This is a fan-made bible for Them's Fightin' Herds, based on the concept art, in-game renders, officially confirmed lore bits and other official promo media.
**Images used in this document are property of Mane6, taken from public pages, as well as from the game.**

Due to the unfinished nature of the game, some of the game screenshots presented in this document could contain animation errors or just look weird.

General

Character References

There have been images walking around the Internet since the crowdfunding days with earlier concept art which produced a handful of fanarts from people to help promote the game years ago. However, some of this is now outdated: developers have gone a bit off-model from the first revealed concept art and changed things for a reason or two. It's not recommended to rely only on older official art, as well as fanart based on it, since people tend to create their own interpretations and tweak some details that look too out of model from the original design and how it's presented both in the game and promo material.

For example, in the first picture, Velvet is significantly shorter in comparison to everyone else and has blue-ish eyeshadows, Pom and Paprika are missing their accessories, Oleander's horn and ear are gray instead of lavender, as well as she lacks the eyeshadows and there's no leonine tail visible. In the second picture, Arizona has one of her test colors instead of the brown-beige scheme, Oleander's missing her pink highlights and her ear is different, Tianhuo has orange eyes instead of red and an earlier version of her head shape, and Pom is really short.
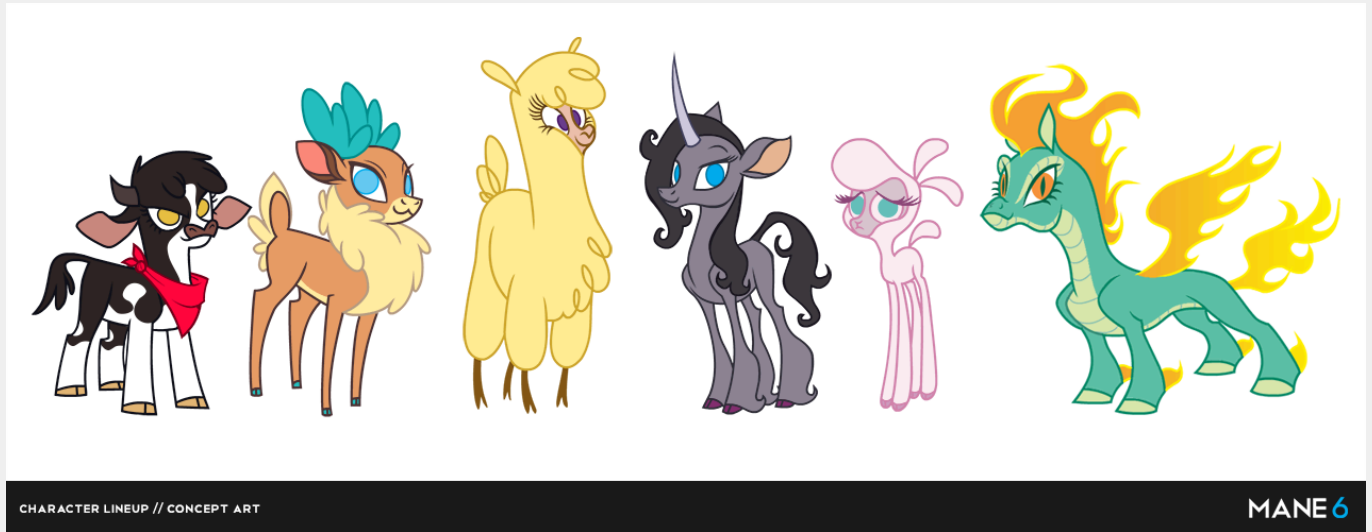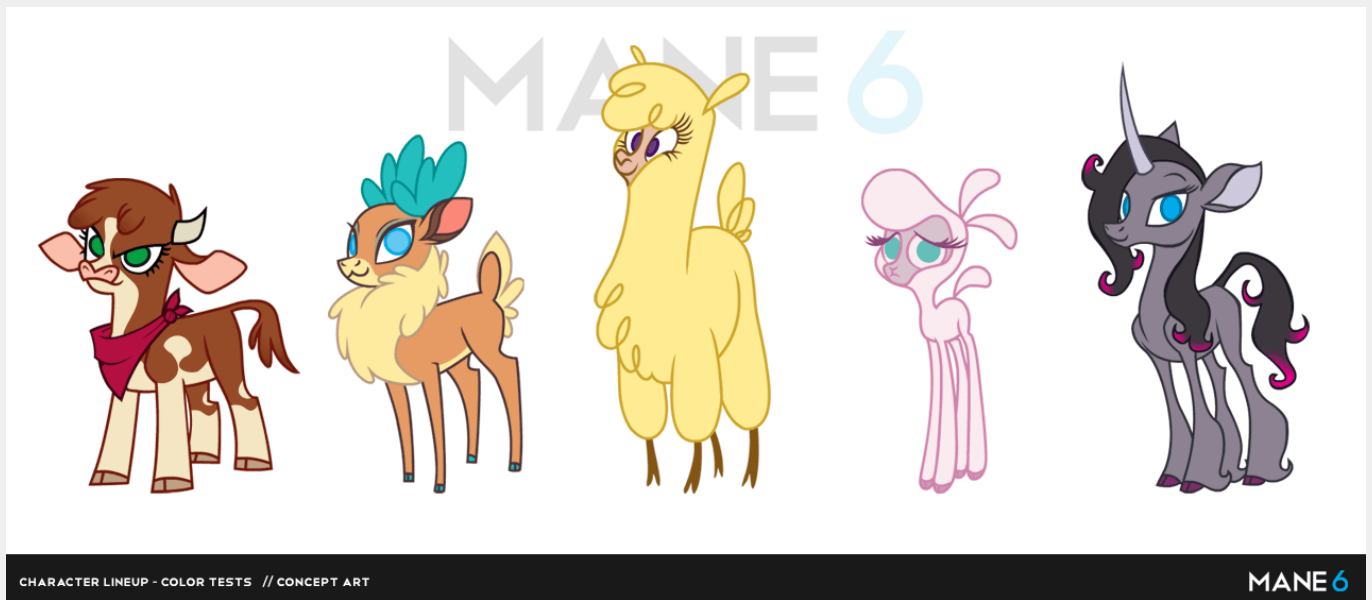
These are the first concept art released to the public back in 2015. It's really noticeable how much designs are different from the current ones.

While the concept art above is outdated, the model sheets that show designs from different perspectives are still mostly truthful to current designs and can be used for reference when drawing characters from different angles. However it's still good to check with other official assets for good measure, be it screenshots taken from the game, or promo artwork. Mane6's art kit includes concept and vector art of the characters.

There's no official height chart, but the compiled picture below is approximate. Note that it's a little hard to determine exact heights due to no good references - the idle animations are always in motion and in different poses from their "default" ones. Game's universal hurtboxes could hint that some of the characters are around the same height.
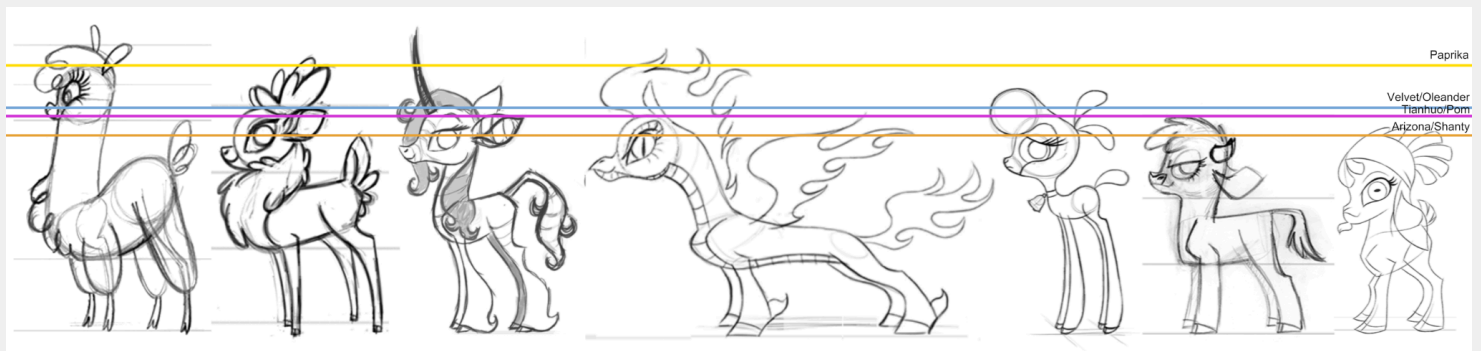
A rough height chart (excluding horns/floof) of the main cast. Velvet and Oleander, Tianhuo and Pom, Arizona and Shanty could be of the same height.

Colors

In the game, actual colors of the characters can be seen only on the character select screen, the fighting HUD portraits, and the Level 3 Supers. Because of the lighting effects on all stages, the colors look different in varying degrees of hues and tones, even if you toggle the effects settings. If you're looking for good color references without needing to launch the game every time, you can use official lineup vectors. For alternate palettes, you can get characters in true colors here (all 230+ palettes).

Notice the difference between Velvet's original color scheme (left) and her colors affected by lighting effects on different stages (right).

Character Notes

Velvet
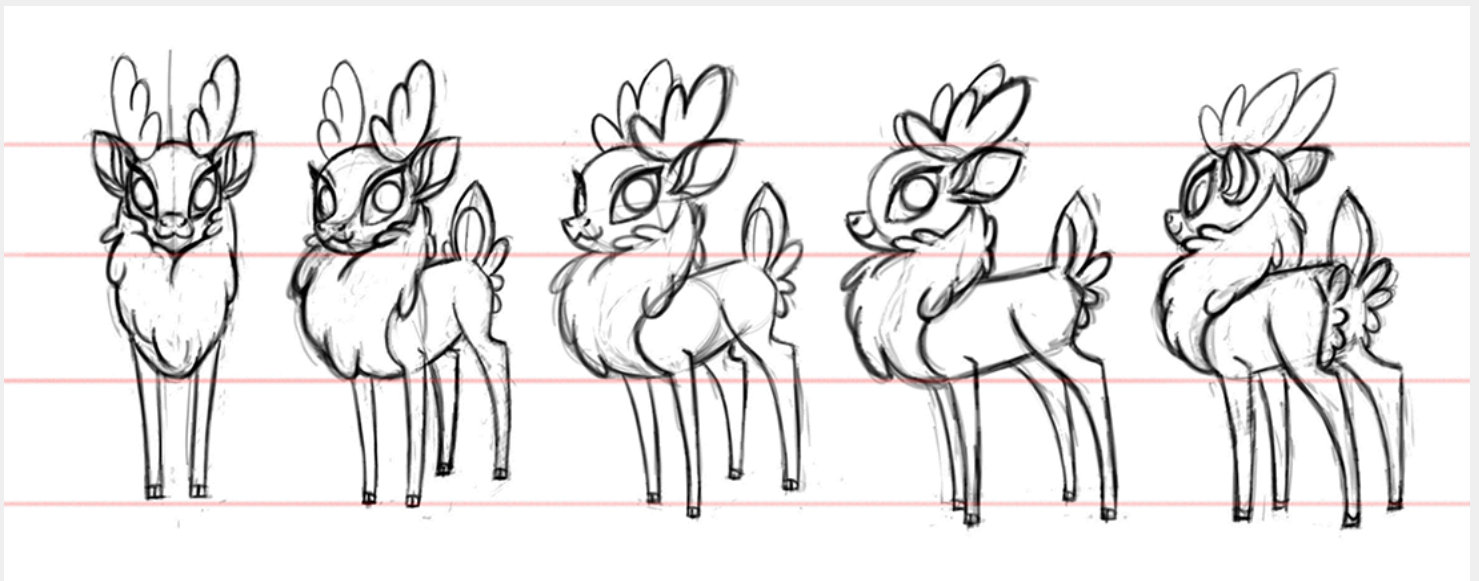
- Velvet has a short neck covered by floof.
- The chest is bigger than the waist.

- Contrary to real reindeer having wide cloven hooves for easier movement on the snow, her design has normal deer's, to give her more elegance.
- Velvet's legs are thin and long, with hind legs longer than her front hooves, making her back appear slightly higher than the chest. It's important to note since her in-game idle pose shows her from a low angle.
- She has a floofy butt, floof resembling a "butterfly" of some sort.
- Like on the deer, Velvet's ears are sticking out from sides and a little up, not straight upwards.
- She has subtle eyeshadow.
- Her antlers are round and look inflated. Depending on the perspective they change position gradually.

- Generally, reindeer antlers glow only when they use Winter Magic, or get fed with Golden Oats, getting a power boost. They don't have telekinesis, but can cast and control snow, ice, and wind. Velvet's antlers also spark during her idle in-fight animation, indicating she's powered up and ready to use her Winter Magic.
- Much like many other Winter Sprites, her "default" one wears a blue and white coat.
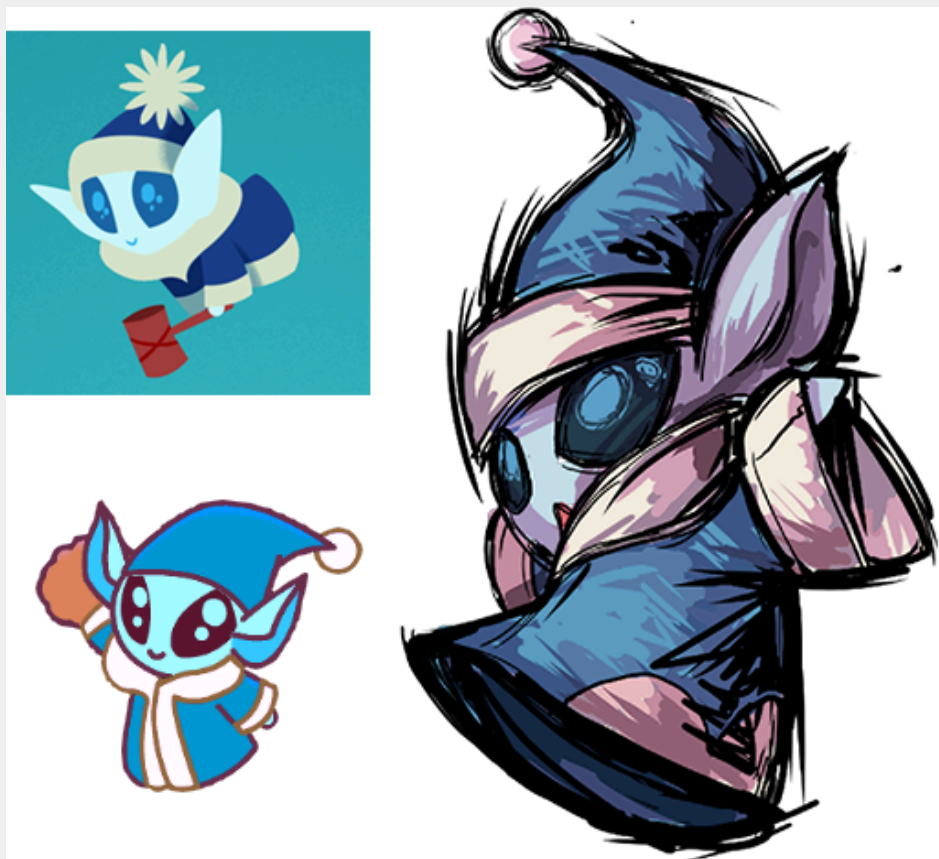
Arizona

- Arizona can be best described as a block: her body is angular, and her legs are thick.
- Since she's not a grown cow yet, Arizona's head and ears are large. As she grows, her body will get bigger in proportions.
- The pink on the nose covers the upper lip, with no space between, like on real cows.
- The coat markings are symmetrical, both on the left and right sides.
- She has dark brown tips of her hair and tail.
- Most of Arizona's expressions show her frowning brows, but in reality her eyes have the shape of elongated circles.
- There's a feather attached to her lasso. The corck it's attached to shares the color of her bandana.
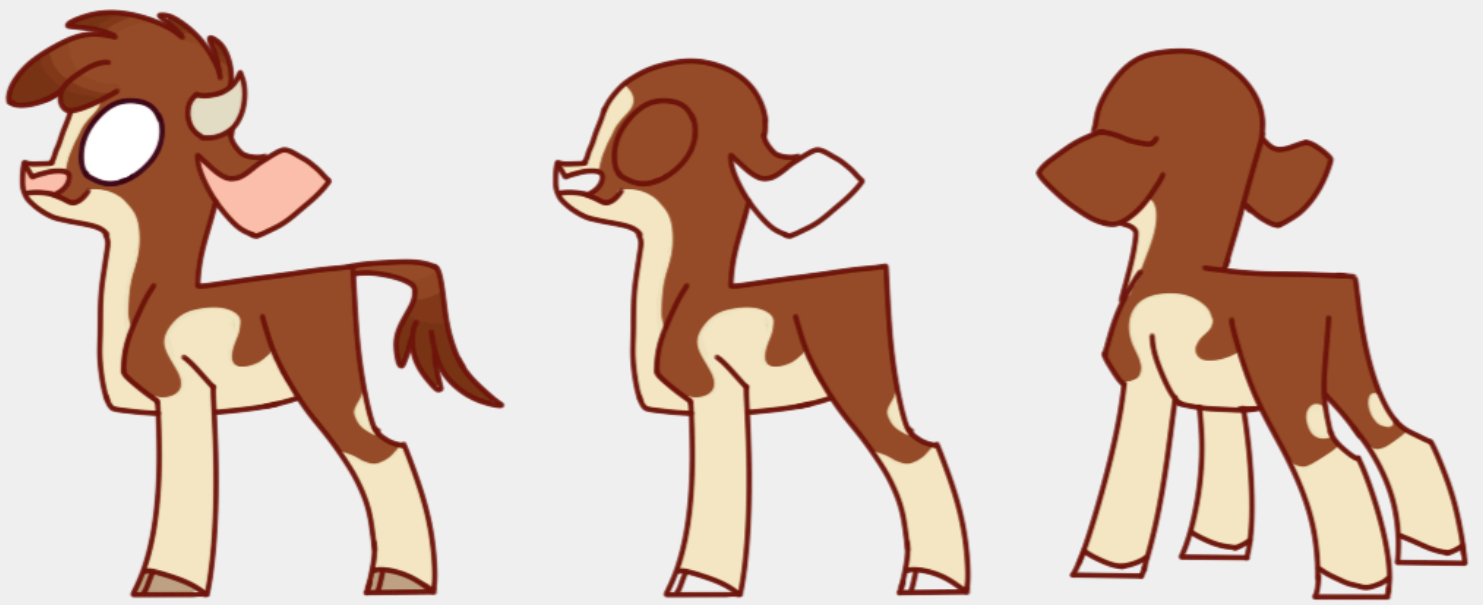
Oleander
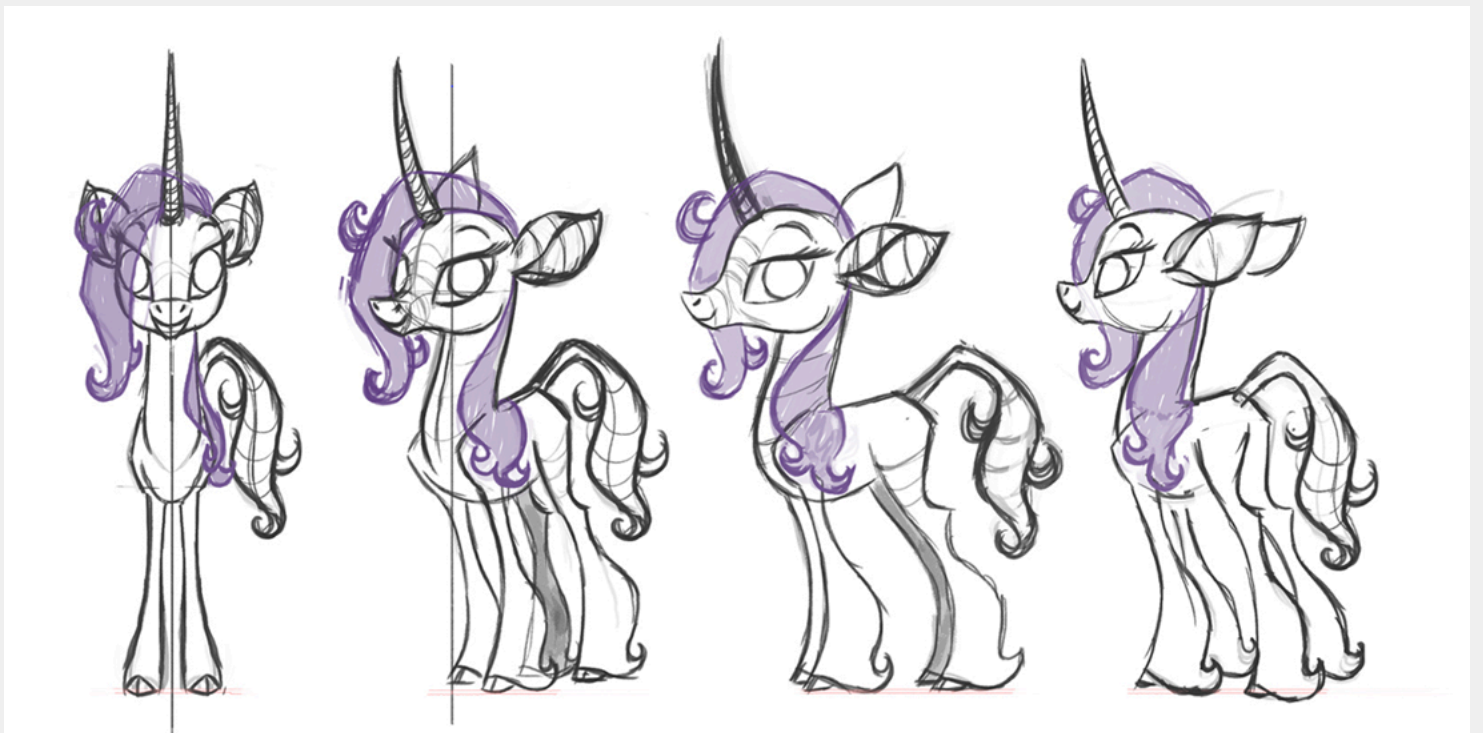
- Oleander's design is what could be considered close to a classical unicorn, described to be something between a deer and a goat.
- She has many curvy and pointy shapes.
- The body is short, with her chest being slightly bigger than the waist.
- Her legs are thin, cloven hooves are sticking underneath the bushy fetlocks.
- The leonine tail makes a sort of broken curved shape, the tip of it hidden by the hair.
- Like in Velvet's case, Oleander's ears don't face upwards.
- It's important to note that, while the original model sheet is still accurate, Oleander's chest and shoulders have gotten broader during development.

CONCEPT ART   IN THE GAME
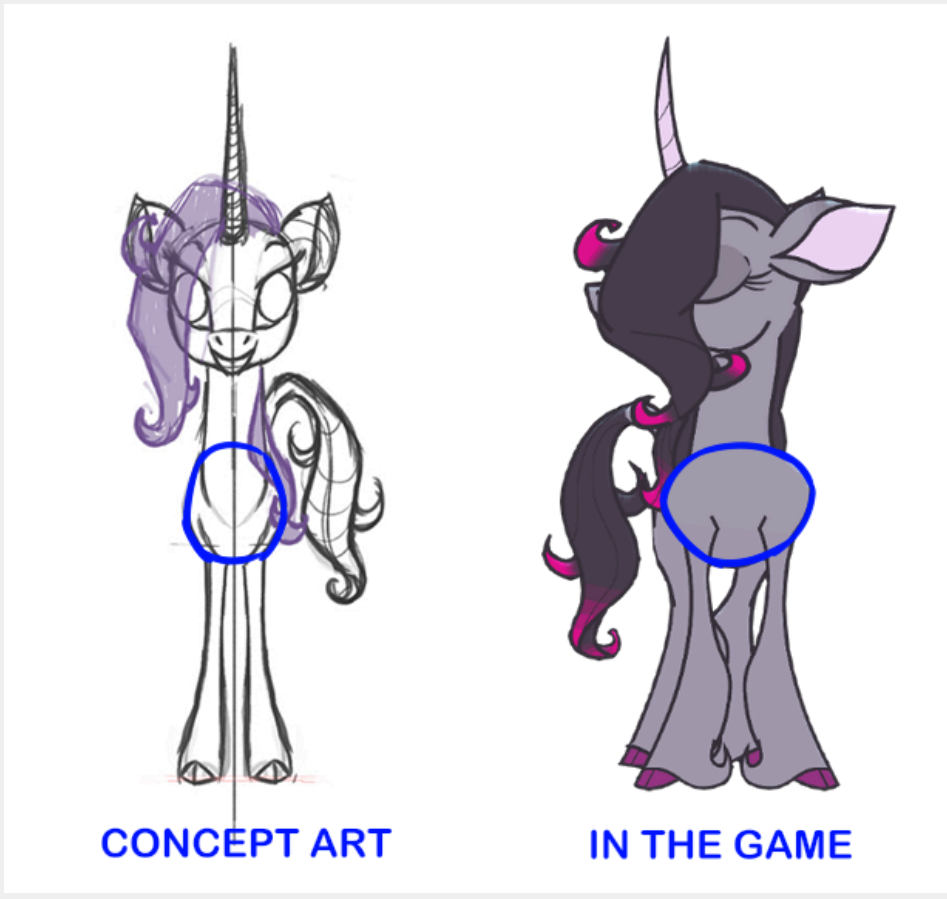
- Oleander's coat color is a result of corruption. Previously, she had white coat with light blue accents. After corruption, it turned darker, the highlights turned pink, and she got eyeshadows and purple "eyebags". The only things remaining unchanged are the eyes, ears and horn.
- Since she turned to Dark Magic, its color also changed. The scheme mostly consists of black, shades of crimson and fuchsia, as well as bright blue, pink and red.

- She has purple glasses. There doesn't seem to be any indication of bad eyesight, so there's a chance Oleander just likes them as fancy accessories.
- When Oleander uses telekinesis, there's no magic aura around the horn. The aura can only be seen around the object she's holding. It's the same color as the magic trail Oleander leaves when performing her attacks.
- It would seem like her hair lives a life of its own.

FHTNG

- The Unicornomicon's concept art pictures it as a large, bulky book with runes on its cover, excessive details portraying Fred's face, and a hole just above of the middle of the book. In-game model of it is less detailed and has no (Oleander's favorite) sheep bookmark but key details are still the same.
- Note that the book's spine disappears when the Unicornomicon is fully opened in some of the animations. This is an animation error.
- Cover's edges have some bumps, they aren't exactly smooth.
- The book's face is also capable of changing the expression, like whenever Oleander gets hit.
- The runes are located on one of the sides of the cover.
- It's described that the Unicornomicon is inconsistent. As such, it can change its pagecount and the contents.


- Fred's got a pair of draconic horns atop of his skull: bigger ones that are located lower make an S shape, with smaller ones located on top.
- On his forehead, there's a diamond-shaped pink hole, and it can glow, along with the eyes.

- Fred's ethereal "body" is slightly transparent. He can manipulate it to create tentacles, four fingered fists with sharp knuckles, or even a muscular body.
- He has a tongue.

Paprika
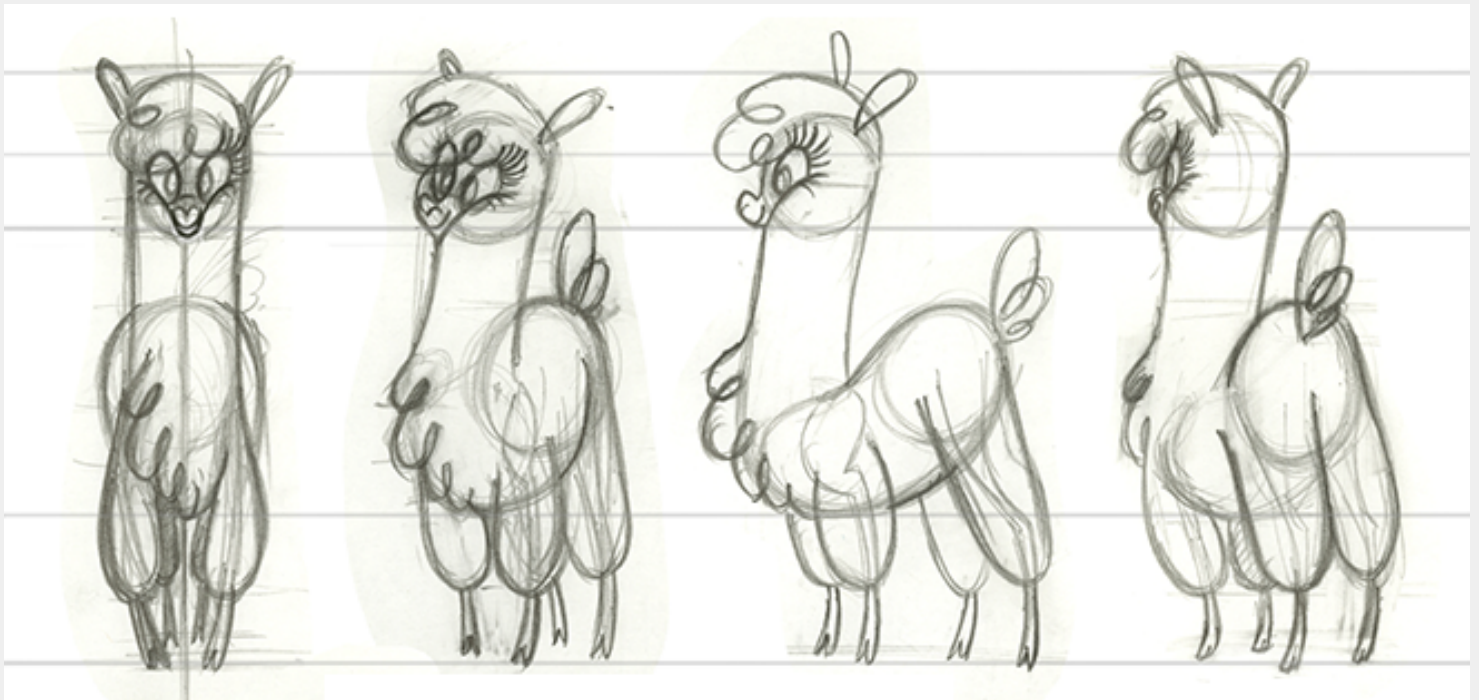
- Paprika is covered in curves all around, with barely any sharp edges.
- Her neck is relatively long, head is small, and body is bean-shaped.
- When shaved, her body is actually thin, revealing her almost stick-like legs.
- Since she's an alpaca, she has feet with toenails instead of hooves. This is why her legs look like simplified pigeon toes, different from the hooves of other characters.
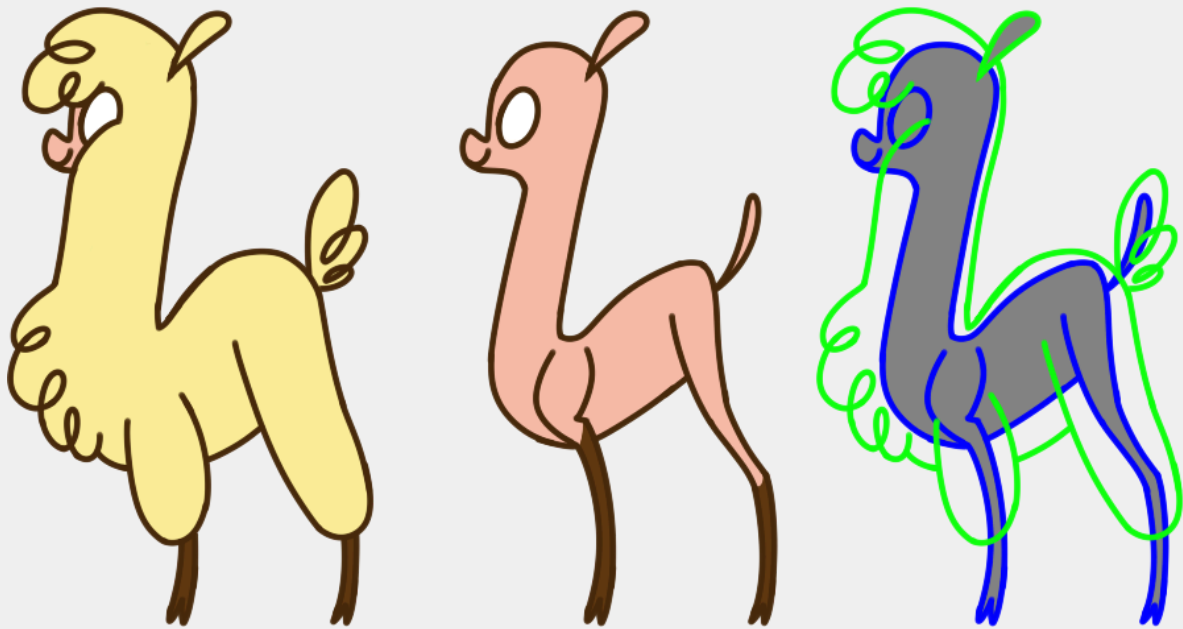
- Since Paprika doesn't speak the ~~English~~ language other ungulates use, she makes noises to express herself, but her overworld dialog uses wingdings. Not all wingdings have been identified yet, but most of the letters are known.

| A	B	C	D	E	F	H	I	J	K	L	M	N	O	R	S	T	U	V	W	Y

| Unidentified (G, P, Q, X, Z) |
|---|
| |

Tianhuo

- Tianhuo's aerodynamic body is thin and long, with a larger protruding chest. Her hind legs are long as well.

- While her body resembles a reptile (you could see it as Eastern dragon's), Tianhuo has horse-like thick hooves and small, pointy ears perking out.
- Unlike the rest of the cast, she's an odd-toed ungulate, meaning she doesn't have cloven hooves.
- She's the only one in the roster who has slit pupils.
- Even though she has fire erupting from her croup, it's not considered to be her tail. She doesn't actually have a dock, either.
- Despite the fact she doesn't have fire fetlocks in the game's animations, she still has them canonically. The reason they're not seen in the game is that her animations aren't finished yet. However the fetlocks can be seen in some of the promo art Tianhuo is featured in.
- Her older concept art has her head shape presented thinner, and the chin - bulkier.
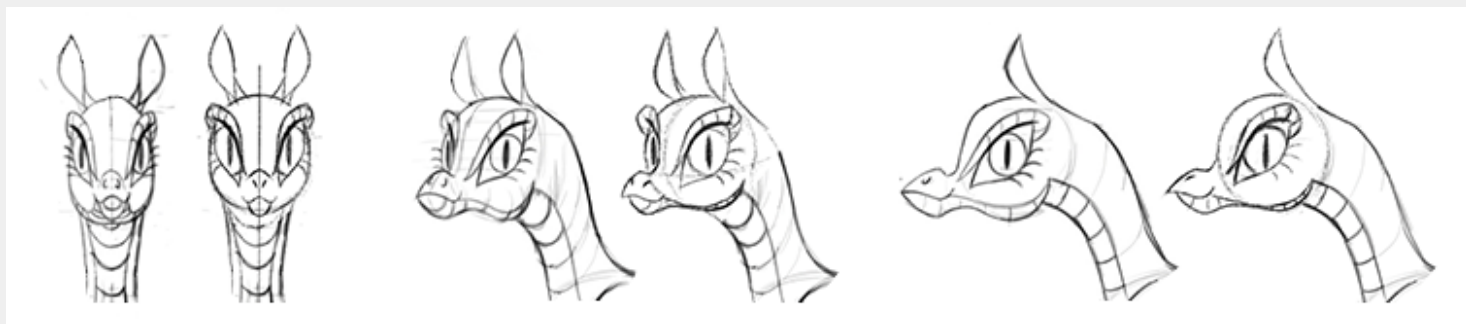

Pom
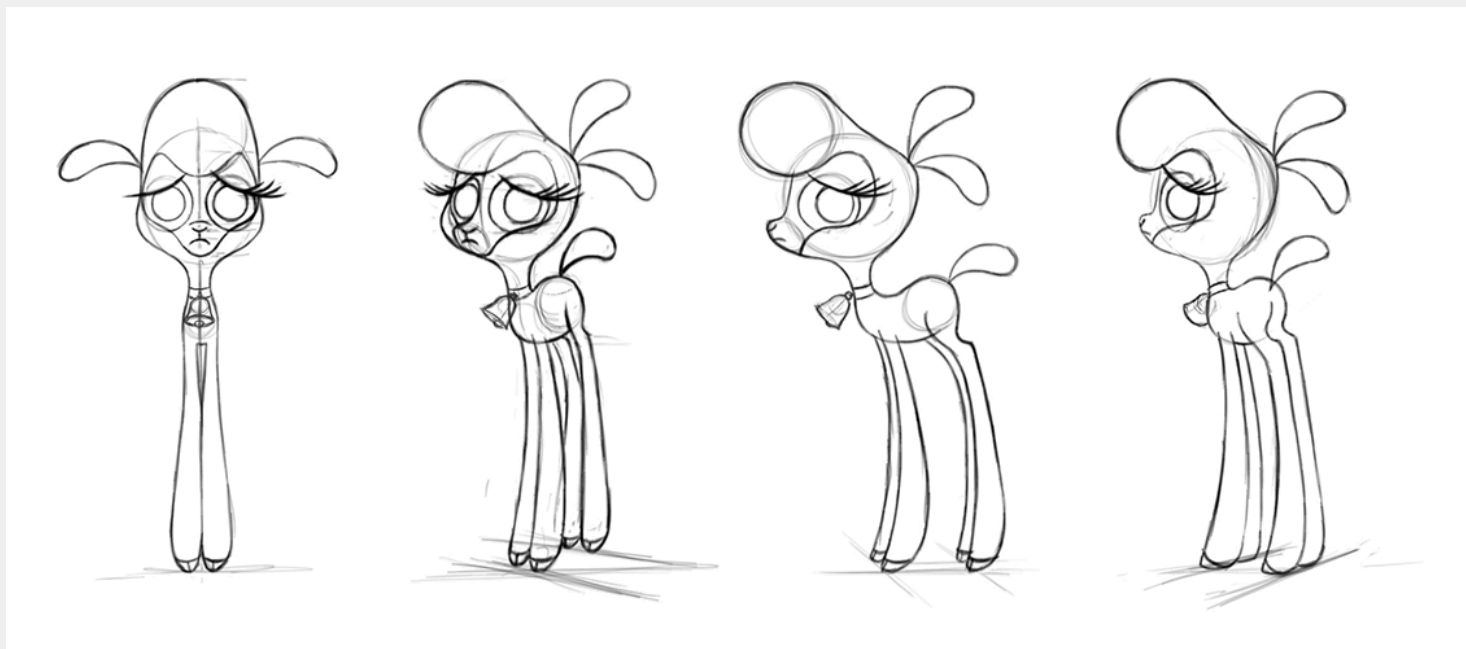
- Because Pom is still a lamb, her proportions are different from the ones we see on adult sheep seen in the game.
- Her body is covered in a thin layer of wool, and it will get bigger as she grows.
- Like Paprika, Pom doesn't have sharp angles, but curvy lines instead.
- Her head is more of a square shape rather than circle, and is really huge in proportion to her small bean-like body.
- The waist is bigger than the chest.
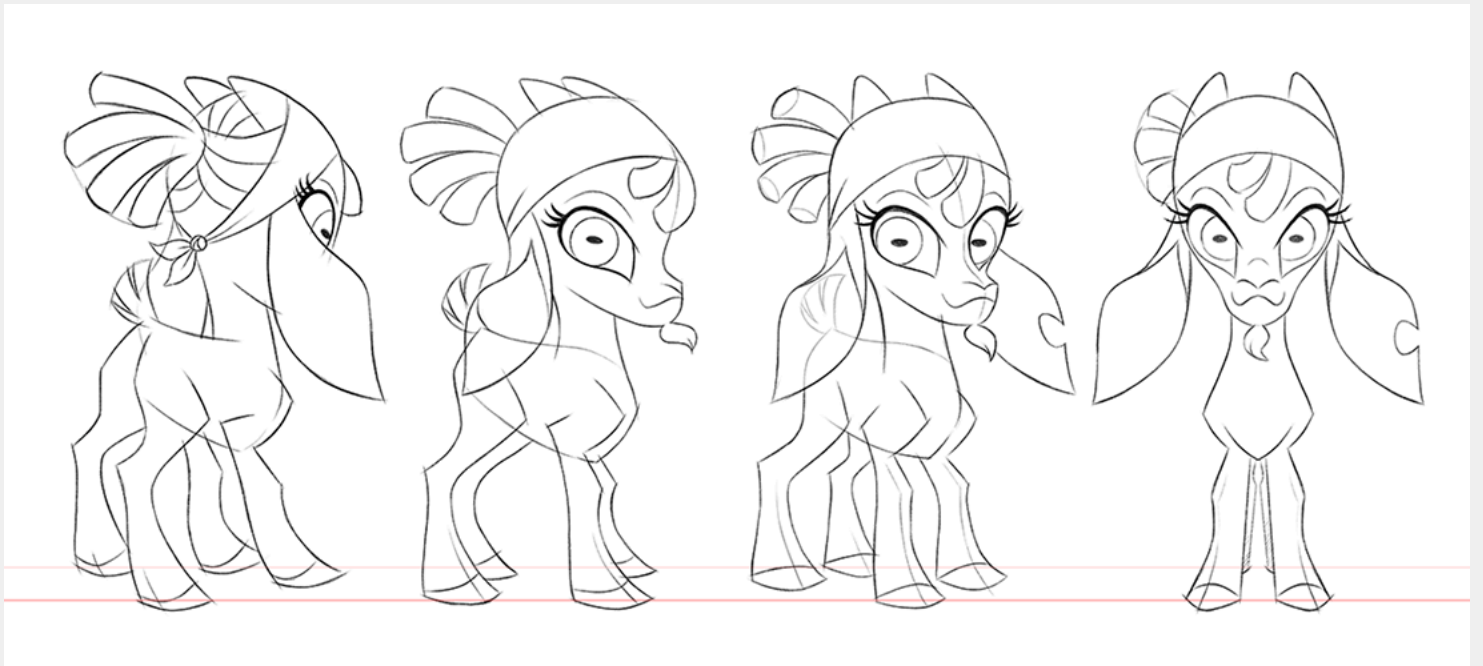- Her ears and tail look like drops.

- All of the puppies follow the "big head, small body" proportions, much like Pom herself.
- Momma dog has curvy and round shapes, while Papa dog has some blockier and bulkier parts.
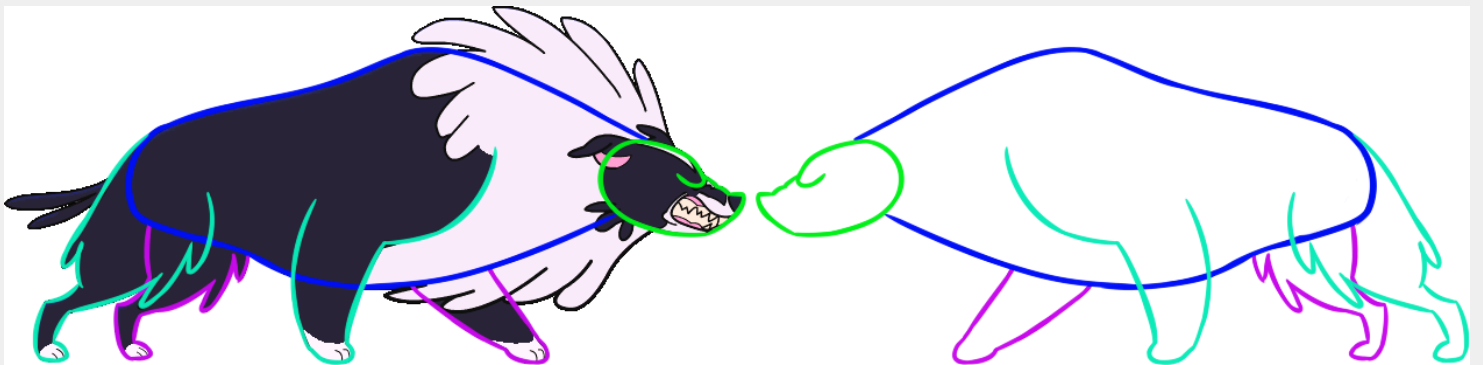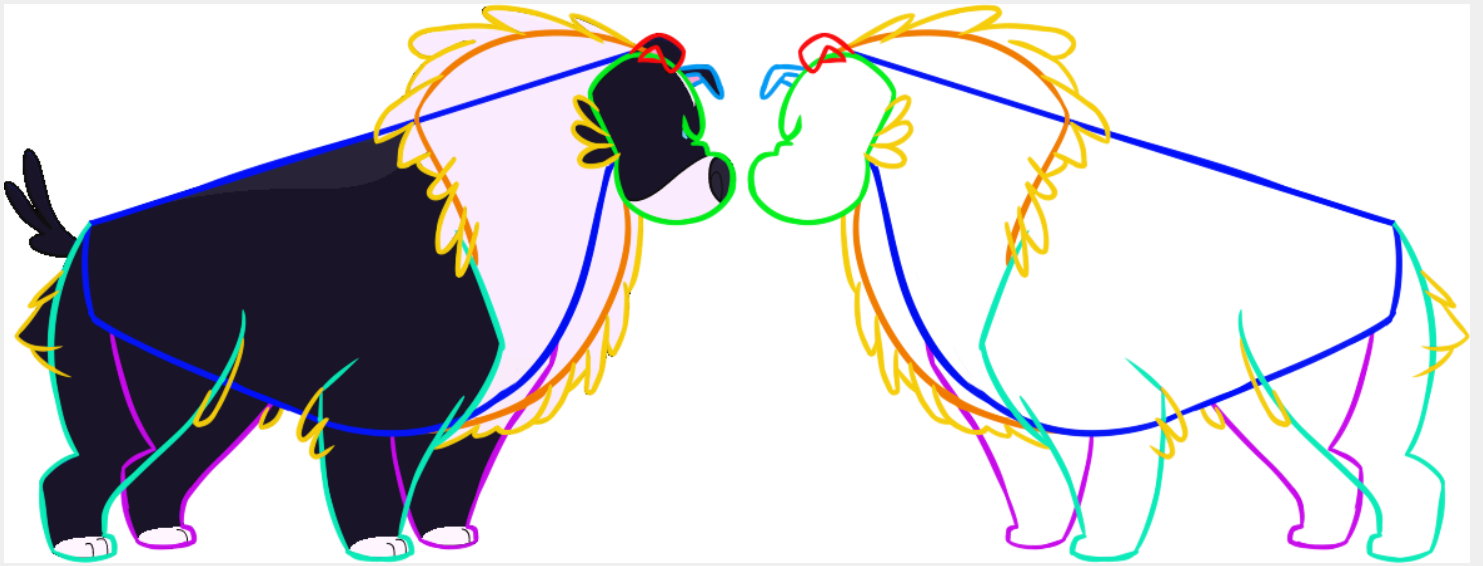
Shanty

- Shanty's head is close to resembling a pear's shape: huge forehead and a tiny muzzle.
- Chest is larger than the waist, and is on a lower level than the back.
- Her front hooves have sort of "bumps" on her knees, even when she's standing straight.
- Shanty's the second one in the roster to have pupils, more specifically horizontal "goat" ones.
- Her ears are large, swinging from beneath a bandana, with a notch on the left ear only.

Miscellaneous

Background Characters

In case you wanna draw any of the stage background characters, keep in mind some of them aren't official NPCs but backer characters. They belong to some of the people who crowdfunded the game.

Some of the characters can be seen in higher resolution here. Drawing someone's OC is at your own discretion.

Background Characters	Homeland	Backer Characters
	Sunset Prairie	
	Woodlands Glade	
	Alpake Highlands	
	Baaah	
	Huoshan Capital	
	Reine City	
	Salt Mines	

Language

There's currently two known rune systems in Fœnum. First one is commonly used by ungulates for writing. The table consists of 18 consonants. C, K and Q share the same rune. Words starting with a vowel are written with an apostrophe ('LNDR for Oleander). When a vowel sound is surrounded by the

same consonant sound, it's written as a colon (P:RK for Paprika). Same rule applies if the same consonant sound is doubled (GRL:D for Grilled).

B	C	D	F	G	H	J	K	L	M	N	P	Q	R	S	T	V	W	X	Z
ᛒ	ᚴ	ᚦ	ᚨ	ᚷ	ᚼ	ᛁ	ᚴ	ᛐ	ᛖ	ᚢ	ᚱ	ᚴ	ᚱ	ᛋ	ᛏ	ᚢ	ᛈ	ᛪ	ᛠ

Second one is spoken by the Winter Sprites. Elvish runes use caesar cipher, it can be either 6 or 12. C and K, V and W share the same symbols respectively. The font used for this is called *Elder Futhark*.

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
ᚠ	ᛒ	ᚲ	ᛗ	ᛖ	ᚡ	ᚷ	ᚻ	ᛁ	ᛃ	ᚲ	ᛚ	ᛗ	ᚾ	ᛟ	ᛈ	◇	ᚱ	ᛋ	ᛏ	ᚢ	ᚹ	ᚹ	ᚦ	ᛃ	ᛉ

The fonts that are commonly used in the game are [DOCK11](), [Sansation]() (with customly modified "k" to differentiate it more from "r"), [Steelfish]().