

FROSTGRAVE
**GHOST
ARCHIPELAGO**
LOST COLOSSUS



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FROSTGRAVE
**GHOST
ARCHIPELAGO**
FANTASY WARGAMES IN THE LOST ISLES

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CHAPTER ONE

INTRODUCTION

Welcome to *Lost Colossus*, the first supplement for *Frostgrave: Ghost Archipelago*. In these pages you'll find a ten-scenario campaign that will send your Heritors travelling around the Isles in search of the pieces of an ancient statue that hold clues to the location of the Crystal Pool. While it is possible to play these scenarios as standalone adventures, the campaign has been designed to tell one continuous story, and there are rules for how 'winning' one scenario will give the player a slight advantage in the next, and even, in some cases, choose the next scenario that will be played.

In the introduction for the main rulebook, I called *Ghost Archipelago* a 'narrative wargame', and it is my hope that this supplement demonstrates that philosophy and gives players an example of how to construct a larger story with each game that they play. I have found that the more I focus on this overarching narrative aspect in my own games, the more I enjoy each one I play, win or lose, and the more I enjoy other aspects of the hobby as well – painting, modelling, scenario writing etc.. I hope you will find the same.

Most of the scenarios in this book call for rather specific pieces of terrain – namely, the pieces of the Colossus. I am aware that most people do not have giant stone hands and legs in their terrain collection. Now, if you were looking for an excuse to add these items, here it is! Otherwise, don't worry too much about matching the terrain called for in the set-up exactly. All of the dimensions given are approximations, and rarely will a couple of inches here and there in the size of a terrain piece make much difference. Additionally, it doesn't really matter if that stone bridge across the river is a perfectly modelled ruin of a giant stone leg, or if it is a roll of tinfoil. As long

as the players have a decent imagination there is still plenty of fun to be had with more mundane scenery.

Along with the scenarios, this book also contains a couple of new specialist crewmen to aid your Heritors on their explorations, a load of new monsters to fight, and a new table filled with wondrous new treasure to find. Also included is a new, expanded system for magic arms and armour which vastly increases the variety of items that can be found. I think this is one area of the main rulebook that probably didn't get as much attention as it deserved.

Finally, I just want to reiterate something I've said before: all of the rules and scenarios presented here are just ideas. Players are encouraged to change them to their hearts' content, just so long as everyone involved in a game or campaign are in agreement. There is really only one way to play *Ghost Archipelago* wrong, and that is to not have fun.

If you are enjoying *Ghost Archipelago* and would like to hear more about the game and see what other players are up to, join us on the *Frostgrave: Ghost Archipelago* Facebook page, on the *Frostgrave* page at the Lead Adventure Forum, and follow my personal ramblings on my blog: therenaissancetroll.blogspot.co.uk.



CHAPTER TWO

THE CAMPAIGN

Long ago, the great Colossus of Argantheon stood upon one of the outer islands. Its body was engraved with the stories of the Lost Isles, and its vast, outstretched arm pointed the way to the Crystal Pool. Or so the ancient texts claim. Then, during some forgotten war, the Colossus was shattered, and its parts flung across the Archipelago to lie in ruin. Until now.

A crew of cutthroats has recently returned from the Lost Isles and claims to have seen the great plinth upon which the Colossus once stood. Using this as a starting point, it might just be possible to follow the trail of destruction and find all of the missing pieces. Although broken and scattered, and weathered by millennia of rain and heat, the Colossus might still contain clues to the location of the Crystal Pool.





PLAYING THE CAMPAIGN

The Lost Colossus campaign is a series of ten adventures designed to be played by 2–4 players. Each scenario should only be played once, and all players should participate in each scenario if possible. This campaign uses all of the campaign rules from the core rulebook, including experience and finding and spending treasure. However, the treasures recovered during this campaign represent not only loot and magic items, but also the knowledge the crew has gained from their explorations of the Colossus' ruins.

Unlike normal campaigns, where scenarios are rolled randomly, or decided upon by the players, the Lost Colossus campaign is designed to be played in a

specific order. Players should start with Scenario 1 and proceed sequentially, unless instructed to do otherwise. Also, because the hunt for the Colossus is essentially a race around the Archipelago, it is possible for one crew to get ahead in that race. Within the campaign, this is referred to as ‘**gaining the Advantage**’. Players can gain the Advantage in the campaign by accomplishing specific things during a scenario – usually capturing the central treasure. A player with the Advantage will sometimes have the ability to dictate which scenario is played next, and will often get some small bonus in the next scenario. In this way, the scenarios are truly linked into one narrative.

By the time the players reach Scenario Ten they should have a hardened crew of explorers, ready to face the final challenge of the Lost Colossus, and potentially gain a major step forward in their search for the Crystal Pool.



SCENARIO ONE

THE PLINTH

The search for the Lost Colossus can begin in only one place, the grand plinth upon which the statue once stood. Thankfully, the plinth is located on one of the more stable outlying islands, which can usually be located with little difficulty. It is said that from the top of the plinth, other parts of the Colossus are visible. If you can be the first to reach the top of the plinth and get a fix on those other pieces, it will give you a significant advantage in piecing together the secrets of the Colossus. Unfortunately, there are rumours that the plinth has recently become an outpost for the snake-men...

Set-Up

In the centre of the table place a flat-topped building to serve as the plinth. This building should be approximately 10” square and about 6” high. This building should have one door. The location of this door should be determined at random after all of the crews have been set up on the table. The top of the plinth should be mostly bare, except for a trap door that leads to the stairs inside (see below). The rest of the table should be covered in a dense mixture of vegetation, rocks, and other small bits of ruin.

Two [snake-man hunters](#) should be placed on the top of the plinth, standing in opposite corners. Increase this number to three if there are three players, four if there are four players, and so on. A [snake-man warrior](#) should be placed in front of the plinth door.

Next to the main board, there should be a small 10x10” table representing the inside of the plinth building. This table should contain a staircase that leads onto the roof, and a scattering of fallen rocks and other rubble. Place a pair of snake-man warriors on this table about 4” from the door. Place the central treasure in the centre of this room.

Finally, players should each place two treasures on the board, following the standard rules for placing treasure, with the exception that none of these treasures should be on, or in, the plinth.

Special Rules

To enter the plinth, the players must break through either the main door in the side of the plinth building or the trapdoor on the top. From the inside, the trapdoor can be opened as a free action. A figure that is adjacent to either the door or trapdoor and not in combat or within 1” of an enemy figure may attempt to break down the door. The figure must spend an action to make a Fight Stat Roll with a Target Number of 14. If successful, the door has been broken in and is considered open for the rest of the game.

The interior walls of the plinth are covered in the lost language of the Colossus’ builders. A Warden who is within 1” of the walls and not in combat or within 1” of an enemy figure may spend an action to copy down

this script, gaining experience as noted below.

The first player to have his Warden or Heritor on top of the plinth at the beginning of a turn in which there are no opposing figures on the top (either snake-men or rival crewmembers) has gained the Advantage in the campaign.

The snake-men that begin the game on the table follow the standard rules for uncontrolled creatures, except that they will never make a random move. If ever called upon to do so, they will end their turn instead. If using random encounters in this scenario, do not roll on the random encounter table. Instead, any encounter will consist of a snake-man warrior.

Treasure and Experience

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

- +20 experience points for gaining the Advantage.
- +5 experience points for each snake-man killed by a Heritor or his crew.
- +10 experience points for each door or trap door broken open by a Heritor or his crew.

Wardens can also gain bonus experience in this scenario.

- +20 experience points for any Warden that copies the text off the inside walls of the plinth.

Gaining the Advantage

The player who gained the Advantage in this scenario may choose to play either Scenario Two or Scenario Three next.

SCENARIO TWO THE BROKEN HAND

From the top of the plinth, you spied the hand. It lay less than a mile away, atop a rocky precipice in the centre of the same island. Most of the fingers had broken off, but one still pointed skyward, while the thumb jutted out to the side. Around the hand, small dark specks glided through the air, but whether they were birds, or some other creature, it was impossible to say. Between the plinth and the precipice was a thick carpet of dark green jungle. It is going to be a hard journey, but the race to discover the secrets of the Colossus has begun...

Set-Up

This scenario features a high, rocky precipice, around 10" tall, 10" wide and 4–6" deep. This precipice should be centred on one table edge. The ruins of a giant hand should be placed on top of the precipice. Six glider snakes begin the game on the top of the precipice. The rest of the table should be crowded with jungle terrain as per a standard game of *Ghost Archipelago*.

Place the central treasure adjacent to the hand, on top of the precipice. Players should then take turns placing two treasures each. These treasures follow the standard rules for treasure placement, except that each crew must place one of these treasures within 6" of the base of the precipice and no closer than 8" to the edge of the table.

The starting placement of the crews for this scenario varies slightly depending on the number of players. In a two-player game, instead of selecting table sides, the players should select between the two corners adjacent to the table side opposite the precipice, and set up all members of their crew within 8" of their chosen corner. In a three-player game, two crews should set up as above, but within 6" of the corners, while the third crew must set up within 8" of the centre point of the table edge opposite the precipice. In a four-player game, which needs to be played on a table at least 3x3', two crews begin the game on the table edge opposite the precipice. Each of these crews must set up all of their figures within 3" of a point 10" from one corner. The two remaining crews set up their figures on opposite sides of the two remaining table edges within 3" of a point 6" in from the corner of the non-precipice side of the table. Players may need to modify the crew set-up slightly depending on the size of the table.

After all of the crews have been set up, but before the players roll for initiative on the first turn, the player with the Advantage may activate up to two figures. These figures may take any two actions as normal, except that they may not move into combat, make a shooting attack, or cast any spell that generates an attack roll.

Special Rules

There are numerous vines and ancient rope ladders hanging down the sides of the precipice. Any figure that wishes to climb the precipice may declare that they are using one of these to climb. If they do, they climb at their full rate of movement. However, before they move each turn, they must roll a die. On a roll of 1, the vine or ladder snaps. The figure falls to the ground, taking damage as normal, and their activation ends immediately. This is true even if the figure is still on the ground when they attempt to climb. Alternatively, figures may climb the precipice normally, at half their movement rate, but do not have to roll for falling. A figure on the precipice may switch methods of climbing between turns.

The glider snakes atop the precipice will not take any actions until a figure is on the precipice. At this point, one glider snake will move directly towards the closest crewmember, attacking if possible. Further glider snakes will move to attack the next closest crewmember, and so on until there are no glider snakes or crewmembers left. A glider snake will never move into combat with a crewmember who is already in combat with a glider snake. Glider snakes will never make a random move. If ever called upon to do so, they will move back to the top of the precipice by the shortest route possible.

Any crewmember that loses a fight while climbing the precipice must make a Move Roll with a Target Number of 10 or fall to the ground.

No figure may exit the table from the top of the precipice, even if it is adjacent to the table edge.



Treasure and Experience

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

- +20 experience points for any Heritor who stands on top of the precipice at any point during the game.

Wardens can also gain bonus experience in this scenario

- +20 experience points for any Warden who stands on top of the precipice at any point during the game.

Gaining the Advantage

Whichever player secures the central treasure in this scenario has gained the Advantage. If you have not yet played Scenario Three, do so now. Otherwise, proceed to Scenario Four.

SCENARIO THREE THE BRIDGE OF TEARS

From the top of the plinth, you could see the precipice with the hand in one direction. In the opposite, on a nearby island, you could just make out a large river and a large stone bridge crossing over it. As you stared, however, you realized that it wasn't really a bridge, but the long, broken leg of the Colossus!

Set-Up

A large river, around 8" wide, should run down the middle of the table, cutting the table into two, roughly equal parts. In the centre of the table a large stone bridge (the Colossus' leg), about 4" wide, should span the river.

The rest of the board should be covered in jungle, rocks, and small ruins.

Place the central treasure in the middle of the bridge. Place the rest of the treasures following the normal rules for treasure placement.

Place two octopikes (Rulebook, page 139) in the river, one on either side of the bridge.

Before players place their figures on the table, they have a choice to make. Each player is allowed to bring one small boat to this scenario should they wish, and should note down in secret if they are taking this option and, if so, which figures will be in it.

If only two players are playing this scenario, they should start on the two table edges that are cut in half by the river, with their small boat in the river on their edge. If there are three players, they should all start on separate table edges, but everyone must set up their figures on the same side of the river. The player with the Advantage then gets to choose which end of the river to place his small boat. The two other players must roll randomly for their boats. For four players, select table edges as normal. Again, the player with the advantage should choose which end of the river to place his boat, while all other players roll randomly.

Before play begins, the player with the Advantage may move his small boat up to 6”.

Special Rules

Along with essentially being a big cylinder, the bridge is wet and slimy, and thus very tricky to stand on. Whenever a figure makes a move that ends on the bridge, he must make a Move Roll with a Target Number of 10. If he fails, he falls into the water at the closest point.

The river counts as deep water. Any figure may attempt to climb onto the bridge from the water or from a small boat, by making a Fight Stat Roll with a Target Number of 14. If the figure fails, its activation ends immediately, with no other ill effects.

Small boats may not pass under the bridge; figures may, however, swim under it.

Treasure and Experience

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

- +10 experience points for any Heritor who stands on the bridge.
- +10 experience points for each octopike killed by the Heritor or his crew.

Gaining the Advantage

The player who secured the central treasure has gained the Advantage. Proceed to Scenario Four.

SCENARIO FOUR DEATH'S GARDEN

It took several days of tense negotiation, and no small amount of treasure, to convince the natives to reveal the location of the Colossus' torso. Every night, as dusk approaches, a small group of firejackets can be seen flitting and flaming around the lush foliage that has grown atop the gigantic chest. They are dangerous creatures, and it is strange that they should congregate in the same place every night, but the clues that can be discovered must be worth the risk!

Set-Up

The centre of the table should contain a raised plateau around 14" square, with steep sides about 6" high all around it. There should be several fallen trees which form 'bridges' from the ground to the top of the plateau and several more areas of thick vines trailing down the sides. The rest of the table should be covered in thick vegetation.

Place the central treasure as normal for this scenario. Each player should

then place two additional treasures on the table, with the requirement that one of those two treasures must be placed atop of the plateau. Once all of the treasures have been placed, one **mantrap** should be placed next to each treasure on the plateau. Furthermore, each player should place one additional mantrap on top of the plateau, at least 2” away from any other mantrap.

Finally, place four **firejackets** on the table. One firejacket should be placed 4” from each corner of the plateau, on a line running to the nearest table corner.

Crews should set up as normal for this scenario. After all of the crews have been set up, but before the players roll for initiative on the first turn, the player with the Advantage may activate up to two figures. These figures may take any two actions as normal, except that they may not move into combat, make a shooting attack, or cast any spell that generates an attack roll.



Special Rules

Do not roll for random encounters in this scenario. Instead, if any player rolls an unmodified 1–2 on their initiative roll, they may immediately place one mantrap on the table. This creature may be placed anywhere, provided it is no

closer than 3” to any other figure. If a player rolls an unmodified 3–4 on their initiative roll, they may immediately place one firejacket on the table. This creature may be placed anywhere, provided it is no closer than 6” to any other crew member.

Because this scenario takes place at dusk, the maximum line of sight for this scenario is 16”. There is one exception to this. Any figure may draw line of sight to a firejacket up to 24”.

The central treasure in this scenario is partially buried under a thick tangle of vegetation and may not be moved. Any figure adjacent to the treasure may spend an action to attempt to pick up the treasure; however, this figure must first make a Fight Stat Roll with a Target Number of 12. If the figure fails, the treasure remains where it is, and the action is lost.

Treasure and Experience

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

- +5 experience points for each mantrap or firejacket killed by a Heritor or his crew.

Wardens can also gain bonus experience in this scenario

- +10 experience points for any Warden who was in combat with either a firejacket or mantrap during the scenario.

Gaining the Advantage

The player who secures the central treasure has gained the Advantage in the campaign, and may choose to play either Scenario Five or Scenario Six next.

SCENARIO FIVE ROLLING THUNDER

From this distance, the leg looks like nothing more than a giant fragment of heavy stone wall sitting at the top of the hill, surrounded by small trees and covered in tangled vines. Yet, as the crew struggles closer, fighting up the slope through the thick jungle, they begin to see the curvature at the top and bottom, and the large knob in the middle that was once a knee. Little do they know that they are walking into a trap...

Set-Up

Place the leg parallel to one table edge, about 4" in from the edge. The leg should be about 14" long and about 4" high. The rest of the table should be covered in dense vegetation and rocks.

The set-up of the crews for this game varies slightly depending on the number of players. In a two-player game, instead of selecting table sides, the players should select between the two corners adjacent to the table side opposite the leg. Players should place all of the members of their crew within 8" of that corner. In a three-player game, two crews should set up in the corners, but must begin with 6" of the corners, while the third crew must set up within 8" of the centre point of the table edge opposite the leg. In a four-player game, two crews begin the game on the table edge opposite the leg. Each of these crews must set up all of their figures within 3" of a point 10" from one corner. The two remaining crews set up their figures on opposite sides of the two remaining table edges within 3" of a point 6" in from the corner of the non-leg side of the table.

All treasure in this scenario should be placed on a line running down the centre of the table, bisecting the leg. The central treasure should be placed on top of the leg. Two treasures for each player should then be placed along this line. The first 3" further down the line from the central treasure, the second 6" further down, the third 9", and so on. Players may need to modify the set-up of crews and treasure slightly depending on table size.

After all of the crews have been set up, but before the players roll for initiative on the first turn, the player with the Advantage may activate up to two figures. These figures may take any two actions as normal, except that they may not move into combat, make a shooting attack, or cast any spell that generates an attack roll.



Special Rules

The entire table represents the slope of a hillside. Due to the difficulty in moving across this uneven terrain, all figures have -1 Move for the game, unless they have some ability that lets them climb without penalty.

At the end of the second turn a [snake-man priest](#) and two [snake-man warriors](#) move 2" onto the table from a randomly determined corner. In every creature phase after the second turn, when the snake-men activate, the priest will attempt to use his magic to tear away the plants that are holding the leg in place. If the priest is not in combat, roll a die and add the current turn (e.g. if the priest rolls a 13 and it is the third turn, the total is 16). If the total is 15+, the magic has been successful and the leg begins to roll. Once this happens, the snake-men will use their next activation to leave the table. The warriors will never take any action except to fight if they are in combat or to force combat with anyone who attempts to move into combat with the priest.

Once the leg is rolling, it will move 6" at the end of each turn. It will move directly down the line upon which the treasures were placed. The leg always moves in a straight line, ignoring all terrain and figures. If the leg moves into

contact with any figure, make an immediate +8 attack against the figure. If the figure survives, it is tossed 6" in a random direction. If the leg moves into contact with a Heritor with either the Leap or Wraithwalk abilities the Heritor may attempt to utilize one of these abilities. If successful, the Heritor remains in the same spot, but does not suffer the attack. Any figures standing on top of the leg when it starts to roll, must make a Move Roll with a Target Number of 16. If they succeed, place the figure at the closest point on the ground behind the leg. If they fail, they are run over and suffer the attack as above.

Treasures do not move if the leg rolls over them, including the central treasure, which simply drops off the leg at the point it started. Figures bowled over by the leg while carrying treasure drop it at the point they were standing when hit by the leg.

No figure may move onto the leg once it starts rolling.

Treasure and Experience

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

- +10 experience points if the Heritor is on the table when the leg starts to roll.
- +10 experience points for each snake-man warrior killed by the Heritor or his crew.
- +25 experience points if the Heritor or his crew kills the snake-man priest.

Gaining the Advantage

The player who secures the central treasure gains the Advantage in the campaign. Players should proceed to Scenario Six if they haven't already played that scenario. Otherwise, proceed to Scenario Seven.

SCENARIO SIX

THE STANDING EYE

Millennia must have passed since this ancient city fell. Now what ruins remain are completely covered in vines and creepers, creating weird mounds and humps in the jungle landscape. However, as your crew ventures deeper into the city, the vegetation becomes less thick, and ancient columns and walls poke through the greenery. Then, the ruins of some once-great temple appear in front of you, and there, in the midst of the broken walls, the eye of the Colossus sits atop a rough pile of stone, staring up at the sky above...

Set-Up

A stone pile or monolith should be placed in the centre of the table to represent the pile of stones topped by the eye. The rest of the table should be crowded with a mixture of ruins and vegetation.

Place the central treasure on top of the pile of stones. The other treasures should be placed on the table as normal.

The [Ancient Guardian](#) starts the game adjacent to the pile of stones.

Players should set up their crews on the board following the standard rules.

Special Rules

Any time a figure attempts to activate while within 6" and line of sight of the eye, it must first make a Will Roll with a Target Number of 12. If it fails, it receives a maximum of one action. If the player has the Advantage, all of his figures receive +2 to this roll.

The old temple complex is filled with ancient and deadly traps. Whenever a player rolls a natural 1 or 2 for initiative, they may nominate any figure on the board and make an immediate +0 shooting attack against that figure.



Treasure and Experience

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

- +10 experience points if the Heritor is ever in base contact with the eye.
- +50 experience points if the Heritor or his crew kills the Ancient Guardian.

Wardens can also gain bonus experience in this scenario

- +10 experience points if the Warden is ever in base contact with the eye.

Gaining the Advantage

The crew that secures the central treasure has gained the Advantage. The players should now play Scenario Five if they have not yet done so. Otherwise, proceed to Scenario Seven.

SCENARIO SEVEN THE RING OF FIVE

During the incident with the leg, one of your crew discovered an old leather map which, if your Warden successfully deciphered the runes, seems to point to another piece of the Colossus. Admittedly, finding the map seems like a rather convenient coincidence, but you can't afford to ignore any possible clues. Plus, the map makes reference to a powerful, ancient weapon that can also be found nearby...

Set-Up

In the middle of the table, place five standing stones (actually the toes of the Colossus), forming a crude circle about 10" in diameter. The area inside the

circle should be completely clear. The rest of the table should be covered in thick foliage and rocks.

The central treasure should be placed in its normal spot, which should be roughly in the centre of the circle of stones. Other treasures are placed as normal.

Crews set up as normal for this scenario.

After all of the crews have set up, but before players roll for initiative on the first turn, the player with the Advantage may move up to 2 of the standing stones up to 4" in any direction, provided that no stone is closer than 2" to any other stone.

Special Rules

The central treasure has been partially buried in the ground and is difficult to pick up. A figure standing adjacent to the treasure, with no enemy figures within 1", may spend an action to dig the treasure out. After this has been done, the treasure may be picked up as normal. Alternatively, the figure can spend an action and make Fight Stat Roll with a Target Number of 16. If successful, the figure has picked up the central treasure without having to spend an action digging.

The standing stones resonate with magical power. Any Warden who attempts to cast a spell while standing within 1" of one of the stones gains +2 to their Casting Roll. Furthermore, a Warden may spend an action to read the runes on a toe.

During the creature phase of the third turn, snake-men launch an ambush. Place one [snake-man warrior](#) and one [snake-man hunter](#) at the centre point of each of the four table edges. Increase this to two snake-man warriors and one snake-man hunter if there are more than two players. These snake-men will activate immediately in the same turn. These snake-men follow the standard rules for uncontrolled creatures, except, should they be called upon to make a random move, they will instead make a move directly toward the central treasure (wherever that is currently located). If the central treasure is not on the table, they will make a random move as normal.

Treasure and Experience

Do not roll on the treasure table for the central treasure. Instead the crew that recovers this treasure gains the [Night Spear](#). Other treasure is gained as normal for this scenario. Experience is gained as normal for this scenario, with the following additions:

- +5 experience points for each snake-man killed by a Heritor or his Crew.

Wardens can also gain bonus experience in this scenario

- +10 experience points for reading the runes off a toe. This reward can be earned once for each toe.

Gaining the Advantage

The player whose Warden gained the most experience for reading runes gains the Advantage in the campaign. In the case of a tie, whichever player secured the most treasure gains the Advantage. If this still results in a tie, no player gains the Advantage, and the players should move on to Scenario Eight. Otherwise, the player who gains the advantage may choose to next play either Scenario Eight or Scenario Nine next.



SCENARIO EIGHT

THE HAND OF GLORY

Back in the safety of your ship, your Warden studied the writings from the toes and reached a startling conclusion. While most of the script that covered those weathered stones was from the ancient days of the Colossus, some of it came from much more recent times. These markings give crude directions to other parts of the Colossus: a hand and a large chunk of the head. Together those could be the last pieces you need to figure out this ancient puzzle.

Deciding to pursue the hand, you sail your ship up a narrow strait between two large islands, finally reaching a peaceful lagoon. From there you take the boats upriver, and finally proceed on foot through the thick jungle. After several hours of travel, you spy the mighty hand. The hand sits high above the ground, the fingers pointing skyward. The hand is held aloft by a tangle of trees, while the forearm runs like a broken stairway down to the ground.

It's all just a little too quiet...

Set-Up

Place the hand in the centre of the table. It should be around 8” off the ground, resting on top of stout trees. The forearm should slope at a gentle angle to the ground. The rest of the table should be covered in rocks and thick vegetation.

The central treasure should be placed in the palm of the hand. The other treasures should be placed on the board as normal, except that all treasures must be within 10” of the hand or arm. Place one [thornspitter](#) adjacent to each treasure except the central treasure.

Crews should set up as normal for this scenario.

After the crews have been placed, but before initiative has been rolled for the first turn, the player who has the Advantage may remove one thornspitter of his choice from the table.

Special Rules

Figures can move up the arm with no movement penalty. Otherwise, they may climb up the trees supporting the hand following the normal rules for climbing. As soon as the first crewmember sets foot upon the hand (not the arm), place one [goliath scorpion](#) at the base of the arm. This creature will activate in the next creature phase as normal. If this creature is ever called upon to make a random move, it will instead move directly toward the central treasure, wherever it is currently located.

Treasure and Experience

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

- +20 experience points for the first Heritor to set foot on the hand.
- +5 experience points for each thornspitter killed by the Heritor or his crew.
- +20 experience points if the Heritor or his crew kills the goliath

scorpion.

Gaining the Advantage

The crew that secures the central treasure has gained the Advantage in the campaign. The players should now play Scenario Nine if they have not yet done so. Otherwise, they should play Scenario Ten.

SCENARIO NINE THE DRAGON-BULL

The clues have led you to a seemingly barren island, crowded with rocky hills and low, tough scrub. Apart from small lizards and parched bones, there is little sign of life, and it seems unlikely that anyone before you has ever come here. It is a long, sweaty hike to the centre of the island, where you look down into a rocky cleft. There, lying in the shelter of the rock, half of the face of the great Colossus sits on its side in the dirt, gazing out with its one lifeless eye...

Set-Up

Place the great face of the Colossus in the centre of the table. This should essentially be a hill at least 8" in diameter. The rest of the table should be covered in rocks and scrub.

Do not place the central treasure at the start of the game. Place the rest of the treasures as normal with the provision that all treasures must be placed within 8" of the face.

Crews should set up as normal.

Special Rules

At the end of the second turn, a [dragon-bull](#) climbs up from its lair beneath

the face. The dragon-bull should be placed adjacent to the face at a randomly determined point. The players should mark this point as the entrance to the lair.

At any time after the dragon-bull appears, any figure that is adjacent to the lair's entrance, and not within 1" of an enemy figure, may spend an action to make a Move Roll with a Target Number of 18. If successful, the figure has pulled the treasure out from the dragon-bull's lair. Immediately place the central treasure on the ground next to the entrance. If the roll is failed, nothing happens.

If either player rolls a natural 20 for their initiative roll on any turn, a dust storm kicks up. For the rest of the game the maximum line of sight is reduced to 12".



Treasure and Experience

The player who secures the central treasure gains a bonus 100gc in addition to whatever is rolled on the treasure table. Other treasure is gained as normal for this scenario. Experience is gained as normal for this scenario, with the following additions:

- +20 experience points for any Heritor that is ever in combat with the dragon-bull.
- +20 experience points if the Heritor or his crew pulls the central treasure out from the dragon-bull's lair.
- +30 experience points if the Heritor or his crew kills the dragon-bull.
- +5 experience points if the Heritor is on the board when the dust storm hits.

Gaining the Advantage

The crew that secures the central treasure has gained the Advantage in the campaign. The players should now play Scenario Eight if they have not yet done so. Otherwise, they should play Scenario Ten.

SCENARIO TEN THE HEART OF GOLD

Although it took months of trekking, fighting, and exploring, your Warden finally pieced together the various clues to the Colossus and made a startling discovery. Deep inside that great stone statue there was a heart of gold, a heart that contained the true secrets to the location of the Crystal Pool. Even more fortunate, by drawing together the spell fragments from the various pieces of the Colossus, your Warden was able to fashion a spell which revealed the location of the golden heart.

You guided your ship as close as possible, before the channels between islands grew too shallow. Taking to the boats, you pushed on. Then, just as your Warden said you were drawing close, a deep fog bank, suffused with an ancient magic power, rolled across your path. In seconds, the boats were separated, and even the Warden had lost all sense of direction.

Then, as quickly as it had come, the fog dissipated, revealing an island temple...

Set-Up

Most of the table is covered in deep water. In the centre of the table is an island, about 12” in diameter, upon which sits an open temple. Connected to this island by small wooden bridges are six small islands, radiating from the central island like spokes on a wheel. Each of these islands contains a small redoubt or other fortification facing outward.

Two [hemata](#) and [Skarak, Protector of the Golden Heart](#), should be placed inside the temple. One [snake-man hunter](#) should be placed within the redoubts on the six smaller islands.

The central treasure, the golden heart, should be placed in the centre of the table. One additional treasure should be placed inside each of the redoubts (this is regardless of the number of players).

Crews do not begin the game on the table – see the Special Rules below.

Special Rules

Each crew is allowed to take up to three small boats for this scenario. The crew may be divided amongst the boats in any fashion the player wishes.

Before the start of the first turn, each player should roll a direction die, and place one of their small boats, of their choice, at that point on the table edge. The first turn then proceeds as normal with only the figures on the table having the chance to activate.

Before the start of the second turn, each player should roll a direction die for each remaining small boat they have, and place that small boat at the corresponding spot along the table edge. The player that has the Advantage may choose to place one boat wherever he wishes on the table edge instead of rolling randomly on this turn. The turn then proceeds as normal.

Players should keep track of turns in this scenario. At the end of the fourth turn, if Skarak is still on the board, a sea serpent (Rulebook, page 139) enters the table from one randomly determined table edge. This sea serpent follows

the normal rules for uncontrolled creatures, except, if it is called upon to make a random move, it will move directly towards the central treasure (wherever it currently is on the board) if possible. If the central treasure is no longer on the board, it will make a random move as normal.

Treasure and Experience

Instead of rolling for the central treasure as normal after the game, the Heritor whose crew secures it receives a bonus +50 experience points and may choose any three map stones (Rulebook, page 81) he wishes. For each regular treasure secured, the Heritor receives +50 experience points (instead of the normal +40) and an extra 25gc on top of whatever is rolled on the treasure table. Otherwise, Heritors gain experience as normal with the following additions:

- +5 experience points for each snake-man hunter killed by a Heritor or his crew.
- +20 experience points for each hemata killed by a Heritor or his crew
- +30 experience points if the Heritor or his crew kills Skarak
- +50 experience points if the Heritor or his crew kills the sea serpent.

Gaining the Advantage

The player who secures the central treasure in this scenario has essentially won the campaign and should have a good head-start on his search for the Crystal Pool!





CHAPTER THREE

NEW SPECIALIST CREWMEN

While most specialist crewmen that join Heritor expeditions are dedicated fighters or masters of other trades, few are sailors. There are a couple of exceptions, however, two of which are presented here. Both the bosun and the topman are different from most specialist crewmen in that they may take the place of a standard crewmen. Thus, it is possible to have a crew that consists of a bosun, a topman, four other specialist crewman, and up to two standard crewmen.

Both of these crewman can be hired when creating a crew. Otherwise, it is only possible to hire a bosun or topman while on the mainland. If a bosun or topman is killed, they may be replaced by a standard crewman as normal.



Bosun

The bosun, or ‘boatswain’, is the crewman in charge of the ship’s deck. He is a master sailor who knows every rope and plank and who is tasked with keeping the rest of the sailors in line. He is also in charge of the ship’s boats and will usually accompany any expedition that involves taking them out into the Archipelago.

While a bosun is in a small boat, he fights as though wielding a two-handed weapon (an oar). Additionally, any small boat that holds a bosun gains +1” of movement (to a maximum of 7”).

Such is the respect held for the bosun by the common sailors, any standard crewmen within 6” and line of sight to the bosun receives +1 to any Will Roll.

A crew many never include more than one bosun.

Specialist	M	F	S	A	W	H	Cost	Notes
Bosun	6	+2	+0	10	+3	12	75gc	Hand Weapon, Two-Handed Weapon (while in a small boat), Increased Small Boat Movement, Respect of the Crew

Topman

‘Topman’ is an honorific amongst the sailors of the Lost Isles. It is given to any crewman who is especially nimble and fearless when climbing and working the high ropes at the top of the mast. Such skills are often desirable in the Heritor’s expeditions, and a talented topman can be worth their weight in gold.

A topman never suffers a movement penalty for climbing and receives +5 to any Stat Roll that is made for the purpose of climbing. Furthermore, any time a topman falls, treat the distances as 2” less than it actually is for the purpose of determining damage (so, if a topman falls 5” this is treated as 3”

and the topman takes no damage).

The topman always carries a length of rope (see [New Treasure](#)).

A crew may never include more than one topman.

Specialist	M	F	S	A	W	H	Cost	Notes
Topman	7	+2	+0	10	+0	12	75gc	Dagger, Rope, Expert Climber, Reduced Fall





CHAPTER FOUR

SNAKE-MEN

If snake-men have a name for themselves, it is unknown to the world at large. This is partly because their language is nearly impossible for humans to vocalize, but mostly because of their habit of slaughtering anyone who comes too close to their settlements. While most people would hesitate to call an entire race 'evil', the snake-men are certainly mysterious, violent, remorseless, and commonly practise the bloodiest forms of torture and sacrifice. To call them 'secretive' is to understate the lengths to which they will go to protect their isolation. When the snake-men go to war, they kill indiscriminately, and those that are captured are never seen again.

There are no substantiated reports of snake-man Heritors, although their natural capabilities are so little understood, it might be impossible to identify one even if it were encountered. There are, however, numerous reports of snake-man mages. Some of their mystics seem to practise a form of magic similar to that of Wardens, while others display a more powerful form of blood magic that often requires elaborate ceremonies and blood sacrifice. It is perhaps similar to the Summoning magic that is used in the North but, again, no-one has been able to study it safely for long or at close quarters.

In form, snake-men exhibit as much variety as humans. Their scaly skin is commonly greenish-yellow, but snake-men with red, black, blue, and numerous shades of brown have been reported. In size, they generally stand between 5' and 7' tall, although their hunched posture makes them seem slightly shorter. Various reports also identify strains or tribes of snake-men who have thick snake tails supporting their bodies, rather than the more frequently encountered bipedal types.

Nothing is known of snake-man reproduction. Most theorize that they lay eggs, but no-one has ever seen a nest and survived. For that matter, the entire question of snake-man gender remains a mystery – the few corpses that have been recovered and brought back for study have yielded little clear indication.

Culturally, it is believed that snake-men live in large tribal groups, but whether these are truly independent groupings, or just separate parts of a single Archipelago-spanning empire remains unknown. Certainly, snake-men have not been seen in conflict with each other.

As to whether the bite of a snake-man is venomous, opinion is divided – some explorers claim to have survived being bitten by a snake-man without suffering any significant effects, while others report witnessing the most excruciating agonies. What is accepted as fact, however, is that they nearly always coat their weapons with various poisons. See [here](#) for more on snake-men and poison.

In combat, most snake-men fight in much the same manner as humans, albeit with more inclination to bite their foe, but will often retreat from a battle for extremely unclear reasons, even when they appear to be close to victorious.

Stats for various types of snake-man soldiers can be found in the Bestiary ([here](#)).

Snake-Man Magic

Most snake-man magic is very similar to that employed by Wardens and follows the same rules. There are also a few mages, generally called ‘priests’, who practice a form of blood magic. Although this uses the same basic rules as Warden magic, it encompasses different spells. Some of these spells are presented here. These spells are not intended for use by players, but can be used in creating scenarios or for games where one player is running the game as a ‘games master’.

BLOOD FURY

Snake-Man / 9 / Area Effect

All snake-men on the table gain +1 Fight for the rest of the game. The caster must have killed a sentient creature in either the current or the

preceding turn in order to cast this spell. Multiple castings of this spell have no additional effect.

BLOOD SEEKER KNIFE

Snake-Man / 9 / Line of Sight

The caster makes a +8 magic shooting attack against one figure in line of sight. The target receives no bonuses for cover or intervening terrain. The caster must have killed a sentient creature in either the current or the preceding turn in order to cast this spell.

CALL SEA SERPENT

Snake-Man / 9 / Area Effect

This spell can only be used on a table containing deep water. In the creature phase, three turns after this spell is cast, a sea serpent (Rulebook, page 139) appears at a point in deep water chosen by the caster. If the caster is no longer on the table, the sea serpent does not appear. This sea-serpent follows the standard rules for an uncontrolled creature. The caster suffers 1 point of damage every time this spell is successfully cast.

CALL SNAKE

Snake-Man / 7 / Line of Sight

The caster may place one large snake (Rulebook, page 127) on the table. The snake can be placed anywhere within line of sight of the caster and at least 2" away from any other figure. This large snake will activate in the creature phase and follows all of the rules for uncontrolled creatures. The caster suffers 1 point of damage every time this spell is successfully cast.

CONSTRICT

Snake-Man / 7 / Line of Sight

Make a +4 attack against one figure within line of sight. This figure suffers -3 Armour for this attack (to a minimum of 10). The caster suffers 1 point of damage every time this spell is successfully cast.

DEATH SCREAM

Snake-Man / 9 / Area Effect

All figures of the caster's choosing on the table must make a Will Roll

with a Target Number of 16 or lose their next activation. The caster must have killed a sentient creature in either the current or the preceding turn in order to cast this spell.

RIVER OF FIRE

Snake-Man / 9 / Line of Sight

This spell creates a small river of fire up to 6" long and 1" wide, some part of which must be placed within 2" of the caster. It cannot be placed where a figure is standing, or over any terrain piece, though it can be sized to fit between terrain pieces. The river must run in a straight line. Any figure that moves over the river of fire must make a Move Roll with a Target Number of 16 or else take 5 points of elemental damage. The caster suffers 1 point of damage every time this spell is successfully cast.

STORM OF FANGS

Snake-Man / 9 / Line of Sight

The caster may make a +1 magic poison shooting attack against every figure he chooses within 12" and line of sight. The caster must have killed a sentient creature in either the current or the preceding turn in order to cast this spell.





CHAPTER FIVE

NEW TREASURE

At the end of any Lost Colossus scenario, a player may exchange one roll he is entitled to make on the Treasure Table for a roll on the Lost Colossus Treasure Table. This can include rolls made from securing the Central Treasure, including the optional +2 bonus. All items on the Lost Colossus Treasure Table may be bought and sold as normal, except those without a selling price listed.

This chapter also includes an expanded Weapons and Armour Table which can be used to replace the one found in the main rulebook.



Lost Colossus Treasure Table

Die Roll	Treasure	Selling Price
1	Rope	100gc
2	Herb Pouch	200gc
3	Spelleater Brooch	300gc
4	Amulet of Forethought	250gc
5	Cloak of Animal Invisibility	250gc
6	Wand of Magic Power (2)	350gc
7	Gauntlet of Throwing	250gc
8	Crystals of Air (3)	200gc
9	Swift Oar	250gc
10	Garisol Ring	350gc
11	Crystals of Water (3)	250gc
12	Folding Bridge	200gc
13	Fool's Gold	—

14	Bramble Ring	250gc
15	Bracers of Force	250gc
16	Silver Hook	350gc
17	Offering Bowl	300gc
18	Book of Magic	350gc
19	Ring of Strength	250gc
20+	Map Stone	—

AMULET OF FORETHOUGHT

If this amulet is worn by a Heritor, and that Heritor is on the board, the player gains +3 on all initiative rolls. This bonus only affects the initiative roll as it is compared to other players, and does not change the result on the die for any other occurrences determined by the initiative roll.

BRACERS OF FORCE

A Heritor that utilizes the Fling ability while wearing Bracers of Force may push back his opponent up to 5” instead of the Normal 4”. Additionally, a Heritor who utilizes the Hurl Ability while wearing the bracers increases the maximum range on the shooting attack to 10”.

BRAMBLE RING

Plants will not force combat or make shooting attacks against the wearer of this ring. Once the wearer is in combat with a plant, however, this ring has no effect.

CLOAK OF ANIMAL INVISIBILITY

Once per game, the wearer of this cloak may activate it as a free action at any point during a turn. For the rest of that turn, all uncontrolled animals will ignore this figure. They will not force combat with the figure, nor should this figure be taken into account when determining any uncontrolled creature’s actions.

CRYSTALS OF AIR

These small, clear crystals melt in a person’s mouth and fills their lungs with a breath of fresh air. Any time a figure carrying Crystals of Air takes damage

due to a failed Swimming Roll, they may instead discard one crystal and take no damage. If this treasure is rolled, the player finds 3 crystals. These can be divided amongst the warband in the normal way. A figure may carry up to 3 Crystals of Air in one item slot (a figure carrying 1 or 2 crystals also uses one item slot).

CRYSTALS OF WATER

These small, clear crystals contain a single drop of water. When smashed on the ground, however, they create a deep pool. A figure carrying the crystals may spend an action to discard a crystal, and create a 2" body of deep water anywhere within 6". The pool must be on the ground. If a figure is standing where the pool is created, the player controlling that figure may immediately move it to any safe point on the perimeter of the pool. If this treasure is rolled, the player finds 3 crystals. These can be divided amongst the warband in the normal way. A figure may carry up to 3 Crystals of Water in one item slot (a figure carrying 1 or 2 crystals also uses one item slot).

BOOK OF MAGIC

This ancient tome contains many lost secrets of Warden magic. When found, it may be given to a Warden, who immediately gains 50 experience points. The book is consumed in this process. A book of magic may never be bought.

FOLDING BRIDGE

This item looks like a small piece of wood, about the size of a playing card. A figure carrying this item can spend an action and discard it to create a 2" wide by 6" long wooden bridge. One end of the bridge must be touching the figure that used the item, and both ends must be anchored to the ground or a piece of terrain. It may not be placed on top of any figures. This bridge is a permanent terrain feature.

FOOL'S GOLD

This appears to be a small sack full of gold nuggets, worth 500gc. Closer examination, however, reveals it to be nothing more than worthless rock. Whenever a crew returns to the mainland they may attempt to spend the Fool's Gold. This must be the first activity attempted on the mainland. The Fool's Gold can only be used on one purchase and is consumed in the

process. Any purchase above 500gc can be made with the player supplementing the Fool's Gold with real gold. Roll a die when making the purchase. On a 1–2, their scheme has been discovered. The transaction is not made, but the Fool's Gold and any supplemental real gold is lost, and the crew must immediately leave the mainland and return to the Archipelago. On any other result, the deceit isn't discovered until the crew is safely back at sea.

GAUNTLET OF THROWING

A figure wearing this gauntlet does +1 damage when making a shooting attack with throwing knives.

GARISOL RING

This large ring contains a fire opal whose colours swirl in a strange, mystical pattern. If a Heritor utilizes either the Daze or Burning Eyes ability while wearing this ring, the Target Number for the target's Will Roll to resist is increased to 17 (instead of the normal 16).

HERB POUCH

The Herb Pouch takes up one item slot, but may hold two herbs, essentially allowing a figure to exchange one item slot for two herbs. It may not hold potions.

MAP STONE

Roll on the Map Stone Table (Rulebook, page 81).

OFFERING BOWL

This magic silver bowl, covered in delicate etchings, is really only of use to snake-man priests who practise blood magic. It can be sold to collectors, or it can be destroyed. If it is destroyed, the Heritor immediately gains 30 experience points. The bowl gives +1 to all Casting Rolls for spells which require the caster to have killed a sentient creature.

NIGHT SPEAR

This is a magic hand weapon with +1 Fight, [Armour Piercing](#), and [Executioner](#). Whenever a figure wielding this weapon wins a hand-to-hand combat, regardless of whether or not they do damage, it immediately suffers

1 point of damage. The Night Spear can be sold for 600gc, but can never be purchased.

RING OF STRENGTH

This magic ring gives the wearer +2 to any Fight Stat Rolls (i.e. rolls against Target Numbers, it does not help in combat).

ROPE

Whenever a figure carrying rope is standing at the top of a vertical structure, such as building or cliff-face, it may spend an action to set a rope. Place a marker next to the figure, and a corresponding one on the ground at the base of the structure, to mark the placement of the rope (or use a piece of string). Any figure may now use this rope to climb the structure without suffering any movement penalties. Any figure at the top of the rope may spend an action to cut it. If this is done, remove the rope markers, and any figures on the rope must make a Move Roll with a Target Number of 20. If a figure fails, it falls and takes damage as normal. If it succeeds, it grabs hold of the structure and remains in its current position. A figure carrying rope may only set one rope per game, but always starts the next game with a new rope.

SILVER HOOK

Any figure that has suffered a Lost Fingers or Crushed Arm permanent injury may choose to replace their hand with the Silver Hook. This is the only way the Silver Hook can be used. The Silver Hook does not take up an item slot. A figure with the Silver Hook always counts as armed with a magic dagger; however, the figure may never be armed with a two-handed weapon, a shield, a bow, or crossbow. The Silver Hook is Indestructible. If a figure ever heals the Permanent Injury that allowed him to use the Silver Hook, then the Silver Hook is immediately discarded.

SPELLEATER BROOCH

If a figure wearing this brooch is the target of a spell, it may discard this brooch and cancel the effects of that spell. This must be done after the Warden has made a casting Roll but before any Will Rolls are made.

SWIFT OAR

This magic two-handed weapon can also be used as an oar for a small boat. If a figure equipped with this oar is in a small boat, that boat receives +1” of movement (up to a maximum of 7”)

WAND OF MAGIC POWER (2)

When carried by a Warden, this wand supplies two points of magic power, each of which can be used once per game to increase either a Warden’s Casting Roll or their Will Roll to resist a spell by 1 per point used. These points can be used individually on different rolls, or used together on a single roll.



EXPANDED WEAPONS AND ARMOUR TABLES

The Lost Colossus Weapons and Armour Table is designed to replace the Weapons and Armour Table found in the rulebook, and players should use it whenever they are called upon to roll on that table. This new table greatly

enhances the variety of different weapons and armour that can be found, but players should choose whether or not to use it at the start of their campaign. If using it, a player should roll once on the Lost Colossus Weapons and Armour Table, and then again on the specified sub-table to determine the type and properties of the weapon found.

Lost Colossus Weapons and Armour Table		
Die Roll	Weapon/Armour	Sub-Table
1–2	Throwing Knife	Roll on Throwing Knife Properties Table
3	Dagger	Roll on Melee Weapon Properties Table
4–9	Hand Weapon	Roll on Melee Weapon Properties Table
10–12	Two-Handed Weapon	Roll on Melee Weapon Properties Table
13	Staff	Roll on Melee Weapon Properties Table
14–15	Missile Weapon	Roll on Missile Weapon Properties Table
16–18	Armour	Roll on Armour Properties Table
19–20	Shield	Roll on Shield Properties Table

Throwing Knife Properties Table		
Die Roll	Properties	Selling Price
1–4	Superior Weapon, +1 Damage	80gc
5–7	Superior Weapon, +1 Shoot	120gc
8–9	Magic Weapon, +1 Damage	150gc
10–11	Magic Weapon, +1 Shoot	200gc
12	Magic Weapon, +2 Damage	200gc
13	Magic Weapon, Extremely Light	150gc
14	Magic Weapon, True Flight	150gc
15	Magic Weapon, Counts as Dagger in hand-to-hand combat	150gc

16	Magic Weapon, Venom	150gc
17	Magic Weapon, Boomerang	150gc
18	Magic Weapon, +1 Shoot, Increased Range	150gc
19	Magic Weapon, +1 Shoot, Indestructible	150gc
20	Magic Weapon, Armour Piercing	150gc

Melee Weapon Properties Table		
Die Roll	Properties	Selling Price
1–2	Superior Weapon, +1 Damage	100gc
3–4	Superior Weapon, +1 Fight	150gc
5–6	Magic Weapon, +1 Fight	200gc
7	Magic Weapon, +2 Damage	200gc
8	Magic Weapon, +1 Fight, Indestructible	350gc
9	Magic Weapon, +1 Fight, Sunfire	350gc
10	Magic Weapon, +2 Damage, Executioner	350gc
11	Magic Weapon, +1 Fight, Giant Slayer	350gc
12	Magic Weapon, +1 Damage, Vampiric	300gc
13	Magic Weapon, +1 Damage, Battering	300gc
14	Magic Weapon, +1 Fight, Venom	350gc
15	Magic Weapon, Elemental Blast	250gc
16	Magic Weapon, Extremely Light	250gc
17	Magic Weapon, Healing	250gc
18	Magic Weapon, Luck	250gc
19	Magic Weapon, Magic Power (1)	250gc
20	Magic Weapon, Flashing Blade	250gc



Missile Weapon Properties Table

Die Roll	Properties	Selling Price
1	Superior Bow, +1 Damage	200gc
2	Superior Crossbow, +1 Damage	200gc
3	Superior Bow, +1 Damage	200gc
4	Superior Crossbow, +1 Damage	200gc
5	Magic Bow, +1 Shoot	300gc
6	Magic Crossbow, +1 Shoot	300gc
7	Superior Ammunition, +2 Damage	100gc
8	Magic Ammunition, Extremely Light	100gc
9	Magic Ammunition, Armour Piercing	100gc
10	Magic Ammunition, Elemental Blast	100gc

11	Magic Ammunition, +1 Damage, Increased Range	100gc
12	Magic Bow, Indestructible	200gc
13	Magic Crossbow, Indestructible	200gc
14	Magic Ammunition, Undead Slaying	200gc
15	Magic Ammunition, Demon Slaying	200gc
16	Magic Ammunition, True Flight	100gc
17	Magic Ammunition, Luck	100gc
18	Magic Ammunition, Aquatic Slaying	200gc
19	Magic Ammunition, Force	100gc
20	Magic Ammunition, Webcaster	100gc

If ammunition is rolled, the player may choose whether they have found an arrow (for a bow) or a bolt (for a crossbow). Once this decision is made, it cannot be changed. Either way, the player finds one arrow/bolt of that type. This ammunition takes up an item slot as normal; however, a figure with a quiver may hold one piece of magic ammunition ‘for free’ in the quiver. All ammunition are one-use items. Once a player has fired the arrow/bolt, it is lost. If a player uses magic ammunition with a magic bow or crossbow, the player must decide whether to use the bonus from the ammunition or from the bow or crossbow, not both.

Armour Properties Table		
Die Roll	Properties	Selling Price
1	Magic Light Armour, +1 Armour	500gc
2	Magic Light Armour, +1 Will	300gc
3	Magic Light Armour, +4 on Swimming Rolls	200gc
4	Magic Light Armour, +2 on Fight Stat Rolls	300gc
5	Magic Light Armour, Slow Fall	500gc
6	Magic Light Armour, Spell Resistance	400gc
7	Magic Light Armour, Brightness	400gc

8	Magic Light Armour, +2 on Move Stat Rolls	300gc
9	Magic Light Armour, +1 Move (May not take a figure above Move 7)	500gc
10	Magic Light Armour, Water Walk	300gc
11	Magic Light Armour, Climbing	300gc
12	Magic Light Armour, Healing	300gc
13	Magic Heavy Armour, Slow Fall	500gc
14	Magic Heavy Armour, +1 Will	300gc
15	Magic Heavy Armour, +4 on Swimming Rolls	400gc
16	Magic Heavy Armour, +2 on Fight Stat Rolls	400gc
17	Magic Heavy Armour, Spell Resistance	500gc
18	Magic Heavy Armour, Brightness	500gc
19	Magic Heavy Armour, Elemental Absorption	500gc
20	Magic Heavy Armour, Deflection	500gc

Shield Properties Table		
Die Roll	Properties	Selling Price
1–2	Magic Shield, +1 Armour	350gc
3–4	Magic Shield, +2 on Swimming Rolls	200gc
5–6	Magic Shield, +1 Will	200gc
7–8	Magic Shield, Brightness	250gc
9–10	Magic Shield, Spell Resistance	250gc
11–12	Magic Shield, Elemental Absorption	250gc
13–14	Magic Shield, Spike	250gc
15–16	Magic Shield, Battering	250gc
17–18	Magic Shield, Healing	250gc

19– 20	Magic Shield, Deflection	250gc
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Properties

AQUATIC SLAYING

If this weapon does 1 or more points of damage to an aquatic creature, that creature is immediately reduced to 0 Health.

ARMOUR PIERCING

A figure that is hit by this weapon receives -4 Armour, to a minimum of 10, for the purposes of determining damage for that attack only.

BATTERING

A figure armed with this weapon or shield who wins a fight may choose to push its opponent back 2” instead of the normal 1”. A figure may only use one Battering item at a time.

BOOMERANG

If this throwing knife misses its target completely (i.e. the defender’s total Fight score is higher than the attacker’s Shoot score) then the weapon returns to the owner’s hand and may be used again with a later action.

BRIGHTNESS

When equipped with an item with Brightness, the figures receives a bonus to its Fight score when it is the target of a shooting attack. This bonus is +1 Fight in the case of light or heavy armour and +2 Fight in the case of shields. Only one item with Brightness can be used at one time.

CLIMBING

Once per game, a figure equipped with an item with Climbing can use it as a free action during their activation. For the rest of the turn, the figure suffers no movement penalties for climbing.

DEFLECTION

Whenever a figure equipped with an item with Deflection has a Critical Hit scored against it, it may roll a die. On a result of 10+ the Critical Hit does only normal damage and is not doubled. A figure may only use one item with Deflection at a time.

DEMON SLAYING

If this weapon does 1 or more points of damage to a demon, that demon is immediately reduced to 0 Health.

ELEMENTAL ABSORPTION

Whenever a figure equipped with an item with Elemental Absorption takes damage from elemental magic, the amount of damage is reduced by 2. A figure may only use one item with Elemental Absorption at a time.

ELEMENTAL BLAST

Once per game, when a figure wielding this weapon hits its opponent, it may declare that it is using the Elemental Blast. The attack does 4 extra points of elemental magic damage.

EXECUTIONER

Whenever a figure fighting with this weapon rolls a natural 20 for a close combat attack during its own activation, it immediately receives an additional action, to a maximum of 3 actions in the activation.

EXTREMELY LIGHT

This weapon does not take up an item slot.

FLASHING BLADE

When fighting in hand-to-hand combat, the opponent of the figure wielding this weapon suffers -1 Fight.

FORCE

If this ammunition hits its target, regardless of whether or not it does damage, that target is immediately moved 10" directly away from the shooter. The target will stop if it encounters any terrain more than ½" tall, but moves through any other figures.

GIANT SLAYER

This weapon does +2 damage when fighting large creatures.

INCREASED RANGE

The maximum range for this item is 4" more than is standard. For example, a throwing knife with Increased Range has a maximum range of 12".

INDESTRUCTIBLE

This weapon can never be damaged or destroyed, and is thus immune to spells such as Warp Weapon.

HEALING

Once per game, a figure equipped with an item with Healing can spend an action and regain 2 lost Health. This will not cancel the effects of poison.

LUCK

If a figure rolls a natural 1 for a close combat or shooting attack using this weapon, it may re-roll the die.

MAGIC POWER

Any figure may use this weapon. In the hands of a Warden, however, it also supplies one point of magic power which can be used once per game to increase either a Warden's Casting Roll or their Will Roll to resist a spell by 1.

SLOW FALL

A figure wearing magic armour with Slow Fall never takes any damage for falling, regardless of the distance.

SPELL RESISTANCE

A figure equipped with an item with Spell Resistance receives +2 on all Will Rolls to resist spells. A figure can only receive the bonus from one item with Spell Resistance at a time.

SPIKE

A magic shield with Spike can be used as a dagger in hand-to-hand combat. A figure never counts as unarmed while equipped with this item. Attacks

made with a shield with spike are considered magic attacks.

SUNFIRE

This weapon does +4 damage against undead.

TRUE FLIGHT

When using this weapon, the shooter ignores all penalties for cover or intervening terrain.

UNDEAD SLAYING

If this weapon does 1 or more points of damage to an undead creature, that creature is immediately reduced to 0 Health.

VAMPIRIC

Whenever a figure with this weapon causes at least 1 point of damage in hand-to-hand combat, the figure regains 1 lost point of Health. This may not take the figure above its starting Health. Only 1 point of Health is regained regardless of the amount of damage caused. The figure does not regain any Health if the figure damaged is undead.

VENOM

Any attacks made with this weapon count as poisonous.

WATER WALK

Once per game, a figure equipped with an item with Water Walk can use it as a free action during their activation. For the rest of the turn, the figure counts as amphibious.

WEBCASTER

If this ammunition hits its target, regardless of whether or not it does damage, it wraps the target in a strong, sticky web. Whenever the target activates, it must make a Fight Stat Roll with a Target Number of 16. If it fails, it receives no actions for that activation. If it succeeds, it has escaped the web. It activates as normal and does not need to roll again. Large creatures get +3 to their Fight Stat Roll to escape the web.





CHAPTER SIX

BESTIARY

During their hunt for the pieces of the Lost Colossus, the Heritors and their crews will be visiting a specific set of islands in the Ghost Archipelago. Because of this, they are much more likely to encounter certain creatures, especially snake-men. To represent this, when rolling for random encounters during the campaign, players should roll on the new table below instead of the one from the main rulebook.

Also included in this bestiary are several new creatures, some of which are only encountered in specific scenarios.



Lost Colossus Random Encounter Table

First Die Roll	1–12	13–18	19–20
Second Die Roll	Level 1 Encounter	Level 2 Encounter	Level 3 Encounter
1	Glider Snake	Thornspitters (2)	Large Snakes (2)
2	Firejacket	Giant Wasps (2)	Drichean Warriors (3)
3	Thornspitter	Anaconda	Goliath Scorpions (2)
4	Large Snake	Firejackets (2)	Hemata (2)
5	Mantrap	Snake-man Rattlers (2)	Eritherean
6	Tree Spider	Ape	Snake-man Rippers (2)
7	Drichean Warrior	Goliath Scorpion	Snake-man Strikers (3)
8	Snake-man Warrior	Tiger	Apes (2)

9	Tribal Warrior	Spirit Warrior	Sharks (2)
10	Snake-man Hunter	Stalker	Razorbeak
11	Swamp Zombie	Island Troll	Sailback
12	Mantrap	Eritherean	Spirit Warrior
13	Needlefish	Anaconda	Snake-man Warriors (4)
14	Soldier Crab	Glider Snakes (2)	Island Shade
15	Octopike	Snake-man Rippers (2)	Razorbeak
16	Ghoul	Shark	Sea Serpent
17	Ground Sloth	Sailback	Monarch
18	Snake-man Rattler	Snake-man Strikers (2)	Souldweller
19	Tiger	Razorbeak	Snake-man Hunters (4)
20	Stalker	Dragon-bull	Dragon-Bull

ANIMALS

Firejackets

A member of the giant wasp family, firejackets have one very unique trait. Every few minutes, they expel a volatile gas, which ignites on contact with the air, producing a flash of flame. This flash is bright enough to blind foes.

Whenever a figure activates while in combat with a firejacket, it must immediately make a Will Roll with a Target Number of 10. If the figure fails this roll, it suffers -3 Fight (to a minimum of +0) for the rest of the turn.

Whenever a firejacket is killed, it immediately releases all of the gas it was storing. All figures in the combat must make an immediate Move Roll with a Target Number of 10 or else suffer 5 points of elemental damage.

Firejacket						

M	F	S	A	W	H	Notes
6	+1	+0	10	+8	6	Animal, Flying (ignore terrain for movement), Blinding Flash, Explosive Death

Glider Snake

A bit of a misnomer, as glider snakes are actually lizards. What with their long, slender bodies and small limbs, however it is easy to see how the mistake was made. These lizards, which usually grow about the length of a man's arm, generally live high up on the sides of cliffs. Using thin, membranous 'wings' that stretch between their forelimbs and bodies, these creatures are able to glide all around their rocky homes, using the winds off the rocks to gain lift. Although poisonous, these creatures are not particularly aggressive, and generally confine themselves to hunting birds and large insects. Only if adventurers are foolish enough to invade their dwellings are glider snakes likely to attack.

Glider Snake						
M	F	S	A	W	H	Notes
5	+0	+0	8	+0	4	Animal, Flying (ignore terrain for movement), Poison

Goliath Scorpion

Thought to be the largest arachnid species in the Ghost Archipelago, and possibly the entire world, a goliath scorpion is indeed a creature to be feared. On average, these scorpions are about the size of a horse, although larger individuals have been encountered. Goliath scorpions are hunters and generally pursue smaller mammals... which unfortunately includes humans. In combat, these scorpions rely on their heavy claws, to grasp and rend their opponents, and will generally only use their venomous tail stinger against larger foes, or if they feel particularly threatened.

A goliath scorpion's attacks only count as poisoned if it is in combat with a

Large figure or if it is below its starting Health.

When a goliath scorpion is killed, leave its corpse on the table. A figure in contact with the corpse may harvest its venom sac. The figure must spend two actions in the same activation harvesting (this can replace the compulsory move action). If it does so, it may add one dose of poison (Rulebook, page 71) to its items, but only if it has space. This harvesting may only be carried out during the game; it may not be done post-game.

Goliath Scorpion						
M	F	S	A	W	H	Notes
6	+4	+0	12	+5	16	Animal, Large, Powerful (treat as using Two-Handed Weapon), Poison (only against Large opponents or if below starting Health), Venom Sac

DEMONS

Ancient Guardian

The Ancient Guardian is a unique demon that guards the temple of the eye. No-one knows who bound the demon to this place, or why they decided the broken eye needed such protection. The Ancient Guardian is humanoid, stands about 8' tall and is broad and powerful. A pair of curving horns grow out of the top of its head, and it has long, shaggy hair that hangs down past its shoulders. Its face is hideous, with tusks, small eyes, and large ears. When moving, the Ancient Guardian transforms into a wisp of blue smoke, moves quickly, then reforms.

The Ancient Guardian follows the standard rules for creatures with one exception. If it is ever called upon to make a random move, it will instead move directly towards the eye. Because it is semi-ethereal, it can pass through any terrain feature as though it were not there, and it never suffers movement penalties for terrain, including climbing.

At the beginning of each turn, before either player has activated a figure, the player which had the lowest natural result on their initiative die may

immediately move the Ancient Guardian up to 10” in any direction, provided that this move does not cause the Ancient Guardian direct harm (e.g. it can’t be moved off an edge so as to cause it falling damage). This move ignores all terrain modifiers, line of sight, and intervening figures. The Ancient Guardian can be moved into (or out of) combat in this manner.

The Ancient Guardian is immune to critical hits.

Ancient Guardian						
M	F	S	A	W	H	Notes
6	+3	+0	14	+8	16	Demon, Large, Magic Two-Handed Weapon (Indestructible), Semi-Ethereal (No movement penalties), Immune to Critical Hits, Special Movement

PLANTS

Mantrap

Mantraps are a particularly nasty form of quick-moving plant that use sweet-smelling scents to attract large insects into their gaping, corrosive maws. That said, they are not above taking a snap at a human arm or leg.

Mantraps secrete a sticky corrosive from their leaves that is strong enough to eat through, or flow between the gaps in, armour. Any time a crewmember loses a fight with a mantrap, he suffers -2 Armour (down to a minimum of 10) for the purposes of determining damage from that attack only.

Mantraps are susceptible to the Plant Walk spell, and can be forced to move in this manner just as if they were a piece of terrain.

Mantrap						
M	F	S	A	W	H	Notes
1	+0	+0	8	+0	6	Plant, Immune to Poison and Critical Hits, Corrosive Secretion, Maximum Missile Weapon Damage

Thornspitter

Despite their delicate purple flowers, thornspitters are a deadly weed that thrive in dimly lit jungles.

Whenever a crewmember moves within 3" and line of sight of a thornspitter, interrupt the crewmember's action and make a +0 poisoned shooting attack against it. After the attack, the crewmember can finish his action if he is able. Thornspitters will only make one shooting attack each turn, no matter how many crewmembers move within 3" of it. If a thornspitter activates within 3" of a crewmember, and has not yet made a shooting attack that turn, it will do so immediately. This does not count as one of its actions. Thornspitters will never make shooting attacks if they are in combat.

Thornspitter						
M	F	S	A	W	H	Notes
1	+0	+0	8	+0	3	Plant, Poison, Automatic Shooting Attack, Immune to Poison and Critical Hits, Maximum Missile Weapon Damage

FIGHTING PLANTS

Plants are incredibly difficult to destroy using missile weapons. The maximum damage a bow, crossbow, or throwing knife attack can do to a plant is 2 points of damage. Plants are immune to poison and critical hits, and will never force combat with undead.

SAURIANS

Dragon-Bull

One of the more bad-tempered saurians, dragon-bulls are extremely territorial

and will generally attack anything human or larger on sight. Walking on four clawed legs, and standing about 9’ tall, dragon-bulls are most recognizable by the horns growing out of their head, and the bony plate that protects their necks.

The favourite tactic of these creatures is the head-down charge. When charging, dragon-bulls cannot see that well, and it is sometimes possible to dodge out of their path. Whenever a dragon-bull attempts to move into combat with a crewmember, that crewmember may attempt to dodge – the figure immediately makes a Move Roll with a Target Number of 14. If successful, the dragon-bull continues in a straight line to the end of its move (possibly moving into combat with another figure by accident – this figure may also attempt to dodge). A figure that successfully dodges can immediately move up to 2” in any direction provided it is at least 1” away from any enemy figure, including the dragon-bull. If a figure fails to dodge, it immediately takes 5 points of damage, and remains in combat. A figure that chooses not to dodge takes no damage and remains in combat as normal.

Dragon-Bull						
M	F	S	A	W	H	Notes
5	+4	+0	14	+2	18	Saurian, Large, Powerful (treat as using Two-Handed Weapon), Horns (+2 Fight if it moves into combat and fights on the same turn), Head-Down Charge.



SENTIENT RACES

Hemata

The hemata are a rarely encountered relative of the snake-men. In fact, there is some debate whether they are a species unto themselves, or if they are a common snake-man deformity. Standing about the same height as other snake-men, or even a bit taller, hemata all have long, powerful snake tails and two pairs of arms. Hemata are generally stronger than the average snake-man and, since they are capable of wielding multiple weapons, are fearsome opponents. Hemata are usually used as bodyguards or guardians of important places. It is safe to say that any adventurer who encounters hemata is deep in snake-man territory...

Hemata						
M	F	S	A	W	H	Notes

5	+3	+0	13	+5	14	Snake-Man, Two-Handed Weapon, Hand Weapon, Shield, Poison
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Skarak, Protector of the Golden Heart, Snake-Man Priest

A gifted blood-mage, Skarak has been appointed the guardian of the Golden Heart of the Colossus. He will defend his charge to the death.

In Scenario Ten, Skarak is assumed to successfully cast ‘Call Sea Serpent’ as his action for the first turn. On each subsequent turn, Skarak will follow this priority list to determine his actions.

- If Skarak has killed a crewmember either this turn, or the turn before,

he will attempt to cast Blood Fury. He will only cast this once per game.

- If there is a crewmember in line of sight and on land, he will attempt to cast Call Snake and place the snake as close to the nearest crewmember as possible.
- If the closest crewmember in line of sight is not on land, Skarak will attempt to cast Constrict against the closest crewmember.
- If in combat, Skarak will fight. If he wins he will push back his opponent and take no other action.
- If he is not in combat, and there are no crewmembers within line of sight, Skarak will move directly towards the Golden Heart, wherever it currently is on the table.

Skarak						
M	F	S	A	W	H	Notes
6	+4	+0	11	+7	14	Snake-Man, Staff, Poison, Robes of Protection (+1 Armour)
Spells: Blood Fury (7), Call Sea Serpent (7), Call Snake (5), Constrict (7)						

Snake-Men

When armed for battle, snake-men employ a range of different arms and armour, with easily the same variety as any human crew. The labels for these different troops are those given by the fortunate humans to have survived a snake-man ambush or raid.

Snake-Man Hunter						
M	F	S	A	W	H	Notes
6	+2	+2	10	+5	12	Snake-Man, Bow, Quiver, Dagger, Poison

Snake-Man Priest						
M	F	S	A	W	H	Notes

6	+2	+0	10	+5	12	Snake-Man, Staff, Poison
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Snake-Man Rattler

M	F	S	A	W	H	Notes
6	+3	+0	11	+5	12	Snake-Man, Hand Weapon, Shield, Poison

Snake-Man Ripper

M	F	S	A	W	H	Notes
6	+4	+0	12	+5	14	Snake-Man, Hand Weapon, Shield, Light Armour, Poison

Snake-Man Striker

M	F	S	A	W	H	Notes
6	+4	+0	11	+5	14	Snake-Man, Two-Handed Weapon, Light Armour, Poison

Snake-Man Warrior

M	F	S	A	W	H	Notes
6	+3	+0	10	+5	12	Snake-Man, Hand Weapon, Poison

SNAKE-MEN AND POISON

The debate about whether or not snake-men possess a venomous bite continues to rage amongst Wardens and Heritors. Whenever a snake-man with 'Poison' listed in the Notes section of their statline is placed on the table, either while setting up or playing a scenario, roll a die. On 11+, all snake-men in that scenario will have a poisonous bite in addition to their poisoned weapons (i.e. their unarmed attacks will be poisonous as well). On any other roll, they only have poisoned weapons and, should their weapons ever be lost (e.g. as a result of a Warp Weapon spell), their attacks will no longer count as poisonous.

Players wishing to use snake-men as the theme for a Heritor and his crew must always use the same stats as for regular crew, rather than anything from the Bestiary, so any snake-men used in this way will ignore the rules for poison, unless acquired in a conventional manner (e.g. through use of a Poison potion).

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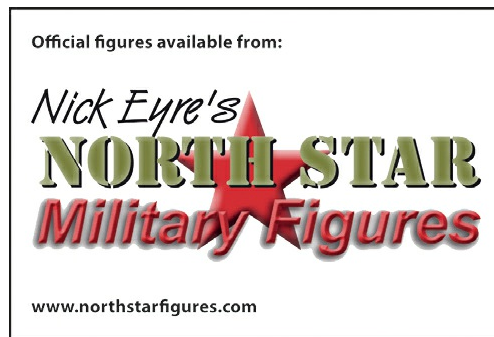
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