

FROSTGRAVE
**GHOST
ARCHIPELAGO**
CITIES OF BRONZE



JOSEPH A. McCULLOUGH

FROSTGRAVE
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ARCHIPELAGO**
FANTASY WARGAMES IN THE LOST ISLES

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CHAPTER ONE

INTRODUCTION

It is hard to believe that I'm writing the introduction to the third expansion for *Frostgrave: Ghost Archipelago*. What began as a spin-off to the original *Frostgrave* has now taken on a life of its own and become a fleshed-out and highly developed setting. That said, I have tried, and will always try, to make sure there is plenty of open space, plenty of 'grey area', left for players to forge their own narratives, invent their own locations and races, and generally make the setting their own. Balancing these two ideas has been the biggest challenge, but also the most rewarding part, of writing these supplements.

And so, we come to *Cities of Bronze*, which takes the numerous small kingdoms of the Dricheans as its central theme. These Bronze Age-style peoples possess the most 'civilized' of civilizations within the Ghost Archipelago, but that doesn't mean they are safe havens for outsiders. In fact, earning the trust of these kingdoms is one of the main goals presented in the book. But, I'm getting ahead of myself...

Much as the last supplement, *Gods of Fire*, presented rules for creating different Tribal groups, this book contains rules for creating your own Drichean kingdoms. While all these kingdoms have some similarities, they all feature different martial traditions that go a long way to determining their military tactics. Also, while some kingdoms are centres of trade and craftsmanship, others focus on knowledge and learning, and still others are more mystically inclined and consult with seers to read signs and portents. These differences become increasingly important as Heritors work with a specific kingdom and potentially gain access to their soldiery, their libraries, or other resources.

Of course, gaining the trust of these kingdoms is no easy feat. Only Heritors willing to take on desperate and dangerous quests have any hope of surviving behind Drichean walls. The heart of this book is three campaigns: two with three scenarios

each, and one with five. These are all tough missions, and probably better suited to Heritors that have a few levels under their belts. Over the course of these adventures, the Heritors will have to fight past enormous lions and bronze giants, attempt to destroy an ancient and evil magic, and even descend into the forbidding darkness of the Drichean underworld. The risks are great, but so are the rewards!

Some players, upon reading these adventures, may feel a slight sense of familiarity. That is understandable. More than ever before, I have drawn upon on a specific source for inspiration. In this case, Greek mythology. For as long as I can remember, I have been fascinated by the tales of Jason and the Argonauts, Hercules, and the other ancient Greek heroes, and I have used that love and enthusiasm to drive my scenario writing in this book. In many ways, the Heritors are like those ancient heroes – mighty individuals, defined by their bloodlines and capable of feats that most mortals could never attempt. This is not a book about Greek heroes though, and so, while some of the monsters or situations might have mythic parallels, players will hopefully find that they have their own place in the Lost Isles and add to the richness of the setting.

Beyond Drichean kingdoms and the eleven scenarios, the book also contains a few new resources to aid the Heritors. Five new specialist crewmen are available to hire, from the deadly Drichean blade-dancer to the lowly cabin boy! In some scenarios and situations, Heritors will also be able to control allied Drichean soldiers, with their distinct martial disciplines. The book also contains a new treasure table filled with strange items that can be found during these adventures.

Finally, I would like to once again thank everyone who has supported my efforts to develop this game as well as the original *Frostgrave*. It is largely because of your continued support and enthusiasm that I have had the opportunity to grow as a games writer, to add new aspects to these games, and to devote so much of my attention to this fantastical world. I hope you enjoy *Cities of Bronze* and hope to see you again in the Lost Isles!

If you would like to learn more about the game and interact with other explorers of the Lost Isles, join the *Frostgrave: Ghost Archipelago* Facebook group or the *Frostgrave* page on the Lead Adventure Forum. If you would like to keep up with my work, and hear about what I'm currently up to, check out my blog:

therenaissancetroll.blogspot.co.uk



CHAPTER TWO

DRICHEAN KINGDOMS

Hidden away amidst the dense jungles and crumbling ruins of the Ghost Archipelago, the scattered city-states of the Drichean kingdoms stand as small bastions of civilization in the untamed wilds. Protected by heavy stone walls and guarded by warriors encased in bronze armour, many have stood for centuries and developed their own complex and unique cultures. And yet, despite often extreme differences of attitude, belief, and politics, there is clearly a common ancestry. Physically, Dricheans tend towards dark eyes, olive complexions and thick, dark hair. Rarely, a child will be born with striking blonde hair or bright blue eyes – this is generally considered an omen, the exact nature of which varies from kingdom to kingdom.

The Dricheans all speak the same language, though there are many different dialects, a few of which are sufficiently removed from each other to cause confusion between speakers of different kingdoms. The written language seems to have retained a ‘purer’ form, however, and is nearly identical throughout the kingdoms. The unique, semi-pictographic alphabet allows even non-Dricheans to occasionally grasp the meaning of a text. It should be noted, however, that Dricheans use many poetic forms, especially in writing, so it can sometimes be difficult to know if a text is being literal. Achieving fluency is a long and laborious undertaking, but basic communication can be achieved easily enough with a modicum of tuition.

The most famous feature of nearly every Drichean kingdom is its martial society. While the arts and sciences are valued, all fields of study are considered secondary to that of warfare, from grand strategy to field tactics and the martial skills of the



individual warrior. This is perhaps the only reason that these kingdoms have been able to survive, and even thrive, in such a harsh environment. Dricheans begin their warrior training as soon as they can walk. While this training is not exclusive, and other subjects are taught, it remains an important focus throughout their lives. Training includes fighting with various melee weapons, most notably swords, spears, and heavy, two-handed axes. They learn to fight both with shields and without, and while wearing heavy bronze armour. Unlike nearly every other group in the Ghost Archipelago, the Dricheans will often fight in formation, grouping into small battle-lines and shield-walls to face an enemy. Dricheans also practice several forms of unarmed combat, including wrestling and boxing. Although trained in archery from childhood, few Dricheans will use a bow in battle once they come of age. Warriors-in-training may be tasked with providing ranged support in the field and a few dedicated scouts or hunters will continue to focus on archery, but most Dricheans seek the glory of personal combat. In times of danger, however, everyone must fight, and youths, the elderly, pregnant women, and the like can be found drawing bows and manning the light artillery pieces that often sit atop their city walls.

Most Drichean societies are split into two levels, with the ruler and the extended royal family – serving as government ministers, officials, military commanders, and priests – at the top. Below them sit the free men and women that make up most of a kingdom's population. Some Drichean kingdoms also maintain a third level – slaves. These slaves are usually captives taken from neighbouring tribal groups or rival kingdoms, although it is not unknown for Heritors and their crews to fall prey to a Drichean raiding party.



All Dricheans are polytheistic and worship a pantheon of gods that personify aspects of the natural world. While the names and forms of these gods may vary from kingdom to kingdom, their core aspects tend to be recognizable in any Drichean society. Worship takes the form of sacrifice, from setting aside a portion during a meal or an offering of wine, up to or including human sacrifice, depending on the kingdom, the god, and the desired outcome.

There is no doubt that the ancestors of the Dricheans were capable of great and powerful magic – many of their works may still be explored, their spells still active. Somehow, for reasons that are now more myth than history, much of this knowledge was lost. Modern Drichean magicians display powers similar to those of Wardens and maintain that these abilities are blessings from the gods.

Nearly every Drichean kingdom counts a few Heritors amongst its soldiery, usually members of the ruling family, although it is not unknown for a ‘commoner’ to rise as a hero of the people. Interestingly, most Drichean Heritors seem ignorant of the Crystal Pool and instead claim descent from one of the gods (if not more than one), believing that it is this heritage that accounts for their abilities. Regardless of the source of their powers, a Heritor that has undergone the intense martial training of a Drichean soldier makes for a truly fearsome warrior.

Centuries of hard-earned experience has taught the Dricheans that most of the world seeks their destruction, so their reactions to outsiders tend to range from guarded to immediately hostile. If approached with caution and deference, however, some kingdoms will open their gates to outsiders. Although friendship and trust will come slowly, once it is earned, Dricheans make staunch allies, and will stand with their friends against any danger. Even if trust is in short supply, more commercially minded Dricheans may trade with outsiders, often exchanging gold, gems, and bronze artworks for iron or steel tools and weapons.

While the Dricheans are usually considered ‘one people’, explorers would do best to treat each kingdom as a separate and unique culture and make no assumptions before first contact. Having befriended one kingdom may make no difference when engaging with another – indeed, such is the web of feuds and alliances between kingdoms, that a friendship with one might be more a hinderance than an advantage...

FINDING FAVOUR

During their explorations and adventures, Heritors may have the chance to work with specific Drichean kingdoms. Perhaps a king or queen would like the Heritors to recover a lost artefact, slay a troublesome monster, or even lead a raid on an enemy kingdom. If a Heritor manages to accomplish this feat, he will likely gain the favour of that kingdom, and be granted access to some of its resources. In the wilds of the Ghost Archipelago, having such a haven can often prove lifesaving.

In game terms, some scenarios and/or campaigns will have the ‘Favour of...’ listed as one of the potential rewards. Favour is always specific to a certain kingdom,

so whenever it is gained, a player should write 'Favour of Tencerie' (or whatever the kingdom's name is) on their crew sheet. It is possible for a Heritor to hold the Favour of more than one Drichean kingdom at once. Furthermore, Heritors can achieve multiple levels of Favour with a kingdom. So, the first time the Favour of the kingdom is gained, 'Favour of Tencerie' would be noted; the second time, 'Favour of Tencerie II'; and so on. The highest Favour a Heritor can hold with any one kingdom is level III.

Each level of Favour a Heritor holds grants him a certain Privilege within that kingdom, such as the freedom to hire Drichean soldiers, consult with their seer, or buy and sell items at their markets. Each kingdom will have a different set of Privileges that are granted with each level. To take advantage of these Privileges, whenever the Heritor is permitted to sail to the mainland, they may instead visit one of the Drichean kingdoms where they hold Favour. Only one kingdom may be visited after each game. While visiting the kingdom, the Heritor can take advantage of any Privileges open to him.

Note that all Favour is held by the Heritor personally, not by the crew in general. If the Heritor is killed, then all Favour is lost, even if the crew continues its adventures.

Privileges

LIBRARY

The Heritor and his Warden are granted access to the kingdom's library, along with the librarians and translators needed to help them make use of it. Most Drichean libraries contain varied works of history, science, philosophy, poetry, and, of course, military studies. Every time a visit is made to the library, the Heritor and Warden gain 5 experience points each.

MARKETS

The Heritor is granted access to the city's markets, where any treasure can be sold. As these items are more common in the Ghost Archipelago than on the mainland and the Dricheans drive hard bargains. Heritors receive only one quarter of the cost of an item in payment. At the same time, a Heritor may see if any rare items are for sale. They may make one roll on the Treasure Table (either the one in the main rulebook, page 68, or the Cities of Bronze Treasure Table on page 68). The item identified by this roll is available to buy at full price.

ROYAL WEAPONSMITH

The Heritor can purchase weapons directly from the royal weaponsmith. Each time the Heritor visits, he may purchase one superior weapon that does +1 damage at a cost of 100gc. This weapon may be of any type found on the General Arms and Armour List (Rulebook, page 24).

THE SEER

The Heritor is given permission to visit and make offerings to one of the kingdom's great prophets. Upon visiting the seer, the Heritor must make an offering worth at least 100gc. This can take the form of actual gold crowns or items equal to or greater in cost. Once the Heritor has made their offering, they should roll on the table below and add their Will Stat to find out the effect of the seer's prophecy.

Seer's Prophecy Table	
Die Roll Will	Effect
4 or less	The seer prophesizes pain and death. After the next game, all crewmen receive -1 to their survival rolls.
5–10	The seer speaks in meaningless riddles. Nothing valuable is gained from the visit.
11–15	The seer speaks of great riches to be found. You have the option of adding +2 to one treasure roll after the next game. This is not cumulative with any other bonuses (such as for recovering the central treasure). You must declare which treasure roll is the potential recipient of this bonus before rolling. After rolling the die, you must then choose to apply the +2 bonus or not. In either case, the prophecy is completed and the bonus is spent. If the player has no qualifying treasure rolls after the next game, then the bonus is lost.
16–20	The seer speaks of hidden treasures and where they might be found. You have the option of adding +2 to all your treasure rolls after the next game. If you recover the central treasure in the next game, add +3 to this roll instead of the normal +2.
21+	The seer speaks of the future and the trials to come. Immediately gain +20 experience points. Furthermore, if your Heritor is reduced to 0 Health in the next game, they may roll twice for their survival roll and choose which result to take.

SOLDIERS

The Heritor has been granted permission to hire Drichean soldiers, but it takes more than gold to convince a Drichean to leave his city-state and go adventuring around the Lost Isles. The Heritor may make one Will Roll with a Target Number of 16. If successful, he can hire as many Drichean soldiers as he can afford and can legally have in his crew. If the roll is failed, the Heritor is unable to find any warriors willing to sign on, although he may try again during his next visit. All Drichean soldiers count as specialists.

TUTOR

The Heritor can hire a Drichean tutor for the cost of 200gc. The tutor travels on the Heritor's ship and is treated as a ship upgrade for all intents and purposes. If a Heritor has a tutor on board, he receives +4 to all Will Rolls to hire Drichean soldiers. Furthermore, the tutor can also serve as a translator for any Drichean books, scrolls, or other texts that are brought back to the ship. This will be noted in a magic item's description.

DRICHEAN SOLDIERS

The Dricheans would never refer to their fighting men and women as ‘crew’, even when they are on ships, but for game purposes the terms ‘soldiers’ and ‘crew’ are interchangeable. The Drichean kingdoms employ a variety of soldiers, some of which vary from their mainland counterparts. For that reason, a full list of Drichean soldiery is presented here. All the soldiers on this list are considered to be specialist crewmen.

Drichean Soldiers Table

Specialist	M	F	S	A	W	H	Cost	Notes**
Drichean Warrior	5	+3	+0	13	+4	12	120gc	Hand Weapon, Heavy Armour, Shield, Martial Discipline
Drichean Infantryman	5	+3	+0	12	+4	12	120gc	Two-Handed Weapon, Heavy Armour, Martial Discipline
Drichean Archer	6	+1	+2	11	+4	10	120gc	Hand Weapon, Bow, Quiver, Light Armour, Martial Discipline
Drichean Artillerist*	5	+2	+2	12	+4	12	120c	Hand Weapon, Heavy Armour, Artillery Trained, Martial Discipline
Drichean Guide	7	+2	+2	11	+4	10	150gc	Staff, Bow, Quiver, Light Armour, Martial Discipline
Drichean Freebooter	5	+4	+0	13	+4	12	200gc	Hand Weapon, Shield, Heavy Armour, Martial Discipline
Drichean Mercenary	5	+4	+0	12	+4	12	200gc	Two-Handed Weapon, Heavy Armour, Martial Discipline
Drichean Savage	6	+4	+0	10	+4	14	200gc	Two Handed Weapon, Martial Discipline
Drichean Blade-Dancer*	6	+3	+2	10	+2	12	200gc	Hand Weapon (x4), Throw Hand Weapon, Martial Discipline
Drichean Saurian Hunter	5	+2	+2	12	+4	12	200gc	Two-Handed Weapon, Bow, Quiver, Heavy Armour, +2 Fight vs Saurians, Martial Discipline

* See full rules for these Drichean soldiers below.

** Every Drichean soldier possesses a Martial Discipline determined by the kingdom from which they hail. See page 13 for full details.



Drichean Artillerist

Most Drichean kingdoms are protected by heavy stone walls or, at least, wooden walls and earthen palisades. As a result, Dricheans are used to siege warfare and have developed a number of fixed-position artillery pieces. One of these, the ballista, is small enough that it can still easily target individuals. In many ways the ballista resembles the swivel bow used on some ships and small boats from the mainland, although it is slightly larger, fires heavier ammunition, and takes more practice and skill to use effectively.

Drichean artillerists are competent hand-to-hand fighters but have also received special training which means they are most valuable when positioned behind an artillery piece such as a ballista (see page 27) or a swivelbow (*Gods of Fire*, page 36). When an artillery-trained figure operates such weapons, it does not suffer the Shoot penalty from the weapons being inaccurate. This could be useful for a Heritor looking to mount some heavy firepower on their ship, or perhaps for one looking to attack a fortified Drichean position.

Drichean Blade-Dancer

In some Drichean kingdoms there is a tradition of 'blade-dancing', a technique that combines the artistry of dance with the martial skills of sword fighting. Only women are allowed to join one of the dance houses and to become blade-dancers. While they mostly employ their skills in ritual performances to honour a festival or celebration,

they are some of the most fearsome and deadly of warriors a kingdom can boast – for while they lack the heavy armour of traditional Drichean soldiery, they make up for it with the speed of their whirling blades and the ability to throw them with great accuracy. In general, individual blade-dancers are more inclined to join a Heritor crew than many Dricheans, as they often long for adventure and the opportunity to test their skills against real opponents, but permission must be obtained from both the ruler of the kingdom and the head of their house of dancers.

Blade-dancers carry four short, curved swords, and are trained to fight with one in each hand. Blade-dancers can also throw their swords. Treat this as a standard shooting attack with a maximum range of 4” and no damage modifier. Each time they make this attack, cross off one of their hand weapons.

Martial Disciplines

Over time, each Drichean kingdom has developed its own fighting techniques, tactics, and philosophies. For game purposes, each Drichean kingdom is assigned one Martial Discipline, listed below. All Drichean soldiers that come from this kingdom, whether opposing a Heritor’s crew or a temporary or permanent member of one, gain the advantage assigned by this Martial Discipline.

ADVANCED MEDICINE

This discipline teaches how to quickly dress wounds to keep them from becoming a handicap in battle. Once per scenario, this soldier may spend an action to heal 2 points of lost Health.

ARMED TO THE TEETH

Soldiers with this discipline are never found unarmed. They receive an additional hand weapon for free. This weapon provides no bonuses but can be used if their primary weapon is destroyed. This applies to soldiers that do not normally carry a hand weapon – but remember to adjust the damage they inflict accordingly.

FURIOUS CHARGE

While most Drichean soldiers are known for their discipline, these soldiers are famous for the wildness of their charge. If this soldier moves into combat and fights during the same activation, he receives +1 Fight but -1 Armour.

HEARTS OF IRON

These soldiers are implacable, even by the standards of the typically stoic Dricheans, and can endure the most horrific of situations. Soldiers with this discipline receive a permanent +2 Will.



PAIRED FIGHTERS

Used to outnumbering their opponents, these soldiers have developed specific manoeuvres to take advantage of their numbers. If a Drichean soldier with this discipline is able to claim a supporting figure bonus (after cancelling out any supporting figure bonuses for its enemy) he receives an extra +1 Fight modifier.

SHIELD FIGHTERS

These Dricheans use their shields as a secondary weapon, often bashing their opponents with them, or slicing at them with sharpened edges or spikes. If a soldier with this discipline wins a fight, but would inflict no damage, he inflicts 1 point of damage, regardless of the enemy's armour. This does not apply to enemies that have the Large trait. Furthermore, if this soldier has a shield, he does not count as unarmed, but will do -1 damage if he has no other weapon.

SPRINT

Soldiers with this discipline are trained to move very quickly, even when wearing heavy armour. While this can prove decisive in battle, it is also very fatiguing. Whenever this soldier is activated, he may take 1 point of damage to gain +1 Move for the duration of the activation. The soldier may only take 1 point of damage in this way per activation, and the maximum Move he may achieve is 7.

TOWER SHIELDS

Trained to fight using very large shields, soldiers with this discipline gain +1 Fight whenever they are the target of a shooting attack but suffer a -3 swimming penalty (instead of the usual -1) for carrying such a heavy shield.

WALL OF BRONZE

Used to fighting in close formation, these soldiers have trained to use their shields to protect the men next to them as well as themselves. If a Drichean soldier is equipped with a shield and has this discipline, he receives +1 Armour when in base contact with another such Drichean soldier (i.e. one who also has a shield and this discipline). The maximum Armour bonus a single figure can receive in this manner is +1, no matter how many other eligible figures are in contact with it.

WEAPON BREAKERS

These soldiers are taught to look for weaknesses in their opponents' weapons and to use that to their advantage. If a soldier with this discipline is involved in a combat in which the total Fight scores are tied, he may choose to break one of his opponent's weapons instead of inflicting damage (he may choose this option even if his attack would cause no damage). If the targeted weapon is superior, roll a die: on a 1-12 the weapon is fine, on a 13+ it is destroyed. This ability has no effect on magic weapons.

CREATING A DRICHEAN KINGDOM

Whenever a player is working with a Drichean kingdom and there is the likelihood of gaining Favour or of hiring or employing some of its soldiers, the player should take a moment to create the kingdom. To do this, the player simply needs to give the kingdom a name, identify what Martial Discipline it has, and then assign a Privilege to each of the three levels of Favour. If players are short on time, or would like to assign these randomly, they may use the tables below. After this, players may wish to spend a little time fleshing out the kingdom, perhaps defining a little of its history and culture, as this will greatly increase the narrative feel of any adventures in which it is involved. A few sample kingdoms are provided below as examples or to get a kingdom to the table as quickly as possible.

Random Privileges Table

Die Roll	Privilege
1–4	Markets
5–8	Tutor
9–11	Soldiers
12–14	The Seer
15–17	Library
18–20	Royal Weaponsmith

Random Martial Disciplines Table

Die Roll	Martial Discipline
1–2	Advanced Medicine
3–4	Armed to the Teeth
5–6	Furious Charge
7–8	Hearts of Iron
9–10	Paired Fighters
11–12	Shield Fighters
13–14	Sprint
15–16	Tower Shields
17–18	Wall of Bronze
19–20	Weapon Breakers





SAMPLE DRICHEAN KINGDOMS

The following kingdoms are just a few examples of the numerous city-states that can be found scattered throughout the Ghost Archipelago. Players should feel free to use these kingdoms in their games, or just use them as starting points for designing their own.

Bandari

Sometimes called 'The Kingdom of the Lion', the large, sprawling kingdom of Bandari stretches across a long line of rocky foothills. Most of the population survives by herding goats or sheep, though a few farm the lowlands. The kingdom also has a significant mining industry, focused mostly on copper and tin. The kingdom is plagued by mountain lions, which have grown numerous thanks to the abundance of prey. It is considered the highest honour for a young Drichean to slay a lion, and those that have done so are the only ones permitted to wear lion-skin cloaks. The most famous of these cloaks is worn by Nesis, the Heritor-King, who currently rules the Bandari. Nesis is not originally from the kingdom but took the crown when he killed the despotic former ruler in a ritualized duel. The Bandari are 'typical' Dricheans in that much of their culture is directly tied to military pursuits.

Martial Discipline: Furious Charge

Favour: Soldiers

Favour II: Royal Weaponsmith

Favour III: Markets



Norcofai

The 'Dark Kingdom' of Norcofai is so called because much of the main city, including the palace, is situated inside a massive cave, with buildings occupying all the floor, and running up some of the walls. Such an arrangement is only possible as the Norcofai control several wells which produce a dark, highly flammable oil that they use in lamps. Those that have visited the kingdom describe it as a place of permanent night, lit by thousands of little stars. While the situation of the kingdom has caused some to believe the Norcofai to be a secretive and reserved people, nothing could be further from the truth. They are probably one of the most open and welcoming of the Drichean kingdoms. The current ruler, Queen Darcasia, has seven husbands, including several non-Drichean ones, and is said to always be on the look-out for more. Openness should not be taken as a sign of weakness, however, as the Norcofai are steadfast and disciplined fighters who have seen off more than one attempted invasion.

Martial Discipline: Hearts of Iron

Favour: The Seer

Favour II: Soldiers

Favour III: Library

Olusis

Buried deep in the mountainous jungles, Olusis is an isolated kingdom that receives few visitors. That said, from time to time, wise men from other kingdoms will come to Olusis in the hopes of gaining access to the kingdom's extensive library, which contains numerous writings on history, magic, and philosophy. Thus, those that come to Olusis seeking knowledge have a better chance of gaining admittance than those who come looking for trade. Olusis is currently ruled by the young King Trocasis, who took the throne after the recent disappearance of his father. Much like his father, Trocasis is dedicated to the pursuit of knowledge and the care and maintenance of the great library.

Martial Discipline: Tower Shields

Favour: Library

Favour II: Tutor

Favour III: The Seer



Tencerie

This small kingdom occupies a long, curved peninsula that forms a natural protected harbour. The main citadel sits near the end of the peninsula, while a long wall extends most of the way down the open sea side. The Tencerie are primarily fishermen, though a few cultivated fields and some pastures for livestock are also maintained. The kingdom is currently ruled by Queen Klytia, although many of the day-to-day affairs are handled by her son, Corsis. The Tencerie are more open to outsiders than many Drichean kingdoms, possibly thanks to the opportunities provided by their harbour, and often engage in trade with explorers and merchants. This largely consists of smoked fish for provisions, but also includes delicate metal work and semi-precious stones.

Martial Discipline: Advanced Medicine

Favour: Market

Favour II: Tutor

Favour III: Royal Weaponsmith







CHAPTER THREE

NEW SPECIALIST CREWMEN

Below are three new specialist crewmen that can be hired by Heritors. Unlike the Drichean soldiers that can be hired through gaining favour with a kingdom (see page 12), these crew members are recruited as normal.



Cabin Boy

Most ships of a decent size will include a cabin boy in their crew, usually a teenager who is kept around to do menial work and to run errands for the Heritor. Occasionally, a Heritor sees something in a cabin boy, some spark of unfulfilled potential, and decides to take him under his wing, including him in his adventures. While the youth and inexperience of these individuals often makes them a liability, some, after a few missions, turn into a valuable member of the crew.

Cabin boys are free to hire and can take the place of a standard crewman. Every time a cabin boy participates in a scenario and survives, make a note of it on the crew sheet. Once the cabin boy has survived five scenarios, he can be promoted and replaced at no cost with any of the specialist crewmen from the main rulebook. The Heritor must still have room for the specialist crewman in his crew. Cabin boys do not have to be promoted the moment they are eligible but can remain as they are for as long as the player wishes before being promoted after any game.

Specialist	M	F	S	A	W	H	Cost	Notes
Cabin Boy	6	+0	+0	10	-2	10	0gc	Hand Weapon, Potential Promotion

Demon Hunter

When the great magical city of Frostgrave was rediscovered, most of the loose confederation of warriors known as demon hunters headed north to deal with this new threat. A few though, remained in the southern kingdoms and empires to hold the line. For in the hot lands of the south, demons have always flourished, called forth by old magic or slipping through the cracks of reality. While the threat of demons escaping from the Ghost Archipelago is minimal, a few demon hunters have joined up with Heritor crews in the hopes of discovering new techniques, items, and knowledge for battling these creatures (and picking up a little gold along the way).

Whenever a demon hunter is making a combat roll against a demon, the demon hunter receives +1 Fight (or Shoot if it's a ranged attack) and does +1 damage (so, a total of +3 damage when using a two-handed weapon or crossbow).

Demon hunters try to stay spread out in their attempt to patrol the world. For this reason, a Heritor crew may never contain more than one demon hunter.

Specialist	M	F	S	A	W	H	Cost	Notes
Demon Hunter	6	+2	+2	11	+2	12	100gc	Two-Handed Weapon, Crossbow, Quiver, Light Armour, Bonuses vs Demons

Shipwright

Although most Heritors also serve as the ‘captains’ of the small vessels that sail them to and from the Ghost Archipelago, the truth is, most are not seamen. In fact, many have no interest in ships beyond their necessity as means of conveyance. If they are wise, such Heritors will hire an experienced seaman or shipwright to oversee the day-to-day running of the ship, to ensure all necessary upkeep is performed and repairs made, and, generally, to take charge of the vessel in adverse conditions. Shipwrights are not fighters by trade and would generally prefer to stay on the ship rather than go slogging through the jungles. In the Heritors’ high-stakes game of exploring the Archipelago, however, every able-bodied crewman can make the difference, and many find themselves put in harm’s way.

Although the shipwright is a specialist crewman, he can take the place of a standard crewman, and not occupy one of the Heritor’s four specialist crewman spaces. A Heritor crew can only include one shipwright – more than one in a crew would just lead to arguments!

A Heritor crew that includes a shipwright receives a 10gc discount on the cost of any trip to the mainland, as well as a 20% discount on any ship upgrades.

Specialist	M	F	S	A	W	H	Cost	Notes
Shipwright	6	+1	+0	10	+2	12	100gc	Hand Weapon, Nautical Discounts





CHAPTER FOUR

NEW WEAPON

Ballista

Ballistae are essentially large crossbows that are too heavy to move during the heat of battle, although they can rotate. To fire a ballista, a figure must activate while in contact with the weapon. It takes a single action to fire the weapon and another action to reload it (as for the crossbow, this reload can replace a figure's move action). Use the figure's normal Shoot for this attack, even if it doesn't normally carry a missile weapon, but note that unless the figure is Artillery Trained it suffers -2 Shoot. Note that any Heritor may take 'Artillery Trained' in place of any other advancement when he gains a level.

Ballistae are very powerful weapons and can punch through armour – any figure hit suffers -2 Armour (to a minimum of 10) for the purposes of determining damage.

They also tend to be robustly built – a figure operating a ballista counts as being in light cover if the line of sight for a shooting attack passes through the ballista.

Weapon	Damage Modifier	Maximum Range	Notes
Ballista	+4	24"	Action to Reload, Inaccurate (-2 Shoot penalty), Armour Piercing, Robust Construction







CHAPTER FIVE

THE ANCIENT GARDEN CAMPAIGN

The Ancient Garden is a three-scenario campaign that gives the Heritor and his crew a chance to fight alongside Drichean soldiers, go on a quest for a rare and powerful spell component, and possibly earn the support of a Drichean kingdom. This campaign features a few extremely dangerous creatures and is certainly not for the faint of heart. It is probably best suited to crews that already have some experience adventuring in the Lost Isles. This campaign has been designed for two players, but with a bit of work it could be modified to accommodate three or more.

SCENARIO ONE BORDER CLASH

As your crew are trekking through the jungle, following a rumour of treasure, you suddenly hear the sounds of battle. Weapons clash and men scream in anger and pain. Approaching a clearing, you see the fight before you. Two small groups of Dricheans, their bronze armour shining in the midday sun, are fighting over some long-abandoned ruins. Normally, you wouldn't get involved in a fight between



kingdoms, but, unfortunately, those ruins supposedly conceal the treasure for which you are searching. Thinking quickly, you decide your best move is to pick the side that seems to be losing, figuring they will be more likely to welcome your presence!

Set-Up

A small ruin, no more than one storey in height, and no larger than 6" square, should be placed in the centre of the table. The rest of the table should be crowded with rocks, foliage, and a pool or two of water. Place the central treasure inside the ruins, in the centre of the table as normal. Players should then take turns placing two treasure tokens each, positioning them within 8" of the central treasure but no closer than 6" to any other treasure.

Each player should then select four Drichean soldiers from the Drichean Soldier Table (page 12). The total value of these soldiers may not exceed 650gc. These soldiers should be from one of the sample Drichean kingdoms (page 20). The exact choice is left up to the player (although each player should choose a different kingdom – roll off if both players want to use the same kingdom) but be aware that this will be the kingdom with which they can potentially earn Favour later in the campaign. Each player should then split their Drichean soldiers into two groups of two. Each group should then be placed adjacent to randomly determined treasure tokens (this may include the central treasure token). No treasure token may have more than one group of Dricheans adjacent to it at the start of the game.

The Heritor crews do not set up at the beginning of the game.

Special Rules

The four Drichean soldiers selected by each player are treated as members of their crew, with the following exceptions: they may only activate in the soldier phase, they may not pick up treasure tokens, and they may not exit the table until after Turn 3.

At the end of Turn 1, each player should place half of their crew (rounded up) within 6" of the centre point of a randomly determined table edge. These figures will activate as normal from Turn 2. At the end of Turn 2, each player should place the remaining half of their crew within 6" of the centre point of the same table edge. The players' crews may not enter via the same table edge.

Treasure and Experience

Treasure is rolled for as normal after this scenario. Experience is gained as normal for this scenario with the following additions:

- +10 experience points if the Heritor activates while inside the ruins during the scenario.
- +10 experience points for each Drichean soldier the player controls that makes it to the end of the scenario without being reduced to 0 Health.

Wardens may also gain bonus experience points in this scenario.

- +10 experience points if the Warden activates while inside the ruins during the scenario.

SCENARIO TWO

GUARDIANS OF THE RIVER

After the fight with the Dricheans, the survivors invite you to accompany them back to their city to meet their ruler. Obviously, word was sent ahead for, when you arrive, you are greeted with honour, and welcomed by the ruler in person. In a whirlwind of activity, your crew are bathed, their wounds dressed, and their clothes taken away for cleaning. Everyone is then brought to a great hall, where a huge feast is served. While everyone eats and drinks, stories are told of great battles, including the one you most recently fought. A few of the Dricheans are able to converse in the Traders' Tongue, though most of the other conversations are incomprehensible to you.

Finally, when the feast is done, the Drichean ruler addresses you. With praise and thanks for the assistance lent during the battle, a further service is requested of you. High in the hills is a garden in which grows a rare flower that can be turned into an

elixir to prolong life. To get there, you must first cross a large river, spanned by several bridges, but guarded by a pair of gigantic lions that have often tasted human flesh. The ruler's soldiers will guide you to the river, though no Drichean would dare cross it.

Past the river lies the garden. This, too, is guarded – by Calaxis, an enormous serpent that breathes poison. If you could defeat Calaxis and bring back the flowers, you would earn the gratitude of the kingdom – and perhaps a share of the elixir...

Set-Up

This scenario should be played on a table 3' long and between 2' and 3' wide. A river, at least 4" wide, runs through the middle of the table (if playing on a rectangular table, make sure the river runs from long edge to long edge), dividing it in half. Three bridges should be placed over the river, one in the very centre of the table, the other 6" to either side of it. One of the table halves created by the river should be covered in dense foliage and rocks – this is the players' half. The other is sparsely covered with just a few large rocks – this is the lions' half.

One treasure token should be placed in the centre of each bridge, with the token on the central bridge being the central treasure token. Each player should then place one further treasure token, anywhere in lions' half of the table.

One enormous lion (page 79) should be placed in each corner on the lions' half of the table. The player that deploys first should choose one corner on the players' half of the table and deploy their crew within 8" of that corner. The other player should then do the same in the remaining corner.

Special Rules

Before the game, each player may select two soldiers from the Drichean Soldier Table (page 12) from the kingdom they selected before Scenario 1. These soldiers may not have a combined value greater than 350gc. These two soldiers count as crewmembers in all ways, except that they cannot pick up treasure tokens and will never intentionally move across the river (including stepping onto any of the bridges or wading into the river itself). If they end up in, or across, the river, or on a bridge, they must use their actions to move back to the players' half of the table by the shortest route possible.

In this scenario, a figure carrying a treasure token suffers a -1 Move (instead of the usual half move). All other penalties for carrying treasure remain as normal.

The river counts as deep water. The bridges are old and in extremely bad condition. If any figure activates while standing on a bridge, it must make a Move Roll with a Target Number of 12. If the figure fails, it falls into the river – place the figure as near as possible to the spot on the bridge from which it fell. This figure receives no actions this turn. If the figure is holding a treasure token, it may choose to drop it – if so, the treasure sinks into the river and is lost.

Treasure and Experience

Treasure is rolled for as normal after this scenario. Experience is gained as normal for this scenario with the following additions:

- +10 experience points for each member of the crew that exits the table via the far table edge in the lions' half before the end of Turn 8.
- +30 experience points for each enormous lion killed by the Heritor or his crew.

SCENARIO THREE

THE GARDEN OF GOOD AND EVIL

Having battled your way over the bridges and past the lions, you leave your guides behind and continue onwards into the hills. As you travel, the vegetation thins out until only a few short, prickly shrubs can be seen poking through the rocky ground. It is a dry and barren place, with few animals but the circling birds. Then, up ahead, shining like an oasis in the desert, you spy a small, walled garden. The lush green of its trees and bushes stands in stark contrast to the cracked earth all around it. There is no sound but the wind playing in the trees. As you draw closer, however, you hear a new sound – a soft, ominous hissing...

Set-Up

In the centre of the table, use low walls to mark out a 12" square. The interior of this square should be crowded with vegetation. There should be one, easily identifiable, tree standing in the exact centre of the garden, and thus the exact centre of the table. Beyond the walls, the rest of the table should feature numerous large rocks and the occasional plant.

Each player should take turns placing two treasure tokens, one inside the garden, the other outside it. No treasure token should be within 6" of any other treasure token, or within 3" of the central tree. Place one large snake (Rulebook, page 127) adjacent to the central tree and to each treasure token.

Players should place their crews on the table following the normal rules.

Special Rules

At the end of Turn 2, place Calaxis (page 80) outside the garden, touching the wall in on randomly determined corner.

Calaxis and the large snakes that begin the game on the table can draw line of sight through any part of the garden, including the walls and any vegetation within. Large snakes that start the game within the garden will never leave the garden and will ignore any figures outside of the garden for the purposes of determining their actions.

Any figure that is in contact with the central tree, without any enemy figures within 1", can spend an action to pick a flower from it. The player should make a note that this figure is carrying a flower. If this figure leaves the table or is still alive at the end of the adventure, the flower has been secured.

This scenario only ends if there are no crew figures left on the table, or if figures from only one crew are still on the table and Calaxis has been killed. In this latter case, the remaining crew counts as having secured a flower from the central tree.

Treasure and Experience

Treasure is rolled for as normal after this scenario. Furthermore, if the player managed to secure a flower, it is taken back to the Dricheans and the ruler rewards their Heritor with 200gc and a dose of the elixir. While the decreased aging it offers provides no specific in-game advantage, the elixir does also heal any permanent injuries the Heritor might be carrying. Finally, the Heritor gains one level of Favour with the kingdom. If the Heritor or his crew managed to kill Calaxis, he also gains three doses of poison.

Experience is gained as normal for this scenario with the following additions:

- +10 experience points for each large snake killed by the Heritor or his crew.
- +20 experience points if the Heritor is ever in combat with Calaxis.
- +30 experience points if the Heritor or his crew kills Calaxis.
- +30 experience points if the Heritor personally kills Calaxis (cumulative with the awards above).
- +80 experience points if the Heritor or his crew secures a flower.

Wardens may also gain bonus experience points in this scenario.

- +20 experience points if the Warden is ever in contact with the central tree.
- +20 experience points if the Warden is ever in combat with Calaxis.
- +30 experience points if the Warden personally kills Calaxis.







CHAPTER SIX

THE DREAD LIGHTHOUSE CAMPAIGN

This campaign comprises three scenarios in which the players are employed by a Drichean kingdom to strike a blow against one of their enemies. To do so, they will have to cross the lands of the Lentreon, slip past the guardians of the border, and, finally, climb an ancient and deadly lighthouse. While the players are basically working towards the same goal, the glory of destroying the lighthouse, and the treasures it houses, can only be claimed by one...



SCENARIO ONE

THE LANDS OF THE LENTREON

The day's light is fading, but you sail onwards, hoping to find some harbour before it becomes too dark to navigate. As you carry on, a green light grows on the horizon. Slowly, your ship seems to turn of its own accord, heading towards the light. You take the wheel and struggle to regain control, when the vessel suddenly strikes a rock, and everyone is tossed to the deck. You hear a voice cry out from below that you've been hulled. Listing slightly, you slip free of the rock and press onwards. Within a few leagues, the flooding below decks is becoming desperate. Just then, you see the lights of a city, and head towards this faint hope. Built along the edge of a natural harbour, the city's architecture is immediately identifiable as Drichean. You realize that while putting in may prove dangerous, your only other choice is to abandon ship, and you quickly turn your ship towards the city and limp into port.

As your men get to work on the leak, a boatful of heavily armed soldiers approaches your vessel. Offered courtesy, but little choice, you are asked to accompany them ashore. Taking only your Warden with you, you head for the palace. You are led into a great throne-room, presented to the city's ruler, and commanded to tell your story. Seeing no reason to lie, you describe the green light, the movement of your ship, and the damage you have taken. This tale is clearly familiar, and the Dricheans explain that the green light is cast by a great lighthouse controlled by a rival kingdom. In fact, it is such a menace that anyone capable of eliminating the threat would find themselves richly rewarded...

And so, just a few days later, you find yourself equipped for an expedition. Leaving a few men behind to continue repairs and look after your ship, but guided by Drichean soldiers, you set off. To reach the lighthouse, you must first cross through lands controlled by a savage people known as the Lentreon...

Crews

For this scenario, each player may use a maximum of eight figures from their own crew. The rest are left behind to continue repairs on the ship. Each player may also select up to three Drichean soldiers from the Drichean Soldier Table (page 12). The total value of these soldiers may not exceed 500gc. These soldiers should be from one of the sample Drichean kingdoms (page 20). The exact choice is left up to the player (although each player should choose a different kingdom – roll off if both players want to use the same kingdom) but be aware that this will be the kingdom with which they can potentially earn Favour later in the campaign. These soldiers are treated as members of a player's crew for the duration of the scenario, although there is no need to test for survival for them after the game.

Set-Up

This scenario should be played on a table 3' long and between 2' and 3' wide. One table edge (if playing on a rectangular table, this should be one of the short edges) should be designated as the players' edge. The opposite table edge is the Lentreon edge.

In the centre of the table should be a large selection of low, overgrown ruins. There should be three or four pools of deep water, each at least 2" in diameter, scattered about the table. The rest of the table should be crowded with rocks and foliage.

The central treasure token should be placed as normal. Each player should then place four further treasure tokens on the table. These may be placed anywhere provided they are at least 12" away from the players' edge, and at least 6" away from any other treasure token.

Two Lentreons (page 84) are placed in the centre of the table, each one 6" away from the central treasure token, on a line running parallel to the players' edge. One Lentreon is then placed in each corner at the end of the Lentreon edge.

Each player should then set up all their crew within 6" of one of the corners at the end of the players' edge.



Special Rules

Figures may exit any the table via any table edge but may only secure treasure by exiting the Lentreon edge. A treasure token carried off any other table edge is lost. In this scenario, a figure carrying a treasure token suffers a -1 Move (instead of the usual half move). All other penalties for carrying treasure remain as normal.

Whenever a figure picks up a treasure token, it must roll a die. On 11+ the treasure token is picked up as normal. On a roll of 10 or less, however, the treasure token is discarded, and the figure must roll on the Trap Table below. Before making the attempt to pick up the treasure token, however, players have the chance to modify the roll. Each player starts the scenario with two bonuses (+5 to the roll) that can be applied to their own attempts and two penalties (-5 to the roll) that can be used to affect an opponent's. Only one modifier (bonus or penalty) can be applied to a single roll, and the opposing player always chooses whether to apply a penalty or not before the active player gets the chance to use a bonus (so if the opponent has already applied a penalty, the active player can't spend a bonus to negate it). Once a bonus or penalty is used, it is spent, regardless of the outcome of the roll.

Trap Table	
Die Roll	Trap
1–5	Make an immediate +5 attack against the figure attempting to pick up the treasure token.
6–10	Make an immediate +3 shooting attack against the figure attempting to pick up the treasure token, and any other figures within 3" of that figure.
11–15	The figure is caught in a net. Its activation ends immediately. This figure, or any figure in contact with it, must spend two actions to cut the figure free of the net. Until it is free, the figure suffers -3 Fight (to a minimum of +0).
16–20	Place a Lentreon in combat with the figure attempting to pick up the treasure token. If the Lentreon are no longer attacking members of this crew, ignore this result. The figure suffers no effects from the trap table.

There is the possibility of reasoning with the Lentreon. If a Heritor or Warden is in combat with a Lentreon, they should make a Will Roll with a Target Number of 20 before any combat rolls are made. If unsuccessful, continue with the combat as normal, but the Heritor or Warden will deal no damage regardless of the outcome of the fight. If successful, the Lentreon has been convinced that they are not enemies – move the two figures 1" apart and do not proceed with the combat (although the action that initiated the combat roll is still used). For the rest of the scenario, the Lentreon will ignore members of this crew when determining their actions. This does not include a Lentreon that is a member of a crew rather than an uncontrolled creature.

This scenario ends immediately if one crew has no figures on the table. The other crew receives whatever treasure tokens are secured or carried by a member of their crew. All treasure tokens left on the table are lost.

Treasure and Experience

Treasure is rolled for as normal after this scenario. Experience is gained as normal for this scenario with the following additions:

- +5 experience points for each Lentreon killed by a Heritor or his crew.
- +50 experience points if the Heritor or Warden convinces the Lentreon that they are not enemies.
- +5 experience points for each member of the Heritor's crew (except the Warden) that exits the table via the Lentreon edge.

Wardens may also gain bonus experience points in this scenario.

- +10 experience points if the Warden exits the table via the Lentreon edge.

Campaign Notes

It is important to note which player has the most crew members exit the table via the Lentreon edge as this player will receive an advantage in the next scenario.



SCENARIO TWO

THE BRONZE SENTINELS

Having left the lands of the Lentreon behind, you spend several hours crossing gently rolling hills, dotted with rocky outcrops. Then, in the distance, you see a long wall and several squat towers running across the hills as far as the eye can see. A small river, almost a moat, flows in front of this fortification. As you get closer, you can see that the structure is in poor repair and has collapsed in several places, but your attention is drawn to the inhabitants of the towers – atop each stands a giant bronze warrior. It is an ominous and intimidating sight, but you need to get over that wall...

Crews

For this scenario, each player may use a maximum of eight figures from their own crew. Each player may also select up to three Drichean soldiers from the Drichean Soldier Table (page 12) from the kingdom they selected before Scenario 1. These soldiers may not have a combined value greater than 500gc. These soldiers are treated as members of a player's crew for the duration of the scenario, although there is no need to test for survival for them after the game.

Set-Up

This scenario should be played on a table 3' long and between 2' and 3' wide. One table edge (if playing on a rectangular table, this should be one of the short edges) should be designated as the players' edge. The opposite table edge is the lighthouse edge.

A wall, approximately 6" high, runs parallel to the lighthouse edge, about 12" away from it. There should be a few places where the wall has collapsed. Two squat towers, no more than 8" high, should be 6" away from the centre of the wall in each direction along its length (and so should be 12" apart from each other). Directly in front of the players' edge side of the wall runs a small river, approximately 6" wide, with a ford in the centre of it. The rest of the table should be covered in scattered rocks and sparse vegetation.

Place one bronze giant (page 79) on the top of each tower. The central treasure should be placed in line with the ford, just behind the wall on the lighthouse side. One treasure token should be placed on top of each tower. The final two treasure tokens should be placed by the players in the normal manner.

Each player should then set up all their crew within 6" of one of the corners at the end of the players' edge.

After both players have set up, the player who had the most figures exit the table via the Lentreon edge in the last scenario may move up to four of their figures up to 4" in any direction.

Special Rules

Figures may exit any the table via any table edge but may only secure treasure by exiting the lighthouse edge. A treasure token carried off any other table edge is lost. In this scenario, a figure carrying a treasure token suffers a -1 Move (instead of the usual half move). All other penalties for carrying treasure remain as normal.

The river counts as deep water, except for the ford, which counts as rough ground. The wall can be climbed as normal at any point.

The bronze giants will not activate until a figure has moved within 10" of the wall. After that has happened, they will both activate in the next creature phase. As soon as that creature phase occurs, both players should roll a die. Whoever rolls highest may choose one bronze giant to control. The other player gains control of the other one. If there is only one bronze giant left on the table, the player that rolls highest gains control of it. Players may choose to have the bronze giant take any legal actions, except that it cannot pick up treasure or exit the table. If a player has both their Heritor and Warden reduced to 0 Health during the scenario, they immediately take control of one opposing bronze giant of their choice, assuming one is on the table. For the purposes of this scenario, bronze giants suffer no movement penalties for climbing the wall or towers.

This scenario does not end until there are no crewmen left on the table, or both bronze giants are killed.

Treasure and Experience

Treasure is rolled for as normal after this scenario. Experience is gained as normal for this scenario with the following additions:

- +30 experience points for each bronze giant killed by a Heritor or his crew.
- +5 experience points for each member of the Heritor's crew (except the Warden) that exits the table via the lighthouse edge.

Wardens may also gain bonus experience points in this scenario.

- +10 experience points if the Warden exits the table via the lighthouse edge.

Campaign Notes

It is important to note which player has the most crewmembers exit the table via the lighthouse edge as this player will receive an advantage in the next scenario.

SCENARIO THREE

THE DREAD LIGHTHOUSE

With the bronze giants behind you, the land becomes flatter, running slightly downhill to a distant sea. Even from here, you can just make out the dark outline of the lighthouse. You have been warned that it is heavily guarded, and, should you get past the guards, will be even more dangerous after it is destroyed. Still, you have come this far, you might as well see it through...

Crews

For this scenario, each player may use a maximum of eight figures from their own crew. Each player may also select up to three Drichean soldiers from the Drichean Soldier Table (page 12) from the kingdom they selected before Scenario 1. These soldiers may not have a combined value greater than 500gc. These soldiers are treated as members of a player's crew for the duration of the scenario, although there is no need to test for survival for them after the game.



Set-Up

This scenario should be played on a square table. In the centre of the table sits the lighthouse. This should be a square tower, about 6" to a side, and at least three storeys tall. On the topmost level of the tower sits a great lantern. Two Drichean freebooters (page 12) stand on top of the tower, one on either side of the lantern. The central treasure token should also be placed next to the lantern.

At the base of the tower, a Drichean ballista (page 12) sits adjacent to each corner, with a Drichean artillerist (page 12) behind it. Place one treasure token next to each ballista. Each ballista should have some small fortification in front of it – a small fence, low wall, or raised earthen mound, for example. The rest of the table features a few scattered rocks, trees, and other foliage, but should be mostly clear.

Players set up their crews on opposite table edges as normal. Finally, the player who had the most figures exit the table via the lighthouse edge in the last scenario may move up to four of their figures up to 4" in any direction.

Special Rules

If the lighthouse has not been destroyed, then every time a figure activates, it must make a Will Roll with a Target Number of 10. If it fails, it receives a maximum of one action, which does not have to be movement. The lighthouse tower can be climbed following the standard rules for climbing.

A figure that is on top of the lighthouse, is next to the lantern, and is not in combat, may spend an action to attempt to destroy the lantern by making a Fight Roll with a Target Number of 20. As soon as the lantern is destroyed, the four will-o'-the-wisps (page 87) inside of it escape. They immediately float 6" away from the top of the tower in the four cardinal directions. For the rest of the game, all figures within 10" of a will-o'-the-wisp will have to make a Will Roll as normal or be drawn to them (see the Bestiary entry for full rules for this).

During each creature phase, the Drichean artillerists should be activated first. Artillerists will always spend their actions firing and reloading, unless they are in combat. Starting with the player who does not have initiative, players alternate choosing an artillerist and the target of their shooting attack. This must be a figure within range and line of sight. Once the first Drichean artillerist has fired, the player with initiative selects the second, and its target, and so on, back and forth until all the artillerists have activated. All other uncontrolled creatures in this scenario follow the standard rules.

Do not roll for random encounters during this scenario. Instead, at the end of each turn, the player that does not have initiative can choose to place a Drichean warrior (page 12) or a Drichean archer (page 12) on the table. Place this figure in a random table corner.

Treasure and Experience

Treasure is rolled for as normal after this scenario. Experience is gained as normal for this scenario with the following additions:

- +5 experience points for each uncontrolled Drichean killed by a Heritor or his crew (to a maximum of +30).
- +20 experience points if the Heritor stands on top of the tower.
- +80 experience points if the Heritor or a member of his crew destroys the lantern.

Wardens may also gain bonus experience points in this scenario.

- +20 experience points if the Warden stands on top of the tower.

Campaign Notes

The campaign ends after this scenario, and the Heritors return to the Drichean ruler who tasked them with destroying the lighthouse. Assuming the lighthouse was destroyed (no matter by whom), the Heritors are given 500gc as a reward and earn one level of Favour with the kingdom. The Heritor whose crew destroyed the lantern receives an additional level of Favour.







CHAPTER SEVEN

THE UNDERWORLD CAMPAIGN

This is a five-scenario campaign in which players work with a Drichean kingdom, first to find an entrance to the Underworld and then to journey down into the darkness on a quest for riches and knowledge. Although the Heritor crews will be reinforced by Drichean soldiers, do not be fooled – this is a difficult and dangerous campaign, more suited to experienced crews than ones just setting out into the Ghost Archipelago. Should the Heritors prove successful, however, the potential rewards are great.

This campaign has been designed for two players, but with some modification could be used for three or more.

SCENARIO ONE

THE SINGING STONES

With the mainmast cracked, you had little choice but to put in to the Drichean port and take your chances with the bronze warriors. Thankfully, the stony-faced inhabitants were accommodating, if not especially welcoming. After a translator was



found, you eventually negotiated permission to locate and cut a suitable tree to replace your mast. While this operation was underway, you received a summons from the ruler, demanding your presence at the palace. While you didn't care for the tone of the message, in the present circumstances, you had little choice but to obey.

Taking your most loyal crewmates, you went to the palace. The building was an impressive structure of carved stone, with numerous columns, archways, and sculptures. As soon as you set foot in the throne-room, you were immediately bombarded with questions about your origin, your adventures, and the creatures you had fought. Clearly, your answers were deemed acceptable, for you were asked to undertake a task on behalf of the kingdom.

Not far from the city, you are told, is a small island, upon which stands a pillar covered in Drichean text. A transcription of this text is much desired by the scholars of the city, but the expeditions sent in the past have failed, thanks to the island's two guardians – a colony of the large creatures known as groggers and a ring of singing stones whose ancient Drichean dirge drives men to their deaths. Perhaps your ignorance of the language will make you immune to its effects...

The quest sounds like a fool's errand, but refusing the ruler's request is likely to be even more dangerous...

Set-Up

This scenario should be played on a table at least 3' x 3'. A small island, at least 8" in diameter, should be placed in the centre of the table. A pillar should be placed in the centre of the island. Four standing stones should be placed in the water around the island, each about 6" from it, so that they form a cross or an 'X' centred on the pillar.

A ship has recently struck the stones and been destroyed – a fair amount of wreckage, including a few large sections, floats in the water about 12" from the island.

Each player is assigned the control of one grogger (page 83) for the duration of this scenario. This grogger should be placed on the table adjacent to a random standing stone.

Players should take turn placing treasure tokens as normal, except that each player must place one treasure token on the central island, and another on a piece of wreckage. This scenario does not feature a central treasure token.

After players have determined their starting table edge, they may place their crew in up to three small boats. All figures and small boats must begin the scenario in contact with their starting table edge.

Special Rules

For the duration of this scenario, each player controls one of the groggers. These creatures count as a member of the player's crew, except that they can only activate during the creature phase, they cannot pick up treasure, and they will not exit the table for any reason.

Any figure that is within 1" of the pillar in the centre of the island may spend a turn to copy down the writing. Make a note that this figure has the writing.

Whenever a crewmember (other than a grogger) activates while in a small boat or in the water, they must make a Will Roll with a Target Number of 6. If they succeed, they activate as normal. If they fail, they must spend their first action moving directly towards the closest standing stone. This includes jumping out of a small boat if the figure is in one. There is one exception to this – if the figure is in a small boat, and that boat has yet to move this turn, then the small boat itself should be moved one full move towards the closest standing stone. The figure may remain in the boat, but only receives one action (which does not have to be movement).

If a small boat comes into contact with a standing stone, it is smashed to pieces. Remove the boat from the table. Any figures that were inside the boat should be placed in the water in the same basic spot they were when the boat smashed. Note that the loss of small boats may mean that some, or all, members of a crew will be forced to swim off the table.

If players roll a random encounter during this scenario, place one lesser grogger (page 83) on the table at the centre of a randomly determined table edge. These lesser groggers follow all the standard rules for uncontrolled creatures. Note that a player may never move a grogger into combat with a lesser grogger (or vice versa).



Treasure and Experience

Any crew that contains a figure that copied the writing from the pillar and either exited the table or survived to the end of the scenario may return with it to gain one level of Favour with a Drichean kingdom of their choice (pages 17 and 20 – the exact choice is left up to the player, although each player should choose a different kingdom – roll off if both players want to use the same kingdom).

Treasure is rolled for as normal after this scenario. Experience is gained as normal for this scenario with the following additions:

- +5 experience points for each lesser grogger killed by a Heritor or his crew.
- +15 experience points if the Heritor sets foot on the island.
- +15 experience points if the Heritor or a member of his crew kills a grogger that was part of another crew.
- +25 experience points if the Heritor or a member of his crew copies down the writing on the pillar.
- +50 experience points if the Heritor or a member of his crew escapes or survives the scenario with the writing from the pillar.

Wardens may also gain bonus experience points in this scenario.

- +10 experience points if the Warden sets foot on the island.
- +10 experience points if the Warden is ever in contact with one of the standing stones.
- +10 experience points if the Warden copies down the writing on the pillar (this is in addition to the experience gained by the Heritor for a member of his crew copying the writing).

Campaign Notes

It is necessary to remember which crews successfully recovered the writing on the pillar as this will provide a bonus in the next scenario.

SCENARIO TWO

THE GUARDIAN OF THE UNDERWORLD

The writing on the ancient pillar has been deciphered, and whether fairly recovered (or obtained by spies in other kingdoms) its message has been heard. Once again, you are summoned to the throne-room, though with greater politeness this time. The ruler reveals that the pillar bore directions to the Underworld, the place where Drichean spirits go after death. Although you are sceptical about Drichean theology, you become more interested when the riches of the Underworld are described, and a joint expedition is proposed...

Crews

For this scenario, each player may use a maximum of six figures from their own crew. Each player may also select up to six Drichean soldiers from the Drichean Soldier Table (page 12) from the kingdom they selected at the end of Scenario 1. These soldiers may not have a combined value greater than 1,000gc. These soldiers are treated as members of a player's crew for the duration of the scenario, although there is no need to test for survival for them after the game.

Set-Up

Place the central treasure as normal. Place four additional treasure tokens 8" from the central treasure token, so that they form an 'X' around the centre of the table. Five boggy pools, each at least 2" in diameter, should be scattered about the table, each about 10–14" from the central treasure. The rest of the table should be filled with foliage, rocks, and small ruins.

Crews should set up along their starting table edges as normal. After the crews are set up, each player should place one swamp zombie (Rulebook, page 138) in contact with any of the boggy pools.

Special Rules

Do not roll for random encounters during this scenario. Instead, at the end of every turn, each player may place one swamp zombie in contact with any of the boggy pools. The boggy pools all count as deep water. At the end of Turn 2, place Dredlos (page 82) in the centre of a randomly determined boggy pool. Dredlos counts as Amphibious when in contact with one of the boggy pools.

Treasure tokens may not be picked up as normal in this scenario. Instead, whenever a figure is in contact with a treasure token, it may spend an action and make a Will Roll with a Target Number of 12. If the figure is a member of a crew that recovered the writing from the pillar in Scenario 1, then it gains +3 to this roll. If the Will Roll is failed, nothing happens, and the action is lost. If the roll is successful, roll a die. On a 1–15, the treasure token is treated exactly as a normal treasure token, and the figure automatically picks it up. On a 16+, the treasure token turns out to be the entrance to the Underworld. Replace the treasure token with some suitable marker – a pit or doorway. If four treasure tokens have been picked up, and the entrance to the Underworld has not been discovered, then the fifth treasure token will automatically be the entrance to the Underworld, with no roll required (although the figure must still pass the Will Roll to uncover it).

Once the entrance to the Underworld is uncovered, a figure may exit the table by moving into contact with it. Figures that exit the table in this manner secure any treasure tokens they are carrying.

This scenario continues until neither crew has figures on the table, or one crew has no figures on the table and Dredlos has been killed. In this latter case, the scenario ends immediately and all crewmembers still on the table are assumed to have exited the table through the entrance to the Underworld.

Treasure and Experience

Treasure is rolled for as normal after this scenario. Experience is gained as normal for this scenario with the following additions:

- +10 experience points for each member of the crew (except the Warden) that exits the table via the entrance to the Underworld.
- +20 experience points if the Heritor is ever in combat with Dredlos.
- +20 experience points if it is the Heritor's crew that discovers the entrance to the Underworld.
- +60 experience points if the Heritor or his crew kills Dredlos.

Wardens may also gain bonus experience points in this scenario.

- +10 experience points if the Warden exits the table via the entrance to the Underworld.
- +20 experience points if the Warden is ever in combat with Dredlos.

Campaign Notes

It is important to note which player has the most crewmembers exit the table via the entrance to the Underworld as this player will receive an advantage in the next scenario.

SCENARIO THREE

CROSSING TO THE OTHER SIDE

After the brutal battle above ground, you descend deep into the earth, searching for the rumoured riches within. Unfortunately, it appears that the dangers of the underworld aren't the only thing you have to contend with. Another Heritor crew is here as well. You will have to move fast to stay one step ahead of them.

After nearly an hour of racing through tight, twisting tunnels, with nothing but torches to guide your way, you see a faint light up ahead and hear rushing water. The passageway widens into a long chamber. At the far end flows a wide, fast river. The water and the mist that rises from it glows a faint blue. Sitting beside the river are several rotting boats. They don't look overly seaworthy, but they may be your only option if you are going to cross to the other side...

Crews

For this scenario, each player may use a maximum of six figures from their own crew. Each player may also select up to six Drichean soldiers from the Drichean Soldier Table (page 12) from the kingdom they selected at the end of Scenario 1. These soldiers may not have a combined value greater than 1,000gc. These soldiers are treated as members of a player's crew for the duration of the scenario, although there is no need to test for survival for them after the game.

Set-Up

This scenario should be played on a table that is 2.5' wide and at least 3' long. Longer tables are fine, but they shouldn't be much wider. One short edge is designated as the players' edge; the other short side is the exit edge. A river, at least 10" wide, sits about 6" in from the exit edge and runs from long edge to long edge.

Four small boats should be placed on the riverbank on the players' side of the river. These boats should be equally spaced along the river, with the two boats on the outside 8" in from the table edges. The rest of the table should be covered with boulders, rocky formations, and a couple of shallow pools that count as rough ground.

Four treasure tokens should be placed on the players' side of the river in a line running down the centre of the table. The first one should be 4" away from the river, the second, 8", the third, 12", and the fourth, 16". The central treasure should be placed on the same line, but on the other side of the river, halfway between the river and the exit edge.

Each player should then set up all their crew within 6" of one of the corners at the end of the players' edge.

After both players have set up, the player who had the most figures exit the table via the entrance to the Underworld in the last scenario may move any one of the small boats up 5" in any direction along the riverbank it is on.

Special Rules

In this scenario, a figure carrying a treasure token suffers a -1 Move (instead of the usual half move). All other penalties for carrying treasure remain as normal.

Any figure that moves into contact with the river must make an immediate Will Roll with a Target Number of 14. If they fail, their activation ends immediately. Otherwise, they may complete their activation as normal. Any figure that activates while in the river must make a Swimming Roll with an additional -3 modifier. Aquatic or Amphibious characters should instead make a Will Roll with a Target Number of 10. If they fail, their activation ends immediately, but they suffer no damage from drowning.

When a figure moves into one of the small boats, it must immediately 'pay the ferryman'. To do so, the player must choose one of the following:

- Pay 20gc from their Treasury.
- Destroy one item the figure is carrying that is not on the General Arms and Armour List.
- The figure takes 3 points of damage (a figure with less than 4 Health remaining should be reduced to 1 Health or stay at 1 Health instead).



Once a small boat has a figure in it, it may move following the standard rules for small boats, but any additional figures wishing to board must still pay the ferryman.

At the end of Turn 2, and every turn thereafter, each player may select either one Drichean revenant (page 86) or two swamp zombies (Rulebook, page 138) and place them anywhere adjacent to the river as long as they are not within 1" of a crewmember. These undead follow the standard rules for uncontrolled creatures except that they ignore any figure that is in a small boat for the purposes of determining their actions. These creatures can move freely through the river and do not have to make Will or Swimming Rolls.

Figures may only exit the table via the exit edge.

Treasure and Experience

The central treasure token is rolled for as normal, but when rolling on the regular Treasure Table (Rulebook, page 68) for the other treasure tokens, players may choose to add +1 to the result after they have rolled. Experience is gained as normal for this scenario with the following additions:

- +5 experience points for each swamp zombie or Drichean revenant killed by the Heritor or his crew (to a maximum of +30).
- +5 experience points for each member of the Heritor's crew to exit the table during the scenario.
- +20 experience points if the Heritor pays the ferryman.

Wardens may also gain bonus experience points in this scenario.

- +10 experience points if the Warden pays the ferryman.







SCENARIO FOUR

THE PALACE OF CHAINS

Having crossed the river, you advance into a series of tunnels and quickly lose sight of the other Heritor. Unlike the first set of tunnels you explored, these look man-made. The walls are constructed of smooth blocks of stone, occasionally broken up by a half-column or faded relief. The floor also is made of smooth paving stones, expertly laid.

As you move further down the tunnel, you hear a strange moaning that steadily increases the further you walk. Soon, it has become an unearthly chorus of moans. Finally, the tunnel ends, and you stand upon the edge of an abyss. You are in some great chamber, made of the same stone blocks as the tunnel. In front of you, great chains stretch across a bottomless pit, linking a series of rock 'islands'. Countless smaller chains hang from the ceiling, each holding a moaning corpse-warrior.

On one of the rocky islands a golden orb sits shining upon a plinth, illuminating the chamber with its strange light...

Crews

For this scenario, each player may use a maximum of six figures from their own crew. Each player may also select up to six Drichean soldiers from the Drichean Soldier Table (page 12) from the kingdom they selected at the end of Scenario 1. These soldiers may not have a combined value greater than 1,000gc. These soldiers are treated as members of a player's crew for the duration of the scenario and **will** need to test for survival after the game.

Set-Up

This scenario should be played on a 3' x 3' table. Two opposite table edges should be designated as the players' starting edges. Each of these edges should have a 6" deep strip of rocky ground running along its length. Sitting between these two edges is a bottomless pit, broken by three 'islands'. The islands should each be 8" wide by 12" long and are equally spaced across the centre of the table with their short edges facing the players' starting edges. Each of the islands should be positioned so that it is 6" from the rocky ground on each side, and 3" from either the other islands or the side table edges.

Three massive chains, each 1" wide, link each strip of rocky ground to the islands in front of it, spanning the shortest distance possible from the rocky ground and connecting to the centre point of each island's closest short edge. Two more chains link the central island to those on either side of it, running from the centre point of each long edge.

Place the central treasure token in the middle of the central island. Place two additional treasure tokens on this island, one at each point where the chain connects the island to a starting player edge. Place two more treasure tokens on the table, one in the centre of each of the two other islands.

Each player then places their crew within 1" of their starting table edge.

Finally, place two Drichean revenants (page 86) on the central island in opposite corners of the island.

Special Rules

Climbing across the chains is difficult. Whenever a figure moves onto a chain or activates while on one, it must make an immediate Move Roll with a Target Number of 8. If it fails, it slips off the chain and fall into the abyss. The figure is immediately reduced to 0 Health. Heritors and Wardens that fail this roll can choose to take 3 damage instead of falling.

Figures must also make this roll any time they take damage or lose a combat while standing on a chain or within 1" of the abyss. If a figure falls into the abyss while holding a treasure token, that treasure token is lost.

Whenever a player has a figure reduced to 0 Health, they may immediately place one Drichean revenant on the table. This Drichean revenant may be placed in any of the corners of any of the islands.

To pick up the central treasure, a figure must spend an action while adjacent to it and make a Will Roll with a Target Number of 16. If the roll is failed, the figure fails to pick up the token and its action is lost.



This scenario cannot end until either the central treasure token has been removed from the table, or there are no crew figures left on the table. If one player has no figures left on the table, they should take control of the Drichean revenants for the rest of the game, deciding their individual actions instead of using the rules for uncontrolled creatures.

Due to the poor lighting in the cavern, the maximum line of sight for this scenario is 16".

Treasure and Experience

For each treasure token recovered during this scenario, the player may roll twice on either the Cities of Bronze Treasure Table (page 68) or the regular Treasure Table (Rulebook, page 68) and choose one result to take. Do not roll for the central treasure token, however – instead, the crew that secured it receives the Immortality Stone (page 75). Experience is gained as normal for this scenario with the following additions:

- +5 experience points for each Drichean revenant killed by the Heritor or his crew (to a maximum of +50).
- +25 experience points if the Heritor crosses two or more chains.
- +25 experience points if the Heritor or his crew picks up the central treasure.

Wardens may also gain bonus experience points in this scenario.

- +15 experience points if the Warden crosses two or more chains.

Campaign Notes

At the end of this scenario, players should roll for survival for all members of their crew as normal, including the Dricheans. All surviving figures either regain 5 points of lost Health, or have their Health increased to their starting Health -5, whichever is higher. This will be their starting Health in the next scenario. This includes figures which would normally have to miss the next game.

Any figures that were killed during this scenario may not be replaced before the next scenario. If either the Heritor or Warden were killed, however, the player may select one specialist crewman of any type to join the crew for the next game only.

SCENARIO FIVE

THE GOLDEN SHIP

The journey through the Drichean Underworld has been a long and bloody affair, and you and your crew are weary. Of course, it hasn't helped that another Heritor has battled you every step of the way! The longer you have spent in this place of the dead, the more oppressive it has become. You hear footsteps from every side-tunnel, and every shadow seems to contain some undead enemy. Then, suddenly, you see a pale sliver of daylight ahead. The tunnel finally emerges into another great cavern.

Daylight streams in from the large cave mouth on the far side of the cavern, and through it you can see the sea and hear waves crashing outside. Halfway across the cavern, the ground gives way to water, and there, carelessly moored, is a magnificent golden ship. The ship has elements of Drichean design but is like nothing you've ever seen before. Every surface is gold, from the hull to the mast, and it stands seemingly ready to set sail. To either side of the ship are a couple of old and tired looking rafts, the ragged, limp rags hanging from their crossbeams standing in stark contrast to the bright white of the golden ship's furled sail.

That ship is both your means of escape and a fabulous treasure. Unfortunately, as soon as you step into the cavern, a second group enters from another passage. You are just about to charge when a tremendous roar echoes around the cavern, and you realize the golden ship has a guardian...

Crews

See the campaign notes for Scenario 4 (page 62) to determine your crew for this scenario.

Set-Up

This scenario should be played on a table that is at least 4' long by 2.5' wide. One short side should be designated as the players' edge. The other short side is the exit. All the table within 18" of the exit is deep water. The Golden Ship sits in the centre of this shoreline, half in the water and half on land. The ship should be approximately 6" wide by 10" long. Place two rafts or small boats on each side of the golden ship, place the first two 4" away from the Golden Ship, the second two 8" away.

One treasure token should be placed in the centre of each raft. The central treasure token should be placed in the middle of the Golden Ship.

The rest of the cavern should be filled with fallen rocks and stalagmites.

On the land side, place one Drichean revenant (page 86) in front of each raft and two in front of the Golden Ship.

Each player should then set up all their crew within 6" of one of the corners at the end of the players' edge.

Special Rules

The only way to exit the table is via the exit edge. The rafts use the standard rules for small boats and exit the table as soon as they touch the table edge.

The Golden Ship uses the rules for small boats with the following changes. The only limit to the number of figures on the ship is the actual number of figures that can fit. Before the Golden Ship can move, a player must have two members of their crew on the ship and not in combat. One of those figures must spend an action to unfurl the sail. After the sail is unfurled, the Golden Ship may move up to 4" each turn. When a player activates a figure on the Golden Ship, if the ship has not yet moved in the turn and that player has more figures on the ship than any other player, they may move the ship in any direction desired. The Golden Ship cannot capsize, and figures are only in danger of falling off the ship if they lose a combat while within 1" of the side. The Golden Ship only counts as having exited the table once half of its length is off the table.

If a raft or the Golden Ship moves off the table, the crew that had the most figures on it secures any treasure tokens that are on it.

The Drichean revenants that begin the game on the table will not take any actions until a figure moves within 6" of them. After that happens, they will activate as normal.

At the end of Turn 1, place Procrates (page 81) at the centre point of the players' edge.

Do not roll for random encounters in this scenario. Instead, any time a player rolls 1–2 for initiative, they may place a Drichean revenant anywhere along the shoreline.

Treasure and Experience

Players should roll for treasure tokens as normal after this scenario. The player that secured the central treasure may give it as a gift to the Drichean ruler. In this case, the Heritor gains one level of Favour with that kingdom. If the Golden Ship exited the table, the crew that had the most figures on it when it exited can also claim it as their prize (see below). Experience is gained as normal for this scenario with the following additions:

- +5 experience points for each Drichean revenant killed by the Heritor or his crew (to a maximum of +30).

- +20 experience points if the Heritor stands upon the Golden Ship.
- +25 experience points if the Heritor exits the table.
- +25 experience points if the Heritor is ever in combat with Procrates.
- +75 experience points if the Heritor or his crew kills Procrates.

Wardens may also gain bonus experience points in this scenario.

- +10 experience points if the Warden stands upon the Golden Ship.
- +20 experience points if the Warden exits the table.
- +20 experience points if the Warden is ever in combat with Procrates.

Campaign Notes

This is the end of the Underworld campaign. After this scenario, the Heritor returns to the Drichean kingdom that sponsored the expedition (i.e. the kingdom chosen at the end of Scenario 1). Heritors have the option to give gifts to this kingdom. For every 400gc worth of gifts (either magic items, gold crowns, or a combination of both) that they give as gifts, they gain one point of Favour with that kingdom.

THE GOLDEN SHIP

A crew that escapes the Underworld with the Golden Ship has several options:

- They can return to the mainland and sell the ship for 1,000gc.
- They can offer the ship as a gift to any Drichean kingdom and gain one level of Favour with that kingdom.
- They may keep the ship to use as their primary vessel for exploring the Ghost Archipelago and for returning to the mainland. In this case, the warband must discard any ship upgrades they have previously purchased but do gain the following upgrades free: Extra Quarters, Magnetic Compass, Weapons Locker, and Swivel Bow (*Gods of Fire*, page 36). Furthermore, whenever the Heritor hires a Drichean soldier, he pays 10gc less than the normal price.







CHAPTER EIGHT

NEW TREASURE

At the end of any *Cities of Bronze* scenario, a player may exchange up to two rolls they are entitled to make on the Treasure Table (Rulebook, page 68) for rolls on the Cities of Bronze Treasure Table. This can include rolls for claiming the central treasure, though in this case, the +2 only applies to Die Roll 2 (not Die Roll 1). All items on the Cities of Bronze Treasure Table may be bought and sold as normal, except for items that do not have a cost listed. In that case, refer to the item's description below.



Cities of Bronze Treasure Table			
Die Roll 1	Die Roll 2	Treasure	Selling Price
1–10	1	Helm of Terror	400gc
	2	Blood-drop of Rexis	300gc
	3	Silver Bow	350gc
	4	Staff of Turmoil	350gc
	5	Cask of Beer	—
	6	Whispering Blade	400gc
	7	Book of Names	300gc
	8	Fallen Star	300gc
	9	Demonic Vessel	300gc
	10	Drichean Wine	500gc
	11	Giantslayer Arrows (x4)	200gc
	12	Drichean Seal	150gc
	13	Telekinetic Crystal	150gc
	14	Ankle Sheaths	100gc
	15	Book of Mystic Realms	400gc
	16	Crystal of Blinding Light	200gc
	17	Barbed Spear	350gc
	18	Bloodstone Amulet	200gc
	19	Rainbow Cloak	300gc
	20+	Map Stone	—
11–20	1	Miracle Stone	500gc
	2	Skiping Stones (10)	400gc
	3	Collapsible Shield Ring	400gc
	4	Fury Blade	350gc
	5	Drichean Treasure Map	100gc
	6	Will-o'-the-Wisp Jar	100gc
	7	Firehelm	400gc
	8	Thanrock Leaf	500gc
	9	Book of the Lentreon	300gc
	10	Goverlace (3)	50gc
	11	Demonic Vessel	300gc
	12	Blood-drop of Rexis	300gc
	13	Drichean Philosophical Text	500gc
	14	Blood Knife	200gc
	15	Bag of Snakes	300gc
	16	Ring of Cursed Dreams	250gc
	17	Bloodstone Amulet	200gc
	18	Snake-charmer Flute	250gc
	19	Destiny Stone	400gc
	20+	Map Stone	—

ANKLE SHEATHS

This is a pair of leather boots that have a sheath for a throwing knife built into each boot. The wearer of these boots may carry two throwing knives, neither of which take up an item slot. Essentially, this allows a figure to carry two throwing knives for one item slot.

BAG OF SNAKES

This magic bag contains a seemingly endless number of snakes. Once per scenario, the figure carrying the bag may spend an action and place a large snake (Rulebook, page 127) anywhere within 1". This snake follows the standard rules for uncontrolled creatures. Each time the bag is used, the player should roll a die. On a 17+ the bag is destroyed.

BARBED SPEAR

This magic hand weapon gives the wielder +1 Fight and +1 damage when fighting against figures with the Amphibious or Aquatic traits.

BLOOD-DROP OF REXIS

According to Drichean legend, REXIS was a demi-god who fought monsters all over the Archipelago. After his great victories, however, he climbed up into the sky to challenge the gods themselves. REXIS was easily defeated, and his body was cast down. Where his blood seeped into the earth, it hardened into gemstones. Blood-drops of REXIS may only be used by a Heritor. Whenever a Heritor attempts to use a Heritor Ability, they can declare that they are using the blood-drop. The Heritor should then roll to use his ability as normal and, regardless of success or failure, suffers no damage from blood burn. The blood-drop is, however, destroyed.

BLOOD KNIFE

If this dagger causes damage in hand-to-hand combat, double that damage. The wielder also takes 5 points of damage. The knife is then destroyed.

BLOODSTONE AMULET

A figure wearing this amulet receives +1 Health. If the figure is ever reduced to 0 Health, roll a die, on a 15+ the amulet is destroyed.

BOOK OF MYSTIC REALMS

This ancient book is made up of a dozen thin sheets of bronze, with Drichean text carefully engraved in the metal. By studying the writing, a Warden can gain a better understanding of the various points of power scattered around the Ghost Archipelago and how to access those points to channel greater magical powers. If the Heritor has a Drichean tutor, then the Warden can study this book with the tutor after each scenario to gain +10 experience points. After 100 experience points are gained in this manner, the Warden has exhausted the useful knowledge in the book. At this point, the book may be sold, traded, or kept for a future Warden. If the Heritor does not have a Drichean tutor, then the book may be saved in his ship until one is obtained.

BOOK OF NAMES

This 'book' is actually a collection of ancient scrolls, written in Drichean, which contain the genealogies of numerous Drichean royal families. If a Heritor has a Drichean tutor, the Book of Names may be sold for 300gc at either a Drichean market or back on the mainland. Alternatively, if the Heritor has Favour with any Drichean kingdoms, he may roll a die for each kingdom. On a 14+, the book contains the genealogy of that kingdom. The Heritor may present the book as a gift to the ruler of this kingdom. In return, the Heritor gains another level of Favour with this kingdom (unless he is already at level III) and one roll on the regular Treasure Table (Rulebook, page 68). If the Heritor does not have a Drichean tutor, the Book of Names may be stored on his ship until one is obtained.

BOOK OF THE LENTREON

This book is actually a long strip of leather, wound like a scroll around a stick of petrified wood. The faded text, written in Drichean, contains a brief – but highly informative – essay on the Lentreon, focusing on their society, culture, and language. It even includes a short dictionary of Lentreon words, including pronunciations. With this text, it is possible to achieve limited communication with the Lentreon. If a Heritor has a Book of the Lentreon and a Drichean tutor, then they may hire one Lentreon (page 84) to become a permanent member of the crew for a cost of 150gc. The Lentreon counts as a specialist crewman.

CASK OF BEER

A small barrel of ordinary beer. If saved for the right opportunity, a Heritor can use the beer to convince a specialist soldier to join his crew at a much-reduced rate. Whenever the Heritor returns to the mainland, they can discard the cask of beer and hire a specialist soldier for 50gc less than their usual cost. Alternatively, the Heritor can give the cask to his current crew as a reward for their services. In this case, the Heritor gains +10 experience points.

COLLAPSIBLE SHIELD RING

This small magic ring expands into a large shield upon command. A figure wearing this ring may command it to expand into a shield (and retract back into the ring) as a free action whenever the player wishes (even during another figure's activation). While the shield is expanded, the figure counts as being equipped with a shield and receives +1 Fight when rolling against shooting attacks from bows or crossbows. While the shield is retracted, the figure does not count as carrying a shield (useful if swimming).

CRYSTAL OF BLINDING LIGHT

Whenever a figure carrying this crystal is activated, but not in combat, it may smash the crystal as a free action. Every figure within line of sight (excluding the figure that smashed the crystal), must make an immediate Will Roll with a Target Number of 16. Any figure that fails loses its next activation. The crystal is destroyed when it is used.

DEMONIC VESSEL

Demonic vessels come in a variety of forms, usually small caskets, chests, pots, or lamps. A figure with a demonic vessel may spend an action to activate the item. Mark the position of the vessel on the table. For the rest of the game, any time a demon activates or moves, within 3" of the vessel, it must make a Will Roll with a Target Number of 12. If it fails, the demon is imprisoned in the vessel. Treat it as killed for scenario purposes. A demon will only make this Will Roll once per turn.

As soon as a demon has been trapped, remove the vessel from the table. For game purposes, the vessel is destroyed. A vessel may not be picked up or moved during a scenario. If the scenario ends without a demon having been trapped, the vessel is returned to its original owner.

As an optional rule, if all players agree, a demonic vessel that traps a demon is returned to its original owner. A figure may carry this item in later games and may spend an action to release the demon, placing it within 1". The demon is treated as an uncontrolled creature. The demonic vessel is destroyed upon the demon's release.

DESTINY STONE

This small, clear crystal is usually worn on a necklace or as a pendant. It can only be worn by a Heritor or Warden of level 1 or higher. Whenever a figure carrying a destiny stone is activated, it may use the stone as a free action. The figure is immediately restored to its starting Health but immediately loses 1 level and suffers a permanent -1 Will (the penalty for losing the level). The destiny stone is destroyed when it is used.

DRICHEAN PHILOSOPHICAL TEXT

This collection of small scrolls contains the writings of some of the greatest Drichean philosophers. If the Heritor has a Drichean tutor, he may read from the texts after every game. The Heritor should make a note each time he does so. After five such readings, the Heritor may discard the Drichean philosophical text and immediately gain 1 level and a permanent +1 Will (the increased Will is the reward for gaining the level but may not take the Heritor over the maximum possible Will). If the Heritor does not have a Drichean tutor, the Drichean philosophical text may be stored on his ship until one is obtained.





DRICHEAN SEAL

This golden coin is a token of appreciation from a Drichean ruler. After any game, a Heritor can exchange this seal to claim a one-time use of any one of the Drichean Privileges, regardless of their level of Favour or the Privileges normally offered by a particular kingdom.

DRICHEAN TREASURE MAP

This ancient map, drawn onto the dried skin of some animal, is covered in Drichean writing. If the Heritor has a Drichean tutor, then the next time the Heritor secures the central treasure during a game, he may discard this map and roll three times on the regular Treasure Table (Rulebook, page 68), applying the optional +2 for the central treasure to all three rolls. The Heritor may keep the results of all three rolls. If the Heritor does not have a Drichean tutor, the Drichean treasure map may be stored on his ship until one is obtained.

DRICHEAN WINE

This extremely potent wine is highly prized on the mainland. It has no game effect but is a valuable trade good.

FALLEN STAR

This is a glass jar that contains a burning light. A figure carrying a fallen star can spend an action to hurl it into the air where it explodes, lighting the sky as though it were noon on a clear day. For the rest of the scenario, the maximum line of sight is treated as 24" no matter what other special effects or scenario rules are in play.

FIREHELM

A figure may only wear a firehelm if they are also wearing heavy armour. The figure receives +1 Health.

FURY BLADE

When this magic weapon is found or purchased, the player should roll a die: on a 1–10 it is a hand weapon, on an 11–20 it is a two-handed weapon. If the player is buying a fury blade, they may spend an extra 50gc to choose the weapon type instead of rolling. If a figure armed with a fury blade moves into combat and attacks as part of the same activation, it receives +2 Fight and -1 Armour for that one combat roll.

GIANTSAYER ARROWS

When these magic arrows are found or purchased, the player can decide if they are arrows or crossbow bolts. Once this decision is made, it is fixed. These magic arrows do +3 damage, but only against creatures that have the Large trait. The player finds four of these arrows and may distribute them amongst the crew as desired. Each arrow may be sold for 50gc.

GOVERLACE

A relatively common herb, goverlace produces a sweet-smelling oil when crushed. This oil can be smeared on a weapon before a scenario begins to temporarily strengthen it. For the next scenario, this weapon cannot be destroyed or damaged by any means. If this herb is bought or found, the player receives enough for three doses.

HELM OF TERROR

This golden helm is shaped to resemble a terrifying demon. It can only be worn by a Heritor. Once per game, the Heritor may spend an action to use the helm. All figures with 10" and line of sight must immediately make a Will Roll with a Target Number of 14. Any figure that fails may take no actions during their next activation. Heritors are immune to the helm's effect and do not have to make a Will Roll. Whenever the helm is used, the wearer immediately takes 3 points of damage.



IMMORTALITY STONE

This small, glowing stone radiates a powerful life-force. It may only be carried by a Heritor that is level 10 or higher. If a Heritor carrying the Immortality Stone is reduced to 0 Health, and subsequently rolls a 1 on their survival roll, they are not dead. Instead, the Heritor immediately loses 8 levels, and suffers a permanent -2 Fight, -2 Shoot, -2 Will, and -2 Health as the penalty for losing those levels. The stone is then destroyed. If the stone is in the possession of a Heritor that is below level 10, it can be stored on his ship until such a time as he reaches that level. The Immortality Stone may be sold for 800gc.

MIRACLE STONE

Whenever a figure carrying a Miracle Stone takes damage, it may choose to roll a die. On a 19–20, the stone absorbs all the damage, the figure takes none, and the stone is destroyed. On any other result, the figure takes the damage as normal, but the stone is unharmed.

RAINBOW CLOAK

This extremely colourful magic cloak is extremely distracting to anyone who is trying to make a shooting attack. A figure suffers -2 Shoot whenever it is targeting anyone standing within 2" of a figure wearing a rainbow cloak. This does not include the figure wearing the cloak, which may be targeted with no penalty.

RING OF CURSED DREAMS

This ring may only be worn by a Heritor or a Warden. A figure wearing this ring starts the scenario at -1 Health. After the scenario, the figure gains +5 experience points.

SILVER BOW

Once per game, a figure carrying this magic bow can use one action to shoot at two different targets. Both targets must be in line of sight and within range, and each attack is rolled for separately. When using this ability, these attacks are made with either the shooter's Shoot stat, or +1, whichever is lower.

SKIPPING STONES

This is a bag of ten palm-sized magic stones. All ten stones can be carried in one item slot, but each is a one-use item and should be crossed off after use. A figure carrying the skipping stone may spend an action to throw one at a target within 20" and in line of sight – but only if there is some kind of water feature (a pool, a river, etc.) directly between the thrower and the target. Throwing a skipping stone grants the thrower +1 Shoot and counts as a magic attack.

SNAKE-CHARMER FLUTE

This magic flute has the power to enchant snakes. A figure carrying this flute may spend an action to play it and target any one anaconda (Rulebook, page 122) or large snake (Rulebook, page 127) within 10", immediately moving it up to 6" in any direction.

STAFF OF TURMOIL

This staff may only be carried by a Warden. Any time the Warden attempts to cast a spell, she may declare that she is using the staff. The Warden receives +1 to the Casting Roll but suffers -1 Will for the rest of the scenario. This penalty is cumulative with any other Will penalties, including multiple uses of the staff of turmoil. Furthermore, if a Warden fails a Casting Roll while using the staff, she suffers 1 point of damage.

TELEKINETIC CRYSTAL

This pale gemstone focuses the power of the user's mind and allows them to move objects without touching them. Once per game, a figure in possession of a telekinetic crystal may spend an action to move a treasure token up to 6". The token must be within line of sight and remain in line of sight for its entire movement. Central treasure tokens, treasure tokens being carried by figures, and treasure tokens with special restrictions on how or when they can be picked up may not be moved using a telekinetic crystal. Whenever a telekinetic crystal is used, the user must make a Will Roll with a Target Number of 6. If this roll is failed, the crystal is destroyed.

THANTROCK LEAF

This exceedingly rare herb can be given to a figure that has been killed. This figure temporarily returns from the dead. The figure retains the stats, equipment, and abilities it had when it died, and gains the Undead trait. This figure may now participate in a further three scenarios. At the end of Scenario 3, the figure must either take another dose of thantrack leaf or die (permanently this time).

WHISPERING BLADE

This is a magic hand weapon of beautiful construction. When the blade is swung it produces a slight whispering that, while indistinct, sounds very similar to human speech. Although the blade is capable of inflicting truly grievous wounds, its 'whispers' are distracting – its wielder suffers -1 Fight but inflicts +4 damage.

WILL-O'-THE-WISP JAR

This magic jar or lantern is designed to capture and hold a will-o'-the-wisp (page 87). If a figure carrying this jar is in contact with a will-o'-the-wisp, it may spend an action and make a Will Roll with a Target Number of 16. A failure has no effect, but a success sees the will-o'-the-wisp trapped inside the jar. A jar holding a will-o'-the-wisp can be sold for 700gc on the mainland.





CHAPTER NINE

BESTIARY

Unlike previous supplements, *Cities of Bronze* does not include its own random encounter table. That is because most of the new monsters presented in this book are rare or unique, and should only be encountered in the scenarios presented, or in scenarios of the players' own creation. When rolling for random encounters, use the table presented in the main rulebook.



ANIMALS

Enormous Lion

The Ghost Archipelago is populated by many species of big cats, some of them easily as large as a man. On a few islands, however, exposure to various forms of magic has caused them to grow even larger – up to the size of small elephants. Thankfully, these cats seem unable to stray too far from the source of the magic that augmented them. Thus, for the most part, they can be avoided.

If an enormous lion activates within 6" of a figure, but is not in combat, it will use its first action to pounce on the closest figure. This allows the lion to combine a move and attack into one action. Furthermore, the lion receives +1 Fight for this attack. If the lion wins the fight, it will stay in combat and use its second action to fight again. If the lion loses the fight, it will use its second action to move back into combat, but it will not pounce a second time in the same turn.

Enormous Lion						
M	F	S	A	W	H	Notes
6	+5	+0	12	+4	16	Animal, Large, Powerful (treat as using a two-handed weapon), Pounce

CONSTRUCTS

Bronze Giant

Placed as guardians by ancient Drichean wizards, these giant statues vary in height, typically standing between two and four times the height of a man, but are almost always cast in the image of a mighty warrior. These giants stand silent sentinel until called to action – somewhere on each giant are carved the words that will bring it to life.

Unlike most uncontrolled creatures, when a bronze giant wins a fight it will push back its opponent. So forceful are its attacks that it will push back its opponents by 4" instead of the usual 1". If the bronze giant has an action remaining, it will follow the normal priority for determining this action, possibly moving back into combat with the figure it just defeated, or into contact with another figure if closer.

Bronze Giant						
M	F	S	A	W	H	Notes
5	+5	+0	16	+5	25	Construct, Large, Huge Weapon (treat as using a two-handed weapon), Push Back (4"), Immune to Critical Hits, Immune to Poison, Amphibious

DEMONS

Calaxis

According to Drichean myth, Calaxis was a normal snake until one of the gods picked her up, breathed upon her, and set her as the guardian of a magical garden. Since that day, she has grown larger and larger, and is now queen of all serpents. According to legend, she cannot be slain by a Drichean hand.

As guardian of the garden, Calaxis behaves differently from most uncontrolled creatures. Calaxis will never make a random move, if called upon to do so, she will instead move directly towards the central tree of the garden. Because of her size, she is never treated as in combat for the purposes of movement. She can always move out of any combat and will even force combat with a figure that moves within 1" while she is in base contact with another. When activated, Calaxis will use her first action to move into combat with a random figure that is within 7" and will attack with her second action.

Calaxis' breath is poison. Whenever she activates, all figures within 6" must make an immediate Will Roll with a Target Number of 12 or be poisoned.

Calaxis is used to fighting multiple enemies at the same time. Supporting figures only grant a +1 bonus (instead of the usual +2) and the highest bonus any figure can claim from supporting figures is +2.

Calaxis is immune to critical hits, save for those delivered by a Heritor or Warden.

Calaxis						
M	F	S	A	W	H	Notes
7	+7	+0	15	+9	22	Demon, Large, Crushing Jaws (hits do double damage), Never in Combat, Poison Breath, Partially Immune to Critical Hits, Immune to Poison



Procrates

Procrates is a giant who guards the docks in the Underworld. While his upper body is like that of a human, he has three massive serpent-like tails that serve him in place of legs and a pair of huge eagle wings growing out of his back. While Procrates is intelligent, he is devoted to guarding the docks and cannot be dissuaded from attempting to slaughter any living thing that dares venture into his cavern. He will not, however, attack or pursue anyone who leaves the cavern, even if they are on one of his ships.

Thanks to his serpent-legs, Procrates is adept at fighting multiple enemies at the same time. Any figure in combat with Procrates counts as having one supporting figure fewer (to a minimum of 0) than is actually the case (e.g. a figure with two supporting figures receives only +2 Fight). Furthermore, the maximum supporting figure bonus that can be claimed by any figure in combat against Procrates is +2.

If Procrates wins a combat against a figure, but that figure is not killed, Procrates will fling that figure 8". If playing Scenario 5: The Golden Ship (page 63), Procrates will fling the figure directly towards the player's edge. In any other scenario, Procrates will fling them in a random direction. Procrates cannot fling creatures with the Large trait and will remain in combat with them as normal.

Procrates is so large and heavy that he cannot be pushed back by a figure, unless that figure has the Large trait, or is using some special ability (such as a Heritor Ability). If a figure wins a combat against Procrates they may step back as normal.

Procrates does not follow the usual methods of determining actions for uncontrolled creatures. Instead, he follows this priority list:

- If Procrates is not in combat, select a random crewmember that is within 12" and in line of sight. Procrates will use his first action to move towards that figure. For his second action, he will fight if he is in combat, or continue to move towards the same figure if he is not.
- If Procrates is in combat, he will use his first action to fight. If he can take a second action he will move towards a random crewmember that is within 12" and in line of sight or move randomly if there are no such eligible targets.
- If there are no crewmembers within 12" and in line of sight, Procrates will make one random move and then check again. If there are still no crewmembers within 12" and in line of sight, his activation ends. If there are, he will use his second action to move directly towards one of the eligible targets (determine which randomly).

Procrates						
M	F	S	A	W	H	Notes
6	+6	+0	14	+8	26	Demon, Large, Flying, Powerful (treat as using a two-handed weapon), Amphibious, Multiple Legs, Fling Opponent, Cannot be Pushed Back, Immune to Poison, Immune to Critical Hits

SAURIANS

Dredlos

Dredlos is a gigantic, two-headed saurian that guards the entrance to the Drichean underworld. Despite his unusual size, and extra head, he appears to be a natural creature.

Thanks to his extra head, Dredlos is well suited to fighting multiple opponents at the same time. Any figure in combat with Dredlos counts as having one supporting figure fewer (to a minimum of 0) than is actually the case (e.g. a figure with two supporting figures receives only +2 Fight).

Dredlos is very familiar with his territory and possesses extremely acute senses. Accordingly, Dredlos can always draw line of sight to any crewmember on the table, regardless of intervening terrain or any other effect, magical or mundane.

Dredlos' blood is mildly acidic. Whenever a figure does damage to Dredlos in melee combat, there is a chance its weapon will be damaged – roll immediately on the Warp Weapon table (Rulebook, page 104), adding any modifiers as appropriate. If the figure was not wielding a weapon, it suffers 1 point of damage instead.

Dredlos is so truly terrifying that only the bravest warriors will attack him. If a figure wishes to move into combat with Dredlos, it must first make a Will Roll with a Target Number of 10. If this roll is failed, the figure moves to within 1" of Dredlos and then its activation ends.

Dredlos						
M	F	S	A	W	H	Notes
6	+6	+0	14	+6	18	Saurian, Large, Always Has Line of Sight, Crushing Jaws (hits do double damage), Two-Headed, Acidic Blood, Terrifying

SENTIENT RACES

Groggers

Sometimes called 'sea trolls' even though there is no connection between the two species, groggers are a sentient race, known for attacking small boats that venture into their territory. Groggers resemble scaly humans with frog- or fish-like heads, webbed hands and feet, and short tails. The most commonly encountered groggers are about the size of trolls, while the more numerous, but more reclusive, 'lesser groggers' are only a little smaller than a human.

Groggers are carnivores and will eat just about any type of flesh, though they seem to have a particular taste for humans. They are also smart enough to realize that humans do not fight well while in the water.

If using the optional rules for capsizing boats (*Gods of Fire*, page 34), whenever a figure in a small boat loses a fight to a grogger and rolls a natural 1–3 on its Move Roll to stay in the small boat, the boat capsizes.

Groggers will also attempt to drown their prey. If a figure activates while in deep water and in combat with a grogger, it receives a -2 to its Swimming Roll.

Groggers are amphibious, but spend most of their time underwater, and are both slower and less agile on land. This is represented by their split Move stat – the first number is their Move when in water, the second is for when they are on land. If they are in water at the start of an action, they use the first stat.

Grogger						
M	F	S	A	W	H	Notes
6/4	+4	+0	12	+2	16	Amphibious, Large, Powerful (treat as using a two-handed weapon), Attempt to Capsize, Attempt to Drown

Lesser Grogger						
M	F	S	A	W	H	Notes
6/4	+2	+0	11	+2	12	Amphibious, Attempt to Capsize, Attempt to Drown



Lentreon

The Lentreon are a sentient species of that live in some of the rocky mountains within the Ghost Archipelago. With the lower body and legs of a big cat and the upper body of a human, the Lentreon resemble feline versions of the centaurs found in Drichean legends. They are a primitive people but display a talent for the construction of simple tools and the working of wood and leather.

Thanks to their natural claws, a Lentreon is never considered to be unarmed and always uses the stats below, regardless of whether it is empty-handed or equipped with the stone-tipped spear and hide-covered shield typically carried into battle.

Lentreon are extremely stealthy hunters, skilled at making use of whatever cover is available. No figure may draw line of sight to a Lentreon if it is behind cover and more than 16" away.

Despite their awkward-looking form, Lentreon are skilled climbers and capable of jumping or falling considerable distances. When determining falling damage for a Lentreon, subtract 2" from any distance fallen (so, a Lentreon can fall 5" before it takes any damage).

In battle, Lentreon suffer from a nearly uncontrollable bloodlust – they will never push back a figure if they win combat (this rule is generally only relevant if a Lentreon is a member of a crew).

Lentreon						
M	F	S	A	W	H	Notes
7	+4	+0	10	+4	14	Never Unarmed, Stealthy, Controlled Fall, Never Push Back





UNDEAD

Drichean Revenant

Revenants are a semi-ethereal form of undead that, apparently, can only survive underground. At least, no-one has ever reported seeing one above ground, and it is not known what effect exposure to sunlight would have. In appearance, they look like a shadowy or spectral human, fading away towards the ground. Drichean revenants are blood-drinkers and will temporarily grow in power if they consume fresh blood.

If a Drichean revenant causes damage to any living (i.e. non-undead) creature, it gains +1 Fight, +1 Armour, +4 Will, and does +2 damage for the rest of the game.

Because they are semi-ethereal, revenants can pass through solid objects. They are also partially immune to non-magic weapons.

Whenever a revenant is damaged by a non-magic weapon, the damage they take is halved, rounded down.

Dricheans have many legends about revenants and are especially fearful of them, seeing in them their own potential future. All Dricheans receive -1 Fight when in combat with a Drichean revenant.

Drichean Revenant						
M	F	S	A	W	H	Notes
6	+2	+0	12	+0	10	Undead, Semi-Ethereal, Blood-Drinker, Partially Immune to Non-Magic Weapons, Feared by Dricheans



Will-o'-the-Wisp

Glowing balls of phantasmal energy said to lure men to their deaths, will-o'-the-wisps are nearly impossible to study or classify, and no-one knows if they possess a spark of sentience or are simply a magical effect that occasionally mimics intelligence. Either way, they are extremely dangerous, and best avoided if possible.

Will-o'-the-wisps do not follow the usual rules for uncontrolled creatures – they do not activate, never take actions, and never force combat. A figure may attack a will-o'-the-wisp as normal.

If a player ever rolls a natural 20 for initiative when a will-o'-the-wisp is on the table, they may move one will-o'-the-wisp up to 6" in any direction, ignoring all terrain for the purposes of this movement. If more than one player rolls a 20, roll again – whichever player rolls highest gets to move it. Will-o'-the-wisps may freely move out of combat.

Any figure that activates while within 10" and in line of sight of a will-o'-the-wisp must make a Will Roll with a Target Number of 16. A failure means that the figure must use one action to move directly towards the will-o'-the-wisp. The figure's activation then ends. This movement must be made, even if it causes the figure to fall, enter deep water, walk through fire, etc. A figure need only test for the nearest will-o'-the-wisp, even if within 10" of more than one.

Will-o'-the-Wisp						
M	F	S	A	W	H	Notes
6	+5	+0	20	+20	1	Undead, Flying, Ethereal, Immune to Normal Weapons, Immune to Critical Hits, Immune to Poison, Never Activates, Player-Controlled Movement



TALES OF THE LOST ISLES



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