We at Ral Partha are pleased to present this catalog of selected miniature figurines for your Christmas gift-shopping convenience. We have compiled this list of some of our most popular figures which, we think you'll agree, will be especially welcome under the tree of your favorite gamer or collector!

We have released several new figures in our "Personalities" line just in time to meet your holiday gift needs; these, plus our other individually packaged humans, elves, monsters and assorted creatures are in the size and price range to make them perfect as stocking stuffers.

We have also released, especially for Christmas, two new boxed sets in our ELFQUEST line. WOLFRIDERS II and QUEST TO BLUE MOUNTAIN join our first three sets in offering you all the enchanting, fascinating characters from the ELFQUEST story.

Looking for a slightly larger present? Our STEAM CANNON, WAR EAGLE, ELF CHARIOT or GOLDEN DRAGON could be just the thing. Each of these boxed sets represents innovative, quality fantasy sculpture at its highest level, and will provide hours of enjoyment to even the most accomplished modeler.

Finally, if making a choice among all our various figures is too overwhelming, let us suggest one of THE BEST OF RAL PARTHA boxed sets. Each set is a carefully chosen selection of our best-selling and most popular figures. This Christmas gift can serve as a fine introduction to Ral Partha's world of fantasy role-playing miniatures, or as a simple way for the more experienced gamer or collector to own THE BEST OF RAL PARTHA.

All of these gift ideas can be found at your local hobby shop. We hope you enjoy reading this Christmas Catalog as much as we enjoy bring these miniatures to you.

Happy Holidays,

THE RAL PARTHA FAMILY
Born of legendary dwarvish metalworking skill, THE STEAM CANNON is the end result of bravery in battle combined with a tinkering nature. The cannon rumbles onto the battlefield powered by its churning engine, shielded by heavy armor plate and manned by three burly, resolute dwarves... A war engine to strike terror into the stoutest hearts!

02-030 THE STEAM CANNON $15.00

Alert, poised and ready to beat skyward on massive wings, THE WAR EAGLE from Ral Partha is at once the advance scout and rallying symbol of your fantasy legions! Now your champion will be mounted far more gloriously than any simple cavalryman, and the eyes of your army will see beyond the farthest horizon when you include this magnificent avian among your forces. With this unequalled example of imagination and unbroken spirit, Dennis Mize has created the most impressive of all the "Children of the Night."

13-100 THE WAR EAGLE $15.00
THE ELF CHARIOT features the airy and delicate styling distinctive of the elves, masterfully sculpted in 25mm by Tom Meier. The chariot, manned by an elf lord and musician/driver, captures the essence of elfin beauty and mystery as it glides through sunny valleys and cool, dark forests at the head of your army.

02-020 THE ELF CHARIOT $10.00

As complex and delicate as it is grotesque and terrifying — a fantasy dragon presents a compelling paradox that has captivated writers, artists and gamers for generations. THE GOLDEN DRAGON, sculpted by Tom Meier, captures the many different facets of this fantastic creature as only Ral Partha can, through the use of delicate shades of expression and detail. The addition of this terrifying legendary beast will lend animation, imagination and a touch of excellence to your campaign or collection.

01-094 THE GOLDEN DRAGON $15.00
BEST OF RAL PARTHA
10-300 PERSONALITIES $8.00
Sculpted by Tom Meier

From the varied and colorful "Personalities and Things That Go Bump In the Night" line, Ral Partha has selected these best-selling figures to represent the finest in fantasy gaming miniatures.

BEST OF RAL PARTHA
10-301 DEMON, TROLLS,
ORCS AND GOBLINS $8.00
Sculpted by Tom Meier

The darker side of fantasy role-playing miniatures, the dangerous and evil creatures from your imagination, come to life in this selection from "The Best of Ral Partha."

Included in the DEMON, TROLLS, ORCS AND GOBLINS set, pictured clockwise from top left: Orc with mace, Demon of Evil Law, Orc with sword, Goblin archer, Orc Drummer, Hill Troll, Orc with scimitar, True Troll, Goblin with two-handed axe, Orc Archer.
BEST OF RAL PARTHA
10-302 ANGEL, ELVES AND
ELF LORDS $8.00
Sculpted by Tom Meier

Fantasy role-playing miniatures for the discerning gamer who seeks quality as well as high adventure . . . The best from Ral Partha's award-winning Personalities and Collector Series.

Included in the ANGEL, ELVES AND ELF LORDS set, pictured clockwise from top left: Elf Lord with map, High Elf with bow, High Elf with sword, Wood Elf with bow, High Elf with sword, Sea Elf with axe, Archangel, Sea Elf with great sword, High Elf with spear, Elf Lord with sword.
BEST OF RAL PARTHA
10-303  "CHILDREN
OF THE NIGHT"  $8.00
Sculpted by Dennis Mize

The best and most exciting figures from Dennis Mize's mysterious "Children of the Night"... Guaranteed to add danger and adventure to your campaign!

ELFQUEST
96-001 WOLFRIDERS I $8.00
Sculpted by Julie Guthrie

The passing of the generations and the relentless, unreasoning hatred of Mankind have made the Wolfriders very different from their ancestors, the High Elves who originally descended from the stars. The same blood-bond with the powerful, savage wolves that has diminished the elves' physical stature, has at the same time caused their spirit and courage to grow to meet the challenge of an embattled world without fear.

The chief of the Wolfriders is CUTTER®, in whose veins runs the blood of ten Wolfrider chiefs before him, tempering his headstrong nature with wisdom beyond his years. His closest friend and confidant is SKYWISE®, keeper of the tribe's good-luck charm, the lodestone. Skywise, carefree and mischievous, has a courageous heart and a fascination for the lights that twinkle in the night sky.

At Cutter's side as the Wolfriders strike out from their forest home are: TREESTUMP, Cutter's uncle, the redoubtable "old warrior" of the Wolfriders; Treestump's daughter DEWSHINE, Cutter's adventurous cousin; SCOULER, whose youthful zest for danger and perfect vision make him the advance scout of the group, though at times he has eyes only for Dewshine; STRONGBOW, the impatient, easily-angered archer, who seldom speaks, preferring to communicate using the elves' special telepathic power; MOONSHADE, his life-mate; and PIKE, whose light-hearted (and occasionally light-headed) nature belies an amazing insight for the truth.
The Wolfriders call the oasis at the end of their desert trek SORROW’S END. Here they find rest and shelter and the first kindness they have ever known from strangers, in this place where a semblance of High Elfin civilization and magical powers yet survives.

The darkly beautiful and alluring LEETAH’S® command of strange empathic powers makes her the village’s healer; her frustrated suitor, RAYEK, uses his own hypnotic and telekinetic magic to serve, for a time, as the village’s protector. Leetah’s father, the SUN-TOUCHER, is the village seer — and yet is himself blind. He uses his immense age and wisdom to let his heart see deeper than any eyes.

The heart and soul of Sorrow’s End is SAVAH, the Mother of Memory, who has lived for thousands of years — long enough to remember the original High Elves, who descended from the stars.

Leetah’s union with the Wolfrider chief, Cutter, produces a rarity among elves: twin children, SUNTOP and EMBER. In Suntop are embodied the qualities of the Sorrow’s End villagers: a love for the Day Star, and surprising psychic ability. Ember, meanwhile, wears the emblem and stamp of the Wolfriders and already plays with a wolf friend, CHOPLICKER.

Arriving with the Wolfriders at Sorrow’s End, yet fitting in well with the villagers, are REDLANCE, in whom the ancient power of tree-shaping has survived, and his life-mate, NIGHTFALL, Leetah’s special friend.

In keeping with the atmosphere of strange majesty and peacefulness that pervades the village of Sorrow’s end, the tall, dignified ZWOOTS serve as the pack animals and chief form of transport for the villagers as they go about their day-to-day existence.
From flashbacks, reminiscences and interludes in the ELFQUEST story comes this collection of unique and pivotal characters who play important roles in the elves’ adventures.

Included are BEARCLAW and JOYLEAF, the stout-hearted former chief and chieftess of the Wolfriders. It was their deaths — at the hands of MADCOIL, the nightmarish monster born of twisted elfin magic — that made their son Cutter leader of the tribe.

Also included are five humans whose attitudes run the full course of human emotion: from the fanatical BONE-WOMAN, and the PRIEST OF GOTARA, whose thirst for revenge results in the burning of the Wolfriders’ entire forest; to OLBAR MOUNTAIN-TALL, whose violent actions are motivated by his superstitious beliefs and his love for his daughter; to the exiled couple, NONNA and ADAR, the first truly harmless and well-meaning humans the elves have ever encountered.
ELFQUEST
96-004 WOLFRIDERS II $8.00
Sculpted by Julie Guthrie

To round out your Wolfrider collection and to complement the set 96-001, WOLFRIDERS I, we present WOLFRIDERS II. This set includes mounted versions of CUTTER®, PIKE, STRONGBOW and NIGHTFALL; and standing versions of SKYWISE®, TREESTUMP, DEWSHINE and SCOUTER, who were mounted in the previous set. Now your Wolfriders are ready to face all the adventure and excitement on their quest!
Photographs of these figures can be seen at your local hobby shop. See the back of the WOLFRIDERS II box.

ELFQUEST
96-005 QUEST TO BLUE MOUNTAIN $8.00
Sculpted by Julie Guthrie

As Cutter and the elves near Blue Mountain and the end of their quest, they find answers to many questions concerning their beginnings, their destinies, and their very nature.

Along the way they encounter the treacherous troll PICKNOSE and his greedy companions, MAGGOTY and ODDBIT. These trolls tell the story of the legendary TWO-EDGE — the half-troll, half-elf swordsmith who produced New Moon, Cutter’s own blade.

Finally, the elves encounter the Gliders — tall elves with great powers, the first-generation descendents of the original High Elves who descended from the stars. Their leader, LORD VOLL, feels kindly towards the Wolfriders, but must overcome the ill will and treachery of another Glider, WINNOWILL. Winnowill holds no sympathy for CUTTER®, LEETAH® or their quest.

Skywise finds a new friend among the Gliders in AROREE, a graceful elf who immediately attaches herself to the adventurous Wolfrider. A more serious attachment develops between the young Wolfrider Dewshine and the Glider TYLDAK, bizarre and birdlike, who “recognizes” Dewshine as his intended mate!
ADVENTURER SETS
* 98-001 Wizards and Clerics (8) ............ 7.00
* 98-006 Dungeon Party (8) ................ 7.00
98-007 Rangers (4) .......................... 7.00
98-010 Wizards and Clerics II (8) .......... 7.00

PERSONALITIES AND ALL THINGS
DARK AND DANGEROUS
01-001 Evil Wizard, casting spell ............ 1.25
01-022 Elf Lord .................................. 1.25
01-027 Rangers .................................. 4.00
01-030 Wraith .................................... 1.25
01-066 Necromancers (3) ...................... 3.50
01-067 Hecatron .................................. 3.50
01-068 Dragon .................................... 7.00
01-071 Unicorn, with Princess Rider ....... 3.50
01-072 Cold Drake (Dragon) ................. 7.00
01-073 Clerics (3) ............................... 3.50
01-074 Ligard and Wraith Rider .............. 4.50
01-081 Armored Balrog ......................... 4.50
01-082 Black Prince on Armored Horse ...... 3.50
01-086 Winged Beast and Rider .............. 4.50
01-089 Witch King on Flying Charger ...... 4.50
01-090 Storm Giant .............................. 4.50
01-091 Elf Hero .................................. 4.00
01-093 Anti-Paladin .............................. 4.00
01-095 Jabberwock ............................... 4.50
01-099 Armored Giant on
War Elephant .................................... 6.00
01-103 Bugbears .................................. 4.00
01-105 Three-Headed Troll .................... 4.00
* 01-106 Half-Elves (4) ....................... 4.50
* 01-109 Cloud Giant ............................ 7.00

*pictured
*01-112  Paladin ........................................ 4.00
01-113  Gargoyles (3) ................................. 5.00
*01-115  Half Orcs (4) ................................. 4.50
*01-118  Giant Werebear and Man ................. 4.50

* pictured
*01-119  Oriental Werecreatures       4.50
*01-121  Hill Giant                4.50
*02-901  Hydra                     4.00
*02-905  Saurian                   3.00

*pictured
*02-909 Unicorn ........................................... .2.50
*02-914 Rhino Rider ..................................... .4.00
*02-915 Knight ............................................. .4.00

*pictured
*02-916 Fighters (3) ...................... 3.50
*02-917 Fighter Mages (3) ................. 3.50
*02-920 Lizard Men (4) ................. 4.50

*pictured

All figures in this catalog are 25mm scale. Figures pictured are not necessarily shown actual size. Some assembly may be required.