercathu (Hue Eaters), except that four scissor-like claws (rather than eight short tentacles) surround the Flesh Eaters' beaks. These claws cut through tissue with startling ease.

Unit Size: 8
Standard: Streamer Attached to Top of Helm
Unit Type: Light Infantry
Insignia: Black Crab on Red Circle
Experience Level: 4
Decoration: Insignia on Chest, Helm
Morale: Instinctual
Armor: Yellow Leather Jerkin and Helm
Demeanor: Evil
Arms: Spear, Warspike (Warhammer)
Tactical Approach: Aggressive
Strategic Approach: Extremely Aggressive

SARAXA, THE LOW EMPIRE (32)

A recently conquered territory south of the Great Reach, Saraxa ("Empire of the Saru") lies on the northern coast of the Bay of Sighs. Various subjugated lands radiate around a central hub of the Province of Sarraut, resulting from fifteen years of successful campaigning. These outer lands were conquered to provide much needed raw materials for an ever expanding military. Amongst Sarraut's recent conquests are a deep-water harbor, forested lands, iron mine, and fertile farmland. The Empire's expanding population aggressively colonizes newly conquered territories, where they introduce their culture and laws to natives. This strategy helps to stabilize the perimeter of the Empire.

Sarraut province has retained its hold on this vast area in two ways. Highly organized and professional in its conduct, the Saraxan army has achieved maximum conquests with minimal losses. This efficiency is augmented by superb generals, hand-picked by the Great Father. Politically, established frontier governments are retained by the Saraxans, to maintain continuity and ensure stability.

Too brilliant for his own good, the megalomaniacal "Great Father" craves universal domination. Certain of success, he is confident enough to take military risks that seem unwarranted. Due to the audacity of these schemes, the majority are brilliant successes. The Great Father traded his soul to the Soulslayers in exchange for a flowering empire. Now his plans grow ever more ambitious. Additionally, he displays great magical prowess in battle.

The basic tactical unit is a Saraxan Company, composed of nine soldiers and an inherent sub-commander. This formation is allowed full self-rally capability. The function of the Company is to exploit weaknesses and inflict casualities without taking excessive losses. This structure has proved both effective and flexible, securing Saraxan victories where their armies were badly outnumbered.

Ten Companies form a Division and this is the standard operational maneuver unit. Ten Divisions form a "Sarkuta," the largest strategic maneuver unit. Each Division is under the direction of the Great Father through his various generals. Division remain under control of individual Generals. Auxillary troops are remnants of conquered forces and are diverse in nature. These flesh out the Saraxan forces.

Saraxan troops use two weapons, a weighted throwing spear called a "Saurta" and a broad Shortsword called a"Sarelin."

Unit Size: 10
Standard: Battle Flag
Unit Type: Medium Infantry
Insignia: Silver Gauntlet, Lightning Bolt, Burgundy Field
Experience Level: 3
Decoration: Insignia on Cloak, Shield
Morale: Average
Armor: Chain Shirt, Oval Shield, and Helm
Demeanor: Disciplined
Arms: Throwing Spear (Javelin), Shortsword
Tactical Approach: Careful
Strategic Approach: Aggressive



AGATHU VS. DRAGONLORD

SOOL (OUTLAND WOLVES) (34)

The Outland Wolves are a nomadic tribe from west-central Govan, a continent located 2,000 miles (3,200 km) southwest of Folenn. Adept horsemen who favor the bow and light lance, they travel in small, swiftly moving groups. Although they shun melee combat, they are nonetheless fearless fighters. Only 125 warriors live in the wilds of central Folenn, but roam over a 1600 square mile (2560 sq. km) area.

The Wolves call their tribal holding Sool. A grassy steppe land near the Vale of the Laughing River, it was once ruled by Uwel Pyto, son of Onel Pyto. Uwel employed the Wolves and brought them to Folenn to secure the Jewel Wells. When Uwel died nearly a century ago, his plan collapsed and his expedition scattered. The Wolves rode eastward, where they now hunt and herd. Their enemies include the River Ogres and Garks of Cula. They trade with Rone and count Punkari Elves as friends but consider no one a true ally.

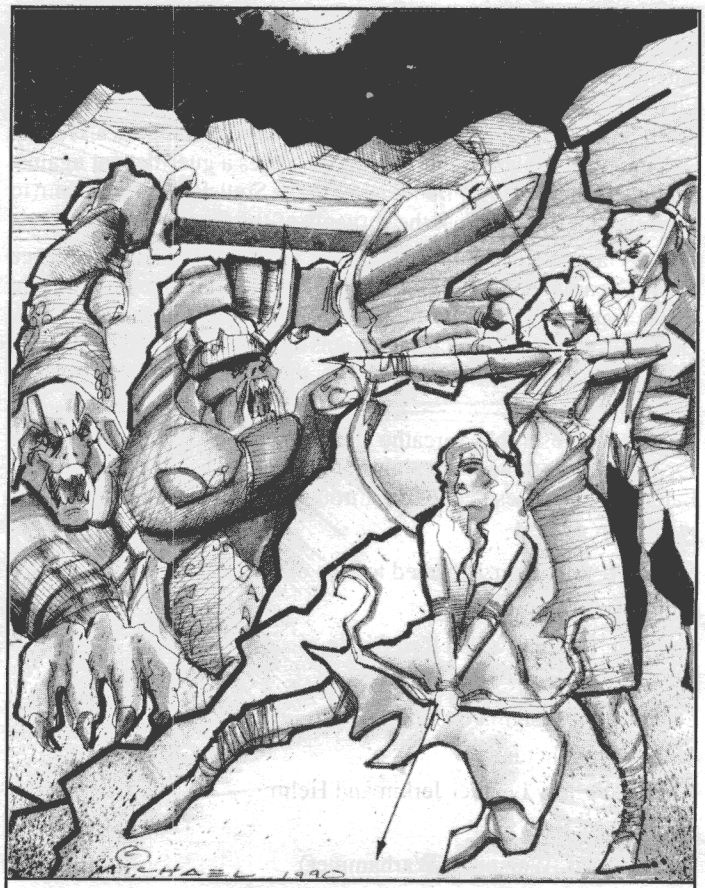
A typical Outland Wolf patrol consists of five experienced warriors, all armed similarly. One rider serves as the "point" and performs most scouting and tracking chores. Another acts as commander and trailmaster. All ride light warhorses and sleep in a round communal tent called a "Goval." In battle, five patrols band together to form a war-band. They are led by a "Khuftaan" whose horse bears two light standards. Rising 8' (2.5m) over his saddle, the two poles are flexible and support twin oval streamers, each exceeding 4' (1.25m) in length. The Kuftaan also wears a partially visored helmet. The band gathers in protected spots and moves in relatively close order. While aggressive, they utilize strike and run tactics and almost never dismount.

Unit Size: 5
Standard: Streamer Attached to Pole Set in Saddle
Unit Type: Light Cavalry
Insignia: Black Wolfhead on Light Blue Field
Experience Level: 5
Decoration: Pot Helm Covered With Wolfhead
Morale: Very High
Armor: Reinforced Leather Jerkin, Helmet
Demeanor: Aggressive
Arms: Light Lance, Shortbow
Tactical Approach: Evasive
Strategic Approach: Balanced

PAIA (35)

Bounded on the north by the Bay of Sighs, Paia is home to a race of fiercely independent female warriors. They arrived by ship several generations ago, colonizing the Tongue. A fertile peninsula that separates the Bay of Sighs from Strange Bight, the Tongue is blessed with fine soils and good pastures. Wild horses and antelope range across its eastern reaches; communal farms cover Paia's western half. Paias, the sprawling capital, hugs the northwest coast, where a ridge separates the sandy coast from a line of deep lakes.

A matrilineal, monarchal state, Paia is ruled by a queen and defended by an elite army comprised of a female guard and a male levy. Queen Theselia resides with her guard, who form an elite social class. They live in a walled compound set in the lake adjoining Paias' eastern quarter. The Queen's Women only venture out and mingle with men during two months of each year.



GARKS FIGHT PAIA

Generally, women head Paian households and never marry. Their brothers rear their children and perform all physical labor. Paian women view males as shiftless and stupid. Women make all political and military decisions and are trained from a young age to wield weapons. They comprise the warrior class, while men serve as either "mules" or "levies."

Although lacking the brute strength of men, Paian warriors possess great finesse and agility. They favor bows and spears, although they are skilled with a variety of arms. Some employ axes in battle. They carry a moon-shaped shield and wear a crested helm.

The Paian army is primarily a defensive force, consisting of light cavalry. A mounted patrol which guards the borders. Paian warriors rarely cross outside the border. Each endures a rite of passage involving a solitary journey to the Tusk Wood in search of a pair of elephant tusks, but they usually stay home after returning to Paia.

Unit Size: 9
Standard: 10' (3m) long Polehammer with Streamer
Unit Type: Light Infantry
Insignia: Blue Warhammer on Red Field
Experience Level: 4
Decoration: Insignia on Breastplate, Shield
Morale: High
Armor: Breastplate and Shield
Demeanor: Boisterous
Arms: Composite Bow, Warhammer
Tactical Approach: Very Aggressive
Strategic Approach: Aggressive

VYATH, HUE EATER LANDS (45)

Unspeakably evil servants of the Breathless, the Hue Eaters (Sercathu) are the most powerful and brutal of the Feeder Races (Ulcathu). These creatures dominate the southern wilds of Folenn and make frequent sorties into neighboring areas and along the coast. They call their twin domains Vyath. These two Hue Eater Kingdoms are both ruled by a Queen who represent the same dominant clan. The Queens, Vulshu and Kalfu, are twin sisters who revile one another. They worship different manifestations of the Breathless, and each has fed on the others' offspring. In the Hue Eater tradition, this shows disdain for her rival.

Eight warriors compose a typical Hue Eater unit. Each fighter carries a small, double-stocked crossbow, and a large, biting axe. The twin blades of the axe close when they strike, chewing the flesh out of the victim and opening a wide wound from which the Feeder will feed. Hue Eaters wear light leather armor made from sea turtle hide or layers of human skin. Some adorn themselves with peculiar helms. Extra armor protects them from the rear, wherethey attach a narrow banner showing their affliation.

Sercath warriors often ride Tartu, huge reddish sea turtles which have been bred to sport double shells with an armored compartment. This small chamber, located between the Tartu's two shell layers, accomodates 2-4 Hue Eaters. Hue Eaters cut apertures in the outer shell,transforming the Tartu into a living tank.

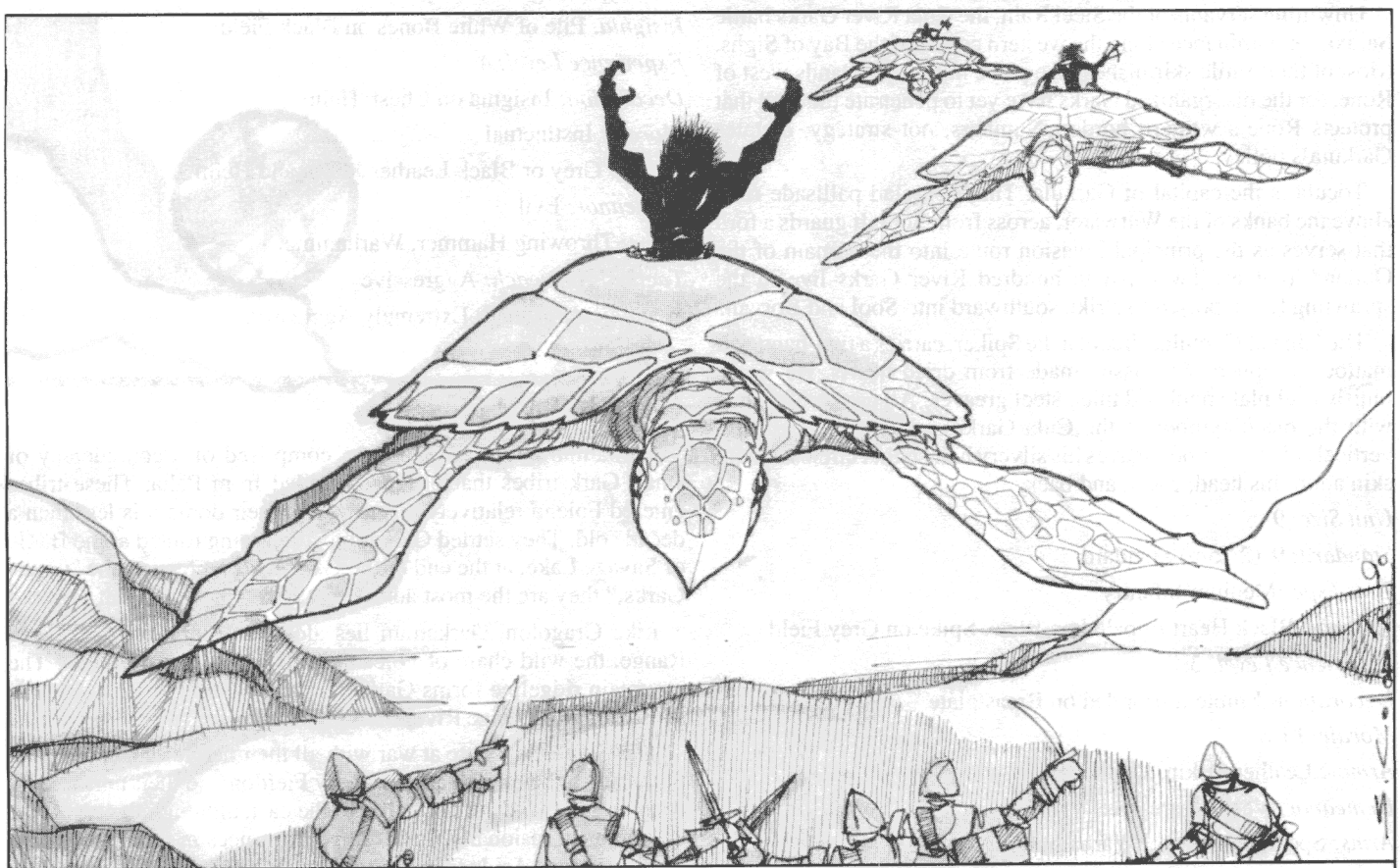
Hue Eaters' Power Hue is Red, at which time they draw energy directly from the red skies. This gives them +2 to attack, defense and damage.

Hue Eater Warriors

Unit Size: Unit Size: 8
Standard: Banner Attached to Spine
Unit Type: Light Infantry
Insignia: Malicious Red Squid on Black
Experience Level: 5
Decoration: Insignia on Shoulders, Helm
Morale: Instinctual
Armor: White Leather Jerkin and Helm
Demeanor: Evil
Arms: Biting Axe (Medium Missile), Crossbow
Tactical Approach: Aggressive
Strategic Approach: Extremely Aggressive

Tartu Riders

Unit Size: 2-4 Tartu (4-16 HEs)
Standard: Banner attached to Tartu Shell
Unit Type: Heavy Cavalry
Insignia: Malign Red Squid on Black
Experience Level: 7
Decoration: Insignia on Tartu, Shoulders, Helm
Morale: Instinctual
Armor: Red Leather Jerkin and Helm
Demeanor: Evil
Arms: Crossbow (Medium Missile), Biting Axe



HUE EATERS IN ACTION

Hue Eater Queen

Unit Size: 1
Standard: Banner attached to Pole
Unit Type: Supreme Commander
Insignia: Malign Red Squid on Black, 1-2 Stars
Experience Level: 13
Decoration: Long Red Robes, Red or Gold Crown
Morale: Instinctual
Armor: None
Demeanor: Evil
Arms: Poisoned Longknife (Shortsword)
Total Number: 3

CULA (52)

The Gark kingdom Cula, or Garcula, encompasses the vast grasslands known as the Field of Bars. A confederacy of small River Gark tribes from Agyra occupies the plain, which is known for the dozens of ruins that line its network of abandoned roads. The curving stone walls found at most of the sites resemble stacks of gold ingots. These ruins remain undisturbed, for the Garks fear the powers that left the massive structures behind.

Garcula borders Rone, Sool, and the Lugrôk Yards. A large, strategic realm blessed with rich soil, Cula stretches from the Ghost River Valley in the north to the banks of the Laughing River in the south. Its westernmost point reaches the foothills of the Folenna Spikes, while its eastern bounds touch the shores of the Bay of Sighs.

Unwitting servants of the Steel Rain, the Cula River Garks battle Saraxa for dominance along the western coasts of the Bay of Sighs. Most of their futile skirmishes take place in the open lands west of Rone, for the disorganized Garks have yet to penetrate the wall that protects Rone's western border. Numbers, not strategy, dictates Garkula's policy.

Tocula is the capital of Garkula. This iron-clad pallisade rises above the banks of the Warwater, across from Sool. It guards a ford that serves as the principal invasion route into the domain of the Outland Wolves. Twenty-nine hundred River Garks live in the sprawling town, poised to strike southward into Sool and Borvan.

The King of Garcula, Urcobba the Spiker, carries a two-hand war mattock wrapped with tissue made from dried hearts. He wears bluish steel plate mail and thick steel greaves. All are emblazoned with the black symbol of the Cula Garks, a heart impaled on a vertical spike. Urcobba shaves his silvery hair so that circles of bare skin adorn his head, chest, and back.

Unit Size: 9
Standard: 9' (2.75m) Standard
Unit Type: Medium Infantry
Insignia: Black Heart Impaled on Black Spike on Grey Field
Experience Level: 3
Decoration: Emblem Branded on Breastplate
Morale: Low
Armor: Leather Jerkin, Leather Helm with Nose Guard
Demeanor: Very Aggressive
Arms: Spear, Hand Axe, Warhammer
Tactical Approach: Extremely Aggressive/Reckless
Strategic Approach: Extremely Aggressive

SLIKE (58)

The Slicathu, or Bone Eaters, live in Slike. An Invader State located in southernmost Folenn, Slike borders Vulshu's Dominion of Eastern Vyath. Slicatha armies control all the lands east of Vyath and south of the Fell and Cooing rivers. Their capital, Vawnis, lies on an island in the Whispering Bight.

Like the Sercathu (Hue Eaters) and Garcathu (Flesh Eaters), Slicathu are hideous minions of the Breathless. They are covered by bony plates and sport thick, four-part beaks instead of mouths. An array of eight additional plates surrounds this beak, forming a sort of gripping, or outer, beak. A Slicath also has eight eyes. Four surround the outer beak at the front of a Bone Eater's elliptical skull. The other four face backwards. Four hollow tusks circle the skull. Hollow, they house a Slicath's ears. His four arms end in four-fingered talons.

Slicathu eat bone and drink bone marrow. Crushing their foes, they quickly spit away any fluids or extraneous organs. Then they slowly suck the marrow out of the shattered skeleton, saving the harder bone for dessert. An adult Slicath can consume a grown man in about five minutes, although it prefers feeding over the course of an hour or two. Their meals are characterized by a great deal of messy waste.

Lord Sika rules Slike. The youngest son of the kingdom's first queen and founder, he is utterly ruthless. He slaughtered his mother's court upon ascending the throne, and he has eaten all but one of his own children.

Unit Size: 8
Standard: Streamer Mounted on 16' (5m) Pole
Unit Type: Light Infantry
Insignia: Pile of White Bones on Black Field
Experience Level: 4
Decoration: Insignia on Chest, Helm
Morale: Instinctual
Armor: Grey or Black Leather Jerkin and Helm
Demeanor: Evil
Arms: Throwing Hammer, Warhammer
Tactical Approach: Aggressive
Strategic Approach: Extremely Aggressive

GARKAMUN (59)

Garkamun is a Gark kingdom comprised of a confederacy of small Gark tribes that originally hailed from Palia. These tribes entered Folenn relatively recently, and their domain is less than a decade old. They settled Garkamun after being routed at the Battle of Savage Lake, at the end of the Gark War. Known as the "Green Garks," they are the most advanced Gark society in all of Folenn.

Like Gragolon, Garkamun lies along the flank of the Savage Range, the wild chain of volcanic peaks in northern Folenn. The mountain ridgeline forms Garkamun's southern border, while the swift-flowing Savage River marks the kingdom's northern bounds.

The Green Garks are at war with all their neighbors, notably the Saraxans to their south and the Petty Fiefdoms to their north. They even raid the lands of Gragolon to the east, although the two Gark kingdoms occasionally forge temporary truces in order to combat greater threats. Aside from some vague allegiance to the Steel Rain (about whom they know very little), they cultivate no allegiances.

Green Well is the capital of Garkamun. A vast complex carved into the sides of a three hundred foot wide volcanic pit, it is situated at the top of Well Spire. The city overlooks a greenish pool that fills the lower portion of the mountain's caldera (thus it's name). Aside from the daunting altitude of the site (16,200' or 5400 m), Green Well is protected by a trio of concentric walls cut into the mountainside just below the summit. A gate in the lower wall affords entry into the city, which is joined to the outer flank of the peak by a seven hundred foot long corridor.

Uff Uspurgar is master of Green Well and Warlord of the eleven clans of the Green Fist tribe. An astoundingly cruel Gark, Uff consumes the unwanted offspring of his minions rather the eating "lesser creatures." He carries a battle axe crowned with a small, green, jade fist. Uff wears pale green leather breastplate and greaves emblazoned with a round grey field punctuated with a green fist. His greyish hair is streaked with dyed green stripes.

Like other River Garks, the Garkamunu stand 4.5 feet (1.5m) tall. They have long arms, short legs, round heads, and prehensile tails. Grey-green hair covers most of the body (save the palms and the soles of the clawed feet). Garkamuna warriors wear grey leather breastplates emblazoned the Green Fist, the tribal symbol. Simple, grey steel pot helms protect their heads. Most are fitted with chain neck guards.

Unit Size: 9

Standard: 9' (2.75m) Standard

Unit Type: Medium Infantry

Insignia: Green Fist on Grey Field

Experience Level: 3

Decoration: Emblem Branded on Breastplate

Morale: Average

Armor: Grey Leather Breastplate, Steel Pot Helm

Demeanor: Very Aggressive

Arms: Spears, Battle Axes

Tactical Approach: Extremely Aggressive

Strategic Approach: Aggressive

GRAGOLON (61)

Gragolon lies along the flank of the Savage Range, the wild chain of volcanic peaks in northern Folenn. Mountain spires mark the realm's southern boundary, which is under constant threat from neighboring Garkamun. The cool Painwater River forms Gragolon's northern border.

Unit Size: 12

Standard: Flag Attached to Pike

Unit Type: Light Infantry

Insignia: White Mountains on Blood Red Field

Experience Level: 2

Decoration: Emblem Branded on Shield

Morale: Low

Armor: Leather Jerkin, Leather Helm

Demeanor: Suspicious

Arms: Spear, Scimitar

Tactical Approach: Aggressive

Strategic Approach: Unpredictable

ASSAILERS

Assailers rarely capture land or establish residence in Folenn. They come to steal. Some escape homeward, but most assimilate or perish.

Since the Pyto Travail uncovered Jewel Wells, many races of Men have assailed Folenn. The allure of Jewel-slime draws military expeditions to collect this magical fluid. They usually arrive via Essence Portals located throughout Folenn. Occasionally, armies sail to the Bladelands, daring the deadly Gale of Hues or travel along the Coral Road. Passages through the Ash Lairs await the most adventurous. Finally, there are Navigators, mysterious and powerful beings with the ability to transfer people and goods over vast distances. Such expeditions vary greatly in character, but all have two things in common. Assailers seek the instant wealth of Jewel Wells and come to Folenn well-prepared for combat.

The following is a sketchy sampling of some of the more recent Assailers.

MOREGADORANS

Invaders from Govon (also known as the Star Crown Empire), the aggressive Moregadorans measure success in terms of wealth. Their society rewards ruthlessness and audacity. Moregadorans are independent and make fierce opponents. However, they lack discipline, hampering the deployment of large formations. Their leaders are not discrete, which results in heavy casualties. In battle they push forward relentlessly, often over-extending themselves.

Rumors of Jewel Wells have come from Folenn via trade connections. Moregadorans have utilized Kerqan naval prowess to transport an expedition through the Gale of Hues. They operate from a base established on the southwest coast of Folenn.

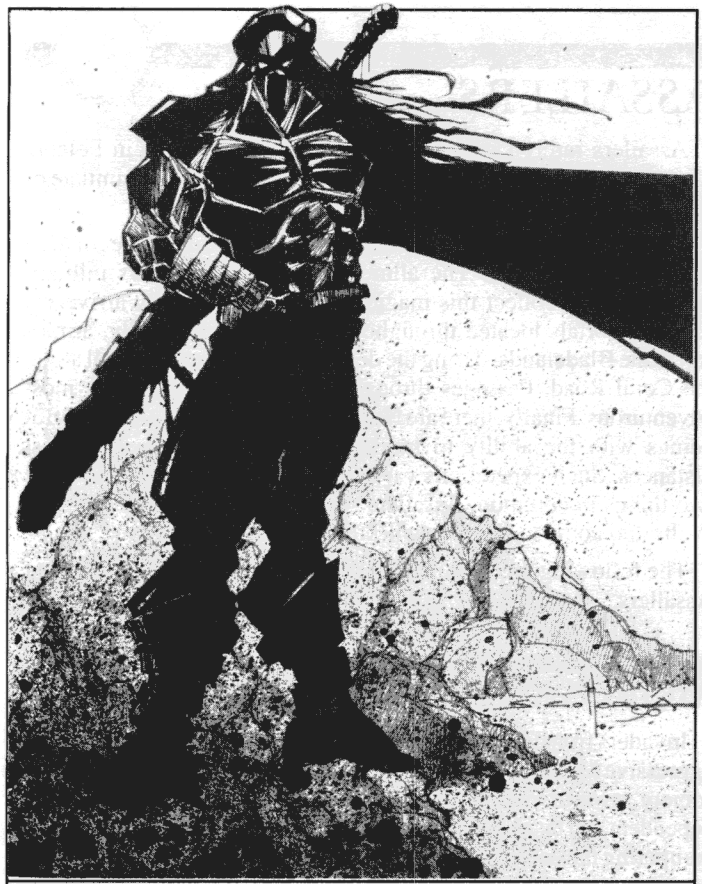
RUECHAI

Hot-tempered Ruechai are among the fiercest and most skilled warriors in Govon. They disdain diplomacy of all sorts, preferring brute force. Their social order is based upon a military command structure. A Ruech Master wields supreme power and wears the "Ithaf," a scar or tattoo identifying him as the true ruler. There is a class of women warriors (Women of Iron) schooled as the men in arts of combat, martial strategy, tactics, and survival. They rank slightly beneath the male warriors. They utilize exceptional armor and weapons of their own making.

Arriving in the Bladelands via Essence Portal south of the Steel Reach, Ruech troops prepare for an assault on Jewel Wells. Ruechai must fight through hordes of Vancu to reach their goal.

SYRKAKAR (*)

The Syrkakar are natives of the Mur Fostisyr, a group of islands situated in far north, near Jaiman. These superstitious people have fallen under the sway of the Iron Wind, a faction of Unlife similar to the Steel Rain. Ten clans divide the Syrkakar, each ruled by a Kakar. Syrkakar warriors wield Shortsword, composite bow, and pole-arms. They wear a rigid leather breastplate. The Unlife of the Iron Wind compels Syrkakar to journey to Folenn via Essence Portal. They seek the liquid jewels for reasons known only their dark Masters.



HERALD OF THE NIGHT

XAN (*)

Hailing from the smallest state in Govon, Xani Legions combine the best of obedience and independent thought. Their unique training turns out tough, capable, intelligent soldiers. Military education is compulsory, even for women. Those not serving in the Legion are considered to be on active reserve. Commanding the famed Xani Legions is Captain of the Legions, Steref Nestor. Xan was established as a military dictatorship, but has since become a loose monarchy. Xan's main export is mercenary soldiers. Powerful individuals, cities, and states hire Xani Legions, the price dependent on relative danger.

PALIANS (*)

Various clans from Palia, including the Pytos and Inwas, periodically invade Folenn searching for Jewel Wells. These expeditions cross the Gale of Hues with the assistance of Wind Flutes; thus they field rather large formations. Usually these armies plow through indigenous forces, only to dissolve in Folenn's interior.

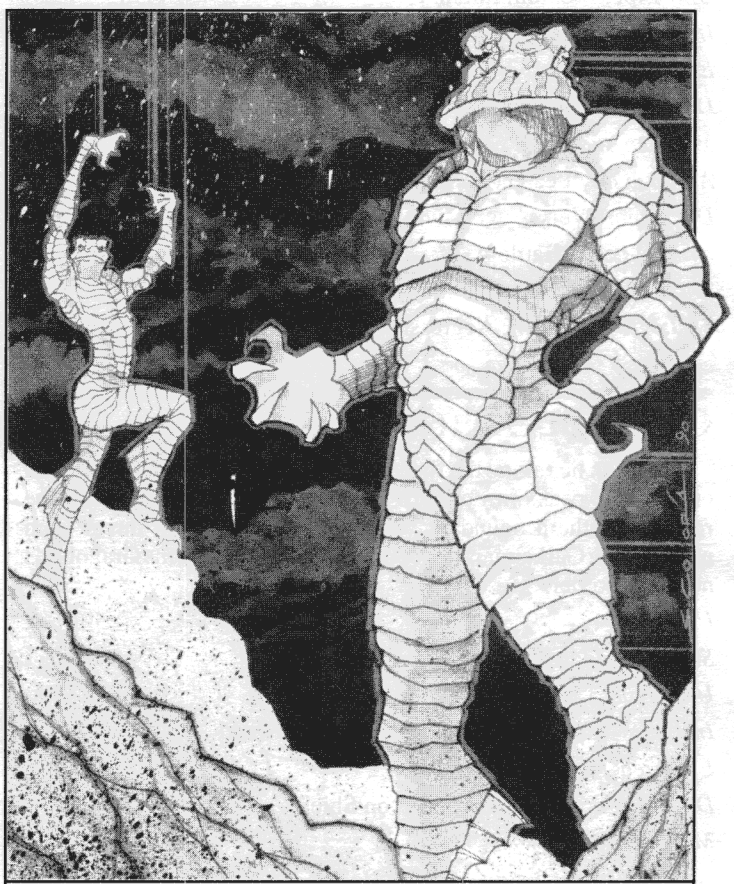
SIRIANS (*)

An amphibious race of humanoids hailing from the Seas of Palia, Sirians possess both gills and lungs. They breathe in the air and under water. Sirian appearance changes as they age. They seem completely human when young (up to 20 years old). Over the next twenty years their form becomes more grotesque and monstrous. Sirians develop webbed hands and feet, along with distinctive gill-slits. Their skin assumes a mottled greenish-grey color, exuding a protective mucous slime. Sirians have glowing yellow-green eyes which allow excellent underwater vision.

Sirian homeland lies deep beneath the ocean. They reside in sculpted coral caverns and rocky grottos. Sirians enjoy waylaying ocean vessels and confiscating gold or gems on board. Ships that do not surrender are immediately scuttled by underwater forces. Sirians pull victims below water and feast on their bodily fluids by means of hollow fangs. Remains are fed to sharks.

For some years a ferocious Sea-Drake hasthreatened their realm, attracted by Sirian plunder. Sacrificial children no longer placate the greedy beast. It demands Jewel-Slime, hoping to augment its magical powers. Sirians mount expeditions to Folenn in search of a Jewel Well. Reaching land via the Coral Road, Sirians thus far have been thwarted by Warders of the Coral March.

Scouting parties are composed of their youngest members, who masquerade as Humans while spying. The major force of Sirians



THE CORAL ROAD

LOST IMMIGRANTS

Smashed hulks litter the shoals and shores of northern Folenn. Monuments to the horrific trip through the Gale of Hues, many serve as tombs for the victims of the Bladestorms. Others mark the point where lucky expeditions struggled to the coast after being blown across the twisting waters of the Broken Ocean. Whether they arrived in the Bladelands by design or by accident, these hardy survivors generally ended up slain or in bondage, but a few established fortified holds in the North. Lost Immigrant realms reflect the nature of their founders' travails. Brutal yet pragmatic, disunified yet strong, they dominate the harsh lowlands along the northern edge of the Great Reach. They withstand the invasions from the neighboring Hidden Colonies, as well as the challenges and machinations of their unseen adversaries.

There are seven distinct Lost Immigrant territories. Five form a band along Folenn's northern coast, facing the waters locals call the Sea of Pain. The other two realms, Morn and Meir, lie to the east. Morn occupies the isle of Rakel in the Northeast, while Meir is situated on the continent's southeasternmost peninsula.

Let's take a look at some of the kingdoms of the Lost Immigrants.

Note: *The numbers following each group's title refer to the faction's color guidebook listing and map location. See the Appendix for a key to the unit combat summaries that conclude each section.*

MORN (14)

The Nation of Morn occupies all of Rakel, a volcanic island located off the northeast coast of Folenn. A poor, windswept land, Rakel is surrounded by rocky shoals and islets. The strait separating the island from the mainland is simply called the Graves.

Morn's 1,700 residents constitute a broad array of peoples who were forced together over a few decades. About 1,100 live in Vonka, the port capital situated in southern Rakel at the mouth of the tumbling Stonefall River. This terraced city rises behind the array of twenty waterfalls forming the "Stonefall Delta."

Unit Size: 8-10

Standard: Varies; most are simple banners

Unit Type: Light Infantry

Insignia: Varies; most display a volcano spewing ash

Experience Level: 4

Decoration: Flashy red tunics, mimicking lava flows

Morale: Medium

Armor: Varies from Light Mail to none

Demeanor: Vigilant, aggressive

Arms: Short swords, tridents, pikes

Tactical Approach: Offensive

Strategic Approach: Balanced

MEIR (15)

The oldest and most remote of the Lost Immigrant domains, Meir is the only such land located in southeastern Folenn. It is an isolated land without neighbors or natural enemies. Both of Meir's traditional allies, Tharo and Morn, lie far away.

• THE LOST IMMIGRANTS •

Petty Realms	**Others**
Lasapanax	Morn
Alchua (Petty Fiefdoms)	Meir
Eliarda	Kalanda
Clane	Kaw Kaw
Rew	Thalar (City States)
Bayntyvur	Arameg
Wark	Aded
Merhool	Taspar
	Lamissa
	Rya
	Klape
	Paych
	Seslea

Meir produces Folenn's finest olives and oils, as well as wool and dairy products. Huge flocks of sheep roam the peninsula's rocky countryside. Many of the 1,100 Meiran people live as shepherds, although nearly three quarters of the population reside in the capital of Weese. A fishing port, Weese faces the stormy Dawn Sea to the east of Folenn. Its fishermen compete with the Elves of Olchel for much of their catch, so relations between the Meirans and Erlini remain tense. Erlin raids aggravate the problem, but the peaceful Meirans hope to avoid outright war. They already have their hands full fending off the Tralfan rustlers who periodically attack Meir's northwest frontier.

Unit Size: 8

Standard: Blue pennant on a pike

Unit Type: Light Militia

Insignia: Brown boat on blue waves

Experience Level: 3

Decoration: None

Morale: Medium

Armor: None

Demeanor: Passive, watchful

Arms: Short swords, tridents, spears

Tactical Approach: Defensive

Strategic Approach: Fearful, united

KALANDA (40)

Most unusual of the Lost Immigrants, the Kalandan people did not reach Folenn due to shipwreck, but via an Essence Portal. Through this Portal they wish to return. However, the Portal does not function continuously. No one can determine when the Portal will next be operational. However, slime from Jewel Wells seems to activate the Essence Portal.

In an effort to leave the Bladelands Kalandans foray into Wild Lands to the northern Jewel Well. Lord Talpor has ordered his finest warriors on a quest for liquid Gem-stuff. These raids are carried out by small and mobile units determined to do or die. Several successful raids have returned with a precious horde of Jewel-slime, but only a fraction of the quantity needed. This priceless stock is secured in a subterranean vault beneath the Lord's castle.

Home forces of Kalanda are considerably different, equipped for stalwart defense of the realm. Heavy Crossbowmen keep enemy forces at bay, away from the walls of their castles. Kalandan conjurors summon mainly Zephyr Hounds to unbalance foes. The Kalandan Power Hue is Iridescent, which allows the conjurors to summon Drakes.

Unit Size: 10

Standard: Pike bearing Dragonfly Insignia

Unit Type: Light Infantry

Insignia: Green Dragonfly on Yellow Field

Experience Level: 5

Decoration: "Sting" themselves with dagger-wounds before battle

Morale: High

Armor: Light Mail

Demeanor: Aggressive

Arms: Crossbows, pikes, longswords

Tactical Approach: Offensive

Strategic Approach: Balanced

CITY-STATES OF THALAR (41)

Sprawling along more than 250 miles (400 km) of coast, eight City-States of Thalar are so militarily prepared that they find themselves fighting each other. Thalari are descended from a spectacular army, shipwrecked while invading the continent of Palia. Off-course by a few thousand miles, the expedition found a foothold on Folenn just as easily. Thalar is a rugged land with windswept coasts and rocky terrain. Marine resources and an excess of quality building stone appealed to the immigrants.

Arameg, Aded, Lamissa, Rya, Klape, Taspar, Paych, and Seslea are the Eight City-States of Thalar. Five are perched upon easily defended bluffs and rocky promontories overlooking the sea. Natural fortifications have been augmented by cut stone walls and watch-towers. Rya, Taspar, and Seslea are inland cities. Although they lack hilltop advantage, all are walled. A bronze-age culture, Thalari nonetheless create architectural masterpieces in marble and limestone. Invaders have carried rumors of these beautiful cities to home domains, creating the mistaken impression of vast wealth. For this reason, Thalari are ever prepared to defend themselves.

The great fortress of Aded houses a religious shrine known as Aded's Oracle, the envy of other city-states. Travellers tell of a Muse who gives divinely inspired predictions (to those with the money to pay). Military applications of the Muse are readily apparent. Her own sister cities have skirmished with Aded to gain control of the Oracle, but all attempts have failed. Such "in-house" squabbling is accompanied by political scheming and machinations. None has a sufficient advantage to overcome the others, and alliances are fleeting. Still, invasions mounted from without Thalar will induce the city-states to band together temporarily.

Taspar is the greatest land power amongst Thalar. Its army, although small, is reputed to be composed of the finest soldiery in all Folenn. Only lack of numbers prevents Taspar from being the pre-eminent City-state. This numerical inferiority is partially off-set by a phalanx-like structure, which allows for maximum support. This formation with its out-thrust spears has acquired a reputation for tenacity second to none.

Unit Size: 9

Standard: White pennant on a pike

Unit Type: Light Infantry

Insignia: Limestone bluffs overlooking a blue sea

Experience Level: 5

Decoration: Paint arms and legs with white chalk before battles

Morale: High

Armor: Light Chain mail

Demeanor: Aggressive

Arms: Spears, Short Swords, Pikes

Tactical Approach: Offensive

Strategic Approach: Balanced (phalanx)

ALCHUA (PETTY FIEFDOMS) (42)

Eliarda, Clane, Rew, Bayntyvur, Wark, and Merhool constitute the six Petty Fiefdoms of Alchua.

Many small military bands have been shipwrecked on the Strand and formed small realms. Uniformly uncivilized and barbarous (Bronze Age), these fiefdoms are sites of death and destruction as various forces sweep the lands. Each petty lord fields his own personal army. These forces guard each lord's fief, raid neighboring fiefs, and collect goods from serfs. It is a mean existence and,so far, no lord has been able to rise above his surroundings, claiming all the Lost Lands.

Survivors making shore usually are slain or taken prisoner by one of the petty fief-lords. Those who live through unspeakable branding practices marking them as property of their fief-lord are slaves for the rest of their lives.

A few fortunate expeditions have landed successfully and are able to protect themselves with hastily constructed fortifications. Most of these small groups have no hope of escape. They cling to their land, fending off escalating attacks, as more and more fief-lords join forces against them. Only one group is capable of leaving, the Kalandans.

Unit Size: 7-10

Standard: Varies, but most mount pennants on pikes

Unit Type: Light Infantry

Insignia: Vary greatly

Experience Level: 4

Decoration: Burn limbs with hot coals before battle

Morale: High

Armor: Light Chain Mail

Demeanor: Aggressive

Arms: Longswords, pikes, clubs

Tactical Approach: Offensive

Strategic Approach: Balanced

KAW KAW (43)

Descendents of sixty-fourth century raiders, Kaw Kaw represent some of the oldest Lost Immigrants. People of Kaw Kaw are primarliy concerned with defense of the realm, for they are surrounded on all sides by hostile powers. With tenacity borne of nationalism and desperation, Kaw Kaw consistently defeats invaders.

The state-religion of Kaw Kaw is devoted to the god of war, Kaym. Kaw Kaw youngsters are taught to be heroic and martial in children's games more reminiscent of combat. Adults take their duty to fight seriously and religiously, eagerly mustering when called up. Individual warriors supplement the levies raised in response to foreign incursions.

Unit Size: 8

Standard: Rectangular banner on a pike

Unit Type: Medium Infantry

Insignia: Kaym's portrait against a black background

Experience Level: 5

Decoration: Paint faces and limbs black before battle

Morale: High

Armor: Chain Mail

Demeanor: Aggressive

Arms: Short Swords, pikes, clubs and daggers

Tactical Approach: Offensive

Strategic Approach: Balanced

LASAPANAX (60)

Lasapanax is the strongest of the Petty Realms. Once part of Alchua, it recently broke away and now threatens its neighbors' eastern border. Situated on the northwestern coast of the Gulf of Cries, Lasapanax straddles the Crying Reach, a wild peninsula located across from Rakel. It is a sea-faring republic organized along tribal lines, with each tribe possessing its own port-state and having equal representation in the assembly.

Cryanchor is the capital, chief city, and largest port in Lasapanax. Built on a pair of islands and an adjacent spit of the mainland, the highly fortified town is located at the southwesternmost point in the republic, where the Kneeling River runs into the Gulf of Cries' northwestern inlet. Wilp Arga is the lord of the port and High Captain of the Republic.

The Lasapani are a warlike people who tatoo themselves with elaborate green and red designs. These markings depict aspects of a person's character and personal history. Lasapana leaders, the Larpi ("Captains") dye their tongues a bright red. Few races covet such frightening and colorful imagery. Then again, few societies record their feelings on their own flesh.

An aggressive race, the Lasapani threaten shipping in the Gulf of Cries and the Endless Sea. They board or destroy any vessel they can out sail, assuming it looks like easy prey. The Lasapani also enjoy raiding along the vulnerable coasts of northern Folenn. Few unwalled villages along these shores have escaped their wrath.

Lasapanax's chief weapon is the ingenious "Fire-skimmer," a long, swift, armored galley powered by two banks of oars and a trio of triangular (lateen) sails. Although these ships are uniformly swift and strong, each Fire-skimmer is unique. Lasapana shipwrights take care to endow every bow with a peculiar head-shaped design. While one looks like a shark, another galley produced by the same artisans resembles a sea-hawk. These magnificent sculptures incorporate a steel-tipped prow and one or more forward-facing apertures. Some have gaping maws, other multitudinous nostrils, but all of them have portals for belching streams of fire.

Each Larp, or Captain, produces his own mixture of Lasapana Fire. Most prefer a liquid recipe; however, gaseous or solid concoctions are better weapons under certain conditions. The Fire-skimmers rarely band together, since the Captains invariably operate on their own as privateers, so a change in the weather can render a Lassapana assault less dangerous. Without sufficient men to board a larger enemy warship, a flameless Fire-skimmer is relegated to ramming, entangling, or fleeing from a well-armed foe.

Fire-skimmers are equipped with an array of nets and one or two net- and harpoon-throwing ballistas. A favorite Lassapana battle tactic involves an age-old fishing technique. By dropping a heavy buoy, the Lassapani can quickly extend a rigid, floating boom or net by sailing away. These devices may stretch for two or three hundred yards. Once extended, the boom or net is left affixed to the ship or it is attached to another buoy. The nets entangle enemy vessels, while the booms can be set on fire or used to bar a foe from passing by a specific point on the water.

A typical Fire-skimmer carries a complement of about thirty warriors. This force is capable of wasting a merchantman or sacking an unprotected town, but they are no match for a trained enemy force of equal numbers. Still, they are rugged marines who give no quarter and take no prisoners — save the slaves they peddle back home. Lasapana soldiers fight in groups of nine called Bena. A Squire (Enlarp) leads each Bena. Three Beni comprise a Ubena, which is commanded by a Captain (Larp) and two Masters (Olarpi). Should the Captain fall, the senior Master presides over the force. Like the Captain, a Master is a trained seaman.

Lasapana units also engage enemies on land, although their campaigns are little more than raiding expeditions. Lasapanax is often at war with the easternmost City States of Thalar to the north. The republic's traditional enemy, however, is Lycoodur, an Iylar Elf kingdom located across the rough waters of the the Grave. The Iylari once sacked Cryanchor, slew the Ularp of Lasapanax, and enslaved his family.

The Lassapani fight well on land, although they rely on mobility and surprise to carry most battles. Lightly armed and rarely mounted, they avoid engangements with enemy cavalry or knights.

Unit Size: 9

Standard: Pike Bearing a Red and White Wind-sock

Unit Type: Marine Light Infantry

Insignia: Bleeding Tongue on a White Field

Experience Level: 5

Decoration: Body Tatoos; Red Scale Neck Guards; Red Capes Shaped Like a Tongue

Morale: High

Armor: Scale Mail = Chain Shirt & Greaves

Demeanor: Aggressive

Arms: Short Swords, Pikes, Clubs

Tactical Approach: Offensive

Strategic Approach: Balanced

· PART6: OTHER GROUPS ·

Here you will find a good deal of information about some of the more unusual races of the Bladelands, including Giants, Goblins and Trolls. The domains ruled by these extraordinary beings occasionally interact with the realms of western Folenn, through trade, raids and war.

Note: *See the Appendix for a key to the unit information following each group.*

GARKS

Garks are furry grey ape-like beings of a limited intelligence that have been trained as a crude military force by Granth, the Sorcerer. Although they are normally arboreal, Granth bivouacs them in his highland keep near the Gulf of Cries. Through a combination of religious mind-control and fear the sorcerer controls over 1000 warriors in his realm's defense. Occasionally, Granth will lead a foray into the neighboring New Colonies for booty, but their unruliness precludes his dream of capturing the Jewel Wells.

A Gark war-mob consists of at least 100 troops in a disorganized mass. Small units vary from ten to twenty with 15 being the most common. These units do not work well separately as anything other than war mobs. When fully gathered, their force of numbers is overwhelming. Only the Bladestorm and worthy opponents prevent Granth and his Garks from attempting grand conquests.

Garks are armed with crude flint hatchets and a wide variety of captured weapons and armor. Senior commanders possess the finest of arms, but only Granth has magic. Generally, Gark warriors are unarmored and wear no helms.

Unit Size: 15
Standard: Varies; Skull on pike is common
Unit Type: Light Infantry
Insignia: Varies; Wounded beast is common
Experience Level: 2-3
Decoration: Dyed tufts of fur on helmets
Morale: Medium
Armor: Varies from Rigid Leather to none
Demeanor: Stupid, aggressive
Arms: Warhammer, axe, short sword, pike
Tactical Approach: Offensive
Strategic Approach: Attack en masse as a mob

JEWEL KNIGHTS

Recent arrivals, Elven Jewel Knights were sent to Folenn by god-like beings called the Lords of Orhan. The Jewel Knights' mission is two-fold. First, they warn Elven leaders of the dangers of associating with Elf-Demon counsels. Secondly, Jewel Knights want to capture a Jewel Well, fashioning its awesome magic into forms of their choosing. Creating arms and armor of exquisite crystal will allow them to expand their control of all Jewel Wells (in the name of the Lords of Orhan). Clearly, their greastest obstacle in achieving this is the Dusk-Walkers' Guardian Titans at each Jewel Well.

Small groups of Jewel Knights are scattered throughout different Elvish realms, each trying to subtly guide Elven society with varying degrees of success. High Elves of Rakel have chosen to ignore the Jewel Knights' advice, placing their trust in Demonic advisors. In southern Erlini realms Jewel Knights have had a great impact, counselling on tactics fordefeating foces of Unlife. Erlini Elves of Yellowblade see Jewel Knights as demi-gods sent to aid them. For this reason, if ever the Knights require numbers, they utilize Elves of Yellowblade.

Jewel Knights draw their great energy from jewels of power bestowed by the Lords of Orhan. These crystals also allow Jewel Knights to magically appear anywhere in an instant. They also enhance the Knights' ability to manipulate Essence. The jewels are twelve-sided green gems which glow wih an unearthly light. Gem-slime can be fashioned into additional jewels of power, further augmenting Jewel Knights' magical strength. Jewel Knights gain a +3 modifier to attack and defense under Green or Gold Power Hues.

Unit Size: 1
Standard: None
Unit Type: Light Infantry
Insignia: 12-sided green jewel bathed in golden aura
Experience Level: 12-20
Decoration: Silver and gold plumage from helmets
Morale: Very High
Armor: Magical Full Plate
Demeanor: Vigilant, protective
Arms: Magical two-handed sword
Tactical Approach: Offensive
Strategic Approach: Balanced

HUE EATERS

Akin to hairless men, Hue Eaters are unspeakably evil servants of the Breathless. They are covered by tough, toenail-like protrusions, which form a scaly skin. Hue Eaters have beaks instead of mouths, which are surrounded by an array of eight squid-like tentacles, tipped with hollow spines. They have four eyes in the front and four in the rear of their elliptical skull. Four ears crown theirheads, each protected by a bony tusk. Their four arms end in four-fingered talons.

Hue Eaters thrive on blood and other bodily fluids, which they suck out through syringe-like tentacles. An adult Hue Eater can drain the fluids from a grown man in about an hour, although it often feeds on a victim for a day or two. Within a minute, a Hue Eater consumes enough blood to render unconsciousness.

These creatures dominate the southern wilds of Folenn and make frequent sorties into neighboring areas and along the coast. There are three Hue Eater Kingdoms, each of which is ruled by a dominant clan with rigid social structure. A Queen rules each domain. Two of the Queens, Vulshu and Kalfu, are twin sisters who revile one another. They worship different demonic spirits, and each has fed on the others' offspring. In the Hue Eater tradition, this shows disdain for her rival.

Eight warriors compose a typical Hue Eater unit. Each fighter carries a small, double-stocked crossbow, and a large, biting axe. The twin blades of the axe close when they strike, chewing the flesh out of the victim and opening a wide wound from which the Feeder will feed. Hue Eaters wear light leather armor made from sea turtle hide or layers of human skin. Some adorn themselves with peculiar helms. Extra armor protects them from the rear, where they attach a narrow banner showing their affliation.

Warriors often ride Tartu, huge reddish sea turtles which have been bred to sport double shells with an armored compartment. This small chamber, located between the Tartu's two shell layers, accomodates 2-4 Hue Eaters. Hue Eaters cut apertures in the outer shell, transforming the Tartu into a living tank.

Hue Eaters' Power Hue is Red, at which time they draw energy directly from the red skies. This gives them +2 to attack, defense and damage.

Unit Size: 8

Standard: Varies; most are simple narrow banners

Unit Type: Light Infantry, although a few attack riding turtles

Insignia: War-turtle against a brown field

Experience Level: 5

Decoration: Weird helms adorned with skin; turtle insignia on shoulder

Morale: High

Armor: Varies from White Leather jerkin and helm to none

Demeanor: Evil, aggressive

Arms: War-axe, crossbow

Tactical Approach: Offensive

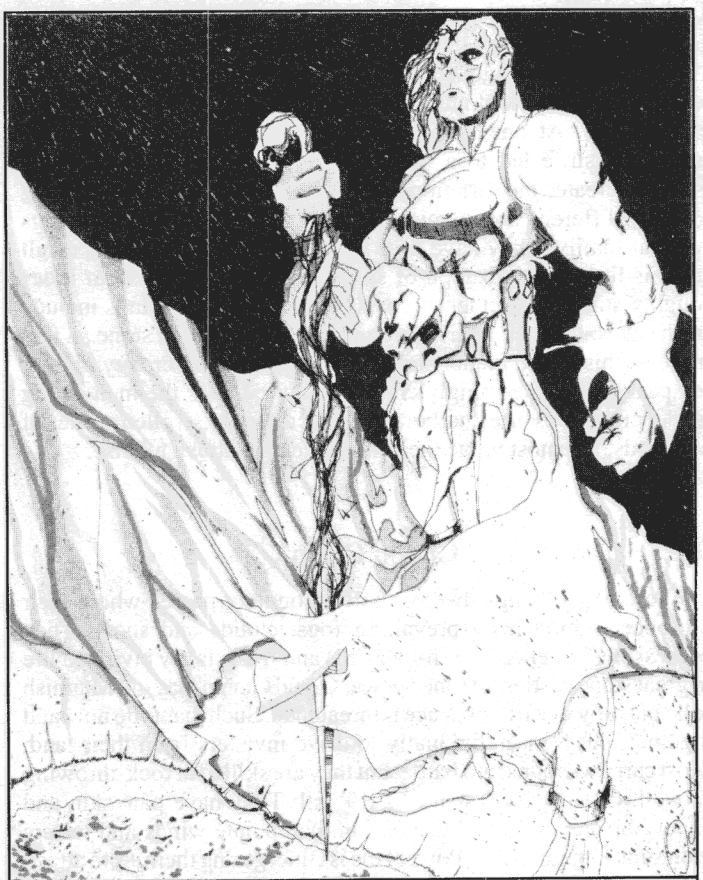
Strategic Approach: Cruel and well-practiced

TITANS

Clean-shaven giants (18' to 24' tall) with handsome, nobly proportioned bodies, Titans drape their muscular limbs with diaphonous silk. They posses fair skin, brown or black hair, and blue eyes. Occupied by solitary pursuits within lonely castles, Titans frequently ignore their own kin for decades. They are equally unconcerned with affairs of Mortals, whose ephemeral lives bore them.

The few remaining Dusk-Walkers fear world domination by any group who might capture a Jewel Well. Titans of Folenn have for millenia served the interests of these ancient beings. Titans dwell in the vicinity of Jewel Wells, guarding this precious fluid from all invaders. Titans receive greatly enhanced magical abilities while dwelling near these Wells. Thus it is in their own interest to protect the Jewel Wells.

The echo of a forgotten whim or jealousy stirs Titans every few centuries to break their seclusion and disturb the privacy of neighbors with war, seduction, or intrigue. Their departure leaves the Jewel Wells temporarily unguarded, when raiders may plunder the Wells at will. More frequently, Titans bathe unharmed in the jewel-slime to restore and energize themselves magically. During this time they become immobilized, assuming the crystalline structure of gemstone and unaware of events around them. Despite the Titan's immobility, they are nearly invulnerable and can leave the Jewel Well at any time.



GOLEM GUARDING A JEWEL WELL

Equipped for warfare, Titans don elegantly wrought breastplates and greaves which they have forged. Their huge two-handed swords radiate raw Essence magic, extinguishing the power of nearby spell-casters. Fighting single-handedly, Titans employ awesome magic to rend earth and sky. Any remaining foes will taste their potent weapons. Few have ever bested the might of Titans; none under their Power Hue of Silver. This gives Titans +4 to attack, defense, and damage rolls.

Unit Size: 1

Standard: None

Unit Type: Special

Insignia: Erupting jewel well on a gold field

Experience Level: 20

Decoration: Flashy red tunics, mimicking lava flows

Morale: Medium

Armor: Beautifully wrought gem-studded breastplates and greaves

Demeanor: Protective, fanatical

Arms: Oversized, essence-enhanced two-handed swords

Tactical Approach: Offensive

Strategic Approach: Balanced

GIANTS

Superhuman strength allows Giantish folk frequent victory over lesser foes. Yet lack of numbers diminishes their threat to Mannish civilizations. At one time Giants had an organized society but interracial strife led to a sundering of the race. Over centuries, isolation created the variation present in Giant strains, each adapting to their different environments. Most giants are solitary beings without family. They have little social interaction, and as a result there is little specialization of skills. Giants generally wear hides roughly stitched together or coarse cloth. Their dwellings include open caves, forested glens and crude huts of earth and stone. A few more sophisticated giants build intricate castles on craggy hills or icy peaks. Their seemingly civilized nature belies the man-eating tendencies giants often harbor. Some increase the swollen armies of evil lords, but most value their independence above all else.

Cloud Giants

These aloof beings dwell in lofty mountain passes where their presence is hidden by prevailing fogs, clouds and snow. They possess high intelligence (for a giant) and live a fairly civilized life in great stone castles. In times of war Cloud Giants may aid Mannish folk, but only when their peace is threatened. Such giants do not band together, but fight individually to drive invaders from their land. Most carry weapons into battle, but they are skilled at rock-throwing as well. Cloud Giants stand 17'-19' tall. They have pale skin and watery blue eyes. Cloud Giants can manipulate winds and waters with subtle magic. Their Power Hue is Blue, giving them +2 to attack and damage rolls.

Unit Size: 1

Standard: Multi-colored banner on a 20' pole

Unit Type: Special

Insignia: Sun half-hidden by mountain peak and clouds

Experience Level: 12

Decoration: Gem-studded leather bracers

Morale: Medium

Armor: Skin=Chain Hauberk

Demeanor: Reclusive

Arms: Great spear

Tactical Approach: Defensive

Strategic Approach: Balanced

Fire Giants

Ruddy skinned with black, brown or red hair, Fire Giants stand 12' to 14' tall. They often dwell in rocky grottos near active volcanoes or steam vents. These giants wear little but loincloths and wield hammers or clubs in battle. Easily aroused to a battle-frenzy, Fire Giants fight until the field of battle is cleared. Their tempermental nature is exploited by those having the cunning and boldness to approach Fire Giants. They are easily bribed with talk of booty. These giants are immune to heat and fire but take double damage from cold. Fire Giants' age-old enemies are Frost Giants. They have greatest power under Red and Orange skies, when they are +3 to attack and defense.

Unit Size: 1

Standard: Painted leather shield

Unit Type: Special

Insignia: Flaming hammer against white

Experience Level: 6

Decoration: Skull necklace

Morale: High

Armor: Skin=half Hide Plate

Demeanor: Aggressive

Arms: War hammer, club

Tactical Approach: Offensive

Strategic Approach: Balanced

Forest Giants

Standing 13'-15' tall, these beings have dark skin and long tangled hair. They live in the deepest forests, usually under overhanging rock ledges. Often black bears are found guarding a Forest Giant's dwelling. Clad in coarse cloth or skin garments, Forest Giants use a sling or club as weapons. They forage throughout the woods, rarely venturing beyond the forest eaves for food. Reclusive, Forest Giants are generally a random encounter. Direct threats to their forest home will motivate them to wage war against all marauders. These giants especially loathe the corrupted Treemen and any agents of fire. Forest Giants use natural magics which allow them to summon and employ animals as allies. Their Power Hue is Green, allowing them to merge with vegetation and regenerate in one turn.

Unit Size: 1

Standard: Sapling pole with narrow pennant

Unit Type: Huge Monster

Insignia: Thorny club

Experience Level: 7

Decoration: Red and yellow body paint

Morale: Medium

Armor: Skin=half Hide Plate

Demeanor: Aloof
Arms: Sling, club
Tactical Approach: Offensive
Strategic Approach: Balanced

Frost Giants

Large (17'-19' tall), but not especially bright, Frost Giants have pale blue skinand silvery hair. Their abodes lie in glaciated areas or cold mountainous regions. They don furs more for appearance than comfort, for Frost Giants are immune to cold. They domesticate huge white bears or arctic wolves to aid in hunting and defense. These beings will wage war to defeat their enemies the Fire Giants, or aid any cause which promises them wealth. In combat they hurl boulders or fight with huge, blue-steel axes. Frost Giants employ cold-based spells. but take double damage from fire attacks. They are most powerful under White or Yellow skies, giving them +2 to attack and defense.

Unit Size: 1
Standard: White bearskin on pole
Unit Type: Huge Monster
Insignia: Silver icicle on a blue lake
Experience Level: 6
Decoration: Bear-claw necklace
Morale: High
Armor: Skin=half Hide Plate
Demeanor: Greedy, aggressive
Arms: Battle axes
Tactical Approach: Offensive
Strategic Approach: Balanced

Mountain Giants

Elevated mountain passes provide shelter to these giants. Standing 18'-20' tall, they have greyish skin and black hair, camouflaging them in rocky terrain. Mountain Giants use magic which allows them to manipulate earth and stone. With this power they construct squat stone towers, moats, walls and other fortifications. They guard strategic passes along routes to the Jewel Wells. Mountain Giants dislike armed forces invading their lofty domains but will allow polite individuals or small, non-hostile groups safe passage. They enjoy hurling rocks for target practice, but usually wield black steel longswords. The Power Hues of Mountain Giants are Grey and Brown, when attack and damage are +2.

Unit Size: 1
Standard: Varies; most are silver grey banners
Unit Type: Huge Monster
Insignia: Snowy mountain peak
Experience Level: 10
Decoration: Silver head circlet
Morale: High
Armor: Skin=Full Hide Plate
Demeanor: Normal, wary
Arms: Longswords
Tactical Approach: Offensive
Strategic Approach: Balanced

Storm Giants

The tallest race of giants, these beings stand 18'-22' tall. Storm Giants have long, flowing hair and grey eyes. Their clothing consists of layered robes and billowing cloaks. Also the most intelligent of all giants, they construct elegant stone castles on high promontories. They delight in living amongst turbulent and ferocious weather. Storm Giants may manipulate the elements of water, wind, light, and ice. Basically neutral in outlook, they occasionally make theirpresence felt by scattering armies and disrupting battles. Few Storm Giants ever mingle with Mortal folk, although they might be motivated by armies despoiling their domain. They brandish a great trident, sword or spear in times of conflict. Storm Giants are most potent beneath Whorled or Stormy skies.

Unit Size: 1
Standard: Deep blue banner on a pole
Unit Type: Huge Monster
Insignia: Fist holding silver lightning bolts
Experience Level: 15
Decoration: Emblazoned robes
Morale: Very High
Armor: Skin=Chain hauberk
Demeanor: Varies, sometimes aggressive
Arms: Spear, sword, trident
Tactical Approach: Offensive
Strategic Approach: Balanced

GOBLINS

Round-headed creatures with snub noses and wide mouths, Goblins possess greenish-yellow skin and tender toeless feet. To protect these sensitive appendages Goblins wear clumsy stone clogs and have excellent night vision, but they are blinded by daylight, receiving only one quarter of their normal abilities. Thus Goblins stay below ground in the Ash Lairs by day and swarm the land in search of brutal amusement at night. The short (3'6"-4'6") creatures are governed by "might makes right", so the largest are usually accounted to be rulers. Goblins have been lucky in avoiding rule by other races. Their realm sprawls along the central Highlands.

Mechanical devices appeal to the clever cruelty intrinsic to Goblins. They haveinvented many machines to torture as well as those useful in warfare and siege. Utility and strength mark most of their creations, but beauty eludes them. Skilled miners, Goblins enlarge their underground kingdom by connecting nearby caverns with tunnels. These they build more to mine metals than in search of conquest.

The Goblin ruler wisely realizes that hiding in his hole is better than being slaughtered in open battle. To this end, King Rawg the Ripper has resolutely avoided combat on the surface with superior opposing forces. Thus, in any scenario, the Goblins must outnumber their foes (in # of figures) by at least 1.25:1 to expect a victory.

Low Goblins

The lowest of Goblin-folk, these are poor unfortunates who do all the "dirty work" such as suicide missions. Generally, Goblin leaders do not care if Low Goblins take excessive losses.

Unit Size: 18-20

Standard: Varies; most are simple rectangular flag bearing the symbol of their tribe or clan

Unit Type: Light Infantry

Insignia: Varies; most display crossed picks or warhammers

Experience Level: 4

Decoration: Brown and grey-striped armor

Morale: Medium to High

Armor: Varies from Rigid leather jerkins to light chain mail

Demeanor: Violent, aggressive

Arms: Battle axe, pike, mattock, short sword

Tactical Approach: Offensive

Strategic Approach: War Mob tactics apply



LUGRÔKI AMBUSHING MEN

LUGRÔKI

These grotesque humanoids have heavily-built, muscled bodies with long arms and thick, swarthy hide. Their faces are distorted by flattened snouts, slanting eyes, and sharpened tusks. Lugrôki are motivated by cannibalistic cruelty and respect little save superior force. Superb smiths, Lugrôki rarely fashion items unassociated with war. Lesser Lugrôki live and die in the darkness, easily panicked by sunlight. Greater Lugrôki function normally in daylight and are smarter and tougher than Lesser Lugrôki.

Many tribes of Lugrôki live in the Ash Lairs, but only a handful are free due to their worship of power. Elf-Demons of Tharo enslave Lugrôki, using them for physical labor and troops. Sulthon Ni' Shaang, a shapeshifter, commands a large force of Lugrôki in his quest to conquer the Immigrant Domains. Free Lugrôki hate anyone enslaving their race. They wage relentless war against these tyrants.

Mob-tactics combined with vicious, spiked weapons give Lugrôki a fearsome reputation. In battle, they unnerve their opponents with unearthly shrieking and howling. Lugrôki tear apart prisoners, feasting on their limbs as they continue to fight. Night combat is their speciality, when their Experience Level is increased by one.

Unit Size: 8-10

Standard: Varies; most are simple banners

Unit Type: Light Infantry

Insignia: Varies; most display spiked clubs against a dark sky

Experience Level: 4

Decoration: Plumed helmets

Morale: Medium to High

Armor: Varies from Rigid leather jerkins to none

Demeanor: Stupid, aggressive

Arms: Spiked clubs, pikes

Tactical Approach: Offensive

Strategic Approach: Loosely-organized, they must be tightly controlled in combat or all order is lost

OGRES

An unkempt, slovenly race, Ogres resemble Giants in size only (8' to 10' tall), although their mental faculties are stunted. Ogres are quarrelsome, odoriferous, and easily incited to violence. They sharpen their teeth to fanged points, better to rip and rend flesh. Ogres wield wood or stone clubs,which they often abandon in favor of unarmed combat.

One of the few Ogre-Clans in Folenn roam the coastal Plain of Forn, bordering the Bay of Sighs. These River Ogres of Cula fight Tiger-Tribes, Outland Wolves, and Punkari Elves. They inhabit littered dens along the banks of the Laughing River. Small family groups skirmish with nearby Humans to increase their territory.

Unit Size: 8-10

Standard: Varies; most are simple silvery grey rectangular banners with two pennant tails

Unit Type: Light Infantry

Insignia: Varies; most display an Ogre biting his favorite weapon

Experience Level: 4

Decoration: Helms shaped like ape-heads

Morale: High

Armor: Varies from scale armor to none

Demeanor: Aggressive

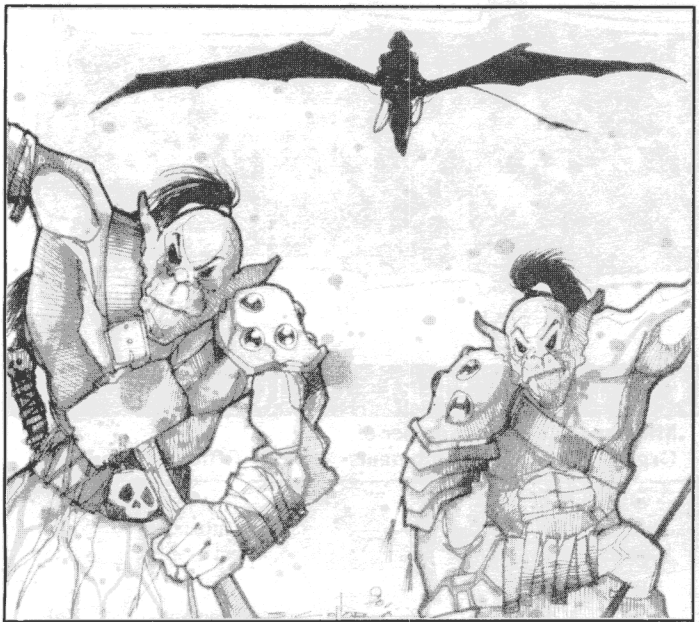
Arms: Clubs, warhammers, two-handed swords

Tactical Approach: Offensive

Strategic Approach: Balanced, determined, unrelenting

TROLLS

Ranging in height from 8' to 15' tall, Trolls possess huge, hulking bodies. Their hands and feet are unnaturally large and display sharp, granite claws. A perpetual snarl reveals curved blood-stained fangs. Rough, stony hides protect the calcified innards of the Troll. However, they are vulnerable to sunlight, halving their Experience Levels when exposed. Common Trolls are immune to normal heat and cold. Trolls assume physical characteristics of their myriad environments.



SKYRIDER VS. RIVER OGRES

War-Trolls sport more formidable armor, articulated stony plates which grow naturally from their skin. War-Trolls are often found in the Guard units of Evil Lords. Bred to withstand the sun, War-Trolls are quicker and more clever than common Trolls. They use massive clubs or warhammers, rending claws, or hurled objects in battle. War-Trolls have a Power Hue of Black which adds +2 to attack and damage.

Unit Size: 6-8

Standard: Varies; most are simple rectangular banners with a balck background

Unit Type: Light Infantry

Insignia: Varies; most display a gauntlet holding a split skull

Experience Level: 6

Decoration: Helmets made of elephant skulls

Morale: High

Armor: Half plate armor, steel gauntlets, steel helms

Demeanor: Vigilant, aggressive

Arms: Warhammer, club

Tactical Approach: Offensive

Strategic Approach: Bold and vicious

TROGLI

Ugly humanoids, Trogli range in height from 4'6" to 5'6". Trogli skin their fallen foes, creating simple garments from the cured pelts; claws, tails, and mummified heads remain as ornament. Goblin hides dominate Trogli rainment. Beneath this macabre clothing, Trogli possess muscled bodies with bluish-white skin. Sloping foreheads and massive jaws form the contours of their large heads; long, tangled, black hair grows from their scalps.

Trogli settlements range throughout the Ash Lairs, but no large colonies exist. When faced by superior forces they retreat, separating in the labyrinthine caverns. Divided groups usually remain isolated for days or weeks. As a result, forces larger than 50 Trogli are rare. Trogli often wear armor and wield weapons stolen from their foes, but use stones as clubs or missiles in a pinch.

Unit Size: 8-10

Standard: Varies; most are simple blue and white rectangular banners

Unit Type: Light Infantry

Insignia: Varies; most display a fallen foe hacked to pieces

Experience Level: 4

Decoration: Goblin hides, pelts, tails

Morale: Medium

Armor: Varies from Light Mail to none

Demeanor: Vigilant, aggressive

Arms: Short swords, clubs, stones

Tactical Approach: Offensive

Strategic Approach: Simplistic and direct

CENTAURS

Nobly proportioned men (and women) whose torso joins at the waist to the body of a horse, Centaurs strive for knowledge and magic power. After two millenia of invasions these beleaguered folk have all but been driven from the open lands. Their life has been reduced to mere survival in a hostile world. Centaurs distrust all invaders, from Soulslayers to ordinary Warriors. They never fight for others, but may form alliances when goals coincide.

Once these proud creatures ranged over the whole of the Bladelands, but great forces have swept across the land for centuries battering the Centaur kingdoms to rubble. Now they only reside in the Forest of Garn, the Rising Wood, and the Walking Wood. Each grouping has its own customs, heritage and standards. The insignia of the Centaurs of Garn is a centaur warrior on a green hill; of Walking Wood, a bunch of roses surmounting a bow and pole-arm crossed; and of Rising Wood, a skullcap with a horse's tail.

Tactically, Centaurs rely on home-made weapons of wood and flint, although weapons of steel and magic exist as heirlooms. They favor shortbows and pole-arms; weapons of considerable reach. Their survival strategy is fairly obvious: they melt into the forest when opposed by overwhelming forces. They never form entangling alliances, for it was such that laid them low. They especially hate and fearthe treachery of Men. Only in a case of dire need would Centaurs ally with Humans. Centaurs will aid Elves defending the wood.

Centaurs' Power Hue is Green, at which time they gain a +2 bonus to attack and damage rolls.

Unit Size: 6-8

Standard: Varies; most are simple brown banners

Unit Type: Light Cavalry

Insignia: Varies; most display a reverence for Nature

Experience Level: 3

Decoration: Skullcaps, braided bejeweled ponytails, flint medallions on headbands

Morale: Medium

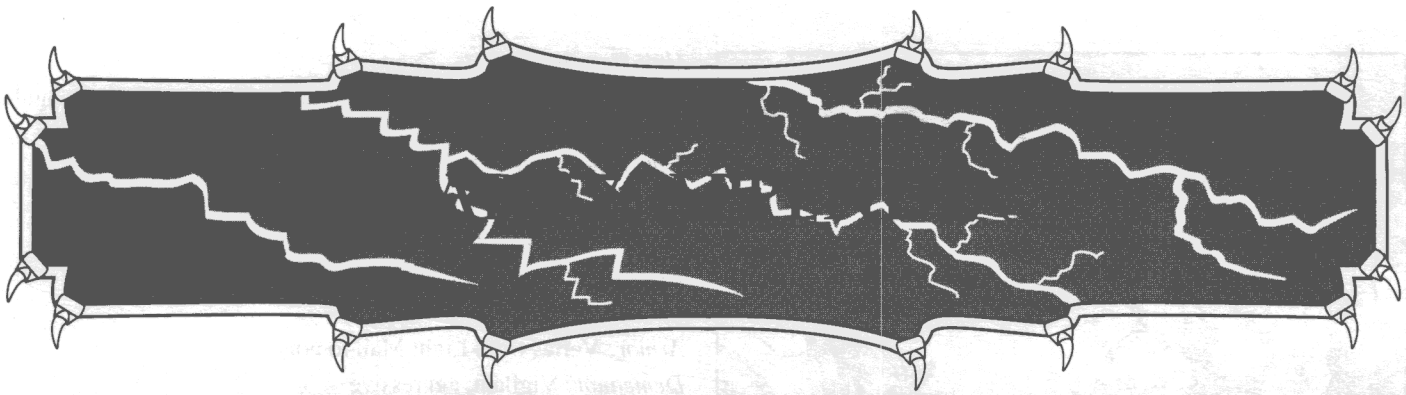
Armor: None

Demeanor: Vigilant, cautious

Arms: Shortbows, polearms, pikes

Tactical Approach: Defensive

Strategic Approach: Balanced



MILITARY ORGANIZATION FOR THE WARRING HOLDS

Military Organization	Number of Combatants	Officer	Name
RUKON			
Run	8	Leader	Ky
Company	16	Master	Parl
Half-clan	32	Warlord	Rukol
Clan	64	Priest-king	Rukol
CAVAN			
Run	10	Leader	Chucavas
Company	20	Master	Alcavas
Clan	80?	Lord	Wilcavas
HARRO			
Run	6	Commander	Du
Company	12	Master	Bol
Clan	48	Overlord	Roal
KULM			
Swordsmen			
Run	7	Commander	Ka
Company	21	Master	Kalo
Clan	49	Overlord	Ho-lome
Pikemen			
Run	8	Commander	Hale
Company	16	Master	Stum
Clan	48	Overlord	Boan
Bowmen			
Run	8	Commander	Brun
Company	16	Master	Brundl
Clan	32	Overlord	Nulom
SOLUTHURN			
Run	6	Commander	Soan
Company	18	Master	Anol
Clan	36	Lord	Lanol
MARL			
Run	9	Commander	Lo
Company	36	Master	Lotha
Pack	72	Overlord	Marlu
Cabur's Wolf Packs			
Pack	8	Alpha	Oal-lai
EKEREN			
Run	8	Commander	Aken
Company	16	Master	Halken
Clan	80	Overlord	Ekeson
URDA			
Run	8	Commander	Wul
Company	24	Master	Vura
Clan	48	Overlord	Ene

Military Organization	Number of Combatants	Officer	Name
YOLMER			
Run	8	Commander	Stuun
Clan	56	Underlord	Stunae
ABDERA			
Run	6	Seaman	Kal
Company	12	Master	Lu
Crew	18	Lord	A-Lu
BEAR-MEN OF SULL			
Run	12	Commander	Swar
Company	24	Leader	Arban
Clan	96	War-priest	Sullarban
MOUNTAIN GOBLINS			
Run	10	Subleader	Glum
Warband	20	Leader	Glamug
Clan	80	Clan Lord	Barglam
DWARVES			
Run	7	Commander	Kotal
Company	21	Leader	Kotan
Clan	84	War-priest	Kotar
HIRAZI			
Run	10	Leader	Umfau
Clan	30	O-Lord	Umau
RIVER OGRES			
Run	6	Commander	Gora
Company	24	Leader	Garsun
Clan	48	Clan Lord	Garag
SEA ELVES			
Shelar			
Half-company	6	Commander	Tace
Company	12	Leader	Strace
Clan	24	Lord	Shunem
Darkrunners			
Run	5	None	Half-tace
Half-company	10	Commander	Tace
Company	20	Leader	Strace
Clan	40	Lord	Shunem
SEA TROLLS			
Run	4	Commander	Torul
Company	8	Leader	Torm
Clan	16	War-priest	Torbul
THE JEWELER'S FORCES			
Run	8	Commander	Suryn
Company	16	Leader	Surkyl
Clan	32	War-priest	Skyl

RUKON (9)

1. WARRIORS (8)

Move.Rate: .....5.5" (4"/3"/1.5") [14cm(11/7/4)] **Morale:** 9
Defense: .....8 **Shield Bonus:** .....+3 S. Leather **Armor:** ....-1
Endurance: .....10 **Maneuver†** .....8 **Resistance†** 10

Weapon	Attack	Damage	Range
Short Sword	3D6	High	None
Short Bow	2D6+3	Lowx2	-2 per 12" [30cm]

#1 □□□□□m□□□□□: _____ #5 □□□□□m□□□□□: _____
#2 □□□□□m□□□□□: _____ #6 □□□□□m□□□□□: _____
#3 □□□□□m□□□□□: _____ #7 □□□□□m□□□□□: _____
#4 □□□□□m□□□□□: _____ #8 □□□□□m□□□□□: _____

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (10)	+0	+0	+1	+0	+1
Battle Order (9)	+2	+2	+0	-1	+2
Disbanded (11) *Unit Ma is used only for reforming the unit.*					
Column (10) †	+1	-1	-2	-2	+1

Note: May operate in 8 or 16-combatant units.

2. BROOL GUARDS (8)

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)] **Morale:** 8
Defense: .....9 **Shield Bonus:** .....+3 R. Leather **Armor:** ...-2
Endurance: .....12 **Maneuver†** .....9 **Resistance†** 9

Weapon	Attack	Damage	Range
Mace	2D6+4	High+1	None
Handaxe	3D6+1	High+1	-2 per 3" [8cm]‡

#1 □□□□□m□□□□□: ___ #5 □□□□□m□□□□□: ___
#2 □□□□□m□□□□□: ___ #6 □□□□□m□□□□□: ___
#3 □□□□□m□□□□□: ___ #7 □□□□□m□□□□□: ___
#4 □□□□□m□□□□□: ___ #8 □□□□□m□□□□□: ___

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (9)	+0	+0	+1	+0	+1
Battle Order (10)	+2	+2	+0	-1	+2
Disbanded (11) *Unit Ma is used only for reforming the unit.*					
Column (10) †	+1	-1	-2	-2	+1

Note: May operate in 8 or 16-combatant units. These stats are "Wildwater Enhanced."

3. CUTH SLAVERS (8)

Move.Rate: .....5.5" (4"/3"/1.5") [14cm(11/7/4)] **Morale:** 8
Defense: .....8 **Shield Bonus:** .....+3 R. Leather **Armor:** ...-2
Endurance: .....9 **Maneuver†** .....10 **Resistance†** 10

Weapon	Attack	Damage	Range
Short Sword	3D6+1	High	None
Handaxe	3D6	High+1	-2 per 3" [8cm]‡

#1 □□□□□m□□□□□: _____ #5 □□□□□m□□□□□: _____
#2 □□□□□m□□□□□: _____ #6 □□□□□m□□□□□: _____
#3 □□□□□m□□□□□: _____ #7 □□□□□m□□□□□: _____
#4 □□□□□m□□□□□: _____ #8 □□□□□m□□□□□: _____

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (10)	+0	+0	+1	+0	+1
Battle Order (11)	+2	+2	+0	-1	+2
Disbanded (11) *Unit Ma is used only for reforming the unit.*					
Column (11) †	+1	-1	-2	-2	+1

Note: May operate in 8 or 16-combatant units. These stats are "Wildwater Enhanced."

4. BROOL HIGHRUNNERS (4)

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)] **Morale:** 9
Defense: .....8 **Shield Bonus:** .....+3 R. Leather **Armor:** ...-2
Endurance: .....10 **Maneuver†** .....9 **Resistance†** 10

Weapon	Attack	Damage	Range
Short Bow	2D6	Lowx2	-2 per 12" [30cm]
Handaxe	3D6	High+1	-2 per 3" [8cm]‡

#1 □□□□□m□□□□□: _____ #3 □□□□□m□□□□□: _____
#2 □□□□□m□□□□□: _____ #4 □□□□□m□□□□□: _____

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (10)	+0	+0	+1	+0	+1
Battle Order (11)	+2	+2	+0	-1	+2
Disbanded (11) *Unit Ma is used only for reforming the unit.*					
Column (10) †	+1	-1	-2	-2	+1

Note: May operate in 4, 8, or 16-combatant units. A 4-man unit need not disband to climb.

5. TY AMAR "THE TONGUE" – *Brool Priest-king & High King of All Rukon*

Move.Rate: .....6.5" (5"/3.5"/1.5") [16cm(12/8/4)] **Morale:** 6
Defense: .....18(13) **Shield Bonus:** .....+3 Plate **Armor:** x1/2
Endurance: .....30 **Maneuver†** .....9 **Resistance†** 8

Weapon	Attack	Damage	Range
Vulture-head Mace	2D6+13	High+2	None

□□□□□ □□□□□ □□□□□
m□□□□□ □□□□□ □□□□□: _____

Power Points† .....15 **Spells Known†** 3C1, 2C2
Morale Mod: .....+2 **Melee Mod:** .....+2
Missile Mod: .....+1 **Defense Mod:** .....+1
Maneuver Mod† .....+1 **Influence Range:** .....15" [38cm]

5. CATHAR – *Priest-queen of the Trela*

Move.Rate: .....5.5" (4"/3"/1.5") [14cm(11/7/4)]		**Morale:** 7	
Defense: .....15(10)	**Shield Bonus:** .....+3	**Plate Armor:** x1/2	
Endurance: 23	**Maneuver†** 9	**Resistance†** 8	

Weapon	Attack	Damage	Range
Short Sword	3D6+5	High	None

□□□□□ □□□□□ □□m□ □□□□□ □□□□□: _____

Power Points† 12		**Known Spells:** 2C1, 1C2	
Morale Mod: .....+2		**Melee Mod:** .....+1	
Missile Mod: .....+1		**Defense Mod:** .....+0	
Maneuver Mod† .....+1		**Influence Range:** .....10" [25cm]	

6. TOMAR – *Priest-queen of the Cuth*

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)]		**Morale:** 7	
Defense: .....13(7)	**Shield Bonus:** .....+3	**Plate Armor:** x1/2	
Endurance: 19	**Maneuver†** 10	**Resistance†** 9	

Weapon	Attack	Damage	Range
Handaxe	3D6+3	High+1	-2 per 3" [8cm]‡
Handaxe	3D6+3	High+1	-2 per 3" [8cm]‡

□□□□□ □□□□□ m □□□□ □□□□□: _____

Power Points† 11		**Known Spells:** 2C1, 1C2	
Morale Mod: .....+1		**Melee Mod:** .....+0	
Missile Mod: .....+1		**Defense Mod:** .....+1	
Maneuver Mod† .....+0		**Influence Range:** .....10" [25cm]	

CAVAN (1)

1. GARRISONS/AUXILIARIES (10)

Move.Rate: .....5" (4"/2.5"/1,5") [13cm(10/7/3)]		**Morale:** 9	
Defense: 8	**Shield Bonus:** .....+0	**Quilted Armor:** .....-1	
Endurance: 9	**Maneuver†** 9	**Resistance†** 10	

Weapon	Attack	Damage	Range
Spear	3D6-1	Lowx2+2	-2 per 3" [8cm]‡
Spear	3D6-1	Lowx2+2	-2 per 3" [8cm]‡

#1 □□□□m□□□□: _____		#6 □□□□m□□□□: _____	
#2 □□□□m□□□□: _____		#7 □□□□m□□□□: _____	
#3 □□□□m□□□□: _____		#8 □□□□m□□□□: _____	
#4 □□□□m□□□□: _____		#9 □□□□m□□□□: _____	
#5 □□□□m□□□□: _____		#10 □□□□m□□□□: _____	

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (9)	+0	+0	+1	+0	+1
Battle Order (9)	+2	+2	+0	-1	+2
Disbanded (11) *Unit Ma is used only for reforming the unit.*					

Note: May operate in 10 or 20-combatant units.

2. SCOUTS (10)

Move.Rate: .....5" (4"/2.5"/1.5") [13cm(10/7/3)]		**Morale:** 9	
Defense: 9	**Shield Bonus:** .....+0	**Quilted Armor:** .....-1	
Endurance: 9	**Maneuver†** 9	**Resistance†** 10	

Weapon	Attack	Damage	Range
Short Bow	2D6+3	Lowx2	-2 per 12" [30cm]
Spear	3D6	Lowx2+2	-2 per 3" [8cm]‡

#1 □□□□□m□□□□: _____		#6 □□□□□m□□□□: _____	
#2 □□□□□m□□□□: _____		#7 □□□□□m□□□□: _____	
#3 □□□□□m□□□□: _____		#8 □□□□□m□□□□: _____	
#4 □□□□□m□□□□: _____		#9 □□□□□m□□□□: _____	
#5 □□□□□m□□□□: _____		#10 □□□□□m□□□□: _____	

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (9)	+0	+0	+1	+0	+1
Battle Order (9)	+2	+2	+0	-1	+2
Disbanded (11) *Unit Ma is used only for reforming the unit.*					

Note: May operate in 10 or 20-combatant units.

3. COASTAL VOICEMEN (10)

Move.Rate: .....5" (4"/2.5"/1.5") [13cm(10/7/3)]		**Morale:** 8	
Defense: 8	**Shield Bonus:** .....+0	**Quilted Armor:** .....-1	
Endurance: 10	**Maneuver†** 8	**Resistance†** 9	

Weapon	Attack	Damage	Range
Spear	3D6+1	Lowx2+2	-2 per 3" [8cm]‡
Spear	3D6+1	Lowx2+2	-2 per 3" [8cm]‡

#1 □□□□□m□□□□□: _____		#6 □□□□□m□□□□□: _____	
#2 □□□□□m□□□□□: _____		#7 □□□□□m□□□□□: _____	
#3 □□□□□m□□□□□: _____		#8 □□□□□m□□□□□: _____	
#4 □□□□□m□□□□□: _____		#9 □□□□□m□□□□□: _____	
#5 □□□□□m□□□□□: _____		#10 □□□□□m□□□□□: _____	

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (9)	+0	+0	+1	+0	+1
Battle Order (9)	+2	+2	+0	-1	+2
Disbanded (10) *Unit Ma is used only for reforming the unit.*					
Column (9) †	+1	-1	-2	-2	+1
Square (9) †	+1	+2	+0	-3	+2

Note: May operate in 10 or 20-combatant units.

4. IRON VOICEMEN (10)

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)] **Morale:** 7
Defense: .....9 **Shield Bonus:** .....+0 Quilted **Armor:** .....-1
Endurance: .....14 **Maneuver†** .....6 **Resistance†** 9

Weapon	Attack	Damage	Range
Battleaxe	2D6+D10	High+Low+1	None
Spear	3D6+1	Lowx2+2	-2 per 3" [8cm]‡

1 □□□□□□□m□□□□□□□ 6 □□□□□□□m□□□□□□□
2 □□□□□□□m□□□□□□□ 7 □□□□□□□m□□□□□□□
3 □□□□□□□m□□□□□□□ 8 □□□□□□□m□□□□□□□
4 □□□□□□□m□□□□□□□ 9 □□□□□□□m□□□□□□□
5 □□□□□□□m□□□□□□□ 10 □□□□□□□m□□□□□□□

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (9)	+0	+0	+1	+0	+1
Battle Order (9)	+2	+2	+0	-1	+2
Disbanded (10) *Unit Ma is used only for reforming the unit.*					
Column (9) †	+1	-1	-2	-2	+1
Square (10) †	+1	+2	+0	-3	+2

Note: May operate in 10 or 20-combatant units.

5. GREEN VOICEMEN (10)

Move.Rate: .....5" (4"/2.5"/1.5") [13cm(10/7/3)] **Morale:** 8
Defense: .....9 **Shield Bonus:** .....+0 Quilted **Armor:** .....-1
Endurance: .....10 **Maneuver†** .....8 **Resistance†** 9

Weapon	Attack	Damage	Range
Spear	3D6	Lowx2+2	-2 per 3" [8cm]‡
Short Bow	2D6+2	Lowx2	-2 per 12" [30cm]

#1 □□□□□m□□□□□: _____ #6 □□□□□m□□□□□: _____
#2 □□□□□m□□□□□: _____ #7 □□□□□m□□□□□: _____
#3 □□□□□m□□□□□: _____ #8 □□□□□m□□□□□: _____
#4 □□□□□m□□□□□: _____ #9 □□□□□m□□□□□: _____
#5 □□□□□m□□□□□: _____ #10 □□□□□m□□□□□: _____

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (9)	+0	+0	+1	+0	+1
Battle Order (9)	+2	+2	+0	-1	+2
Disbanded (10) *Unit Ma is used only for reforming the unit.*					
Column (9) †	+1	-1	-2	-2	+1
Square (9) †	+1	+2	+0	-3	+2

Note: May operate in 10 or 20-combatant units.

6. ROYAL GUARDS (10)

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)] **Morale:** 7
Defense: .....9 **Shield Bonus:** .....+0 Quilted **Armor:** .....-1
Endurance: .....16 **Maneuver†** .....6 **Resistance†** 9

Weapon	Attack	Damage	Range
Battleaxe	2D6+D10+1	High+Low+1	None
Spear	3D6+1	Lowx2+2	-2 per 3" [8cm]‡

#1 □□□ □□□□□m□□□ □□□□□: _____
#2 □□□ □□□□□m□□□ □□□□□: _____
#3 □□□ □□□□□m□□□ □□□□□: _____
#4 □□□ □□□□□m□□□ □□□□□: _____
#5 □□□ □□□□□m□□□ □□□□□: _____
#6 □□□ □□□□□m□□□ □□□□□: _____
#7 □□□ □□□□□m□□□ □□□□□: _____
#8 □□□ □□□□□m□□□ □□□□□: _____
#9 □□□ □□□□□m□□□ □□□□□: _____
#10 □□□ □□□□□m□□□ □□□□□: _____

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale
General Order (8)	+0	+0	+1	+0	+1
Battle Order (8)	+2	+2	+0	-1	+2
Disbanded (9) *Unit Ma is used only for reforming the unit.*					
Column (8) †	+1	-1	-2	-2	+1
Square (8) †	+1	+2	+0	-3	+2

Note: May operate in 10 or 20-combatant units.

7. COLUR RELP – *Voice of the Green Walk*

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)] **Morale:** 7
Defense: .....11 **Shield Bonus:** .....+4 Plate **Armor:** x1/2
Endurance: .....30 **Maneuver†** .....8 **Resistance†** 8

Weapon	Attack	Damage	Range
Long Mace	2D6+8	High+1	None

□□□□□ □□□□□ □□□□□m□□□□□ □□□□□ □□□□□: ____

Morale Mod: .....+1 **Melee Mod:** .....+2
Missile Mod: .....+1 **Defense Mod:** .....+1
Maneuver Mod† .....+2 **Influence Range:** .....10" [25cm]

8. ULUR AKATU – *Voice of the Iron Walk*

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)] **Morale:** 7
Defense: .....10 **Shield Bonus:** .....+0 Plate **Armor:** x1/2
Endurance: .....28 **Maneuver†** .....9 **Resistance†** 8

Weapon	Attack	Damage	Range
Battleaxe	2D6+D10+3	High+Low+1	None
Spear	3D6+4	Lowx2+2	-2 per 3" [8cm]‡

□□□□□ □□□□□ □□□□m□□□□ □□□□□ □□□□□: _____

Morale Mod: .....+2 **Melee Mod:** .....+1
Missile Mod: .....+1 **Defense Mod:** .....+1
Maneuver Mod† .....+2 **Influence Range:** .....15" [38cm]

9. BUTUR HOON – *Voice of the Coast Walk*

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)]			**Morale:** 7
Defense: 9	**Shield Bonus:** .....+3	Plate **Armor:**	x1/2
Endurance: 22	**Maneuver†** 10	**Resistance†**	8

Weapon	Attack	Damage	Range
Long Mace	2D6+6	High+1	None

❑❑❑❑❑ ❑❑❑❑❑ ❑m❑ ❑❑❑❑❑ ❑❑❑❑❑: _____

Morale Mod:	+1	**Melee Mod:**	+1
Missile Mod:	+1	**Defense Mod:**	+2
Maneuver Mod†	+1	**Influence Range:**	15" [38cm]

HARRO (2)

1. MERCENARIES, ASSAILERS OF THE WARRING BIGHT (6)

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)]			**Morale:** 8
Defense: 8	**Shield Bonus:** .....+3	Plate **Armor:**	x1/2
Endurance: 12	**Maneuver†** 11	**Resistance†**	9

Weapon	Attack	Damage	Range
Longsword	3D6+2	High+2	None
Javelin	3D6-1	Low**x**2+1	-2 per 3" [8cm]‡

#1 ❑❑❑❑❑❑m❑❑❑❑❑❑: ___ #4 ❑❑❑❑❑❑m❑❑❑❑❑❑: ____
#2 ❑❑❑❑❑❑m❑❑❑❑❑❑: ___ #5 ❑❑❑❑❑❑m❑❑❑❑❑❑: ____
#3 ❑❑❑❑❑❑m❑❑❑❑❑❑: ___ #6 ❑❑❑❑❑❑m❑❑❑❑❑❑: ____

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (9)	+0	+0	+1	+0	+1
Battle Order (10)	+2	+2	+0	-1	+2
Disbanded (11) *Unit Ma is used only for reforming the unit.*					
Column (10) †	+1	-1	-2	-2	+1

Note: May operate in 6, 12, 18, or 24-combatant units.

2. MERCENARIES, RIVER GUARDS OF THE GOLDSTREAM (6)

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)]			**Morale:** 7
Defense: 10	**Shield Bonus:** .....+0	Plate **Armor:**	x1/2
Endurance: 14	**Maneuver†** 8	**Resistance†**	8

Weapon	Attack	Damage	Range
Longsword	3D6+2	High+2	None
Composite Bow	D6+D10+1	Low**x**2+1	-2 per 15" [38cm]

#1 ❑❑❑❑❑ ❑❑m❑❑ ❑❑❑❑❑: _____
#2 ❑❑❑❑❑ ❑❑m❑❑ ❑❑❑❑❑: _____
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#4 ❑❑❑❑❑ ❑❑m❑❑ ❑❑❑❑❑: _____
#5 ❑❑❑❑❑ ❑❑m❑❑ ❑❑❑❑❑: _____
#6 ❑❑❑❑❑ ❑❑m❑❑ ❑❑❑❑❑: _____

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (9)	+0	+0	+1	+0	+1
Battle Order (9)	+2	+2	+0	-1	+2
Disbanded (10) *Unit Ma is used only for reforming the unit.*					
Column (9) †	+1	-1	-2	-2	+1
Line (10) †	+2	+2	+0	+0	-1

Note: May operate in 6, 12, 18, or 24-combatant units.

3. MERCENARY CAVALRY (6)

Move.Rate: .....9"(7"/4.5"/2.5") [23cm(17/12/6)]			**Morale:** 8
Defense: 10	**Shield Bonus:** .....+2	Plate **Armor:**	x1/2
Endurance: 39	**Maneuver†** 6	**Resistance†**	9

Weapon	Attack	Damage	Range
Long Sword	3D6+1	High+2	None
Composite Bow	D6+D10-1	Low**x**2+1	-2 per 15" [38cm]
Horse *	3D6+6	Medium**x**2-2	None

#1 ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑m
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#4 ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑m
❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑: _____
#5 ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑m
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❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑: _____

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (6)	+0	+0	+1	+0	+1
Battle Order (7)	+2	+2	+0	-1	+2
Disbanded (9) *Unit Ma is used only for reforming the unit.*					
Column (8) †	+1	-1	-2	-2	+1
Line (8) †	+2	+2	+0	+0	-1

Note: May operate in 6, 12, 18, or 24-combatant units. The stats given for the mounted combatants are based upon the rider and horse combination.

"*" – During a melee combat phase, a mounted combatant may use his "Horse" attack instead of his weapon attack. The combatant must make a maneuver roll (see O-6.4) modified by -3: if the maneuver is successful, the Horse attack proceeds normally; otherwise, no attack may be made that phase.

4. GENERAL DU-LANDAL – *Mercenary Leader*

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)]		**Morale:** 7	
Defense: 10	**Shield Bonus:** .....+3	Plate **Armor:** x1/2	
Endurance: 28	**Maneuver†** 9	**Resistance†** 8	

Weapon	Attack	Damage	Range
Short Sword	3D6+6	High+1	None
Javelin	3D6+3	Lowx2+1	-2 per 3" [8cm]‡

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Morale Mod: .....+1		**Melee Mod:** .....+2	
Missile Mod: .....+1		**Defense Mod:** .....+2	
Maneuver Mod† .....+1		**Influence Range:** .....15" [38cm]	

5. RAGARON – *Merchant's Council Leader*

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)]		**Morale:** 7	
Defense: 12	**Shield Bonus:** .....+0	No **Armor:** .....-0	
Endurance: 23	**Maneuver†** 6	**Resistance†** 8	

Weapon	Attack	Damage	Range
Dagger	2D6+5	Lowx2-1	-2 per 3" [8cm]‡

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Morale Mod: .....+2		**Melee Mod:** .....+1	
Missile Mod: .....+1		**Defense Mod:** .....+2	
Maneuver Mod† .....+2		**Influence Range:** .....15" [38cm]	

KULM (3)

1. SWORDSMEN (7)

Move.Rate: .....5" (4"/2.5"/1.5") [13cm(10/7/3)]		**Morale:** 9	
Defense: 7	**Shield Bonus:** .....+3	Chain **Armor:** .....-3	
Endurance: 9	**Maneuver†** 10	**Resistance†** 10	

Weapon	Attack	Damage	Range
Broadsword	3D6	High+2	None

#1 ❑❑❑❑❑m❑❑❑❑: _____ #5 ❑❑❑❑❑m❑❑❑❑: _____
#2 ❑❑❑❑❑m❑❑❑❑: _____ #6 ❑❑❑❑❑m❑❑❑❑: _____
#3 ❑❑❑❑❑m❑❑❑❑: _____ #7 ❑❑❑❑❑m❑❑❑❑: _____
#4 ❑❑❑❑❑m❑❑❑❑: _____

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (10)	+0	+0	+1	+0	+1
Battle Order (11)	+2	+2	+0	-1	+2
Disbanded (12) *Unit Ma is used only for reforming the unit.*					
Column (10) †	+1	-1	-2	-2	+1
Square (11) †	+1	+2	+0	-3	+2
Shield Wall (11) †	+0	+4(+2)	+0	+5(-2)	+2

Note: May operate in 7, 14, or 21-combatant units.

2. ELITE SWORDSMEN (7)

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)]		**Morale:** 8	
Defense: 8	**Shield Bonus:** .....+4	Chain **Armor:** .....-3	
Endurance: 10	**Maneuver†** 11	**Resistance†** 9	

Weapon	Attack	Damage	Range
Broadsword	3D6+2	High+2	None
Spear	3D6+1	Lowx2+2	-2 per 3" [8cm]‡

#1 ❑❑❑❑❑m❑❑❑❑❑: _____ #5 ❑❑❑❑❑m❑❑❑❑❑: _____
#2 ❑❑❑❑❑m❑❑❑❑❑: _____ #6 ❑❑❑❑❑m❑❑❑❑❑: _____
#3 ❑❑❑❑❑m❑❑❑❑❑: _____ #7 ❑❑❑❑❑m❑❑❑❑❑: _____
#4 ❑❑❑❑❑m❑❑❑❑❑: _____

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (10)	+0	+0	+1	+0	+1
Battle Order (9)	+2	+2	+0	-1	+2
Disbanded (12) *Unit Ma is used only for reforming the unit.*					
Column (10) †	+1	-1	-2	-2	+1
Square (9) †	+1	+2	+0	-3	+2
Shield Wall (9) †	+0	+4(+2)	+0	+5(-2)	+2

Note: May operate in 7, 14, or 21-combatant units.

3. PIKEMEN (8)

Move.Rate: .....5" (4"/2.5"/1.5") [13cm(10/7/3)]		**Morale:** 8	
Defense: 7	**Shield Bonus:** .....+0	Chain **Armor:** .....-3	
Endurance: 9	**Maneuver†** 10	**Resistance†** 10	

Weapon	Attack	Damage	Range
Pike	D6+D10	High+Low	None

#1 ❑❑❑❑❑m❑❑❑❑: _____ #5 ❑❑❑❑❑m❑❑❑❑: _____
#2 ❑❑❑❑❑m❑❑❑❑: _____ #6 ❑❑❑❑❑m❑❑❑❑: _____
#3 ❑❑❑❑❑m❑❑❑❑: _____ #7 ❑❑❑❑❑m❑❑❑❑: _____
#4 ❑❑❑❑❑m❑❑❑❑: _____ #8 ❑❑❑❑❑m❑❑❑❑: _____

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (10)	+0	+0	+1	+0	+1
Battle Order (11)	+2	+2	+0	-1	+2
Disbanded (12) *Unit Ma is used only for reforming the unit.*					
Column (10) †	+1	-1	-2	-2	+1
Square (11) †	+1	+2	+0	-3	+2

Note: May operate in 8, 16, or 24-combatant units.

4. LORD GOLU – *Leader*

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)]		**Morale:** 7	
Defense: 11	**Shield Bonus:** .....+4	Plate **Armor:** x1/2	
Endurance: 30	**Maneuver†** 9	**Resistance†** 7	

Weapon	Attack	Damage	Range
Broadsword	3D6+4	High+3	None

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Spells Known†			1E1, 2E2
Power Points† 10		**Elem. Spell Bonus†**	.....+3
Morale Mod: .....+1		**Melee Mod:**	.....+1
Missile Mod: .....+1		**Defense Mod:**	.....+1
Maneuver Mod† .....+1		**Influence Range:**	.....10" [25cm]

5. DRUMMERS/SHORT BOWMEN (8)

Move.Rate: .....5" (4"/2.5"/1.5") [13cm(10/7/3)] **Morale:** 10
Defense: .....7 **Shield Bonus:** .....+0 Chain **Armor:** .....-3
Endurance: .....9 **Maneuver†** .....10 **Resistance†** 10

Weapon	Attack	Damage	Range
Short Bow	2D6+2	Lowx2	-2 per 12" [30cm]
Dagger	2D6+2	Lowx2-1	-2 per 3" [8cm]‡

#1 ❑❑❑❑❑m❑❑❑❑: _____ #5 ❑❑❑❑❑m❑❑❑❑: _____
#2 ❑❑❑❑❑m❑❑❑❑: _____ #6 ❑❑❑❑❑m❑❑❑❑: _____
#3 ❑❑❑❑❑m❑❑❑❑: _____ #7 ❑❑❑❑❑m❑❑❑❑: _____
#4 ❑❑❑❑❑m❑❑❑❑: _____ #8 ❑❑❑❑❑m❑❑❑❑: _____

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (10)	+0	+0	+1	+0	+1
Battle Order (11)	+2	+2	+0	-1	+2
Disbanded (12) *Unit Ma is used only for reforming the unit.*					
Column (10) †	+1	-1	-2	-2	+1

Note: May operate in 8, 16, or 24-combatant units.

6. LORD PILSU – *Leader*

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)] **Morale:** 7
Defense: ..... 10 **Shield Bonus:** .....+4 Plate **Armor:** x1/2
Endurance: .....25 **Maneuver†** .....9 **Resistance†** 7

Weapon	Attack	Damage	Range
Broadsword	3D6+3	High+2	None
Dagger	2D6+3	Lowx2-1	-2 per 3" [8cm]‡

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Spells Known† 1E1, 1E2
Power Points† .....8 **Elem. Spell Bonus†** .....+1
Morale Mod: .....+2 **Melee Mod:** .....+1
Missile Mod: .....+1 **Defense Mod:** .....+1
Maneuver Mod† .....+1 **Influence Range:** .....10" [25cm]

7. LORD ROKU – *Leader*

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)] **Morale:** 6
Defense: ..... 13 **Shield Bonus:** .....+4 Chain **Armor:** .....-3
Endurance: .....35 **Maneuver†** .....9 **Resistance†** 7

Weapon	Attack	Damage	Range
Broadsword	3D6+6	High+3	None

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Spells Known† 2E1, 2E2, 1E3
Power Points† .....15 **Elem. Spell Bonus†** .....+2
Morale Mod: .....+1 **Melee Mod:** .....+1
Missile Mod: .....+2 **Defense Mod:** .....+1
Maneuver Mod† .....+1 **Influence Range:** .....15" [38cm]

8. KING SKERA – *Ruler*

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)] **Morale:** 6
Defense: ..... 12 **Shield Bonus:** .....+4 Plate **Armor:** x1/2
Endurance: .....31 **Maneuver†** .....10 **Resistance†** 6

Weapon	Attack	Damage	Range
Short Sword	3D6+6	High+1	None

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Spells Known† 1E1, 1E2, 1E3
Power Points† .....11 **Elem. Spell Bonus†** .....+2
Morale Mod: .....+2 **Melee Mod:** .....+1
Missile Mod: .....+1 **Defense Mod:** .....+2
Maneuver Mod† .....+1 **Influence Range:** .....15" [38cm]

SOLUTHURN (4)

1. BOWMEN (6)

Move.Rate: .....5" (4"/2.5"/1.5") [13cm(10/7/3)] **Morale:** 10
Defense: .....8 **Shield Bonus:** .....+0 Plate **Armor:** x1/2
Endurance: .....8 **Maneuver†** .....11 **Resistance†** 10

Weapon	Attack	Damage	Range
Short Bow	2D6+3	Lowx2	-2 per 12" [30cm]‡
Mace	2D6+2	High+1	None

#1 ❑❑❑❑m❑❑❑❑: _____ #4 ❑❑❑❑m❑❑❑❑: _____
#2 ❑❑❑❑m❑❑❑❑: _____ #5 ❑❑❑❑m❑❑❑❑: _____
#3 ❑❑❑❑m❑❑❑❑: _____ #6 ❑❑❑❑m❑❑❑❑: _____

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (11)	+0	+0	+1	+0	+1
Battle Order (11)	+2	+2	+0	-1	+2
Disbanded (12) [*Unit Ma is used only for reforming the unit.*					
Column (11) †	+1	-1	-2	-2	+1

Note: May operate in 6, 12, or 18-combatant units.

2. DONELI'S SWAN-RAIDERS (6)

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)] **Morale:** 9
Defense: .....7 **Shield Bonus:** .....+4 Plate **Armor:** x1/2
Endurance: .....8 **Maneuver†** .....10 **Resistance†** 10

Weapon	Attack	Damage	Range
Broadsword	3D6+1	High+2	None
Dagger	2D6+2	Lowx2-1	-2 per 3" [8cm]‡

#1 ❑❑❑❑m❑❑❑❑: _____ #4 ❑❑❑❑m❑❑❑❑: _____
#2 ❑❑❑❑m❑❑❑❑: _____ #5 ❑❑❑❑m❑❑❑❑: _____
#3 ❑❑❑❑m❑❑❑❑: _____ #6 ❑❑❑❑m❑❑❑❑: _____

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (11)	+0	+0	+1	+0	+1
Battle Order (11)	+2	+2	+0	-1	+2
Disbanded (12) [*Unit Ma is used only for reforming the unit.*					
Column (11) †	+1	-1	-2	-2	+1
Square (11) †	+1	+2	+0	-3	+2

Note: May operate in 6, 12, or 18-combatant units.

3. ELITE WARRIORS (6)

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)]				**Morale:** 8	
Defense: 9	**Shield Bonus:** .....+4		Plate **Armor:** x1/2		
Endurance: 10	**Maneuver†** 8		**Resistance†** 9		
Weapon	**Attack**	**Damage**	**Range**		
Short Sword	3D6+3	High	None		
Dagger	2D6+4	Low x2-1	-2 per 3" [8cm]‡		
#1 □□□□□m□□□□□: _____		#4 □□□□□m□□□□□: _____			
#2 □□□□□m□□□□□: _____		#5 □□□□□m□□□□□: _____			
#3 □□□□□m□□□□□: _____					

Formation	**Melee**		**Missile**		**Morale**
(Unit Ma)	**Att**	**Def**	**Att**	**Def**	**Roll Mod**
General Order (9)	+0	+0	+1	+0	+1
Battle Order (9)	+2	+2	+0	-1	+2
Disbanded (11) [*Unit Ma is used only for reforming the unit.*					
Column (9) †	+1	-1	-2	-2	+1
Square (10) †	+1	+2	+0	-3	+2

Note: May operate in 6, 12, or 18-combatant units.

4. LORD DONELI – *Leader*

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)]				**Morale:** 7	
Defense: 9	**Shield Bonus:** .....+4		Plate **Armor:** x1/2		
Endurance: 18	**Maneuver†** 9		**Resistance†** 8		
Weapon	**Attack**	**Damage**	**Range**		
Short Sword	3D6+5	High	None		
□□□□□ □□□□m□□□□ □□□□□: _____					
Morale Mod: .....+1		**Melee Mod:** .....+2			
Missile Mod: .....+1		**Defense Mod:** .....+1			
Maneuver Mod† .....+1		**Influence Range:** .....10" [25cm]			

5. LORD-RULER SAALDON I – *Ruler*

Move.Rate: .....5" (4"/2.5"/1.5") [13cm(10/7/3)]				**Morale:** 7	
Defense: 10	**Shield Bonus:** .....+4		No **Armor:** .....-0		
Endurance: 20	**Maneuver†** 6		**Resistance†** 8		
Weapon	**Attack**	**Damage**	**Range**		
Ceremonial Mace	2D6+5	High+1	None		
□□□□□ □□□□□ m □□□□□ □□□□□: _____					
Morale Mod: .....+2		**Melee Mod:** .....+1			
Missile Mod: .....+1		**Defense Mod:** .....+1			
Maneuver Mod† .....+2		**Influence Range:** .....15" [38cm]			

MARL (5)

1. PACK-WARRIORS (9)

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)]				**Morale:** 9	
Defense: 8	**Shield Bonus:** ....+3*		Chain **Armor:** .....-3		
Endurance: 9	**Maneuver†** 8		**Resistance†** 10		
Weapon	**Attack**	**Damage**	**Range**		
Handaxe	3D6-1	High+1	-2 per 3" [8cm]‡		
Short Bow	2D6+1	Low x2	-2 per 12" [30cm]		
#1 □□□□□m□□□□: _____		#6 □□□□□m□□□□: _____			
#2 □□□□□m□□□□: _____		#7 □□□□□m□□□□: _____			
#3 □□□□□m□□□□: _____		#8 □□□□□m□□□□: _____			
#4 □□□□□m□□□□: _____		#9 □□□□□m□□□□: _____			
#5 □□□□□m□□□□: _____					

Formation	**Melee**		**Missile**		**Morale**
(Unit Ma)	**Att**	**Def**	**Att**	**Def**	**Roll Mod**
General Order (9)	+0	+0	+1	+0	+1
Battle Order (10)	+2	+2	+0	-1	+2
Disbanded (11) *Unit Ma is used only for reforming the unit.*					

Note: The "*" indicates that the *Shield Bonus* only applies when the Handaxe is the only weapon used in a given turn.

2. GOLD-RAIDERS (9)

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)]				**Morale:** 8	
Defense: 9	**Shield Bonus:** .....+0		Chain **Armor:** .....-3		
Endurance: 12	**Maneuver†** 7		**Resistance†** 9		
Weapon	**Attack**	**Damage**	**Range**		
Handaxe	3D6	High+1	-2 per 3" [8cm]‡		
Handaxe	3D6	High+1	-2 per 3" [8cm]‡		
#1 □□□□□□m□□□□□□: ___		#6 □□□□□□m□□□□□□: ___			
#2 □□□□□□m□□□□□□: ___		#7 □□□□□□m□□□□□□: ___			
#3 □□□□□□m□□□□□□: ___		#8 □□□□□□m□□□□□□: ___			
#4 □□□□□□m□□□□□□: ___		#9 □□□□□□m□□□□□□: ___			
#5 □□□□□□m□□□□□□: ___					

Formation	**Melee**		**Missile**		**Morale**
(Unit Ma)	**Att**	**Def**	**Att**	**Def**	**Roll Mod**
General Order (7)	+0	+0	+1	+0	+1
Battle Order (8)	+2	+2	+0	-1	+2
Disbanded (10) *Unit Ma is used only for reforming the unit.*					

3. ARCHERS OF GRIM (9)

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)] **Morale:** 8
Defense: .....10 **Shield Bonus:** .....+0 Chain **Armor:** .....-3
Endurance: .....11 **Maneuver†** .....8 **Resistance†** 9

Weapon	Attack	Damage	Range
Dagger	2D6+1	Lowx2-1	-2 per 3" [8cm]‡
Short Bow	2D6+4	Lowx2	-2 per 12" [30cm]

#1 ☐☐☐☐☐ ☐m☐☐☐☐☐: ____ #6 ☐☐☐☐☐ ☐m☐☐☐☐☐: ____
#2 ☐☐☐☐☐ ☐m☐☐☐☐☐: ____ #7 ☐☐☐☐☐ ☐m☐☐☐☐☐: ____
#3 ☐☐☐☐☐ ☐m☐☐☐☐☐: ____ #8 ☐☐☐☐☐ ☐m☐☐☐☐☐: ____
#4 ☐☐☐☐☐ ☐m☐☐☐☐☐: ____ #9 ☐☐☐☐☐ ☐m☐☐☐☐☐: ____
#5 ☐☐☐☐☐ ☐m☐☐☐☐☐: ____

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (8)	+0	+0	+1	+0	+1
Battle Order (8)	+2	+2	+0	-1	+2
Disbanded (10) *Unit Ma is used only for reforming the unit.*					
Column (9) †	+1	-1	-2	-2	+1

4. WOLF PACK WARRIORS (8)

Move.Rate: .....11" (8.5"/5.5"/3") [28cm(21/14/7)] **Morale:** 8
Defense: .....10 **Shield Bonus:** .....+0 S. Leather Hide .....-1
Endurance: .....23 **Maneuver†** .....7 **Resistance†** 9

Weapon	Attack	Damage	Range
Medium Bite	3D6+3	High+2	None

#1 ☐☐☐☐☐ ☐☐☐☐☐ ☐☐m☐ ☐☐☐☐☐ ☐☐☐☐☐: _____
#2 ☐☐☐☐☐ ☐☐☐☐☐ ☐☐m☐ ☐☐☐☐☐ ☐☐☐☐☐: _____
#3 ☐☐☐☐☐ ☐☐☐☐☐ ☐☐m☐ ☐☐☐☐☐ ☐☐☐☐☐: _____
#4 ☐☐☐☐☐ ☐☐☐☐☐ ☐☐m☐ ☐☐☐☐☐ ☐☐☐☐☐: _____
#5 ☐☐☐☐☐ ☐☐☐☐☐ ☐☐m☐ ☐☐☐☐☐ ☐☐☐☐☐: _____
#6 ☐☐☐☐☐ ☐☐☐☐☐ ☐☐m☐ ☐☐☐☐☐ ☐☐☐☐☐: _____
#7 ☐☐☐☐☐ ☐☐☐☐☐ ☐☐m☐ ☐☐☐☐☐ ☐☐☐☐☐: _____
#8 ☐☐☐☐☐ ☐☐☐☐☐ ☐☐m☐ ☐☐☐☐☐ ☐☐☐☐☐: _____

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (9)	+0	+0	+1	+0	+1
Disbanded (11) *Unit Ma is used only for reforming the unit.*					

5. JONZAC THE CONJUROR

Move.Rate: .....5" (4"/2.5"/1.5") [13cm(10/7/3)] **Morale:** 6
Defense: .....10* **Shield Bonus:** .....+0 Magic Robes .....-1
Endurance: .....21 **Maneuver†** .....7 **Resistance†** 7

Weapon	Attack	Damage	Range
Dagger	2D6+3	Lowx2-1	-2 per 3" [8cm]‡

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Spells Known† 3E1, 3E2, 2E3, 2E4, 1E5
Power Points† .....31 **Elem. Spell Bonus†** .....+3
Morale Mod: .....+1 **Melee Mod:** .....+0
Missile Mod: .....+0 **Defense Mod:** .....+0
Maneuver Mod† .....+0 **Influence Range:** 0

* — *Defense* may be "15" if optional rule O-12.1 is used and one PP is expended each round.

6. JONZAC'S DEMON-BRIDE

Move.Rate: .....16"(12"/8"/4") [40cm(30/20/10)] **Morale:** 5
Defense: .....13 **Shield Bonus:** .....+0 S. Leather Hide .....-1
Endurance: .....30 **Maneuver†** .....5 **Resistance†** 6

Weapon	Attack	Damage	Range
Whip-like Tail	2D6+6	Lowx2+2	None
Morningstar	2D6+D10+3	High+2	None

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Power Points† .....18 **Spells Known†** 2C1,2C2,1C3

* — *Defense* may be "18" if optional rule O-12.1 is used and one PP is expended each round.

7. MASTER CABUR – *Leader*

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)] **Morale:** 6
Defense: .....15 **Shield Bonus:** .....+4 Plate **Armor:** x1/2
Endurance: .....32 **Maneuver†** .....9 **Resistance†** 7

Weapon	Attack	Damage	Range
Short Sword	3D6+10	High	None
Handaxe	3D6+6	High+2	-2 per 3" [8cm]‡
Dagger	2D6+8	Lowx2+2	-2 per 3" [8cm]‡

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m☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐: _____

Morale Mod: .....+1 **Melee Mod:** .....+2
Missile Mod: .....+1 **Defense Mod:** .....+1
Maneuver Mod† .....+1 **Influence Range:** .....10" [25cm]

8. KING LOTH – *Ruler*

Move.Rate: .....5" (4"/2.5"/1.5") [13cm(10/7/3)] **Morale:** 6
Defense: .....11 **Shield Bonus:** .....+4 Plate **Armor:** x1/2
Endurance: .....25 **Maneuver†** .....9 **Resistance†** 7

Weapon	Attack	Damage	Range
Royal Mace	2D6+10	High+1	None

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Morale Mod: .....+2 **Melee Mod:** .....+2
Missile Mod: .....+1 **Defense Mod:** .....+1
Maneuver Mod† .....+1 **Influence Range:** .....15" [38cm]

EKEREN (6)

1. LIGHT DEFENSE WARRIORS (8)

Move.Rate: .....7"(5.5"/3.5"/2") [18cm(14/9/5)] **Morale:** 7
Defense: .....9 **Shield Bonus:** .....+0 S. Leather **Armor:** ....-1
Endurance: .....9 **Maneuver†** .....7 **Resistance†** 9

Weapon	Attack	Damage	Range
Broadsword	3D6+1	High+2	None
Long Bow	D6+D10	Lowx2+2	-2 per 20" [50cm]

#1 ☐☐☐☐☐m☐☐☐☐☐: _____ #5 ☐☐☐☐☐m☐☐☐☐☐: _____
#2 ☐☐☐☐☐m☐☐☐☐☐: _____ #6 ☐☐☐☐☐m☐☐☐☐☐: _____
#3 ☐☐☐☐☐m☐☐☐☐☐: _____ #7 ☐☐☐☐☐m☐☐☐☐☐: _____
#4 ☐☐☐☐☐m☐☐☐☐☐: _____ #8 ☐☐☐☐☐m☐☐☐☐☐: _____

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (8)	+0	+0	+1	+0	+1
Battle Order (9)	+2	+2	+0	-1	+2
Disbanded (10) *Unit Ma is used only for reforming the unit.*					
Column (10) †	+1	-1	-2	-2	+1

Note: May operate in 8 or 16-combatant units.

2. HEAVY DEFENSE WARRIORS (8)

Move.Rate: .....5.5" (4"/3"/1.5") [14cm(11/7/4)] **Morale:** 7
Defense: .....9 **Shield Bonus:** .....+0 Chain **Armor:** .....-3
Endurance: .....10 **Maneuver†** .....9 **Resistance†** 9

Weapon	Attack	Damage	Range
Flail	3D6-2	Highx2-1	None
Long Bow	D6+D10+1	Lowx2+2	-2 per 20" [50cm]

#1 ☐☐☐☐☐m☐☐☐☐☐: _____ #5 ☐☐☐☐☐m☐☐☐☐☐: _____
#2 ☐☐☐☐☐m☐☐☐☐☐: _____ #6 ☐☐☐☐☐m☐☐☐☐☐: _____
#3 ☐☐☐☐☐m☐☐☐☐☐: _____ #7 ☐☐☐☐☐m☐☐☐☐☐: _____
#4 ☐☐☐☐☐m☐☐☐☐☐: _____ #8 ☐☐☐☐☐m☐☐☐☐☐: _____

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (9)	+0	+0	+1	+0	+1
Battle Order (9)	+2	+2	+0	-1	+2
Disbanded (10) *Unit Ma is used only for reforming the unit.*					
Column (10) †	+1	-1	-2	-2	+1

Note: May operate in 8 or 16-combatant units.

3. GUARDIANS (8)

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)] **Morale:** 6
Defense: .....10 **Shield Bonus:** .....+3 Chain **Armor:** .....-3
Endurance: .....13 **Maneuver†** .....8 **Resistance†** 8

Weapon	Attack	Damage	Range
Broadsword	3D6+4	High+2	None

#1 ☐☐☐☐☐ ☐☐m☐ ☐☐☐☐☐: _____
#2 ☐☐☐☐☐ ☐☐m☐ ☐☐☐☐☐: _____
#3 ☐☐☐☐☐ ☐☐m☐ ☐☐☐☐☐: _____
#4 ☐☐☐☐☐ ☐☐m☐ ☐☐☐☐☐: _____
#5 ☐☐☐☐☐ ☐☐m☐ ☐☐☐☐☐: _____
#6 ☐☐☐☐☐ ☐☐m☐ ☐☐☐☐☐: _____
#7 ☐☐☐☐☐ ☐☐m☐ ☐☐☐☐☐: _____
#8 ☐☐☐☐☐ ☐☐m☐ ☐☐☐☐☐: _____

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (8)	+0	+0	+1	+0	+1
Battle Order (8)	+2	+2	+0	-1	+2
Disbanded (9) *Unit Ma is used only for reforming the unit.*					
Column (9) †	+1	-1	-2	-2	+1

Note: May operate in 8 or 16-combatant units.

4. LORD TRUPP – *Leader and Animist*

Move.Rate: .....5.5" (4"/3"/1.5") [14cm(11/7/4)] **Morale:** 6
Defense: .....12* **Shield Bonus:** .....+3 Magic Robes .....-1
Endurance: .....25 **Maneuver†** .....6 **Resistance†** 6

Weapon	Attack	Damage	Range
Broadsword	3D6+4	High+2	None
Dagger	2D6+4	Lowx2-1	-2 per 3" [8cm]‡

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Power Points† .....30 **Spells Known†** 2C1,2C2,2C3
Morale Mod: .....+1 **Melee Mod:** .....+1
Missile Mod: .....+1 **Defense Mod:** .....+2
Maneuver Mod† .....+1 **Influence Range:** .....10" [25cm]

* – *Defense* may be "17" if optional rule O-12.1 is used and one PP is expended each round.

5. QUEEN FERE – *Ruler*

Move.Rate: .....5.5" (4"/3"/1.5") [14cm(11/7/4)] **Morale:** 6
Defense: .....10* **Shield Bonus:** .....+3 Magic Robes .....-1
Endurance: .....23 **Maneuver†** .....7 **Resistance†** 5

Weapon	Attack	Damage	Range
Mace	2D6+5	High+2	None

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Spells Known† 3C1, 2C2, 2C3, 1C4
Power Points† .....17 **Elem. Spell Bonus†** .....+0
Morale Mod: .....+2 **Melee Mod:** .....+1
Missile Mod: .....+1 **Defense Mod:** .....+1
Maneuver Mod† .....+1 **Influence Range:** .....20" [50cm]

* – *Defense* may be "15" if optional rule O-12.1 is used and one PP is expended each round.

URDA (7)

1. RAIDERS (8)

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)] **Morale:** ..10*

Defense: .....8 **Shield Bonus:** .....+2 S. Leather **Armor:** ....-1

Endurance: .....8 **Maneuver†** .....8 **Resistance†** 9

Weapon	Attack	Damage	Range
Warhammer	3D6-1	High+1	-2 per 3" [8cm]‡
Mace	2D6+1	High+1	None
Club	2D6-1	High	None
Hand Axe	3D6-1	High+1	-2 per 3" [8cm]‡
Short Bow	2D6-2	Lowx2	-2 per 12" [30cm]

#1 ☐☐☐☐m☐☐☐☐: _____ #5 ☐☐☐☐m☐☐☐☐: _____
#2 ☐☐☐☐m☐☐☐☐: _____ #6 ☐☐☐☐m☐☐☐☐: _____
#3 ☐☐☐☐m☐☐☐☐: _____ #7 ☐☐☐☐m☐☐☐☐: _____
#4 ☐☐☐☐m☐☐☐☐: _____ #8 ☐☐☐☐m☐☐☐☐: _____

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (8)	+0	+0	+1	+0	+1
Battle Order (9)	+2	+2	+0	-1	+2
Disbanded (11) *Unit Ma is used only for reforming the unit.*					
Column (10) †	+1	-1	-2	-2	+1

Note: May operate in 8 or 16-combatant units. '*' indicates that Morale is 9 in 16-combatant groups. Only two of the weapons listed above are usually used.

2. FARU THE HIGH PRIEST – *Ruler*

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)] **Morale:** 7

Defense: .....11 **Shield Bonus:** .....+0 No **Armor:** .....-0

Endurance: .....22 **Maneuver†** .....6 **Resistance†** 8

Weapon	Attack	Damage	Range
Martial Arts	3D6+5	High+1	None

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Spells Known† 5C1, 4C2, 3C3, 2C4, 1C5

Power Points† .....40 **Elem. Spell Bonus†** .....+0

Morale Mod: .....+2 **Melee Mod:** .....+1

Missile Mod: .....+1 **Defense Mod:** .....+1

Maneuver Mod† .....+1 **Influence Range:** .....15" [38cm]

* — *Defense* may be "16" if optional rule O-12.1 is used and one PP is expended each round.

YOLMER (8)

1. AXEMEN (8)

Move.Rate: .....5" (4"/2.5"/1.5") [13cm(10/7/3)] **Morale:** 9

Defense: .....8 **Shield Bonus:** .....+0 S. Leather **Armor:** ....-1

Endurance: .....8 **Maneuver†** .....9 **Resistance†** 10

Weapon	Attack	Damage	Range
Battleaxe	2D6+D10-3	High+Low+1	None
Dagger	2D6+1	Lowx2-1	-2 per 3" [8cm]‡

#1 ☐☐☐☐m☐☐☐☐: _____ #5 ☐☐☐☐m☐☐☐☐: _____
#2 ☐☐☐☐m☐☐☐☐: _____ #6 ☐☐☐☐m☐☐☐☐: _____
#3 ☐☐☐☐m☐☐☐☐: _____ #7 ☐☐☐☐m☐☐☐☐: _____
#4 ☐☐☐☐m☐☐☐☐: _____ #8 ☐☐☐☐m☐☐☐☐: _____

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (10)	+0	+0	+1	+0	+1
Battle Order (10)	+2	+2	+0	-1	+2
Disbanded (11) *Unit Ma is used only for reforming the unit.*					
Column (10) †	+1	-1	-2	-2	+1

Note: May operate in 8 or 16-combatant units.

2. GUARDIANS (8)

Move.Rate: .....5" (4"/2.5"/1.5") [13cm(10/7/3)] **Morale:** 8

Defense: .....7 **Shield Bonus:** .....+0 Chain **Armor:** .....-3

Endurance: .....10 **Maneuver†** .....11 **Resistance†** 9

Weapon	Attack	Damage	Range
Polearm	D6+D10+1	High+Low+1	None
Short Sword	3D6+2	High	None
Lt Crossbow	2D6+1	Lowx2+1	-2 per 18" [45cm]

#1 ☐☐☐☐☐m☐☐☐☐☐: _____ #5 ☐☐☐☐☐m☐☐☐☐☐: _____
#2 ☐☐☐☐☐m☐☐☐☐☐: _____ #6 ☐☐☐☐☐m☐☐☐☐☐: _____
#3 ☐☐☐☐☐m☐☐☐☐☐: _____ #7 ☐☐☐☐☐m☐☐☐☐☐: _____
#4 ☐☐☐☐☐m☐☐☐☐☐: _____ #8 ☐☐☐☐☐m☐☐☐☐☐: _____

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (10)	+0	+0	+1	+0	+1
Battle Order (9)	+2	+2	+0	-1	+2
Disbanded (10) *Unit Ma is used only for reforming the unit.*					
Column (10) †	+1	-1	-2	-2	+1
Square (9) †	+1	+2	+0	-3	+2
Hedgehog (9) †	+1	+3	+0	-3	+2

Note: May operate in 8 or 16-combatant units.

3. KING VIRE – *Ruler*

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)] **Morale:** 7

Defense: .....12 **Shield Bonus:** .....+3 S. Leather **Armor:** ....-1

Endurance: .....26 **Maneuver†** .....7 **Resistance†** 8

Weapon	Attack	Damage	Range
Axe of the Land	2D6+D10+2	High+Low+1	None

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Morale Mod: .....+2 **Melee Mod:** .....+2

Missile Mod: .....+1 **Defense Mod:** .....+1

Maneuver Mod† .....+1 **Influence Range:** .....15" [38cm]

ABDERA (10)

1. SAILOR/FARMER MILITIA (6)

Move.Rate: .....5" (4"/2.5"/1.5") [13cm(10/7/3)] **Morale:** 9
Defense: .....7 **Shield Bonus:** .....+3 R. Leather **Armor:** ...-2
Endurance: .....8 **Maneuver†** .....9 **Resistance†** 10

Weapon	Attack	Damage	Range
Short Sword	3D6	High	None
Dagger	2D6+3	Lowx2+1	-2 per 3" [8cm]‡

#1 □□□□m□□□□: _____ #4 □□□□m□□□□: _____
#2 □□□□m□□□□: _____ #5 □□□□m□□□□: _____
#3 □□□□m□□□□: _____ #6 □□□□m□□□□: _____

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (10)	+0	+0	+1	+0	+1
Battle Order (10)	+2	+2	+0	-1	+2
Disbanded (12) *Unit Ma is used only for reforming the unit.*					
Column (10) †	+1	-1	-2	-2	+1
Square (10) †	+1	+2	+0	-3	+2

Note: May operate in 6, 12, or 18-combatant units.

2. SPICE WARRIORS (6)

Move.Rate: .....5.5" (4"/3"/1.5") [14cm(11/7/4)] **Morale:** 8
Defense: .....8 **Shield Bonus:** ....+3* R. Leather **Armor:** ...-2
Endurance: .....10 **Maneuver†** .....9 **Resistance†** 9

Weapon	Attack	Damage	Range
Short Sword	3D6+2	High	None
Lt Crossbow	2D6+1	Lowx2+1	-2 per 18" [45cm]

#1 □□□□□m□□□□□: _____ #4 □□□□□m□□□□□: _____
#2 □□□□□m□□□□□: _____ #5 □□□□□m□□□□□: _____
#3 □□□□□m□□□□□: _____ #6 □□□□□m□□□□□: _____

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (8)	+0	+0	+1	+0	+1
Battle Order (8)	+2	+2	+0	-1	+2
Disbanded (10) *Unit Ma is used only for reforming the unit.*					
Column (8) †	+1	-1	-2	-2	+1
Square (9) †	+2	+2	+0	-3	+2
Shield Wall (8) †	+0	+4(+2)	+0	+5(-2)	+2

Note: May operate in 6, 12, or 18-combatant units. The "*" indicates that the *Shield Bonus* only applies when the Short Sword is the only weapon used in a given turn.

3. THUNDER-RUNNERS (6)

Move.Rate: .....5.5" (4"/3"/1.5") [14cm(11/7/4)] **Morale:** 7
Defense: .....8 **Shield Bonus:** .....+0 R. Leather **Armor:** ...-2
Endurance: .....10 **Maneuver†** .....9 **Resistance†** 9

Weapon	Attack	Damage	Range
Short Sword	3D6+1	High	None
Lt Crossbow	2D6+4	Lowx2+1	-2 per 18" [45cm]

#1 □□□□□m□□□□□: _____ #4 □□□□□m□□□□□: _____
#2 □□□□□m□□□□□: _____ #5 □□□□□m□□□□□: _____
#3 □□□□□m□□□□□: _____ #6 □□□□□m□□□□□: _____

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (9)	+0	+0	+1	+0	+1
Battle Order (9)	+2	+2	+0	-1	+2
Disbanded (10) *Unit Ma is used only for reforming the unit.*					
Column (9) †	+1	-1	-2	-2	+1

Note: May operate in 6, 12, or 18-combatant units.

4. ROYAL GUARDS (6)

Move.Rate: .....5.5" (4"/3"/1.5") [14cm(11/7/4)] **Morale:** 6
Defense: .....10 **Shield Bonus:** .....+3 R. Leather **Armor:** ...-2
Endurance: .....15 **Maneuver†** .....8 **Resistance†** 9

Weapon	Attack	Damage	Range
Short Sword	3D6+4	High	None

#1 □□□□□ □□□m□□ □□□□□: _____
#2 □□□□□ □□□m□□ □□□□□: _____
#3 □□□□□ □□□m□□ □□□□□: _____
#4 □□□□□ □□□m□□ □□□□□: _____
#5 □□□□□ □□□m□□ □□□□□: _____
#6 □□□□□ □□□m□□ □□□□□: _____

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (8)	+0	+0	+1	+0	+1
Battle Order (8)	+2	+2	+0	-1	+2
Disbanded (9) *Unit Ma is used only for reforming the unit.*					
Column (8) †	+1	-1	-2	-2	+1
Square (8) †	+1	+2	+0	-3	+2
Shield Wall (8) †	+0	+4(+2)	+0	+5(-2)	+2

Note: May operate in 6, 12, or 18-combatant units.

5. KING DURA-GAR – *Ruler*

Move.Rate: .....5" (4"/2.5"/1.5") [13cm(10/7/3)] **Morale:** 6
Defense: .....11 **Shield Bonus:** .....+3 No **Armor:** .....-0
Endurance: .....27 **Maneuver†** .....7 **Resistance†** 6

Weapon	Attack	Damage	Range
Rapier	2D6+9	Lowx2+1	None
Dagger	2D6+3	Lowx2-1	-2 per 3" [8cm]‡
Coin of Doom	4D6+D10-4	High+Low+3	-2 per 3" [8cm]‡

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Morale Mod: .....+3 **Melee Mod:** .....+1
Missile Mod: .....+0 **Defense Mod:** .....+2
Maneuver Mod† .....+1 **Influence Range:** .....20" [50cm]

6. AVUN – *Leader and King's Advisor*

Move.Rate: 5.5" (4"/3"/1.5") [14cm(11/7/4)]		**Morale:** 6	
Defense: 12*	**Shield Bonus:** +0	Robes **Armor:** -1*	
Endurance: 30	**Maneuver†** 6	**Resistance†** 7	

Weapon	Attack	Damage	Range
Rapier	2D6+10	Lowx2+1	None
Mace	2D6+6	High+1	None

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Spells Known†	2C1, 2C2, 2C3, 2C4		
Power Points†	30	**Elem. Spell Bonus†**	+0
Morale Mod:	+2	**Melee Mod:**	+1
Missile Mod:	+1	**Defense Mod:**	+1
Maneuver Mod†	+1	**Influence Range:**	15" [38cm]



BEAR-MEN OF SULL (11)

1. BEAR-MEN (12)

Move.Rate: 6" (4.5"/3"/1.5") [15cm(11/8/4)]		**Morale:** 9	
Defense: 9	**Shield Bonus:** +0	S. Leather **Armor:** -1	
Endurance: 11	**Maneuver†** 8	**Resistance†** 9	

Weapon	Attack	Damage	Range
Great Sword	2D6+D10-1	High+Low+2	None

#1 ❑❑❑❑❑m❑❑❑❑❑: ____ #7 ❑❑❑❑❑m❑❑❑❑❑: ____

#2 ❑❑❑❑❑m❑❑❑❑❑: ____ #8 ❑❑❑❑❑m❑❑❑❑❑: ____

#3 ❑❑❑❑❑m❑❑❑❑❑: ____ #9 ❑❑❑❑❑m❑❑❑❑❑: ____

#4 ❑❑❑❑❑m❑❑❑❑❑: ____ #10 ❑❑❑❑❑m❑❑❑❑❑: ____

#5 ❑❑❑❑❑m❑❑❑❑❑: ____ #11 ❑❑❑❑❑m❑❑❑❑❑: ____

#6 ❑❑❑❑❑m❑❑❑❑❑: ____ #12 ❑❑❑❑❑m❑❑❑❑❑: ____

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (8)	+0	+0	+1	+0	+1
Battle Order (10)	+2	+2	+0	-1	+2

Disbanded (10) *Unit Ma is used only for reforming the unit.*

2. TYPICAL BEAR

(Large Claw, Med. Bite, Soft Leather Hide)

Move.Rate	9" (7"/4.5"/2.5") [23cm(17/12/6)]	Defense	10
Melee Attack (Claw)	3D6+3	Armor	-1
Melee Damage (Claw)	High+1	Maneuver	8
Melee Attack (Bite)	3D6	Morale	7
Melee Damage (Bite)	High+3	Resistance	8

Endurance (45) ❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

m❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

3. WAME — *Former Priest-king*

Move.Rate: 9" (7"/4.5"/2.5") [23cm(18/12/6)]		**Morale:** 6	
Defense: 11	**Shield Bonus:** +0	R. Leather **Armor:** -2	
Endurance: 31	**Maneuver†** 7	**Resistance†** 7	

Weapon	Attack	Damage	Range
Quarterstaff	3D6+6	Lowx3+2	None

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Power Points†	15	**Spells Known†**	3C1, 3C2, 2C3
Morale Mod:	+1	**Melee Mod:**	+1
Missile Mod:	+0	**Defense Mod:**	+2
Maneuver Mod†	+2	**Influence Range:**	15" [38cm]

4. HAME KONEENAN — *Priest-king*

Move.Rate: 9" (7"/4.5"/2.5") [23cm(18/12/6)]		**Morale:** 6	
Defense: 12	**Shield Bonus:** +0	R. Leather **Armor:** -2	
Endurance: 28	**Maneuver†** 8	**Resistance†** 6	

Weapon	Attack	Damage	Range
Great Sword	2D6+D10+4	High+Low+2	None

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Power Points†	18	**Spells Known†**	3C1, 2C2, 2C3
Morale Mod:	+2	**Melee Mod:**	+1
Missile Mod:	+0	**Defense Mod:**	+1
Maneuver Mod†	+1	**Influence Range:**	10" [25cm]



MOUNTAIN GOBLINS (36)

"" — A "War Mob" is a special formation that represents the Goblins fighting in more individualistic, helter-skelter style. Treat as General Order (see S-11.1), except for the modifications.*

1. REGULAR WARRIORS (10)

Move.Rate: 4.5" (4"/2.5"/1") [11cm(8/6/3)]		**Morale:** 9	
Defense: 8	**Shield Bonus:** +0	S. Leather **Armor:** -1	
Endurance: 8	**Maneuver†** 9	**Resistance†** 10	

Weapon	Attack	Damage	Range
Scimitar	3D6-1	High+2	None
Short Bow	2D6+2	Lowx2	-2 per 12" [30cm]

#1 ❑❑❑❑m❑❑❑❑: _____ #6 ❑❑❑❑m❑❑❑❑: _____

#2 ❑❑❑❑m❑❑❑❑: _____ #7 ❑❑❑❑m❑❑❑❑: _____

#3 ❑❑❑❑m❑❑❑❑: _____ #8 ❑❑❑❑m❑❑❑❑: _____

#4 ❑❑❑❑m❑❑❑❑: _____ #9 ❑❑❑❑m❑❑❑❑: _____

#5 ❑❑❑❑m❑❑❑❑: _____ #10 ❑❑❑❑m❑❑❑❑: _____

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (9)	+0	+0	+1	+0	+1
Disbanded (11) *Unit Ma is used only for reforming the unit.*					
War Mob (8) *	+1	+1	+1	+0	+1

Note: May operate in 10 or 20-combatant units.

2. WARBAND (10)

Move.Rate: .....4.5" (3.5"/2.5"/1") [11cm(8/6/3)] **Morale:** 9
Defense: .....9 **Shield Bonus:** .....0 S. Leather **Armor:** ....-1
Endurance: .....8 **Maneuver†** .....9 **Resistance†** 10

Weapon	Attack	Damage	Range
Battleaxe	2D6+D10-1	High+Low+1	None
Hand Axe	3D6	High+1	-2 per 3" [8cm]‡

#1 ❑❑❑❑m❑❑❑❑: _____ #6 ❑❑❑❑m❑❑❑❑: _____
#2 ❑❑❑❑m❑❑❑❑: _____ #7 ❑❑❑❑m❑❑❑❑: _____
#3 ❑❑❑❑m❑❑❑❑: _____ #8 ❑❑❑❑m❑❑❑❑: _____
#4 ❑❑❑❑m❑❑❑❑: _____ #9 ❑❑❑❑m❑❑❑❑: _____
#5 ❑❑❑❑m❑❑❑❑: _____ #10 ❑❑❑❑m❑❑❑❑: _____

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (10)	+0	+0	+1	+0	+1
Battle Order (12)	+2	+1	+0	-1	+1
Disbanded (11) *Unit Ma is used only for reforming the unit.*					
War Mob (10) *	+1	+1	+1	+0	+1

Note: May operate in 10 or 20-combatant units.

3. SARKA GUARDS (6)

Move.Rate: .....5.5" (4"/3"/1.5") [14cm(11/7/4)] **Morale:** 8
Defense: .....8 **Shield Bonus:** .....+2 S. Leather **Armor:** ....-1
Endurance: .....10 **Maneuver†** .....7 **Resistance†** 9

Weapon	Attack	Damage	Range
Mace	2D6+5	High+1	None
Dagger	2D6+5	Lowx2+1	-2 per 3" [8cm]‡

#1 ❑❑❑❑❑m❑❑❑❑❑: _____ #4 ❑❑❑❑❑m❑❑❑❑❑: _____
#2 ❑❑❑❑❑m❑❑❑❑❑: _____ #5 ❑❑❑❑❑m❑❑❑❑❑: _____
#3 ❑❑❑❑❑m❑❑❑❑❑: _____ #6 ❑❑❑❑❑m❑❑❑❑❑: _____

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (10)	+0	+0	+1	+0	+1
Battle Order (12)	+2	+1	+0	-1	+1
Disbanded (11) *Unit Ma is used only for reforming the unit.*					
War Mob (10) *	+1	+1	+1	+0	+1

Note: May operate in 6, 12, or 18-combatant units.

4. VONA GUARDS (6)

Move.Rate: .....5.5" (4"/3"/1.5") [14cm(11/7/4)] **Morale:** 9
Defense: .....7 **Shield Bonus:** .....+3 R. Leather **Armor:** ...-2
Endurance: .....9 **Maneuver†** .....9 **Resistance†** 9

Weapon	Attack	Damage	Range
Warhammer	3D6-2	High+1	None
Dagger	2D6+3	Lowx2+1	-2 per 3" [8cm]‡

#1 ❑❑❑❑❑m❑❑❑❑: _____ #4 ❑❑❑❑❑m❑❑❑❑: _____
#2 ❑❑❑❑❑m❑❑❑❑: _____ #5 ❑❑❑❑❑m❑❑❑❑: _____
#3 ❑❑❑❑❑m❑❑❑❑: _____ #6 ❑❑❑❑❑m❑❑❑❑: _____

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (10)	+0	+0	+1	+0	+1
Battle Order (12)	+2	+1	+0	-1	+1
Disbanded (11) *Unit Ma is used only for reforming the unit.*					
War Mob (10) *	+1	+1	+1	+0	+1

Note: May operate in 6, 12, or 18-combatant units.

5. DRONGA GUARDS (6)

Move.Rate: .....4.5" (3.5"/2.5"/1") [11cm(8/6/3)] **Morale:** 9
Defense: .....7 **Shield Bonus:** .....+3 S. Leather **Armor:** ....-1
Endurance: .....8 **Maneuver†** .....9 **Resistance†** 10

Weapon	Attack	Damage	Range
Scimitar	3D6-1	High+2	None
Mace	2D6+3	High+1	None
Morningstar	2D6+D10-2	High+2	None
Dagger	2D6+2	Lowx2+1	-2 per 3" [8cm]‡

#1 ❑❑❑❑m❑❑❑❑: _____ #4 ❑❑❑❑m❑❑❑❑: _____
#2 ❑❑❑❑m❑❑❑❑: _____ #5 ❑❑❑❑m❑❑❑❑: _____
#3 ❑❑❑❑m❑❑❑❑: _____ #6 ❑❑❑❑m❑❑❑❑: _____

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (10)	+0	+0	+1	+0	+1
Battle Order (12)	+2	+1	+0	-1	+1
Disbanded (11) *Unit Ma is used only for reforming the unit.*					
War Mob (10) *	+1	+1	+1	+0	+1

Note: May operate in 6, 12, or 18-combatant units. Will only use one non-dagger weapon: Scimitar, Mace, or Morningstar.

6. DANGU — *King of Sark*

Move.Rate: .....5" (4"/2.5"/1.5") [13cm(10/7/3)] **Morale:** 7
Defense: .....10 **Shield Bonus:** .....+0 R. Leather **Armor:** ...-3
Endurance: .....23 **Maneuver†** .....9 **Resistance†** 7

Weapon	Attack	Damage	Range
2 Handed Sword	2D6+D10+4	High+Low+2	None
Handaxe	3D6+3	High+1	-2 per 3" [8cm]‡

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Morale Mod: .....+1 **Melee Mod:** .....+1
Missile Mod: .....+0 **Defense Mod:** .....+2
Maneuver Mod† .....+0 **Influence Range:** .....10" [25cm]

7. JARD — *King of the Goblins of Vorn*

Move.Rate: .....5" (4"/2.5"/1.5") [13cm(10/7/3)] **Morale:** 6
Defense: .....11 **Shield Bonus:** .....+0 Plate **Armor:** x1/2
Endurance: .....27 **Maneuver†** .....8 **Resistance†** 7

Weapon	Attack	Damage	Range
Goblin Pick	3D6+5	High+3	-2 per 10" [25cm]
Goblin Pick	3D6+5	High+3	-2 per 10" [25cm]

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Morale Mod: .....+1 **Melee Mod:** .....+2
Missile Mod: .....+0 **Defense Mod:** .....+1
Maneuver Mod† .....+0 **Influence Range:** .....10" [25cm]

8. UPARG — *King of the Drongu*

Move.Rate: .....5" (4"/2.5"/1.5") [13cm(10/7/3)]		**Morale:** 6	
Defense: 12	**Shield Bonus:** .....+0	R. Leather **Armor:** ...-3	
Endurance: 22	**Maneuver†** 8	**Resistance†** 6	

Weapon	Attack	Damage	Range
Battleaxe	2D6+D10+6	High+Low+1	None
Handaxe	3D6+4	High+2	-2 per 3" [8cm]‡

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Morale Mod: .....+2	**Melee Mod:** .....+1		
Missile Mod: .....+1	**Defense Mod:** .....+1		
Maneuver Mod† .....+1	**Influence Range:** .....15" [38cm]		

9. GORKIDA — *Uparg's Consort*

Move.Rate: .....5" (4"/2.5"/1.5") [13cm(10/7/3)]		**Morale:** 9	
Defense: 10	**Shield Bonus:** .....+0	R. Leather **Armor:** ...-3	
Endurance: 20	**Maneuver†** 7	**Resistance†** 7	

Weapon	Attack	Damage	Range
War Mattock	2D6+7	Highx2-1	None
Dagger	2D6+8	Lowx2	-2 per 3" [8cm]‡

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DWARVES (37)

1. DARK TRIBE WARRIORS (7)

Move.Rate: .....5" (4"/2.5"/1.5") [13cm(10/7/3)]		**Morale:** 7	
Defense: 8	**Shield Bonus:** .....+3	Plate **Armor:** x1/2	
Endurance: 10	**Maneuver†** 10	**Resistance†** 6	

Weapon	Attack	Damage	Range
Warhammer	3D6	High+1	-2 per 3" [8cm]‡
Dagger	2D6-2	Lowx2-1	-2 per 3" [8cm]‡

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#4 □□□□□m□□□□□: _____

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (10)	+0	+0	+1	+0	+1
Battle Order (10)	+2	+2	+0	-1	+2
Disbanded (10) *Unit Ma is used only for reforming the unit.*					
Column (10) †	+1	-1	-2	-2	+1
Line (10) †	+2	+2	+0	+0	-1

Note: May operate in 7, 14, or 21-combatant units.

2. BLACK GUARDS OF LUARP (7)

Move.Rate: .....5" (4"/2.5"/1.5") [13cm(10/7/3)]		**Morale:** 7	
Defense: 9	**Shield Bonus:** .....+0	Chain **Armor:** .....-3	
Endurance: 10	**Maneuver†** 9	**Resistance†** 5	

Weapon	Attack	Damage	Range
War Mattock	2D6+2	Highx2	None
Battleaxe	2D6+D10	High+Low+1	None

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Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (9)	+0	+0	+1	+0	+1
Battle Order (9)	+2	+2	+0	-1	+2
Disbanded (10) *Unit Ma is used only for reforming the unit.*					
Column (9) †	+1	-1	-2	-2	+1
Square (10) †	+1	+2	+0	-3	+2

Note: May operate in 7, 14, or 21-combatant units. Each specific unit only uses one type of weapon: Battleaxe or War Mattock.

3. WHITE GUARDS OF LORNAPAL (7)

Move.Rate: .....5" (4"/2.5"/1.5") [13cm(10/7/3)]		**Morale:** 7	
Defense: 10	**Shield Bonus:** .....+0	Chain **Armor:** .....-3	
Endurance: 10	**Maneuver†** 9	**Resistance†** 5	

Weapon	Attack	Damage	Range
Battleaxe	2D6+D10	High+Low+1	None
Handaxe	3D6+2	High+1	-2 per 3" [8cm]‡

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Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (9)	+0	+0	+1	+0	+1
Battle Order (9)	+2	+2	+0	-1	+2
Disbanded (10) *Unit Ma is used only for reforming the unit.*					
Column (9) †	+1	-1	-2	-2	+1
Square (10) †	+1	+2	+0	-3	+2

Note: May operate in 7, 14, or 21-combatant units.

4. LYSKOTA — *King of the Dark Tribe*

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)]		**Morale:** 6	
Defense: 13	**Shield Bonus:** .....+4	Chain **Armor:** .....-3	
Endurance: 30	**Maneuver†** 11	**Resistance†** 4	

Weapon	Attack	Damage	Range
Battleaxe *	2D6+D10+4	High+Low+1	None

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Morale Mod: .....+2	**Melee Mod:** .....+2		
Missile Mod: .....+1	**Defense Mod:** .....+2		
Maneuver Mod† .....+2	**Influence Range:** .....14" [35cm]		

* — This special Battleaxe can be used one-handed.

5. THE BRIDGE WATCH WARRIORS (7)

Move.Rate: .....5" (4"/2.5"/1.5") [13cm(10/7/3)] **Morale:** 5
Defense: .....9 **Shield Bonus:** .....+3 Chain **Armor:** .....-3
Endurance: .....11 **Maneuver†** .....8 **Resistance†** 5

Weapon	Attack	Damage	Range
Warhammer	3D6+1	High+1	-2 per 3" [8cm]‡
Warhammer	3D6+1	High+1	-2 per 3" [8cm]‡

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Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (8)	+0	+0	+1	+0	+1
Battle Order (8)	+2	+2	+0	-1	+2
Disbanded (9) *Unit Ma is used only for reforming the unit.*					
Column (8) †	+1	-1	-2	-2	+1
Square (9) †	+1	+2	+0	-3	+2

Note: May operate in 7, 14, or 21-combatant units.

6. LAW KEEPERS (7)

Move.Rate: .....5" (4"/2.5"/1.5") [13cm(10/7/3)] **Morale:** 5
Defense: .....10 **Shield Bonus:** .....+0 Chain **Armor:** .....-3
Endurance: .....11 **Maneuver†** .....8 **Resistance†** 5
Power Points† .....7 **Spells Known†** 2C1

Weapon	Attack	Damage	Range
Pole-axe	2D6+D10+2	High+Low	None
Handaxe	3D6+2	High+1	-2 per 3" [8cm]‡

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Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (9)	+0	+0	+1	+0	+1
Battle Order (9)	+2	+2	+0	-1	+2
Disbanded (9) *Unit Ma is used only for reforming the unit.*					
Column (9) †	+1	-1	-2	-2	+1
Square (9) †	+1	+2	+0	-3	+2

Note: May operate in 7, 14, or 21-combatant units.

7. LIKOTA — *King of the Water Tribe*

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)] **Morale:** 6
Defense: .....12 **Shield Bonus:** .....+4 Chain **Armor:** .....-3
Endurance: .....35 **Maneuver†** .....10 **Resistance†** 4

Weapon	Attack	Damage	Range
Pole-axe	2D6+D10+5	High+Low	None

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Morale Mod: .....+2 **Melee Mod:** .....+2
Missile Mod: .....+0 **Defense Mod:** .....+2
Maneuver Mod† .....+1 **Influence Range:** .....14" [35cm]

8. AKOTA — *King of the Earth Tribe*

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)] **Morale:** 6
Defense: .....14 **Shield Bonus:** .....+3 Chain **Armor:** .....-3
Endurance: .....28 **Maneuver†** .....11 **Resistance†** 4

Weapon	Attack	Damage	Range
Handaxe	4D6+3	High+2	-2 per 4" [10cm]‡
Handaxe	4D6+3	High+2	-2 per 4" [10cm]‡

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Morale Mod: .....+3 **Melee Mod:** .....+2
Missile Mod: .....+0 **Defense Mod:** .....+1
Maneuver Mod† .....+1 **Influence Range:** .....14" [35cm]

HÍRAZI (38)

1. WARRIOR-MAGES (10)

Move.Rate: .....9" (7"/4.5"/2.5") [23cm(17/12/6)] **Morale:** 8
Defense: .....9 **Shield Bonus:** .....+0 No **Armor:** 0
Endurance: .....8 **Maneuver†** .....6 **Resistance†** 9

Weapon	Attack	Damage	Range
Broadsword	3D6-2	High+3	None
Long Bow	D6+D10-1	Lowx2+2	-2 per 18" [45cm]

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Spells Known† 1E1
Power Points† .....5 **Elem. Spell Bonus†** .....+1

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (7)	+0	+0	+1	+0	+1
Battle Order (7)	+2	+2	+0	-1	+2
Disbanded (9) *Unit Ma is used only for reforming the unit.*					
Squadron (7) †	+0	+0	+1	+1	+1

* — *Defense* may be "14" if optional rule O-12.1 is used and one PP is expended each round.

Note: The Squadron formation is treated as a General Order formation with the modifications given. If the Optional Flight rules (see O-17.0) are not used, play normally, except that Hírazi are not affected by terrain movement restrictions.

2. KING VENO – *Ruler*

Move.Rate: .....10"(7.5"/5"/2.5") [25cm(19/13/6)] **Morale:** 7

Defense: .....11 **Shield Bonus:** .....+0 No **Armor:** .....-0

Endurance: .....19 **Maneuver†** .....5 **Resistance†** 8

Weapon	Attack	Damage	Range
Broadsword	3D6+4	High+3	None
Long Bow	D6+D10+2	Lowx2+2	-2 per 22" [55cm]

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Spells Known† 3E1, 2E2, 2E3

Power Points† .....28 **Elem. Spell Bonus†** .....+3

Morale Mod: .....+2 **Melee Mod:** .....+0

Missile Mod: .....+1 **Defense Mod:** .....+1

Maneuver Mod† .....+2 **Influence Range:** .....15" [38cm]

* — *Defense* may be "16" if optional rule O-12.1 is used and one PP is expended each round.

3. KUA — *Warrior-Queen*

Move.Rate: .....10" (7.5"/5"/2.5") [25cm(19/13/6)] **Morale:** 9

Defense: .....11 **Shield Bonus:** .....+0 No **Armor:** .....-0

Endurance: .....14 **Maneuver†** .....5 **Resistance†** 8

Weapon	Attack	Damage	Range
Broadsword	3D6	High+2	None
Long Bow	D6+D10+1	Lowx2+2	-2 per 18" [45cm]

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Spells Available† 2E1, 1E2

Power Points† .....12 **Elem. Spell Bonus:** .....+2

Morale Mod: .....+1 **Melee Mod:** .....+0

Missile Mod: .....+1 **Defense Mod:** .....+0

Maneuver Mod† .....+1 **Influence Range:** .....5" [13cm]

* — *Defense* may be "16" if optional rule O-12.1 is used and one PP is expended each round.

4. HUUL – *Exiled Warrior-Mage*

Move.Rate: .....10"(7.5"/5"/2.5") [25cm(19/13/6)] **Morale:** 9

Defense: .....11 **Shield Bonus:** .....+0 No **Armor:** .....-0

Endurance: .....17 **Maneuver†** .....5 **Resistance†** 8

Weapon	Attack	Damage	Range
Short Sword	3D6+3	High+2	-2 per 8" [20cm]‡
Short Sword	3D6+3	High+2	-2 per 8" [20cm]‡

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Spells Known† 2E1, 1E2

Power Points† .....10 **Elem. Spell Bonus†** .....+1

* — *Defense* may be "16" if optional rule O-12.1 is used and one PP is expended each round.

RIVER OGRES (39)

1. ORGAMURLA MARRAUDERS (6)

Move.Rate: .....8" (6"/4"/2") [20cm(15/10/5)] **Morale:** 7

Defense: .....10 **Shield Bonus:** .....+0 S. Leather **Armor:** ....-1

Endurance: .....33 **Maneuver†** .....7 **Resistance†** 8

Weapon	Attack	Damage	Range
Large Claw	3D6+5	High	None
Spiked Club	2D6+3	High+1	None
2-H Scimitar	4D6-2	High+3	None
Thr. Hammer	4D6-4	High+2	-2 per 4" [10cm]‡

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Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (8)	+0	+0	+1	+0	+1
Battle Order (10)	+1	+1	+0	-1	+1
Disbanded (11) *Unit Ma is used only for reforming the unit.*					

Note: May operate in 6 or 12-combatant units. Each unit uses either the 2-H scimitar or the Spiked Club.

2. WORGATHUNA RAIDERS (8)

Move.Rate: .....8" (6"/4"/2") [20cm(15/10/5)] **Morale:** 7
Defense: .....9 **Shield Bonus:** .....+0 S. Leather Hide .....-1
Endurance: .....40 **Maneuver†** .....8 **Resistance†** 8

Weapon	Attack	Damage	Range
2-H Hammer	4D6-2	High+3	None
Large Bash	3D6+3	Medium	None
Large Claw	3D6	High	None

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Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (10)	+0	+0	+1	+0	+1
Battle Order (11)	+1	+1	+0	-1	+1
Disbanded (11) *Unit Ma is used only for reforming the unit.*					

Note: May operate in 8 or 16-combatant units.

3. KOLOMORG — *Worgathuna Warmaster*

Move.Rate: .....7" (5.5"/3.5"/2") [18cm(14/9/5)] **Morale:** 6
Defense: .....10 **Shield Bonus:** .....+0 S. Leather Hide .....-1
Endurance: .....55 **Maneuver†** .....8 **Resistance†** 7

Weapon	Attack	Damage	Range
2H Warhammer	5D6-4	High+3	None
Large Bash	3D6+4	Medium	None
Large Claw	3D6+2	High	None

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Morale Mod: .....+1 **Melee Mod:** .....+1
Missile Mod: .....+0 **Defense Mod:** .....+0
Maneuver Mod† .....+0 **Influence Range:** .....8" [20cm]

4. KOGAMAR — *Orgamurla Warmaster*

Move.Rate: .....8" (6"/4"/2") [20cm(15/10/5)] **Morale:** 6
Defense: .....10 **Shield Bonus:** .....+0 Chain **Armor:** .....-3
Endurance: .....52 **Maneuver†** .....7 **Resistance†** 7

Weapon	Attack	Damage	Range
2H Falchion	2D6+2D10-4	High+4	None
Thr. Hammer	4D6-2	High+3	-2 per 4" [10cm]‡
Large Bash	3D6+4	Medium	None
Large Claw	3D6+1	High	None

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Morale Mod: .....+1 **Melee Mod:** .....+2
Missile Mod: .....+0 **Defense Mod:** .....+0
Maneuver Mod† .....+1 **Influence Range:** .....10" [25cm]

5. BORTARKAR — *West-ogre Leader*

Move.Rate: .....8" (6"/4"/2") [20cm(15/10/5)] **Morale:** 7
Defense: .....10 **Shield Bonus:** .....+0 Chain **Armor:** .....-3
Endurance: .....57 **Maneuver†** .....9 **Resistance†** 7

Weapon	Attack	Damage	Range
Spiked Club	4D6-3	High+3	None
Large Bash	3D6+4	Medium	None
Large Claw	3D6+1	High+1	None

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Morale Mod: .....+1 **Melee Mod:** .....+1
Missile Mod: .....+0 **Defense Mod:** .....+0
Maneuver Mod† .....+1 **Influence Range:** .....8" [20cm]

6. ORGLAMAR — *West-ogre Leader*

Move.Rate: .....8" (6"/4"/2") [20cm(15/10/5)] **Morale:** 7
Defense: .....11 **Shield Bonus:** .....+0 Chain **Armor:** .....-3
Endurance: .....51 **Maneuver†** .....7 **Resistance†** 6

Weapon	Attack	Damage	Range
Bladed Polearm	5D6-6	High+Low	None
Large Bash	3D6+3	Medium	None
Large Claw	3D6+1	High	None

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Morale Mod: .....+1 **Melee Mod:** .....+2
Missile Mod: .....+0 **Defense Mod:** .....+1
Maneuver Mod† .....+1 **Influence Range:** .....8" [20cm]

SEA-ELVES (54)

1. SHELAR WARRIORS (6)

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)] **Morale:** 9
Defense: .....10 **Shield Bonus:** .....+0 Chain **Armor:** .....-3
Endurance: .....9 **Maneuver†** .....8 **Resistance†** 9

Weapon	Attack	Damage	Range
Long Bow	D6+D10+2	Lowx2+2	-2 per 20" [50cm]‡
Spear	3D6	Lowx2+2	-2 per 3" [8cm]‡

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#3 □□□□□m□□□□: _____ #6 □□□□□m□□□□: _____

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (8)	+0	+0	+1	+0	+1
Battle Order (9)	+2	+2	+0	-1	+2
Disbanded (11) *Unit Ma is used only for reforming the unit.*					
Column (9) †	+1	-1	-2	-2	+1

Note: May operate in 6, 12, 18, or 24-combatant units.

2. DARKRUNNERS (10)

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)] **Morale:** 8
Defense: .....8 **Shield Bonus:** .....3 Chain **Armor:** .....-3
Endurance: .....10 **Maneuver†** .....8 **Resistance†** 8

Weapon	Attack	Damage	Range
Serrated Sh. Sword	3D6+1	High+1	None
Harpoon	3D6	Lowx2+2	-2 per 3" [8cm]‡

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Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (10)	+0	+0	+1	+0	+1
Battle Order (9)	+2	+2	+0	-1	+2
Disbanded (11) *Unit Ma is used only for reforming the unit.*					
Column (10) †	+1	-1	-2	-2	+1

Note: May operate in 10 or 20-combatant units.

3. NIGHTSAWS (5)

Move.Rate: .....7" (5.5"/3.5"/2") [18cm(14/9/5)] **Morale:** 7
Defense: .....10 **Shield Bonus:** .....2 Chain **Armor:** .....-3
Endurance: .....12 **Maneuver†** .....6 **Resistance†** 8

Weapon	Attack	Damage	Range
Serrated Sh. Sword	3D6+3	High+1	None
Javelin	3D6+1	Lowx2+1	-2 per 5" [13cm]‡

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Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (8)	+0	+0	+1	+0	+1
Battle Order (8)	+2	+2	+0	-1	+2
Disbanded (9) *Unit Ma is used only for reforming the unit.*					
Column (9) †	+1	-1	-2	-2	+1

Note: May operate in 5, 10, 15, or 20-combatant units.

4. OKTARI (5)

Move.Rate: .....7" (5.5"/3.5"/2") [18cm(14/9/5)] **Morale:** 6
Defense: .....10 **Shield Bonus:** .....3 Chain **Armor:** .....-3
Endurance: .....12 **Maneuver†** .....7 **Resistance†** 8

Weapon	Attack	Damage	Range
Serrated Sh. Sword	3D6+4	High+1	None
Long Bow	D6+D10+3	Lowx2+2	-2 per 20" [50cm]‡
Javelin	3D6+2	Lowx2+1	-2 per 5" [13cm]‡

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Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (8)	+0	+0	+1	+0	+1
Battle Order (8)	+2	+2	+0	-1	+2
Disbanded (8) *Unit Ma is used only for reforming the unit.*					
Column (8) †	+1	-1	-2	-2	+1

Note: May operate in 5, 10, 15, or 20-combatant units.

5. MYDIEN — *Lord of the Darkrunners*

Move.Rate: .....6.5" (5"/3.5"/1.5") [16cm(12/8/4)] **Morale:** 6
Defense: .....12 **Shield Bonus:** .....+0 Chain **Armor:** .....-3
Endurance: .....26 **Maneuver†** .....9 **Resistance†** 7

Weapon	Attack	Damage	Range
2-Handed Sword	2D6+D10+3	High+Low+2	None
Long Bow	D6+D10+5	Lowx2+2	-2 per 20" [50cm]‡

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Morale Mod: .....+3 **Melee Mod:** .....+1
Missile Mod: .....+1 **Defense Mod:** .....+1
Maneuver Mod† .....+2 **Influence Range:** .....15" [38cm]

6. SHUSIEN — *Lord of the Shelar*

Move.Rate: .....7" (5.5"/3.5"/2") [18cm(14/9/5)] **Morale:** 7
Defense: .....12 **Shield Bonus:** .....+0 Chain **Armor:** .....-3
Endurance: .....28 **Maneuver†** .....8 **Resistance†** 7

Weapon	Attack	Damage	Range
Pole-axe	2D6+D10+6	High+Low	None
Long Bow	D6+D10+6	Lowx2+2	-2 per 20" [50cm]‡

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Morale Mod: .....+2 **Melee Mod:** .....+1
Missile Mod: .....+2 **Defense Mod:** .....+2
Maneuver Mod† .....+1 **Influence Range:** .....12" [30cm]

7. RESELIEN — *Rebellious Darkrunner*

Move.Rate: .....7" (5.5"/3.5"/2") [18cm(14/9/5)] **Morale:** 8
Defense: .....11 **Shield Bonus:** .....+3 Chain **Armor:** .....-3
Endurance: .....25 **Maneuver†** .....8 **Resistance†** 7

Weapon	Attack	Damage	Range
Handaxe	3D6+6	High+2	-2 per 3" [8cm]‡
Long Bow	D6+D10+4	Lowx2+2	-2 per 20" [50cm]‡

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Morale Mod: .....+1 **Melee Mod:** .....+2
Missile Mod: .....+1 **Defense Mod:** .....+1
Maneuver Mod† .....+1 **Influence Range:** .....10" [25cm]



SEA TROLLS (55)

1. BRUTES (2)

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)] **Morale:** 7
Defense: .....9 **Shield Bonus:** .....0 R. Leather **Armor:** ...-2
Endurance: .....45 **Maneuver†** .....9 **Resistance†** 7

Weapon	Attack	Damage	Range
Large Claws	4D6	High+2	None
Thrown Rocks	4D6+4	Mediumx2	-2 per 3" [8cm]

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Note: May only operate as individual combatants.

2. WARRIORS (4)

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)] **Morale:** 8
Defense: .....9 **Shield Bonus:** .....0 Chain **Armor:** .....-3
Endurance: .....38 **Maneuver†** .....10 **Resistance†** 7

Weapon	Attack	Damage	Range
2-H Mace	3D6+D10-3	High+4	None
Large Claws	4D6-3	High+2	None
Thrown Rocks	4D6+2	Mediumx2	-2 per 3" [8cm]

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Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (10)	+1	+1	+0	+0	+1

Disbanded (11) *Unit Ma is used only for reforming the unit.*

Note: May operate in 4, 8, or 12-combatant units.

3. UKITORTI (4)

Move.Rate: .....7" (5.5"/3.5"/2") [18cm(14/9/5)] **Morale:** 7
Defense: .....10 **Shield Bonus:** .....0 Plate **Armor:** x1/2
Endurance: .....48 **Maneuver†** .....9 **Resistance†** 6

Weapon	Attack	Damage	Range
2-H Hammer	2D6+2D10-2	High+4	-2 per 4" [10cm]*
Large Claws	4D6-3	High+2	None

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Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (8)	+1	+1	+1	+0	+1
Battle Order (9)	+2	+2	+0	-1	+2

Disbanded (10) *Unit Ma is used only for reforming the unit.*

Note: May operate in 4, 8, or 12-combatant units. "*" one of these hammers will return to its user at the end of the phase in which it is thrown.

4. FIRE-EATERS (6)

Move.Rate: .....7" (5.5"/3.5"/2") [18cm(14/9/5)] **Morale:** 7
Defense: .....10 **Shield Bonus:** .....0 Chain **Armor:** .....-3
Endurance: .....43 **Maneuver†** .....8 **Resistance†** 7

Weapon	Attack	Damage	Range
2-H Hammer	3D6+1D10-4	High+3	-2 per 3" [8cm]‡
Large Claws	4D6-4	High+2	None
Thrown Rocks	4D6	Mediumx2	-2 per 3" [8cm]

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Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (8)	+1	+1	+1	+0	+1
Battle Order (9)	+2	+1	+0	-1	+1
Disbanded (10) *Unit Ma is used only for reforming the unit.*					

Note: May operate in 6, 12, or 18-combatant units. Any foe in base-to-base contact with one of these Trolls will take 1D6 of damage from flame each round.

5. TORFLUMUR — *King*

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)] **Morale:** 6
Defense: .....11 **Shield Bonus:** .....0 Chain **Armor:** .....-3
Endurance: .....50 **Maneuver†** .....9 **Resistance†** 6

Weapon	Attack	Damage	Range
2-H Mace	4D6+D10-4	High+4	None
Large Claws	4D6-2	High+2	None
Thrown Rocks	4D6+3	Mediumx2	-2 per 3" [8cm]

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Power Points† .....15 **Spells Known†** 3C1, 2C2
Morale Mod: .....+2 **Melee Mod:** .....+2
Missile Mod: .....+0 **Defense Mod:** .....+0
Maneuver Mod† .....+1 **Influence Range:** .....10" [25cm]

6. TYPICAL TROLL LORD

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)] **Morale:** 6
Defense: .....10 **Shield Bonus:** .....0 Chain **Armor:** .....-3
Endurance: .....46 **Maneuver†** .....8 **Resistance†** 6

Weapon	Attack	Damage	Range
2-H Weapon	3D6+D10-2	High+3	None
Thrown Rocks	4D6+1	Mediumx2	-2 per 3" [8cm]

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Morale Mod: .....+1 **Melee Mod:** .....+1
Missile Mod: .....+0 **Defense Mod:** .....+0
Maneuver Mod† .....+1 **Influence Range:** .....8" [20cm]

JEWELER OF SCRYM (47)

1. TYPICAL WARRIORS OF SCRYM (8)

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)] **Morale:** 9
Defense: .....9 **Shield Bonus:** .....+0 Chain **Armor:** .....-3
Endurance: .....10 **Maneuver†** .....8 **Resistance†** 9

EAST ARMY WARRIORS: 202 (251)

Weapon	Attack	Damage	Range
2 Handed Sword	2D6+D10-1	High+Low+2	None
Short Bow	2D6+3	Lowx2	-2 per 12" [30cm]‡

NORTH ARMY WARRIORS: 250 (29)

Weapon	Attack	Damage	Range
Battleaxe	2D6+D10-2	High+Low+1	None
Short Bow	2D6+4	Lowx2	-2 per 12" [30cm]‡

SOUTH ARMY WARRIORS (Shield Bonus is +3): 228 (262)

Weapon	Attack	Damage	Range
Handaxe	3D6+1	High+1	-2 per 3" [8cm]‡
Handaxe	3D6+1	High+1	-2 per 3" [8cm]‡

WEST ARMY WARRIORS: [illegible] (261)

Weapon	Attack	Damage	Range
2 Handed Sword	2D6+D10-1	High+Low+2	None
Spear	3D6-1	Lowx2+2	-2 per 3" [8cm]‡

MAIN ARMY WARRIORS (Shield Bonus is +3): 223 (257)

Weapon	Attack	Damage	Range
Broadsword	3D6	High+2	None
Handaxe	3D6-1	High+1	-2 per 3" [8cm]‡

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Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (9)	+0	+0	+1	+0	+1
Battle Order (10)	+2	+2	+0	-1	+2
Disbanded (11) *Unit Ma is used only for reforming the unit.*					
Column (10) †	+1	-1	-2	-2	+1

Note: May operate in 8, 16, or 24-combatant units. (Guard) units have slightly improved stats: +1 to Defense, +3 to Endurance; +1 to Attack stats; -1 to Morale, Maneuver, and Resistance; -1 to all Unit Maneuver stats.

2. THE JEWELER — *The Mere-king*

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)]			**Morale:** 5
Defense: 12*	**Shield Bonus:** 0	Magic Robes:	.....x1/2
Endurance: 33	**Maneuver†** 8	**Resistance†**	6

Weapon	Attack	Damage	Range
Mace	5D6-3	High+3	-2 per 10" [25cm]§

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Spells Known†	6E1, 5E2, 4E3, 3E4, 2E5		
Power Points†	49	**Elem. Spell Bonus†**	+4
Morale Mod:	+1	**Melee Mod:**	+1
Missile Mod:	+1	**Defense Mod:**	+1
Maneuver Mod†	+1	**Influence Range:**	15" [38cm]

* — *Defense* may be "17" if optional rule O-12.1 is used and one PP is expended each round.

§ — Returns to user at the end of a phase in which it is thrown.

3. ILKIESA — *The Jeweler's Consort*

Move.Rate: .....7" (5.5"/3.5"/2") [18cm(14/9/5)]			**Morale:** 7
Defense: 10*	**Shield Bonus:** 0	Magic Robes:	.....x1/2
Endurance: 23	**Maneuver†** 7	**Resistance†**	7

Weapon	Attack	Damage	Range
Broadsword	4D6-2	High+2	None
Dagger	2D6+4	Lowx2-1	-2 per 5" [13cm]§

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Spells Known†	4E1, 3E2, 2E3		
Power Points†	25	**Elem. Spell Bonus†**	+2

* — *Defense* may be "15" if optional rule O-12.1 is used and one PP is expended each round.

§ — Returns to user at the end of a phase in which it is thrown.

4. ULKIEN — *Prelate of the North Lands*

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)]			**Morale:** 6
Defense: 12	**Shield Bonus:** 0	Magic **Armor:**	.....x1/2
Endurance: 39	**Maneuver†** 7	**Resistance†**	8

Weapon	Attack	Damage	Range
Battleaxe	2D6+D10+7	High+Low+2	None

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Morale Mod:	+2	**Melee Mod:**	+1
Missile Mod:	+0	**Defense Mod:**	+1
Maneuver Mod†	+2	**Influence Range:**	12" [30cm]

4. ORBOLKIEN — *Prelate of the West Lands*

Move.Rate: .....7" (5.5"/3.5"/2") [18cm(14/9/5)]			**Morale:** 6
Defense: 11	**Shield Bonus:** 0	Magic **Armor:**	.....x1/2
Endurance: 43	**Maneuver†** 8	**Resistance†**	7

Weapon	Attack	Damage	Range
2 Handed Sword	2D6+D10+6	High+Low+3	None

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Morale Mod:	+2	**Melee Mod:**	+2
Missile Mod:	+0	**Defense Mod:**	+1
Maneuver Mod†	+1	**Influence Range:**	12" [30cm]

4. ELBIENA — *Prelate of the South Lands*

Move.Rate: .....7" (5.5"/3.5"/2") [18cm(14/9/5)]			**Morale:** 6
Defense: 12	**Shield Bonus:** 4	Magic **Armor:**	.....x1/2
Endurance: 33	**Maneuver†** 6	**Resistance†**	9

Weapon	Attack	Damage	Range
Handaxe	3D6+9	High+2	-2 per 3" [8cm]‡
Handaxe	3D6+9	High+2	-2 per 3" [8cm]‡

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Morale Mod:	+3	**Melee Mod:**	+1
Missile Mod:	+0	**Defense Mod:**	+1
Maneuver Mod†	+1	**Influence Range:**	12" [30cm]

4. ARPENIEN — *Prelate of the East Lands*

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)]			**Morale:** 5
Defense: 12	**Shield Bonus:** 0	Magic **Armor:**	.....x1/2
Endurance: 37	**Maneuver†** 7	**Resistance†**	8

Weapon	Attack	Damage	Range
2 Handed Sword	2D6+2D10+3	High+Low+1	None

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Morale Mod:	+2	**Melee Mod:**	+1
Missile Mod:	+0	**Defense Mod:**	+2
Maneuver Mod†	+1	**Influence Range:**	12" [30cm]

KEY TO THE STATISTIC SUMMARIES

The material in this *Sourcebook* was designed for skirmish battles involving the Warring Holds. For these purposes, this *Sourcebook* provides 26 scenarios and complete stats for the Warring Holds units and personalities.

Each of the Other Realms (Part 5) and the Other Groups (Part 6) has a very general statistic summary. This Key provides descriptions of those statistics and some guidelines on how to use this information to generate the ***Bladestorm*** stats used to fight battles.

Later ***Bladestorm*** supplements will provide very specific stats for these realms and groups, allowing Bladestorm players to more easily expand their battles into the other areas of the Bladelands.

The Statistics

The statistics are all descriptive and fairly self-explanatory. The significance of certain statistics is only apparent when the statistics are used to generate ***Bladestorm*** "Battle" stats (see *Rulesbook* S-4.0 and S-11.0). Such battle stats are for typical combatants for a specific group/realm, not for special and elite combatants.

Unit Size — The smallest number of combatants that are required for a unit (see *Rulesbook* 11.0). Unless stated otherwise, units of the group/realm may operate in units of this size and/or in units of twice this size.

Experience Level — This is a general measure of the equivalent fantasy role playing level of the standard combatant. This level is equal to the ***Rolemaster*** level; multiply by 2/3 to obtain the equivalent *D&D* ® level (see *Rulesbook* A-4.0).

Generating Typical "Battle" Stats

A typical combatant/unit can be generated for a given group/realm by using the statistics, the material in this section and the material in Section A-1.0 of the *Rulesbook*. The stats obtained by this process are only rough approximations and should be adjusted based upon the text description for the group/realm.

Movement Rate: Based on 'Unit Type', see Unit Type Chart. Modify the MR value by +2" [5cm] for Huge creatures and by +1" [3cm] for Large creatures (e.g., non-monsters like Ogres and Trolls).

Defense: Based on 'Unit Type', see Unit Type Chart. This value is modified by adding the 'Level' statistic divided by 5 (round off).

Endurance: Based on 'Unit Type', see Unit Type Chart. This value is modified by adding the 'Level' statistic divided by 2 (round up). Modify the Endurance value by x3 for Huge creatures and by x2 for Large creatures (e.g., non-monsters like Ogres and Trolls).

Maneuver: Based on 'Unit Type', see Unit Type Chart. This value is modified by subtracting the 'Level' statistic divided by 5 (round off). For a 'Level' of 4 and a Maneuver value of 9 from the Chart, the Resistance is 8 = 9 - (4÷5).

Resistance: This stat is equal to 10 minus the 'Level' statistic divided by 5 (round off). For a 'Level' of 7, the Resistance is 9 = 10 - (7÷5).

Morale: Based on the 'Morale' statistic: Poor = 12; Low = 11; Instinctual = 10; Average = 9; Medium = 9; High = 8; Very High = 7; Extremely High = 6; Fanatic = 5.

This value is modified by subtracting the 'Level' statistic divided by 5 (round off) **and** by adding the "Morale Mod." indicated on the Unit Type Chart. The minimum Morale is 4 and the maximum is 13.

Armor: Based on the 'Armor' Statistic:

-1 = Soft Leather, Leather Jerkin, Quilted Silk Jerkin, Reinforced Leather Jerkin.

-2 = Rigid Leather, Leather Breastplate, Quilted Silk Mail, Light Mail.

-3 = Chain, Chain Mail, Chain Shirt, Chain Hauberk, Scale Mail, Medium Mail, Heavy Mail, Quilted Silk Breastplate, Half Hide Plate.

x1/2 = Plate, Half Plate, Full Plate, Breastplate, Full Hide Plate.

Weapon *(Attack, Damage, Range):* Based on the 'Arms' statistic; choose an appropriate weapon mix from those listed and refer to the Weapon Costs Chart in Section A-1.0 in the *Rulesbook* for the base Attack, Damage, and Range.

Modify the Attack value by adding the 'Level' statistic divided by 2 (round off) **and** by adding the "Attack Mod." indicated on the Unit Type Chart. Modify the Damage value by +1 for Large creatures and by +2 for Huge creatures.

Shield Bonus: If a combatant/unit has a two-handed weapon, a polearm, or a bow, then the Shield Bonus is '+0'; otherwise, the Shield Bonus is '+3'. See the Weapon Costs Chart in Section A-1.0 in the *Rulesbook* for these weapon classifications.

Formations: Unless stated otherwise in the group/realm text, allowable formations are General Order (9), Battle Order (9), Disbanded (10), and Column (10).

Modify the Unit Maneuver values in parentheses by subtracting the 'Level' statistic divided by 5 (round off) **and** by adding the "Unit Ma Mod." indicated on the Unit Type Chart.

Modifications Based on 'Tactical Approach':

Evasive — +2 to Defense, -2 to all Attacks.

Careful, Defensive — +1 to Defense, -1 to all Attacks.

Offensive, Aggressive — Normal, no modifications.

Highly Offensive, Very Aggressive — -1 to Defense, +2 to all Attacks.

Extremely Aggressive / Reckless — -2 to Defense, +3 to all Attacks.

UNIT TYPE CHART

Unit Type	Movement Rate			Defense	Endurance	Maneuver	Morale Mod	Attack Mod.	Unit Ma Mod.
Light Militia	6"	(4.5/3/1.5")	[15cm(11/8/4)]	8	7	9	+1	+0	+1
Medium Militia	5"	(4/2.5/1.5")	[13cm(10/7/3)]	7	9	10	+1	+1	+1
Light Infantry	6.5"	(5/3.5/1.5")	[16cm(12/8/4)]	9	8	8	+1	+0	+0
Medium Infantry	5.5"	(4/3/1.5")	[14cm(11/7/4)]	8	11	9	+0	+1	+0
Heavy Infantry	4.5"	(3.5/2.5/1")	[11cm(8/6/3)]	7	14	10	-1	+2	+0
Light Cavalry *	12"	(9/6/3)	[30(23/15/8)]	9	25	6	+0	+0	-1
Medium Cavalry *	10"	(7/4.5/2.5")	[23cm(17/12/6)]	8	35	7	-1	+1	-1
Heavy Cavalry *	8"	(6/4/2")	[20cm(15/10/5)]	7	45	8	-1	+2	-1
Large Monster	7"	(5.5/3.5/2")	[18cm(14/9/5)]	9	40	9	+0	+2	—
Huge Monster	9"	(7/4.5/2.5")	[23cm(17/12/6)]	10	70	10	-1	+4	—

* — Based on mount and rider combination.

GLOSSARY

BEINGS, PLACES AND THINGS OF NOTE

Ash Lairs: Volcanic deeps, caverns and tunnels inhabited by ferocious monsters and wicked humanoids.

Bladestorm: Accumulated and deadly debris (weapons, armor and jewels) from countless fleets borne upon tornado-like winds.

Chiranu: Avians, including the Hirazi.

Coral Road: Underwater remains of an ancient tunnel complex extending from the northern tip of Folenn into the Broken Ocean.

Deep Gates: Ancient barred Portals in the Ash Lairs, opened long ago, and the source of all the monsters prowling the Ash Lairs.

Duskwalkers: An ancient race of powerful beings who once lived throughout the Bladelands, their ruins are scattered over Folenn. A few watch over Folenn, but their locations are unknown.

Emerald Pool: A volcanic well of bubbling, liquid magic emeralds which enhance weapons, and some say, have even greater powers.

Essence: Magical force native to the planet of Kulthea which may be tapped and used by those few skilled in its use.

Essence Portal: Dusk Walker ruins which allow magical travel from distant regions to Folenn.

Essence Storm: A tremendous and potentially devastating flux in Essence energy accompanied by high winds, lightning, seismic activity, and other unusual weather. Essence storms can also open random gates into other locations or worlds (including the one where liquid Jewels originate).

Flute Doors: Safe passages through the Gale of Hues invoked by use of a magical Wind Flute.

Folenn: Continent on the planet Kulthea, the setting of Bladestorm.

Gale of Hues: A stormy sky surrounding Folenn, the Gale is misty and ever-changing in color. Magical in origin, these winds are often accompanied by Bladestorms.

Gates of Dawn: The easternmost Major Essence Portal on Folenn. A Herald of the Night guards this valuable portal and nearby Jewel Well.

Gates of Twilight: Essence portals in southwestern Folenn which overlook Dreaming Bay.

Guardians: Protectors of Major Portals and Jewel Wells.

Hidden Colonies: The most ancient kingdoms on Folenn, many of these realms date from the time of the Duskwalkers. The ten colonies of the Pebble Lands are known as the Warring Holds.

Immigrant Domains: Recently established realms, they are fortified and aggressive in nature.

Invaders: Fighters from outside Folenn, many sail to the Bladelands from other continents or other worlds, sometimes brought against their will, by an Essence Storm.

Jewel-slime: Liquid gems with a myriad of valuable properties. Containing Essence, Jewel-slime is useful in making or recharging magic items and for powering minor Portals. The slime is dangerous and explosive. Liquid jewels form perfect and almost priceless gemstones.

Jewel Wells: Rifts in Essence Flows created priceless pools of bubbling Jewels. two types exist: permanent (noted on the map) and the more common temporary wells, or pools.

Karku: Garks and Krals.

Loaru: Dwarves.

Lords of Essence: Immensely powerful Immortals who manipulate lesser groups on Folenn and throughout Kulthea.

Lost Immigrants: Expeditions of men who accidentally arrived in northern Folenn, they are the most recent arrivals (excluding the Invaders) to the Bladelands.

Lugorku: Goblins.

Navigators: Mysterious agents of a Guild, they magically transport people and goods for exorbitant fees.

Othmonu: Demons.

Pebble Lands: Westernmost Folenn, south of the Ancient Drain and site of the Warring Holds.

Shuluri: Sea Elves.

Sky Hues: A range of colors the sky assumes within a Gale of Hues. Different groups gain or lose power beneath certain hues.

Soulslayers: Servants of the Unlife who covet control of the continent of Folenn.

Teranu: Men.

Tulingu: Elves.

Tokorku: Giants of all persuasions.

Ulcathu: Feeder races (including Hue-eaters).

Unlife: Unseen evil force native to Kulthea, its many minions include the Undead and demons galore. The Unlife is devoted to the destruction of life and the Essence.

Warring Holds: Ten independent states of the Pebble Lands, a part of the Hidden Colonies, they include Cavan, Abdera, Rukon, Harro, Kulm, Marl, Ekeren, Urda, Yolmer and Soluthurn.

Wind Flute: A rare magical instrument which can create interference in the Gale of Hues, opening a safe passage into or from Folenn.

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THE SCENARIOS

Welcome to the Bladelands! We hope you survive your stay. To help get you right into the heat of battle, the Scenario Book includes copies of 18 of these 26 ready-to-play scenarios. All 26 scenarios are included in this section, so you can take the Scenario Book apart and start playing right away — no need to photocopy anything.

The first two *Basic Scenarios* (#1-#2) are specifically designed to use with Bladestorm's Basic Rules (see the Rulesbook). Similarly, the four *Intermediate Scenarios* (#3-#6) which follow will help you learn and use the Intermediate Rules.

The other scenarios (#7-#26) can be played using Bladestorm's Standard and/or Optional Rules. With these scenarios you can learn the system in stages. In addition, using these as models, you can design your own scenarios (see A-2.0), whether set in the Bladelands or a world of your choosing. Scenarios #19-#26 are only included in this section and should be photocopied before playing.

Time and Space

You can play each of the scenarios presented here in an afternoon (several hours) or less. The Basic scenarios can be played in under an hour. A standard 4' x 8' gaming table is more than adequate to play almost all of these scenarios, but some require a 6' by 8' playing surface, roughly. Of course, if you want to play on the floor, that's fine too.

Terrain

There are several ways to represent terrain depicted on the scenario maps. You can purchase commercially made miniature terrain features (trees, houses, etc.) or make them yourself out of anything handy. You could even draw the terrain right on the table top, using erasable or water-soluble markers. If you dislike the given terrain, feel free to modify or ignore it. Just be sure both players understand and approve of the changes. (Refer to the 8 page, Terrain and Painting Manual, for more ideas.)

Scenario Statistics

Each scenario has much information in common and employs the following terms:

The Tale describes events leading up to combat.

Terrain specifies salient features of the battlefield.

Victory Conditions detail the circumstances required to win a scenario. Some scenarios end when the victory conditions are fulfilled by one side or the other instead of after a certain number of turns.

Player Information details which side is Player #1 and which is Player #2. It also outlines how and where the forces set up.

Combatant/Unit Stats detail which miniatures are to be used in play and what their capabilities are in combat.

Standard/Optional Scenario Statistics

The Standard/Optional Scenarios include some information not included in the other scenarios:

Scenario Types — all scenarios are grouped into three types: Ambush, Assault, or Skirmish.

An *Ambush* usually indicates combat between individual combatants and units. It can also mean that one side has a hidden set-up.

An *Assault* usually indicates combat between units, whereas a Skirmish is a battle between combatants. These divisions may help you decide which scenarios you most want to play.

A *Skirmish* will usually take far less time to play than an Assault, while an Ambush indicates unequal forces.

Game Length refers to the number of Turns in the scenario. If the word "Varies" appears instead of a number, game length depends on the noted Victory Conditions and/or the arrival of a Bladestorm (see S-13.0 and O-13.0).

Weather give weather at the start of the scenario.

Power Hues give the dominant sky color for use with Optional rules (O-18.2).

Bladestorm is the percentage chance of a Bladestorm occurring on any given turn (see S-13.0). Roll at the end of each turn. If the Optional Rules in O-13.0 are used, an active Bladestorm will disappear "1D6÷2" (round up) rounds after one side is eliminated. If both players agree, the A-2.0 Bladestorm chance can be used instead of the fixed value given in each scenario.

Random Encounter gives the percentage chance (roll 2D10: one die is tens, the other is ones) that an unexpected beast will appear on the battlefield at the start of a battle. If one appears, the players may choose a beast from the Sourcebook **or** they may create the stats for one using the guidelines in the *Summoning* spell (O-14.3) on page 48 of the Rulesbook (use 3D6 or 4D6 PPs). To determine who controls such a beast, roll a D6 at the beginning of each turn: on a roll of 1-3, Player #1 controls it, while on a roll of 4-6, Player #2 controls it.

Special Rules are scenario-specific modifications to the rules. Feel free to alter or ignore them.

The special and optional in the scenarios are just that — optional. If you don't feel like using them, especially at first, don't. Again, make sure both players know of and agree with which Optional Rules you're using. The Rulesbook Appendix (A-3.0) provides a checklist for deciding and keeping track of which optional rules are being used.

Aftermath explains the potential outcome of a battle.

Special Notation

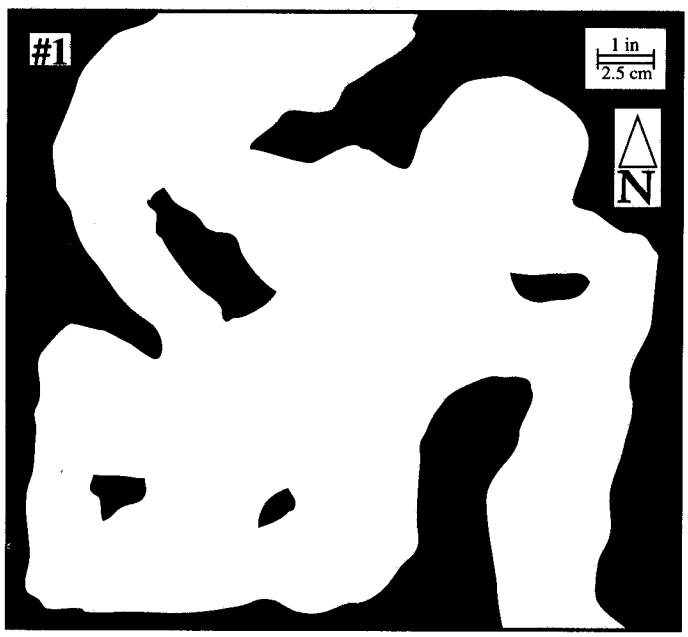
The Standard/Optional scenarios include several standard notations:

† — Only used with Optional Rules.

‡ — A "thrown weapon," once the weapon has been used for a missile attack, it is no longer available for use (mark through its entry on the combatant's record sheet).

A Final Note

We hope you enjoy your stay in the Bladelands. Have a brutal day! It may be your last!



SCENARIO #1
"WARRIORS OF ASH"

Basic Game Scenario: A large Sea-troll fights three tough Mountain Goblins.

The Tale: Beneath the Folenn Spikes lie labyrinthine caverns known as the Ash Lairs. The Ash Lairs run beneath both land and sea. Within their dark passages foul creatures incessantly battle one another. In this scenario, a Sea-troll from under the Broken Ocean is hunting in drier caverns. It comes upon three tasty Goblins.

Terrain: The impassable walls of a cavern and four impassable pillars. Note that the gaps marked as 1" [25mm] cannot be traversed by the Troll — his base is 1.25" [32mm] wide. A full-sized playing surface is included.

Victory Conditions: To win, a player must eliminate all of his opponent's combatants.

Player #1: The Goblins; move first and set up as indicated on the map.

Player #2: The Sea-troll; move second and set up as indicated on the map.

SEA-TROLL
(Large Claws)

Movement Rate .....7" [18cm]
Melee Attack .....3D6+4
Melee Damage .....High+2
Defense 10
Endurance (51) .....❑
❑❑❑❑❑ ❑❑❑❑❑
❑❑❑❑❑ ❑❑❑❑❑
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CRO, *Greater Goblin*
(2H-sword)

Movement Rate .....6" [15cm]
Melee Attack .....2D6+D10+3
Melee Damage .High+Low+2
Defense 9
Endurance (18) .....❑❑❑
❑❑❑❑❑
❑❑❑❑❑ ❑❑❑❑❑

ARGH, *Lesser Goblin*
(Scimitar)

Movement Rate .....5" [13cm]
Melee Attack 3D6-2
Melee Damage .....High+2
Defense 7
Endurance (10) .....❑❑❑❑❑
❑❑❑❑❑

MONTU, *Lesser Goblin*
(Scimitar)

Movement Rate .....5" [13cm]
Melee Attack 3D6-1
Melee Damage .....High+2
Defense 7
Endurance (10) .....❑❑❑❑❑
❑❑❑❑❑

SCENARIO #2
"A TEST OF ARMS"

Basic Game Scenario: Three Footmen of Cavan vs. three Footmen of Rukon.

The Tale: In a daring and unprecedented move, Brool Highrunners of Rukon raid a Cavan outpost in the Folenn Spikes. Cavan footmen rush out into the level valley to do battle with the Highrunners.

Terrain: Clear terrain. 15" x 15" playing surface. A wall runs northwest to southeast through the skirmish site, but an opening allows for the flow of combatants.

Victory Conditions: To win, a player must eliminate all his opponent's combatants from the playing surface.

Player #1: Rukon Highrunner Skirmishers; set up first within 1" [3cm] of the south edge; move first.

Player #2: Cavan Garrison Skirmishers; set up last within 1" [3cm] of the north edge; move last.

ARNO, *Rukon*
(Spear)
Movement Rate .....6" [15cm]
Melee Attack 3D6-2
Melee Damage .....Lowx2+2
Defense 8
Endurance (8) .....❑❑❑
❑❑❑❑❑

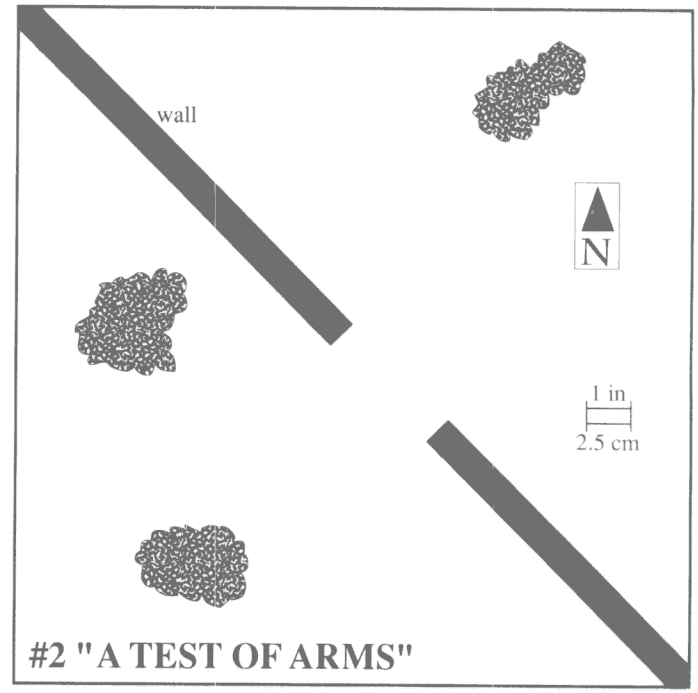
GARV, *Rukon*
(Short Sword)
Movement Rate .....5" [13cm]
Melee Attack 3D6-1
Melee Damage .....High
Defense 7
Endurance (10) .....❑❑❑❑❑
❑❑❑❑❑

STAEL, *Rukon*
(Battleaxe)
Movement Rate .....6" [15cm]
Melee Attack .....2D6+D10-3
Melee Damage .High+Low+1
Defense 9
Endurance (15) .....❑❑❑❑❑
❑❑❑❑❑ ❑❑❑❑❑

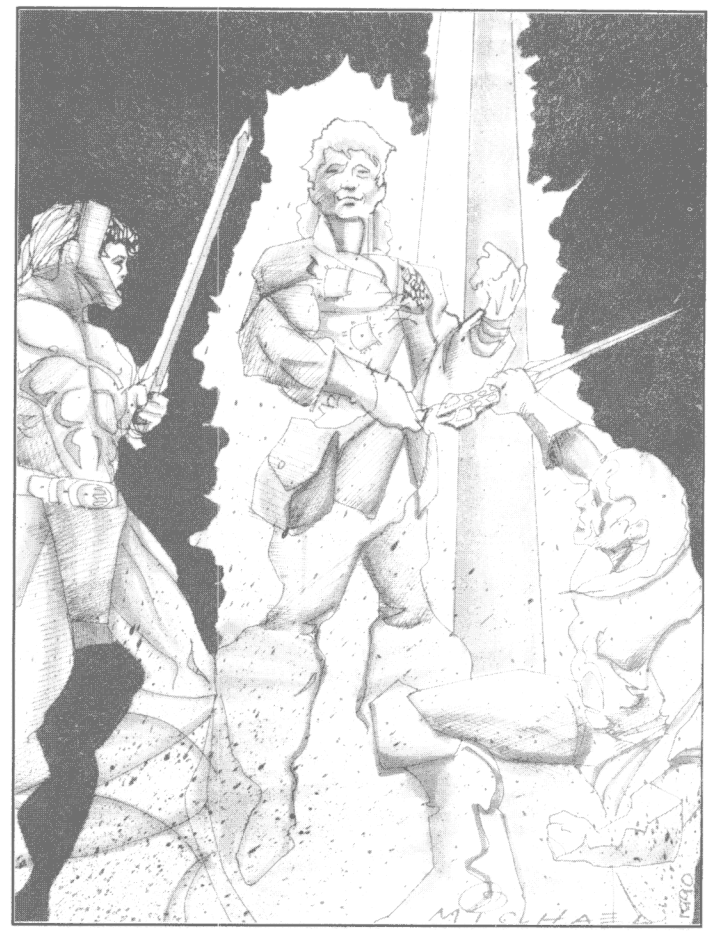
RASER, *Cavan*
(Flail)
Movement Rate .....5" [13cm]
Melee Attack 3D6
Melee Damage Highx2-1
Defense 9
Endurance (14) .....❑❑❑❑
❑❑❑❑❑ ❑❑❑❑❑

TIXOM, *Cavan*
(Broadsword)
Movement Rate .....5" [13cm]
Melee Attack 3D6-1
Melee Damage .....High+2
Defense 7
Endurance (7) .....❑❑
❑❑❑❑❑

NOVI, *Cavan*
(Mace)
Movement Rate .....6" [15cm]
Melee Attack 2D6
Melee Damage .....High+1
Defense 8
Endurance (11) .....❑❑❑❑❑
❑ ❑❑❑❑❑



#2 "A TEST OF ARMS"



SCENARIO #3
"CALL OF THE WILD"

Intermediate Game Scenario: Two Adventurers vs. a Large Sull Bear.

The Tale: In the badlands of Sull, near the Falling Wood, Finiul and Teleul (two adventurers from Cavan) stumble upon Bear-men. These Bear-handlers release one of their charges to attack the two adventurers.

Terrain: Mixed Clear, Brush, and Heavy Woods. 16"(N-S) x 11"(E-W).

Victory Conditions: To win, a player must eliminate all his opponent's combatants from the playing surface.

Player #1: Adventurers; set up first within 1" of north edge. move first.

Player #1: Bear; set up last within 1" of south edge; move last.

FINIUL
(Rapier, Shield, Soft Leather Armor)

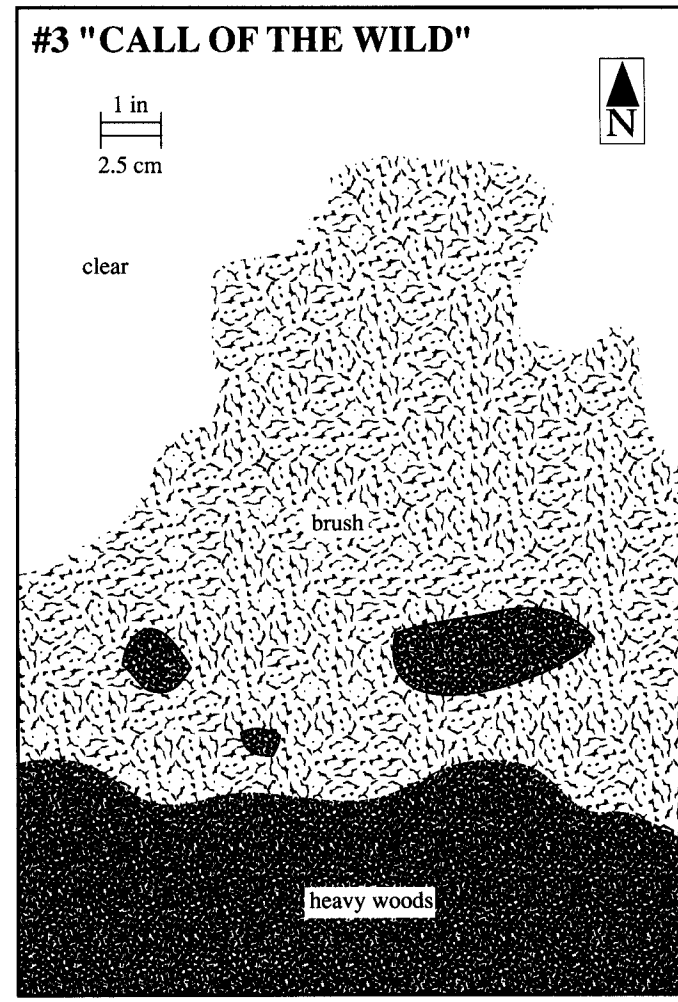
Movement Rate .....7" [18cm]
Melee Attack .....2D6+6
Melee Damage .....Lowx2+1
Missile Attack.....none
Missile Damage .....none
Defense.....9
Shield Bonus .....+3
Armor.....-1
Endurance (9) .....❑❑❑❑
❑❑❑❑❑

TELEUL
(Falchion, Composite Bow, Rigid Leather Armor)

Movement Rate .....6" [15cm]
Melee Attack .....2D6+D10
Melee Damage .....High+2
Missile Attack .....D6+D10
Missile Damage .....Lowx2+1
Defense.....8
Shield Bonus .....+0
Armor.....-2
Endurance (13) .....❑❑❑
❑❑❑❑❑ ❑❑❑❑❑

LARGE BEAR
(Medium Bite, Soft Leather Hide)

Movement Rate .....9" [23cm]
Melee Attack .....3D6+4
Melee Damage .....High+2
Missile Attack.....none
Missile Damage .....none
Defense.....10
Shield Bonus .....+0
Armor.....-1
Endurance (46)...❑ ❑❑❑❑❑
❑❑❑❑❑ ❑❑❑❑❑
❑❑❑❑❑ ❑❑❑❑❑
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❑❑❑❑❑ ❑❑❑❑❑



SCENARIO #4

"DEMON'S PREY"

Intermediate Game Scenario: A Lord of Kulm vs. an Agath.

The Tale: In an ill-fated but bold adventure, Lord Holu lost all his retainers in the treacherous Ash Lairs. Alone and somewhat fatalistic, he makes his way back to the surface world. Unfortunately, a foul demon blocks his way.

Terrain: Irregular cavern. 32"(N-S) x 22"(E-W).

Victory Conditions: To win, a player must eliminate his opponent's combatant from the playing surface.

Player #1: Agath; set up last within 1" of south edge of playing surface; move first.

Player #2: Lord Holu; set up first within 1" of north edge of playing surface; move last.

LORD HOLU

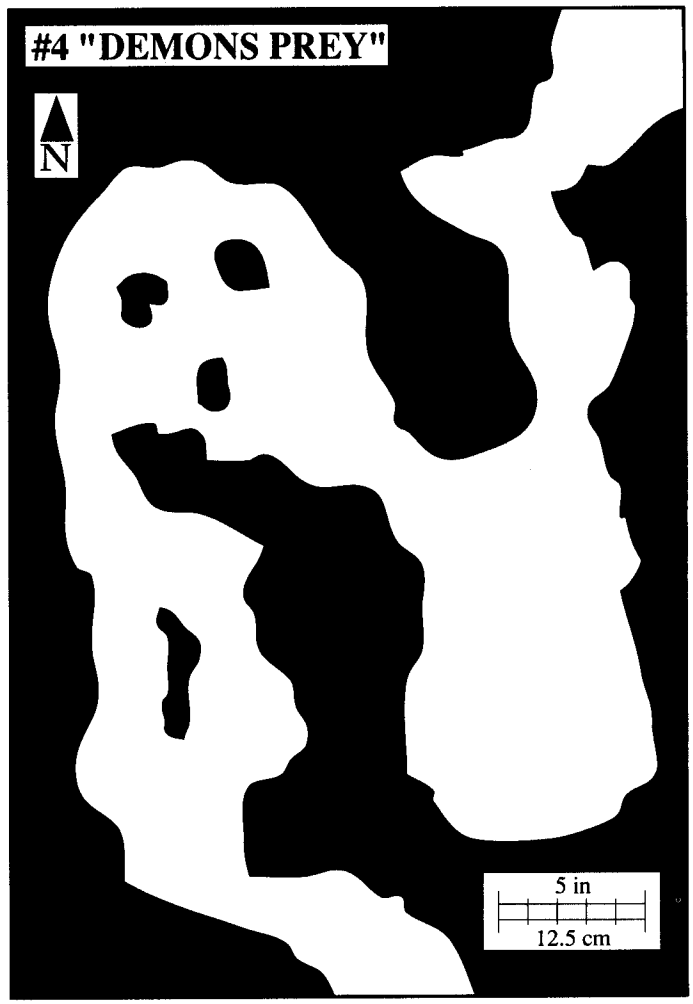
Kulmean Warrior-lord
(Magic Broadsword, Shield, and Helm & Plate Armor)

Movement Rate .....5" [13cm]
Melee Attack .....3D6+6
Melee Damage .....High+4
Missile Attack.....none
Missile Damage .....none
Defense.....11
Shield Bonus .....+5
Armor.....damage x 1/2
Endurance (27) ..... ❑❑
❑❑❑❑❑ ❑❑❑❑❑
❑❑❑❑❑ ❑❑❑❑❑
❑❑❑❑❑

AGATH

Flightless Demon-dragon
(Large Claw/Bite, Rigid Leather Skin)

Movement Rate ... 12" [30cm]
Melee Attack .....3D6+8
Melee Damage Mediumx2
Missile Attack.....none
Missile Damage .....none
Defense.....13
Shield Bonus .....+0
Armor.....-2
Endurance (50) ... ❑ ❑❑❑❑❑
❑ ❑❑❑❑❑ ❑❑❑❑❑
❑ ❑❑❑❑❑ ❑❑❑❑❑
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❑ ❑❑❑❑❑ ❑❑❑❑❑



SCENARIO #5
"THE WAGES OF SIN"

Intermediate Game Scenario: A Lord of Kulm and his aide vs. three Ekeren Bandits.

The Tale: Warrior-lord Boku's Lady of Kulm set him on a quest as punishment for being untrue to her. (In a moment of weakness he was swayed by the charms of another woman.) To get back in Lady Jay's good graces, he is to retrieve liquid gems from the Jewel Well in the Folenna Spikes. On the way back, he encounters Ekeren renegade-bandits eager to slit his throat and steal his gleaming, invaluable prize.

Terrain: Mixed Brush and Heavy Woods. 32"(E-W) x 22"(N-S).

Victory Conditions: To win, a player must eliminate all his opponent's combatants from the playing surface.

Player #1: Ekeren Bandits; set up last within 1" of south edge; move first.

Player #2: Kulmean Lord and Aide; set up first within 1" of north edge; move last.

ODOM, *Ekeren*
(Warhammer, Thr. Daggers, Shield, Soft Leather Armor)

Movement Rate .....6" [15cm]
Melee Attack 3D6-1
Melee Damage .....High+1
Missile Attack 2D6
Missile Damage Lowx2-1
Defense 7
Shield Bonus .....+4
Armor .....-1
Endurance (9) .....❑❑❑❑
❑❑❑❑❑

ELIN, *Ekeren*
(Morning Star, Short Bow, Rigid Leather Armor)

Movement Rate ..5.5" [14cm]
Melee Attack .....2D6+D10
Melee Damage .....High+2
Missile Attack 2D6-1
Missile Damage Lowx2
Defense 8
Shield Bonus .....+0
Armor .....-2
Endurance (12) .....❑❑
❑❑❑❑❑ ❑❑❑❑❑

UXOR, *Ekeren*
(War Mattock, Chain Armor)

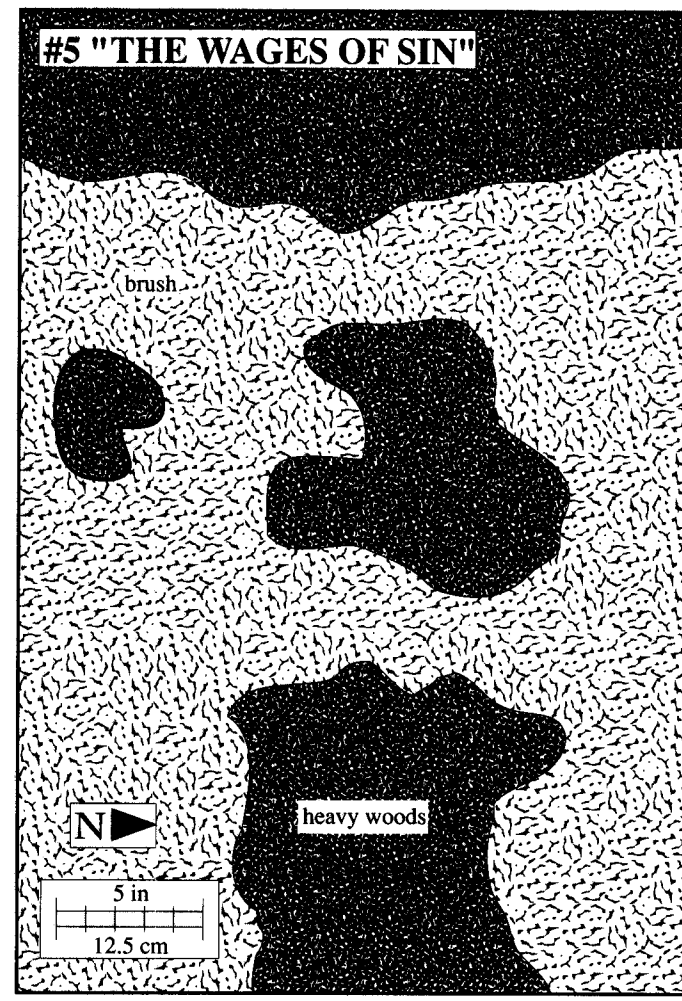
Movement Rate .....5" [13cm]
Melee Attack .....2D6+3
Melee Damage .....Highx2+1
Missile Attack .....none
Missile Damage .....none
Defense 8
Shield Bonus .....+0
Armor .....-3
Endurance (17) .....❑❑❑❑❑
❑❑ ❑❑❑❑❑ ❑❑❑❑❑

BOKU, *Kulmean Lord*
(Broadsword, Shield, Plate Armor)

Movement Rate .....5" [13cm]
Melee Attack .....3D6+2
Melee Damage .....High+2
Missile Attack.....none
Missile Damage .....none
Defense 8
Shield Bonus .....+4
Armor.....damage x 1/2
Endurance (25) .....❑❑❑❑❑
❑❑❑❑❑ ❑❑❑❑❑
❑❑❑❑❑ ❑❑❑❑❑

AYDU, *Kulmean Aide*
(Handaxe, Shield, Thr. Dagger, Soft Leather Armor)

Movement Rate .....7" [18cm]
Melee Attack 3D6-1
Melee Damage .....High+1
Missile Attack 2D6-1
Missile Damage Lowx2-1
Defense 9
Shield Bonus .....+3
Armor .....-1
Endurance (10) .....❑❑❑❑❑
❑❑❑❑❑



SCENARIO #6

"SUBTERRANEAN DOOM"

Intermediate Game Scenario: Five Goblins vs. three Dwarves.

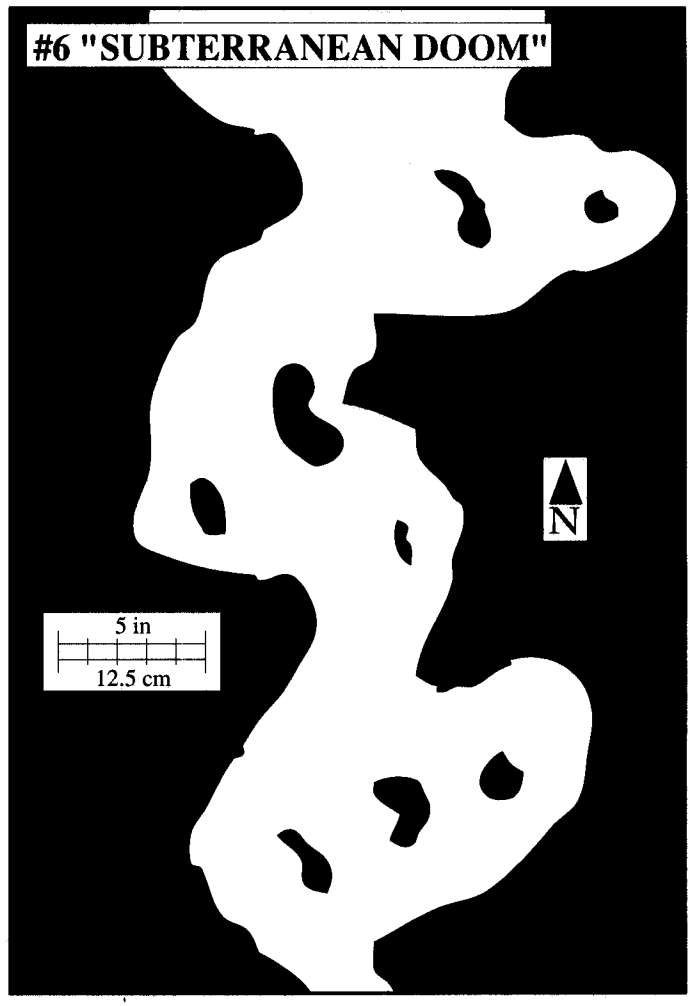
The Tale: Within the dark myriad passages of the Ash Lairs, between King's Warren and Goblin Deeps, a series of bloody skirmishes rage. Hard-pressed Dwarves tenaciously resist the attacks of bloodthirsty and greedy Goblins.

Terrain: Irregular cavern. 32"(N-S) x 22"(E-W).

Victory Conditions: To win, a player must eliminate all his opponent's combatants from the playing surface.

Player #1: Goblins; set up last within 1" of south edge of playing surface; move first.

Player #2: Dwarves; set up first within 1" of north edge; move last.



LURG, *Goblin*
(Club, Soft Leather Armor)

Movement Rate	4.5" [11cm]
Melee Attack	2D6-1
Melee Damage	High
Missile Attack	none
Missile Damage	none
Defense	8
Shield Bonus	+0
Armor	-1
Endurance (6)	❑ ❑❑❑❑

GOBBET, *Goblin*
(War Mattock, Soft Leather)

Movement Rate	4.5" [11cm]
Melee Attack	2D6
Melee Damage	Highx2+1
Missile Attack	none
Missile Damage	none
Defense	7
Shield Bonus	+0
Armor	-1
Endurance (8)	❑❑❑ ❑❑❑❑

LUNKA, *Goblin*
(Mace, Short Bow, Rigid Leather Armor)

Movement Rate	5" [13cm]
Melee Attack	2D6+2
Melee Damage	High+1
Missile Attack	2D6-2
Missile Damage	Lowx2
Defense	8
Shield Bonus	+0
Armor	-2
Endurance (7)	❑❑ ❑❑❑❑

BLARTI, *Goblin*
(Handaxe, Shield, Soft Leather Armor)

Movement Rate	4.5" [11cm]
Melee Attack	3D6-1
Melee Damage	High+1
Missile Attack	none
Missile Damage	none
Defense	7
Shield Bonus	+3
Armor	-1
Endurance (9)	❑❑❑❑ ❑❑❑❑

DUURT, *Goblin*
(Scimitar, Shield, Rigid Leather Armor)

Movement Rate	5" [13cm]
Melee Attack	3D6
Melee Damage	High+2
Missile Attack	none
Missile Damage	none
Defense	8
Shield Bonus	+4
Armor	-2
Endurance (10)	❑❑❑❑❑ ❑❑❑❑❑

BORUL, *Dwarf*
(Battleaxe, Plate Armor)

Movement Rate	5.5" [14cm]
Melee Attack	2D6+D10
Melee Damage	High+Low+1
Missile Attack	none
Missile Damage	none
Defense	8
Shield Bonus	+0
Armor	damage x 1/2
Endurance (16)	❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

FANUL, *Dwarf*
(Handaxe, Shield Chain Armor)

Movement Rate	5" [13cm]
Melee Attack	3D6
Melee Damage	High+1
Missile Attack	none
Missile Damage	none
Defense	7
Shield Bonus	+3
Armor	-3
Endurance (10)	❑❑❑❑❑ ❑❑❑❑❑

KUNDUL, *Dwarf*
(Flail, Light Crossbow, Chain Armor)

Movement Rate	5" [13cm]
Melee Attack	3D6+1
Melee Damage	Highx2-1
Missile Attack	2D6-1
Missile Damage	Lowx2+1
Defense	8
Shield Bonus	+0
Armor	-3
Endurance (12)	❑❑ ❑❑❑❑❑ ❑❑❑❑❑

SCENARIO #7



"DESPERATE MEASURES"

Scenario Type: Ambush. **Game Length:** 30 Turns.

Setting: In the Western foothills of the Folenn Spikes, Central Pebble Lands.

The Tale: Kulm has invaded Ekeren in early Summer, smashing Ekeren forces in the Climbing River Massacre. Poised on the edge of total victory, Kulmean commanders falter, unsure of how best to exploit the situation. After a delay, Kulmean forces fan out into the Ekeren countryside. Ekeren mountain holds have thwarted Kulm in the past, but without troops to man them, their castles are worthless. What little Ekeren might remains is tied up garrisoning nearby villages. The shattered Ekeren Army offers resistance wherever possible, hoping to slow the Kulmean invasion long enough to muster the forces necessary to defend their holds. One important action is fought before the Climbing Bridge.

The invaders must cross the Climbing River at this bridge, or build one over its rushing, chill waters. Ekeren miners are busy destroying the bridge, but will not be finished by the time Kulmean forces arrive. Individual Ekeren footmen seek to slow the invaders, harrassing them along the winding valley trail which leads to the Climbing Bridge. In this scenario, Kulmean forces lead by Lord Duru must rapidly break through commander Malon's small Ekeren holding force.

Terrain: A valley running from East to West approximately bisects the rough, steep slopes to either side. The valley floor is Rough with a 1.5" [4cm] wide Path running along it; the hills to either side are Steep Slopes; the forests are Medium Woods;& the playing surface is 65" [165cm] (E-W) by 45" [114cm] (N-S).

Weather: Clear, no wind. **Power Hues:** Roll Randomly.

Bladestorm: 18 (3D6). **Random Encounter:** 12%.

Special Rules:

1. To set up, the Ekeren player writes down the location of all his combatants rather than placing them on the playing surface. This may be accomplished by noting its inches [cm] west by inches [cm] south or by photocopying map diagram (permission given) and marking Ekeren positions, for example. They may be placed anywhere as long as they are more than 8" [20cm] from the Western edge. An Ekeren combatant is revealed only if a Kulmean combatant passes within 2" [5cm] of them **or** if the Ekeren combatant makes an attack **or** if the Ekeren combatant moves.
2. The first attack roll a hidden Ekeren combatant makes is modified by +4 because of its ambushing status. Subsequent attacks are resolved normally.
3. When setting up, the Ekeren player secretly notes the location of a 2" [5cm] by 2" [5cm] area, more than 8" [20cm] from the Western edge. Use a method described above in Special Rule #1. This area is trapped; a landslide may be released by the Ekeren player at any time. This rockfall has a *Melee Attack* of 5D6+1 and *Melee Damage* of 'Mediumx2-2' which affects all within the trapped area. Afterwards, this section of the valley slows movement to 1/4. Of course, the trap may only be used once per game.
4. An Ekeren combatant is **not** forced to engage an enemy combatant when moving within 1" of him (see S-6.4). An Ekeren combatant is **not** forced to engage an enemy unit when moving within 1"-2" of it (see S-6.4); normal restrictions apply when moving within 1" of an enemy unit.

Special Note: Scenario may be improved through use of a Gamemaster to keep track of hidden placement.

Victory Conditions: To win, the Kulmean player must exit 12 combatants off the Eastern edge via the path or clear all Ekeren figures from the playing surface by the end of thirty Turns. Any other result is an Ekeren victory.

Aftermath: Forced to march through a narrow valley, Kulmean units are beset by numerous Ekeren ambushes. By landslide and arrow, men of the shattered Ekeren army slow the invader, often at the cost of their lives. But will the delaying action be a success; will the Climbing Bridge be destroyed? With the Kulmean invasion stalled at the crossing, Ekeren garrisons shift to their mountain holds. Or will the Climbing Bridge be secured, threatening the mountain fortresses of Ekeren?

KULM: WARRIORS AND LORDS OF THE REALM

Player 1: Set up Last, in Column Order, within 5" [13cm] of Western edge, on the trail. Move First.

ELITE SWORDSMEN (21)

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)] **Morale:** 8

Defense: .....8 **Shield Bonus:** .....+4 Chain **Armor:** .....-3

Endurance: .....10 **Maneuver†** .....11 **Resistance†** 9

Weapon	Attack	Damage	Range
Broadsword	3D6+2	High+2	None
Spear	3D6+1	Lowx2+2	-2 per 3" [8cm]‡

#1 ☐☐☐☐☐m☐☐☐☐☐: _____ #5 ☐☐☐☐☐m☐☐☐☐☐: _____
#2 ☐☐☐☐☐m☐☐☐☐☐: _____ #6 ☐☐☐☐☐m☐☐☐☐☐: _____
#3 ☐☐☐☐☐m☐☐☐☐☐: _____ #7 ☐☐☐☐☐m☐☐☐☐☐: _____
#4 ☐☐☐☐☐m☐☐☐☐☐: _____
#8 ☐☐☐☐☐m☐☐☐☐☐: _____ #12 ☐☐☐☐☐m☐☐☐☐☐: _____
#9 ☐☐☐☐☐m☐☐☐☐☐: _____ #13 ☐☐☐☐☐m☐☐☐☐☐: _____
#10 ☐☐☐☐☐m☐☐☐☐☐: _____ #14 ☐☐☐☐☐m☐☐☐☐☐: _____
#11 ☐☐☐☐☐m☐☐☐☐☐: _____
#15 ☐☐☐☐☐m☐☐☐☐☐: _____ #19 ☐☐☐☐☐m☐☐☐☐☐: _____
#16 ☐☐☐☐☐m☐☐☐☐☐: _____ #20 ☐☐☐☐☐m☐☐☐☐☐: _____
#17 ☐☐☐☐☐m☐☐☐☐☐: _____ #21 ☐☐☐☐☐m☐☐☐☐☐: _____
#18 ☐☐☐☐☐m☐☐☐☐☐: _____

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (10)	+0	+0	+1	+0	+1
Battle Order (9)	+2	+2	+0	-1	+2
Disbanded (11)	*Unit Ma is used only for reforming the unit.*				
Column (10) †	+1	-1	-2	-2	+1
Square (9) †	+1	+2	+0	-3	+2
Shield Wall (9) †	+0	+4(+2)	+0	+5(-2)	+2

Note: May operate as three 7-combatant units **or** a 21-combatant unit **or** as a 7-combatant unit and a 14-combatant unit.

LORD DURU — *Kulmean Leader*

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)] **Morale:** 7

Defense: .....7 **Shield Bonus:** .....+4 Plate **Armor:** x1/2

Endurance: .....19 **Maneuver†** .....11 **Resistance†** 8

Weapon	Attack	Damage	Range
Broadsword	3D6+5	High+2	None
Flail	3D6+3	Highx2-1	None
Spiked Mace	2D6+7	High+2	None

❑❑❑❑❑ ❑❑❑❑❑m❑❑❑❑❑ ❑❑❑❑❑: _____

Morale Mod: .....+1 **Melee Mod:** .....+1

Missile Mod: .....0 **Defense Mod:** .....+1

Maneuver Mod † .....0 **Influence Range:** 0

EKEREN: REMNANTS OF THE EKEREN FIELD ARMY

Player 2: Set up First anywhere (see Special Rules #1 and #3). Move Last.

EKEREN LIGHT DEFENSE (8)

Move.Rate: .....7" (5.5"/3.5"/2") [18cm(14/9/5)] **Morale:** 7

Defense: .....9 **Shield Bonus:** .....+0 S. Leather **Armor:** ....-1

Endurance: .....9 **Maneuver†** .....7 **Resistance†** 9

Weapon	Attack	Damage	Range
Short Sword	3D6+2	High	None
Long Bow	D6+D10	Lowx2+2	-2 per 20" [50cm]

#1 ❑❑❑❑❑m❑❑❑❑❑: _____ #5 ❑❑❑❑❑m❑❑❑❑❑: _____

#2 ❑❑❑❑❑m❑❑❑❑❑: _____ #6 ❑❑❑❑❑m❑❑❑❑❑: _____

#3 ❑❑❑❑❑m❑❑❑❑❑: _____ #7 ❑❑❑❑❑m❑❑❑❑❑: _____

#4 ❑❑❑❑❑m❑❑❑❑❑: _____ #8 ❑❑❑❑❑m❑❑❑❑❑: _____

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (8)	+0	+0	+1	+0	+1
Battle Order (9)	+2	+2	+0	-1	+2
Disbanded (10)	*Unit Ma is used only for reforming the unit.*				
Column (10) †	+1	-1	-2	-2	+1

HANSOR

(Mace, Shield, Long Bow, R. Leather Armor)

Move.Rate .....8" (6"/4"/2") [20cm(15/10/5)]

Melee Attack .....2D6+4

Melee Damage .....High+1

Missile Attack .....D6+D10

Missile Damage .....Lowx2+2

Range Mod .....-2 per 20" [50cm]

Defense 11

Shield Bonus .....+3

Armor .....-2

Maneuver 10

Morale 7

Endurance (18)

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DOLLON

(Broadsword, Shield, Long Bow, Rigid Leather Armor)

Move.Rate .....8" (6"/4"/2") [20cm(15/10/5)]

Melee Attack .....3D6+1

Melee Damage .....High+2

Missile Attack .....D6+D10+1

Missile Damage .....Lowx2+2

Range Mod .....-2 per 20" [50cm]

Defense 10

Shield Bonus .....+3

Armor .....-2

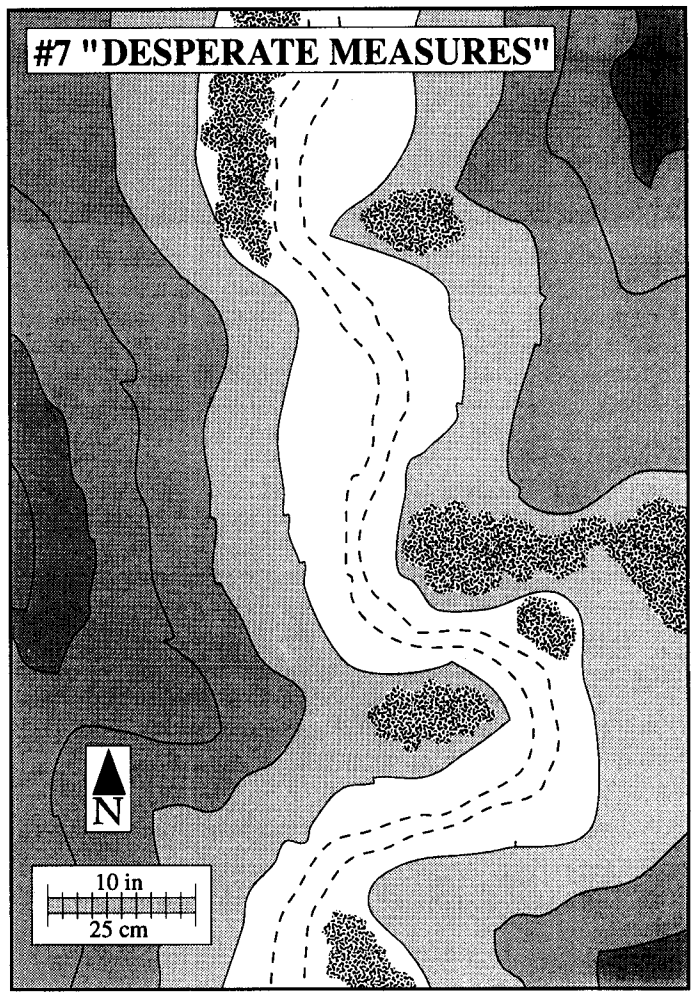
Maneuver 9

Morale 8

Endurance (14)

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NARON

(Two-handed Sword, Long Bow, Chain Armor)

Move.Rate .....6" (4.5"/3"/1.5") [15cm(11/8/4)]

Melee Attack .....2D6+D10+3

Melee Damage .....High+Low+2

Missile Attack .....D6+D10+1

Missile Damage .....Lowx2+2

Range Mod .....-2 per 20" [50cm]

Defense 10

Shield Bonus .....+0

Armor .....-3

Maneuver 9

Morale 7

Endurance (17)

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MALON — *Ekeren Leader*

Move.Rate: .....7" (5.5"/3.5"/2") [18cm(14/9/5)] **Morale:** 6

Defense: .....11 **Shield Bonus:** .....+4 Chain **Armor:** .....-3

Endurance: .....22 **Maneuver†** .....8 **Resistance†** 7

Weapon	Attack	Damage	Range
Falchion	2D6+D10+3	High+2	None
Long Bow	D6+D10+2	Lowx2+2	-2 per 20" [50cm]

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Morale Mod: .....+1 **Melee Mod:** .....+1

Missile Mod: .....+2 **Defense Mod:** .....+2

Maneuver Mod† .....+1 **Influence Range:** .....10" [25cm]

SCENARIO #8

"STORMIN' WEATHER"

Scenario Type: Assault. **Game Length:** Varies.

Setting: Northern Yolmer, Late Autumn.

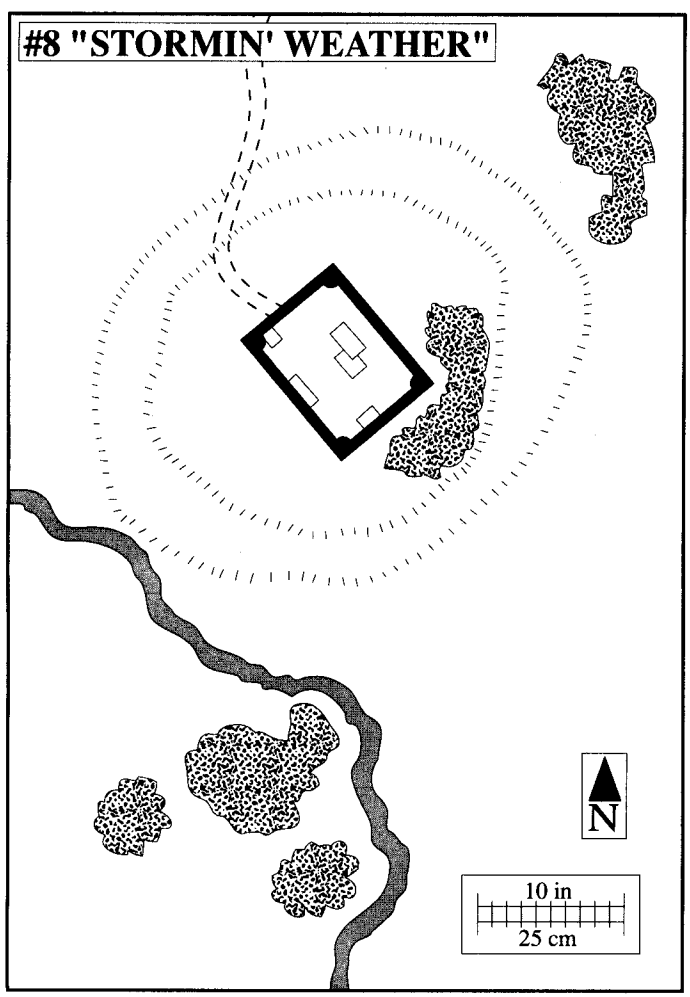
The Tale: Commander Irdfal's raiding party has campaigned in Yolmer for three months. Although sometimes victorious and loaded down with loot, they are exhausted. These Urdan raiders need winter quarters, but deep as they are in Yolmerian territory, lodging can not be gained without a fight. Sighting what is believed to be a lightly held fortress outside Yol Yoy in eastern Yolmer, the Urdan warriors attack. Within the wooden pallisades, Grev Tarr's Yolmerian warriors defend their territory (and their lives!) with greater than expected resistance, even though the main gate has been battered down. With the storms of winter approaching, Irdfal resolves to continue the assault on the fortress until successful. Retreat this late in the season would prove disastrous as well as embarrassing.

Terrain: A rectangular wooden fort on a Sloping hillock is bordered on the southwest by Light woods and a small Stream. The playing surface is 65" [165cm] (N-S) x 45" [114cm] (E-W).

Weather: High winds from the South (see Special Rule #1).

Power Hues: Roll Randomly.

Bladestorm: 17+ (3D6) **Random Encounter:** 5%.



Special Rules:

1. High winds from the South affect missile attacks. Attacks made in the SE to SW arc are modified by -4. Attacks in the SE to East arc and the SW to West arc are modified by -3. Attacks in the East to NE arc and the West to NW arc are modified by -2. Attacks toward all other directions are modified by -1. Attacks on the edge of two arcs use the higher of the two modifiers involved.
2. The gateway into the fortress has been broken down by battering ram just prior to commencement of play. Treat the opening as Clear terrain.
3. The Urdan raiders have grappling hooks and ropes with which to scale the fort's walls. The wall is 4" [10cm] high, treat climbing attempts as "Knotted Rope" surface (i.e., it takes at least 2 turns to climb, see O-6.1). An Urdan unit must disband in order to climb.
4. If the *Bladestorm* optional rules (see O-13.0) are used, each combatant in the fort only takes 1D6-3 damage each round of Bladestorm effect. Any active Bladestorm will end in 1D6-3 rounds when one side or the other is eliminated.

Victory Conditions: To win, the Urdan player must be in sole control of the fortress (i.e., the sole occupant). Otherwise, the Yolmer player wins.

Aftermath: In a bloody battle, Urdan forces enter the stronghold, but are unable to defeat its defenders. Withdrawing to buildings within the fortress, the warriors of Yolmer stand firm. As greater numbers fall, units dissolve, leaving fighting in the hands of individual combatants. The ensuing slaughter will determine who controls the badly damaged castle and hold.

URDA: RAIDING PARTY

Player 2: Set up First outside the fort, in General Order. Move Last.

URDAN RAIDERS (24)

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)] **Morale:** 9

Defense: .....8 **Shield Bonus:** .....+2 S. Leather **Armor:** ....-1

Endurance: .....7/8 **Maneuver†** .....8 **Resistance†** 9

Weapon	Attack	Damage	Range
Hand Axe	3D6-1	High+1	None
Short Bow	2D6-2	Low×2	-2 per 12" [30cm]

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#2 □□□□m□□□:	_____	#6 □□□□m□□□:	_____
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#9 □□□□m□□□□:	_____	#13 □□□□m□□□□:	_____
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#20 □□□□m□□□□:	_____	#24 □□□□m□□□□:	_____

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (8)	+0	+0	+1	+0	+1
Battle Order (9)	+2	+2	+0	-1	+2
Disbanded (11) *Unit Ma is used only for reforming the unit.*					
Column (10) †	+1	-1	-2	-2	+1

Note: May operate as three 8-combatant units **or** a 16-combatant unit and an 8-combatant unit.

IRDFAL — *Urdan Leader*			
Move.Rate: 6.5" (5"/3.5"/1.5") [16cm(12/8/4)]			**Morale:** 8
Defense: 8	**Shield Bonus:** +0	Chain **Armor:**	-3
Endurance: 16	**Maneuver†** 10	**Resistance†**	9

Weapon	Attack	Damage	Range
Battle Axe	2D6+D10	High+Low+1	None
Short Bow	2D6	Lowx2	-2 per 12" [30cm]

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Morale Mod:	+0	**Melee Mod:**	+1
Missile Mod:	+0	**Defense Mod:**	+1
Maneuver Mod†	+0	**Influence Range:**	5" [13cm]

YOLMER: GUARDIANS

Player 1: Set up Last, within the fort, in any Battle Order. Move First.

YOLMER GUARDIANS (12)			
Move.Rate: 5" (4"/2.5"/1.5") [13cm(10/7/3)]			**Morale:** 8
Defense: 7	**Shield Bonus:** +0	Chain **Armor:**	-3
Endurance: 10	**Maneuver†** 11	**Resistance†**	9

Weapon	Attack	Damage	Range
Polearm	D6+D10+1	High+Low+1	None
Short Sword	3D6+2	High	None
Lt Crossbow	2D6+1	Lowx2+1	-2 per 18" [45cm]

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Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (10)	+0	+0	+1	+0	+1
Battle Order (9)	+2	+2	+0	-1	+2
Disbanded (10) *Unit Ma is used only for reforming the unit.*					
Column (10) †	+1	-1	-2	-2	+1
Square (9) †	+1	+2	+0	-3	+2
Hedgehog (10) †	+1	+3	+0	-3	+2

Note: May operate as an 8-combatant unit and 4 individual combatants.

GREV TARR — *Yolmerian Leader*			
Move.Rate: 6" (4.5"/3"/1.5") [15cm(11/8/4)]			**Morale:** 7
Defense: 10	**Shield Bonus:** +3	Chain **Armor:**	-3
Endurance: 21	**Maneuver†** 9	**Resistance†**	8

Weapon	Attack	Damage	Range
Broadsword	3D6+2	High+2	None
Hvy Crossbow	D6+D10+2	Lowx2+3	-2 per 18" [45cm]

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Morale Mod:	+1	**Melee Mod:**	+1
Missile Mod:	+1	**Defense Mod:**	+1
Maneuver Mod†	+0	**Influence Range:**	5" [13cm]

SCENARIO #9

"EVIL BREEDS"

Scenario Type: Skirmish. **Game Length:** Varies.

Setting: In the Far southeastern foothills of the Folenna Spikes, south of the Spice River.

The Tale: Lugrôki are mustering in their caverns, ready to spill out into the Vale of Horror (so named by the stumpy cannibals) to carve a larger domain from nearby Vancu lands. Expecting little more than a small raid, Vancu leaders are astonished by the number of Lugrôki facing them. Regardless of the odds, Vancu warriors anxiously await the coming battle. As everyone in the Bladelands knows, Vancu adorn themselves with the tongues of their foes; the black, loathsome tongue of Lugrôki they prize above all others. This scenario is representative of skirmishing in the badlands outside the Warring Holds.

Terrain: Rugged lands with a mountain spur running roughly east to west, covering nearly half the battlefield. All high ground is treated as Steep Slope, the lowlands are Rough. Playing surface is 84" [213cm] (E-W) x 60" [152cm] (N-S).

Weather: Dusk. **Power Hues:** Grey.

Bladestorm: 17+ (3D6). **Random Encounter:** 17%.

Special Rules:

1. This battle occurs at dusk, so all Lesser Lugrôki have their melee and missile attacks modified by -2 from Turn #1 to Turn #15 **and** by -1 from Turn #16 to Turn # 30. Afterwards, they fight normally.
2. The triple-headed War-Claws of the Vancu contain *Gems of Soulslaying*. Whenever damage is delivered to a target, that target must make a Resistance Roll (see O-14.0). Failure to make this RR results in immediate removal of the target combatant. For the purposes of the RR modifications, consider this to be a fifth level spell attack (i.e., -5 mod).

Victory Conditions: To win, the Lugrôki player must eliminate all Vancu forces from the playing surface. Otherwise the Vancu player wins.

Aftermath: Meeting at the edge of a mountain's spur, the two forces viciously clash. Which will hold sway, Lugrôki numbers or Vancu forces of arms? By nightfall the answer will be known.

VANCU: WARRIORS

Player 1: Set up Last, within 6" [15cm] of South edge. Move First.

VANCU WARRIORS (10)			
Move.Rate: 7" (5.5"/3.5"/2") [18cm(14/9/5)]			**Morale:** 7
Defense: 9	**Shield Bonus:** 0	Dr.-skin **Armor:**	-4
Endurance: 13	**Maneuver†** 9	**Resistance†**	9

Weapon	Attack	Damage	Range
War-Claw	3D6	High	None
Composite Bow	D6+D10-1	Lowx2+1	-2 per 15" [38cm]

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Note: May only operate as individual combatants.

URKUUM — *Vanca Leader*

Move.Rate: .....7" (5.5"/3.5"/2") [18cm(14/9/5)] **Morale:** 6

Defense: .....10 **Shield Bonus:** .....+0 Dr.-skin **Armor:** .....-4

Endurance: .....28 **Maneuver†** .....9 **Resistance†** 8

Weapon	Attack	Damage	Range
War-Claw	3D6+3	High+1	None
Composite Bow	D6+D10+1	Lowx2+1	-2 per 15" [38cm]

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Morale Mod: .....+2 **Melee Mod:** .....+2

Missile Mod: .....+0 **Defense Mod:** .....+0

Maneuver Mod† .....+0 **Influence Range:** .....10" [25cm]

LUGRÔKI: WAR MOB

Player 2: Set up First anywhere within 3" [8cm] of the North edge. Move Last.

LESSER LUGRÔK WARRIORS (8)

Move.Rate: .....5" (4"/2.5"/1.5") [13cm(10/7/3)] **Morale:** 9

Defense: .....7 **Shield Bonus:** .....+3 S. Leather **Armor:** ....-1

Endurance: .....10 **Maneuver†** .....9 **Resistance†** 10

Weapon	Attack	Damage	Range
Warhammer	3D6-3	High+1	None

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Note: May only operate as individual combatants.

LESSER LUGRÔK WARRIORS (8)

Move.Rate: .....5" (4"/2.5"/1.5") [13cm(10/7/3)] **Morale:** 9

Defense: .....8 **Shield Bonus:** .....+3 S. Leather **Armor:** ....-1

Endurance: .....10 **Maneuver†** .....9 **Resistance†** 10

Weapon	Attack	Damage	Range
Warhammer	3D6-2	High+1	None

#1 ☐☐☐☐☐m☐☐☐☐☐: _____ #5 ☐☐☐☐☐m☐☐☐☐☐: _____

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#4 ☐☐☐☐☐m☐☐☐☐☐: _____ #8 ☐☐☐☐☐m☐☐☐☐☐: _____

Note: May only operate as individual combatants.

LESSER LUGRÔK WARRIORS (8)

Move.Rate: .....5" (4"/2.5"/1.5") [13cm(10/7/3)] **Morale:** 9

Defense: .....7 **Shield Bonus:** .....0 S. Leather **Armor:** ....-1

Endurance: .....9 **Maneuver†** .....8 **Resistance†** 10

Weapon	Attack	Damage	Range
Warhammer	3D6-3	High+1	None
Short Bow	2D6-2	Lowx2	-2 per 12" [30cm]

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#4 ☐☐☐☐☐m☐☐☐☐☐: _____ #8 ☐☐☐☐☐m☐☐☐☐☐: _____

Note: May only operate as individual combatants.

GREATER LUGRÔK WARRIORS (6)

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)] **Morale:** 8

Defense: .....8 **Shield Bonus:** .....0 Plate **Armor:** x1/2

Endurance: .....15 **Maneuver†** .....11 **Resistance†** 9

Weapon	Attack	Damage	Range
War Mattock	2D6+4	Highx2+1	None

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#3 ☐☐☐☐☐ ☐☐☐m☐☐ ☐☐☐☐☐: _____

Weapon	Attack	Damage	Range
Falchion	2D6+1D10+2	High+2	None
Composite Bow	1D6+1D10	Lowx2+1	-2 per 15" [38cm]

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Note: May only operate as individual combatants.

UKCHU — *Lugrôki Leader*

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)] **Morale:** 7

Defense: .....10 **Shield Bonus:** .....+0 Plate **Armor:** x1/2

Endurance: .....26 **Maneuver†** .....10 **Resistance†** 8

Weapon	Attack	Damage	Range
Falchion	2D6+D10+4	High+2	None
Composite Bow	D6+D10+1	Lowx2+1	-2 per 15" [38cm]

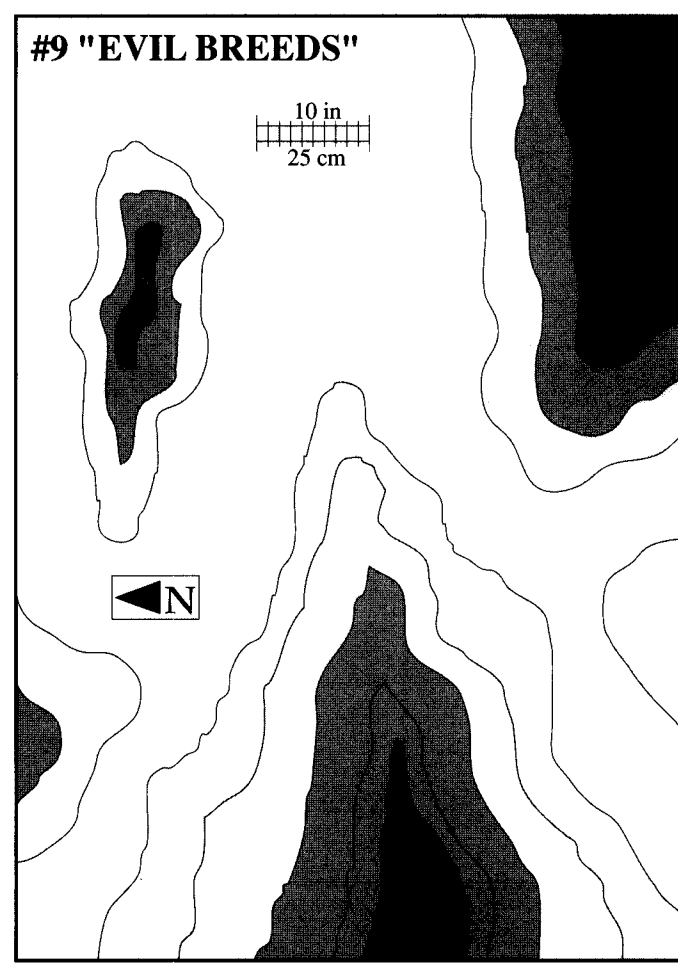
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Morale Mod: .....+1 **Melee Mod:** .....+2

Missile Mod: .....+1 **Defense Mod:** .....+0

Maneuver Mod† .....+0 **Influence Range:** .....10" [25cm]

#9 "EVIL BREEDS"



SCENARIO #10
"IRON LEGACY"

Scenario Type: Skirmish. **Game Length:** Varies.

Setting: Near a temporary (spontaneous) Jewel Well in central Harro, 25 miles [40km] west of the Hole Fields, Early Summer

The Tale: Compelled by the Iron Wind, a faction of Unlife from faraway Mur Fostisyr, adventurous but bewildered Syrkakar warriors of the Kasir clan pass through a temporary Essence Portal into the mystical (and dangerous) Bladelands. With the aid of the Navigator, Tydae of Jaiman, this group appears near the anticipated magical event, only to be harrassed by an encounter with marauding Sea-trolls. Within moments, the temporary Jewel Well will appear.

"Nothing must prevent our gaining the gem-slime!" cries Ky-duman, the Syrkakar Leader. The Trolls have other plans.

Terrain: Lightly Wooded Sloped hills with a cave mouth (Sea-troll's Lair Entrance) in side of central hill. Playing Surface is 32" [81cm] (N-S) x 22" [56cm] (E-W).

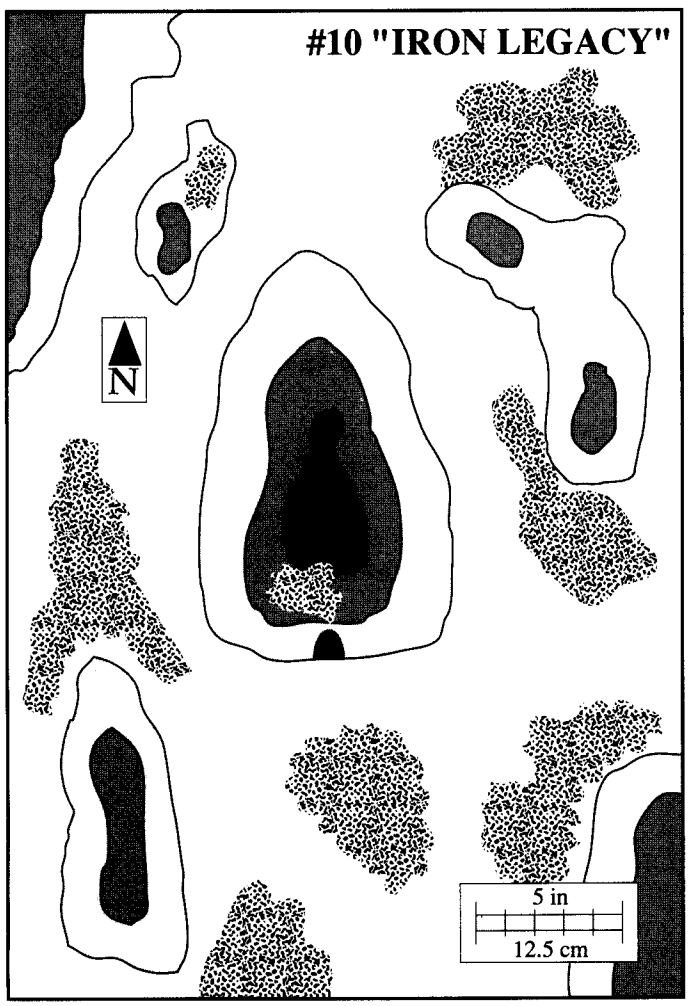
Weather: Storms. **Power Hues:** Roll Randomly.

Bladestorm: 18 (3D6). **Random Encounter:** 0%.

Special Rules:

1. The sky is very dark, allowing the Sea-trolls to operate normally.
2. Any combatant that enters the Sea-troll's Lair is no longer available for use in this sceanario.

Scenario Note: The Syrkakar are among the so-called "Invaders" who are not native to the continent of Folenn.



Victory Conditions: The Syrkakar player must eliminate all Sea-trolls from the battlefield. Otherwise, the Sea-troll player wins.

Aftermath: Caught off-balance by the Sea-troll's sudden attack, many Syrkakar lives will be lost. But can the Mannish warriors successfully drive away the Sea-trolls and gain magical gem-slime for their master, the powerful but hidden Iron Wind?

SYRKAKAR: 9 WARRIORS

Player 1: Set up First within 12" [30cm] of the Lair opening. Move First.

SYRKAKAR WARRIORS (8)

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)] **Morale:** 8

Defense: .....11 **Shield Bonus:** .....0 R. Leather **Armor:** ...-2

Endurance: .....17 **Maneuver†** .....9 **Resistance†** 9

Weapon	Attack	Damage	Range
Short Sword	3D6+2	High	None
Composite Bow	D6+D10-1	Lowx2+1	-2 per 15" [38cm]

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#2 □□□□□ □□□□m□□□ □□□□□: _____Lytai
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#5 □□□□□ □□□□m□□□ □□□□□: _____Sy-pura
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#8 □□□□□ □□□□m□□□ □□□□□: _____Ny-omer

KY-DUMAN — *Syrkakar Leader*

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)] **Morale:** 7

Defense: .....12 **Shield Bonus:** .....+0 Chain **Armor:** .....-3

Endurance: .....27 **Maneuver†** .....8 **Resistance†** 8

Weapon	Attack	Damage	Range
Short Sword	3D6+5	High	None
Composite Bow	D6+D10+1	Lowx2+1	-2 per 15" [38cm]

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Morale Mod: .....+1 **Melee Mod:** .....+2
Missile Mod: .....+0 **Defense Mod:** .....+2
Maneuver Mod† .....+0 **Influence Range:** .....5" [13cm]

SEA-TROLLS: BRUTES

Player 1: Set up Last, within 8" [20cm] of the Lair opening. Move First.

SEA-TROLLS (4)

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)] **Morale:** 7

Defense: .....9 **Shield Bonus:** .....0 R. Leather **Armor:** ...-2

Endurance: .....40 **Maneuver†** .....9 **Resistance†** 7

Weapon	Attack	Damage	Range
Large Claws	4D6	High+2	None
Thrown Rocks	4D6+4	Mediumx2	-2 per 3" [8cm]

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#4 □□□□□ □□□□□ □□□□□ □□□□□m
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SCENARIO #11
"DEAD OF NIGHT"

Scenario Type: Assault. **Game Length:** Varies.

Setting: Southern Rukon, late Autumn.

The Tale: After a particularly bloody battle with Rukona forces, an evil Necromancer raises more troops from battlefield dead. Reinforced undead armies from Wiocoola march into the Rukon highlands (near Thol) in search of men to slay and perhaps to enslave. On a stormy night, Zombies and Skeletons find a major defensive position manned by Rukona troops. Behind their prepared earthen walls, Cogar's men wait in horror as the dead slowly approach.

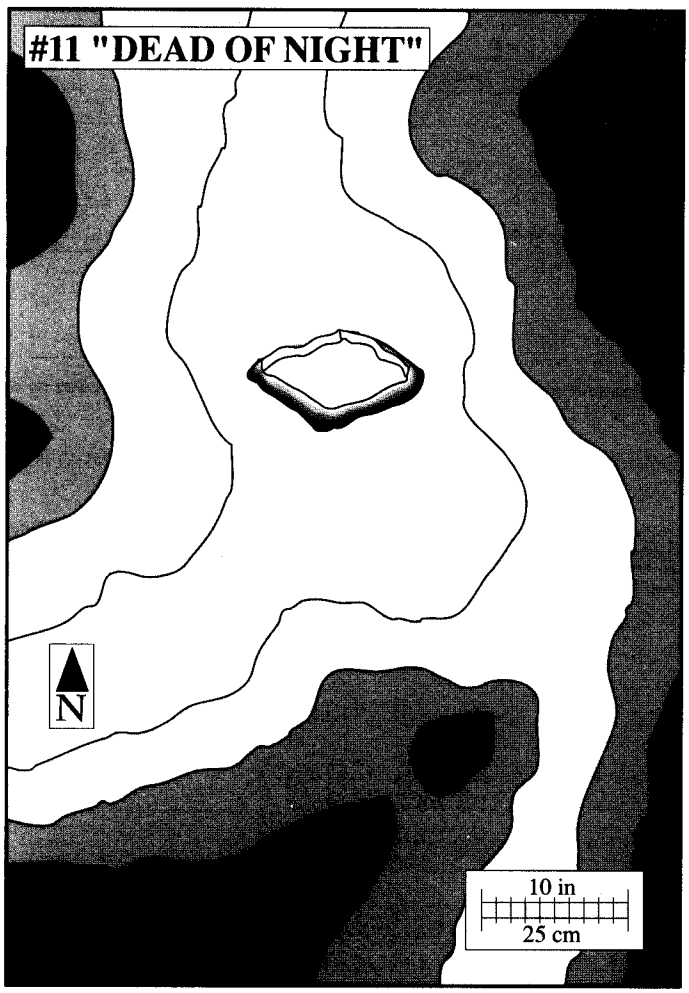
Terrain: Rough terrain everywhere except the 10' tall Steep Slopes (Slope terrain if the Standard Game is used) of the earthen wall and Clear terrain within the fort. Playing Surface is 65" [165cm] (E-W) x 45" [114cm] (N-S).

Weather: Rainy Night, Easterly wind. **Power Hue:** Black.

Bladestorm: 16+ (3D6). **Random Encounter:** 10%.

Special Rules:

1. Zombies emit a nauseous odor. Each Rukona Combatant within 1.5" [4cm] must make a Resistance Roll (RR) ("spell level" is one, see O-14,0) at the end of every "friendly" Melee Combat Phase. Failure results in a -1 penalties to all rolls for the rest of the scenario. This is not cumulative.



2. "*" — Skeletons take two less points of damage when hit due to their magical, fleshless nature. This is reflected in their Armor stat.
3. Rain causes a -1 penalty to be applied to all attacks.
4. Night visibility reduce the maximum Missile Range to 6" [15cm].

Scenario Note: This scenario can use the Zombie and Skeleton figures available from Grenadier Miniatures.

Victory Conditions: To win, the Undead player must eliminate all Rukonu forces from the battlefield. If even one Combatant survives until game's end, the Rukonu player wins.

Aftermath: Desperately fighting Undead forces, the valiant Biscar clansmen resolutely defend their earthen walls. Throughout the night, skeletons and zombies return to battle anew. With dawn's first light comes Rukona victory and the realization that over three-quarters of their fellows lay slain.

UNLIFE: WALKING DEAD

Player 1: Set up Last within 6" [15cm] of the South edge in General Order. Move First.

SKELETON UNIT (10)

Move.Rate: .....4" (3"/2"/1") [10cm(8/5/3)] **Morale:** 5

Defense: .....7 **Shield Bonus:** .....+0 No **Armor:** .....-2*

Endurance: .....8 **Maneuver†** .....9 **Resistance†** 8

Weapon	Attack	Damage	Range
Handaxe	3D6-3	High+1	None
Bony Grasp	2D6+2	Low	None

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#4 ☐☐☐☐m☐☐☐☐: _____ #9 ☐☐☐☐m☐☐☐☐: _____
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Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (10)	+0	+0	+1	+0	+1
Battle Order (10)	+2	+1	+0	-1	+1

Disbanded (13) *Unit Ma is used only for reforming the unit.*

ZOMBIE UNIT (10)

Move.Rate: .....3" (2.5"/1.5"/1") [8cm(6/4/2)] **Morale:** 5

Defense: .....9 **Shield Bonus:** .....+0 No **Armor:** .....-2*

Endurance: .....14 **Maneuver†** .....9 **Resistance†** 8

Weapon	Attack	Damage	Range
Handaxe	3D6-3	High+1	None
Pummeling Blow	D6+D10-1	Low+1	None

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Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (10)	+0	+0	+1	+0	+1
Battle Order (10)	+2	+1	+0	-1	+1

Disbanded (13) *Unit Ma is used only for reforming the unit.*

RUKONA: DEFENDERS

Player 2: Set up First within the earthen walls of the fort in Battle Order. Move Last.

RUKONA MILITIA (16) — *Biscar clan*

Move.Rate: .....5.5" (4"/3"/1.5") [14cm(11/7/4)] **Morale:** 9

Defense: .....8 **Shield Bonus:** .....+0 Chain **Armor:** .....-3

Endurance: .....8 **Maneuver†** .....11 **Resistance†** 10

Weapon	Attack	Damage	Range
Handaxe	3D6-1	High+1	-2 per 3" [8cm]‡
Short Sword	3D6	High	None

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Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (10)	+0	+0	+1	+0	+1
Battle Order (10)	+2	+2	+0	-1	+2
Disbanded (11) *Unit Ma is used only for reforming the unit.*					
Column (10) †	+1	-1	-2	-2	+1
Square (10) †	+1	+2	+0	-3	+2

Note: May operate as two 8-combatant units **or** a 16-combatant unit.

COGAR — *Rukona Leader*

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)] **Morale:** 8

Defense: .....9 **Shield Bonus:** .....+3 Plate **Armor:** x1/2

Endurance: .....16 **Maneuver†** .....10 **Resistance†** 9

Weapon	Attack	Damage	Range
Short Sword	3D6+2	High	None
Handaxe	3D6+1	High+1	-2 per 3" [8cm]‡

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Morale Mod: .....+1 **Melee Mod:** .....+0
Missile Mod: .....+0 **Defense Mod:** .....+1
Maneuver Mod† .....+0 **Influence Range:** .....5" [13cm]

SCENARIO #12
"KING'S SPORT"

Scenario Type: Assault. **Game Length:** Varies.

Setting: Southern Harro, near the Hills of Hail, Late Spring.

The Tale: The finest jewellers in all Harro labored on the Crown of Marl, a valuable gift from king to prince. However, by the time of Prince Loth's coronation, the Crown still had not arrived. Harro's merchants said that it had been lost in transit; they would not replace it nor reimburse Loth. The recently crowned King Loth, unable to convince the Merchant's Council, foolishly invaded the richest of all Warring Holds, Harro. (King Loth of Marl thus sought to press his claim for remunerations by force of arms.) His finest cavalry charged into Harro, to retrieve the King's gold. Harro's mercenaries gathered quickly to defend the realm, meeting the King's Cavalry in battle near the Lambwater River. This scenario represents the initial clash of arms between Marl's Royal Cavalry and Harro's Mercenaries.

Terrain: The battlefield is bounded by two North-South obstacles; to the east there is a cliff face (impassable except at the Stream and by Climbing) while to the west lies a sandy shoreline and Shallow Water. A Shallow Stream roughly bisects the surface into north and south halves. Additionally, there is a few clumps of Medium Woods scattered about. The playing surface is 96" [244cm] (N)S) x68" [173cm] (E)W).

Weather: Fair. **Power Hues:** Roll Randomly.

Bladestorm: 17+ (3D6). **Random Encounter:** 3%.

Special Rules:

1. If both players agree, one Spell User of 300 points may be included in each player's force (see S-12.0 and A-1.0).
2. The stats given for the mounted combatants are based upon the rider and horse combination.
3. "*" — During a melee combat phase, a mounted combatant may use his "Horse" attack instead of his weapon attack. The combatant must make a maneuver roll (see O-6.4) modified by -3: if the maneuver is successful, the Horse attack proceeds normally; otherwise, no attack may be made that phase.
4. If both players agree, each side can make one of its combatants (not a leader) a Standard Bearer (see O-12.2).
5. Once a Bladestorm appears, any combatants that leave the playing surface do not count as losses for Victory Condition purposes.

Scenario Note: This scenario occurs long ago; the political situation in Marl has since changed.

Scenario Note: This is the only scenario with cavalry in it.

Victory Conditions: The side which eliminates the most combatants from the field is the winner.

Aftermath: Both cavalry forces were the pride of their respective armies. On that sunny strand both met in head-long collision. The ensuing fight destroyed both sides, destroying the only major cavalry units in Warring Holds.

HARRO: MERCENARIES

Player 1: Enter North edge of the playing surface East of the cliff. Enter in in Column Order (General Order if the Optional Rules are not being used). Move First.

HARROAN MERCENARY CAVALRY UNIT (10)

Move.Rate: .....9" (7"/4.5"/2.5") [23cm(18/12/6)] **Morale:** 8*

Defense: .....10* Shield Bonus .....+2 Plate **Armor:** x1/2

Endurance: .....39* **Maneuver†** .....6* **Resistance†** 9

Weapon	Attack	Damage	Range
Long Sword	3D6+1	High+2	None
Composite Bow	D6+D10-1	Lowx2+1	-2 per 15" [38cm]
Horse*	3D6+6	Mediumx2-2	None

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Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (6)	+0	+0	+1	+0	+1
Battle Order (7)	+2	+2	+0	-1	+2
Disbanded (9) *Unit Ma is used only for reforming the unit.*					
Column (8) †	+1	-1	-2	-2	+1
Line (8) †	+2	+2	+0	+0	-1

Note: May operate as one 6-combatant unit and four individual combatants.

TIGARON — *Harroan Mercenary Leader*

Move.Rate: .....9" (7"/4.5"/2.5") [23cm(18/12/6)] **Morale:** 7

Defense: .....10* **Shield Bonus:** .....+3 Plate Armor.....x1/2

Endurance: .....40* **Maneuver†** .....6* **Resistance†** 8

Weapon	Attack	Damage	Range
Long Sword	3D6+3	High+2	None
Composite Bow	D6+D10+1	Lowx2+1	-2 per 15" [38cm]
Horse*	3D6+6	Mediumx2-2	None

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Morale Mod: .....+1 **Melee Mod:** .....+1
Missile Mod: .....+0 **Defense Mod:** .....+1
Maneuver Mod† .....+1 **Influence Range:** .....10" [25cm]

MARL: KING'S CAVALRY

Player 2: Enter South edge of the playing surface East of the cliff. Enter in in Column Order (General Order if the Optional Rules are not being used). Move Last.

ROYAL CAVALRY UNIT (12)

Move.Rate: .....8" (6"/4"/2") [20cm(15/10/5)] **Morale:** 8

Defense: .....11 **Shield Bonus:** .....+0 S. Leather **Armor:** ....-1

Endurance: .....42 **Maneuver†** .....6 **Resistance†** 9

Weapon	Attack	Damage	Range
Spear	3D6-1	Lowx2+2	-2 per 3" [8cm]‡
Short Bow	2D6-2	Lowx2	-2 per 12" [30cm]
Horse *	3D6+8	Mediumx2-2	None

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Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (7)	+0	+0	+1	+0	+1
Battle Order (8)	+2	+2	+0	-1	+2
Disbanded (9) *Unit Ma is used only for reforming the unit.*					
Column (7) †	+1	-1	-2	-2	+1

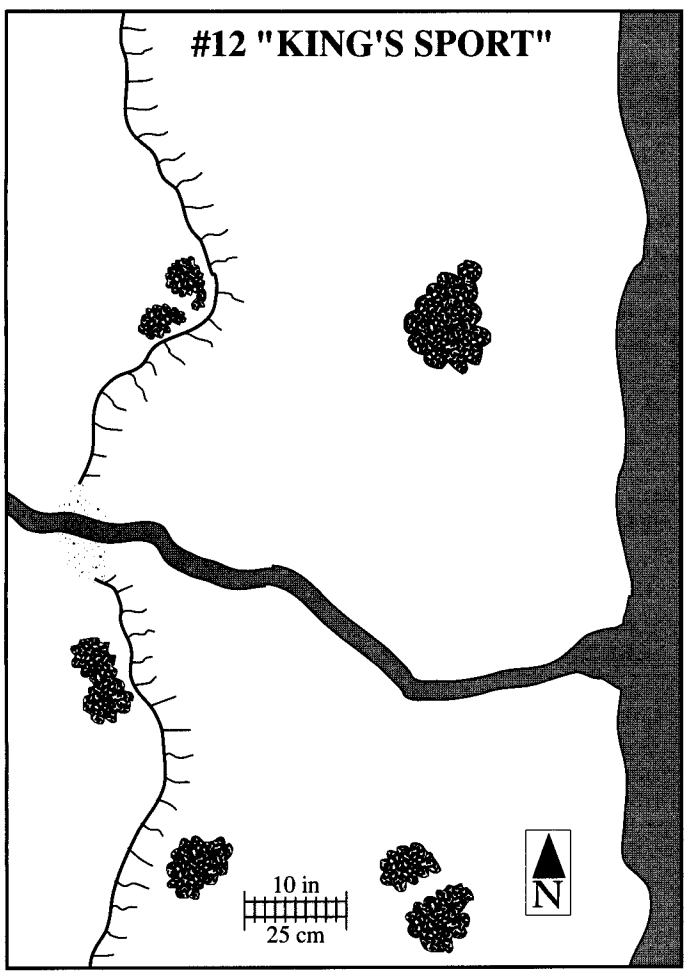
Note: May operate as one 9-combatant unit and three individual combatants.

LORD TABUR — *Marl's Leader*			
Move.Rate: .....8" (6"/4"/2") [20cm(15/10/5)]		**Morale:** 7	
Defense: 11	**Shield Bonus:** .....+3	S. Leather **Armor:** ....-1	
Endurance: 42	**Maneuver†** 6	**Resistance†** 8	

Weapon	Attack	Damage	Range
Spear	3D6+1	Lowx2+2	-2 per 3" [8cm]‡
Short Bow	2D6	Lowx2	-2 per 12" [30cm]
Horse *	3D6+8	Mediumx2-2	None

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Morale Mod:	+0	**Melee Mod:**	+1
Missile Mod:	+1	**Defense Mod:**	+0
Maneuver Mod†	+0	**Influence Range:**	10" [25cm]



SCENARIO #13

"BEAST OF BOTH WORLDS"

Scenario Type: Skirmish. **Game Length:** Varies.

Setting: In the Falling Wood, Early Summer.

The Tale: The Bear-men of Sull prize their independence and solitude greatly, vigorously defending against any and all invaders. Sull possesses little to entice an aggressor, but monsters predisposed to mindless violence are eager to slay them regardless. In this scenario, an invading group of River Ogres fights the awesome Bear-men of Sull (and their fighting bears as well!) near the northern tip of the Falling Wood.

Sull's fighting bears are trained from birth to fight beside their masters and respond to their voice commands without hesitation. If a bear's handler falls in combats, the bear will defend him to the death.

Terrain: Three Sloped hills and sparse Medium Woods are on either side of a bisecting Stream. The playing surface is 65" [165cm] (E-W) x 45" [114cm] (N-S).

Weather: Light Rain. **Power Hues:** Roll randomly.

Bladestorm: 18 (3D6). **Random Encounter:** 15%.

Special Rules:

1. Any unit may start the game Disbanded.
2. A Light Rain is falling, which modifies all attack rolls by -1.
3. Ogre combatants may use both attacks (claw and club) each melee phase, applied to one or two targets.

Victory Conditions: The player who has combatants remaining on the playing surface at the end of the game wins.

BEAR-MEN OF SULL

Player 2: Set up Last on the East edge of the playing surface. Move Last.

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)]		**Morale:** 9	
Defense: 9	**Shield Bonus:** .....+0	S. Leather **Armor:** ....-1	
Endurance: 11	**Maneuver†** 8	**Resistance†** 9	

Weapon	Attack	Damage	Range
Great Sword	2D6+D10-1	High+Low+2	None

#1 ❑❑❑❑❑m❑❑❑❑❑: ____ #7 ❑❑❑❑❑m❑❑❑❑❑: ____
#2 ❑❑❑❑❑m❑❑❑❑❑: ____ #8 ❑❑❑❑❑m❑❑❑❑❑: ____
#3 ❑❑❑❑❑m❑❑❑❑❑: ____ #9 ❑❑❑❑❑m❑❑❑❑❑: ____
#4 ❑❑❑❑❑m❑❑❑❑❑: ____ #10 ❑❑❑❑❑m❑❑❑❑❑: ____
#5 ❑❑❑❑❑m❑❑❑❑❑: ____ #11 ❑❑❑❑❑m❑❑❑❑❑: ____
#6 ❑❑❑❑❑m❑❑❑❑❑: ____ #12 ❑❑❑❑❑m❑❑❑❑❑: ____

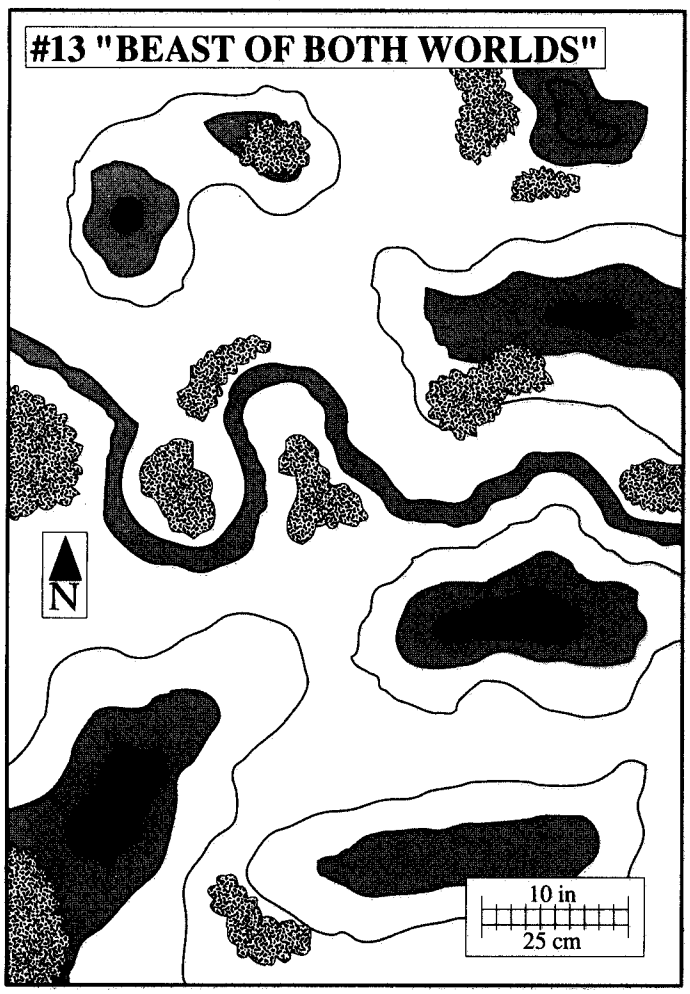
Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (8)	+0	+0	+1	+0	+1
Battle Order (10)	+2	+2	+0	-1	+2
Disbanded (10)	*Unit Ma is used only for reforming the unit.*				

BEAR #1
(Large Claw, Med. Bite, Soft Leather Hide)

Move.Rate ... 9" (7"/4.5"/2.5") [23cm(17/12/6)]
Melee Attack(Claw) ... 3D6+3
Melee Damage(Claw) ... High
Melee Attack(Bite) 3D6
Melee Damage(Bite) . High+2
Defense 10
Armor ..... -1
Maneuver 8
Morale 7
Resistance 8
Endurance (45) .....

BEAR #2
(Large Claw, Med. Bite, S. Leather Hide)

Move.Rate ... 9" (7"/4.5"/2.5") [23cm(17/12/6)]
Melee Attack(Claw) ... 3D6+3
Melee Damage(Claw) ... High
Melee Attack(Bite) 3D6
Melee Damage(Bite) . High+2
Defense 10
Armor ..... -1
Maneuver 8
Morale 7
Resistance 8
Endurance (40) .....



ULL — *Leader of the Bear men*

Move.Rate: .....9" (7"/4.5"/2.5") [23cm(18/12/6)] **Morale:** 8
Defense: .....9 **Shield Bonus:** .....+0 R. Leather **Armor:** ...-2
Endurance: .....16 **Maneuver†** .....7 **Resistance†** 9

Weapon	Attack	Damage	Range
Great Sword	2D6+D10+2	High+Low+2	None

: _____

Morale Mod: .....+0 **Melee Mod:** .....+2
Missile Mod: .....+0 **Defense Mod:** .....+1
Maneuver Mod† .....+1 **Influence Range:** .....5" [13cm]

RIVER OGRES: MARAUDERS

Player 1: Set up First on the West edge of playing surface. Move First.

RIVER OGRES (6)

Move.Rate: .....8" (6"/4"/2") [20cm(15/10/5)] **Morale:** 7
Defense: .....10 **Shield Bonus:** .....+0 S. Leather **Armor:** ....-1
Endurance: .....33 **Maneuver†** .....7 **Resistance†** 8

Weapon	Attack	Damage	Range
Large Claw	3D6+5	High	None
Spiked Club	2D6+3	High+1	None

#1 _____
#2 _____
#3 _____
#4 _____
#5 _____
#6 _____

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (8)	+0	+0	+1	+0	+1
Battle Order (10)	+1	+1	+0	-1	+1
Disbanded (11)	*Unit Ma is used only for reforming the unit.*				

SCENARIO #14
"TOWN BAITING"

Scenario Type: Assault. **Game Length:** 20 Turns.

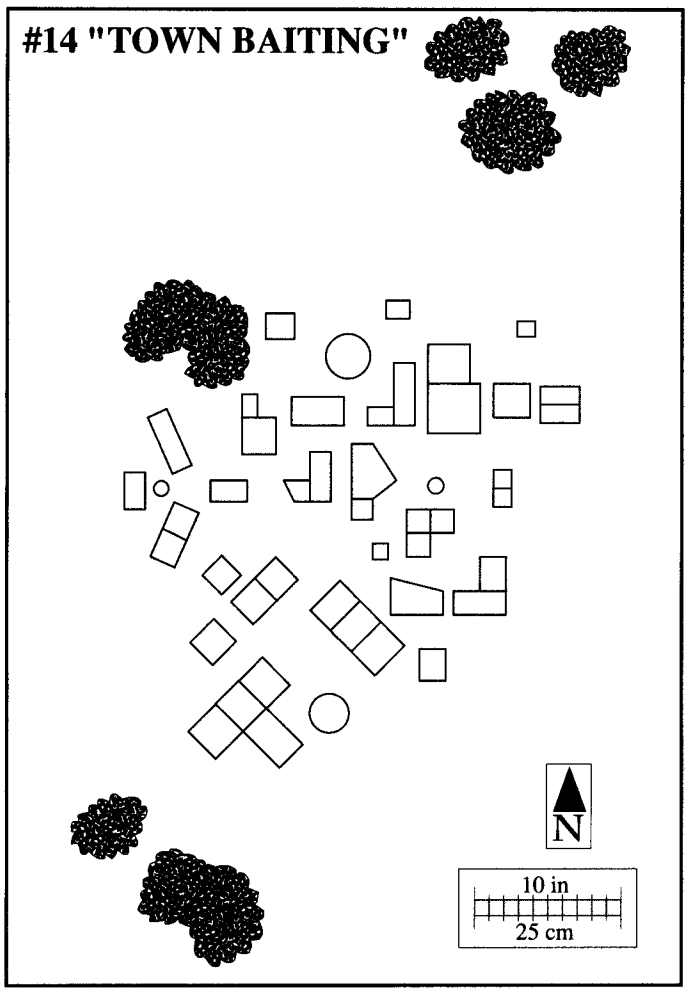
Setting: The town of Alkoon in northern Cavan, Late Spring.

The Tale: A group of organized River Ogres has sailed down the Writhing River in northern Cavan. Although Commander Kutur Han's men guard the town of Alkoon, he fears that a determined Ogre raid may prove too strong for his battle-weary men. If he can hold out just a little while longer, more troops are on the way from Hone, just thirty miles to the south. As the Ogre unit descends upon the boggy Cavani capital, Kutur Han has slim hope.

Terrain: A small town is the center of the playing field, surrounded by mostly Clear terrain with some sparse Heavy Woods. If the Optional Rules are not being used, treat the buildings as impassable terrain. The playing Surface is 65" [165cm] (E-W) x 45" [114cm] (N-S).

Weather: Fair. **Power Hues:** Roll Randomly.

Bladestorm: 17+ (3D6). **Random Encounter:** 1 %.



Special Rules:

1. Cavan Combatant/Units receive a +1 *Defense* modifier when inside buildings (Optional Rules only).
2. Either Unit may start Disbanded.
3. Each Cavani combatant has 2 spears and may make one missile attack.

Victory Conditions: To win, the Ogre player must eliminate all Cavani combatants from the town by Game's End. Otherwise the Cavani player wins.

Aftermath: If the River Ogres drive the men of Cavan from Alkoon before help arrives, great rapine will result. Can Butur Hoon's men hold out long enough?

RIVER OGRES: RAIDERS

Player 1: Enter from any edge on Turn 1. Move First.

RIVER OGRES (8)			
Move.Rate: .....8" (6"/4"/2") [20cm(15/10/5)]			**Morale:** 7
Defense: 9	**Shield Bonus:** .....+0	S. Leather Hide	.....-1
Endurance: 40	**Maneuver†** 8	**Resistance†**	8

Weapon	Attack	Damage	Range
Large Bash	3D6+3	Medium	None
Large Claw	3D6	High	None

#1 ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐m
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#3 ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐m
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#6 ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐m
☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐: _____

#7 ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐m
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#8 ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐m
☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐: _____

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (10)	+0	+0	+1	+0	+1
Battle Order (11)	+1	+1	+0	-1	+1
Disbanded (11) *Unit Ma is used only for reforming the unit.*					

CAVAN: GARRISON

Player 2: Set up First anywhere. Move Last.

CAVANI GARRISON (20)

Move.Rate: .....5" (4"/2.5"/1.5") [13cm(10/7/3)] **Morale:** 9

Defense: .....8 **Shield Bonus:** .....+0 Quilted **Armor:** .....-1

Endurance: .....9 **Maneuver†** .....9 **Resistance†** 10

Weapon	Attack	Damage	Range
Spear	3D6-1	Lowx2+2	None
Spear	3D6-1	Lowx2+2	-2 per 3" [8cm]‡

#1 □□□□□m□□□□: _____ #6 □□□□□m□□□□: _____
#2 □□□□□m□□□□: _____ #7 □□□□□m□□□□: _____
#3 □□□□□m□□□□: _____ #8 □□□□□m□□□□: _____
#4 □□□□□m□□□□: _____ #9 □□□□□m□□□□: _____
#5 □□□□□m□□□□: _____ #10 □□□□□m□□□□: _____
#11 □□□□□m□□□□: _____ #16 □□□□□m□□□□: _____
#12 □□□□□m□□□□: _____ #17 □□□□□m□□□□: _____
#13 □□□□□m□□□□: _____ #18 □□□□□m□□□□: _____
#14 □□□□□m□□□□: _____ #19 □□□□□m□□□□: _____
#15 □□□□□m□□□□: _____ #20 □□□□□m□□□□: _____

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (9)	+0	+0	+1	+0	+1
Battle Order (9)	+2	+2	+0	-1	+2
Disbanded (10) *Unit Ma is used only for reforming the unit.*					

Note: May operate as two 10-combatant units **or** a 20-combatant unit.

KUTUR HAN — *Leader*

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)] **Morale:** 8

Defense: .....8 **Shield Bonus:** .....+0 Quilted **Armor:** .....-1

Endurance: .....14 **Maneuver†** .....8 **Resistance†** 9

Weapon	Attack	Damage	Range
Spear	3D6+1	Lowx2+2	None
Spear	3D6+1	Lowx2+2	-2 per 3" [8cm]‡

□□□□□ □□m□□ □□□□□: _____

Morale Mod: .....+1 **Melee Mod:** .....+1
Missile Mod: .....+0 **Defense Mod:** .....+1
Maneuver Mod† .....+0 **Influence Range:** 0

SCENARIO #15

"EVIL THAT MEN DO"

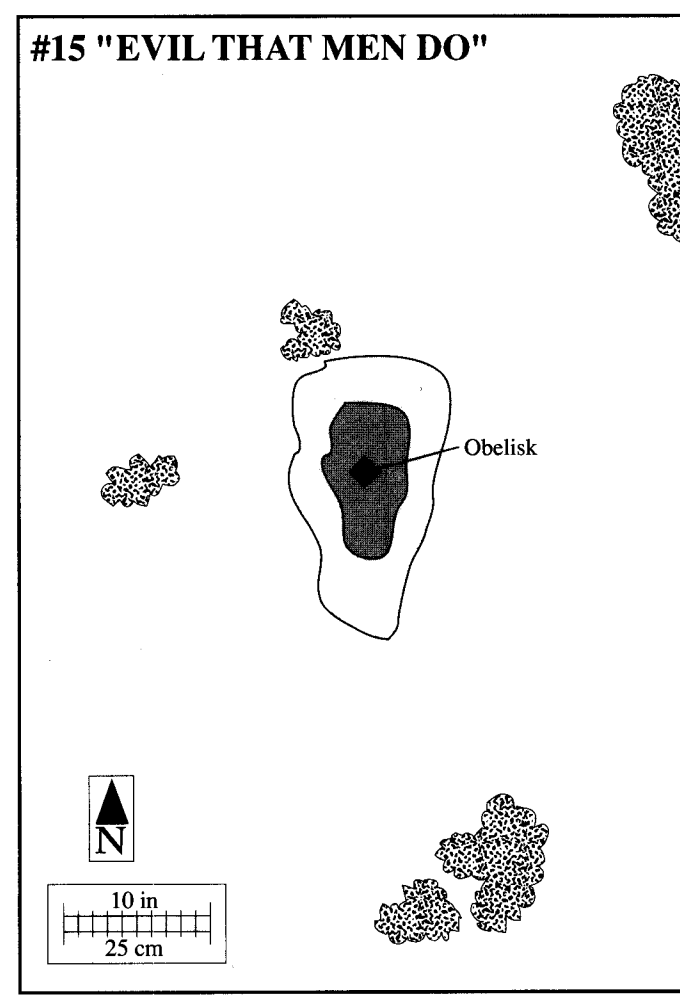
Scenario Type: Assault. **Game Length:** 60 turns.

Setting: Northern Warring Holds, Summer.

The Tale: Late last winter a Bladestorm devoured a battlefield full of Kulmean and Cavani troops. In its wake it left numerous relics of earlier battles. One was the legendary Dwarven artifact, *The Kingshelm*. This conical, steel helm mimics the wearer's face when worn, presenting a weird, double headed aspect. It also adds a +4 bonus to one of its wearer's stats: *Melee Attack*, *Melee Damage*, *Defense*, or *Morale*.

Prince Ulur Akatu of Cavan immediately donned Kingshelm, proclaiming himself Ruler of the Equinox. News quickly spread to the King's capital of Luarp, in the Folenna Spikes, and to the tribal Dwarven King Lyskota. (Lyskota is one of three such tribal leaders, or Kings.)

Incensed by the effrontery, the Dwarven King demands that Ulur Akatu, loudest of the three ruling Voices of Cavan, return the Dwarves' rightful property. Of course, King Lyskota delivered the message with a small army of his finest warriors, the Black Guard of Luarp, just like the Dwarves of old. Akatu of Cavan has little desire to fight, but rather than part with Kingshelm, he fields his own army.



Unused to maneuvering such a large force, Ulur Akatu widely disperses his forces to avoid another Bladestorm. In the plains known as the Iron Walk (twenty miles east of Alasima, the Cavani capital), a small part of Ulur Akatu's force stumbles into part of the Dwarven King's guard.

Terrrain: Generally Clear terrain has a prominent Sloped hill (containing a Navigator's Obelisk) and sparse Light Woods. Playing Surface is 65" [165cm] ((N-S) x 45" [114cm]E-W)

Weather: Overcast. **Power Hues:** None.

Bladestorm: 15+ (3D6). **Random Encounters:** 1%.

Special Rules:

1. Kingshelm is currently worn by the Cavani leader, Ulur Akatu. It grants wearer one of the following stats per Turn: +4 to either *Melee Attack*, *Melee Damage*, *Defense*, or *Morale*. The wearer must chose the stat to be affected at the beginning of his friendly movement-missile phase.
2. If both players agree before play begin, a player may attempt to use the Navigator's Obelisk to summon a Navigator. Operating the Obelisk requires a leader be adjacent to the Obelisk for a full Turn of inactivity; then a 13+ roll on 3D6 summons the Navigator. The Navigator may be used to remove the summoner's forces from the field of battle **or** to *Summon a Beast* (see the *Summoning* spell in O-14.3, 20 PPs may be used).
3. Cavani forces may not leave the battlefield before Turn 12 except by using the Obelisk (see Special Rule #2).

DWARVES: BLACK GUARD OF LUARP

Player 1: Set up First within 3" [8cm] of the West edge. Move First.

DWARVEN BLACK GUARD (21)

Move.Rate: .....5" (4"/2.5"/1.5") [13cm(10/7/3)] **Morale:** 7

Defense: .....9 **Shield Bonus:** .....+0 Chain **Armor:** .....-3

Endurance: .....10 **Maneuver†** .....9 **Resistance†** 5

Weapon	Attack	Damage	Range
Battleaxe	2D6+D10	High+Low+1	None

#1 ☐☐☐☐☐m☐☐☐☐☐: _____ #5 ☐☐☐☐☐m☐☐☐☐☐: _____
#2 ☐☐☐☐☐m☐☐☐☐☐: _____ #6 ☐☐☐☐☐m☐☐☐☐☐: _____
#3 ☐☐☐☐☐m☐☐☐☐☐: _____ #7 ☐☐☐☐☐m☐☐☐☐☐: _____
#4 ☐☐☐☐☐m☐☐☐☐☐: _____

#8 ☐☐☐☐☐m☐☐☐☐☐: _____ #12 ☐☐☐☐☐m☐☐☐☐☐: _____
#9 ☐☐☐☐☐m☐☐☐☐☐: _____ #13 ☐☐☐☐☐m☐☐☐☐☐: _____
#10 ☐☐☐☐☐m☐☐☐☐☐: _____ #14 ☐☐☐☐☐m☐☐☐☐☐: _____
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#15 ☐☐☐☐☐m☐☐☐☐☐: _____ #19 ☐☐☐☐☐m☐☐☐☐☐: _____
#16 ☐☐☐☐☐m☐☐☐☐☐: _____ #20 ☐☐☐☐☐m☐☐☐☐☐: _____
#17 ☐☐☐☐☐m☐☐☐☐☐: _____ #21 ☐☐☐☐☐m☐☐☐☐☐: _____
#18 ☐☐☐☐☐m☐☐☐☐☐: _____

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order(9)	+0	+0	+1	+0	+1
Battle Order(9)	+2	+2	+0	-1	+2
Disbanded (10)	*Unit Ma is used only for reforming the unit.*				
Column (9) †	+1	-1	-2	-2	+1
Square (10) †	+1	+2	+0	-3	+2

Note: May operate as three 7-combatant units **or** a 21-combatant unit **or** as a 7-combatant unit and a 14-combatant unit.

4. If both players agree, each side can make one of its combatants (not a leader) a Standard Bearer (see O-12.2).
5. Once a Bladestorm appears or the Cavani forces retreat, any combatants that leave the playing surface do not count as losses for Victory Condition purposes.

Victory Conditions: The Dwarven player wins by either capturing or eliminating the Cavani leader, thereby retrieving Kingshelm. The Cavani player wins by either capturing or killing the Dwarven King, or by simply retaining Kingshelm. If the Cavani forces retreat and have lost more combatants than have the Dwarves, the Dwarven player wins.

Aftermath: The Dwarves attack mercilessly and perhaps even defeat Ulur Akatu. Will the Cavan ruler ransom his life with Kingshelm? Will he be forced to do so?

DWARVEN BLACK GUARD (21)

Move.Rate: .....5" (4"/2.5"/1.5") [13cm(10/7/3)] **Morale:** 7

Defense: .....9 **Shield Bonus:** .....+0 Chain **Armor:** .....-3

Endurance: .....10 **Maneuver†** .....9 **Resistance†** 5

Weapon	Attack	Damage	Range
War Mattock	2D6+2	Highx2	None

#1 ☐☐☐☐☐m☐☐☐☐☐: _____ #5 ☐☐☐☐☐m☐☐☐☐☐: _____
#2 ☐☐☐☐☐m☐☐☐☐☐: _____ #6 ☐☐☐☐☐m☐☐☐☐☐: _____
#3 ☐☐☐☐☐m☐☐☐☐☐: _____ #7 ☐☐☐☐☐m☐☐☐☐☐: _____
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#10 ☐☐☐☐☐m☐☐☐☐☐: _____ #14 ☐☐☐☐☐m☐☐☐☐☐: _____
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#16 ☐☐☐☐☐m☐☐☐☐☐: _____ #20 ☐☐☐☐☐m☐☐☐☐☐: _____
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#18 ☐☐☐☐☐m☐☐☐☐☐: _____

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order(9)	+0	+0	+1	+0	+1
Battle Order(9)	+2	+2	+0	-1	+2
Disbanded (10)	*Unit Ma is used only for reforming the unit.*				
Column (9) †	+1	-1	-2	-2	+1
Square (10) †	+1	+2	+0	-3	+2

Note: May operate as three 7-combatant units **or** a 21-combatant unit **or** as a 7-combatant unit and a 14-combatant unit.

TRIBAL KING LYSKOTA — *Dwarven Leader*

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)] **Morale:** 6

Defense: .....13 **Shield Bonus:** .....+4 Chain **Armor:** .....-3

Endurance: .....30 **Maneuver†** .....11 **Resistance†** 4

Weapon	Attack	Damage	Range
Battleaxe *	2D6+D10+4	High+Low+1	None

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Morale Mod: .....+2 **Melee Mod:** .....+2
Missile Mod: .....+1 **Defense Mod:** .....+2
Maneuver Mod† .....+2 **Influence Range:** .....20" [50cm]

* — Lyskota has a special Battleaxe that can be used one-handed.

CAVAN: IRON VOICEMEN

Player 2: Set up Last within 3" [8cm] of the East edge. Move Last.

CAVANI IRON VOICEMEN (40)

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)] **Morale:** 7

Defense: .....9 **Shield Bonus:** .....+0 Quilted **Armor:** .....-1

Endurance: .....14 **Maneuver†** .....6 **Resistance†** 9

Weapon	Attack	Damage	Range
Battleaxe	2D6+D10	High+Low+1	None
Spear	3D6+1	Lowx2+2	-2 per 3" [8cm]‡

1 ☐☐☐☐☐☐m☐☐☐☐☐☐ 6 ☐☐☐☐☐☐m☐☐☐☐☐☐
2 ☐☐☐☐☐☐m☐☐☐☐☐☐ 7 ☐☐☐☐☐☐m☐☐☐☐☐☐
3 ☐☐☐☐☐☐m☐☐☐☐☐☐ 8 ☐☐☐☐☐☐m☐☐☐☐☐☐
4 ☐☐☐☐☐☐m☐☐☐☐☐☐ 9 ☐☐☐☐☐☐m☐☐☐☐☐☐
5 ☐☐☐☐☐☐m☐☐☐☐☐☐ 10 ☐☐☐☐☐☐m☐☐☐☐☐☐

11 ☐☐☐☐☐☐m☐☐☐☐☐☐ 16 ☐☐☐☐☐☐m☐☐☐☐☐☐
12 ☐☐☐☐☐☐m☐☐☐☐☐☐ 17 ☐☐☐☐☐☐m☐☐☐☐☐☐
13 ☐☐☐☐☐☐m☐☐☐☐☐☐ 18 ☐☐☐☐☐☐m☐☐☐☐☐☐
14 ☐☐☐☐☐☐m☐☐☐☐☐☐ 19 ☐☐☐☐☐☐m☐☐☐☐☐☐
15 ☐☐☐☐☐☐m☐☐☐☐☐☐ 20 ☐☐☐☐☐☐m☐☐☐☐☐☐

21 ☐☐☐☐☐☐m☐☐☐☐☐☐ 26 ☐☐☐☐☐☐m☐☐☐☐☐☐
22 ☐☐☐☐☐☐m☐☐☐☐☐☐ 27 ☐☐☐☐☐☐m☐☐☐☐☐☐
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24 ☐☐☐☐☐☐m☐☐☐☐☐☐ 29 ☐☐☐☐☐☐m☐☐☐☐☐☐
25 ☐☐☐☐☐☐m☐☐☐☐☐☐ 30 ☐☐☐☐☐☐m☐☐☐☐☐☐

31 ☐☐☐☐☐☐m☐☐☐☐☐☐ 36 ☐☐☐☐☐☐m☐☐☐☐☐☐
32 ☐☐☐☐☐☐m☐☐☐☐☐☐ 37 ☐☐☐☐☐☐m☐☐☐☐☐☐
33 ☐☐☐☐☐☐m☐☐☐☐☐☐ 38 ☐☐☐☐☐☐m☐☐☐☐☐☐
34 ☐☐☐☐☐☐m☐☐☐☐☐☐ 39 ☐☐☐☐☐☐m☐☐☐☐☐☐
35 ☐☐☐☐☐☐m☐☐☐☐☐☐ 40 ☐☐☐☐☐☐m☐☐☐☐☐☐

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order(9)	+0	+0	+1	+0	+1
Battle Order(9)	+2	+2	+0	-1	+2
Disbanded (10) *Unit Ma is used only for reforming the unit.*					
Column (9) †	+1	-1	-2	-2	+1
Square (10) †	+1	+2	+0	-3	+2

Note: May operate as four 10-combatant units **or** two 20-combatant units **or** as two 10-combatant unit and a 20-combatant unit.

ULUR AKATU — *Cavan Leader*
"THE LOUDEST VOICE OF CAVAN"

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)] **Morale:** 7

Defense: .....10 **Shield Bonus:** .....+0 Plate **Armor:** x1/2

Endurance: .....28 **Maneuver†** .....9 **Resistance†** 8

Weapon	Attack	Damage	Range
Battleaxe	2D6+D10+3	High+Low+1	None
Spear	3D6+4	Lowx2+2	-2 per 3" [8cm]‡‡

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Morale Mod: .....+2 **Melee Mod:** .....+1
Missile Mod: .....+1 **Defense Mod:** .....+1
Maneuver Mod† .....+2 **Influence Range:** .....15" [38cm]

SCENARIO #16
"SEA RAIDERS"

Scenario Type: Assault. **Game Length:** Varies.

Setting: Near the Abderan coast, Spring.

The Tale: With milder weather come frequent Sea Elf raids along the shores of the Warring Holds. This year, Abdera is particularly hard hit. A major Sea Elf group openly advances eastward beyond Adlee (in southern Abdera) almost unhindered by the Abderan Militia. Thirty-five miles east of Adlee, in a small canyon along the banks of the Horse River, Abderan troops under Landan II prepare for battle against Sea Elf raiders. The commander of the Sea Elves, Ka-Tal, feels confident enough (due to previous victories) to meet the Abderan force head-on.

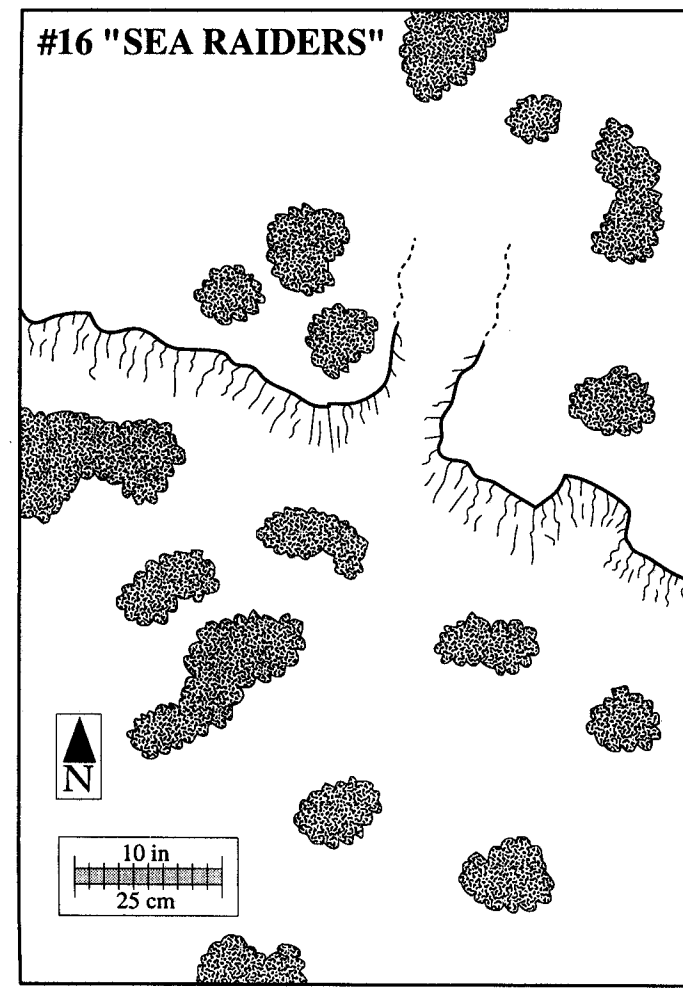
Terrain: Generally Clear terrain with sparse Medium Woods is roughly bisected by an impassable Cliff-face. This Cliff-face is breached by a Sloped area (South is higher). The playing surface is 65" [165cm] (N-S) x 45" [114cm] (E-W).

Weather: Fair **Power Hues:** Roll Randomly

Bladestorm: 16+(3D6) **Random Encounter:** 5%

Special Rules:

1. If both players agree, the Abderan player may field a 250 point Spell-caster.



2. If both players agree, the Sea Elf player may field a 300 point Spell-caster.
3. The canyon face is impassable, but may be Climbed. The canyon face is 4" [10cm] high; treat as "Face with Handholds" (i.e., takes at least 2 turns to climb, see O-6.1)

Victory Conditions: To win, the Sea Elf player must exit 15 (of 31) combatants off the South edge of the playing surface. Otherwise, the Abderan player wins.

Aftermath: If the Abderan commander cannot win this battle, the fertile inland regions to the west lie open to the invader. Victory for the Sea Elves will mean rich spoils and fleeting but great fame beside the cold crashing waters of the Broken Ocean.

SEA ELVES: RAIDERS

Player 1: Enter from the North edge on Turn 1. Move First.

SHULUR RAIDERS (30)

Move.Rate: .....5" (4"/2.5"/1.5") [13cm(10/7/3)] **Morale:** 8

Defense: .....8 **Shield Bonus:** .....+3 Chain Armor: .....-3

Endurance: .....10 **Maneuver†** .....8 **Resistance†** 8

Weapon	Attack	Damage	Range
Serrated Sh. Sword	3D6+1	High+1	None
Spear	3D6+1	Lowx2+2	-2 per 3" [8cm]‡

#1 □□□□□m□□□□□: _____ #6 □□□□□m□□□□□: _____
#2 □□□□□m□□□□□: _____ #7 □□□□□m□□□□□: _____
#3 □□□□□m□□□□□: _____ #8 □□□□□m□□□□□: _____
#4 □□□□□m□□□□□: _____ #9 □□□□□m□□□□□: _____
#5 □□□□□m□□□□□: _____ #10 □□□□□m□□□□□: _____
#11 □□□□□m□□□□□: _____ #16 □□□□□m□□□□□: _____
#12 □□□□□m□□□□□: _____ #17 □□□□□m□□□□□: _____
#13 □□□□□m□□□□□: _____ #18 □□□□□m□□□□□: _____
#14 □□□□□m□□□□□: _____ #19 □□□□□m□□□□□: _____
#15 □□□□□m□□□□□: _____ #20 □□□□□m□□□□□: _____
#21 □□□□□m□□□□□: _____ #26 □□□□□m□□□□□: _____
#22 □□□□□m□□□□□: _____ #27 □□□□□m□□□□□: _____
#23 □□□□□m□□□□□: _____ #28 □□□□□m□□□□□: _____
#24 □□□□□m□□□□□: _____ #29 □□□□□m□□□□□: _____
#25 □□□□□m□□□□□: _____ #30 □□□□□m□□□□□: _____

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (10)	+0	+0	+1	+0	+1
Battle Order (9)	+2	+2	+0	-1	+2
Disbanded (11) *Unit Ma is used only for reforming the unit.*					
Column (10) †	+1	-1	-2	-2	+1

Note: May operate as three 10-combatant units **or** as a 10-combatant unit and a 20-combatant unit.

KA-TAL — *Sea Elf Leader*

Move.Rate: .....7" (5.5"/3.5"/2") [18cm(14/9/5)] **Morale:** 7

Defense: .....8 **Shield Bonus:** .....+0 Chain Armor: .....-3

Endurance: .....20 **Maneuver†** .....7 **Resistance†** 7

Weapon	Attack	Damage	Range
Serrated Sh. Sword	3D6+4	High+1	None
Spear	3D6+3	Lowx2+2	-2 per 3" [8cm]‡

□□□□□ □□□□□m□□□□□ □□□□□: _____

Morale Mod: .....+2 **Melee Mod:** .....+1
Missile Mod: .....+0 **Defense Mod:** .....+0
Maneuver Mod† .....+0 **Influence Range:** .....20" [50cm]

ABDERA: DEFENDER

Player 2: Set up First within the canyon. Move Last.

ABDERAN MILITIA (36)

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)] **Morale:** 9

Defense: .....7 **Shield Bonus:** .....+3 R. Leather **Armor:** ...-2

Endurance: .....8 **Maneuver†** .....9 **Resistance†** 10

Weapon	Attack	Damage	Range
Short Sword	3D6+1	High	None
Dagger	2D6+3	Lowx2-1	-2 per 3" [8cm]‡

#1 □□□□m□□□□: _____ #4 □□□□m□□□□: _____
#2 □□□□m□□□□: _____ #5 □□□□m□□□□: _____
#3 □□□□m□□□□: _____ #6 □□□□m□□□□: _____
#7 □□□□m□□□□: _____ #10 □□□□m□□□□: _____
#8 □□□□m□□□□: _____ #11 □□□□m□□□□: _____
#9 □□□□m□□□□: _____ #12 □□□□m□□□□: _____
#13 □□□□m□□□□: _____ #16 □□□□m□□□□: _____
#14 □□□□m□□□□: _____ #17 □□□□m□□□□: _____
#15 □□□□m□□□□: _____ #18 □□□□m□□□□: _____
#19 □□□□m□□□□: _____ #22 □□□□m□□□□: _____
#20 □□□□m□□□□: _____ #23 □□□□m□□□□: _____
#21 □□□□m□□□□: _____ #24 □□□□m□□□□: _____

Weapon	Attack	Damage	Range
Rapier	2D6+5	Lowx2+1	None
Dagger	2D6+3	Lowx2-1	-2 per 3" [8cm]‡

#25 □□□□m□□□□: _____ #28 □□□□m□□□□: _____
#26 □□□□m□□□□: _____ #29 □□□□m□□□□: _____
#27 □□□□m□□□□: _____ #30 □□□□m□□□□: _____
#31 □□□□m□□□□: _____ #34 □□□□m□□□□: _____
#32 □□□□m□□□□: _____ #35 □□□□m□□□□: _____
#33 □□□□m□□□□: _____ #36 □□□□m□□□□: _____

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Roll Mod
General Order (10)	+0	+0	+1	+0	+1
Battle Order (10)	+2	+2	+0	-1	+2
Disbanded (12) *Unit Ma is used only for reforming the unit.*					
Column (10) †	+1	-1	-2	-2	+1
Square (10) †	+1	+2	+0	-3	+2

Note: The combatants armed with short swords (#1-24) may operate as four 6-combatant units **or** two 12-combatant units **or** as two 6-combatant unit and a 12-combatant unit. The combatants armed with rapiers (#25-36) may operate as two 6-combatant units **or** a 12-combatant unit.

LANDAN II — *Abderan Leader*

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)] **Morale:** 8

Defense: .....9 **Shield Bonus:** .....+0 R. Leather Armor: ....-2

Endurance: .....16 **Maneuver†** .....8 **Resistance†** 9

Weapon	Attack	Damage	Range
Short Sword	3D6+3	High	None
Lt Crossbow	2D6+2	Lowx2+1	-2 per 12" [30cm]

□□□□□ □□□m□□□ □□□□□: _____

Morale Mod: .....+1 **Melee Mod:** .....+1
Missile Mod: .....+0 **Defense Mod:** .....+1
Maneuver Mod† .....+1 **Influence Range:** .....10" [25cm]

SCENARIO #17

"DEAD BLACK"

Scenario Type: Ambush. **Game Length:** Varies.

Setting: Near the Goblin-hold of Drong and the Ash Lands, Late Summer.

The Tale: Undeterred by considerable losses, Goblins have invaded the Dwarven ore-mines of Luarp. Outnumbered, Dwarves of the Dark Tribe led by King Lyskota's son ambush and punish the Gobrul warriors without discouraging them. After pushing back Dwarven defenders in the labyrinths of Luarp, individual Goblin units spread throughout the dark, bewildering passages, seeking Dwarves to slay. This scenario represents one engagement in this battle. Here, a Dwarven unit lead by Yukota ambushes Goblins under the sway of Uparg the Younger.

Terrain: Irregularly shaped cavern with passages leading to the NW, SW, and SE. Except for the Clear terrain, all terrain is impassable. 45" [114cm] (E-W) x 65" [165cm] (N-S).

Weather: Not Applicable. **Power Hues:** Not Applicable.

Bladestorm: Not Applicable. **Random Encounter:** 1%.

Special Rules:

1. To set up, the Dwarf player writes down the location (inches [cm] west by inches [cm] south, for example) of all his combatants/units rather than placing them on the playing surface. They may be placed anywhere as long as they are more than 3" [8cm] from any edge of the battlefield. Dwarven forces are revealed only if a Goblin combatant/unit passes within 2" [5cm] of them, or if the Dwarven combatant/unit makes an attack, or if the Dwarven player decides to have his fighters open their lanterns (see Special Rule #3).
2. The first attack roll a hidden Dwarven combatant/unit makes is modified by +4 because of its ambushing status. Subsequent attacks are resolved normally.
3. When the scenario begins, the chamber is shrouded in darkness. Dwarves may decide to open their lanterns, thus lighting the chamber completely. Darkness modifies Dwarven attacks by -2. Light modifies Goblin's attacks by -1 for the first two Turns, but also reveals all of the Dwarven positions.
4. "*" — A "War Mob" is a special formation that represents the Goblins fighting in more individualistic, helter-skelter style. Treat as General Order (see S-11.1), except for the modifications.

Victory Conditions: To win, the Goblin player must eliminate all Dwarves from the playing surface. Otherwise, the Dwarf player wins.

Aftermath: In these subterranean battles, every victory counts. Will the Goblins be stopped by the resolute resistance of Dwarves? Yukota's Dwarves will have to skillfully defend themselves if they hope to best Uparg the Younger's cannibal-Goblins.

GOBLIN: UPARG THE YOUNGER'S MARAUDERS

Player 1: Before moving, roll 1D6 for each Goblin Unit. On a 1-2, it enters the playing surface from the Northwestern tunnel. On a 3-4, it enters the from the Southwestern tunnel. On a 5-6, it enters the from the Southeastern tunnel. Each unit is in 'War Mob' formation and the leader may be placed with any one of the three units. Move First.

DRONGA GOBLIN GUARDS (18)

Move.Rate: .....4.5" (3.5"/2.5"/1") [11cm(8/6/3)] **Morale:** 9

Defense: .....7 **Shield Bonus:** .....+3 S. Leather **Armor:** ....-1

Endurance: .....8 **Maneuver†** .....9 **Resistance†** 10

Weapon	Attack	Damage	Range
Scimitar	3D6-1	High+2	None
Dagger	2D6+2	Lowx2+1	-2 per 3" [8cm]‡

#1 ☐☐☐☐m☐☐☐☐: _____ #4 ☐☐☐☐m☐☐☐☐: _____
#2 ☐☐☐☐m☐☐☐☐: _____ #5 ☐☐☐☐m☐☐☐☐: _____
#3 ☐☐☐☐m☐☐☐☐: _____ #6 ☐☐☐☐m☐☐☐☐: _____

Weapon	Attack	Damage	Range
Mace	2D6+3	High+1	None
Dagger	2D6+2	Lowx2+1	-2 per 3" [8cm]‡

#7 ☐☐☐☐m☐☐☐☐: _____ #10 ☐☐☐☐m☐☐☐☐: _____
#8 ☐☐☐☐m☐☐☐☐: _____ #11 ☐☐☐☐m☐☐☐☐: _____
#9 ☐☐☐☐m☐☐☐☐: _____ #12 ☐☐☐☐m☐☐☐☐: _____

Weapon	Attack	Damage	Range
Morningstar	2D6+D10-2	High+2	None
Dagger	2D6+2	Lowx2+1	-2 per 3" [8cm]‡

#13 ☐☐☐☐m☐☐☐☐: _____ #16 ☐☐☐☐m☐☐☐☐: _____
#14 ☐☐☐☐m☐☐☐☐: _____ #17 ☐☐☐☐m☐☐☐☐: _____
#15 ☐☐☐☐m☐☐☐☐: _____ #18 ☐☐☐☐m☐☐☐☐: _____

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (10)	+0	+0	+1	+0	+1
Battle Order (12)	+2	+1	+0	-1	+1
Disbanded (11) *Unit Ma is used only for reforming the unit.*					
War Mob (10) *	+1	+1	+1	+0	+1

Note: May operate as three 6-combatant units.

UPARG THE YOUNGER — *Goblin Leader*

Move.Rate: .....5" (4"/2.5"/1.5") [13cm(10/7/3)] **Morale:** 8

Defense: .....8 **Shield Bonus:** .....+3 Chain **Armor:** .....-3

Endurance: .....18 **Maneuver†** .....9 **Resistance†** 9

Weapon	Attack	Damage	Range
Falchion	2D6+D10+2	High+2	None
Handaxe	3D6+1	High+1	-2 per 3" [8cm]‡

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Morale Mod: .....+1 **Melee Mod:** .....+1
Missile Mod: .....+0 **Defense Mod:** .....+1
Maneuver Mod† .....+0 **Influence Range:** .....5" [13cm]

DWARVES: WARRIORS OF THE DARK TRIBE

Player 2: Set up anywhere First (See Special Rule #1). Move Last.

DARK TRIBE DWARVES (5)

Move.Rate: .....5" (4"/2.5"/1.5") [13cm(10/7/3)] **Morale:** 7

Defense: .....8 **Shield Bonus:** .....+0 Plate **Armor:** x1/2

Endurance: .....10 **Maneuver†** .....10 **Resistance†** 6

Weapon	Attack	Damage	Range
Battle Axe	2D6+D10-1	High+Low+1	None
Lt Crossbow	2D6-2	Lowx2+1	-2 per 12" [30cm]

#1 □□□□□m□□□□□: _____ #4 □□□□□m□□□□□: _____

#2 □□□□□m□□□□□: _____ #5 □□□□□m□□□□□: _____

#3 □□□□□m□□□□□: _____

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (10)	+0	+0	+1	+0	+1
Battle Order (10)	+2	+2	+0	-1	+2
Disbanded (10) *Unit Ma is used only for reforming the unit.*					
Column (10) †	+1	-1	-2	-2	+1
Line (10) †	+2	+2	+0	+0	-1

DARK TRIBE DWARVES (5)

Move.Rate: .....5" (4"/2.5"/1.5") [13cm(10/7/3)] **Morale:** 7

Defense: .....8 **Shield Bonus:** .....+3 Plate **Armor:** x1/2

Endurance: .....10 **Maneuver†** .....10 **Resistance†** 6

Weapon	Attack	Damage	Range
Warhammer	3D6	High+1	-2 per 3" [8cm]‡
Dagger	2D6-2	Lowx2-1	-2 per 3" [8cm]‡

#1 □□□□□m□□□□□: _____ #4 □□□□□m□□□□□: _____

#2 □□□□□m□□□□□: _____ #5 □□□□□m□□□□□: _____

#3 □□□□□m□□□□□: _____

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (10)	+0	+0	+1	+0	+1
Battle Order (10)	+2	+2	+0	-1	+2
Disbanded (10) *Unit Ma is used only for reforming the unit.*					
Column (10) †	+1	-1	-2	-2	+1
Line (10) †	+2	+2	+0	+0	-1

YUKOTA — *Dwarf Leader*

Move.Rate: .....5" (4"/2.5"/1.5") [13cm(10/7/3)] **Morale:** 7

Defense: .....8 **Shield Bonus:** .....+4 Plate **Armor:** x1/2

Endurance: .....20 **Maneuver†** .....10 **Resistance†** 6

Weapon	Attack	Damage	Range
Broadsword	3D6+4	High+2	None
Handaxe	3D6+1	High+1	-2 per 3" [8cm]‡

□□□□□ □□□□□m□□□□□ □□□□□: _____

Morale Mod: .....+1 **Melee Mod:** .....+1

Missile Mod: .....+0 **Defense Mod:** .....+1

Maneuver Mod† .....+0 **Influence Range:** .....10" [25cm]



SCENARIO #18
"FROM BEYOND"



Scenario Type: Skirmish. **Game Length:** 15 Turns.

Setting: Beneath the Folenn Spikes, in the Ash Lairs.

The Tale: A group of Rukona warriorrs turned adventurers, led by Gatar, delve into the Ash Lairs in search of treasure. Delighted at coming upon a temporary Jewel Well, the five fail to notice a lurking, loathesome presence. Creeping from shadows is an Agath, a 30' tall demon-dragon spewing heat and acid. Too late they see its dripping jaws and taloned claws.

Terrain: Irregularly shaped cavern with passages leading to the North, East, and West. A Jewel Well bubbles in a SW grotto. All non-clear terrain, including the Jewel Well, is impassable. 45" [114cm] (E-W) x 65" [165cm] (N-S).

Weather: Not Applicable. **Power Hues:** Not Applicable.

Bladestorm: Not Applicable. **Random Encounter:** 6%.

Special Rules:

1) If both players agree, the Agath may cast one of the following Spells (all are 3rd level Essence, O-14.8) during the battle: *Elemental Ball II*, *Elemental Bolt III* (ESB is +3), or *Fire Wall True* (3 PPs used).

2) If both players agree, Gatar (the leader) or Ramar may one healing Spell (its from a scroll) during the battle: *Mass Healing* (2nd level Channeling, O-14.2) or *Restoration I* (3rd level Channeling, O-14.3).

Victory Conditions: To win, the adventurer player must maintain a combatant adjacent to the Jewel Well for one full Turn without moving or attacking. This combatant is gathering liquid jewels. This combatant must exit the playing surface by any passage. Otherwise the Agath player wins.

AGATH

Player 1: Set up Last anywhere within 2" [5cm] of an adventurer. Move First.

AGATH			
Move.Rate: ..... 12" (9"/6"/3") [30cm(23/15/8)]			**Morale:** 5
Defense: 13	**Shield Bonus:** ..... +0	R. Leather Hide ..... -2	
Endurance: 50	**Maneuver†** 5	**Resistance†** 6	
Weapon	**Attack**	**Damage**	**Range**
Large Claw	4D6+5	High+1	None
Large Bite	4D6+2	Mediumx2	None
Acid Spittle	D6+D10+5	Highx2-2	-2 per 1" [3cm]
❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑			
m❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑: _____			

RUKON: ADVENTURERS

Player 2: Set up First anywhere within 12" [30cm] of the Jewel Well. Move Last.

KALAR
(Broadsword, Shield, Rigid Leather Armor)

Move.Rate ... 7" (5.5"/3.5"/2") [18cm(14/9/5)]
Melee Attack ..... 3D6+1
Melee Damage ..... High+2
Missile Attack ..... none
Missile Damage ..... none
Range Mod ..... none
Defense 9
Shield Bonus ..... +4
Armor ..... -2
Maneuver 8
Morale 8
Resistance 9
Endurance (9) ..... ❑❑❑❑❑
m❑❑❑❑

MITAR
(Morningstar, Shield, Chain Armor)

Move.Rate ... 6" (4.5"/3"/1.5") [15cm(11/8/4)]
Melee Attack ..... 2D6+D10
Melee Damage ..... High+2
Missile Attack ..... none
Missile Damage ..... none
Range Mod ..... none
Defense 8
Shield Bonus ..... +4
Armor ..... -3
Maneuver 9
Morale 8
Resistance 9
Endurance (10) ..... ❑❑❑❑❑
m❑❑❑❑❑

RYLAR
(Warhammer, Shield, Chain Armor)

Move.Rate ... 6" (4.5"/3"/1.5") [15cm(11/8/4)]
Melee Attack ..... 3D6+2
Melee Damage ..... High+1
Missile Attack ..... none
Missile Damage ..... none
Range Mod ..... none
Defense 9
Shield Bonus ..... +4
Armor ..... -3
Maneuver 9
Morale 8
Resistance 9
Endurance (13) ..... ❑❑❑❑❑
❑❑m❑ ❑❑❑❑❑

RAMAR
(Scimitar, Shield, Chain Armor)

Move.Rate ... 6" (4.5"/3"/1.5") [15cm(11/8/4)]
Melee Attack ..... 3D6+2
Melee Damage ..... High+2
Missile Attack ..... none
Missile Damage ..... none
Range Mod ..... none
Defense 8
Shield Bonus ..... +4
Armor ..... -3
Maneuver 9
Morale 8
Resistance 9
Endurance (15) ..... ❑❑❑❑❑
❑❑❑m❑❑ ❑❑❑❑❑

GATAR — *Leader*

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)] **Morale:** 7

Defense: .....9 **Shield Bonus:** .....+4 Plate **Armor:** x1/2

Endurance: .....20 **Maneuver†** .....9 **Resistance†** 8

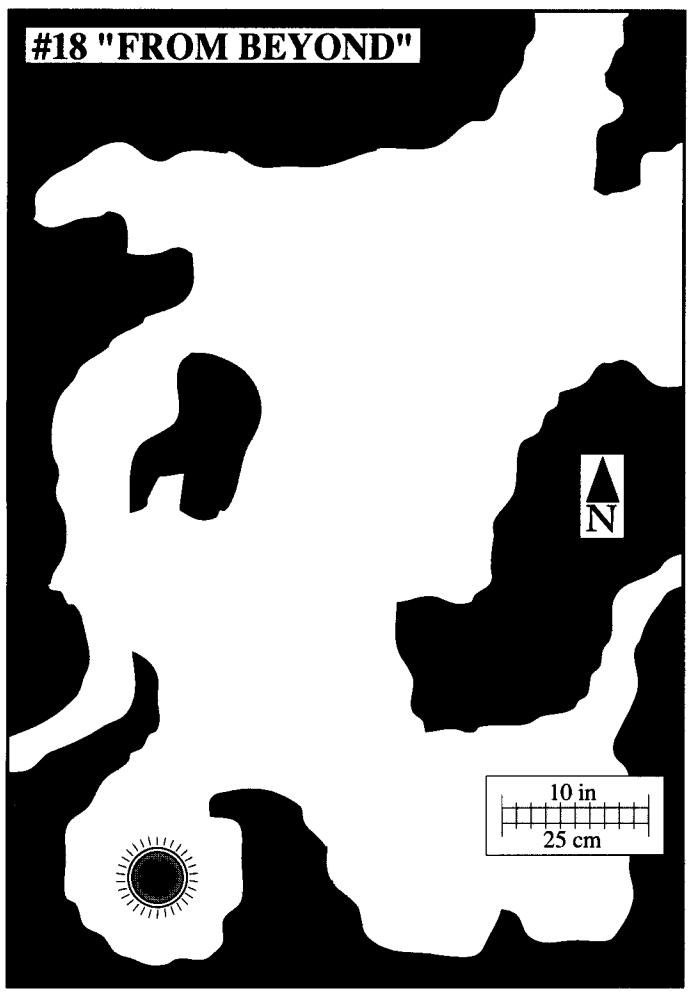
Weapon	Attack	Damage	Range
Broadsword	3D6+4	High+2	None
Handaxe	3D6+4	High+1	-2 per 3" [8cm]‡

❑❑❑❑❑ ❑❑❑❑❑m❑❑❑❑❑ ❑❑❑❑❑: _____

Morale Mod: .....+1 **Melee Mod:** .....+0

Missile Mod: .....+0 **Defense Mod:** .....+0

Maneuver Mod† .....+1 **Influence Range:** .....5" [13cm]



SCENARIO #19

"DEATH FROM THE SEA"

Scenario Type: Skirmish. **Game Length:** 25 Turns.

Setting: In land from Allu, west-central Soluthurn, Late Spring.

The Tale: As dawn breaks over the rocky shores of Soluthurn, scouts spy several slimy forms emerging from the Broken Ocean. After sending runners to a nearby village for help, remaining scouts valiantly defend the signal beacon at Allu, which warns ships at night to steer clear of the treacherous shores. Sea-trolls want to destroy the beacon so that merchant ships will run aground, providing food and treasure for the 10' tall Sea-trolls. Saaton, leader of the few scouts, readies the defense of beacon, praying that a relief force is only minutes away.

Terrain: On generally Clear terrain rests three Slopes (one hill is entirely represented), sporatic Light Woods, and a Stone Tower (the beacon tower) which may only be entered from the South. Stone steps lead up to the tower; these should be treated as Steep Slopes (just Slopes if only the Standard Game is used). The playing surface is 65" [165cm] (N-S) x 45" [114cm] (E-W).

Weather: Fair. **Power Hues:** Roll Randomly.

Bladestorm: 18 (3D6). **Random Encounter:** 13%.

Victory Conditions: The Sea-troll player wins by eliminating all men from the battlefield, or by being in sole control of the beacon at game's end. Sole control means that the player's forces were the last to pass through or occupy the beacon, when it is free from enemy troops.

Aftermath: What if the brave troops of Soluthurn successfully defend the beacon only to let the Sea-trolls slip by them to marraud inland, unopposed?

SEA-TROLLS

Player 1: Set up Last within 1" [3cm] of the sea. Move First.

UKITIR

(Large Claws, Large Bite, R. Leather Hide)

Move.Rate ...7" (5.5"/3.5"/2") [18cm(14/9/5)]
Melee Attack (Claw) ...4D6-2
Melee Damage .....High+2
Melee Attack (Bite) ....3D6+1
Melee Damage Mediumx2
Defense 11
Shield Bonus .....+0
Armor .....-2
Maneuver 8
Morale 7
Resistance 8
Endurance (45) .....❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑m❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

KUBRATH

(Large Claws, Large Bite, R. Leather Hide)

Move.Rate ...7" (5.5"/3.5"/2") [18cm(14/9/5)]
Melee Attack (Claw) ...4D6-1
Melee Damage .....High+2
Melee Attack (Bite) 3D6
Melee Damage Mediumx2
Defense 10
Shield Bonus .....+0
Armor .....-2
Maneuver 9
Morale 7
Resistance 8
Endurance (40) .....
❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ m❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

SOLUTHURN: ELITE SCOUTS (6)

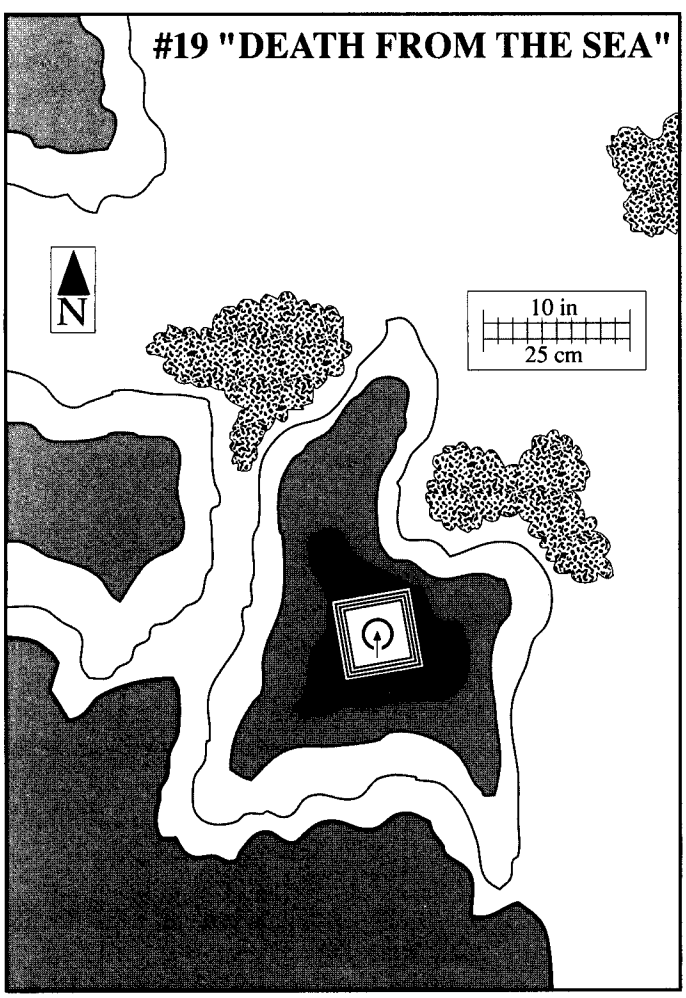
Player 2: Set up First within 6" [15cm] of the Gorosta beacon. Move Last.

RAALDON
(Short Sword, Shield)

Move.Rate ... 5" (4"/2.5"/1.5") [13cm(10/7/3)]
Melee Attack 3D6-1
Melee Damage ..... High
Missile Attack ..... none
Missile Damage ..... none
Range Mod ..... none
Defense 8
Shield Bonus ..... +2
Armor ..... -0
Maneuver 9
Morale 9
Resistance 10
Endurance (5) ..... ❑❑❑m❑❑

CAAL
(Broadsword, Shield)

Move.Rate ... 5.5" (4"/3"/1.5") [14cm(11/7/4)]
Melee Attack 3D6
Melee Damage ..... High+2
Missile Attack ..... none
Missile Damage ..... none
Range Mod ..... none
Defense 9
Shield Bonus ..... +3
Armor ..... -0
Maneuver 9
Morale 8
Resistance 9
Endurance (9) ..... ❑❑❑❑❑ m❑❑❑❑



DARNAAL
(2-handed Sword,Chain Armor)

Move.Rate ... 5" (4"/2.5"/1.5") [13cm(10/7/3)]
Melee Attack ..... 2D6+D10
Melee Damage . High+Low+2
Missile Attack ..... none
Missile Damage ..... none
Range Mod ..... none
Defense 9
Shield Bonus ..... +0
Armor ..... -3
Maneuver 9
Morale 8
Resistance 9
Endurance (10) ..... ❑❑❑❑❑ m❑❑❑❑❑

TOORAL
(Short Sword, Shield)

Move.Rate ... 5" (4"/2.5"/1.5") [13cm(10/7/3)]
Melee Attack ..... 3D6+3
Melee Damage ..... High
Missile Attack ..... none
Missile Damage ..... none
Range Mod ..... none
Defense 9
Shield Bonus ..... +4
Armor ..... -0
Maneuver 8
Morale 8
Resistance 9
Endurance(12) .... ❑❑❑❑❑ ❑ m❑❑❑❑❑ ❑

GARMAAL
(Broadsword, Shield, S. Leather Armor)

Move.Rate ... 6" (4.5"/3"/1.5") [15cm(11/8/4)]
Melee Attack ..... 3D6+1
Melee Damage ..... High+2
Missile Attack ..... none
Missile Damage ..... none
Range Mod ..... none
Defense 8
Shield Bonus ..... +3
Armor ..... -1
Maneuver 9
Morale 8
Resistance 9
Endurance (15) ..... ❑❑❑ ❑❑❑❑❑ m❑❑ ❑❑❑❑❑

NAALDON
(Falchion, Short Bow, R. Leather Armor)

Move.Rate ... 5" (4"/2.5"/1.5") [13cm(10/7/3)]
Melee Attack ..... 2D6+D10
Melee Damage ..... High+2
Missile Attack ..... 2D6+1
Missile Damage Lowx2
Range Mod -2 per 12" [30cm]
Defense 10
Shield Bonus ..... +0
Armor ..... -2
Maneuver 8
Morale 8
Resistance 9
Endurance (18) ..... ❑❑❑❑ ❑❑❑❑❑ m❑❑❑❑ ❑❑❑❑❑

SAATON — *Soluthurn Leader*

Move.Rate: ..... 6" (4.5"/3"/1.5") [15cm(11/8/4)] **Morale:** 8
Defense: ..... 10 **Shield Bonus:** ..... +0 Plate **Armor:** x1/2
Endurance: ..... 21 **Maneuver†** ..... 10 **Resistance†** 8

Weapon	Attack	Damage	Range
Broadsword	3D6+2	High+2	None
Short Bow	2D6+4	Lowx2	-2 per 12" [30cm]

❑❑❑❑❑ ❑❑❑❑❑ ❑m❑❑❑❑ ❑❑❑❑❑: _____

Morale Mod: ..... +1 **Melee Mod:** ..... +0
Missile Mod: ..... +0 **Defense Mod:** ..... +1
Maneuver Mod† ..... +0 **Influence Range:** 0

SCENARIO #20

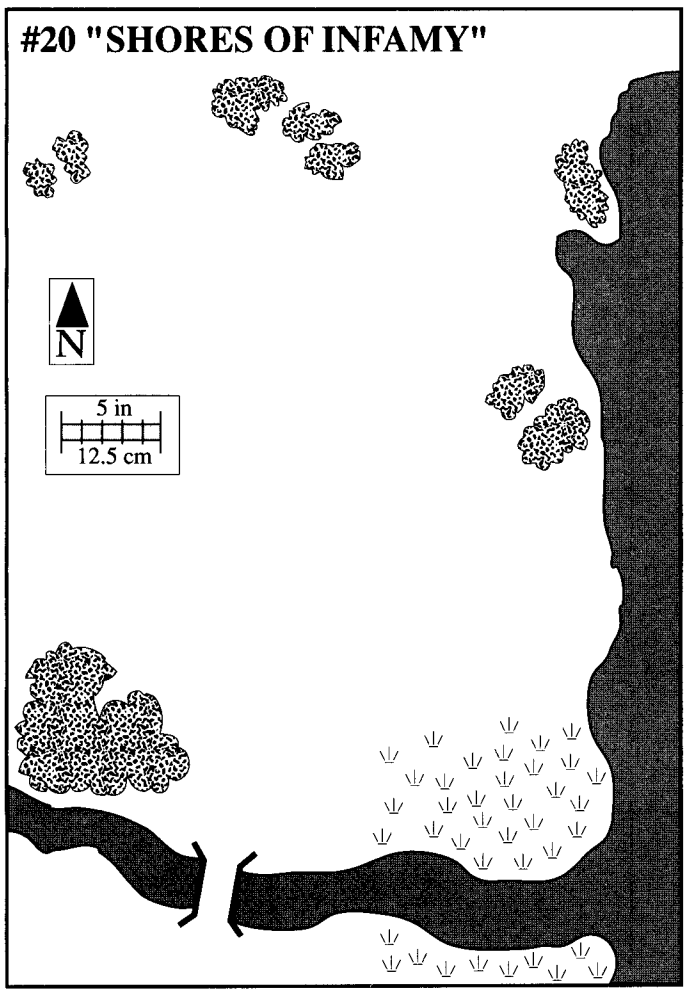
"SHORES OF INFAMY"

Scenario Type: Assault. **Game Length:** 20 Turns.

Setting: Coastal Harro just north of Shing, mid-summer.

The Tale: Harroan merchant ships have spotted Sea Elf warriors sailing for the shores of Harro. The Council has enough time to muster a small mercenary force of Assailers to defeat the Sea Elf invaders. Corbaron, Harro's Commander, wonders if his force will be enough to thwart the violent raiders from the sea. He knows that the invaders have come to steal the wealth of a nearby trading post in Shing. The commander of the Sea Elves, Darian, is more concerned with captured spoils than casualties, so he attacks aggressively, heading toward the trading village and its spoils: gold, weapons and rumored caskets of jewel slime.

Terrain: Generally Clear terrain spotted with sparse Light Woods, a shoreline with Shallow Water, and a bridge-crossed stream which dominates the southern edge of the battlefield. The playing surface is 48" [122cm] (N-S) x 33" [84cm] (E-W).



Weather: Fair. **Power Hues:** Yellow.

Bladestorm: 18 (3D6). **Random Encounter:** 7%.

Special Rules:

1. If both players agree, allow each side to add a 250 point Spell User to its force.
2. The Stream does not slow down Sea Elf Combatants/Units as they cross it.

Victory Conditions: To win, the Sea Elves player must exit six combatants off the South edge of the playing surface within 20" of the West edge. Otherwise the Harro player wins.

Aftermath: If Darian can sack the trading post before substantial mercenary reinforcements arrive, his power and prestige will be assured above and beneath the waves. Only Corbaron and the Assailers stand in his way.

SEA ELVES: RAIDERS

Player 1: Set up First within 6" [15cm] of the sea and within 10" [38cm] of the North edge of the playing surface. Move First.

SEA ELVEN RAIDERS (12)

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)] **Morale:** 9

Defense: .....8 **Shield Bonus:** .....+3 Chain **Armor:** .....-3

Endurance: .....10 **Maneuver†** .....8 **Resistance†** 9

Weapon	Attack	Damage	Range
Serrated Sh. Sword	3D6+2	High+1	None
Harpoon	3D6	Lowx2+2	-2 per 3" [8cm]‡

#1 □□□□□m□□□□□: _____ #4 □□□□□m□□□□□: _____
#2 □□□□□m□□□□□: _____ #5 □□□□□m□□□□□: _____
#3 □□□□□m□□□□□: _____ #6 □□□□□m□□□□□: _____
#7 □□□□□m□□□□□: _____ #10 □□□□□m□□□□□: _____
#8 □□□□□m□□□□□: _____ #11 □□□□□m□□□□□: _____
#9 □□□□□m□□□□□: _____ #12 □□□□□m□□□□□: _____

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (8)	+0	+0	+1	+0	+1
Battle Order (9)	+2	+2	+0	-1	+2
Disbanded (11) *Unit Ma is used only for reforming the unit.*					
Column (9) †	+1	-1	-2	-2	+1

Note: May operate as two 6-combatant units **or** a 12-combatant unit.

DARIAN — *Sea Elf Commander*

Move.Rate: .....7" (5.5"/3.5"/2") [18cm(14/9/5)] **Morale:** 11

Defense: .....11 **Shield Bonus:** .....+3 Chain **Armor:** .....-3

Endurance: .....20 **Maneuver†** .....9 **Resistance†** 8

Weapon	Attack	Damage	Range
Serrated Sh. Sword	3D6+5	High+1	None
Harpoon	3D6+3	Lowx2+2	-2 per 3" [8cm]‡

□□□□□ □□□□□m□□□□□ □□□□□: _____

Morale Mod: .....+1 **Melee Mod:** .....+1
Missile Mod: .....+0 **Defense Mod:** .....+1
Maneuver Mod† .....+2 **Influence Range:** .....10" [25cm]

HARRO: ASSAILERS OF THE WARRING BIGHT

Player 2: Set up Last anywhere which is more than 6" [15cm] from the shore. Move Last.

HARROAN WARRIORS (10)

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)] **Morale:** 8

Defense: .....8 **Shield Bonus:** .....+3 Plate Armor x1/2

Endurance: .....12 **Maneuver†** .....11 **Resistance†** 9

Weapon	Attack	Damage	Range
Longsword	3D6+1	High+2	None
Javelin	3D6-1	Low x2+1	-2 per 3" [8cm]‡

#1 □□□□□□m□□□□□□: ___ #4 □□□□□□m□□□□□□: ____

#2 □□□□□□m□□□□□□: ___ #5 □□□□□□m□□□□□□: ____

#3 □□□□□□m□□□□□□: ___ #6 □□□□□□m□□□□□□: ____

#7 □□□□□□m□□□□□□: ___ #9 □□□□□□m□□□□□□: ____

#8 □□□□□□m□□□□□□: ___ #10 □□□□□□m□□□□□□: ___

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (9)	+0	+0	+1	+0	+1
Battle Order (11)	+2	+2	+0	-1	+2
Disbanded (11) *Unit Ma is used only for reforming the unit.*					
Column (10) †	+1	-1	-2	-2	+1

Note: May operate as one 6-combatant unit and 4 individual combatants.

CORBARON — *Harroan Commander*

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)] **Morale:** 10

Defense: .....10 **Shield Bonus:** .....+3 Plate **Armor:** x1/2

Endurance: .....26 **Maneuver†** .....10 **Resistance†** 8

Weapon	Attack	Damage	Range
Longsword	3D6+3	High+2	None
Javelin	3D6+1	Low x2+1	-2 per 3" [8cm]‡

□□□□□ □□□□□ □□□m□□□ □□□□□ □□□□□: _____

Morale Mod: .....+1 **Melee Mod:** .....+1

Missile Mod: .....+1 **Defense Mod:** .....+1

Maneuver Mod† .....+1 **Influence Range:** .....10" [25cm]

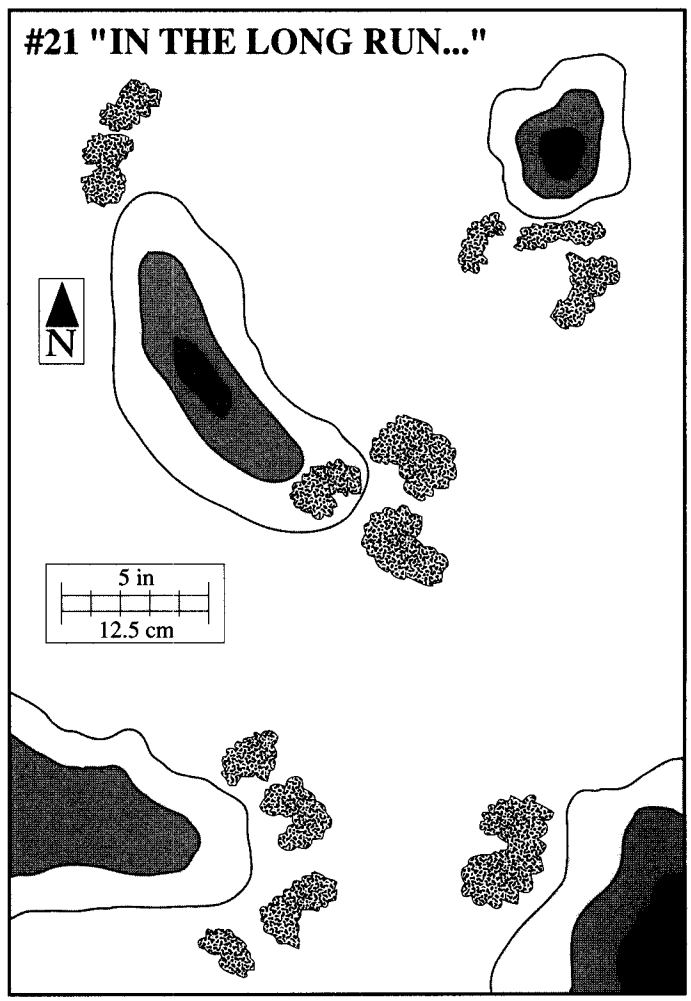
SCENARIO #21

"IN THE LONG RUN"

Scenario Type: Ambush. **Game Length:** Varies.

Setting: Eastern Cavan, in the foothills of the Folenna Spikes, 15 miles east of Sirama, Summer.

The Tale: A marrauding Run of Rukon's Brool Highrunners has been preying upon commerce along the southeastern border of Cavan, along the Ironwater River. Lead by Ganar, these Highrunners take all they want — ore, jewels, weapons and gold — by waylaying (and often slaying) passing merchants. Aware of the presence of bandits in the highlands, Cavan has sent some warriors disguised as traders. Their leader, Untur Dulp, wants to trick them into getting close enough to fight. When both sides meet, neither knows how dangerous the other truly is.



Terrain: Sparse Medium Woods and four Sloped hills on mostly Clear terrain. The playing surface is 32" [81cm] (N-S) x 22" [56cm] (E-W).

Weather: Fair. **Power Hues:** Roll randomly.

Bladestorm: 18 (3D6). **Random Encounter:** 25%.

Special Rules:

1. To set up, the Rukona player writes down the location of all his combatants rather than placing them on the playing surface. (This may be accomplished by noting inches [cm] west by inches [cm] south or by photocopying map diagram (permission given) and marking Rukona positions, for example.) They may be placed anywhere. A Rukona combatant/unit is revealed only if a Cavani combatant passes within 4" [10cm] of it, or if the Rukona combatant makes an attack or if it moves.
2. Modify the first attack roll a hidden Rukona combatant makes by +2 because of its ambushing status. Subsequent attacks for that combatant are resolved normally.
3. In the first phase that any Cavani combatant attacks, all Cavani attack rolls are modified by +2, because the Rukona Highrunners don't realize the Cavanis are fighters and not traders. Subsequent attacks are resolved normally.

Victory Conditions: The player who still has combatants remaining at the end wins.

Aftermath: With both sides suffering surprise, the victor will be the commander whose forces can most readily adapt to adversity.

CAVAN: IRON VOICEMEN WARRIORS

Enter the playing surface on Turn 1 from any edge. Move First.

CAVAN WARRIORS (5)

Move.Rate: .....5" (4"/2.5"/1.5") [13cm(10/7/3)] **Morale:** 9

Defense: .....8 **Shield Bonus:** .....+0 Chain **Armor:** .....-3

Endurance: .....9 **Maneuver†** .....9 **Resistance†** 10

Weapon	Attack	Damage	Range
Short Bow	2D6+2	Lowx2	-2 per 12" [30cm]
Spear	3D6	Lowx2+2	-2 per 3" [8cm]‡

#1 ☐☐☐☐☐m☐☐☐☐: _____ #4 ☐☐☐☐☐m☐☐☐☐: _____

#2 ☐☐☐☐☐m☐☐☐☐: _____ #5 ☐☐☐☐☐m☐☐☐☐: _____

#3 ☐☐☐☐☐m☐☐☐☐: _____

Note: May only operate as individual combatants.

UNTUR DULP — *Cavan Leade*

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)] **Morale:** 9

Defense: .....9 **Shield Bonus:** .....+0 Chain **Armor:** .....-3

Endurance: .....13 **Maneuver†** .....9 **Resistance†** 9

Weapon	Attack	Damage	Range
Spear	3D6+2	Lowx2+2	-2 per 3" [8cm]‡

☐☐☐☐☐ ☐☐m☐ ☐☐☐☐☐: _____

Morale Mod: .....+1 **Melee Mod:** .....+0

Missile Mod: .....+0 **Defense Mod:** .....+1

Maneuver Mod† .....+1 **Influence Range:** .....5" [13cm]

RUKON: BROOL HIGHRUNNERS

Player 2: Set up anywhere on the playing surface, hidden (see Special Rule #1). Move Last.

BROOL HIGHRUNNERS (4)

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)] **Morale:** 9

Defense: .....8 **Shield Bonus:** .....+0 R. Leather **Armor:** ...-2

Endurance: .....10 **Maneuver†** .....9 **Resistance†** 10

Weapon	Attack	Damage	Range
Short Bow	2D6+2	Lowx2	-2 per 12" [30cm]
Handaxe	3D6	High+1	-2 per 3" [8cm]‡

#1 ☐☐☐☐☐m☐☐☐☐☐: _____ #3 ☐☐☐☐☐m☐☐☐☐☐: _____

#2 ☐☐☐☐☐m☐☐☐☐☐: _____ #4 ☐☐☐☐☐m☐☐☐☐☐: _____

Note: May only operate as individual combatants.

GANAR — *RUKONU LEAD*

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)] **Morale:** 9

Defense: .....10 **Shield Bonus:** .....+3 R. Leather **Armor:** ...-2

Endurance: .....15 **Maneuver†** .....8 **Resistance†** 9

Weapon	Attack	Damage	Range
Short Sword	3D6+2	High	None
Handaxe	3D6+1	High+1	-2 per 3" [8cm]‡

☐☐☐☐☐ ☐☐☐m☐☐ ☐☐☐☐☐:

Morale Mod: .....+1 **Melee Mod:** .....+1

Missile Mod: .....+0 **Defense Mod:** .....+0

Maneuver Mod† .....+0 **Influence Range:** .....5" [13cm]

SCENARIO #22

"HIGHLAND HORROR"

Scenario Type: Assault. **Game Length:** 40 turns.

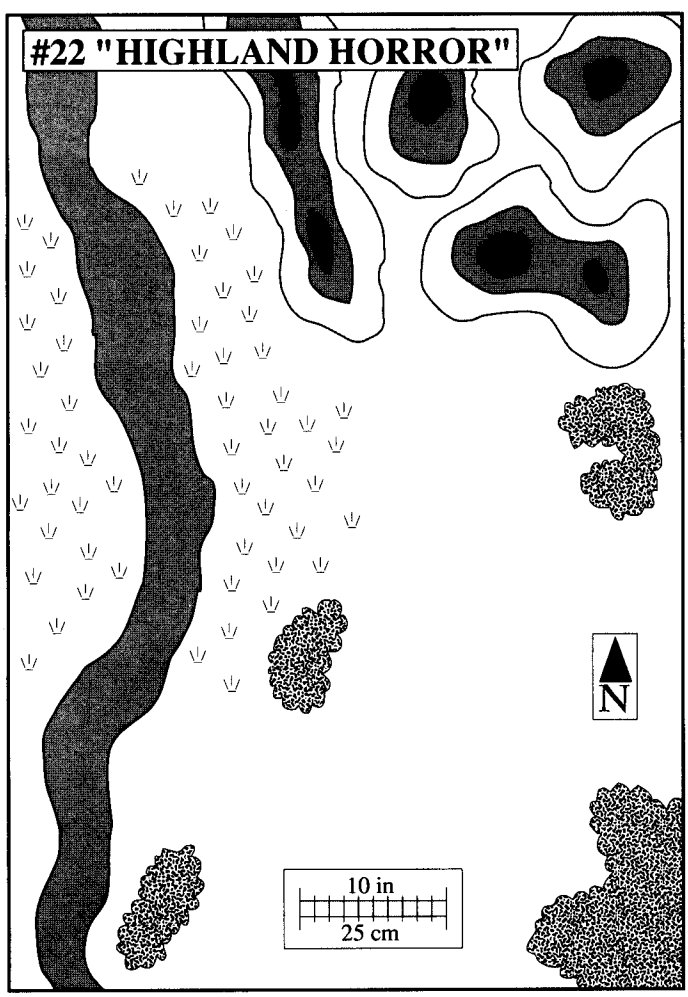
Setting: Inland from the Spice River, in southeastern Rukon.

The Tale: A Goblin troop under command of Kard has infiltrated and pillaged into Rukona territory. Most harassed have been the traders of Malkunu, on the Slave River, where Goblin raiders have put to the torch what they could not carry away. In response, the ruling Trela Clan-lord dispatches a small force of warriors led by Romar to deal with this incursion. His orders are clear: take no prisoners, never retreat and let the black blood of the Goblins flow like a river! When the two races clash, they meet as equals on the battlefield.

Terrain: Generally Brush terrain with sparse Medium Woods is bounded by Sloped hills in the East and a marsh-choked stream to the North. Playing surface is 65" [165cm] (E-W) x 45" [114cm] (N-S).

Weather: Dusk (see Special Rule #1).

Power Hues: Roll Randomly.



Bladestorm: 16+ (3D6). **Random Encounter:** 14%.

Special Rules:

1. As the scenario begins, night approaches. Goblin Combatant/Units' attacks are modified by -2 during Turns 1 to 10, -1 for Turns 11 to 20, and normal thereafter.
2. As the scenario begins, night approaches. Rukonnu Combatant/Units' attacks are modified by -1 during Turns 1 to 10, -2 for Turns 11 to 20, and -3 on Turns 21 to 40.
3. "*" — A "War Mob" is a special formation that represents the Goblins fighting in more individualistic, helter-skelter style. Treat as General Order (see S-11.1), except for the modifications.
4. If both players agree, each side can make one of its combatants (not a leader) a Standard Bearer (see O-12.2).

Victory Conditions: To win, the Goblin player must eliminate from the battlefield all Rukonu combatants or kill Romar by game's end. Otherwise, the Rukonu player wins.

Aftermath: If the Spice Warriors cannot stop the Goblins, the stunted cannibals will soon strike at vital areas of Trelan interest. They must be stopped, but at what price? The death of Romar, the Clan-lord's son?

RUKON: WARRIORS

Player 1: Enter from the West edge. Move First.

WARRIORS (16)			
Move.Rate: 5.5" (4"/3"/1.5") [14cm(11/7/4)]			**Morale:** 9
Defense: 8	**Shield Bonus:** +3	S. Leather	**Armor:** -1
Endurance: 10	**Maneuver†** 8		**Resistance†** 10

Weapon	Attack	Damage	Range
Short Sword	3D6	High	None
Short Bow	2D6+3	Lowx2	-2 per 12" [30cm]

#1 □□□□□m□□□□□: _____		#5 □□□□□m□□□□□: _____	
#2 □□□□□m□□□□□: _____		#6 □□□□□m□□□□□: _____	
#3 □□□□□m□□□□□: _____		#7 □□□□□m□□□□□: _____	
#4 □□□□□m□□□□□: _____		#8 □□□□□m□□□□□: _____	
#9 □□□□□m□□□□□: _____		#13 □□□□□m□□□□□: _____	
#10 □□□□□m□□□□□: _____		#14 □□□□□m□□□□□: _____	
#11 □□□□□m□□□□□: _____		#15 □□□□□m□□□□□: _____	
#12 □□□□□m□□□□□: _____		#16 □□□□□m□□□□□: _____	

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (10)	+0	+0	+1	+0	+1
Battle Order (9)	+2	+2	+0	-1	+2
Disbanded (11) *Unit Ma is used only for reforming the unit.*					
Column (10) †	+1	-1	-2	-2	+1

Note: May operate as two 8-combatant units **or** a 16-combatant unit.

ROMAR — *Rukon Commander*			
Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)]			**Morale:** 8
Defense: 9	**Shield Bonus:** .....+3		**Chain Armor:** .....-3
Endurance: 14	**Maneuver†** 7		**Resistance†** 9
Weapon	**Attack**	**Damage**	**Range**
Short Sword	3D6+4	High	None
Short Bow	2D6+4	Lowx2	-2 per 12" [30cm]
❑❑❑❑❑ ❑❑m❑❑ ❑❑❑❑❑: _____			
Morale Mod: .....+1		**Melee Mod:** .....+0	
Missile Mod: .....+1		**Defense Mod:** .....+1	
Maneuver Mod† .....+1		**Influence Range:** 0	

GOBLIN: RAIDERS

Player 2: Set up anywhere within the hilly area First, in War Mob formation. Move Last.

GOBLIN WARBAND (20)			
Move.Rate: .....4.5" (3.5"/2.5"/1") [11cm(8/6/3)]			**Morale:** 9
Defense: 9	**Shield Bonus:** 0		S. Leather **Armor:** ....-1
Endurance: 8	**Maneuver†** 9		**Resistance†** 10
Weapon	**Attack**	**Damage**	**Range**
Battleaxe	2D6+D10-1	High+Low+1	None
Hand Axe	3D6	High+1	-2 per 3" [8cm]‡

#1 ❑❑❑❑m❑❑❑❑: _____		#6 ❑❑❑❑m❑❑❑❑: _____	
#2 ❑❑❑❑m❑❑❑❑: _____		#7 ❑❑❑❑m❑❑❑❑: _____	
#3 ❑❑❑❑m❑❑❑❑: _____		#8 ❑❑❑❑m❑❑❑❑: _____	
#4 ❑❑❑❑m❑❑❑❑: _____		#9 ❑❑❑❑m❑❑❑❑: _____	
#5 ❑❑❑❑m❑❑❑❑: _____		#10 ❑❑❑❑m❑❑❑❑: _____	
#11 ❑❑❑❑m❑❑❑❑: _____		#16 ❑❑❑❑m❑❑❑❑: _____	
#12 ❑❑❑❑m❑❑❑❑: _____		#17 ❑❑❑❑m❑❑❑❑: _____	
#13 ❑❑❑❑m❑❑❑❑: _____		#18 ❑❑❑❑m❑❑❑❑: _____	
#14 ❑❑❑❑m❑❑❑❑: _____		#19 ❑❑❑❑m❑❑❑❑: _____	
#15 ❑❑❑❑m❑❑❑❑: _____		#20 ❑❑❑❑m❑❑❑❑: _____	

Formation	**Melee**		**Missile**		**Morale**
(Unit Ma)	**Att**	**Def**	**Att**	**Def**	**Roll Mod**
General Order (10)	+0	+0	+1	+0	+1
Battle Order (12)	+2	+1	+0	-1	+1
Disbanded (11) *Unit Ma is used only for reforming the unit.*					
War Mob (10) *	+1	+1	+1	+0	+1

Note: May operate as two 10-combatant units **or** a 20-combatant unit.

KARD — *Goblin Leader*			
Move.Rate: .....4.5" (3.5"/2.5"/1") [11cm(8/6/3)]			**Morale:** 9
Defense: 10	**Shield Bonus:** .....+0		S. Leather **Armor:** ....-1
Endurance: 12	**Maneuver†** 9		**Resistance†** 9
Weapon	**Attack**	**Damage**	**Range**
Battleaxe	2D6+D10+1	High+Low+1	None
Hand Axe	3D6+2	High+1	-2 per 3" [8cm]‡
❑❑❑❑❑ ❑m❑ ❑❑❑❑❑: _____			
Morale Mod: .....+0		**Melee Mod:** .....+1	
Missile Mod: .....+1		**Defense Mod:** .....+1	
Maneuver Mod† .....+0		**Influence Range:** 0	

SCENARIO #23

"BY THE SACRIFICE OF MANY"

Scenario Type: Assault. **Game Length:** 60 Turns.

Setting: Near the border between southern Cavan and northeastern Kulm, along the Ironwater River, Late Summer.

The Tale: At the orders of Kulmean King Skera, Lord Golu takes possession of part of the Bow Valley, which Cavan also claims. After several preliminary skirmishes, the Voicemen of southern Cavan under Commander Colur Relp are ready to deal with Golu's men. Colur Relp chooses to meet the foe along the banks of the Ironwater; Kulm's Lord Golu is happy to oblige. Unfortunately, as the two armies clash, a Bladestorm gathers, threatening to destroy all in its wake. Too much force is gathered on the battlefield for the magical defenses of Folenn to ignore.

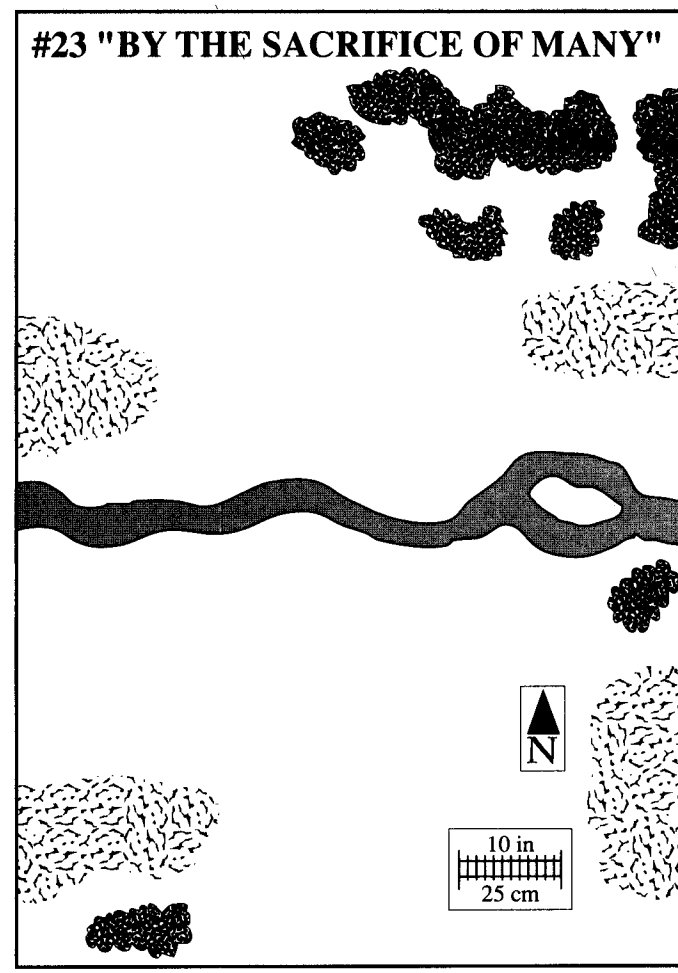
Terrain: Generally Clear terrain with sparse Brush and Heavy Woods to the North and South. A Stream bisects the battlefield. Playing Surface is 96" [244cm] (N-S) x 68" [173cm] (E-W).

Weather: Fair **Power Hues:** Roll Randomly

Bladestorm: 15+ (3D6) **Random Encounter:** 3%

Special Rules:

1. If both players agree, each side can add a 400 point Spell User to its force (see O-12.1 and A-1.0).



2. If both players agree, each side can make one of its combatants (not a leader) a Standard Bearer (see O-12.2).
3. Once a Bladestorm appears, any combatants that leave the playing surface do not count as losses for Victory Condition purposes.

Victory Conditions: The side which loses the fewer combatants wins.

Aftermath: The great battle draws numerous casualties as well as a Bladestorm. Within ten minutes of its start, the battle may well be decided. Both sides throw caution to the winds!

KULM: LORD GOLU'S ARMY

Player 1: Enter South edge on Turn 1. Move First.

Move.Rate: .....5" (4"/2.5"/1.5") [13cm(10/7/3)] **Morale:** 9

Defense: .....7 **Shield Bonus:** .....+3 Chain **Armor:** .....-3

Endurance: .....9 **Maneuver†** .....10 **Resistance†** 10

Weapon	Attack	Damage	Range
Broadsword	3D6	High+2	None

#1 □□□□□m□□□□: _____ #5 □□□□□m□□□□: _____
#2 □□□□□m□□□□: _____ #6 □□□□□m□□□□: _____
#3 □□□□□m□□□□: _____ #7 □□□□□m□□□□: _____
#4 □□□□□m□□□□: _____
#8 □□□□□m□□□□: _____ #12 □□□□□m□□□□: _____
#9 □□□□□m□□□□: _____ #13 □□□□□m□□□□: _____
#10 □□□□□m□□□□: _____ #14 □□□□□m□□□□: _____
#11 □□□□□m□□□□: _____
#15 □□□□□m□□□□: _____ #19 □□□□□m□□□□: _____
#16 □□□□□m□□□□: _____ #20 □□□□□m□□□□: _____
#17 □□□□□m□□□□: _____ #21 □□□□□m□□□□: _____
#18 □□□□□m□□□□: _____
#22 □□□□□m□□□□: _____ #26 □□□□□m□□□□: _____
#23 □□□□□m□□□□: _____ #27 □□□□□m□□□□: _____
#24 □□□□□m□□□□: _____ #28 □□□□□m□□□□: _____
#25 □□□□□m□□□□: _____
#29 □□□□□m□□□□: _____ #33 □□□□□m□□□□: _____
#30 □□□□□m□□□□: _____ #34 □□□□□m□□□□: _____
#31 □□□□□m□□□□: _____ #35 □□□□□m□□□□: _____
#32 □□□□□m□□□□: _____
#36 □□□□□m□□□□: _____ #40 □□□□□m□□□□: _____
#37 □□□□□m□□□□: _____ #41 □□□□□m□□□□: _____
#38 □□□□□m□□□□: _____ #42 □□□□□m□□□□: _____
#39 □□□□□m□□□□: _____
#43 □□□□□m□□□□: _____ #47 □□□□□m□□□□: _____
#44 □□□□□m□□□□: _____ #48 □□□□□m□□□□: _____
#45 □□□□□m□□□□: _____ #49 □□□□□m□□□□: _____
#46 □□□□□m□□□□: _____

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (10)	+0	+0	+1	+0	+1
Battle Order (11)	+2	+2	+0	-1	+2
Disbanded (12) *Unit Ma is used only for reforming the unit.*					
Column (10) †	+1	-1	-2	-2	+1
Square (11) †	+1	+2	+0	-3	+2
Shield Wall(11) †	+0	+4(+2)	+0	+5(-2)	+2

Note: May operate in any combination of 7-combatant units, 14-combatant units, and 21 combatant units.

KULMEAN PIKEMEN (24)

Move.Rate: .....5" (4"/2.5"/1.5") [13cm(10/7/3)] **Morale:** 8

Defense: .....7 **Shield Bonus:** .....+0 Chain **Armor:** .....-3

Endurance: .....9 **Maneuver†** .....10 **Resistance†** 10

Weapon	Attack	Damage	Range
Pike	D6+D10	High+Low	None

#1 □□□□□m□□□□: _____ #5 □□□□□m□□□□: _____
#2 □□□□□m□□□□: _____ #6 □□□□□m□□□□: _____
#3 □□□□□m□□□□: _____ #7 □□□□□m□□□□: _____
#4 □□□□□m□□□□: _____ #8 □□□□□m□□□□: _____
#9 □□□□□m□□□□: _____ #13 □□□□□m□□□□: _____
#10 □□□□□m□□□□: _____ #14 □□□□□m□□□□: _____
#11 □□□□□m□□□□: _____ #15 □□□□□m□□□□: _____
#12 □□□□□m□□□□: _____ #16 □□□□□m□□□□: _____
#17 □□□□□m□□□□: _____ #21 □□□□□m□□□□: _____
#18 □□□□□m□□□□: _____ #22 □□□□□m□□□□: _____
#19 □□□□□m□□□□: _____ #23 □□□□□m□□□□: _____
#20 □□□□□m□□□□: _____ #24 □□□□□m□□□□: _____

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (10)	+0	+0	+1	+0	+1
Battle Order (11)	+2	+2	+0	-1	+2
Disbanded (12) *Unit Ma is used only for reforming the unit.*					
Column (10) †	+1	-1	-2	-2	+1
Square (11) †	+1	+2	+0	-3	+2

Note: May operate as three 8-combatant units **or** a 24-combatant unit **or** as a 8-combatant unit and a 16-combatant unit.

KULMEAN DRUMMER/BOWMEN (24)

Move.Rate: .....5" (4"/2.5"/1.5") [13cm(10/7/3)] **Morale:** 10

Defense: .....7 **Shield Bonus:** .....+0 Chain **Armor:** .....-3

Endurance: .....9 **Maneuver†** .....10 **Resistance†** 10

Weapon	Attack	Damage	Range
Short Bow	2D6+2	Lowx2	-2 per 12" [30cm]
Dagger	2D6+2	Lowx2-1	None

#1 □□□□□m□□□□: _____ #5 □□□□□m□□□□: _____
#2 □□□□□m□□□□: _____ #6 □□□□□m□□□□: _____
#3 □□□□□m□□□□: _____ #7 □□□□□m□□□□: _____
#4 □□□□□m□□□□: _____ #8 □□□□□m□□□□: _____
#9 □□□□□m□□□□: _____ #13 □□□□□m□□□□: _____
#10 □□□□□m□□□□: _____ #14 □□□□□m□□□□: _____
#11 □□□□□m□□□□: _____ #15 □□□□□m□□□□: _____
#12 □□□□□m□□□□: _____ #16 □□□□□m□□□□: _____
#17 □□□□□m□□□□: _____ #21 □□□□□m□□□□: _____
#18 □□□□□m□□□□: _____ #22 □□□□□m□□□□: _____
#19 □□□□□m□□□□: _____ #23 □□□□□m□□□□: _____
#20 □□□□□m□□□□: _____ #24 □□□□□m□□□□: _____

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (10)	+0	+0	+1	+0	+1
Battle Order (11)	+2	+2	+0	-1	+2
Disbanded (12) *Unit Ma is used only for reforming the unit.*					
Column (10) †	+1	-1	-2	-2	+1

Note: May operate as three 8-combatant units **or** a 24-combatant unit **or** as a 8-combatant unit and a 16-combatant unit.

LORD GOLU — *Kulmean Commander*

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)] **Morale:** 7

Defense: .....11 **Shield Bonus:** .....+4 Plate **Armor:** x1/2

Endurance: .....30 **Maneuver†** .....9 **Resistance†** 7

Weapon	Attack	Damage	Range
Broadsword	3D6+4	High+3	None

☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
m☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐: _____

Spells Known† 1E1, 2E2

Power Points† .....10 **Elem. Spell Bonus:** .....+3

Morale Mod: .....+1 **Melee Mod:** .....+1

Missile Mod: .....+1 **Defense Mod:** .....+1

Maneuver Mod† .....+1 **Influence Range:** .....10" [25cm]

CAVAN: VOICEMEN

Player 2: Set up First anywhere within 8" [20cm] of the North edge. Move Last.

CAVAN IRON VOICEMEN (40)

Move.Rate: .....5" (4"/2.5"/1.5") [13cm(10/7/3)] **Morale:** 9

Defense: .....9 **Shield Bonus:** .....+0 Quilted **Armor:** .....-1

Endurance: .....10 **Maneuver†** .....8 **Resistance†** 9

Weapon	Attack	Damage	Range
Battleaxe	2D6+D10-1	High+Low+1	None
Hand Axe	3D6	High+1	-2 per 3" [8cm]‡

#1 ☐☐☐☐☐m☐☐☐☐☐: _____	#6 ☐☐☐☐☐m☐☐☐☐☐: _____	
#2 ☐☐☐☐☐m☐☐☐☐☐: _____	#7 ☐☐☐☐☐m☐☐☐☐☐: _____	
#3 ☐☐☐☐☐m☐☐☐☐☐: _____	#8 ☐☐☐☐☐m☐☐☐☐☐: _____	
#4 ☐☐☐☐☐m☐☐☐☐☐: _____	#9 ☐☐☐☐☐m☐☐☐☐☐: _____	
#5 ☐☐☐☐☐m☐☐☐☐☐: _____	#10 ☐☐☐☐☐m☐☐☐☐☐: _____	
#11 ☐☐☐☐☐m☐☐☐☐☐: _____	#16 ☐☐☐☐☐m☐☐☐☐☐: _____	
#12 ☐☐☐☐☐m☐☐☐☐☐: _____	#17 ☐☐☐☐☐m☐☐☐☐☐: _____	
#13 ☐☐☐☐☐m☐☐☐☐☐: _____	#18 ☐☐☐☐☐m☐☐☐☐☐: _____	
#14 ☐☐☐☐☐m☐☐☐☐☐: _____	#19 ☐☐☐☐☐m☐☐☐☐☐: _____	
#15 ☐☐☐☐☐m☐☐☐☐☐: _____	#20 ☐☐☐☐☐m☐☐☐☐☐: _____	
#21 ☐☐☐☐☐m☐☐☐☐☐: _____	#26 ☐☐☐☐☐m☐☐☐☐☐: _____	
#22 ☐☐☐☐☐m☐☐☐☐☐: _____	#27 ☐☐☐☐☐m☐☐☐☐☐: _____	
#23 ☐☐☐☐☐m☐☐☐☐☐: _____	#28 ☐☐☐☐☐m☐☐☐☐☐: _____	
#24 ☐☐☐☐☐m☐☐☐☐☐: _____	#29 ☐☐☐☐☐m☐☐☐☐☐: _____	
#25 ☐☐☐☐☐m☐☐☐☐☐: _____	#30 ☐☐☐☐☐m☐☐☐☐☐: _____	
#31 ☐☐☐☐☐m☐☐☐☐☐: _____	#36 ☐☐☐☐☐m☐☐☐☐☐: _____	
#32 ☐☐☐☐☐m☐☐☐☐☐: _____	#37 ☐☐☐☐☐m☐☐☐☐☐: _____	
#33 ☐☐☐☐☐m☐☐☐☐☐: _____	#38 ☐☐☐☐☐m☐☐☐☐☐: _____	
#34 ☐☐☐☐☐m☐☐☐☐☐: _____	#39 ☐☐☐☐☐m☐☐☐☐☐: _____	
#35 ☐☐☐☐☐m☐☐☐☐☐: _____	#40 ☐☐☐☐☐m☐☐☐☐☐: _____	

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (9)	+0	+0	+1	+0	+1
Battle Order (9)	+2	+2	+0	-1	+2
Disbanded (10)	*Unit Ma is used only for reforming the unit.*				
Column (9) †	+1	-1	-2	-2	+1
Square (9) †	+1	+2	+0	-3	+2

Note: May operate as four 10-combatant units **or** two 20-combatant units **or** as two 10-combatant unit and a 20-combatant unit.

CAVAN COASTAL VOICEMEN (40)

Move.Rate: .....5" (4"/2.5"/1.5") [13cm(10/7/3)] **Morale:** 8

Defense: .....9 **Shield Bonus:** .....+0 **Quilted Armor:** .....-1

Endurance: .....10 **Maneuver†** .....8 **Resistance†** 9

Weapon	Attack	Damage	Range
Spear	3D6+1	Lowx2+2	-2 per 3" [8cm]‡
Spear	3D6+1	Lowx2+2	-2 per 3" [8cm]‡

#1 ☐☐☐☐☐m☐☐☐☐☐: _____		
#2 ☐☐☐☐☐m☐☐☐☐☐: _____	#7 ☐☐☐☐☐m☐☐☐☐☐: _____	
#3 ☐☐☐☐☐m☐☐☐☐☐: _____	#8 ☐☐☐☐☐m☐☐☐☐☐: _____	
#4 ☐☐☐☐☐m☐☐☐☐☐: _____	#9 ☐☐☐☐☐m☐☐☐☐☐: _____	
#5 ☐☐☐☐☐m☐☐☐☐☐: _____	#10 ☐☐☐☐☐m☐☐☐☐☐: _____	
#11 ☐☐☐☐☐m☐☐☐☐☐: _____	#16 ☐☐☐☐☐m☐☐☐☐☐: _____	
#12 ☐☐☐☐☐m☐☐☐☐☐: _____	#17 ☐☐☐☐☐m☐☐☐☐☐: _____	
#13 ☐☐☐☐☐m☐☐☐☐☐: _____	#18 ☐☐☐☐☐m☐☐☐☐☐: _____	
#14 ☐☐☐☐☐m☐☐☐☐☐: _____	#19 ☐☐☐☐☐m☐☐☐☐☐: _____	
#15 ☐☐☐☐☐m☐☐☐☐☐: _____	#20 ☐☐☐☐☐m☐☐☐☐☐: _____	
#21 ☐☐☐☐☐m☐☐☐☐☐: _____	#26 ☐☐☐☐☐m☐☐☐☐☐: _____	
#22 ☐☐☐☐☐m☐☐☐☐☐: _____	#27 ☐☐☐☐☐m☐☐☐☐☐: _____	
#23 ☐☐☐☐☐m☐☐☐☐☐: _____	#28 ☐☐☐☐☐m☐☐☐☐☐: _____	
#24 ☐☐☐☐☐m☐☐☐☐☐: _____	#29 ☐☐☐☐☐m☐☐☐☐☐: _____	
#25 ☐☐☐☐☐m☐☐☐☐☐: _____	#30 ☐☐☐☐☐m☐☐☐☐☐: _____	
#31 ☐☐☐☐☐m☐☐☐☐☐: _____	#36 ☐☐☐☐☐m☐☐☐☐☐: _____	
#32 ☐☐☐☐☐m☐☐☐☐☐: _____	#37 ☐☐☐☐☐m☐☐☐☐☐: _____	
#33 ☐☐☐☐☐m☐☐☐☐☐: _____	#38 ☐☐☐☐☐m☐☐☐☐☐: _____	
#34 ☐☐☐☐☐m☐☐☐☐☐: _____	#39 ☐☐☐☐☐m☐☐☐☐☐: _____	
#35 ☐☐☐☐☐m☐☐☐☐☐: _____	#40 ☐☐☐☐☐m☐☐☐☐☐: _____	

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (9)	+0	+0	+1	+0	+1
Battle Order (9)	+2	+2	+0	-1	+2
Disbanded (10)	*Unit Ma is used only for reforming the unit.*				
Column (9) †	+1	-1	-2	-2	+1
Square (9) †	+1	+2	+0	-3	+2

Note: May operate as four 10-combatant units or two 20-combatant units or as two 10-combatant unit and a 20-combatant unit.

CAVAN GREEN VOICEMEN (20)

Move.Rate: .....5" (4"/2.5"/1.5") [13cm(10/7/3)] **Morale:** 10

Defense: .....9 **Shield Bonus:** .....+0 **Quilted Armor:** .....-1

Endurance: .....10 **Maneuver†** .....8 **Resistance†** 9

Weapon	Attack	Damage	Range
Spear	3D6	Lowx2+2	-2 per 3" [8cm]‡
Short Bow	2D6+2	Lowx2	-2 per 12" [30cm]

#1 □□□□□m□□□□□: _____ #6 □□□□□m□□□□□: _____
#2 □□□□□m□□□□□: _____ #7 □□□□□m□□□□□: _____
#3 □□□□□m□□□□□: _____ #8 □□□□□m□□□□□: _____
#4 □□□□□m□□□□□: _____ #9 □□□□□m□□□□□: _____
#5 □□□□□m□□□□□: _____ #10 □□□□□m□□□□□: _____
#11 □□□□□m□□□□□: _____ #16 □□□□□m□□□□□: _____
#12 □□□□□m□□□□□: _____ #17 □□□□□m□□□□□: _____
#13 □□□□□m□□□□□: _____ #18 □□□□□m□□□□□: _____
#14 □□□□□m□□□□□: _____ #19 □□□□□m□□□□□: _____
#15 □□□□□m□□□□□: _____ #20 □□□□□m□□□□□: _____

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (9)	+0	+0	+1	+0	+1
Battle Order (9)	+2	+2	+0	-1	+2
Disbanded (10)	*Unit Ma is used only for reforming the unit.*				
Column (9) †	+1	-1	-2	-2	+1
Square (9) †	+1	+2	+0	-3	+2

Note: May operate as two 10-combatant units or a 20-combatant unit.

COLOR RELP — COMMANDER OF CAVAN'S VOICEMEN

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)] Morale: 7

Defense: .....11 Shield Bonus: .....+4 Plate Armor: x1/2

Endurance: .....30 Maneuver† .....8 Resistance† 8

Weapon	Attack	Damage	Range
Long Mace	2D6+8	High+Low+1	None

□□□□□ □□□□□m□□□□□ □□□□□: _____

Morale Mod: .....+1 Melee Mod: .....+2
Missile Mod: .....+1 Defense Mod: .....+1
Maneuver Mod† .....+2 Influence Range: .....10" [25cm]

SCENARIO #24



"SLAVER RAID"

Scenario Type: Assault. **Game Length:** 60 Turns.

Setting: Southeastern Abdera, near the Horse River and the Rukon border, Summer.

The Tale: Abdera, weakened by assaults of other powers, lies almost at the mercy of Rukon's Cuth Slavers. The problem is: they don't have any. These foul merchants of flesh raid for only one purpose: the aquisition of human "merchandise" to sell for gold pieces in the cities of Rukon. During the summer, a particularly large group of Slavers, led by their Priest-queen's brother Tathar, penetrates several miles into Abderan territory with little opposition. Near the banks of the Horse River, a small force of Abderan Spice Warriors and Thunder Runners led by the shaman Avun prepares to drive back the invaders.

Terrain: Three Sloped hills with sparse Medium Woods on Clear terrain. A Stream is the North boundary. The playing surface is 65" [165cm] (E-W) x 45" [114cm] (N-S).

Weather: Fair. **Power Hues:** Roll Randomly.

Bladestorm: 16+ (3D6). **Random Encounter:** 10%.

Special Rules:

1. If both players agree, each side can add a 250 point Spell User to its force (see O-12.1 and A-1.0).
2. If both players agree, each side can make one of its combatants (not a leader) a Standard Bearer (see O-12.2).
3. Once a Bladestorm appears, any combatants that leave the playing surface do not count as losses for Victory Condition purposes.
4. A "§" beside Avun's weapons indicates that he may make two attacks each melee phase: one with his mace and one with his rapier.

Victory Conditions: The side which has eliminated more enemy combatants at game's end, wins. In a tie, Rukon wins.

Aftermath: Even one more defeat may spell disaster for Abdera. For this reason the King has dispatched his most trusted and successful leader, Avun, to field Abderan forces. Will Avun's genius be enough to avert disaster? If not, who is going to tell the King? Not me!

RUKON: CUTH SLAVERS

Player 1: Set up within 3" [8cm] of the East edge. Move First.

CUTH SLAVERS (32)

Move.Rate: .....5.5" (4"/3"/1.5") [14cm(11/7/4)] **Morale:** 8

Defense: .....8 **Shield Bonus:** .....+3 R. Leather **Armor:** ...-2

Endurance: .....9 **Maneuver†** .....10 **Resistance†** 10

Weapon	Attack	Damage	Range
Short Sword	3D6+1	High	None
Handaxe	3D6	High+1	-2 per 3" [8cm]‡

#1 □□□□□m□□□□□: _____ #5 □□□□□m□□□□□: _____
#2 □□□□□m□□□□□: _____ #6 □□□□□m□□□□□: _____
#3 □□□□□m□□□□□: _____ #7 □□□□□m□□□□□: _____
#4 □□□□□m□□□□□: _____ #8 □□□□□m□□□□□: _____
#9 □□□□□m□□□□□: _____ #13 □□□□□m□□□□□: _____
#10 □□□□□m□□□□□: _____ #14 □□□□□m□□□□□: _____
#11 □□□□□m□□□□□: _____ #15 □□□□□m□□□□□: _____
#12 □□□□□m□□□□□: _____ #16 □□□□□m□□□□□: _____
#17 □□□□□m□□□□□: _____ #21 □□□□□m□□□□□: _____
#18 □□□□□m□□□□□: _____ #22 □□□□□m□□□□□: _____
#19 □□□□□m□□□□□: _____ #23 □□□□□m□□□□□: _____
#20 □□□□□m□□□□□: _____ #24 □□□□□m□□□□□: _____
#25 □□□□□m□□□□□: _____ #29 □□□□□m□□□□□: _____
#26 □□□□□m□□□□□: _____ #30 □□□□□m□□□□□: _____
#27 □□□□□m□□□□□: _____ #31 □□□□□m□□□□□: _____
#28 □□□□□m□□□□□: _____ #32 □□□□□m□□□□□: _____

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (10)	+0	+0	+1	+0	+1
Battle Order (11)	+2	+2	+0	-1	+2
Disbanded (11) *Unit Ma is used only for reforming the unit.*					
Column (11) †	+1	-1	-2	-2	+1

Note: May operate as four 8-combatant units **or** two 16-combatant units **or** as two 8-combatant units and a 16-combatant unit.

TATHAR — *Cuth Slaver Commander*

Move.Rate: .....6" (4.5"/3"/1.5") [15cm(11/8/4)] **Morale:** 7

Defense: .....10* **Shield Bonus:** .....+3 Plate **Armor:** x1/2

Endurance: .....19 **Maneuver†** .....10 **Resistance†** 9

Weapon	Attack	Damage	Range
Handaxe	3D6+3	High+1	-2 per 3" [8cm]‡
Handaxe	3D6+3	High+1	-2 per 3" [8cm]‡

□□□□□□ □□□□m□□□□ □□□□□: _____

Power Points: .....12 **Known Spells:** 1C1,1C2
Morale Mod: .....+1 **Melee Mod:** .....+1
Missile Mod: .....+1 **Defense Mod:** .....+1
Maneuver Mod† .....+0 **Influence Range:** .....10" [25cm]

* — *Defense* may be "15" if optional rule O-12.1 is used and one PP is expended each round.

ABDERA: DEFENSE FORCE

Player 2: Set up within 6" [15cm] of the West edge. Move Last.

ABDERAN SPICE WARRIORS (12

Move.Rate: .....5.5" (4"/3"/1.5") [14cm(11/7/4)] **Morale:** 8

Defense: .....8 **Shield Bonus:** .....+3 R. Leather **Armor:** ...-2

Endurance: .....10 **Maneuver†** .....9 **Resistance†** 9

Weapon	Attack	Damage	Range
Short Sword	3D6+1	High	None

#1 □□□□□m□□□□□: _____ #4 □□□□□m□□□□□: _____
#2 □□□□□m□□□□□: _____ #5 □□□□□m□□□□□: _____
#3 □□□□□m□□□□□: _____ #6 □□□□□m□□□□□: _____
#7 □□□□□m□□□□□: _____ #10 □□□□□m□□□□□: _____
#8 □□□□□m□□□□□: _____ #11 □□□□□m□□□□□: _____
#9 □□□□□m□□□□□: _____ #12 □□□□□m□□□□□: _____

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (9)	+0	+0	+1	+0	+1
Battle Order (9)	+2	+2	+0	-1	+2
Disbanded (10) *Unit Ma is used only for reforming the unit.*					
Column (9) †	+1	-1	-2	-2	+1
Square (9) †	+1	+2	+0	-3	+2
Shield Wall (9) †	+0	+4(+2)	+0	+5(-2)	+2

Note: May operate as two 6-combatant units **or** a 12-combatant unit.

ABDERAN THUNDER-RUNNERS (12)

Move.Rate: .....5.5" (4"/3"/1.5") [14cm(11/7/4)] **Morale:** 8

Defense: .....8 **Shield Bonus:** .....+0 R. Leather **Armor:** ...-2

Endurance: .....10 **Maneuver†** .....9 **Resistance†** 9

Weapon	Attack	Damage	Range
Short Sword	3D6+1	High	None
Lt Crossbow	2D6+4	Low**x**2+1	-2 per 18" [45cm]

#1 □□□□□m□□□□□: _____ #4 □□□□□m□□□□□: _____
#2 □□□□□m□□□□□: _____ #5 □□□□□m□□□□□: _____
#3 □□□□□m□□□□□: _____ #6 □□□□□m□□□□□: _____
#7 □□□□□m□□□□□: _____ #10 □□□□□m□□□□□: _____
#8 □□□□□m□□□□□: _____ #11 □□□□□m□□□□□: _____
#9 □□□□□m□□□□□: _____ #12 □□□□□m□□□□□: _____

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (9)	+0	+0	+1	+0	+1
Battle Order (9)	+2	+2	+0	-1	+2
Disbanded (10) *Unit Ma is used only for reforming the unit.*					
Column (9) †	+1	-1	-2	-2	+1

Note: May operate as two 6-combatant units **or** a 12-combatant unit.

AVUN — *Aberan Leader and King's Adviser*

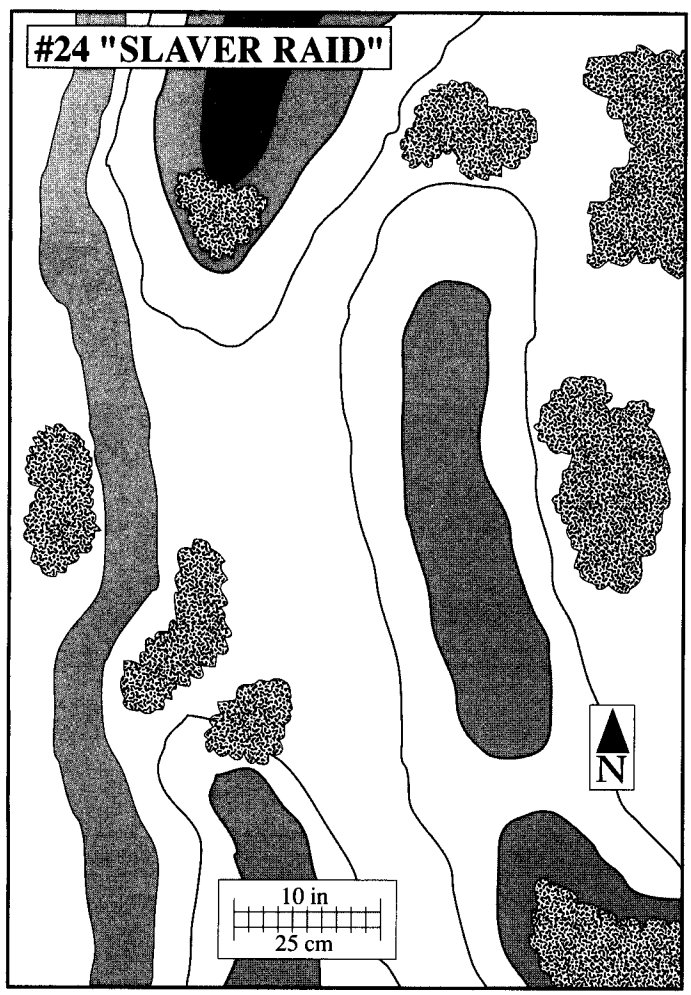
Move.Rate: 5.5" (4"/3"/1.5") [14cm(11/7/4)]		**Morale**: 6	
Defense: 12*	**Shield Bonus**: +0	Robes **Armor**: -1*	
Endurance: 30	**Maneuver†**: 6	**Resistance†**: 7	

Weapon	Attack	Damage	Range
Rapier §	2D6+10	Lowx2+1	None
Mace §	2D6+6	High+1	None

❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
m❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑: _____

Spells Known: 2C1, 2C2, 2C3, 2C4			
Power Points†: 30	**Elem. Spell Bonus**: +0		
Morale Mod: +2	**Melee Mod**: +1		
Missile Mod: +1	**Defense Mod**: +1		
Maneuver Mod†: +1	**Influence Range**: 15" [38cm]		

* — *Defense* may be "15" if optional rule O-12.1 is used and one PP is expended each round. His robes are magic.



SCENARIO #25
"WINGS OF DEATH"

Scenario Type: Assault **Game Length:** 15 Turns

Setting: In the Folenna Spikes, Late Winter.

The Tale: Near a Hírazi Ledge, or village-stronghold, Mountain Goblins lead by Uharg have marched to the snowy, wind-blown crests of a ridgeline. Hírazi warriors cannot abide these foul creatures so near their home-Ledge. An armed party of Wing-men under the warrior-Queen Kua glide down low to pick off Goblins at a distance. But the Gobrul are tough, and they live — and die — to fight.

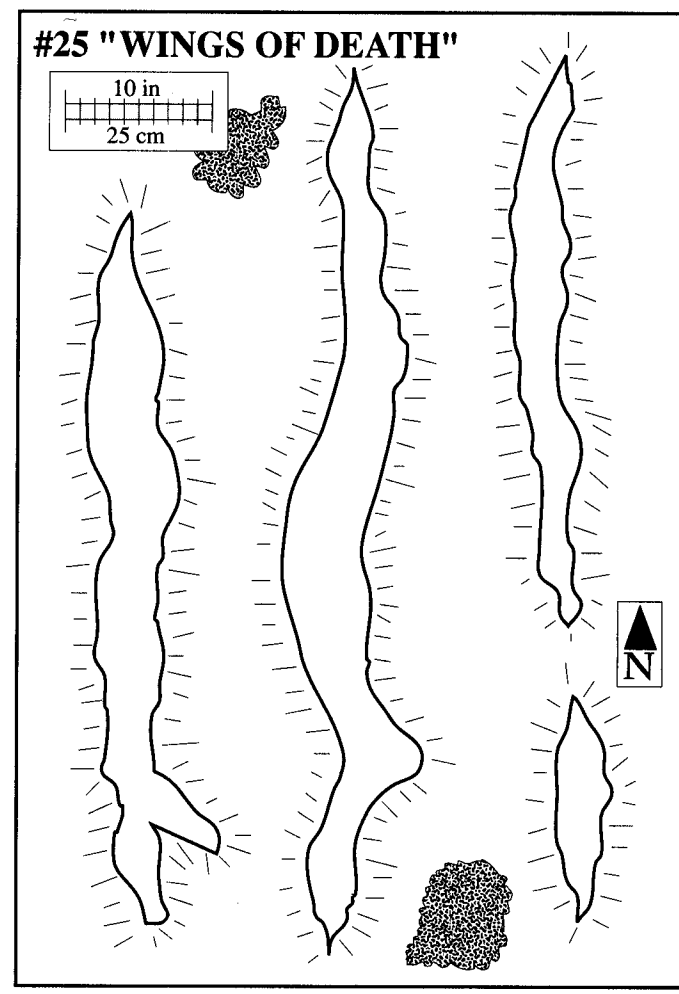
Terrain: Generally Rough terrain is punctuated by three parallel ridgelines of Steep Slopes and sparse Medium Woods. The playing field is 65" [165cm] (N-S) x 45" [114cm] (E-W).

Weather: Fair **Power Hues:** Roll Randomly

Bladestorm: 18 (3D6) **Random Encounter:** 20%

Special Rules:

1. "*" — A "War Mob" is a special formation that represents the Goblins fighting in more individualistic, helter-skelter style. Treat as General Order (see S-11.1), except for the modifications.
2. The Hírazi unit's (or "Kau") Squadron formation is treated as a General Order formation with the modifications given.



3. If the Optional Flight rules (see O-17.0) are not used, play normally, except that the Hírazi are not affected by terrain movement restrictions.
4. Once a Bladestorm appears, any combatants that leave the playing surface do not count as losses for Victory Condition purposes.

Victory Conditions: To win, the Hírazi player must eliminate ten Goblin combatants by game's end. Otherwise, the Goblin player wins.

Aftermath: If the Hírazi can drive off the Goblins with losing more than a handful of their precious warrior-mages, their ledge and their lives will be safe — for now. Can they do it?

HÍRAZI: WINGMEN

Player 1: Enter from any edge on Turn 1. Move First.

HÍRAZI WARRIOR-MAGES (10)

Move.Rate: .....9" (7"/4.5"/2.5") [23cm(17/12/6)] **Morale:** 8

Defense: .....9 **Shield Bonus:** .....+0 No **Armor:** 0

Endurance: .....8 **Maneuver†** .....6 **Resistance†** 9

Weapon	Attack	Damage	Range
Broadsword	3D6-2	High+3	None
Long Bow	D6+D10-1	Lowx2+2	-2 per 18" [45cm]

#1 ☐☐☐☐m☐☐☐☐: _____ #6 ☐☐☐☐m☐☐☐☐: _____
#2 ☐☐☐☐m☐☐☐☐: _____ #7 ☐☐☐☐m☐☐☐☐: _____
#3 ☐☐☐☐m☐☐☐☐: _____ #8 ☐☐☐☐m☐☐☐☐: _____
#4 ☐☐☐☐m☐☐☐☐: _____ #9 ☐☐☐☐m☐☐☐☐: _____
#5 ☐☐☐☐m☐☐☐☐: _____ #10 ☐☐☐☐m☐☐☐☐: _____

Spells Known† 1E1

Power Points† .....5 **Elem. Spell Bonus:** .....+1

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (7)	+0	+0	+1	+0	+1
Battle Order (7)	+2	+2	+0	-1	+2
Disbanded (9) *Unit Ma is used only for reforming the unit.*					
Squadron (7) †	+0	+0	+1	+1	+1

* — *Defense* may be "14" if optional rule O-12.1 is used and one PP is expended each round.

KUA — *Hírazi warrior Queen*

Move.Rate: .....10" (7.5"/5"/2.5") [25cm(19/13/6)] **Morale:** 9

Defense: .....11 **Shield Bonus:** .....+0 No **Armor:** .....-0

Endurance: .....14 **Maneuver†** .....5 **Resistance†** 8

Weapon	Attack	Damage	Range
Broadsword	3D6	High+2	None
Long Bow	D6+D10+1	Lowx2+2	-2 per 18" [45cm]

☐☐☐☐☐ ☐☐m☐☐ ☐☐☐☐☐: _____

Spells Available† 2E1, 1E2

Power Points† .....12 **Elem. Spell Bonus:** .....+2

Morale Mod: .....+1 **Melee Mod:** .....+0

Missile Mod: .....+1 **Defense Mod:** .....+0

Maneuver Mod† .....+1 **Influence Range:** .....5" [13cm]

* — *Defense* may be "16" if optional rule O-12.1 is used and one PP is expended each round.

MOUNTAIN GOBLINS: WAR MOB

Player 2: Set up on the tops of the ridgeline. Move Last.

MOUNTAIN GOBLINS (20)

Move.Rate: .....4.5" (4"/2.5"/1") [11cm(8/6/3)] **Morale:** 9

Defense: .....8 **Shield Bonus:** .....+0 S. Leather **Armor:** .....-1

Endurance: .....8 **Maneuver†** .....9 **Resistance†** 10

Weapon	Attack	Damage	Range
Scimitar	3D6-1	High+2	None
Short Bow	2D6+2	Lowx2	-2 per 12" [30cm]

#1 ☐☐☐☐m☐☐☐☐: _____ #6 ☐☐☐☐m☐☐☐☐: _____
#2 ☐☐☐☐m☐☐☐☐: _____ #7 ☐☐☐☐m☐☐☐☐: _____
#3 ☐☐☐☐m☐☐☐☐: _____ #8 ☐☐☐☐m☐☐☐☐: _____
#4 ☐☐☐☐m☐☐☐☐: _____ #9 ☐☐☐☐m☐☐☐☐: _____
#5 ☐☐☐☐m☐☐☐☐: _____ #10 ☐☐☐☐m☐☐☐☐: _____
#11 ☐☐☐☐m☐☐☐☐: _____ #16 ☐☐☐☐m☐☐☐☐: _____
#12 ☐☐☐☐m☐☐☐☐: _____ #17 ☐☐☐☐m☐☐☐☐: _____
#13 ☐☐☐☐m☐☐☐☐: _____ #18 ☐☐☐☐m☐☐☐☐: _____
#14 ☐☐☐☐m☐☐☐☐: _____ #19 ☐☐☐☐m☐☐☐☐: _____
#15 ☐☐☐☐m☐☐☐☐: _____ #20 ☐☐☐☐m☐☐☐☐: _____

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (9)	+0	+0	+1	+0	+1
Disbanded (11) *Unit Ma is used only for reforming the unit.*					
War Mob (8) *	+1	+1	+1	+0	+1

Note: May operate as two 10-combatant units **or** a 20-combatant unit.

UHARG — *Leader*

Move.Rate: .....5" (4"/2.5"/1.5") [13cm(10/7/3)] **Morale:** 8

Defense: .....9 **Shield Bonus:** .....+0 S. Leather **Armor:** .....-1

Endurance: .....12 **Maneuver†** .....8 **Resistance†** 10

Weapon	Attack	Damage	Range
Scimitar	3D6	High+1	None
Short Bow	2D6	Lowx2	-2 per 12" [30cm]

☐☐☐☐☐ ☐m☐ ☐☐☐☐☐: _____

Morale Mod: .....+0 **Melee Mod:** .....+1

Missile Mod: .....+1 **Defense Mod:** .....+0

Maneuver Mod† .....+0 **Influence Range:** 0

SCENARIO #26
"THE FOOD OF LIFE"

Scenario Type: Skirmish. **Game Length:** 24 Turns.

Setting: Far South of the Warring Holds, Spring.

The Tale: Outside the Pebble Lands, warfare also occurs, but of a different nature. In this scenario, a group of Garks is beset by two enormous Hue-eaters.

Terrain: Generally Clear terrain with Medium Woods and a Stream bisects the map. The playing surface is 65" [165cm] (N-S) x 45" [114cm] (E-W).

Weather: Fair. **Power Hues:** Roll Randomly.

Bladestorm: 18 (3D6). **Random Encounter:** 16%.

Special Rules:

1. Hue-eaters actually feed on the life force, so any Gark struck by a Hue-eater must make a Resistance Roll against a 2nd level attacks (see O-14.0). If the RR fails, the Gark suffers an additional D10 of damage due to life drain. If optional rule O-14.0 is not used, the D10 damage is automatic.
2. The Garks may start the game Disbanded.
3. The Hue-eaters may ignore the movement restrictions outlined in S-6.4.

Victory Conditions: To win, a player must eliminate from the battlefield all enemy combatants.

HUE-EATERS: SCOUTS

Player 1: Set up Last within 6" [15cm] of a Gark. Move First.

KUTRO *(Biting Battleaxe, S. Leather Armor)*	BAZLIN *(Biting Battleaxe, S. Leather Armor)*
Move.Rate ... 6" (4.5"/3"/1.5") [15cm(11/8/4)]	Move.Rate ... 6" (4.5"/3"/1.5") [15cm(11/8/4)]
Melee Attack ..... 2D6+D10	Melee Attack ..... 2D6+D10
Melee Damage . High+Low+1	Melee Damage . High+Low+1
Missile Attack ..... None	Missile Attack ..... None
Missile Damage ..... None	Missile Damage ..... None
Range Mod ..... None	Range Mod ..... None
Defense 11	Defense 11
Shield Bonus ..... +0	Shield Bonus ..... +0
Armor ..... -1	Armor ..... -1
Maneuver 7	Maneuver 7
Morale 8	Morale 8
Resistance 9	Resistance 9
Endurance (15) ..... ❑❑❑❑❑ ❑❑❑m❑❑ ❑❑❑❑❑	Endurance (16) ..... ❑❑❑❑❑ ❑❑❑m❑❑❑ ❑❑❑❑❑

GREEN GARKS: WARRIORS

Player 2: Set up First within 6" [15cm] of the Stream. Move Last.

GREEN GARKS (10)

Move.Rate: ..... 6" (4.5"/3"/1.5") [15cm(11/8/4)] **Morale:** 9

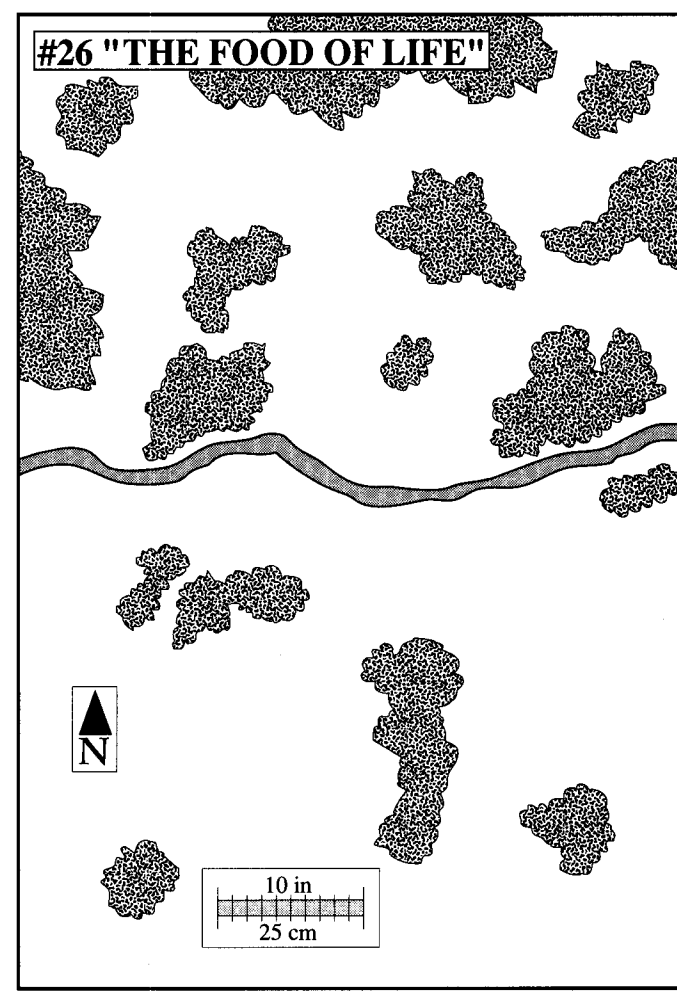
Defense: ..... 9 **Shield Bonus:** ..... +0 S. Leather Hide ..... -1

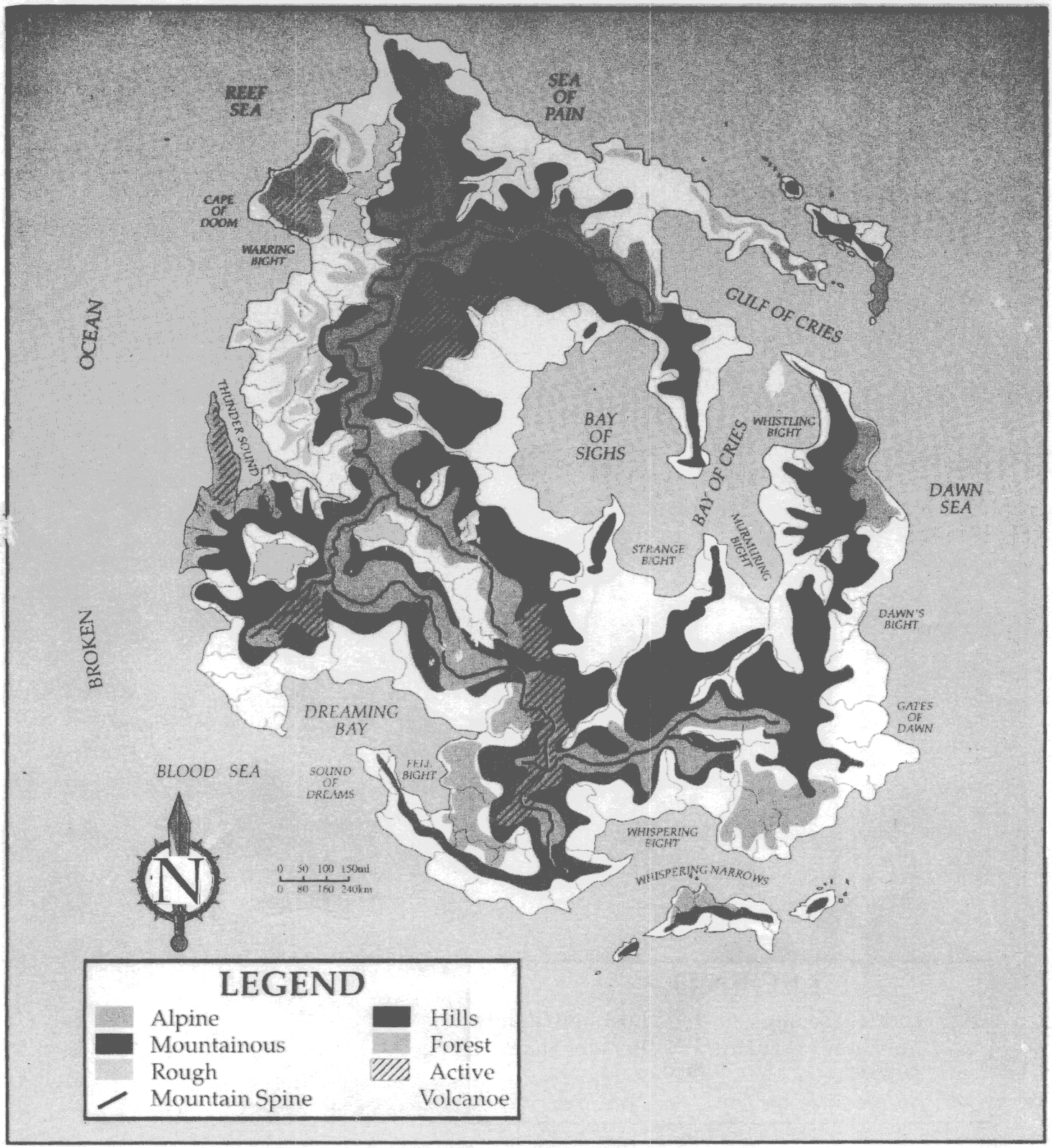
Endurance: ..... 12 **Maneuver†** ..... 7 **Resistance†** 9

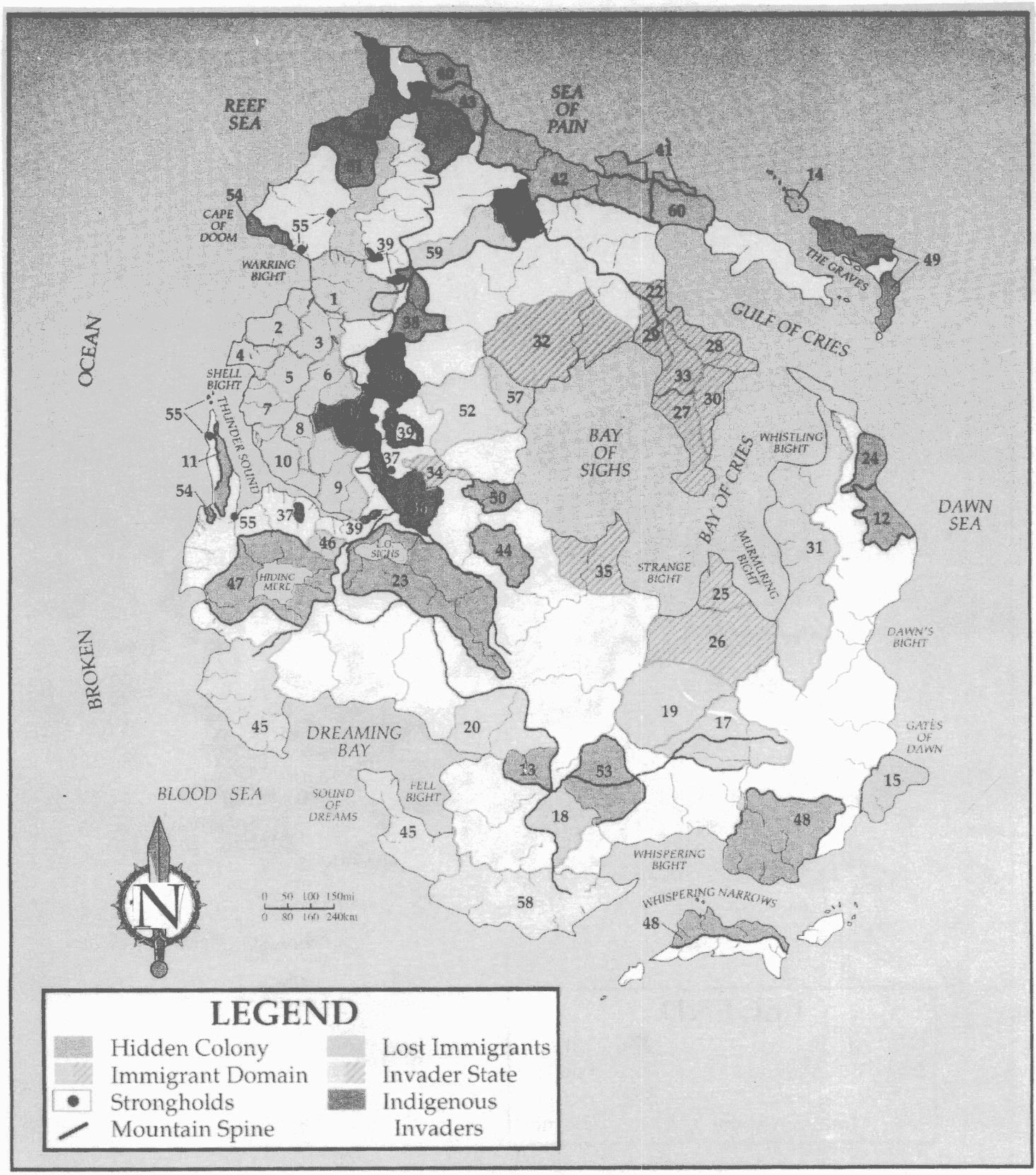
Weapon	Attack	Damage	Range
Scimitar	3D6-2	High+2	None
Grapple	2D6+2	Low-1	None

#1 ❑❑❑❑❑ ❑m❑ ❑❑❑❑❑: _____
#2 ❑❑❑❑❑ ❑m❑ ❑❑❑❑❑: _____
#3 ❑❑❑❑❑ ❑m❑ ❑❑❑❑❑: _____
#4 ❑❑❑❑❑ ❑m❑ ❑❑❑❑❑: _____
#5 ❑❑❑❑❑ ❑m❑ ❑❑❑❑❑: _____
#6 ❑❑❑❑❑ ❑m❑ ❑❑❑❑❑: _____
#7 ❑❑❑❑❑ ❑m❑ ❑❑❑❑❑: _____
#8 ❑❑❑❑❑ ❑m❑ ❑❑❑❑❑: _____
#9 ❑❑❑❑❑ ❑m❑ ❑❑❑❑❑: _____
#10 ❑❑❑❑❑ ❑m❑ ❑❑❑❑❑: _____

Formation (Unit Ma)	Melee Att	Melee Def	Missile Att	Missile Def	Morale Roll Mod
General Order (10)	+0	+0	+1	+0	+1
Battle Order (9)	+2	+2	+0	-1	+2
Disbanded (10)	*Unit Ma is used only for reforming the unit.*				




REEF SEA
SEA OF PAIN
CAPE OF DOOM
WARRING BIGHT
OCEAN
GULF OF CRIES
THUNDER SOUND
BAY OF SIGHS
BAY OF CRIES
WHISTLING BIGHT
DAWN SEA
STRANGE BIGHT
MURMURING BIGHT
DAWN'S BIGHT
BROKEN
DREAMING BAY
GATES OF DAWN
BLOOD SEA
SOUND OF DREAMS
FELL BIGHT
WHISPERING BIGHT
WHISPERING NARROWS
N
0 50 100 150mi
0 80 160 240km
LEGEND
Alpine
Mountainous
Rough
Mountain Spine
Hills
Forest
Active Volcanoe


REEF SEA
SEA OF PAIN
CAPE OF DOOM
WARRING BIGHT
SHELL BIGHT
THUNDER SOUND
OCEAN
BROKEN
BAY OF SIGHS
BAY OF CRIES
GULF OF CRIES
WHISTLING BIGHT
THE GRAVES
DAWN SEA
STRANGE BIGHT
MURMURING BIGHT
DAWN'S BIGHT
GATES OF DAWN
HIDING MERE
LO SIGHS
DREAMING BAY
BLOOD SEA
SOUND OF DREAMS
FELL BIGHT
WHISPERING BIGHT
WHISPERING NARROWS
N
0 50 100 150mi
0 80 160 240km
LEGEND
Hidden Colony
Immigrant Domain
Strongholds
Mountain Spine
Lost Immigrants
Invader State
Indigenous Invaders

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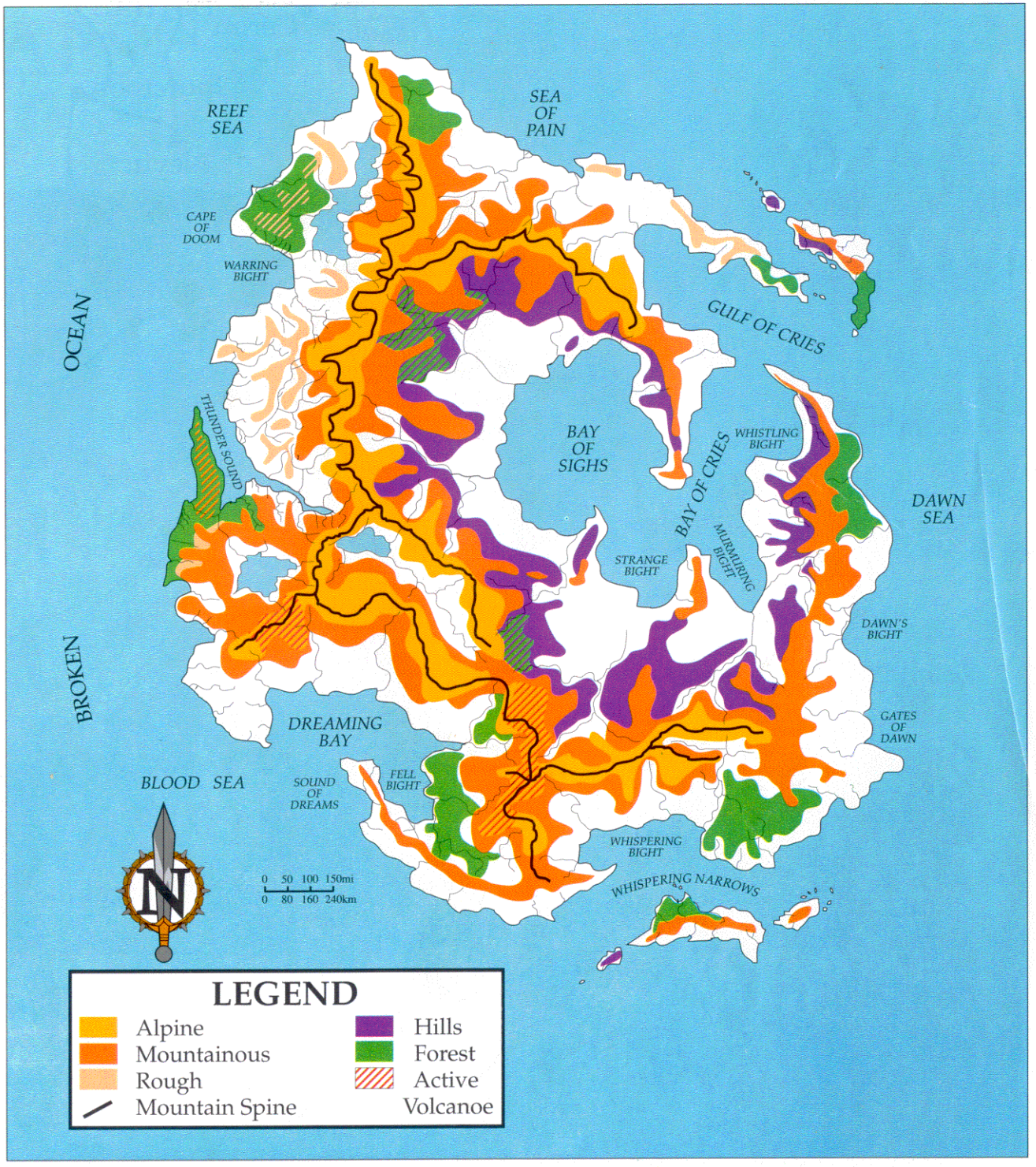
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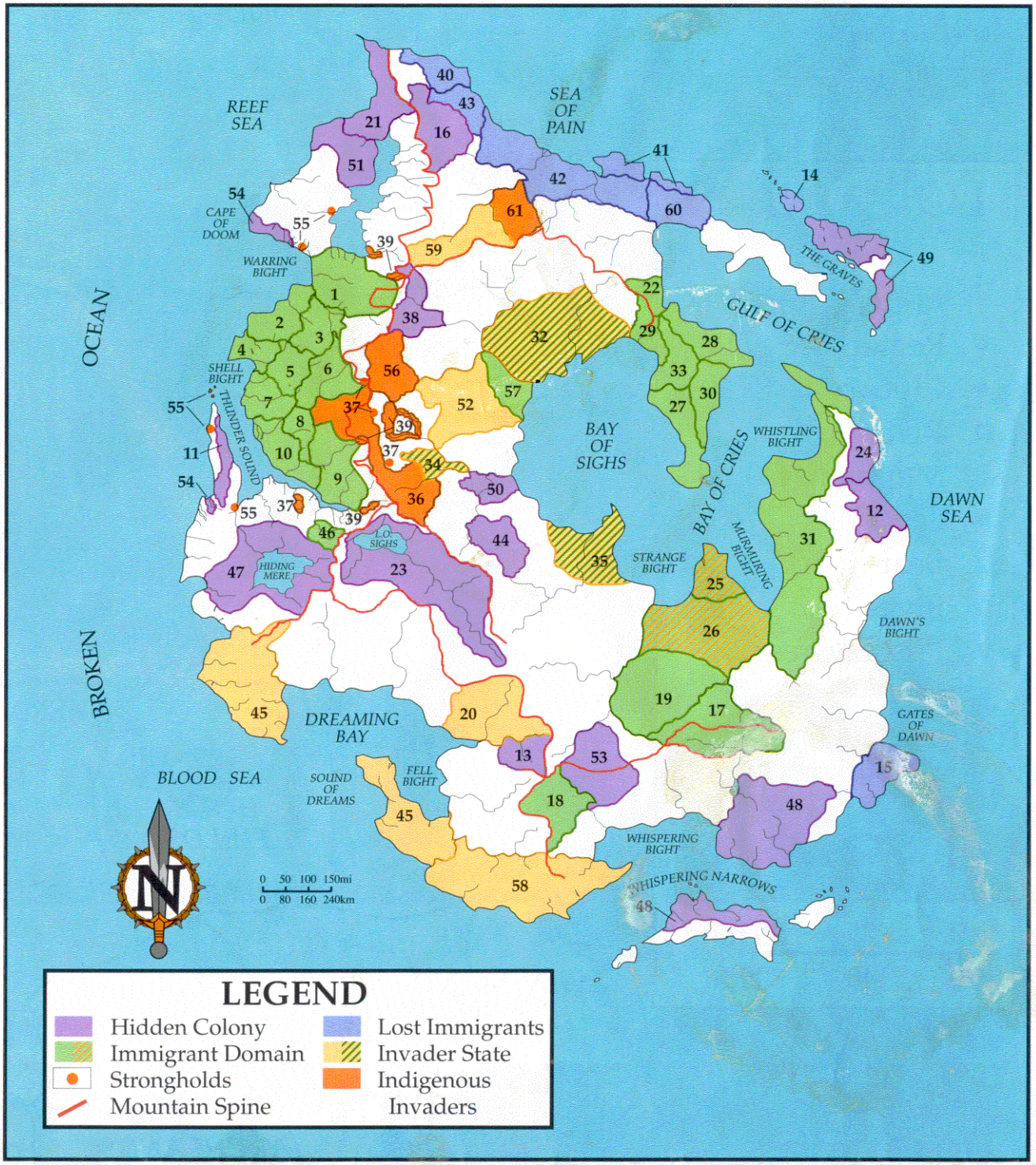
KEY

* — Warring Hold
† — Hidden Colony
‡ — Immigrant Domains
¤ — New Colonies
§ — Invader States
¥ — Lost Immigrants

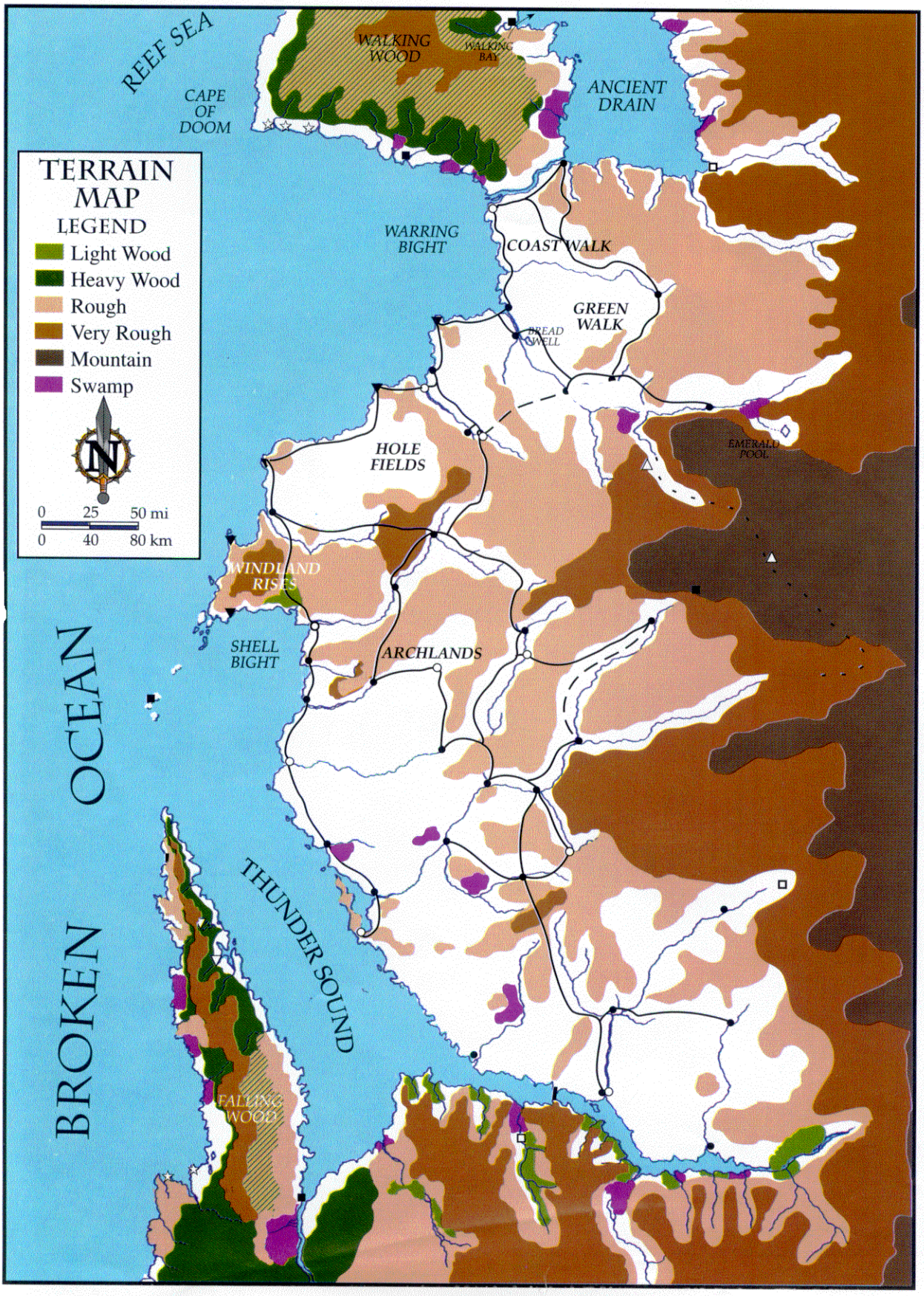
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REEF SEA
SEA OF PAIN
CAPE OF DOOM
WARRING BIGHT
OCEAN
GULF OF CRIES
THUNDER SOUND
BAY OF SIGHS
BAY OF CRIES
WHISTLING BIGHT
DAWN SEA
STRANGE BIGHT
MURMURING BIGHT
DAWN'S BIGHT
BROKEN
DREAMING BAY
GATES OF DAWN
BLOOD SEA
SOUND OF DREAMS
FELL BIGHT
WHISPERING BIGHT
WHISPERING NARROWS
N
0 50 100 150mi
0 80 160 240km
LEGEND
Alpine
Mountainous
Rough
Mountain Spine
Hills
Forest
Active Volcanoe


REEF SEA
SEA OF PAIN
OCEAN
BROKEN
BLOOD SEA
CAPE OF DOOM
WARRING BIGHT
SHELL BIGHT
THUNDER SOUND
GULF OF CRIES
THE GRAVES
BAY OF SIGHS
BAY OF CRIES
WHISTLING BIGHT
MURMURING BIGHT
STRANGE BIGHT
DAWN SEA
DAWN'S BIGHT
GATES OF DAWN
LO SIGHS
HIDING MERE
DREAMING BAY
SOUND OF DREAMS
FELL BIGHT
WHISPERING BIGHT
WHISPERING NARROWS
0 50 100 150mi
0 80 160 240km
LEGEND
Hidden Colony
Immigrant Domain
Strongholds
Mountain Spine
Lost Immigrants
Invader State
Indigenous Invaders


POLITICAL MAP
LEGEND
Regional Capitals
Cities
River Ogres
Mountain Goblins
Sea Trolls
Bear-men
Elves
N
0 25 50 mi
0 40 80 km
REEF SEA
BROKEN OCEAN
THUNDER SOUND
WARRING BIGHT
SHELL BIGHT
ANCIENT DRAIN
Rotorko
Aroki
Oktah
Umuhod
Kitorku
Alarin
Orgathar
ALKOON
CAVAN
Hine
Alasima
Arhing
Shen
Alyine
Wimru
Palingu
Haeda
Sirama
PUNE
Ul
SKERA
Shing
HARRO
KULM
Sark
Doneli
Arfune
Haran
Von
SOLUTHURN
Tam
Morgatas
ALLU
Shaal
Iskurksoy
Ek Ek
Blia
MARL
VO DAET
Drong
Ortorko
LOTHAL
EKEREN
Wem
Cerim
Neyur
Eko Daet
IPURNOY
Ipucroon
Ekersee
URDA
Del Yoy
Oronoy
Kenesee
YOLMER
YOL YOY
Orgask
Sultorko
Kenlee
Yolmial
Shikona
Thol
LUND
ABDERA
Akoleen
Bame
Jol
RUKON
Adlee
Ko Otum
KO RUKOR
Worgathun
Malkunu
Shelil
Awnil
Goborku


REEF SEA
CAPE OF DOOM
WALKING WOOD
WALKING BAY
ANCIENT DRAIN
TERRAIN MAP
LEGEND
Light Wood
Heavy Wood
Rough
Very Rough
Mountain
Swamp
N
0 25 50 mi
0 40 80 km
WARRING BIGHT
COAST WALK
GREEN WALK
BREAD WELL
HOLE FIELDS
EMERALD POOL
WINDLAND RISES
SHELL BIGHT
ARCHLANDS
BROKEN OCEAN
THUNDER SOUND
FALLING WOOD

LOCATION MAP

LEGEND

- ○ Regional Capitals
- ● Cities
- □ River Ogres
- △ Mountain Goblins
- ■ Sea Trolls
- ▽ Bear-men
- ☆ Elves
- ▼ Port Fortress

0 25 50 mi
0 40 80 km

DOOM
Aroki
Oktah
Umuhod
Kitorku
Alarin
WOUNDWATER
Orgathar
WRITHING
ALKOON
WARRING BIGHT
COAST WALK
FEEDWATER
YOUNGWATER
Hine
Alasima
GREEN WALK
Arhing
Shen
BREAD WELL
Wimru
IRONWATER
Alyine
Palingu
PUNE
BOW VALLEY
Sirama
GOLDSTREAM
Haeda
SKERA
IRONWATER
Ull
EMERALD POOL
RIVER PIKE
Sark
Shing
HOLE FIELDS
Arfune
Haran
Doneli
HAILING
WINDLAND RISES
HILLS OF HAIL
LAMBWATER
Tam
Von
Morgatas
Shaal
Ek Ek
ALLU
Iskurksoy
VO DAET
SHELL BIGHT
ARCHLANDS
Blia
Ortorko
THUNDER ROCKS
CONCH TRACT
Wem
Cerim
LOTHAL
BLEEDING
CLIMBING CANAL
Drong
SHELLSTREAM
Ipurcroon
ASHWATER
IPURNOY
Neyur
Eko Daet
MUSSEL
Ekersee
THUNDER TIP
Del Yoy
BURNING
ASHWATER
ASH LANDS
Kenesee
YOL YOY
Sultorko
Oronoy
BROKEN COVE
Kenlee
Yolmial
RIPING
Thol
Orgask
Sulkona
THUNDER SPINE
LUND
Akoleen
DARTING
HORSE
STRONGWATER
THUNDER ARM
SUILL CORELANDS
THUNDER SOUND
Bame
Jol
Adlee
SLAVE
Ko Otum
KO RUKOR
SHARK WALL
SPICE
FALLING WOOD
Worgathun
Malkunu
Awnil
Shelil
Goborku
FALLWATER
FEATHER
SLAMWATER
BATKILLER
HIDING
BROKEN OCEAN

WESTERN BLADELANDS

CORAL ROAD
REEF SEA
CORAL MARCH
GRATE
SHIMMERING WOOD
PAINWATER
NEWATER
MOURNING
GREAT REACH
WALKING WOODS
WARRING BIGHT
SPIKE WOOD
IRONWATER
WAILING WOOD
WAILING
CRYING
GULF OF CRIES
RAKEL
LYCOODUR
SHELL BIGHT
LAMBWATER
BLEEDING
CLIMBING
SPIKES
SLAY WATER
FIELD OF BARS
BAY OF SIGHS
ASHWATER
HORSE
SPICE
FOLLENNA
LAUGHING
THUNDER SOUND
WHISTLING BIGHT
RISING
STEEL REACH
L. SIGHS
HIDING
HIDING MERE
CLOUD
HUNTWATE
SIGHING
TONGUE
STRANGE BIGHT
MURMURING BIGHT
KILLWATER
BLOOD FIELDS
BLOODWATER
TUSK WOOD
IVORY
STRANGEWATER
MURMURING
DREAMING BAY
DREAMWATER
GONE
WRONGWATER
STAIRWATER
SOUND OF DREAMS
FELL BIGHT
ROARC SPUR
FELL WOOD
WHISPERING
TIMBER
TALKING
FIELDS
SLY MERE
SLY
WHISPERING BIGHT
FELL
COOING
WHISPERING NARROWS
DAWN'S BIGHT
DAWNCLEAVER
SUNWATER
GATES OF DAWN
MUBJAK
OLCHEL
UPUHANUK

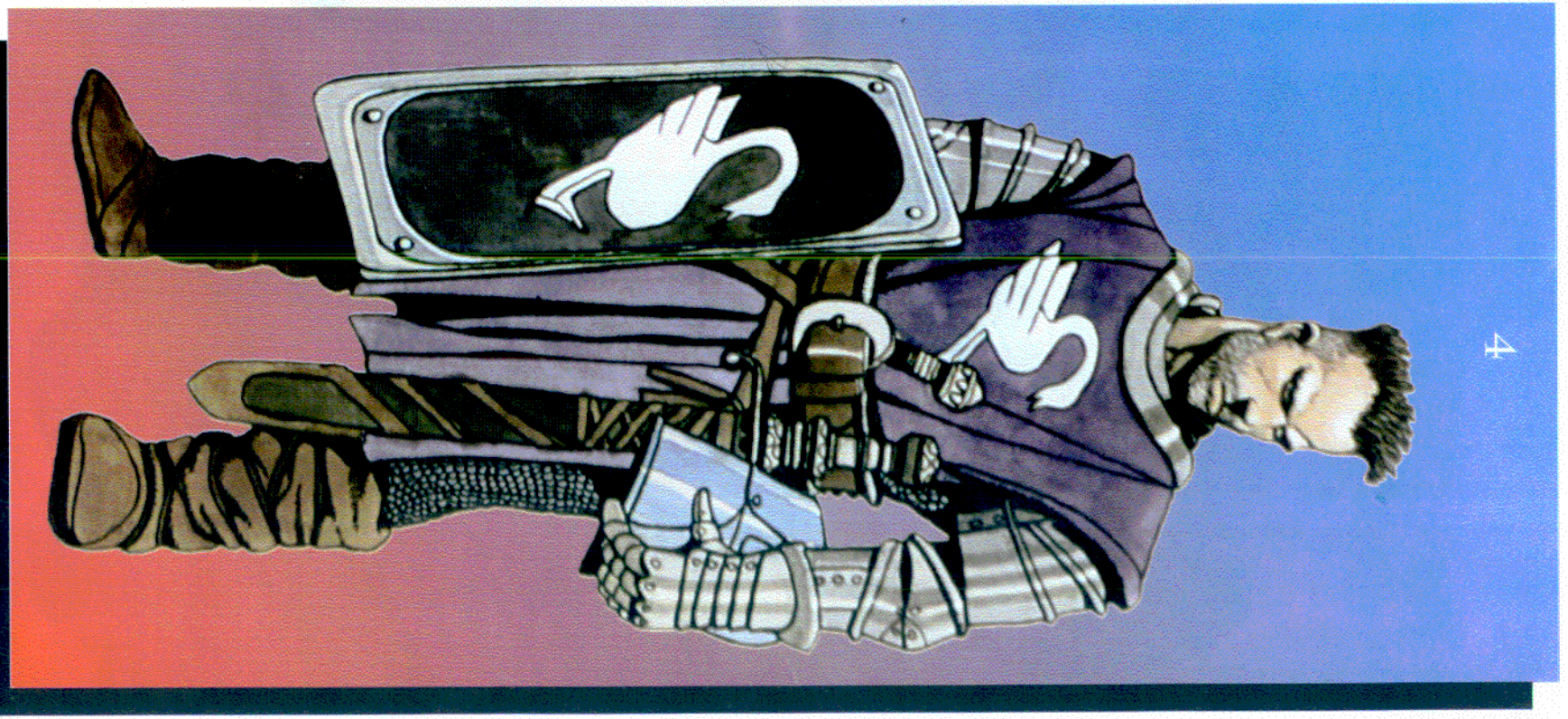
LEGEND

Mountain
River
Volcano
Wood

0 75 150 300mi.

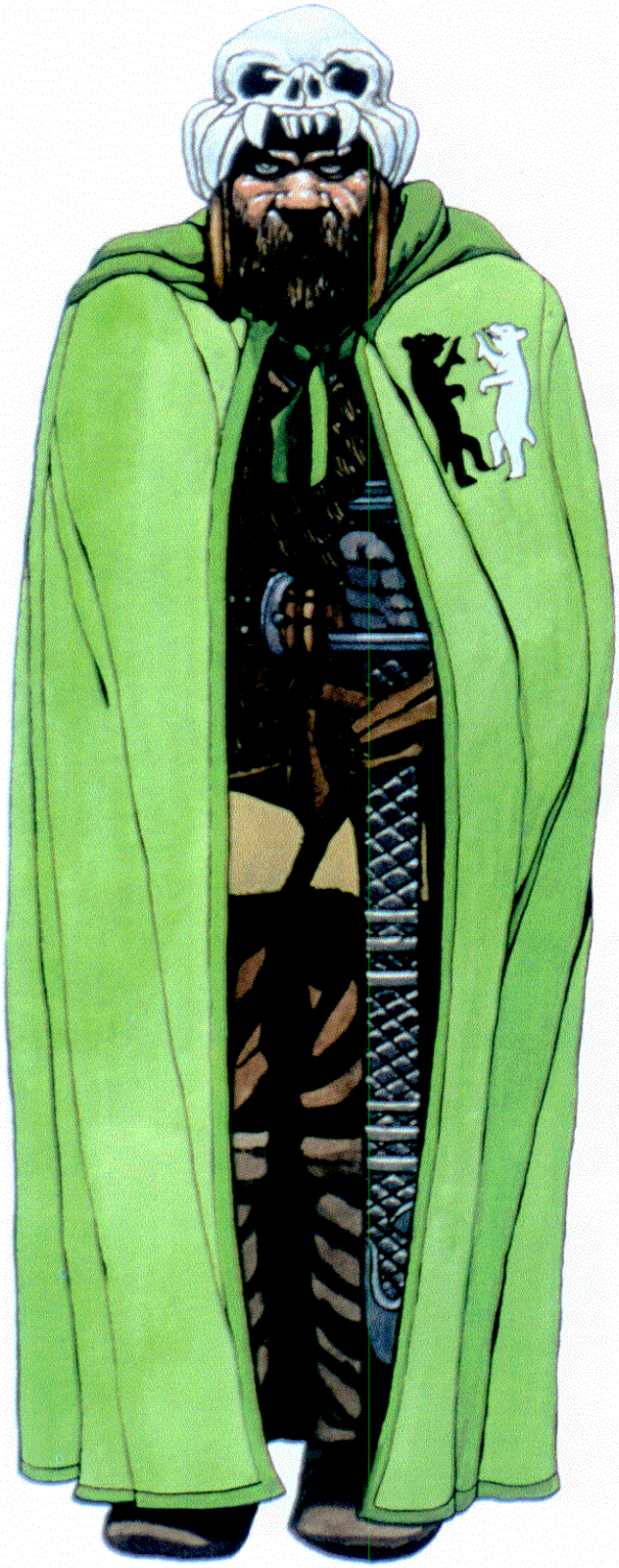
DAVID MARTIN 9/90

BLADESTORM
COLOR GUIDEBOOK



·SWAN RAIDER·
(SOLUTHURN)

11



·BEAR-MAN·
(SULL)

36



·DRONGA GUARDSMAN·
(GOBRUL)



·TROLL-KILLER·
(LOARA)



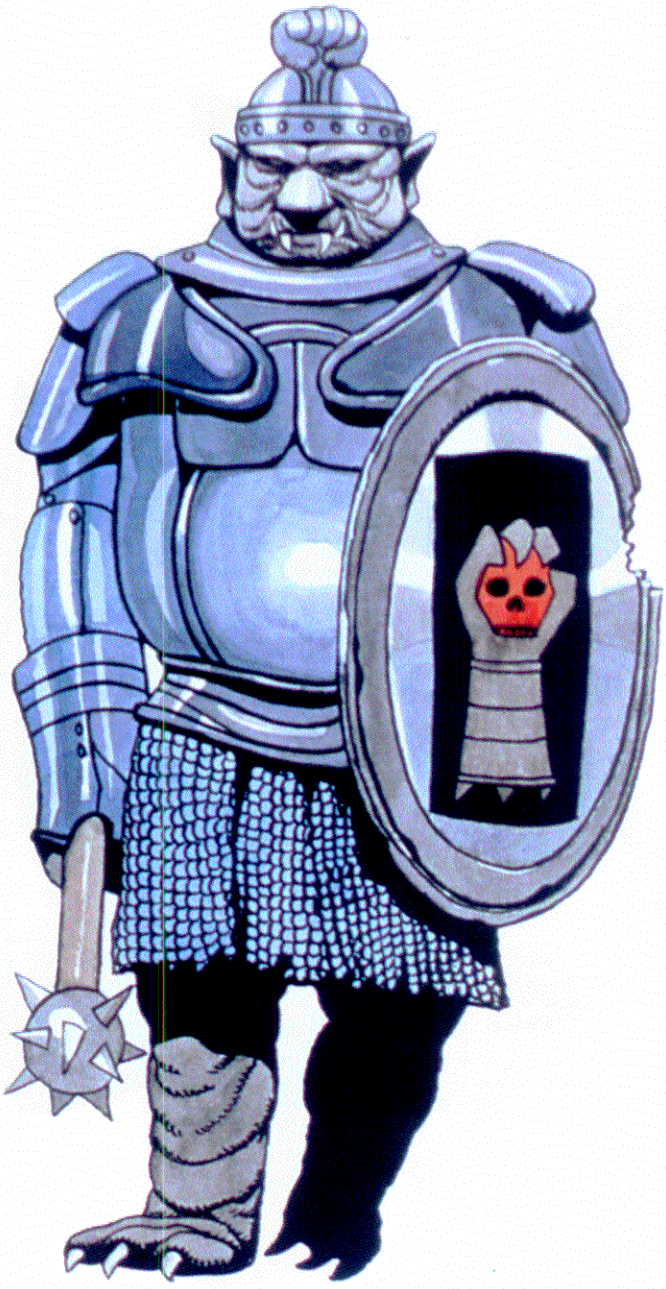
·PURPLE OGRE·
(KEL OGRU)

54



·SHULUR DARKRUNNER·
(MARDYARI)

55



·BANE WARRIOR·
(TORKU)

1

2

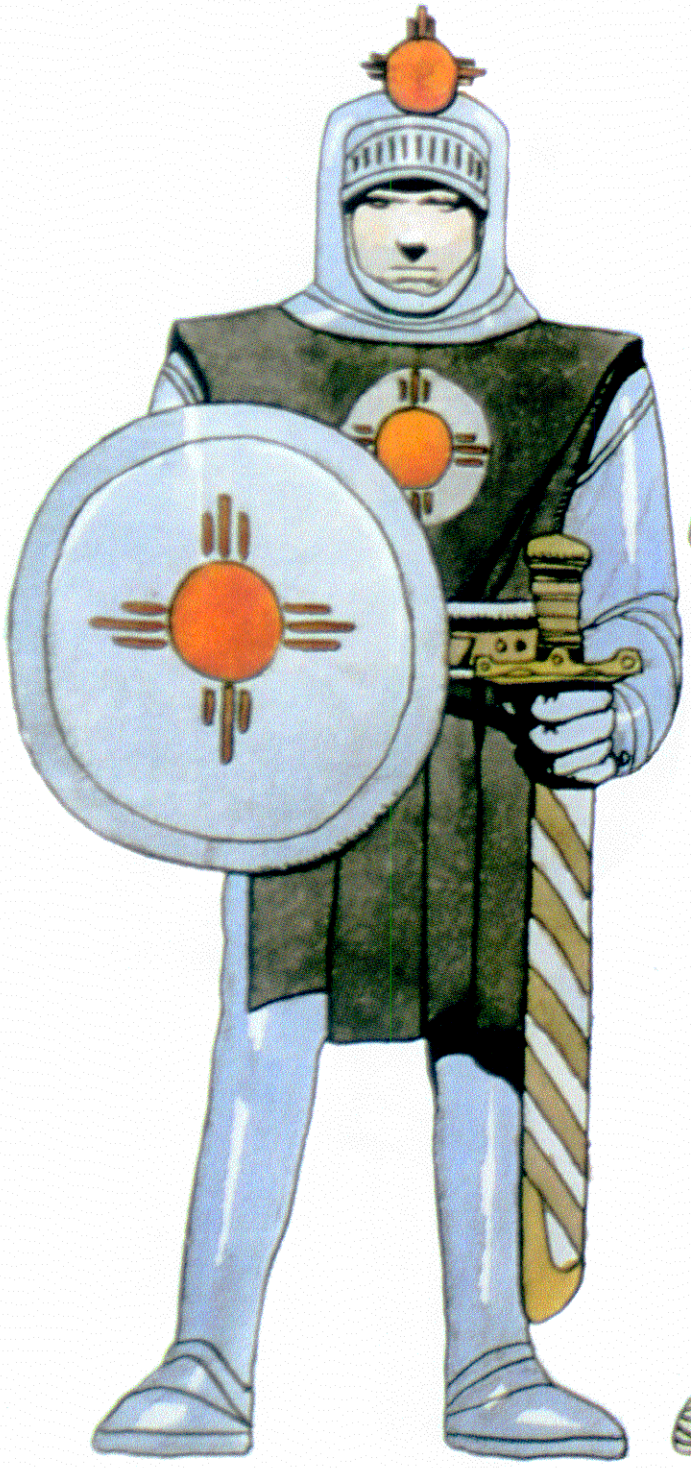


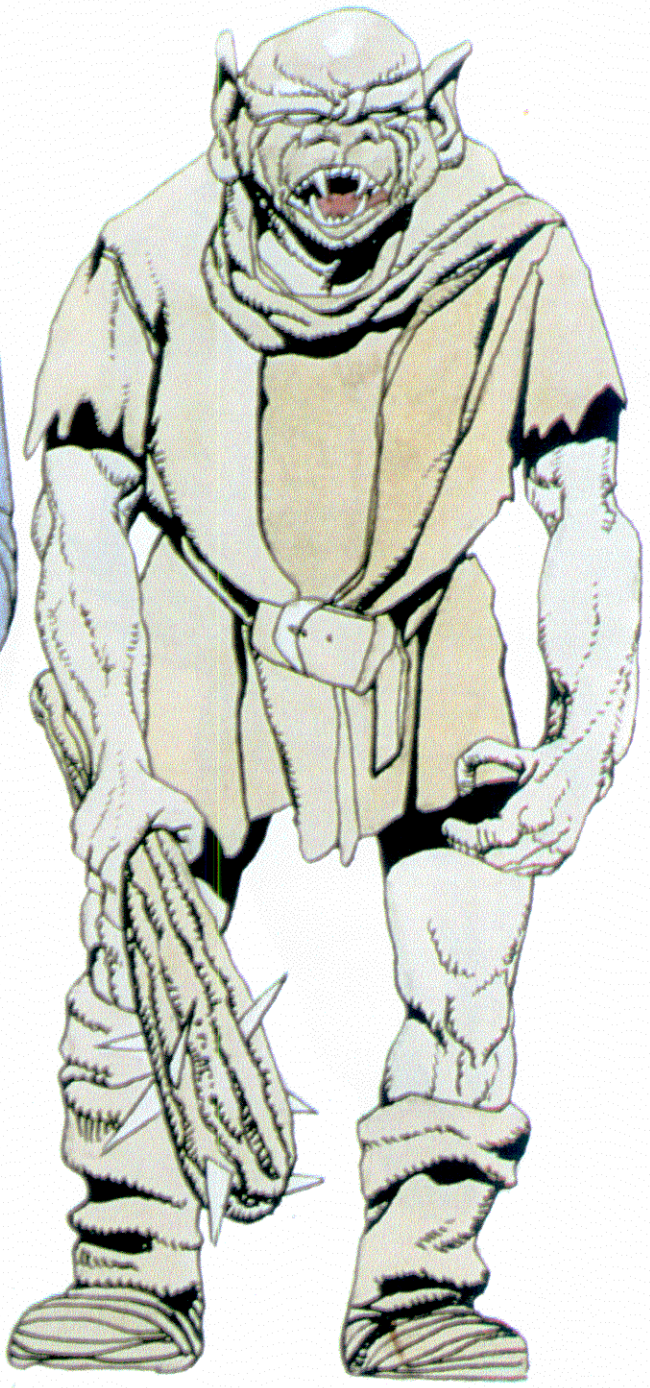
·IRON VOICEMAN·
(CAVAN)

·RIVER GUARD·
(HARRO)

3

56



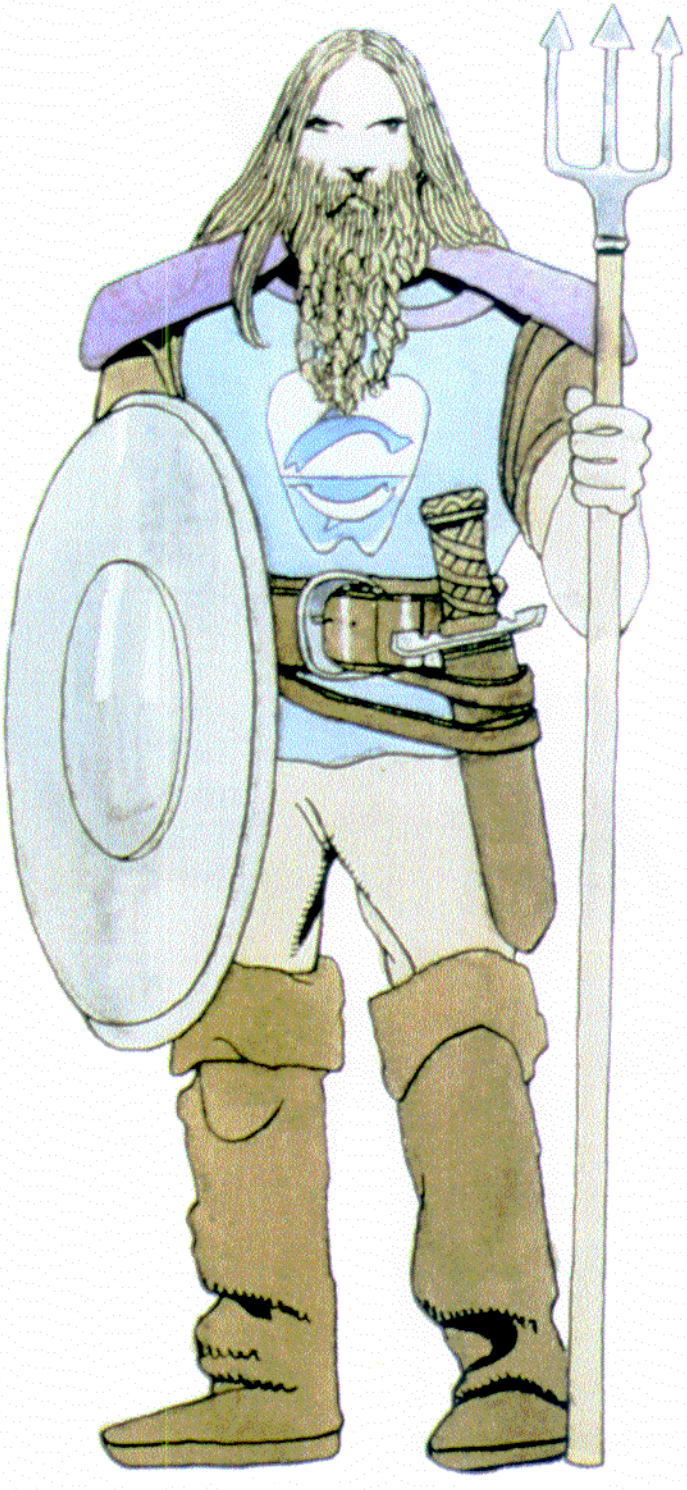


·BOAR-KILLER·
(KULM)

·LUGRÔK·

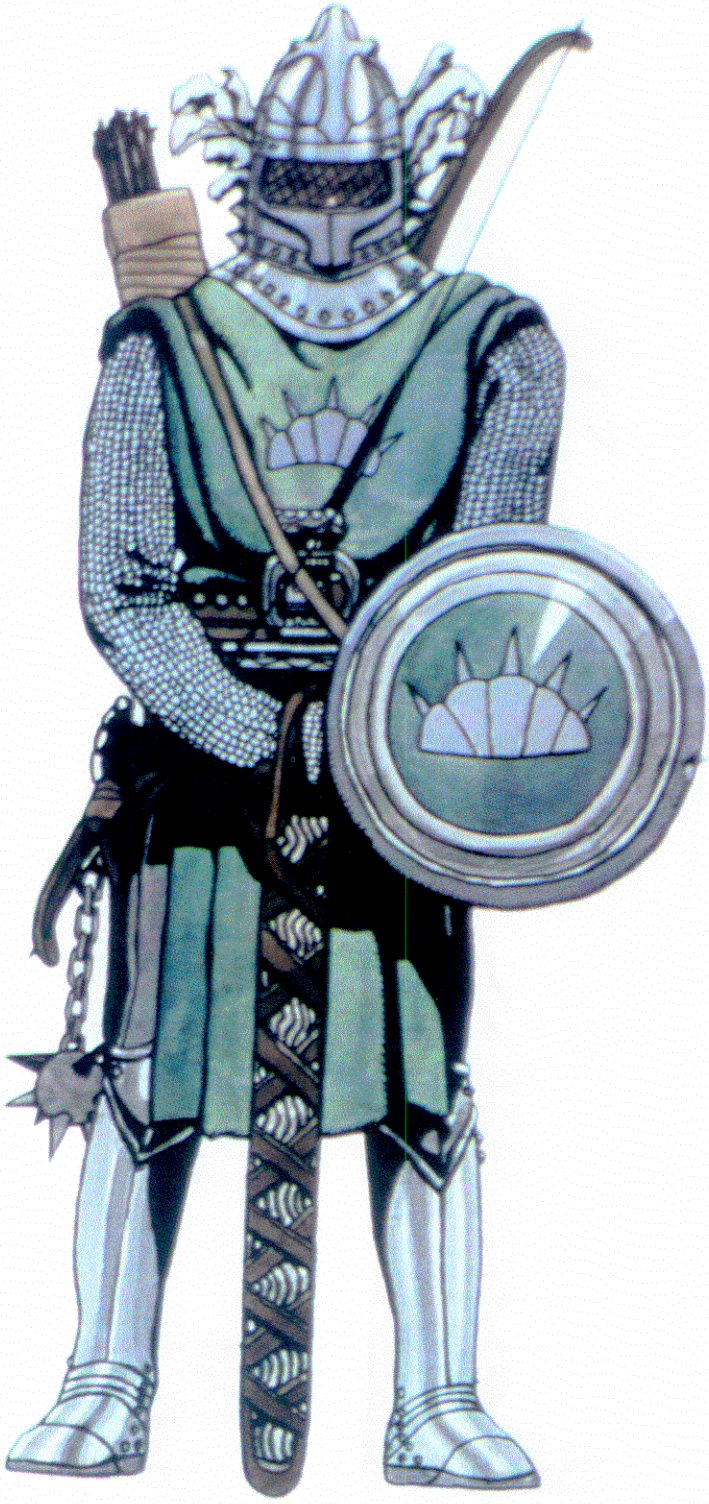


·WOLF-RUNNER·
(MARL)



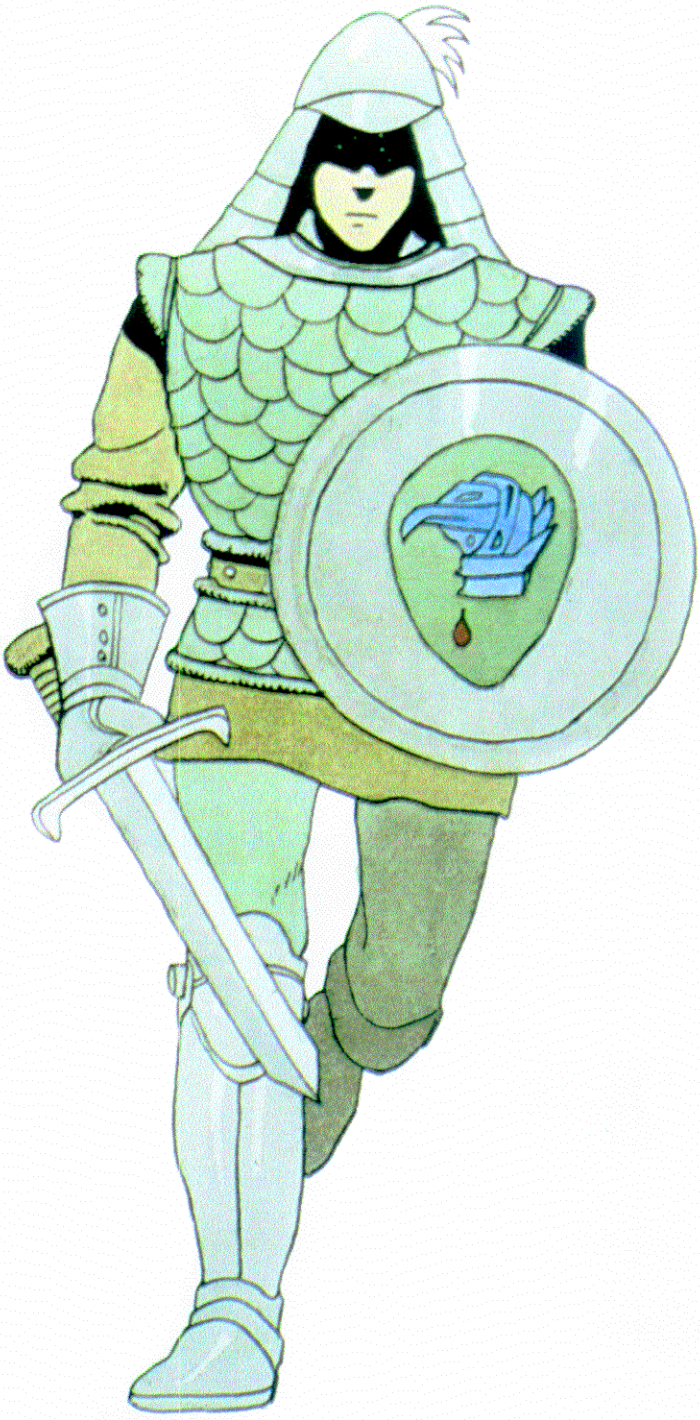
·THUNDERRUNNER·
(ABDERA)

6



·EREKENA LANDMAN·

9



·CUTH SLAVER·
(RUKON)



·URDAN SLAYER·

·STANDARD BEARER·
(YOLMER)

· KEY TO FACTIONS ·

Terms/ Terminologia / Skilmálar / Begriffe / Termes
English / Italaiano / 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 / Eroberreich / 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 / Invandraområde / Einwandererreich / Dominion d'émigrants

Stance / Atteggiamento / Hållning Verhalten / Comportement ()


Reclusive / Introverso / Skygga / Zurückgezogen / Reclus


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


Peaceful / Pacifico / Fredliga / Friedlich / Pacifique


Vigilant / Vigilante / Vaksamma / Wachsam / Vigiliant


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

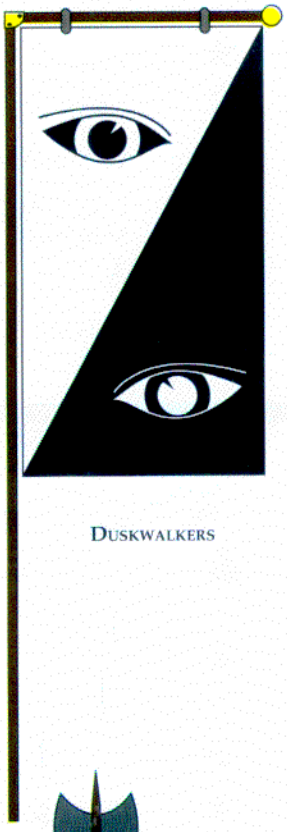
• Greater Powers •

Forces of Unlife



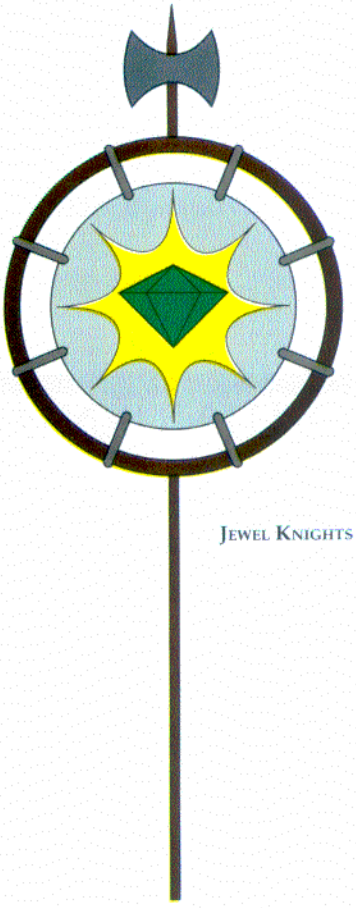
Steel Rain

Forces of Hope

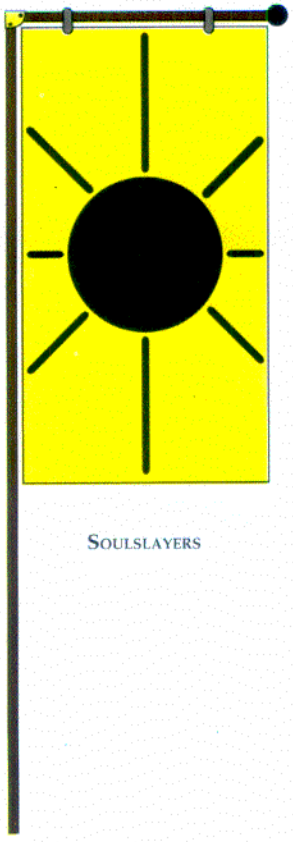


Duskwalkers

Forces of Independence



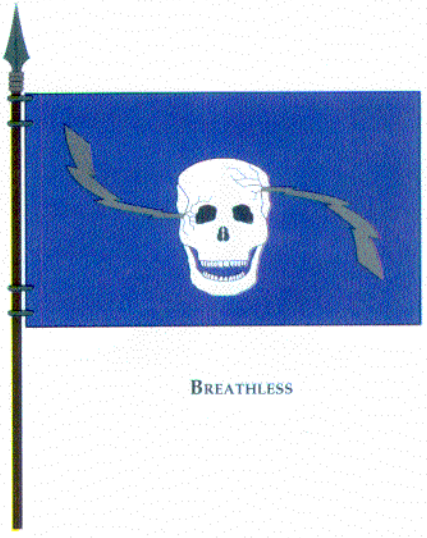
Jewel Knights



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

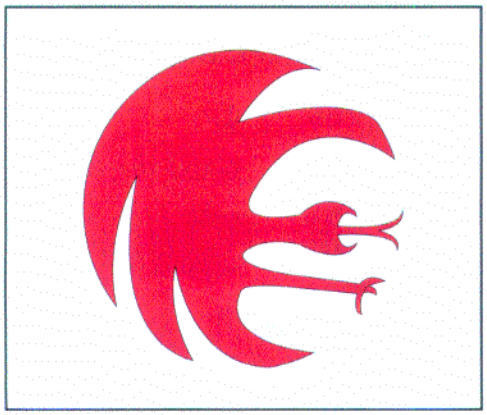


· URDA (7) ·

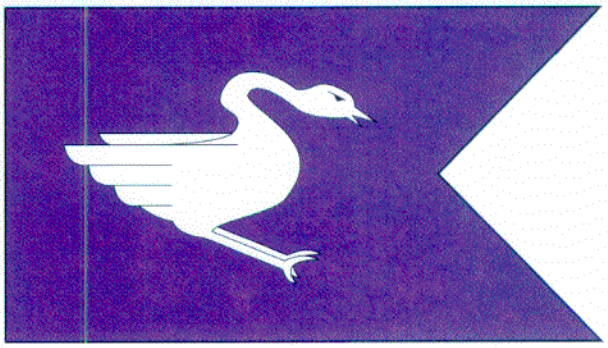
Teranu (Men)
4,000
Ipurnoy
1,300
Harro
Abdera, Soluthurn, Yolmer, Marl
850

· YOLMER (8) ·

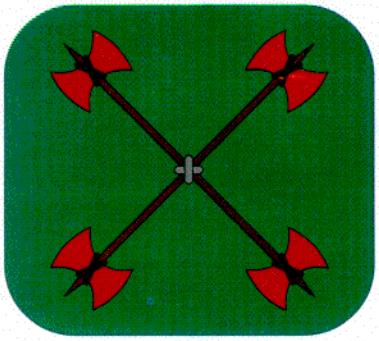
Teranu (Men)
2,400
Yol Yoy
540
Jeweler
Urda, Abdera
700



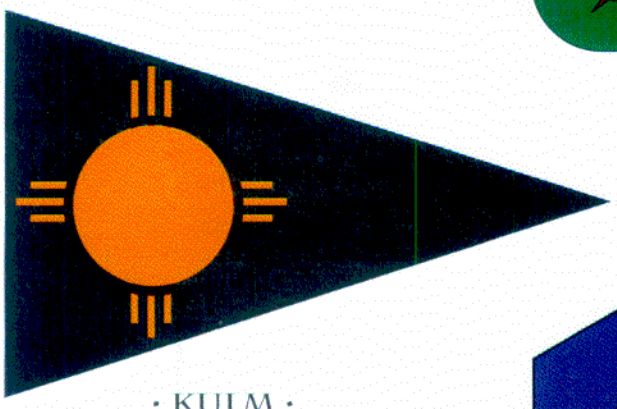
· CAVAN ·



· SOLUTHURN ·



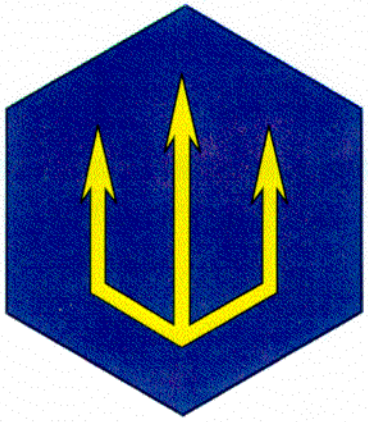
· YOLMER ·



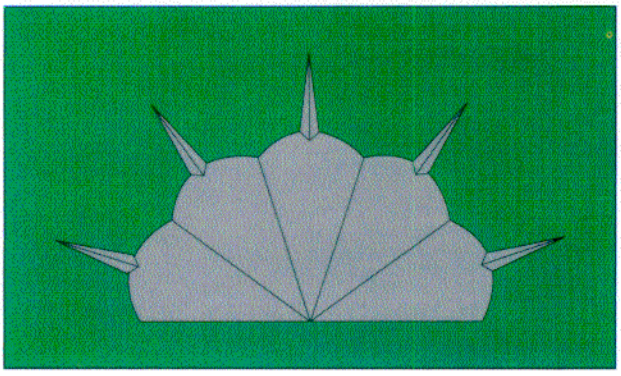
· KULM ·



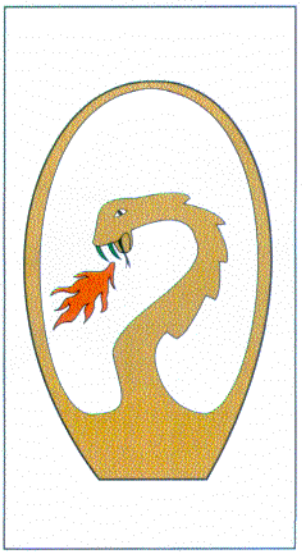
· MARL ·



· HARRO ·



· 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, Lycoodur
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
Lycoodur
330

· MEIR (15) ·

Teranu (Men)
1,100
Weese
800
Tharo, Morn
Tralf, Erlini
150

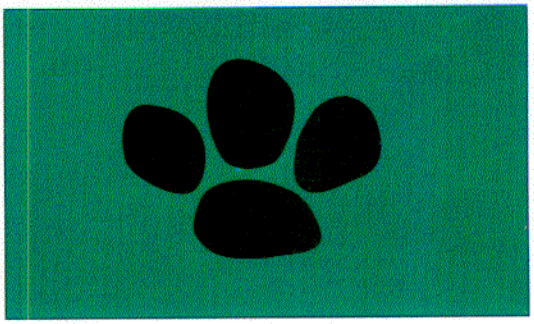


· EMUN (16) ·

Ateranu (Undead)
450
Emog
300
—
Garkamun, Kalanda
200



· RUKON ·



· SULL ·



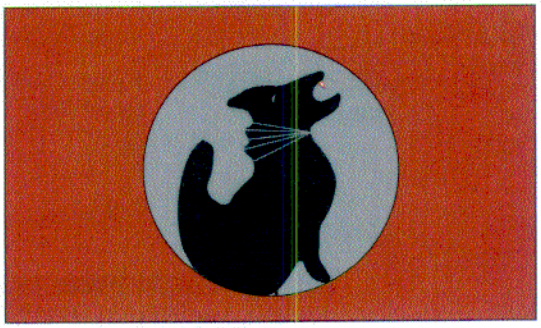
· ABDERA ·



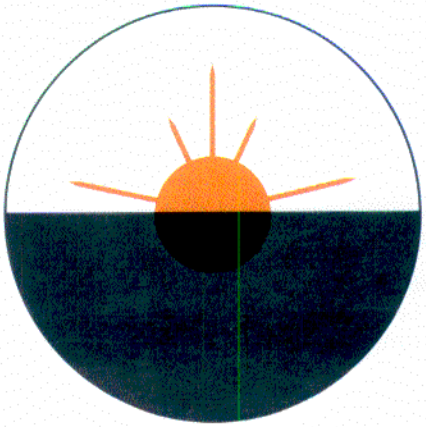
· MORN ·



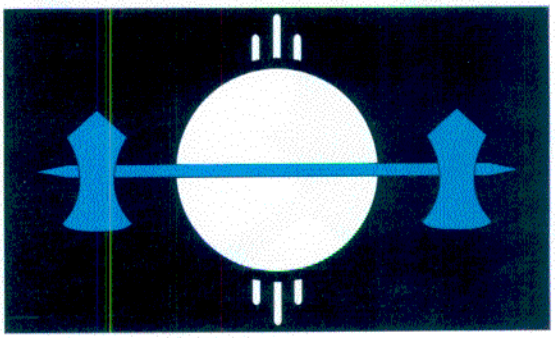
· MURNULL ·



· 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

· 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

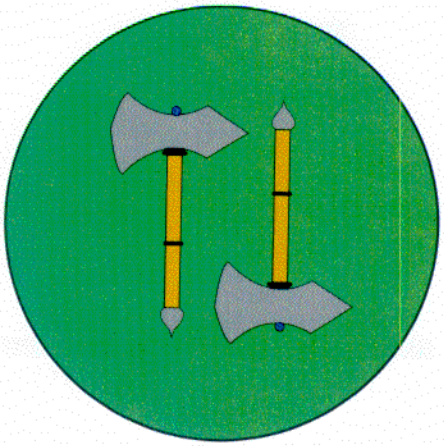
· MANAMO (24) ·

Teranu (Low-men)
1,900
Mankama
400
Munull, Loaru
Tatanapo, Iylari
660

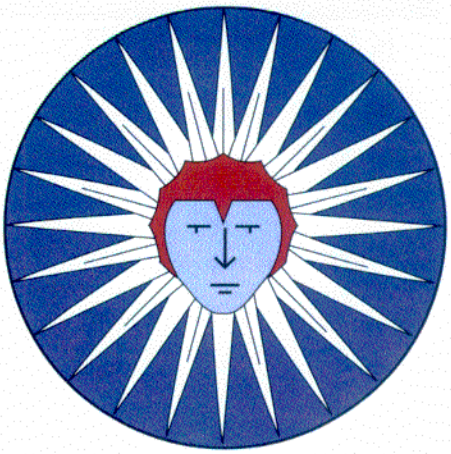




· THARO ·



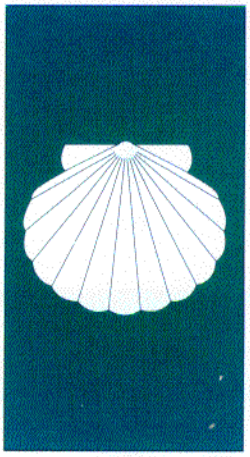
· OOLCOR ·



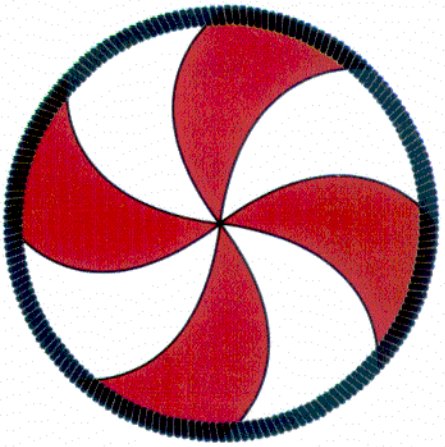
· TRALF ·



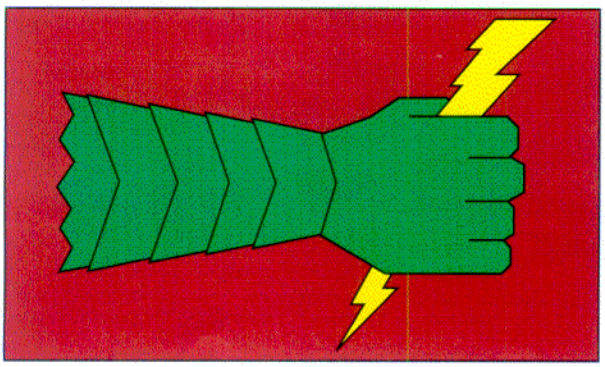
· GARAYAX ·



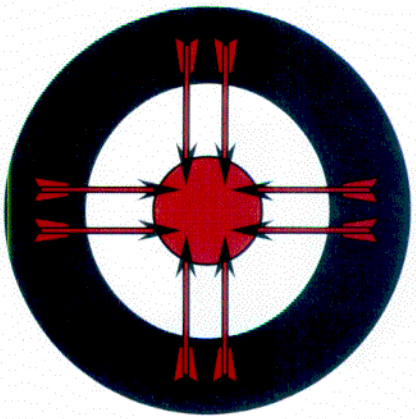
· ANCOOVUR ·



· VANCU ·



· 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, Lycoodur
750

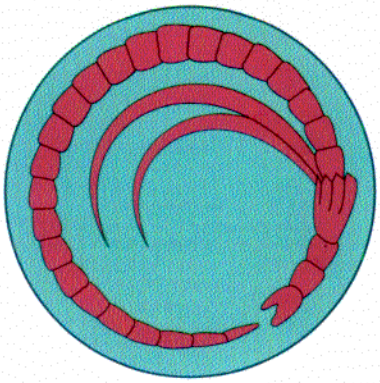
· TATANAPO ·
(MYRIAD REALMS) (31)

Teranu (Men)
14,500
Coosoodur
5,000
Lalien
Tralf, Klaykala, Manamo, Munull
700

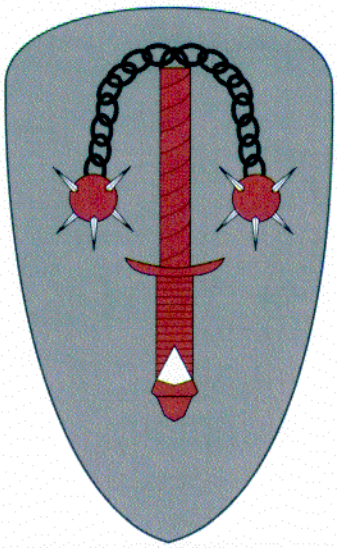


· SARAXA (32) ·

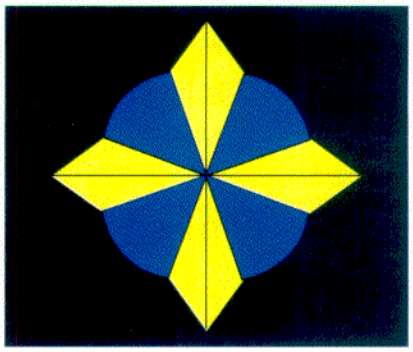
Teranu (Low-men)
8,500
Keskutana, Lu Rone
2,500 (Keskutana), 1900 (Lu Rone)
Paia
Oloponox, Rone, Galatha
2,500



· KLAYKALA ·



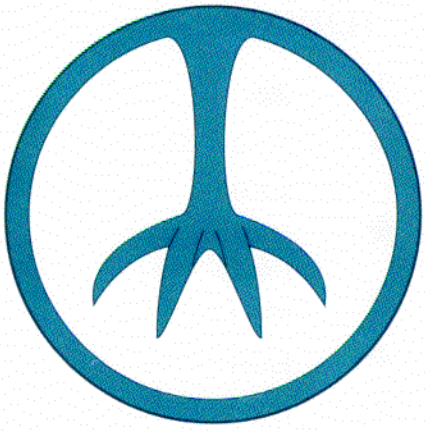
· GALATHA ·



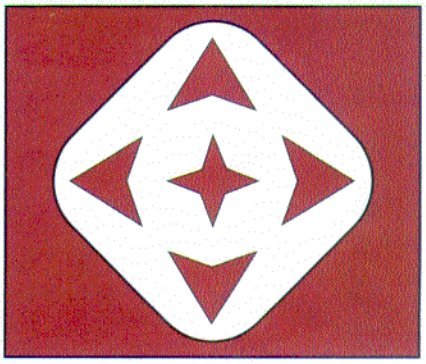
· LALIEN ·



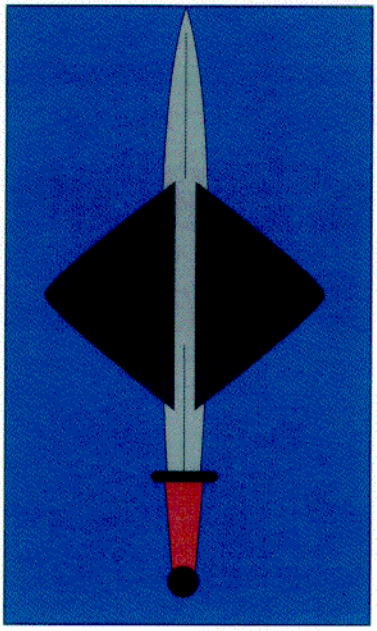
· ROYN ·



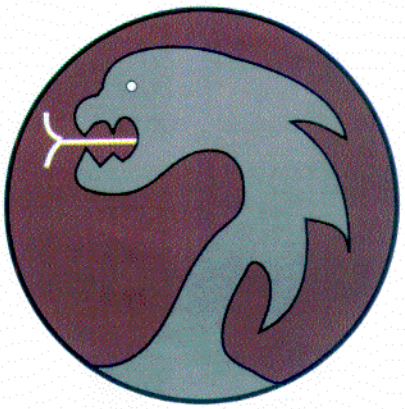
· OLOPONOX ·



· TATANAPO ·



· NEFARIN ·



· SARAXA ·

· VYLANA (33) ·

Teranu (Men)
3,400
Vylan
2,000
Royn, Borvan
Oloponox, Galatha, Nefarin
720

· SOOL (34) ·

Teranu (Men)
500
Govonool
140
Borvan, Rone
Saraxa, Gobrul, Garku
125

· PAIA (35) ·

Teranu (Men)
1,200
Paias
500
Galatha, Saraxa, Iylari
Borvan, Rill
300

· GOBRUL (36)·
(MOUNTAIN GOBLINS)

Gorlu (Goblins)
5,000
Von
1,600
Jeweler, Lugrôki
Loaru (Dwarves)
1,700

· LOARU (37) ·
(DWARVES)

Teranu (Men)
4,200
Luarp; Kotarp; Likarp
550; 450; 500
Ekeren, Forn
Gobrul, Garkamun, Cula
1,000

· HÍRAZI (38) ·

Chiranu (Avians)
500
Tace
2,500
Thyfur
Rukon, Ekeren, Yolmer, Gobrul
120

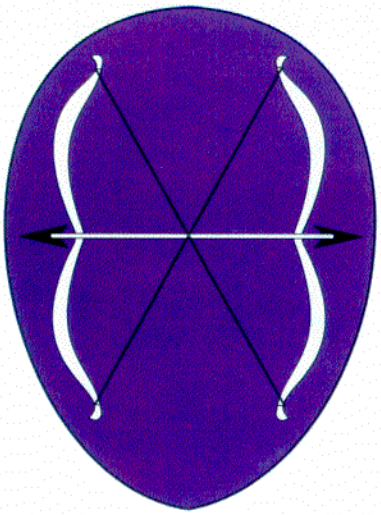
· KEL OGRU (39) ·
(RIVER OGRES)

Ogru (Ogres)
900
Sorgargar
200
—
Loaru (Dwarves), Cavan, Ekeren
500

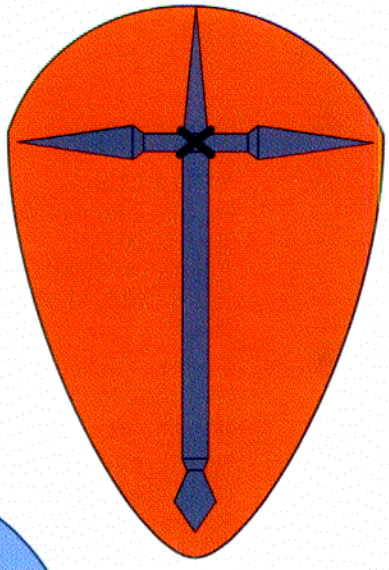
· KALANDA (40) ·

Teranu (Men)
1,500
Kilianda
800
Alachua
Emun, Kaw Kaw
400

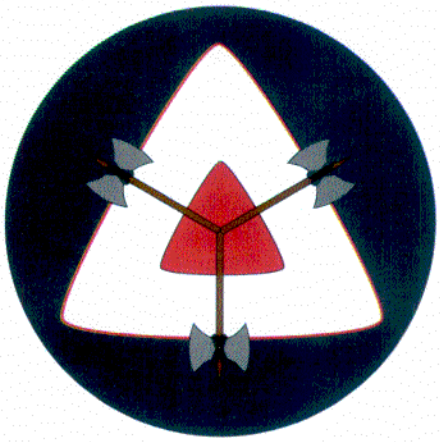




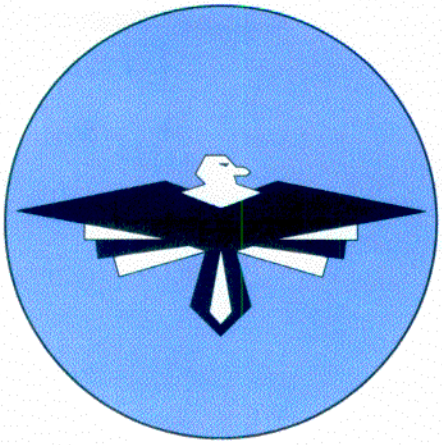
· VYLANA ·



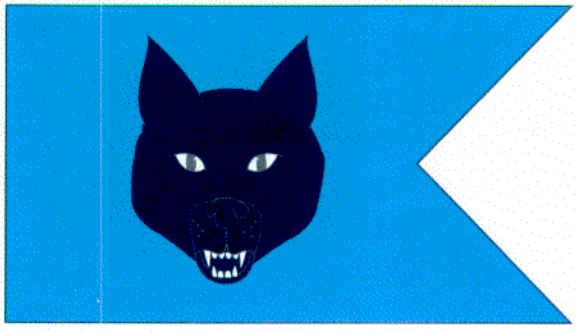
· PAIA ·



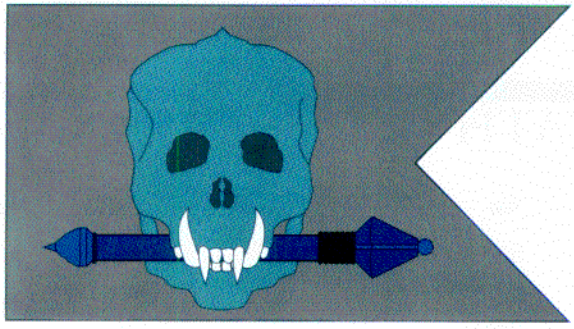
· LOARU ·



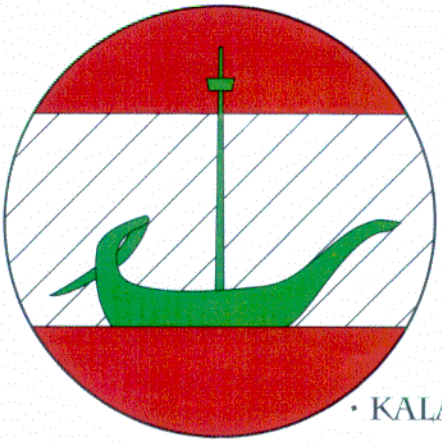
· HÍRAZI ·



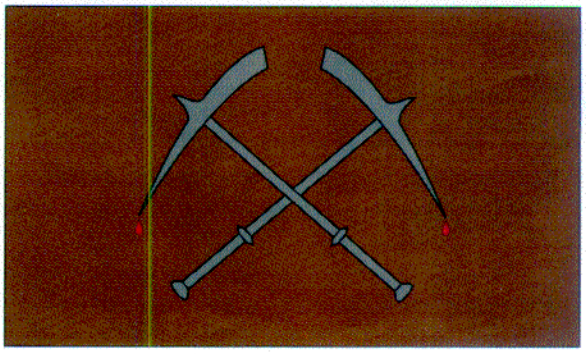
· SOOL ·



· KEL OGRU ·



· KALANDA ·



· GOBRUL ·

· THALAR (41) ·

Teranu (Men)

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

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

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

Thalar, Morn

Kalanda, Alachua

900



· ALCHUA (42) ·
(PETTY FIEFDOMS)

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)

· VYATH (45) ·

Sercathu (Hue Eaters)

7,000

Braul

2,300

Breathless

Garayax, Scrym, Steel Rain

3,500

· 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

·WIOCOOLA (46)·

Teranu (Blood-men)

600

Shoon

300

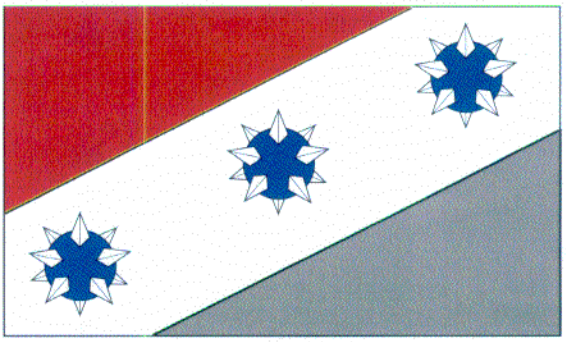
Scrym

Vancu, Vyath

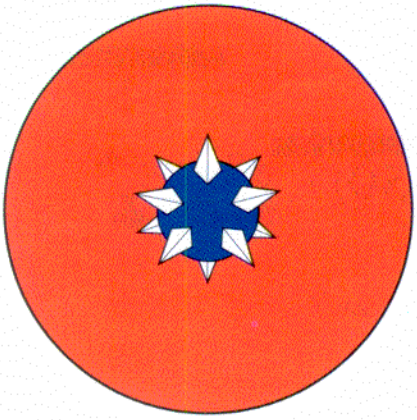
125



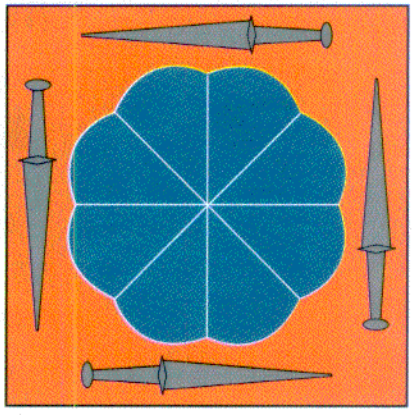
· THALAR ·



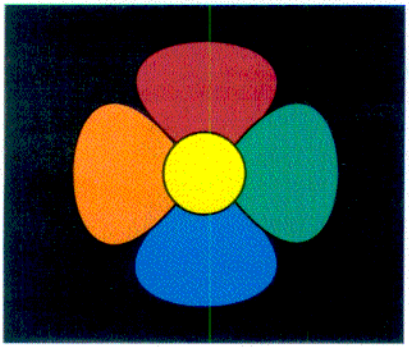
· ALCHUA ·



· 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)

· BORVAN (50) ·

Tulingu (Punkari)

2,000

Gethan

450

Rone, Sool, Vylana

Garkamun, Saraxa

650

· CULA (52) ·
(GARCULA)

Garku

7,000

Tocula

2,900

Garkamun

Saraxa, Rone, Sool

2,000

·LYCOODUR (49)·
(IYLARI)

Tulingu (Elves)

900

Iylan

300

Jeweler, Thalar

Morn, Manamo, Munull, Erlini

250

· KROEL (51) ·

Ateranu (Undead)

275

Krogoga

60

—

Emun, Ancoovur

70

· ROARC (53) ·

Teranu (Men)

950

Oolarc

450

Oolcor, Erlini

Vyath, Tralf, Tharo

200

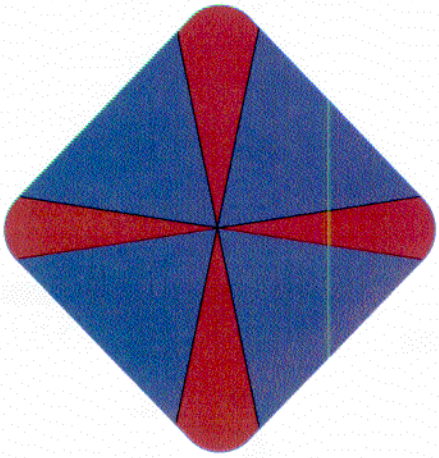




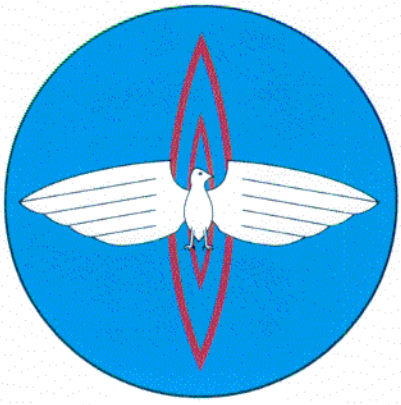
· SCRYM ·



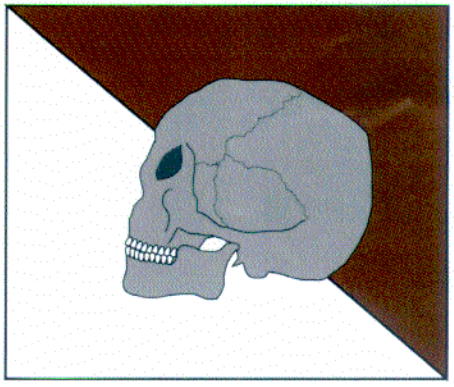
· LYCOODUR ·



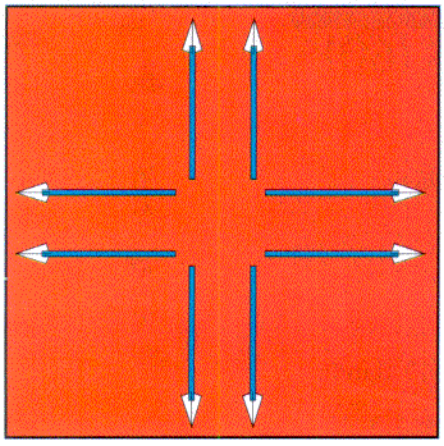
· OLCHEL & CRYAN ·



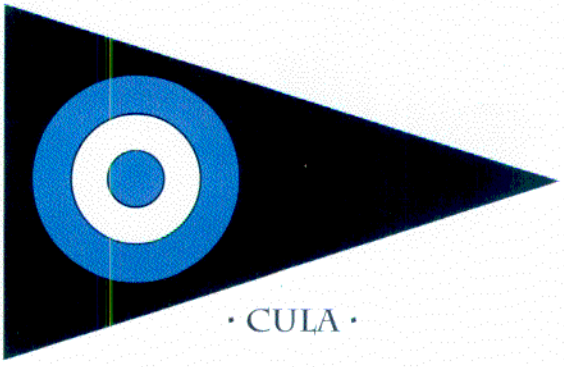
· BORVAN ·



· 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

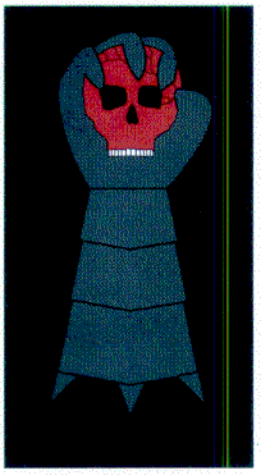
—

Garkamun, Alachua

1,200



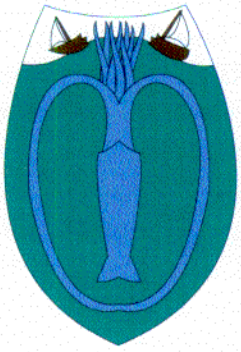
· SHULURI ·
SHELARI (SEABATS)



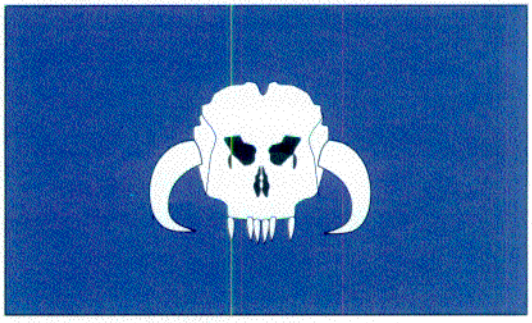
· TORKU ·



· RONE ·



· SHULURI ·
MARDYARI
(DARKRUNNERS)



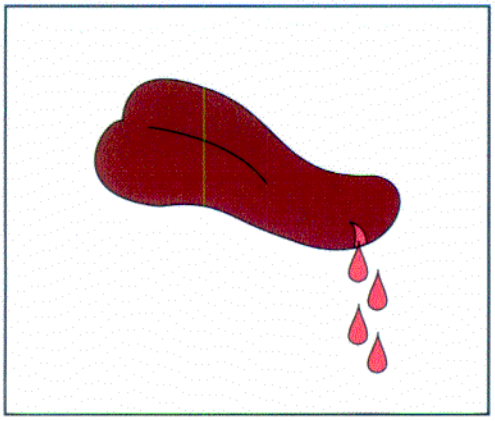
· LUGRÔKI ·



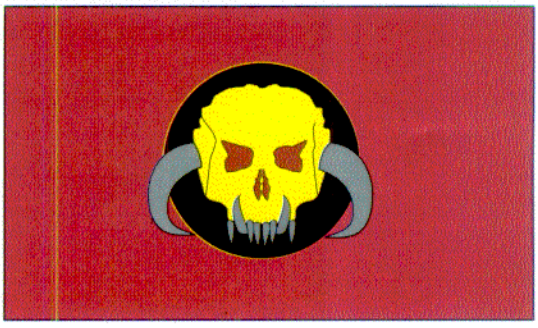
· SLIKE ·



· 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 conquerers 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 Gobrul 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 Obgusa'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 Obgusa.

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. Obgusa, 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)

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 Dwarven 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.

CREDITS

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