

Stand-ups for **Béthorm™**

Set #2:
Four Nonhumans



From left to right: Ahoggya, Fema e Pe Choi, Tinaliya, Male Pe Choi, Hlaka



ILLUSTRATIONS by Jeff Dee and Talzhemir Mrr
PAINTING by Talzhemir Mrr
CREATURES created by M.A.R. Barker



UniGames

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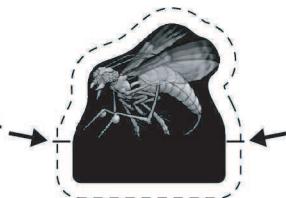
How to Make UniGames Cardboard Stand-ups

1. Print out. 2. Color with pencils or watercolors.

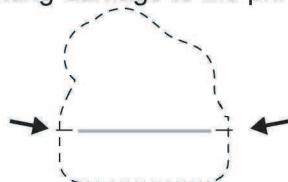
3. Glue to thin cardboard (such as cardstock or a Ritz cracker box).

4. Cut out dotted outlines.

Cut these two black lines.



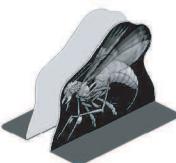
5. Turn the piece over and use a ruler and ballpoint pen to draw a line between these cuts. This makes a MUCH nicer fold, preventing damage to the printing.



6. Cut inwards to black outline. Go clockwise if you are left-handed and counter-clockwise if you are right-handed.



7. Fold black base flaps outwards.



8. Glue two halves together. (For maximum durability, I use Elmer's Pro-Bond. White glue tends to warp.)

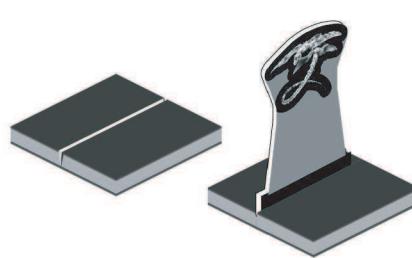


9. Glue to the base pieces.

10. OPTIONAL:

Take black paint or marker and darken the edges.

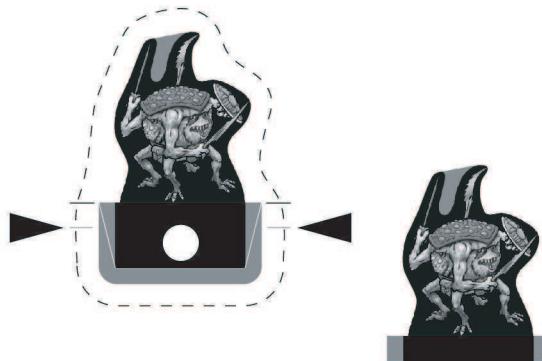
Coat with Reaper Miniatures' Sealant



TIP: For flatter storage, use these in bases made of foam core.

Cut squares and slit carefully with a X-acto knife. Cover the edges with carpenter's glue or white glue or acrylic paint. Insert for use; take out and store in a plastic bag.

Cut the miniatures out across the base at the two thinner lines.



If you like, you can construct your minis with hexagonal bases by cutting along the white lines provided.

New to foam core?

Check out "Foam Core Crafts for Beginners", the little instruction book by Talzhemir, available as a .PDF from [http://rpgnow.com!](http://rpgnow.com)

The white circle indicates the front of the figure. It is also useful for pencilling in a number to tell the figures apart. If you don't want them, use a black marker or a spot of paint to cover them.

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Artwork by Talzhemir

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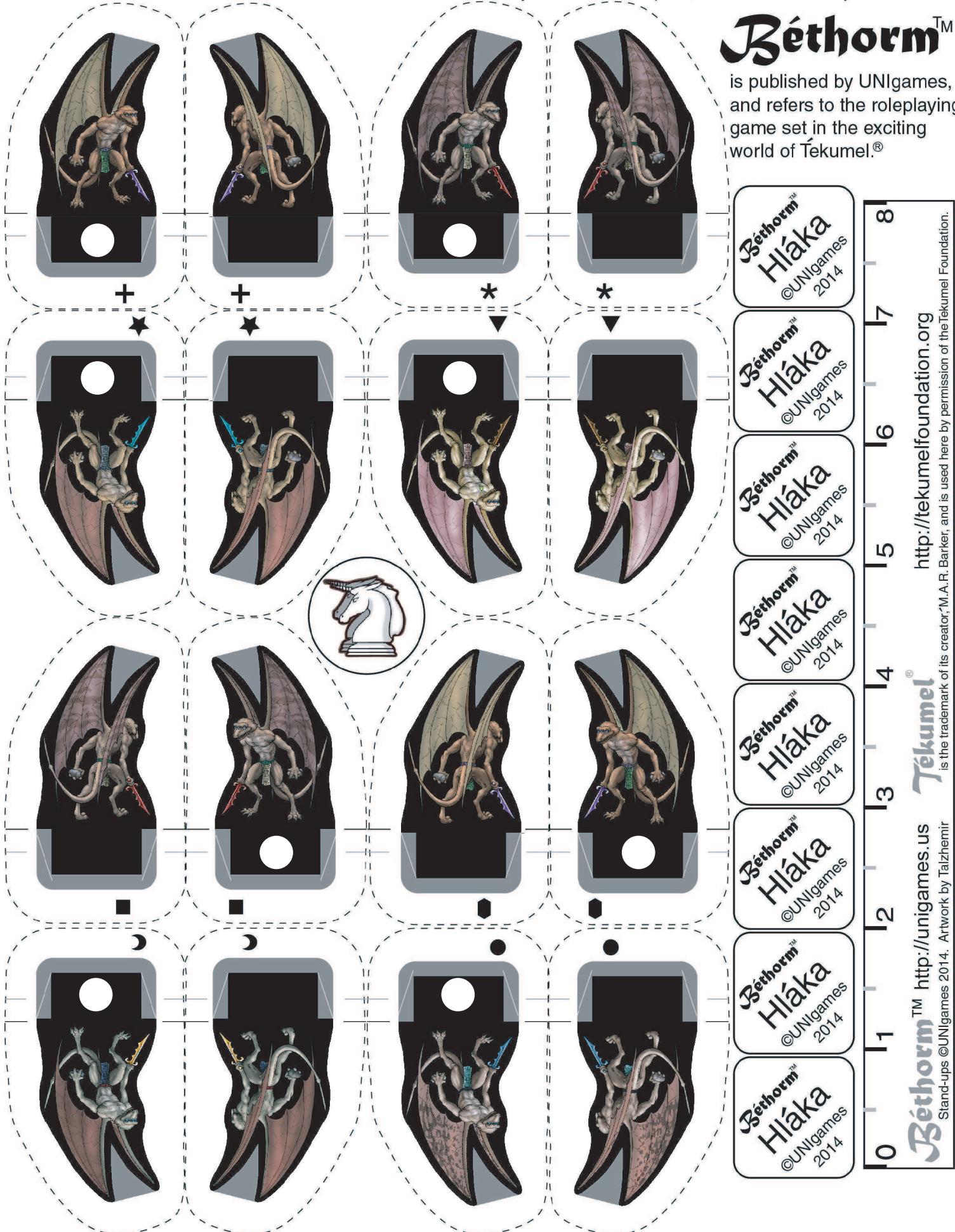
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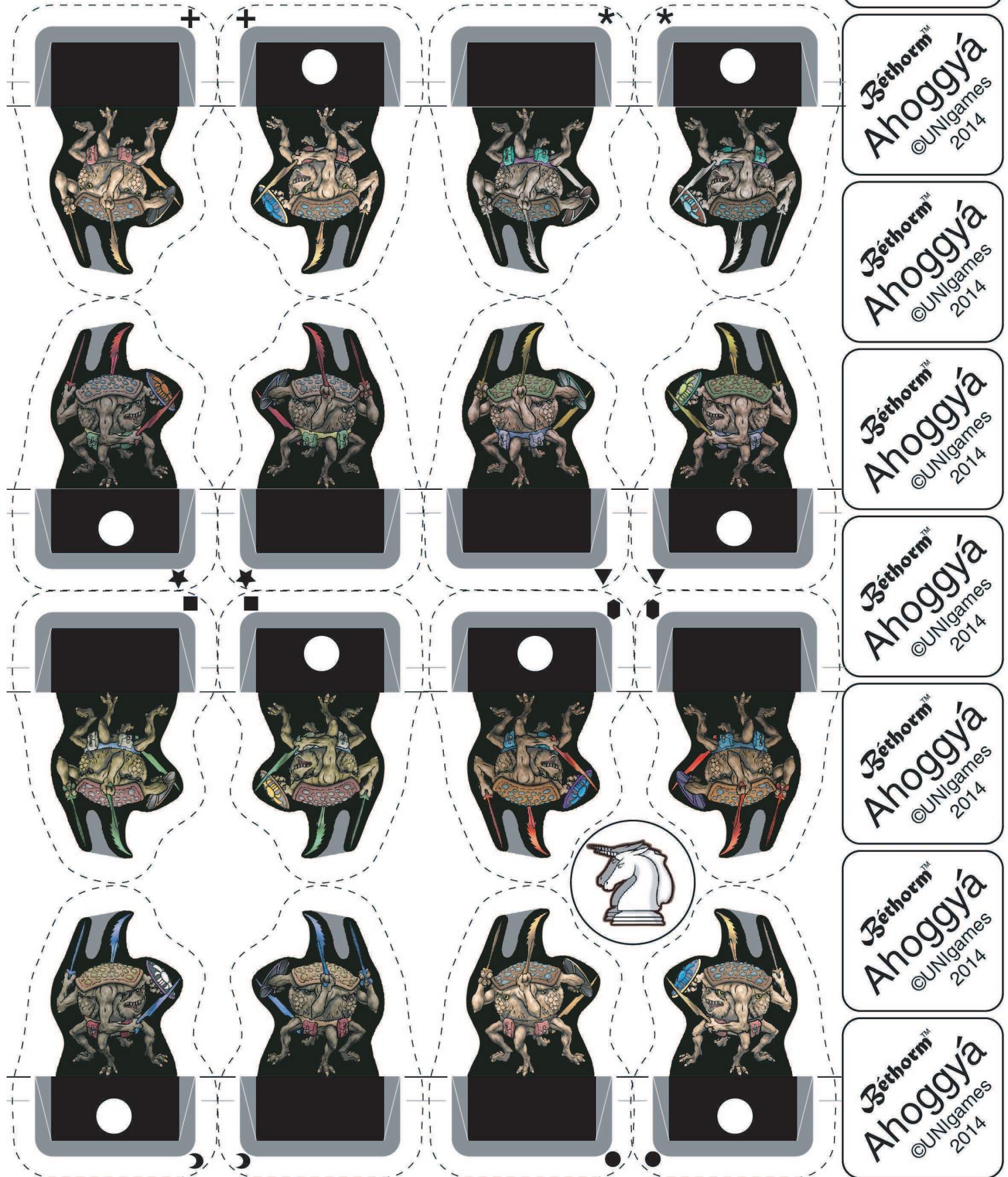
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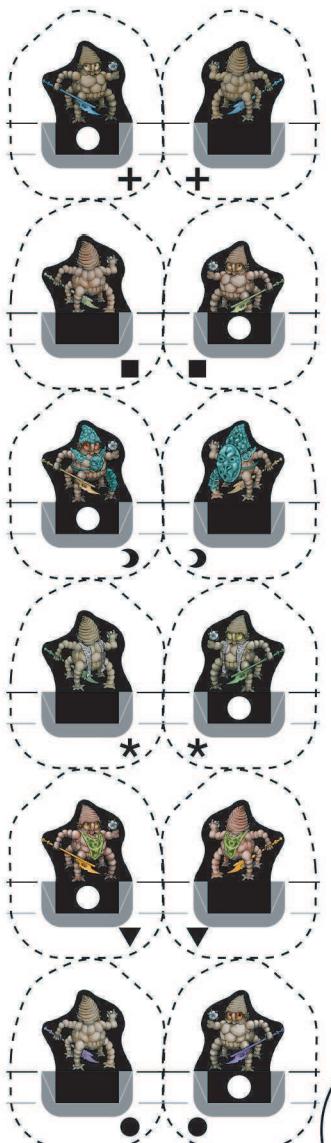
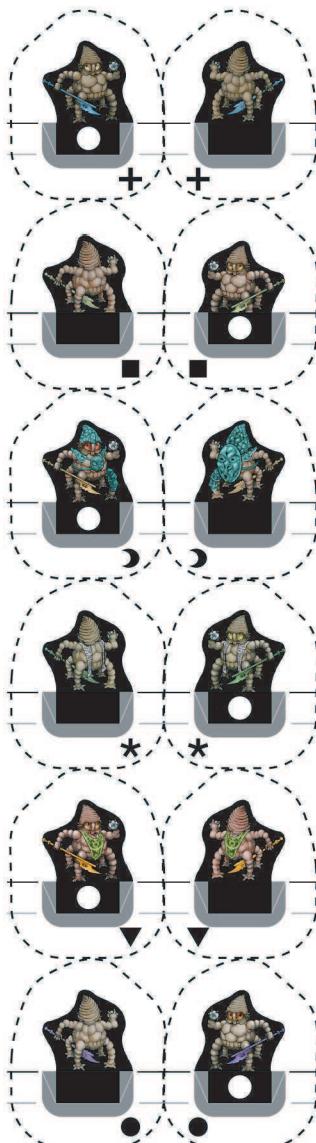


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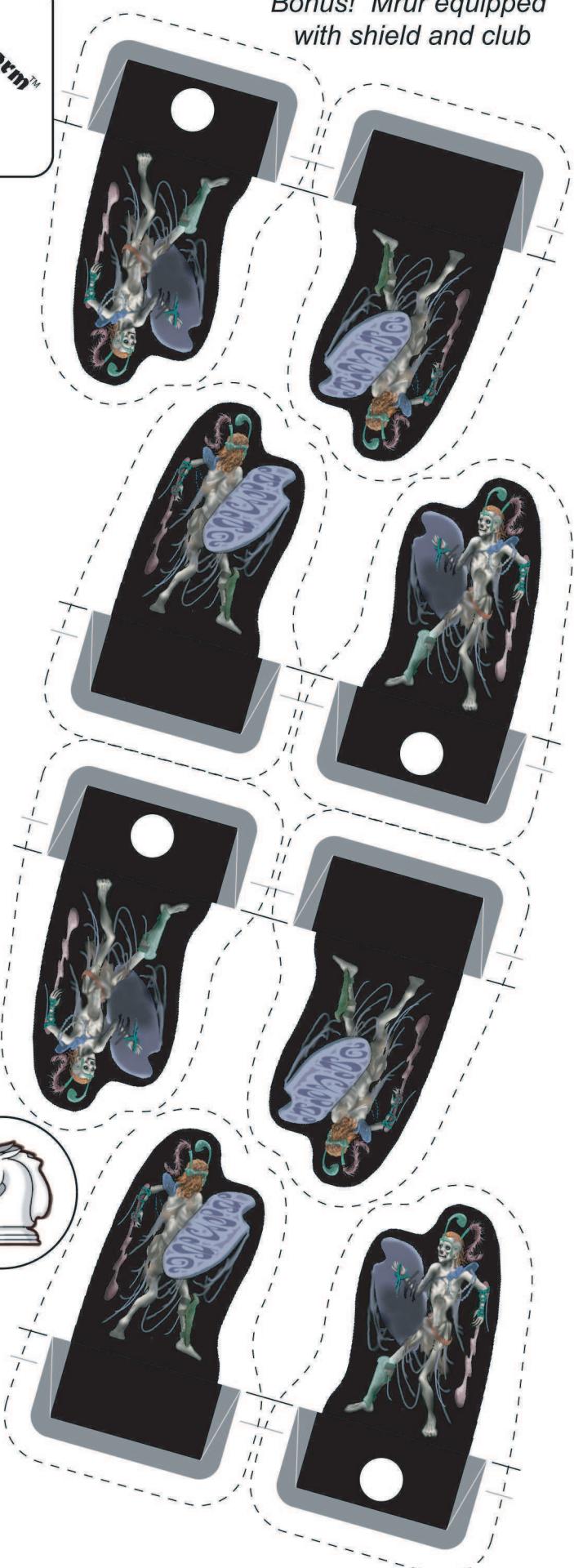
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Bonus! Mrûr equipped
with shield and club



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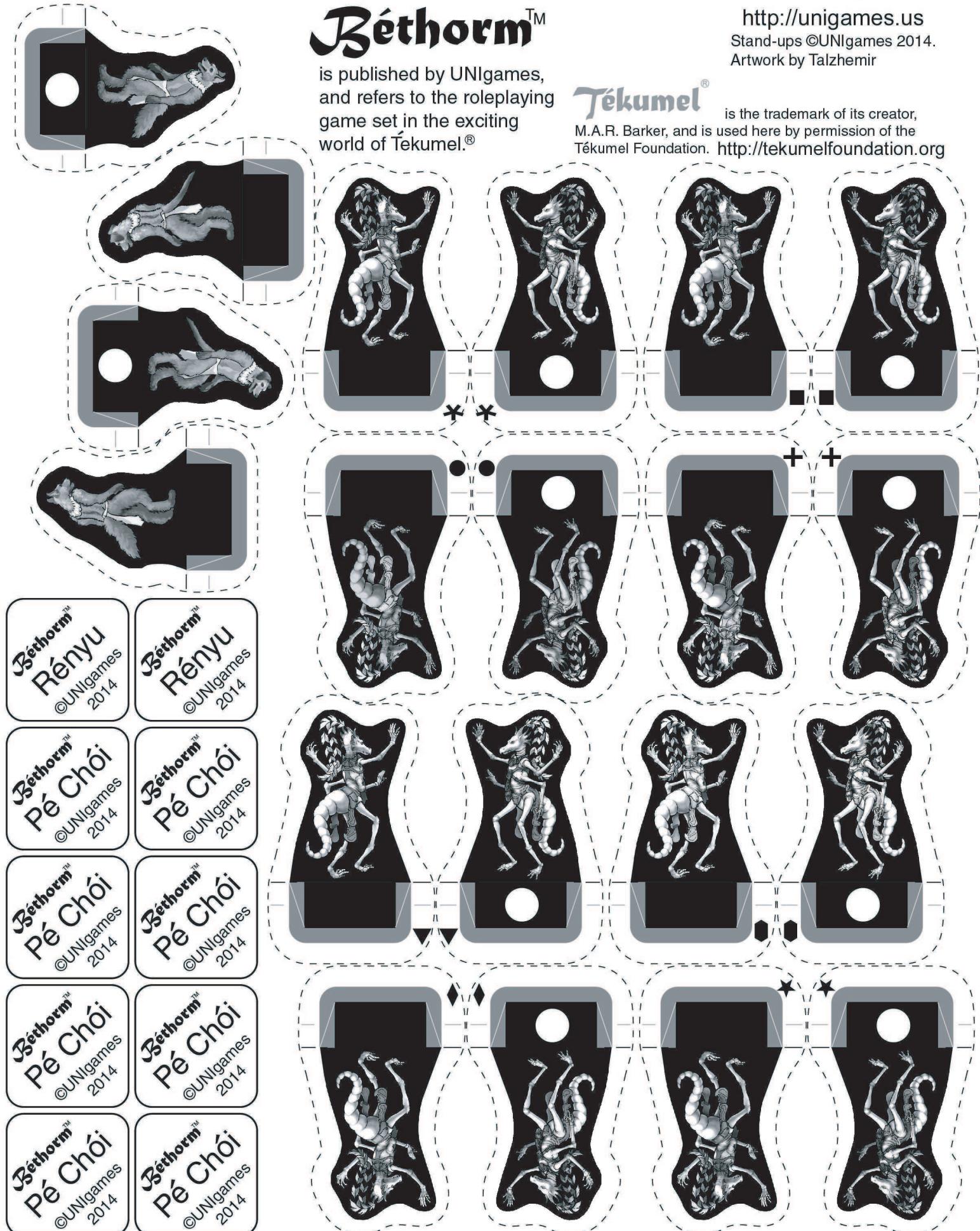
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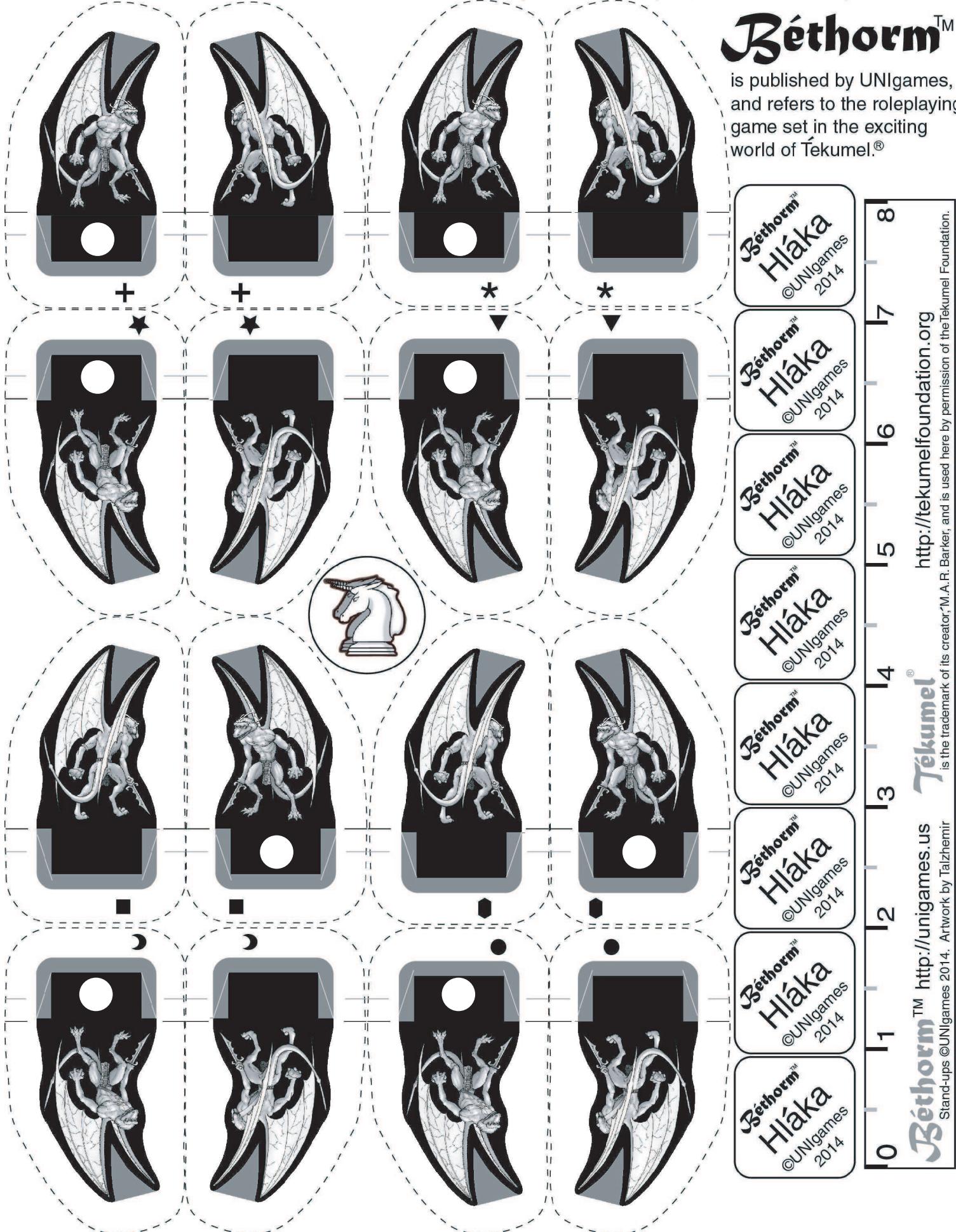
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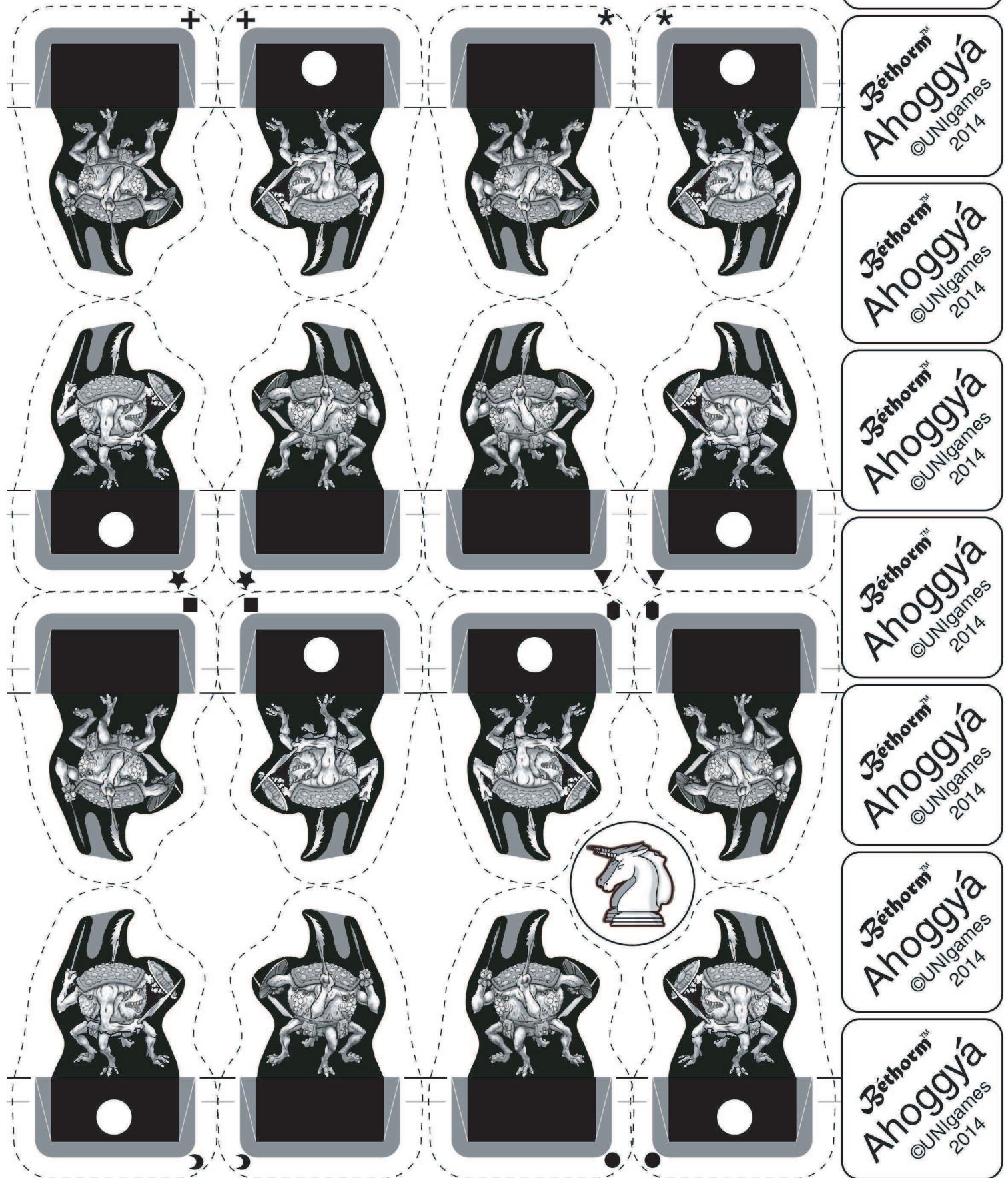
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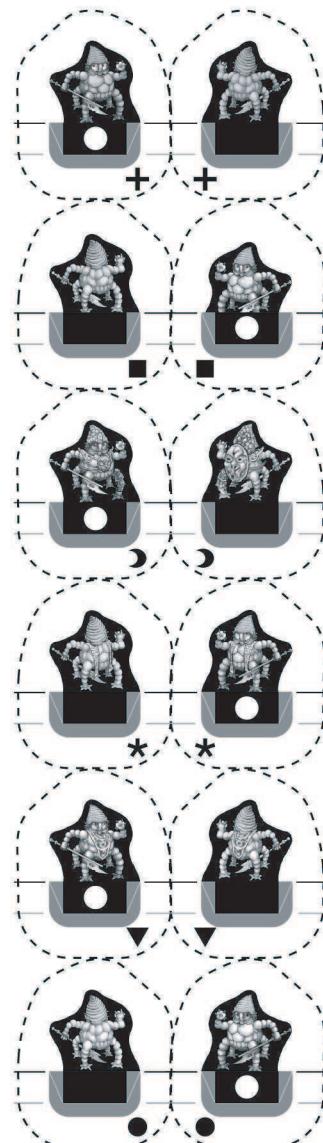
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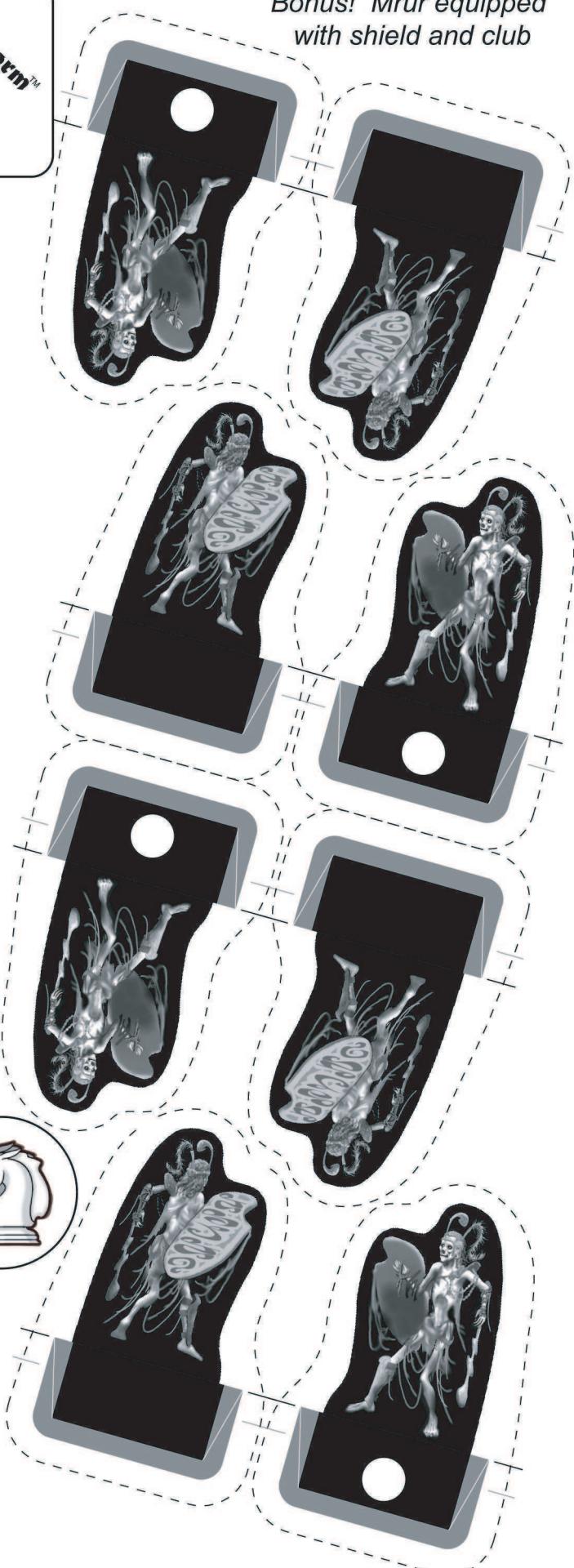


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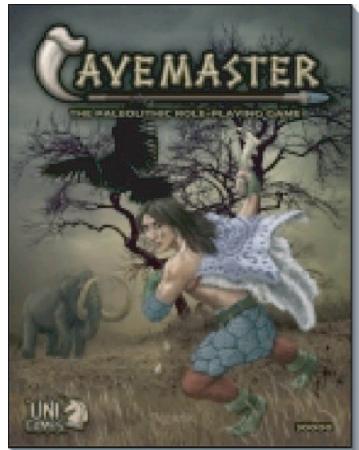


QUICKSILVER LITE

*A complete game in one book
(-- and the book is NOT gigantic!)*

Heroes seek out the metal that can be formed into mystic artifacts. Underneath its beautiful glint lurks a threat that it comes alive with an inimical mind of its own. **QUICKSILVER LITE** is medieval fantasy with a touch of horror.

The rules are "Pocket Universe", a lite system that handles both courtly intrigue and dungeon delving in an elegant way.



CAVEMASTER

*A serious RPG about life
10,000 years ago*

Cave Lions, Saber-tooth "Tigers", and Short-faced Bears, oh my! Play it as historical fiction, or fantasy using the optional Spirit Magic system.

The rules are "Habilis" in which combat is determined with small handfuls of pebbles instead of polyhedra dice.

Enormous insects with venom in their forelegs are carrying off hapless citizens...

GIGAWASPS -- a Selorian Encounter. Look for them on <http://rpgnow.com> or just go to <http://unigames.us/shop>

Stats included for Quicksilver and for a d20 type game.



If you know how to play Bethorm, then you know how to play Quicksilver Lite!
Different universes, same basic rules.

