

Rangers of Shadow Deep collected Terrain Chart

Core book:

Items marked with an asterisk () can be re-used from core Frostgrave, a plus sign means it can be re-used from an expansion. As usual, expansions assume you already have the terrain elements and monsters from the Core Book.*

Core Book Terrain:

Max 36"x36" "forest" table, including loose rocks/standing stones, trees, and patches of briar or hedges.

30"x30" "swamp" table

- * Five-ish small one-room buildings

- * One 6"x6" building

- * One 8"x8" building (both with doorway/window markers)

- * Small ruin corners and ruined buildings

- * 6"x6"x1" dais (with pyre or magic circle on top)

- + Walls to make three 18"x18" rooms (*can re-use a Breeding Pits dungeon set, or the "library" level from Arcane Locations*)

- + Six doorways, 25-35mm (*Same*)

- + 30"x3" river with a marked "ford" section.

- + Bridge, at least 3" wide, spanning same.

Core Book Scatter Terrain and Markers

- * Six "Clue" tokens (can be corpse markers, treasure tokens, &c.)

Five "Cocoon" markers (can also re-use Treasure/Clue tokens)

Two "prisoner" markers

Three "Fly-hole" markers (wasp nests, &c)

Four "Locked" markers

4 "window" markers

- * Trapdoor marker

- + One stairway marker (can re-use from *Arcane Locations*)

Two "Entangled" tokens (will be used in multiple scenarios)

Five "nest" trees

Tents or shacks

Material for marking off a 30"x6" road

- * Crates and barrels

- * Campfire/firepit (can re-use ritual circle)

- * Weapon racks/bookcases/display cases

- * Tables/chairs/misc furniture, one talbe large enough for the Golem (see below)

"Burning Light" Terrain and Scatter

- + Two Doorway markers

Three prisoner markers

- + 24"x36" "dungeon" table, with a ruined wall section (~6"?)

- ** Small island (*Ghost Archipelago*)

- * Rubble/garbage scatter
 - * Fountain/Well
 - * Four bookcases/display cases
 - + Wagon (can re-use from *Lich Lord*)
 - + "large" workbench (re-use "golem" table from core?)
 - + Six bed/cocoon markers
- Three large "hole" markers. See scenario for dimensions. Black felt is probably best.

"Blood Moon" Terrain and Scatter

- + 12" Deep-Water Pool (*Ghost Archipelago*)
 - + One Small Boat (same)
- Broken fencing/other linear obstacle
- * Small Barn (can use 6x6 building from *Frostgrave* set)

Core Book Monsters:

- * Six to ten zombies (can make separate "swamp" zombies if desired)
 - * At least six spiders
- Six to ten giant flies/wasps/other squishy nasty flying beastly
- * "" four Giant Rats (Reaper makes a pack of six in the Bones line)
- + At least six Beastman melee Infantry (*Breeding Pits*)
 - + Around four Beastman Archers (*Breeding Pits*)
 - + At least two Beastman "officers" (*Breeding Pits*)
 - + One Beastman shaman/wizard (...*Breeding Pits*, too)
- One large Golem/zombie Hulk
- * One large Worm/Graboid/burrowing nastygram
 - * One Undead/Chaos/Shadow Knight
- + One Carrion Bird or other flying nasty (*Lich Lord*)
 - * Two Trolls/Minotaurs/other big nasty (can re-use as Ogres in "*Guiding Light*")

Core Book Allies:

- Four Villagers/"Survivors" (can also paint up lightly-wounded "zombie" minis as living survivors?)
- Two Archers
- One Man-at-Arms (infantry with Light Armor and hand weapon/shield)
- One Knight (as above with heavy armor)

Burning Light additions

- * Four Armored Skeletons
 - * Six to ten regular skeletons
- + Four "Blood Bats" or other flying vampiric critters (*Lich Lord*)
- * * Three water snakes (re-use from *Ghost Archipelago*)
 - * One Banshee/ghost/Spirit
 - * Three Wolves
- Undead Snake
- Jabberwock or similar large winged creature

+ Four Ghouls (can re-use Zombies? Also, *Lich Lord*)
Two Ghoul Fiends (larger Ghouls/officers [*Lich Lord*])
Three Ghoul Flingers (missile-equipped Ghouls)
Rotter (diseased Ghoul, should be shrivelled and rotting. Mummy?)
Plant monster, Five or more tentacles/vines

Blood Moon additions

Two Werewolves
Six wolves
Giant Snake

Blood Moon Allies

Barbarian
Soldier
Thief (nice clothes)
Archer (basically Merida; Hasslefree makes a nice ersatz mini for her)
Old Man
Girl
Boy