

FROSTERAVE
**GHOST
ARCHIPELAGO**

GODS OF FIRE



JOSEPH A. McCULLOUGH

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

GODS OF FIRE



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CHAPTER ONE

INTRODUCTION

Welcome to *Gods of Fire*, the second supplement for *Frostgrave: Ghost Archipelago*. Unlike the previous book, which focused on one long, overarching campaign, this supplement has a slightly looser focus. It takes as its central theme the ‘Tribals’ of the Lost Isles – hugely diverse tribes and clans native to the Ghost Archipelago. In these pages, you will find rules for creating different tribes for use as challenging encounters for your Heritor and crew, including tribes that live in the treetops or deep underground, tribes that command wild animals or the undead, and tribes that are led by demons or that bind demons into trees. Some tribes live under a curse, some suffer from horrible diseases, and some have learned the secrets of calling upon the spirits of their ancestors.

While it is fun to create these tribes just to make new and diverse enemies, I wanted to make sure that players really had a reason to use these rules and an excuse to get some new miniatures onto the tabletop. So, this book also includes three short campaigns. In each of these campaigns, the players have the opportunity to put the tribal creation rules to work to invent their own tribes that will either support their Heritors during their adventures, or take the fight to the Heritors’ enemies!

Also supporting the Heritors are a number of new crewmen. Some of these are new recruits from the mainland, while others are local specialists. Although these locals are expensive to lure away from their tribes to a life of adventure, Heritors can add them to their crews without having to sail all the way back to the mainland. Over time, Heritor crews might start to take on a distinctly tribal look, or even go native entirely!

Of course, the Tribals aren’t the only inhabitants of the Ghost Archipelago, and several new monsters are introduced, including the vulture-men known as the



Cathaka and, in response to many requests, the mighty kraken! Include it in your games if you dare...

To help the kraken, and other aquatic monsters, make the lives of your Heritors even harder, there is a small rules expansion section which explains how your small boats might capsize and gives you the option to send your crew out in canoes. Finally, there is an extra-large treasure table, filled with new and wonderful items with which to equip your crew.

This book contains a lot of elements with which to expand your games of Ghost Archipelago. Feel free to use any and all of them in your games, but don't feel bound by them. If there is something that doesn't fit well with your particular vision of the Lost Isles, ignore it. Remember, the only way to play the game wrong is to not have fun. If you are having a good time, then you are playing correctly!

Let me finish by offering my personal thanks to everyone who has purchased this book and continues to support me in my efforts to expand the world of *Frostgrave* and to explore new and fun ways to push miniature figures around the tabletop.

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

TRIBALS

Although you wouldn't know it from the lurid tales told on the mainland, the most numerous sentient species in the Ghost Archipelago by far is humanity. Some of these people belong to one of the relatively advanced civilizations, such as those of the Dricheans or Carcoans, but most live in primitive, stone-age tribes, and are collectively known as 'Tribals'. It is unknown just how many different tribes inhabit the islands, but most estimates put it in the thousands, and any island capable of supporting life is likely to have at least one small settlement.

Despite the relatively small geographic area covered by the Archipelago, the tribes that inhabit it show tremendous diversity – greater, perhaps, than the rest of the world. Many islands, even some island groups, are cut off from others, allowing for their inhabitants to develop in near-isolation for millennia. This has given rise to strange cultures, customs, behaviours, and even appearances – from ritual scarring to deformities and characteristics that have led observers to suspect interbreeding with other species...

This almost overwhelming diversity makes it hard to define the Tribals as a larger group, though there are a few common factors that can be found from tribe to tribe. Most Tribals are completely stone-age in terms of tool making, having no knowledge of metal-working, mining, or complex machinery. Some tribes that are in closer contact with outsiders do possess metal tools and weapons, but this is comparatively rare, as most of the other peoples of the Lost Isles, and even most Heritors, are reluctant to equip them with superior technology. That said, adventurers would be foolish to discount tribal warriors and their weapons – a war-club can be no less lethal than a broadsword when wielded by a skilled and determined opponent!

Most tribes will include at least one spiritual leader in the form of a ‘witch doctor’ or ‘shaman’, many of whom wield magic that closely resembles that of Wardens. So similar is it that there are some who theorize that Warden magic actually has its origins in the islands. Some tribes also include individuals who display clear Heritor abilities. In fact, a few tribes count a surprising number of such individuals amongst their ranks, although in such cases most demonstrate limited variety in their abilities – the prevailing theories are that this indicates a more distant ancestor drinking from the Crystal Pool, or that the tribe’s culture or location demanded a focus on specific abilities to the detriment of others. Regardless, a Tribal Heritor will be a match for any ‘mainland’ Heritor – whether because they demonstrate the same range of abilities or because they have honed those common to their tribe.

When exploring the interior of the Archipelago, many of the tribes encountered by crews will be unused to outsiders. Some, in fact, may never have had any contact from beyond their own island, let alone from beyond the Archipelago! It is impossible to predict how any given tribe will react. Some may welcome adventurers as friends, possible trade partners, or even spirits from another world. Others may see them as enemies, potential sacrifices, or even food. Heritors would be wise to approach any new tribe with caution, ensuring that there is an easy avenue of escape if first contact goes poorly.

CREATING TRIBES

When using Tribals in your games of *Ghost Archipelago*, it is perfectly acceptable to just use the stats for the tribal warrior and tribal hunter found in the main rulebook (page 135). However, some players will probably wish to bring more diversity to a tribe’s forces, especially as many of the scenarios in this book call for taking control of a tribal warband.

For that reason, a full list of distinct tribal warband members is presented here. They are not intended for use in a Heritor’s crew, but have a Cost for the purposes of building the temporary tribal warbands used in some scenarios. Players wishing to give their crew a more Tribal theme should use the normal stats for crewmen with appropriately tribal figures, and may also recruit some of the new specialist crewmen from this volume (page 24).



Tribal Warband Table

Warband Member	M	F	S	A	W	H	Cost	Notes
Tribal Warrior	6	+2	+0	11	+2	10	25gc	Hand Weapon, Shield
Tribal Hunter	6	+1	+2	10	+2	10	50gc	Hand Weapon, Bow, Quiver
Tribal Guide*	7	+2	+2	10	+1	10	50gc	Hand Weapon, Throwing Spear, Pathfinder
Tribal Darter*	6	+1	+4	10	+2	12	50gc	Hand Weapon, Blowgun, Dart Pouch, Aim Action, Stealthy
Tribal Fighter	6	+3	+0	10	+1	12	75gc	Two-Handed Weapon
Tribal Pearl Diver	6	+3	+0	10	+1	12	75gc	Hand Weapon, Amphibious
Tribal Scout	7	+2	+2	10	+2	12	100gc	Hand Weapon, Bow, Quiver
Tribal Savage	6	+4	+0	10	+3	14	100gc	Two-Handed Weapon
Totem Warrior*	6	+3	+0	10**	+4	14	100gc	Two-Handed Weapon OR Hand Weapon and Shield, Temporary Stat Increase
Witch Doctor	6	+1	+0	10	+4	14	100gc	Hand Weapon, Spellcaster
War Chief	6	+4	+2	10**	+5	14	100gc	Two-Handed Weapon OR Hand Weapon and Shield

* See full rules for these tribal warband members in the New Specialist Crewmen chapter (Tribal Guide, page 29; Tribal Darter, page 28; Totem Warrior, page 26).

** Increase Armour by 1 if the figure is equipped with a shield.

When constructing a temporary tribal warband, a player is subject to certain limitations:

Temporary Tribal Warband Limitations	
Warband Member	Maximum in Warband
War Chief	1
Witch Doctor	1
Totem Warrior	1
Tribal Hunter	5 (total, any combination of these warband members)
Tribal Darter	
Tribal Guide	
Tribal Scout	
All others	No Limitations

So, a warband that already included three tribal hunters, one tribal darter, and one tribal scout could not add a tribal guide, or any additional tribal darters, scouts, or hunters.

During play, the War Chief activates in the Heritor phase and may activate with up to three other tribal warband members (except the Witch Doctor) who are within 3" and line of sight. The Witch Doctor activates in the Warden phase and may also activate with up to three other warband members who are within 3" and line of sight.

When creating a Witch Doctor, assign spells just as if creating a starting Warden.

Tribal Attributes

When creating a tribe, either for use as uncontrolled creatures, or for a temporary tribal warband, you may assign them one positive attribute. These represent some aspect of the tribe's culture that gives it an advantage in battle – they may be a permanent adjustment to their stats, different limitations for a tribal warband, or other special bonuses. If a positive attribute is chosen, the bonus it grants applies to every member of that tribe. For example, if you create a temporary tribal warband from a tribe with the 'Amphibious' attribute, every member of that warband is Amphibious.

If you wish, you may assign a second positive attribute to the tribe. Unlike the first positive attribute, however, this choice comes at a cost – a negative attribute must also be assigned. This represents a weakness or failing of the tribe. A tribe can have as many negative attributes as a player wishes, but can never have more than two positive attributes, unless all of the players in a campaign agree to allow it.

The effects of positive and negative attributes stack, so every member of a tribe that has both 'Cursed' and 'Herb Addiction', for example, will suffer -3 Will in total. It is perfectly acceptable for a tribe to have positive and negative attributes that essentially cancel one another out – they've clearly found some cunning solution to their problems! A few attributes cannot be taken alongside certain others, and these are noted under the specific attributes below.

If players wish, this Tribal Attributes system can be used for other groups native to the Archipelago – such as Snake-men, specific Drichean kingdoms, or even families of Eritheans – making each one more distinct and interesting. Just be aware that the attributes listed here were designed with Tribals in mind, so some – such as 'Cortiki' or 'Armour Weavers' – may not be suitable for all races.

RANDOM TRIBES

If players wish, they may create their tribes at random using the following tables. To create a random tribe, roll once on the Random Tribe Table to determine how many positive or negative attributes it possesses. Roll once on the Tribal Attributes Table and check the appropriate column to identify each attribute required. Re-roll any repeated results.

Random Tribe Table	
Die Roll	Tribal Attributes
1–2	1 Negative Attribute
3–6	1 Positive Attribute
7–10	1 Positive & 1 Negative Attributes
11–12	1 Positive & 2 Negative Attributes
13–17	2 Positive & 1 Negative Attributes
18–19	2 Positive & 2 Negative Attributes
20	2 Negative Attributes

Tribal Attributes Table		
Die Roll	Positive Attribute	Negative Attribute
1	Animal Masters	Acrophobic
2	Amphibious	Cursed
3	Armour Weavers	Diseased
4	Blessed Weapons	Fear of Outsiders
5	Camouflage Experts	Herb Addiction
6	Cortiki	Hunched
7	Death Worshipers	Low Pain Threshold
8	Demon Binders	Lack of Leadership
9	Demon Hunters	Misplaced Faith
10	Herb Growers	No Bows
11	Immune to Poison	No Shields
12	Martial Society	No Spellcasters
13	Pain Masters	One Arm
14	Petrification Burial	Peaceful
15	Poison Masters	Poison Susceptibility
16	Saurian Hunters	Poor Tool Makers
17	Sharpened Teeth and Nails	Pygmies
18	Spirit Callers	Troglodytes
19	Tree Dwellers	Water Fear
20	Undead Hunters	Weak-willed

Positive Attributes

ANIMAL MASTERS

When building a tribal warband, you may include one of each of the following for the indicated cost: blood-drinker bat (20gc; Rulebook, page 122), crocodile (100gc; Rulebook, page 123), large lizard (50gc; Rulebook, page 127), mountain goat (20gc; Rulebook, page 127), snapping turtle (20gc; Rulebook, page 128), and warhound (20gc; Rulebook, page 129). The warband may not start with more animals than it has humans, and each animal counts towards the maximum number of figures allowed.

AMPHIBIOUS

The members of this tribe are expert swimmers, possibly because of generations of living on the water, or through the possession of actual gills. Either way, all of the members of this tribe gain the Amphibious ability (Rulebook, page 36). This attribute cannot be assigned to a tribe that also has the Armour Weavers or Water Fear attributes.

ARMOUR WEAVERS

This tribe has learned how to weave together a specific type of reed to make an extremely tough clothing that counts as light armour. All members of this tribe (except for tribal pearl divers, tribal savages, and Witch Doctors) receive light armour with the associated +1 to their Armour stat. This attribute cannot be assigned to a tribe that also has the Amphibious attribute.

BLESSED WEAPONS

This tribe uses ancient ritual magic to bless all of their weapons. All weapons wielded by members of this tribe count as magic weapons.

CAMOUFLAGE EXPERTS

This tribe is adept at using paint and plants to camouflage themselves. No figure may draw line of sight to a member of this tribe if it is more than 16" away.

CORTIKI

This tribe has a cortiki living amongst them. When building a tribal warband, you may include one cortiki (150gc; Rulebook, page 140). The cortiki must take the place of either a War Chief (in which case it will activate in the Heritor phase, the same as a War Chief) or a Witch Doctor (in which case it follows the activation and spellcasting rules for the Witch Doctor).

DEATH WORSHIPPERS

This tribe worships some aspect of death and practices regular sacrifice. When building a tribal warband, you may include up to two ghouls (25gc each; Rulebook, page 140). These ghouls do not count against the warband size limit imposed by a scenario.

DEMON BINDERS

This tribe has mastered the secrets of summoning demons and binding them into trees. Some do this for religious reasons, others to create nearly unstoppable warriors. Whatever the reason, when building a tribal warband, you may include one scarbark (100gc; page 88).

DEMON HUNTERS

This tribe is used to battling demonic entities. Whenever a member of this tribe is in combat with a demon, they receive +1 Fight and all of their attacks count as magic attacks.

HERB GROWERS

This tribe cultivates large fields of powerful herbs. Every member of this tribe may start with either a dose of fury leaves (Rulebook, page 71), farlight leaf (Rulebook, page 70), or dremlocke weed (Rulebook, page 70). Every member of the tribe must start with the same herb.

IMMUNE TO POISON

Having lived for so long surrounded by poisonous plants and animals, the members of this tribe have built up a strong immunity. All members of this tribe are immune to poison.

MARTIAL SOCIETY

This tribe lives in a state of constant warfare, either with its neighbours or with the beasts of the Archipelago, and produces superior warriors compared to most tribes. When building a tribal warband, you may include up to two totem warriors instead of the usual limit of one. If this tribe also possesses the No Spellcasters attribute, the tribal warband may include up to three totem warriors.

PAIN MASTERS

This tribe has learned secret techniques to overcome pain. Members of this tribe never count as Wounded.

PETRIFICATION BURIAL

This tribe inter its dead in deep caverns and has discovered the secret of reanimating them as the strange undead known as petrified men. When building a tribal warband, you may include one petrified man (75gc; page 94).

POISON MASTERS

This tribe has mastered the secrets of extracting poison from plants and animals and uses it to coat all of their weapons. Every member of this tribe gains the Poison ability (Rulebook, page 45).

SAURIAN HUNTERS

This tribe lives in close proximity to large herds of saurians and has become adept at hunting these large creatures. Members of this tribe gain +2 Shoot when making a shooting attack at a saurian and +2 Fight whenever they are in combat with one.

SHARPENED TEETH AND NAILS

Certain fierce tribes attempt to turn their bodies into weapons by filing their teeth and growing long, sharp nails. Any member of this tribe that fights unarmed suffers only -1 Fight and -1 Damage, instead of the usual penalties.

SPIRIT CALLERS

The members of this tribe are closely connected to the spirits of their ancestors. When building a tribal warband, you may include one spirit warrior (100gc; Rulebook, page 137).

TREE DWELLERS

The members of this tribe make their homes in trees and are practiced at climbing, up, down and through the canopy. Members of this tribe never suffer any movement penalties for climbing.

UNDEAD HUNTERS

This tribe has made a careful study of the various methods for fighting undead creatures. Members of this tribe gain +1 Fight, and their attacks count as magic attacks, when in combat with an undead opponent.



Negative Attributes

ACROPHOBIC

The members of this tribe have an extreme fear of heights. Any time a member of this tribe wants to climb or move up any terrain piece over 1" above the ground, they must first pass a Will Roll with the Target Number of 16. If they fail, they lose an action. Figures may make as many attempts to climb as they wish, but they lose an action each time they fail.

CURSED

This tribe has fallen under some great curse. All members of this tribe suffer -2 Will and count as Undead.

DISEASED

This tribe suffers from some horrible disease. All members of this tribe have -2 Health, but may be able to infect their opponents. Any figure that is damaged in combat by a member of this tribe must make an immediate Health Roll with a Target Number of 10. If this roll is failed, the figure has contracted the tribe's sickness and must miss the next game. Heritors are immune to tribal diseases.

FEAR OF OUTSIDERS

This tribe has rarely encountered people from beyond the Archipelago, and reacts to them with terror! Whenever a member of this tribe is in combat with a member of a Heritor's crew (except for the Tribal Recruit specialist crewmen, pages 26–29) they suffer -1 Fight.

HERB ADDICTION

The members of this tribe are all addicted to an herb that dulls their sense. All members of this tribe suffer -1 Move and -1 Will.

HUNCHED

All of the members of this tribe have a hunched posture or slouch that makes fast movement somewhat difficult. All members of this tribe suffer -1 Move.

LACK OF LEADERSHIP

This tribe suffers from poor leadership from the tribal chief down to the leaders of small hunting parties. Members of this tribe can never be part of a group activation. Furthermore, War Chiefs and Witch Doctors from this tribe may only ever activate one soldier (instead of the normal three) in their respective phases.

LOW PAIN THRESHOLD

The members of this tribe feel pain more acutely than most, and count as Wounded when they drop below 7 Health.

MISPLACED FAITH

This tribe displays an unshakable belief in their immunity to arrows, and seek no protection from cover in the face of ranged attacks. Members of this tribe never receive the modifiers for being in light or heavy cover, but do receive the modifier for intervening terrain as normal. If they are in contact with a piece of terrain that would normally count as cover, it counts as intervening terrain instead.

NO BOWS

This tribe has never learned how to create bows and must rely on blowguns and throwing spears as their ranged weapons. When building a tribal warband, you may not include tribal hunters or tribal scouts.

NO SHIELDS

This tribe considers the use of shields in battle to be cowardly. Any member of this tribe that would normally be equipped with a shield is not and suffers -1 Armour as a result.

NO SPELLCASTERS

This tribe has no spellcasters whatsoever! When building a tribal warband, you may not include a Witch Doctor or a spellcasting cortiki (should the tribe also have the Cortiki attribute). The tribal warband may include up to two totem warriors instead of the usual limit of one. One totem warrior should be identified as a tribal champion, and behaves as if it were a Witch Doctor for the purposes of activation. If this tribe also possesses the Martial Society attribute, the tribal warband may include up to three totem warriors.

ONE ARM

All of the members of this tribe have only one arm. Any member of this tribe that would normally be equipped with a two-handed weapon has a one-handed weapon instead, and any that would normally carry a shield does not and suffers -1 Armour as a result. When building a tribal warband, you may not include tribal hunters or tribal scouts.

PEACEFUL

This tribe lives in one of the quieter and safer corners of the Ghost Archipelago, or is so isolated that they rarely encounter anyone else. Thus, there has been very little call to develop great martial skills. When building a tribal warband, you may not include tribal savages or totem warriors.

POISON SUSCEPTIBILITY

The members of this tribe all suffer from a greater-than-normal weakness to most poisons. Whenever a member of this tribe is Poisoned, they immediately suffer an additional 4 points of damage.

POOR TOOL MAKERS

This tribe is extremely primitive, and their weapons are poorly made. Any attack made with a weapon (i.e. excluding unarmed attacks) suffers an additional -1 damage modifier. Furthermore, whenever a member of this tribe rolls a 1 or 2 for their attack roll, their weapon is destroyed.

PYGMIES

The members of this tribe are unusually small and slight and have -1 Health and suffer an additional -1 damage modifier on all attacks.

TROGLODYTES

The members of this tribe live underground, and their eyes have adapted to the dark. They never suffer any reduction in the maximum line-of-sight due to darkness. If outside, however, they suffer -1 Fight and -1 Shoot.

WATER FEAR

Despite living on an island, the members of this tribe share a phobia of water. No figure from this tribe may purposefully move into contact with deep water. If they are in, or in contact with, deep water they suffer -5 to all Swimming Rolls and -2 to all other rolls. This attribute cannot be assigned to a tribe that also has the Amphibious attribute.

WEAK-WILLED

The members of this tribe are more susceptible to magic and suggestion. All members of this tribe have -3 Will.



SAMPLE TRIBES

Included here is specific information about a few of the better-documented tribes from the Ghost Archipelago. These can serve as quick options for Tribal encounters, rather than generating new tribes from scratch, or as inspiration for creating a backstory for your own tribe.

Boroak

The Boroak (literally 'Shell People' or 'People of the Shells') live on three small islands generally found on the eastern rim of the Archipelago. This tribe has a long history of interaction with people from across the seas and is usually friendly towards outsiders. Many traders and explorers have used their islands as a haven in which to rest and resupply before venturing deeper into the Archipelago. The Boroak are best known for their beautiful artwork, created from the colourful shells they collect from the shallow waters around their islands. Coated with a transparent tree resin to preserve their colours, these shells are worked into clothing and jewellery, and also used to decorate the large wooden poles dotted around the Boroak's islands as offerings to their gods. It is not unknown for merchants to visit the Boroak in order to trade for their shell artworks.

While the Boroak have no tribal enemies, their location on the outer rim of the Archipelago does mean they are frequently menaced by sea-serpents and other large aquatic and amphibious saurians. Although many of the tribe's warriors are still lost fighting off these creatures, they have developed several effective tactics to use against these great monsters.

Attributes: Saurian Hunters.





Ciala-Loda

This secretive tribe lives in the dense, jungle-covered hills of one of the larger isles on the edge of the Islands of Fire. Ciala-Loda ('Jungle Creepers') is the name given to them by neighbouring tribes, as their own name for their tribe is unknown, and is entirely apt. Skilled practitioners in the art of ambush, the Ciala-Loda are generally only seen if they wish to be seen, typically at the very moment they strike. While the tribe does not apparently possess bows or even blowpipes, it has trained a number of different animals to serve them in the hunt. An ambush will often begin with a crocodile or large lizard bursting from the trees on one side of a group of explorers while the Ciala-Loda attack from the other flank a moment later.

The Ciala-Loda have no specific enemies amongst the neighbouring tribes, but have no friends there either – most consider them to be little better than the animals they train.

Attributes: Animal Masters, Camouflage Experts, No Bows.

Snaish

The Snaish ('Hole-dwellers') consist of several distinct tribes scattered about the islands of the southern half of the Archipelago. Although there seems to be no central tribal authority, the different tribes of the Snaish somehow remain in contact with one another, even though actual travel between the tribes seems extremely rare. The Snaish are peculiar in that they all live underground, usually in natural cave systems, but occasionally in holes that they have carved into the earth, and spend most of their lives in these underground warrens. In these caves, they cultivate numerous varieties of herbs, roots, and fungi that need only minimal light to grow, and this produce forms the majority of their diet.

The Snaish are inherently distrustful of outsiders, or anyone who lives 'in the sun', but are not hostile unless provoked. In fact, with a little patience, many crews have convinced the Snaish to trade some of their herbs, generally for other food products.

Attributes: Herb Growers, Poison Masters, Herb Addiction, Troglodytes.



Corsaya

Centuries ago, a galley, *The Corsair*, was caught in a savage storm and thought lost with all hands. A few survivors, however, washed ashore on the black sand beaches of a small island somewhere in the Ghost Archipelago. Dominated by a dark mountain and surrounded by a thick fogbank, the island lingered under a perpetual pall, with rotting vegetation and strange, deformed fauna the only signs of life. The castaways buried their dead... only to find themselves facing the bloated corpses of their crewmates that very night. Holding off the undead until dawn, the bravest of the survivors pursued the retreating undead to the foot of the mountain, discovering a maze of tunnels and caverns that wound deep underground. Planning escape, the castaways built a raft and a small crew rowed out to see what lay beyond the fog. Whatever they found, the only things that reached the island were agonized screams, drifting on the breeze.

Generations later, the Corsaya, descendants of the crew of *The Corsair*, eke out a meagre existence on their island, trapped between the undead of the mountain and what lurks beyond the fog...

Attributes: Undead Hunters, No Spellcasters, Water Fear.



Trokki

The Trokki ('Fleshless') are probably the most feared of the tribes found in the Islands of Fire. Living in the shadow of one of the great volcanoes, the Trokki have been cursed by its poisonous fumes, leaving them thin and emaciated. Alongside their habit of painting their bodies white, this often results in them being mistaken for skeletons when spied from a distance. The Trokki are cannibals and head-hunters, consuming the bodies of their captives and casting the head into the volcano as an offering to their ravenous and never-satiated god. In return, they believe, the god grants them allies in the form of the deathless ghouls that join their hunts and feasts. Having picked clean their island of all life larger than small birds and lizards, the Trokki launch frequent raids on neighbouring tribes to acquire food and sacrifices, paddling across in the dead of night in canoes carved from the black-wooded trees of their island.

The Trokki are the enemy of every other tribe that lives nearby, and one of the few things that can actually unite those tribes in a temporary alliance.

Attributes: Death Worshippers, Sharpened Teeth and Nails, Cursed.



Nakoda

The Nakoda are probably the best-known tribe in the lands beyond the Ghost Archipelago, thanks to one entrepreneurial adventurer who captured one of their songs inside a magic orb and now tours the mainland with it as the centrepiece of his 'Songs of the World' show. If the Nakoda are aware of this, they seem unconcerned, and continue to have many friendly dealings with outsiders. Based on one of the larger islands on the northern fringe, they are a generally peaceful people who have combined their famous songs and music with a bit of magic, and use them to help grow food, calm the weather, and, in extreme cases, protect the tribe from danger.

Although the Nakoda are happy to trade and provide shelter to Heritors and their crews, they steadfastly refuse to provide any information about what lies deeper inside the Archipelago, and gently try to dissuade anyone from exploring further. They never provide guides and, to date, no one has ever convinced a Nakoda to leave their island. Nobody has ever been allowed to meet with the tribal chief either – he or she lives in a cave in the high hills and all communication passes through a series of intermediaries, making for a slow, frustrating, and frequently fruitless process.

Still, for adventurers who need a port in a storm, the island of the Nakoda is one of the safest places inside the Archipelago.

Attributes: Blessed Weapons, Cortiki, Peaceful.





CHAPTER THREE

NEW SPECIALIST CREWMEN

The tribes of the Ghost Archipelago are incredibly varied, and many Heritors have succeeded in persuading the hunters and warriors of several tribes to join their expeditions for the Crystal Pool. Unlike the specialists that typically find employment with Heritors, these natives of the Lost Isles can be recruited without the need for a costly return to the mainland, but cannot always be counted on to stick around once the going gets tough...

This chapter contains several new types of specialist crewman, both mainland and tribal, that can be hired to strengthen a crew.

Bowman

The term 'bowman' is an example of sailor's wit, as it is used to define a crewman who both sits in the 'bow' of a small boat and operates a swivelbow. In truth, these sailors have no specific training, but have, over the years, spent more time in a small boat than most, become accustomed to the rocking and jolting of the boat, and have learned how to compensate for this when firing a swivelbow. They have, however, spent less time training for hand-to-hand combat than most of their fellows, and so are noticeably less skilled in the close combat.

Bowmen do not suffer the -2 Shoot penalty when operating a swivelbow (page 36).

As specialist crewmen, bowmen must be paid for their services and may only be hired when a Heritor returns to the mainland. Unlike most specialist crewmen, however, they take the place of a standard crewman rather than one of the four specialist places. So, a crew could conceivably include four bowmen and still have room for four other specialist crewmen.

Specialist	M	F	S	A	W	H	Cost	Notes
Bowman	6	+1	+1	10	-1	12	50gc	No Shoot Penalty with Swivelbow

Eagle-eye

The bow is a tricky weapon, and while just about anyone can be taught to use one properly, it takes a rare, single-minded determination to master it. Those who do achieve such a level of mastery are often known as ‘eagle-eyes’, as a testament to their unerring aim, and are highly sought-after for their skill.

An eagle-eye is allowed to take a special ‘aim’ action. If this action is immediately followed by a shoot action in the same activation, the eagle-eye may ignore the first piece of intervening terrain (but not cover) between him and his target.

Specialist	M	F	S	A	W	H	Cost	Notes
Eagle-eye	6	+0	+3	11	+1	12	100gc	Hand Weapon, Bow, Quiver, Light Armour, Aim Action



Swordmaster

When travelling in the Ghost Archipelago, most adventurers prefer short, heavy-bladed swords that can also be used as tools to hack through dense foliage or to butcher meat. A few specialists, however, carry lighter duelling weapons, designed purely for delivering a quick, killing strike to an unarmoured spot. These supreme swordsmen are known as swordmasters, and are often recruited by Heritors as personal bodyguards.

Swordmasters have trained to fight more than one opponent at once, and so their opponents can never claim more than +2 for supporting figures, no matter how many friendly figures are actually in combat with the swordmaster.

Furthermore, if the swordmaster wins a hand-to-hand combat against an opponent that is wearing light or heavy armour, that opponent suffers -1 Armour for the purposes of determining damage from the swordmaster's attack.

Specialist	M	F	S	A	W	H	Cost	Notes
Swordmaster	6	+4	+0	11	+1	12	100gc	Hand Weapon, Dagger, Light Armour, Supporting Figure Maximum, Opponent Armour Reduction

Totem Warrior

Many of the native tribes of the Archipelago produce elite warriors that can call upon the spirits of the beasts they have slain to temporarily enhance their abilities. Although the titles for such individuals vary from tribe to tribe, Heritors and their crews generally refer to them as 'totem warriors' for their typical appearance, covered in trophies from their hunts, such as cloaks of fur, necklaces of teeth, masks crafted from skulls, and bracers made of hide. Totem warriors can often be persuaded to leave their tribes in the pursuit of adventure and greater challenges.

When hiring a totem warrior, you may choose if it is equipped with a two-handed weapon or with a hand weapon and shield. If the latter, increase the totem warrior's Armour to 11 to account for the shield.

Whenever a totem warrior is activated, it may make a Will Roll with a Target Number of 16 as a free action. If successful, choose and apply one of the following bonuses that lasts until its next activation: +1 Move, +1 Fight, +1 Armour, +2 Will, or +5 to Swimming Rolls.

As they are recruited from amongst the tribes of the Lost Isles, a Heritor may hire a totem warrior without returning to the mainland. However, if a totem warrior rolls a 5–8 on his survival roll after a game, he leaves the crew to recuperate, returning any items he was carrying, but otherwise counting as killed for campaign purposes.

Specialist	M	F	S	A	W	H	Cost	Notes
Totem Warrior	6	+3	+0	10*	+4	14	200gc	Two-Handed Weapon OR Hand Weapon and Shield, Temporary Stat Increase, Tribal Recruit



Tribal Darter

Trained from youth in the art of hunting prey using a blowgun, these Tribals are the masters of stealth, camouflage, and ambush. While it is rare that darters leave their tribes in search of adventure, and even rarer that a Heritor manages to hire one, there are times when a crew is in desperate need of some ranged weaponry and darters are the only option. The possibility of poisoning the enemy cannot be overlooked either...

Tribal darters are allowed to take a special 'aim' action. If this action is immediately followed by a shoot action in the same activation, the tribal darter may ignore the first piece of intervening terrain (not cover) between him and his target.

Due to their skills in stealth and camouflage, no figure may draw line of sight to a tribal darter that is more than 16" away or in any kind of cover.

As they are recruited from amongst the tribes of the Lost Isles, a Heritor may hire a tribal darter without returning to the mainland. However, if a tribal darter rolls a 5–8 on his survival roll after a game, he leaves the crew to recuperate, returning any items he was carrying, but otherwise counting as killed for campaign purposes.

Specialist	M	F	S	A	W	H	Cost	Notes
Tribal Darter	6	+1	+4	10	+2	12	120gc	Hand Weapon, Blowgun, Dart Pouch, Aim Action, Stealthy, Tribal Recruit



Tribal Guide

While many tribes are hostile to outsiders, many are open to meeting strangers, and can prove helpful if well-treated. In fact, it is sometimes even possible to hire tribal guides to lead a crew through the islands of the Ghost Archipelago.

Tribal guides are experts in finding the best routes through inhospitable terrain and do not suffer movement penalties for moving through rough ground (except deep water, where they follow the normal rules). Furthermore, at the start of the game, after both sides have set up, but before the first Initiative Rolls, a player with a tribal guide may move it and one other figure in base-to-base contact with it up to 3". The tribal guide and the other figure must remain in base-to-base contact at the end of this move. If more than one player has a tribal guide in their crew, they are each allowed to make this special move and should do so in the reverse order to which they deployed their crews (so, the player who set up first would be the last to move his tribal guide).

As they are recruited from amongst the tribes of the Lost Isles, a Heritor may hire a tribal guide without returning to the mainland. However, if a tribal guide rolls a 5–8 on his survival roll after a game, he leaves the crew to recuperate, returning any items he was carrying, but otherwise counting as killed for campaign purposes.

Specialist	M	F	S	A	W	H	Cost	Notes
Tribal Guide	7	+2	+2	10	+1	10	120gc	Hand Weapon, Throwing Spear, Pathfinder, Tribal Recruit

Vanguard

In the great empires and kingdoms that line the southern borders, battles are mostly fought by infantry in tight formations. While this produces many deadly fighters, the skills they learn in warfare are not always directly transferable to the wild, open combat experienced in the Ghost Archipelago, and the heavy armour that they favour can be as much of a burden as an asset. Despite that, many a soldier has decided to retire (or desert) in order to sign on with a Heritor's crew in the hopes of wealth and adventure.

Specialist	M	F	S	A	W	H	Cost	Notes
Vanguard	5	+2	+2	13	+1	12	75gc	Hand Weapon, Throwing Spear, Heavy Armour, Shield



CHAPTER FOUR

NEW WEAPONS

Blowpipe

The tribes that inhabit the Lost Isles make frequent use of simple blowpipes, and are highly adept in their use. For such a simple weapon, blowpipes come in all shapes and sizes, and are made from a variety of materials – simple reeds or bamboo stalks cut to length, hollowed-out bones, or elaborately carved wood. While the darts fired from a blowpipe are not particularly fearsome by themselves, the potent poisons in which they are frequently covered are another matter entirely, capable of felling even the strongest Heritor.

Figures armed with a blowpipe must also carry a dart pouch, or some form of magical ammunition in order to make use of the weapon. Blowpipes are very light and useless in hand-to-hand combat. Blowpipes are not part of the General Arms and Armour list and may only be used by crewmen or creatures that come equipped with one.

Weapon	Damage Modifier	Maximum Range	Notes
Blowpipe	-4	16"	Poison

Throwing Spear

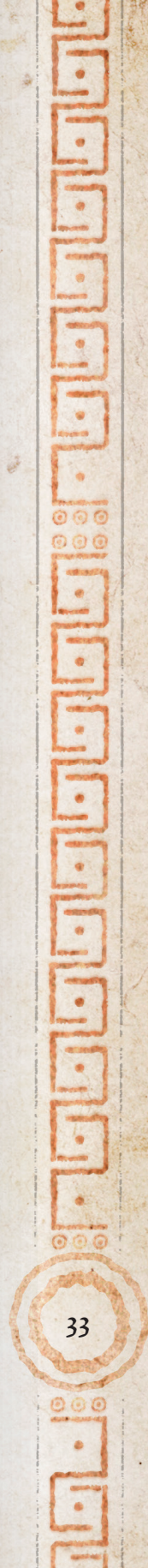
A favoured weapon amongst many of the Tribals living in the Ghost Archipelago, as well as some professional soldiers turned adventurers, the short-hafted throwing spear's heavy head is perfect for punching through shields, armour and flesh. Despite its power, it can be a tricky piece of equipment to carry through the dense growth often found in the islands, which has kept the weapon from becoming more popular.

Throwing spears are single-use ranged weapons. Once a figure carrying a throwing spear makes a shooting attack, it should be crossed off the figure's equipment list, but is replaced for free after the game. Throwing spears are not part of the General Arms and Armour list and may only be used by crewmen or creatures that come equipped with one.

Weapon	Damage Modifier	Maximum Range	Notes
Throwing Spear	+1/-1	8"	+1 damage modifier when used for a shooting attack, -1 damage modifier when used in hand-to-hand combat. Single-use ranged weapon. Only one may be carried per model.









CHAPTER FIVE

SMALL BOATS RULES EXPANSION

This set of rules is presented for people who like to play a lot of scenarios featuring small boats and would like more options and greater complexity in their games.

CAPSIZING

Whenever a figure makes a Move Roll to remain in a small boat (usually because of losing a fight) and they roll a natural 1 on the die, then their flailing attempt to stay in the boat causes the entire boat to tip over in the water. Immediately take all of the figures out of the boat and place them in the water approximately 1" away from the small boat relative to where they were standing. Take the boat model and turn it upside down, or on its side if it has a sail. All figures must immediately make a Swimming Roll. If they succeed, they may move into contact with the capsized boat. If they fail, leave them where they are.

Any figure that is in contact with the boat receives +8 on all Swimming Rolls.

It is very difficult to right a capsized boat while in the water. To do so, a figure must spend an action and make a Fight Roll with a Target Number of 18. They receive +2 to this roll for every friendly figure that is contact with the boat. If successful, the boat should be placed the right way up, and figures are now free to try and board it.

CANOES

Canoes are a specific variety of small boat that are quite common amongst the natives of the Ghost Archipelago. Canoes follow all of the rules for small boats with the following exceptions:

- Canoes have a maximum capacity of four figures.
- Canoes have a standard movement of 3" plus 1" for each figure inside, up to a maximum of 6".
- Canoes are less stable than small boats, capsizing whenever a figures rolls 1–3 for a Move Roll to stay in a canoe. They are, however, also easier to right from the water – the Fight Roll to do so having a Target Number of 12. All other rules for capsizing and righting remain the same.

Any time a scenario calls for small boats, the player may elect to take canoes instead. In this case, the maximum number of canoes is one higher than the maximum number of small boats. So, if a scenario says a player can take three small boats, they could choose to take four canoes instead. Players can also elect to take both normal small boats and canoes, provided the combined number of vessels does not exceed the maximum number of canoes that would be allowed, and the difference between the numbers of small boats and of canoes is not greater than one. So, in a scenario that allows three small boats, a player could take two small boats and two canoes, but not three small boats and one canoe.



SWIVELBOW

Small boats (not canoes, however) can be fitted with an extra-powerful crossbow on a swivel mount in the bow. This weapon is called a swivelbow and is generally used to attack other small boats, defend against native wildlife, and provide supporting fire for crewmembers on land.

Swivelbows are acquired through the purchase of the following ship upgrade:

Heritor Ship Upgrade		
Ship Upgrade	Cost	Notes
Swivelbow	200gc	Each purchase of this upgrade (up to a maximum of three) allows one small boat per scenario to be equipped with a swivelbow.

To fire a swivelbow, a figure must activate while in contact with the weapon. It takes a single action to fire the weapon and another action to reload the weapon (this can replace a figure's move action). Use the figure's normal Shoot score for this attack, even if the figure doesn't normally carry a missile weapon.

Swivelbows are very powerful weapons – they do +4 damage, and any figure hit by the swivelbow also suffers -2 armour (to a minimum of 10) for the purposes of determining damage. Some of that power comes at the expense of accuracy, however, and all shots made with a swivelbow suffer a -2 Shoot penalty (this includes the usual -1 for making a shooting attack from a small boat).

Weapon	Damage Modifier	Maximum Range	Notes
Swivelbow	+4	24"	Inaccurate (-2 Shoot penalty); Armour Piercing; Load and fire as separate actions; may reload in place of movement





CHAPTER SIX

THE OBSERVATION CHAMBER CAMPAIGN

For the last two nights, your crew has slept in the huts of a friendly native tribe, recovering from a skirmish with another Heritor crew. While the rest of your men tended to their wounds and sampled the local food, you focused on gaining information from your tribal hosts. According to the elders, there is an ancient chamber, hidden beneath the strait dividing this island and its neighbour, that the ‘ancients’ used to command the creatures of the sea to attack their enemies. When pressed further, the tribal elders admitted that the chamber still exists, and that there are two pathways to reach it – down a long, winding staircase or through a twisting tunnel. Unfortunately, each entrance is under the guard of a different tribe, and both are actively hostile to outsiders.

If a chamber like that really does exist, who knows what treasures or information it might contain? The only question – which route to take?

PLAYING THE CAMPAIGN

The Observation Chamber is a three-scenario campaign for two players, but could be modified to work for any even-numbered group. What makes this campaign unique is that the player's crews will only face one another in the final scenario. In the first two scenarios, one player will field his Heritor crew while the other will take control of a tribal warband.

To start the campaign, each player should roll one die and subtract their Crew Rating. Whichever player ends up with the highest total can choose whether to command a Heritor crew or the Tribals in the first scenario. In the second scenario, the players will switch, so that, over the two scenarios, both have a chance to play as their Heritor and as the Tribals.

When taking control of the Tribals, the player should turn to the Creating Tribes section (page 8). The player has 500gc available to assemble a tribal warband and may take a maximum of ten figures. These warbands may use the Tribal Attributes system (page 10) to gain positive and negative attributes. In the main, players will probably find that the tribal warbands are somewhat weaker than the Heritor crews. This is intentional. The point of playing the Tribals is not necessary



to 'win' those scenarios, but to soften up the opposition's crew in preparation for the climactic scenario.

All of the scenarios in this campaign take place in a very short time frame. For that reason, players are not allowed to take any out of game actions after the first two scenarios, except to make survival rolls for their crews and to roll for any treasure tokens recovered. Any figures – including standard crewmen – that are killed in the first two scenarios may not be replaced until after Scenario Three. Furthermore, any figures that are badly wounded or otherwise forced to 'miss the next game', must take part in Scenario Three, but start the scenario at half their starting Health, rounded down. All other figures start Scenario Three at whatever level of Health they ended up with in their preceding scenario, or having healed up to their normal starting Health -4, whichever is higher.

It is very likely that players will be starting Scenario Three with reduced crews, and it behoves players to try to conserve their strength during the first two scenarios. Conversely, when playing the Tribals, players will want to inflict maximum casualties on their enemies!

In the event that a player's Heritor is killed in one of the first two scenarios, the player has the choice to either play Scenario Three with whatever remains of his crew, or to withdraw from the campaign. If the latter option is chosen, the player should once again field his tribal warband with all of its original figures at full Health.



SCENARIO ONE

THE TWISTING STAIRS

Having learned as much about the possible routes to the underwater chamber as you could, you decided to try your luck at the overland route, which leads to a twisting staircase in the ground. Your native friends agreed to guide your crew to the edges of their territory, and then give you directions from there. After a march of some hours, you left your guides standing before a pair of skulls on spikes that marked the next tribe's borders. From there, you pushed through the thick jungle as quietly as possible, following a stream described by your guides for several miles. Now, just as the ruined temple that must be the entrance to the 'twisting stairs' becomes visible amongst the vegetation, fierce war cries erupt from all around...

Set-Up

This scenario works best if the players' deployment areas are at least 2.5' apart. A ruined temple should sit adjacent to one table edge. In the midst of the temple should be a hole, approximately 2" across. A deep pool, at least 4" in diameter should sit near the centre of the table. This pool counts as deep water. The rest of the table should be crowded with vegetation, ruins, and other terrain.

The Tribal player must now place six markers on the table. Each of these markers should have a hidden note on its underside – three should have a 'T' for 'Treasure', and three an 'X'. These markers may be placed anywhere on the table provided they are at least 6" apart from one another.

The Heritor player should place all of the members of his crew on the table first, on the edge of the table opposite the temple ruins. All members of the crew must start within 3" of the table edge.

The Tribal player should then pick three members of his warband. These three figures should be placed to one side. The rest of the warband should be deployed on the table anywhere within 6" of the temple.

Special Rules

The Heritor crew are trying to reach the hole in the centre of the temple, as this is the top of the twisting stairs. A figure that is adjacent to the hole may spend an action – this figure is removed from the game, securing any treasure they may be carrying. Figures can exit the table from any table edge but will not participate in Scenario Three, and will lose any treasure they are carrying, if they do so.

Whenever a Heritor crew figure moves within 1" of a marker, flip it over. If it is marked with a 'T', replace it with a treasure token. If it is marked with an 'X', the

Tribal player may replace it with one figure of his choice from the three that were not deployed at the beginning of the game. This figure may immediately force combat with the figure that caused the marker to be flipped.

At the beginning of the Tribal player's crew phase in Turn 2, the Tribal player may choose to flip over one of the 'X' markers and replace it with a soldier in the same manner as above. They may do the same at the beginning of their crew phase in Turn 3, and every turn thereafter as long as there are still 'X' markers on the table.

The Tribals have no interest in treasure tokens, other than keeping the Heritor crew from stealing things that do not belong to them. No tribal warband figure may pick up a treasure token.

At the end of every third turn (so, turns 3, 6, 9, etc.) the Tribal player may place an additional tribal warrior (page 9) on the table at the centre point of any table edge of his choosing, except the one containing the temple. This tribal warrior acts as a member of his warband.

Crew members do not suffer any movement penalties for carrying treasure tokens in this scenario, although they suffer Fight and Swimming Roll penalties as normal.

Treasure and Experience

The Heritor crew player should roll for treasure as normal after this scenario. This scenario does not feature a central treasure. Experience is gained as normal for this scenario with the following additions:

- +10 experience points for each member of the Heritor's crew (excluding the Warden, but including the Heritor) that exits the table via the hole.

Wardens may also gain bonus experience points in this scenario:

- +20 experience points if the Warden exits the table via the hole.

Campaign Notes

The Heritor player should remember to keep track of the Health of each of his crew members at the end of the scenario, as detailed in Playing the Campaign special rules (page 38).

SCENARIO TWO

THE DARK PASSAGEWAY

Although the natives refused to accompany your crew on their expedition to the chamber, they guided you to a dark cave entrance. By sketching routes in the sand, they showed you the route you must follow in order to reach the chamber. Now, walking through the dripping passageway, guided only by the light of your torches, you are desperately hoping you can remember that rough, sand-drawn map. As you march on, the passageway twists and turns in haphazard fashion, clearly an accident of nature and not the work of an architect. Then, just as you are starting to worry that you have lost the correct path, the passageway opens up into a wide chamber. At the other end of the chamber, just visible in the dim light, are three large stone doors. Surely one of those must lead to the chamber, but which one? Your guides mentioned nothing about doors. At that moment, a horrible shriek echoes around the cavern and dark forms come clambering over the rocks...

Set-Up

This scenario works best if the players' deployment areas are at least 2.5' apart. One edge of the table should contain the passageway through which the Heritor crew entered the cavern. On the opposite table edge should be three stone doors – one in the centre of the table edge, and one in each of its corners. The rest of the table should be crowded with stalagmites and large rocks. At least three pools of deep water, each approximately 4" in diameter, should be scattered about the table as well.

The Tribal player must now place six markers on the table. Each of these markers should have a hidden note on its underside – three should have a 'T' for 'Treasure', and three an 'X'. These markers may be placed anywhere on the table provided they are at least 6" apart from one another.

The Heritor player should place all of the members of his crew on the table first, within 3" of the table edge with the entrance passageway.

The Tribal player may then place his figures on the table anywhere within 12" of any of the doors.

Special Rules

Before the game begins, the Tribal player should secretly note down which of the doors leads to the underground chamber. Whenever a member of the Heritor crew is adjacent to a door, he may open it as a free action. The Tribal player should immediately reveal if that is the door that leads to the underground chamber. The Heritor crew may only exit the table by the entrance passageway or through one of the three doors.

Figures that leave the table by any other exit other than the doorway to the underground chamber will not participate in Scenario Three, however, and will lose any treasure they are carrying. Tribal figures cannot exit the table for any reason.

Due to the darkness of the cavern, the maximum line of sight for this scenario is 16”.

Whenever a Heritor crew figure moves into contact with a marker, flip it over. If it is marked with a ‘T’, replace it with a treasure token. If it is marked with an ‘X’, immediately roll on the Trap Table below, with the figure that moved into contact with the marker being treated as the target figure.

Trap Table	
Die Roll	Trap
1–5	A heavy rock falls from the ceiling. Make a +0 Shooting attack against the target figure. If the rock hits, it does +4 damage.
6–10	A ghoul drops suddenly drops from the ceiling. Place one ghoul (Rulebook, page 136) in combat with the target figure.
11–15	A ruby dart shoots out of the nearby wall. Make a +2 Shooting attack at the target figure. If the figure survives the attack, they may claim the ruby dart. This does not count as an item or a treasure token, but may be sold for 70gc the next time the crew returns to the mainland.
16–20	What appeared to be a patch of dark shadows was actually a pool of still, dark water. Place a 2” diameter pool of deep water directly beneath the target figure. This figure’s activation ends immediately. Any other figure that is fully or partially in the pool must immediately make a Move Roll with a Target Number of 14 – if successful, move them to the edge of the pool; if unsuccessful, they remain where they are.

The Tribals have no interest in treasure tokens, other than keeping the Heritor crew from stealing things that do not belong to them. No tribal warband figure may pick up a treasure token.

At the end of every third turn (so, turns 3, 6, 9, etc.) the Tribal player may place an additional tribal warrior (page 9) on the table at the centre point of any table edge of his choosing, except the one containing the three doors. This tribal warrior acts as a member of his warband.

Crew members do not suffer any movement penalties for carrying treasure tokens in this scenario, although they suffer Fight and Swimming Roll penalties as normal.

Treasure and Experience

The Heritor crew player should roll for treasure as normal after this scenario. This scenario does not feature a central treasure. Experience is gained as normal for this scenario with the following additions:

- +10 experience points for each member of the Heritor's crew (excluding the Warden, but including the Heritor) that exits the table via the door to the underground chamber.
- +10 experience points for each door opened by the Heritor's crew.
- +10 experience points for each ghoul killed by a member of the Heritor's crew.

Wardens may also gain bonus experience points in this scenario:

- +20 experience points if the Warden exits the table via the door to the underground chamber.

Campaign Notes

The Heritor player should remember to keep track of the Health of each of his crew members at the end of the scenario, as detailed in Playing the Campaign special rules (page 38).



SCENARIO THREE

INSIDE THE OBSERVATION CHAMBER

Having battled your way past the tribal guards, your crew's survivors press on. Soon, you step through a giant doorway into a chamber unlike anything that you have seen before. The chamber is well-lit by a number of glowing orbs that hang from the ceiling. The floor, walls, and ceiling are all carved from perfectly square blocks of stone... all except one wall that is just one huge window into the deeps. Through it can be seen hundreds of different fish and other sea creatures that live in the waters of the Archipelago. In the centre of the chamber is a low dais, upon which a red gemstone slowly revolves. Unfortunately, a sudden noise alerts you to the fact that yours is not the only crew to have sought out this hidden chamber...

Set-Up

Two large doorways should be set in the centre of two opposite table edges. Each player should set up all of his figures within 6" of their chosen doorway. In the middle of the chamber there should be a raised dais, about 6" square and 1" tall. The rest of the table should be covered in numerous low walls and stone tables.

The central treasure should be placed in the centre of the stone dais. The rest of the treasure should be placed following the normal rules.

One table edge that does not contain a doorway, should be designated as the glass wall.

Special Rules

Figures may only exit the table through one of the two doorways, except amphibious figures who may exit via the table edge with the glass wall after it starts to open.

To pick up the central treasure, a figure must be adjacent to it, spend an action, and pass a Will Roll with a Target Number of 20.

At the start of the next turn after any figure has picked up the central treasure, the glass wall begins to slowly slide upwards, and the sea and its denizens come rushing in. From this point on, it is important to keep track of the turns. The Chamber Flooding Table below identifies effect the rising water has on the game for each turn after the wall opens. The table also lists a sea creature for each turn – this is the creature that washes into the chamber at the start of that turn. Place the appropriate creature in the centre of the table, roll a die, and determine a random direction – move the creature the number of inches shown on the die in the indicated direction.

If this would cause it to move off the table, simply stop its movement at the table edge instead. The rising waters mean that all creatures that appear on the table in this manner are able to move around freely, even if aquatic.

Do not roll for random encounters in this scenario.

Chamber Flooding Table		
Turn After Central Treasure Taken	Table Effect	Creature
+1	–	Needlefish
+2		Octopike
+3	The entire table, except the dais, counts as rough ground, except to figures that are amphibious or aquatic.	Snapping Turtle
+4		Soldier Crab
+5	The entire table, except the dais, counts as deep water	Crocodile
+6		Shark
+7 onwards	The entire table counts as deep water	–

Treasure and Experience

The crew that recovers the central treasure may add +8 to their treasure roll, instead of the normal +2, treating any total above 20 as 20. Other treasure should be rolled for as normal. Experience is gained as normal for this scenario with the following additions:

- +25 experience points for the Heritor whose crew first picks up the central treasure.
- +25 experience points if the Heritor is on the table when the glass wall starts to open.
- +5 experience points for each uncontrolled creature killed by a Heritor or his crew.

Wardens may also gain bonus experience points in this scenario:

- +20 experience points if the Warden is on the table when the glass wall starts to open.



CHAPTER SEVEN

THE CITY OF THE CATHAKA CAMPAIGN

After a storm damaged your ship, you were forced to beach her on a nearby island in order to make repairs. It soon became clear that a group of Tribals lived on the island, but thankfully, these natives were not aggressive. In fact, after a brief first meeting, a small delegation arrived bearing gifts of food. The next day, another group showed up at your camp, again bringing food with them. The food seemed safe enough, delicious even, but their generosity aroused your suspicions. It wasn't a complete surprise, therefore, when the third day brought the arrival of another group, including the tribal chief.

The chief told a story, made painfully slow by the difficulty in translation. From what you could gather, this tribe had recently been attacked by another tribe called the 'Cathaka' who had stolen several valuable treasures – treasures the chief wanted you to help recover. Promising the assistance of some of her best warriors, and payment for the treasures you can return, the chief also notes that the cathaka are relentless thieves and will no doubt possess the treasures of other tribes that you could keep for yourselves. She does, however, caution that those other tribes will probably also be looking to reclaim their possessions, and may not take kindly to interference from your crew.

While the whole situation sounds like a recipe for disaster, it also sounds like these cathaka might be sitting on a veritable treasure trove...

PLAYING THE CAMPAIGN

The City of the Cathaka is a two-scenario campaign designed for two players, although with a little modification it could probably be used for three or more.

Each player should create the tribe that has hired them using the Tribal Attributes system. In each scenario, each player may add up to four figures from the Tribal Warband Table (page 9), provided the total cost is not more than 200gc. War Chiefs and Witch Doctors may not be selected, but all others are permitted in any combination. These four additional figures are not counted against the usual crew size limit, so most crews in these scenarios will consist of 11–14 figures instead of the normal 10. No warband may begin a scenario with more than 15 figures, regardless of any and all other rules. These tribal recruits do not need to roll for survival after Scenario One – they are freely replaced for Scenario Two. Or, if a player desires, he may select an entirely new set of tribal figures for Scenario Two, subject to the same rules as above. Following the conclusion of the campaign, these warriors return to their tribes.



SCENARIO ONE

THE GATEWAY

According to the chief, the cathaka live in an ancient city carved into the side of a mountain. Even the natives have no idea who built the city, but know that the cathaka are incapable of such construction and have just taken up residence there. There are two ways to reach the city, either through the large gates in the wall at the bottom of the mountain, or through a breach in the wall on the far side. The chief suggests you go through the main gate – although the cathaka will see you coming, they are inherently cowards, and are unlikely to put up too great a fight in the face of invading outsiders.

Such a tactic sounds foolish, but if the chief is willing to risk her own people on this expedition, she probably believes in its chances for success. Besides, the gates lead to the easier road up to the city, while the other route promises a slow and dangerous climb – by the time you reach the city that way, the loot might already be gone!



Set-Up

The table should be bisected by an ancient stone road, about 6" wide. This road should be relatively clear, except for a few stones, here and there. The rest of the table should be crowded with vegetation, boggy pools, and rocks. At one table edge at the end of the road is a great gateway, its gate firmly closed. The rest of this table edge represents a high wall that is not scalable for the purposes of this scenario.

Four treasure tokens are placed in the middle of the road in this scenario. One token should be placed 4" from the gateway, the second 8" away, the third 12" and the last 16" away.

Two cathaka (page 91) should be placed sitting atop the gateway.

Each player should divide their crew into two groups with an equal number of figures in each, or as near to that as is possible. The players should then choose one of their groups to set up within 6" of one of the table corners opposite the wall. Their second groups will be placed on the table in the same way at the end of the first turn.

Special Rules

Unlike most scenarios, this one features a specific 'winner', which will have an impact on the set-up of Scenario Two. To win, a player must be the first to move their Heritor off the table through the gateway. If neither player successfully does this, the winner is the player who moves the most other figures through the gateway. If no figures at all are moved through the gateway, then there is no winner.

The cathaka on top of the gateway will stay there until a figure moves within 10" and line of sight, or until a figure makes a shooting attack against them. At this point, they will follow the standard rules for cathaka (page 91).

Figures may exit the table via any table edge, except the one representing the wall, which can only be left by passing through the gateway.

At the start of the scenario, the gate is closed. To open it, a figure must be adjacent to it and not in combat. It may then spend an action to make a Fight Roll with a Target Number of 20, adding +2 to this roll for each friendly figure in contact with it or with the gateway. If successful, the gate is opened.

Every time a player rolls an 18+ for their Initiative Roll, immediately place another cathaka on top of the gateway.

This scenario does not automatically end when one player has no figures left on the table or when all the treasure tokens have been removed. The scenario only ends if one player has no figures left on the table and one of the following conditions is met:

- One of the Heritors has exited through the gateway.
- The player with figures remaining has already had more figures exit through the gateway than his opponent.
- The player with figures remaining is incapable of winning the scenario.

If none of these conditions are met, the scenario should continue. The player who has no figures remaining should take control of any uncontrolled creatures on the table, and may make any legal moves with them – he does not have to follow their normal priority list.

Treasure and Experience

The winning player gains an additional treasure token for winning this scenario. Otherwise, treasure is rolled for as normal. There is no central treasure in this scenario. Experience is gained as normal with the following additions:

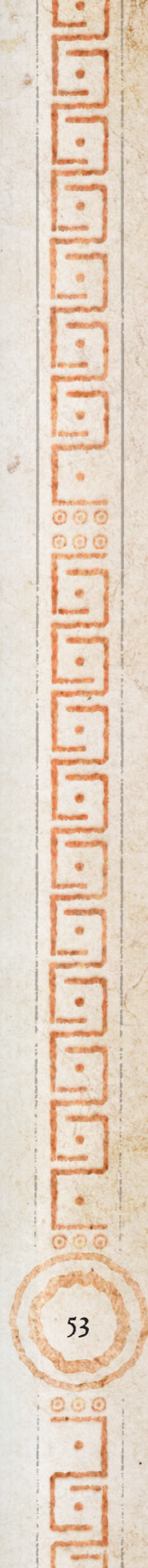
- +10 experience points for each cathaka killed by a Heritor's crew (to a maximum of +30).
- +20 experience points if the Heritor exits through the gate.
- +30 experience points for the Heritor whose crew opens the gate.

Wardens may also gain bonus experience points in this scenario:

- +20 experience points if the Warden exits through the gate.







SCENARIO TWO

BATTLE ON THE ROOFTOPS

Having already encountered the opposition, speed is of the essence. The path up the mountain, however, is a long and difficult one, full of steep switchbacks and prone to rockslides. The one small mercy is that the hideous cathaka have generally left you alone. A few have circled ominously, but a couple of arrows fired in their direction sent them flying off.

As you round a jagged corner of rock, the mountainside opens up before you, and there before you stands a city carved from the rock of the mountain, its buildings arranged in tiers that stretch up the cliff face. While it must once have been the jewel of a kingdom, it now lies broken and decayed – the buildings are cracked and pitted, and some have broken free to crash down the mountain. If not for the dark shapes of the circling cathaka, the place would feel more like a lifeless tomb than a city.

As your party advances down the narrow road, you spy numerous indistinct piles sitting atop the highest buildings... piles that gleam when the light hits them. This must be where the cathaka store their stolen treasures!

Set-Up

This scenario is played on top of the buildings on the highest tier of the rock-hewn city. It is not necessary to depict the buildings – instead, the table should be covered in a series of large platforms. Ideally, these platforms should be at slightly different elevations, but this is not necessary if it is impractical. In the centre of the table there should be one large platform approximately 12” square. The rest of the table should be nearly completely covered by other platforms of various size. Each platform should be separated from the others by gaps of 1–2”, with a few being connected by narrow bridges or walkways.

This scenario calls for 12 markers. Each of these markers should have a hidden note on its underside – six should have a ‘T’ for ‘Treasure’, and six an ‘X’. All of these markers should be placed face down and mixed up so the players have no idea which are marked with which. Eight markers should be placed on the central platform, spaced out as much as possible. The other four should be placed on other platforms, each one 8” away from the centre platform towards the four corners of the table.

The rest of the table should be covered with rocks, rubble, and fallen masonry.

Four cathaka should be placed on the central platform, one at each corner.

Each player should divide their crew into two groups with an equal number of figures in each, or as near to that as is possible. The player that won Scenario One should then place both his groups – one within 6” of a table corner, the other within 6” of an adjacent table corner. The other player should then set up one of his two groups in the same way in one of the remaining corners. His second group is then set up in the final corner at the end of the first turn.

Special Rules

Any figure that would be pushed off a platform may immediately make a Move Roll with a Target Number of 14. If they succeed, they stop at the edge of the platform. If they fail, they fall between the buildings and are reduced to 0 Health. As the city is quite built up, however, there is a good chance that the figure will be able to arrest its fall before plunging to its death – while it cannot return in to the current scenario, it gains a +2 to its survival roll after the game. If the figure was carrying a treasure token, that treasure is lost. If the figure is capable of falling any height without taking damage, such as one possessing a Ring of Slow Fall, then they are still out of the scenario, but secure any treasure they were carrying. Figures that are capable of flight (such as the cathaka) never fall between the buildings and may hover in the gaps if they choose.

Do not roll for random encounters during this scenario. Instead, whenever a figure moves into contact with a marker, flip it over. If it is marked with a 'T', replace it with a treasure token. If it is marked with an 'X', roll a die. On a 1–10 replace the marker with a giant rat; on 11–20, discard the marker, but place another cathaka on the table at the centre of a randomly determined board edge.

Treasure and Experience

There is no central treasure in this scenario. Both players may give one of their treasure tokens to the tribe that aided them. If they do, the Heritor and Warden both receive +20 experience points, and the crew may either claim 50gc or add one tribal darter (page 28), tribal guide (page 29), or totem warrior (page 26) free of charge (though subject to the normal crew limitations). Other treasure tokens should be rolled for as normal.

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

- +10 experience points for each marker flipped by the Heritor (to a maximum of +30).
- +5 experience points for each giant rat killed by the Heritor or his crew.
- +10 experience points for each cathaka killed by the Heritor or his crew.

Wardens may also gain bonus experience points in this scenario:

- +10 experience points for each marker flipped by the Warden (to a maximum of +30).



CHAPTER EIGHT

THE GODS OF FIRE CAMPAIGN

In a dream you saw your ship sailing to the Islands of Fire. You followed a trail of black smoke in the sky, until you reached a great volcano looming above an island covered in dark, gnarled trees. A river cut through those trees, leading to a lake, a cave, and a tunnel. You followed this tunnel into a vast cavern, lit by rivers of molten lava. In the midst of this cavern, still and undisturbed, was a pool of crystal-clear water...

The next morning, much to the surprise of your crew, you changed course and headed for the Islands of Fire. Soon, you could see a trail of black smoke curling up in front of the clouds. As you drew near your destination, you paused at a secluded lagoon to take on fresh water, encountering some of the local tribe. When questioned, these Tribals seemed aware of a sacred pool beneath the mountain, but couldn't – or wouldn't – speak to any magical properties.

The tribal elder did, however, volunteer one of his tribe as a guide, asking only that you return with a skin of the pool's water for his people. So, with your new guide showing the way, you set off from the island in small boats, heading towards the river that would lead you into the heart of the volcano...



PLAYING THE CAMPAIGN

The Gods of Fire Campaign consists of four scenarios, but the first and third scenarios should each be played twice, so that each player has a chance to play each once with their Heritor crew, and once with their Tribals. Since the set-up for these games will be nearly identical, it should be possible to play both games in one sitting with only minimal rearrangement of the table.

As the scenarios in this campaign take place over a very short time period, players are not allowed to return to the mainland between scenarios (unless either their Heritor or Warden dies). They may replace fallen crewmen with either standard crewmen or specialists that can be hired without returning to the mainland.

SCENARIO ONE

RUN THE GAUNTLET

For several hours now you've rowed your boats against the gentle river current, slowly pushing deeper and deeper into the jungle. The sounds of strange animals echo from the trees on both sides, and dark shapes flit through the shadows. This place is so alive, so full of sound and movement, that a small army could pass through the jungle without fear of detection. Just then, your guide points ahead, speaking in his difficult native tongue.

An island sits in the middle of the river. The shattered remnants of some ancient stone structure, overgrown with vines and moss and surrounded by gnarled trees, sits atop the island. Amongst those ruins you can just make out a pedestal, and on top of that... something that glints gold in the sun. You are about to order the boats to pull up onto the island when shouts come from all around and arrows fill the air...

Crews

The Heritor player receives a free tribal guide (page 29) for this scenario. This figure does not count against the maximum crew size. This figure may be from any tribe of the player's choice, and can receive benefits and penalties from Tribal Attributes.

The Tribal player must construct a Tribal warband with a maximum value of 500gc and consisting of no more than ten figures. For this scenario, if the player wishes, they may include one cyclops (page 92) as part of their warband at a cost of 125gc. This cyclops does count towards the 500gc cost and ten-figure warband limits.

Set-Up

This scenario should be played on a table that is at least 2.5' long and 2' wide. Larger tables are fine and shouldn't have a huge effect on the outcome. The table should be completely bisected by a river at least 10" wide running the length of the table. The Tribal player should place three small islands in the river – one around 6" in diameter, two around 5" in diameter. The islands must be placed at least 6" from either table edge, 2" from either riverbank, and 4" from one another. All of the islands should feature ruins, vegetation, or both. The rest of the table should be densely packed with rocks, trees, and other undergrowth. Note that all small boats are allowed to pass beside the islands, even if the boat is actually bigger than the area covered by the river.

The Tribal player should now place all five treasure tokens. The central treasure token should be placed anywhere on the largest island. One treasure token should be placed on each of the two smaller islands. The final two treasure tokens can be placed anywhere on the table, provided they are within 6" of the river (but not in the river).

The Tribal player begins the game with six markers, labelled 1 through 6. In secret, he should divide his warband amongst these six markers, and write this down. All members of the warband must be assigned to these markers, and each marker must have at least one figure assigned to it. The Tribal player must then place these markers on the table wherever they like, provided none are closer than 12" to a table edge.

Finally, the Heritor player should place all of his crew in small boats or canoes in the river within 6" of one table edge. The player may have three small boats, four canoes, or a combination of the two adding up to no more than four.



Special Rules

Members of the Heritor crew may only exit the table via the table edge opposite the one from which they started. Tribal figures may not exit the table. Tribal figures have no interest in treasure and may not pick up treasure tokens. The entire river counts as deep water.

During the Tribal player's crew phase, each marker may move up to 6". The markers may ignore terrain for the purposes of this movement, except that they may never move through water. Alternatively, instead of moving a marker, the player may reveal this marker, by removing it from the table and placing all warband figures assigned to it within 3". These figures may then activate as normal (in this case, War Chiefs and Witch Doctors are allowed to activate in the crew phase). Whenever a member of the Heritor crew moves within 10" and line of sight of a marker, the Tribal player must remove the marker and place all figures assigned to it as above.

At the end of each turn, the Tribal player may select one member of his warband that has been killed and return it to the table at full starting Health (this actually represents a new member of the tribe arriving). This figure must be placed within 3" of the Heritor player's starting table edge.

Treasure and Experience

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

- +10 experience points for each island upon which the Heritor sets foot during the game.

Wardens may also gain bonus experience points in this scenario:

- +10 experience points for each island upon which the Warden sets foot during the game.

Campaign Notes

It is important for the Heritor player to note down any figures in his crew that were reduced to 0 Health during the game. If these figures take part in the next scenario, they begin that scenario at -3 Health.

Remember, this scenario should be played twice, with each player having a chance to play as both Tribals and Heritor crew, before moving onto Scenario Two.

SCENARIO TWO

THE FIRE LAKE

Having survived the ambush, you push up the river. It soon becomes clear, however, that you are being pursued. Behind you, keeping pace with your own progress, you spy canoes following you through the meandering river bends. As you consider options for laying your own ambush, the river suddenly opens up into a wide lake. A small island sits in the middle of the lake, with a temple or mausoleum of some description its only apparent feature of note. With your attention focused on the island, one of your men calls out and points to another side of the lake – a small group in their own vessels is heading towards the island. Cursing, your guide starts pulling harder for the island, and your crew redoubles their own efforts...

Crews

Players should bring the same crew that they used in the previous scenario, except that every figure that was reduced to 0 Health in the previous scenario begins this one at -3 Health. This rule also applies to the tribal guide, who is also freely replaced if he was killed in the last scenario.

Each player must also select up to five figures from the Tribal Warband Table (page 9) with a combined value of no more than 200gc. These Tribals can be from any tribe created using the Tribal Attributes system and count as members of the player's crew for the purposes of the scenario, although they are set up separately from the rest of the crew. The player may choose to put these figures in either one or two canoes.

Set-Up

This scenario should be played on a table at least 3' x 3'. In the centre of the table should be an island around 12" in diameter. The island should have a few trees or large rocks and a small temple sitting in the middle. This temple should have a defined entrance. The rest of the table should contain a few large rocks or small islands, but should be mostly open water. All of this water counts as deep water.

No treasure tokens are placed in this scenario. Players should select opposite starting table edges, and set up the small boats containing their crew so that they are touching their table edge. Players should then select between the two remaining table edges. Each player should set up the canoes containing their tribal allies within 8" of this table edge.

Special Rules

Since there are no treasure tokens in this scenario, players should not roll for random encounters. Instead, if either player rolls a 4 or less on his Initiative Roll, the player that rolled the lowest (re-rolling ties) should place one fire eel (page 85) on the table. The fire eel can be placed anywhere on the table, provided it is in the water and no closer than 6" to any figure, small boat, or canoe.

Any figure (including the tribal guide, but excluding the tribal allies) that moves into contact with the entrance to the temple may choose to exit the table. This is the only way a figure may exit the table in this scenario.

If either player manages to exit seven of his figures through the temple entrance, the game ends immediately and that player is declared the 'winner'. Otherwise, after Turn 5, if either player rolls a 19–20 on their Initiative Roll, the game ends immediately, and the player who has exited the most figures through the temple is declared the winner. If players have exited an equal number of figures, then the game is a draw.

Treasure and Experience

There are no treasure tokens in this scenario, so no treasure should be rolled for after the game. Experience is gained as normal with the following additions:

- +5 experience points for each fire eel killed by a Heritor or his crew.
- +25 experience points for each member of the Heritor's crew (including the Heritor and tribal guide, but excluding the Warden and any tribal allies) that exits through the temple.

Wardens may also gain bonus experience points in this scenario:

- +25 experience points if the Warden exits through the temple.



SCENARIO THREE

THE BURNING RIVER

Having made it into the temple on the lake island, you find a wide, cracked stairway leading deep into the earth and follow it down. Eventually, it ends in a dark passageway, carefully constructed from stone blocks. Due to the narrowness of the passage, you are forced to proceed in single file, holding your torches close, feeling the hot flames against your face. Suddenly, the walls and floor begin to vibrate, and a horrible grinding noise comes from all around. Then, the world shifts on its side, the floor drops away, and your crew tumble down a steep slope, bouncing off the walls, the floor, and one another. For an instant, you catch a glimpse of some of your crew falling down a different passageway, but then all the torches are extinguished and the world becomes dark. Your descent ends abruptly on a hard stone floor. Opening your eyes, you are surprised to find that you can see. You are in a huge chamber, cut in half by a glowing river of molten lava. Half of your crew lies nearby, the other half is on the other side of the river...

Crews

The player that won Scenario Two will play his Heritor crew first in this scenario. The other player plays the Tribals who are trying to stop the Heritor. If there was no winner in Scenario Two, roll a die to decide who will play their Heritor first.

The Tribal player must construct a Tribal warband with a maximum cost of 500gc and consisting of no more than ten figures. For this scenario, if the player wishes, they may include up to two salamanders (page 84) as part of their warband at a cost of 50gc each. These salamanders do count towards the 500gc cost and ten-figure warband limits.

Set-Up

This scenario should be played on a table 2.5" long and about the same wide. A river of molten lava 6" wide should bisect the length of the table. Three bridges should span the river – one in the centre of the table, the other two 8" up and down the river from the central bridge. The rest of the table should be sparsely covered with fallen rocks and ruins.

One table edge that is bisected by the river should be designated as the Heritor crew's starting edge; the opposite edge is the Tribal player's starting edge. The Tribal player should set up all of his figures within 12" of his starting table edge, and then place five treasure tokens on the table. These tokens may be placed anywhere within 15" of his starting table edge. At least two must be placed on each side of the river,



and none may be placed in the river. Treasure tokens must be at least 6" apart.

After that, the Heritor player should roll a die for each member of his crew. On a 1–10 they start on the left-hand side of the river, the right-hand side on a roll of 11–20. Once the player has determined which side of the river his figures start upon, he may set them up anywhere within 3" of his starting table edge.

Special Rules

Members of the Heritor crew are only allowed to exit the table via the Tribal player's starting edge. Tribal figures are not allowed to exit the table at all. Tribal figures are not interested in treasure and may not pick up treasure tokens.

Anytime a figure enters the river of lava for any reason it immediately suffers 5 points of damage, and may make an immediate free move to the closest unoccupied spot that isn't in the lava. Figures may choose to enter the lava, but will suffer 5 points of damage the moment they do. Thereafter, when activating while standing in the lava, they will suffer another 5 points of damage and must make a Will Roll with a Target Number of 18 or be reduced to a maximum of one action during their activation.

Do not roll for random encounters during this scenario. Instead, any time the Tribal player rolls a 5 or less for their Initiative Roll, they may return one figure from their warband that has been reduced to 0 Health to the table. This figure represents a new member of the tribe arriving, and has full starting Health. The Tribal player may place this figure anywhere adjacent to the Heritor crew's starting table edge. If the Tribal player has not had any figures reduced to 0 Health, then no additional figure may be placed.

Treasure and Experience

There is no central treasure token in this scenario. Roll for all of the other treasure tokens as normal. Experience is gained as normal for this scenario with the following additions:

- +5 experience points for each member of the Heritor's crew (including the tribal guide, but excluding the Heritor and Warden) that exits the table.
- +20 experience points if the Heritor exits the table.

Wardens may also gain bonus experience points in this scenario:

- +20 experience points if the Warden exits the table.

Campaign Notes

Remember, this scenario should be played twice, with each player having a chance to play as both Tribals and Heritor crew, before moving onto Scenario Four.

The second time the players play this game, the second Heritor crew will be chasing after the first. Thus, some of the treasure has already been looted and the Tribals are more alert and ready for invaders. When playing this game for the second time, follow all of the rules above with two changes:

- The Tribal player should only place four treasure tokens on the table.
- The Tribal player may return a figure from their warband that has been reduced to 0 Health anytime they roll a 7 or less for their Initiative Roll.

If Scenario Two was a draw, ignore these special rules and play the scenario using the standard rules above.

SCENARIO FOUR

THE LAKE OF LIGHT

Having battled your way through rivers, lakes, and fire, you have finally reached the heart of the mountain – a vast chamber lit by pools of volcanic lava. In the centre of the chamber sits a small lake of clear water. Could this be the Crystal Pool? As you step into the chamber, the volcanic pools start to bubble and spit, and four hulking warriors emerge from the shadows and take up defensive positions around the lake. To make matters worse, the other Heritor crew that has been dogging your journey every step of the way is also emerging into the chamber through another tunnel. It is time for the final battle.

Crews

Both players should use their full crews plus their tribal guide, or as many of them as have survived this far. All figures begin the game at full Health, unless subject to some other special rule.

Set-Up

The centre of the table should feature a small lake, around 6" in diameter. Four volcanic pools, approximately 3" in diameter, should surround the lake form an 'X' centred on the lake, with each pool being 6" away it. Four tribal savages (page 9) should be placed, one between each volcanic pool and each about 4" away from the lake. The rest of the table should be crowded with broken rocks.

Each player should place two treasure tokens on the table. All treasure tokens must be placed within 4" of one of the volcanic pools, and no closer than 6" to any other treasure token. There is no central treasure token in this scenario.

Crews should set up following the normal rules.

Special Rules

This chamber includes numerous tunnel entrances, so figures may exit the table via any table edge.

The volcanic pools follow the same rules as the volcanic river in the previous scenario. Furthermore, any time a player rolls a 5 or less on their Initiative Roll, that player may choose one figure that is within 6" of one of the volcanic pools. That figure is subject to an immediate +3 shooting attack as one of the volcanic pools spits a small jet of lava at them.

The tribal savages follow the standard rules for uncontrolled creatures.

Players should roll for random encounters as normal in this scenario; however, any random encounter generated will be another tribal savage.

The Lake of Light in the centre of the table counts as deep water. A Heritor or Warden that is standing in, or next to, the lake may spend one action to drink from it. As soon as they do so, roll on the Lake of Light Table below and immediately apply the result. Only Heritors or Wardens may drink from the lake, each figure may only drink once, and only a limited number can drink from the lake over the course of the scenario. This maximum is equal to twice the number of players minus one. So, in a game with two players, three figures could drink from the lake, while in a four-player game, seven figures could do so.

Lake of Light Table	
Die Roll	Effect
1–4	The figure gains 100 experience points.
5–8	The figure gains 125 experience points.
9–12	The figure gains 100 experience points, and heals one permanent injury of their choice.
12–15	The figure gains 1 Level and +1 Will, and the maximum for their Will stat is increased by +1 (so, to +9 for both Heritors and Wardens).
16–19	The figure gains 1 Level and +1 Health, and the maximum for their Health stat is increased by +1 (so to 25 for Heritors and to 19 for Wardens).
20	The figure gains 75 experience points, and may re-roll their next roll of 1 on the Survival Table (but must abide by the result of the second roll).

Any figure, including Heritors and Wardens, that are standing in, or adjacent to, the lake may spend an action to fill a bottle or canteen with water. Make a note that this figure is carrying it. This water does not count as an item or a treasure token, and the figure incurs no penalties for carrying it.

Treasure and Experience

Roll for treasure as normal after this scenario. Each crew also receives a bonus of 50gc for each treasure token recovered. Any player that has a figure who both filled a flask of water and was not reduced to 0 Health during the scenario may take it to the elder of the tribe that aided them. If they do, the crew may either claim a reward of 25gc or add one tribal darter (page 28), tribal guide (page 29), or totem warrior (page 26) free of charge (though subject to the normal crew limitations).

Experience is gained as normal for this scenario, plus whatever bonuses were granted by drinking from the Lake of Light.

Drinking the icy water, you feel stronger, more vital, yet you also somehow know that this is not the Crystal Pool. A reflection of its power, perhaps, but the true goal of your quest is still out there. As the cool suffusing your body starts to fade, you harden your resolve – you will find the Crystal Pool, no matter what stands in your way...







CHAPTER NINE

NEW TREASURE

At the end of any Gods of Fire scenario, a player may exchange up to two rolls he is entitled to make on the Treasure Table for rolls on the Gods of Fire 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 Gods of Fire 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.



Gods of Fire Treasure Table

Die Roll 1	Die Roll 2	Treasure	Selling Price
1–10	1	Potion of Weapon Restoration	200gc
	2	Book of Tribal Tongues	250gc
	3	Sharkblade	300gc
	4	Ring of Thorns	150gc
	5	Blood Torc	600gc
	6	Staff of the Beastcaller	250gc
	7	Nimblering	300gc
	8	Superior Blowpipe (+1 Shoot)	200gc
	9	Circlet of Attunement	300gc
	10	Lucky Glove	400gc
	11	Magic Throwing Spear	120gc
	12	Warden Tea (2)	150gc
	13	Herb Guide	250gc
	14	Life Wand	300gc
	15	Redfire Quiver	200gc
	16	Talisman of the Sabretooth	300gc
	17	Hollow Bow	250gc
	18	Tornado Ring	300gc
	19	Bloodfeast Sword	500gc
	20	Map Stone	–
11–20	1	Ring of Regeneration	500gc
	2	Hunter's Bow	300gc
	3	Thunder Shaker	200gc
	4	Golden Skull	400gc
	5	Steady Bow	300gc
	6	Earthcaster	300gc
	7	Belt of Bladebreaking	300gc
	8	Amulet of the Earthbound	250gc
	9	Sprouting Staff	200gc
	10	Prayer Beads	250gc
	11	Lucky Coin	400gc
	12	Springheel Boots	400gc
	13	Beast Stone	250gc
	14	Lantern of Falselight	300gc
	15	Stunning Weapon	300gc
	16	Bone Dice	200gc
	17	Belt of the Windwalker	150gc
	18	Jewelled Scabbard	350gc
	19	Driftwood Staff	300gc
	20	Map Stone	–



AMULET OF THE EARTHBOUND

Whenever a figure wearing this amulet is in combat with a demon, it receives +2 Armour. This may temporarily take the figure's Armour above 14.

BEAST STONE

If a Warden carrying a beast stone casts Summon Animal, she may choose to modify the die roll to see what type of animal is summoned by either +2 or -2. This item may only be used once per game.

BELT OF BLADEBREAKING

Whenever a figure wearing this belt is damaged in hand-to-hand combat by an enemy figure using a melee weapon, the figure may roll one die. The weapon that caused the damage is destroyed on a result of 12+ for a normal weapon or 17+ for a superior weapon. Magic weapons cannot be broken by a belt of bladebreaking.

BELT OF THE WINDWALKER

If a Warden wearing this belt casts Wind Walk, they may immediately move 8" in any direction as opposed to the normal 6".

BLOODFEAST SWORD

This is a magic two-handed weapon that grants +1 Fight. The wielder of the sword also gains +1 Will at the start of each game, but suffers a -2 Will penalty for every figure they kill in hand-to-hand combat until the end of the game.

BLOOD TORC

This golden torc, which features numerous, small, needle-sharp spikes, can only be worn by a Heritor or Warden. A figure wearing the blood torc begins each scenario at -1 Health. If the figure is reduced to 0 Health during the game, and rolls a 1 on their survival roll, they may treat the roll as a 2 instead. If this happens, the blood torc is destroyed.

BONE DICE

This enchanted set of dice allows the figure carrying them to re-roll one Will Roll per game. If the result on the dice of the re-roll is 13+, the roll is valid, but the dice are destroyed.

BOOK OF TRIBAL TONGUES

This book is a collection of information about different Tribal languages, including numerous basic word translations. A Heritor who has this book on board his ship has a much easier time communicating with many of the Tribals the he encounters, and can hire tribal darters, tribal guides, and totem warriors for 20gc less than normal.

CIRCLET OF ATTUNEMENT

This magic band may only be worn by a Warden. A Warden wearing the circlet may attempt to cast a second spell during the same activation, replacing her mandatory movement action. However, regardless of whether or not that casting is successful, the Warden may not attempt to cast any more spells for the rest of the game. In addition, if the Warden rolls a 1–2 on her Casting Roll while using the circlet, the circlet is destroyed.

DRIFTWOOD STAFF

This magic staff may only be carried by a Warden. If that Warden casts Wrath of the Waves, she may target a figure that is within 6" of a body of water instead of the usual 4".

EARTHCASTER

This is a magic hand weapon that does +1 damage. Furthermore, if it is carried by a Warden who casts Projectile, and that Projectile hits its target, regardless of whether or not the attack damages its target, the warden may choose to push the target 2" directly away from him. This may not push the target over terrain more than ½" tall, but may move the figure through another figure.

GOLDEN SKULL

This ancient artefact may only be carried by a Heritor or Warden. If a figure carrying the golden skull is with 10" and line of sight of an undead creature, they may spend an action to attempt to take control of that creature. Both the bearer of the golden skull and the undead creature should make Will Rolls. If the undead creature has the higher total or the results are equal, then it has resisted the control attempt. If the figure with the golden skull has the higher result, then the undead creature has fallen under its control. Treat this creature as a member of the figure's crew for the rest of the game. Each golden skull can only control one undead creature at a time. Once it has successfully controlled an undead creature, it may not be used again for the rest of the game. The golden skull has no effect on ethereal or semi-ethereal undead creatures. Undead creatures under the skull's control can pick up treasure tokens and can secure them by carrying them off the table in the normal manner. After the game, the control is broken and the undead creature wanders off. A player can use a golden skull to take control of an undead creature that is already under the control of a different golden skull following the same rules.

HERB GUIDE

This small book may be carried by a Heritor, Warden, or herbalist. At the end of any game in which the figure was carrying this book, they may roll one die. On a 12+, they find some useful herbs in the battle's aftermath. Immediately roll on the Herbs and Potions Table (Rulebook, page 70), re-rolling any results that yield a potion (i.e. rolls of 1, 3, 15, 18, or 19).

HOLLOW BOW

This magic bow is strangely light and buoyant. A figure carrying this bow gains +2 on all Swimming Rolls.

HUNTER'S BOW

This magic bow gives +1 Shoot if the target has Flying.

JEWELLED SCABBARD

Warp Weapon has no effect on a weapon carried by a figure that is also carrying a jewelled scabbard.

LANTERN OF FALSELIGHT

The light from this magic lantern appears to emanate from a spot about two feet to the left of the lantern's actual location, making the bearer difficult to target with missile weapons. Whenever a figure holding this lantern is the target of a shooting attack from another figure (i.e. not as the result of a trap or some other table effect), the target figure gains +2 to its Fight Roll. A figure carrying this lantern may not also carry a shield, two-handed weapon, bow, or crossbow.

LIFE WAND

If a Warden casts Water of Life while carrying a life wand, the spell restores up to 4 points of Health to the target (instead of the usual 3).

LUCKY COIN

A figure carrying this enchanted gold coin can use it to add +1 to any roll it makes during a game. The coin is destroyed as soon as it is used.

LUCKY GLOVE

This magic glove may only be worn by a Heritor or Warden. If the figure wearing the glove rolls a 1–4 on the Survival Table after the game, treat the figure as though they had rolled Lost Fingers instead. The glove is destroyed as soon as this happens. A figure may not wear a lucky glove if they already have two Lost Fingers permanent injuries.

MAGIC THROWING SPEAR

Roll once on the Throwing Knife Properties Table (*Lost Colossus*, page 46) and apply the result to the throwing spear (note that a roll of 15 will give a result of 'Magic Weapon, Counts as Hand Weapon in hand-to-hand combat'). Calculate the selling price of the resulting magic throwing spear by adding +40gc to the cost of the equivalent throwing knife. If this volume is unavailable, or if the player prefers, this item is a magic spear that does +1 damage.

MAP STONE

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

NIMBLERING

This small golden earring does not take up an item slot and grants its wearer +1 to all Move stat rolls.

POTION OF WEAPON RESTORATION

This potion may be stored on a Heritor's ship and used before or after any game. The Heritor may use this potion to remove any damage or penalties that have been inflicted on a weapon (such as from a Warp Weapon spell). It cannot, however, fix a weapon that has been completely destroyed.

PRAYER BEADS

This string of beads has been enchanted by the powerful faith of its creator. A figure carrying prayer beads gains +1 Will. Whenever they are in combat with an undead or demonic creature they receive +1 Armour (this may temporarily take them over the usual maximum of 14).



REDFIRE QUIVER

This non-magic, but beautifully constructed and decorated, quiver is specifically designed with two slots for holding special arrows. A figure equipped with this quiver may carry two pieces of magical ammunition that do not count against the figure's item limit.

RING OF REGENERATION

Every time a figure activates while wearing this ring, they may make a Will Roll with a Target Number of 20 as a free action. If they succeed, they regain 1 lost point of Health. If they roll a natural 1 or 2 on this roll, they lose 1 point of Health.

RING OF THORNS

If a Warden wearing this magic ring casts Brambles, the Target Number for Will Rolls to move through or over the brambles is increased to 15.

SHARKBLADE

This magical sword is light, so it doesn't take up an item slot, and grants the wielder +2 on all Swimming Rolls.





SPRINGHEEL BOOTS

These magic boots allow a figure to jump up to 3" in any direction including straight up, without any previous movement. Any jump is still counted against a figure's total movement allowance.

SPROUTING STAFF

This is a magic staff that does +1 damage. In addition, if it is carried by a Warden, that Warden regains 1 lost point of Health each time they cast Ladder.

STAFF OF THE BEASTCALLER

This is a magic staff that does +1 damage. In addition, whenever the Warden rolls for a random encounter due to casting Beast Cry, she may choose the table edge from which the creature enters on a roll of 15+, instead of the normal 17+.

STEADY BOW

This magic bow helps the user stay on target while standing on an unsteady platform. A figure using this bow does not suffer the -1 Shoot penalty for being in a small boat.

STUNNING WEAPON

When this magic weapon is found roll a die to determine the type: 1–10 hand weapon, 11–17 two-handed weapon, 18–20 staff. Whenever the figure wielding this weapon wins a combat, regardless of whether any damage is done, the figure's opponent suffers -1 Fight for the rest of the game. Figures can suffer this penalty multiple times, although their Fight cannot be reduced beyond +0 in this manner. Large, undead, ethereal, and semi-ethereal creatures, as well as those who are immune to normal weapons, are immune to this special effect, although they suffer damage from the weapon as normal.

TALISMAN OF THE SABRETOOTH

A Warden wearing this talisman receives +1 to her Casting Rolls when attempting to cast Control Animal.

THUNDER SHAKER

If a Warden casts Cloud Cover while carrying a Thunder Shaker, it also begins to rain. All non-magic shooting attacks suffer -1 Shoot for the duration of the spell. This is not cumulative with any other shooting penalties caused by weather, including other castings of Cloud Cover.

TORNADO RING

This ring may only be worn by a Heritor or Warden. Once per scenario, the wearer may spend an action to use the ring. Treat the figure as though they had just successfully cast Dust Devil. The wearer immediately suffers 4 points of damage.

WARDEN TEA

The real name of this herb is 'Brinksweed', but to the adventurers who explore the Archipelago, it is almost universally called 'Warden Tea'. If the leaves of this herb are dried, and then brewed up as tea, they act as a powerful magic enhancer. Unfortunately, the potency of the tea quickly diminishes. A Heritor may keep this tea on his ship. Before any game, a player may announce that his Warden is drinking a dose of the tea. The Warden receives +2 to the first Casting Roll she makes in the game. After that, the tea has no effect. If this item is found or bought, the player receives enough for two doses.









CHAPTER TEN

BESTIARY

Presented here are a variety of new creatures that might be encountered in the Ghost Archipelago. Most of these are used in specific scenarios in this book, but a few are included for use as random encounters or for creating your own scenarios.

Also included is a new Random Encounter Table for use with the scenarios in this book. It includes all of the new creatures and reflects the increased chance of encountering Tribals.



Gods of Fire 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	Blood-drinker Bat	Giant Rats (2)	Scarbark
2	Giant Wasp	Longpipes (2)	Drichean Warriors (3)
3	Jungle Tick	Anaconda	Stalkers (2)
4	Giant Rat	Cyclops	Cyclops
5	Mountain Goat	Snake-men (2)	Eritherean
6	Longpipe	Salamander	Eritherian (2)
7	Cathaka	Ground Sloth	Snake-men (3)
8	Snake-man	Tribal Savages (2)	Apes (2)
9	Tribal Warrior	Scarbark	Sharks (2)
10	Tribal Hunter	Petrified Man	Razorbeak
11	Swamp Zombie	Island Troll	Sailback
12	Skeleton	Eritherean	Armourback
13	Fire Eel	Fire Eel	Spirit Warrior
14	Soldier Crab	Petrified Man	Island Shade
15	Octopike	Cathaka (2)	Razorbeak
16	Ghoul	Shark	Sea Serpent
17	Cyclops	Bolo	Monarch
18	Cathaka	Cortiki and 2 Tribal Savages	Souldweller
19	Tiger	Razorbeak	Cortiki and 4 Tribal Warriors
20	Tribal Scout and Tribal Hunter	Armourback	Kraken

ANIMALS

Giant Rat

From the frozen cities of the north to the harsh desert wastes of the far south, rats are everywhere – and where there are rats, sooner or later, a colony of giant rats will emerge. While not overly dangerous when encountered individually, giant rats breed quickly, ensuring that, no matter how many you kill, there always seem to be more.

Giant Rat						
M	F	S	A	W	H	Notes
6	+0	+0	6	+0	1	Animal

Salamander

Salamanders are a rare breed of giant lizard that usually live underground, in or near volcanic vents. Although their skin appears no thicker, or tougher, than that of normal lizards, salamanders are almost completely immune to the effects of fire and heat. In fact, salamanders can walk through fire or lava without the least discomfort or impediment. Because of their tough environment, where few other creatures live, salamanders are forced to be indiscriminate hunters and will generally eat and attack anything.

Salamanders are completely immune to all damage caused by fire, heat, or lava. They may walk through fire or lava with no movement penalties.

Salamander						
M	F	S	A	W	H	Notes
6	+2	+0	11	+0	12	Animal, Immune to Fire, Heat, & Lava



AQUATICS

Fire Eel

These large black eels can grow up to 15 feet long, and are capable of living in both salt and fresh water. They are easily identified by the bright red stripe that runs down either side of their bodies. Although these eels eat fish and other small aquatic animals, they also hunt the birds and lizards that live in the branches of trees that overhang the water. They catch these creatures by spitting a thin stream of fire from their mouths. This little jet of fire is enough to kill most small creatures, and stun larger ones, knocking them off balance and into the water where they can be consumed. Fire eels are also happy to go after larger prey, should the opportunity present itself, and will spit their fire at people in boats or standing on the water's edge.

The eel's fire spit is treated as a standard shooting attack with a +1 damage modifier, and the target suffering -2 Armour (to a minimum of 10) for the purposes of determining damage for that attack only.

Fire Eel						
M	F	S	A	W	H	Notes
6	+1	+1	10	+0	8	Aquatic, Spit Fire



Kraken

These gigantic monstrosities live in deep water and are only very rarely encountered in and around the Archipelago. The exact appearance of a kraken is unknown, as they have never been seen in their entirety. What is known, however, is that they possess a number of long, sucker-covered tentacles with which they reach out for their prey. Once a kraken has grasped its unfortunate victim, a head will emerge in order to feed. While the loss of numerous tentacles seems to cause them no apparent pain, striking at the head gives a crew a chance at killing or driving off a kraken.

Krakens are complex creatures in that they are represented by more than one figure on the table top: one figure for the head, and then numerous other figures representing the individual tentacles. Each of these figures has a separate stat-line and operates as an independent figure, with a few exceptions.

Whenever a kraken appears on the table, roll on the Kraken Tentacle Table to determine the number of tentacles that appear:

Kraken Tentacle Table	
Die Roll	Number of Tentacles
1-4	3
5-10	4
11-15	5
16-20	6

Place the first tentacle at the centre point of the largest body of deep water on the table, or as near to that point as is practical. If most of the table is covered in deep water, place the first tentacle as near to the centre of the table as is practical. Place each additional tentacle 6" from the first in a random direction.

Tentacles are incredibly long and can reach onto land – they are thus considered to be amphibious, even though they are technically the appendages of an aquatic creature.

Whenever a tentacle damages a figure, it coils around it. If a tentacle has a figure in its coils, it will use both actions to move toward the kraken head if it is on the table, taking the figure in its coils with it. If the tentacle is also in combat with any other figures, these figures can choose to either move with the tentacle, or stay where they are and let the tentacle move out of combat. If the kraken head is not on the table, the tentacle will attack the figure in its coils and be done with its activation. Once wrapped in a tentacle's coils it is very difficult to escape. A figure may only push the tentacle back, or step back itself, if it causes damage to the tentacle. Merely winning the combat is not enough.

At the end of the turn, if a tentacle has a figure in its coils, and the kraken head is not on the table, roll to identify a random tentacle on the table and place the kraken head adjacent to it. At the end of any turn in which there is a tentacle on the table

roll a die – on a 10+ another tentacle appears 6” away in a random direction from a randomly determined tentacle.

At the end of the turn, if a kraken head is at 6 Health or less, it will dive deep. Remove the kraken head and all kraken tentacles from the table. All figures coiled in tentacles are released. If the kraken head is reduced to 0 Health, all of the tentacles are immediately killed as well.

Because all of the tentacles and the kraken head are treated as separate figures, they do receive a support bonus if they are both in combat with the same figure.

Both Heritors and Wardens receive a special bonus of +10 experience points if they are ever on the table when a kraken head appears. Heritors also receive +40 experience points if they, or a member of their crew, kill the kraken head or deliver the blow that reduces it to 6 Health or less.

The heads and tentacles of krakens are immune to both critical hits and poison.

Kraken Head						
M	F	S	A	W	H	Notes
2	+4	+0	12	+6	24	Aquatic, Large, Crushing Jaws (attacks do double damage), Retreat if Reduced to 6 Health or Less, Immune to Critical Hits and Poison

Kraken Tentacle						
M	F	S	A	W	H	Notes
6	+3	+0	10	+4	12	Amphibious, Large, Coils, Dies with the Head, Immune to Critical Hits and Poison



DEMONS

Scarbark

A few of the native tribes, most notably those led by Cortiki, use ritualized magic to summon and bind demons. For reasons unknown, a few tribes bind demons into dead or dying trees. These demon plants typically appear as gnarled, black trees with few or no leaves, broken branches, and bark covered in ritual blazes. Unsurprisingly, the demons trapped within this wooden flesh are filled with rage.

Because scarbarks are able to send their roots deep into the ground, they can never be pushed back in combat (save by a Heritor using *Fling* or a figure using a magic item that increases the normal distance pushed back). A figure that wins a combat against a scarbark may instead choose to move back up to 2" instead of the usual 1".

Due to the long reach of their branches, scarbarks may force combat with any figure that moves within 2" instead of the normal 1".

Since scarbarks usually inhabit old or dying trees, their wood is highly susceptible to fire. Any figure in combat with a scarbark may, before any dice are rolled, declare that they are attempting to set it on fire. If the figure wins the combat, they do no damage but may make a Will Roll with a Target Number of 14 instead. If successful, the scarbark has been set alight. Once alight, the scarbark will take 5 points of damage from the flames every time it activates. A figure that sets a scarbark alight may still move away the normal 2" for winning the fight. A scarbark can only extinguish the flames by moving into deep water, which extinguishes the flames automatically.

As plants, scarbarks are very difficult to damage with missile weapons. The maximum damage a bow, crossbow, throwing knife, throwing spear, or blowgun can do to a scarbark is 2. Scarbarks are immune to poison and critical hits and will never force combat with an undead creature.

Scarbarks are slow, methodical walkers and never suffer penalties for rough ground or climbing, being just as content to wade through water as scale a cliff-face – wherever you find plant life, you could conceivably find a scarbark.

Scarbark						
M	F	S	A	W	H	Notes
2	+0	+0	16	+0	20	Demon, Plant, Large, Never Pushed Back, 2" Force Combat, Flammable, Maximum Missile Weapon Damage, Immune to Critical Hits and Poison, Methodical Walkers, Amphibious

SAURIANS

Armourback

One of the more common types of saurian found in the inner isles, armourbacks are generally a bit bigger than a full-sized male rhinoceros. While armourbacks are herbivores and not generally aggressive, they are easy to startle and, once roused, tend to charge any perceived threat. If their size and strength weren't enough to make them feared, armourbacks' tails end in heavy, club-like appendages which they can swing with great skill to batter foes. Their backs are protected by extremely heavy bone-like plates that make them nearly impossible to harm from that angle, while their sides are edged with bone spikes to make reaching their soft underbelly even more difficult.

When shooting at, or fighting against, an armourback, a player has a choice to make. They can either attack as normal, or they can state that they are aiming to hit the creature in its unarmoured underbelly. If this latter option is chosen, the player suffers -2 Shoot or -2 Fight as applicable. If they hit the armourback, though, treat it as Armour 12 instead of 16.

An armourback's tail attack is extremely powerful and does +4 damage.

Armourback						
M	F	S	A	W	H	Notes
5	+3	+0	16	+2	16	Saurian, Large, Extremely Powerful (+4 damage), Unprotected Underbelly



Bolo

The bolo, or more formally, the 'long-legged crocodile' is an extremely fast and agile saurian. In fact, its behaviour, especially when hunting, is closer to that of large cats than most other saurians. Similar in size to the crocodile, it resembles that creature in most respects, save for its long, lean legs. In open terrain, bolos are much faster than most animals (including humans) and can easily run down its prey. In more dense terrain, it can hop from foothold to foothold, rarely decreasing its speed to do so, and uses its heavy claws to climb trees and scale steep terrain as needed.

Bolos suffer no movement penalties for climbing or for moving through rough ground, except water.

If a bolo makes a kill, it will generally retreat with its prize into some sheltered area, such as a cave or up a tree, where it can feast undisturbed. If a bolo kills a figure, and is not in combat with any other figures, remove it from the table.

Bolo						
M	F	S	A	W	H	Notes
8	+3	+0	12	+2	12	Saurian, Agile Movement, Feast in Peace

Longpipe

The longpipe is a small saurian, a bit larger, but much leaner, than a house cat. Longpipes generally walk upright on large hind legs but, when travelling at speed, will use their short arms to help propel themselves forward as well. They get their name from their long neck and square head which, at a distance, resemble a long-stemmed pipe. They are skittish creatures and highly unlikely to attack anything as large as a human. When they feel threatened, however, they will spit a sticky, caustic substance which is capable of burning through leather and even slowly corroding metal.

Whenever a longpipe activates, it will spit acid at the closest crewmember within 6" and line of sight. This is handled as a normal shooting attack that does +2 damage if it hits. If there are no crewmembers within 6" and line of sight, the longpipe will make one random move. If this move takes them into contact with a figure, it will use its second action to fight. Otherwise, it will not take a second action.

Longpipe						
M	F	S	A	W	H	Notes
8	+0	+1	6	+4	2	Saurian, Spit Acid, Random Movement



SENTIENT RACES

Cathaka

The cathaka (literally ‘Buzzard Men’) are man-sized amalgamations of a human and a bird – their legs, torso, and arms are mostly those of a man, but their heads, and the large, ragged wings sprouting from their shoulders, more closely resemble a vulture or buzzard. Although considered sentient, perhaps even possessing some level of cunning, cathaka are generally unpleasant and unwilling to communicate with other races, surviving as scavengers and thieves instead. While they are capable of simple tool construction, most of their clothes, weapons, and other adornments are stolen. This, and their willingness to eat just about any flesh, from any animal, living or dead, has resulted in a well-deserved reputation for grave-robbing.

The cathaka are drawn to treasure, and can rarely resist the chance to steal something shiny. What they do with it afterwards, though, is anyone’s guess. Whenever a cathaka activates, it will always move towards the closest figure in line of sight that is carrying a treasure token. If a cathaka ever kills a figure carrying a treasure token, the cathaka automatically picks up the treasure token as a free action. The only way to get the cathaka to drop a treasure token is to kill it. If a cathaka has a treasure token, it will use all of its actions to move off the table by the quickest route possible. During this time, it will not force combat, and if it is involved in combat, it will always push back its opponent if it has the option. If a cathaka reaches the edge of the table with a treasure token, the cathaka is removed from the game and the treasure token is lost.

The cathaka tend to attack their prey by swooping down, using their downward momentum to aid in their attack. If a cathaka moves into combat and attacks as part of the same activation, it receive +2 Fight. If they win this combat, they will push back their opponent.

Cathaka						
M	F	S	A	W	H	Notes
6	+2	+0	11	+3	12	Flying (ignore terrain for the purposes of movement), Treasure Stealer, Swooping Attack, Varied Armament

The stats given above are for a cathaka armed with a hand weapon, typically an improvised club of wood or bone. However, cathaka will quite often be armed with a variety of scavenged weapons. If players want, they can roll on the Cathaka Armament Table below to randomly determine what each cathaka is carrying, and the modifiers to be applied to the baseline stats above. If they prefer, however, they or can select the appropriate entry from the table to match the figures being used.

Cathaka Armament Table		
Die Roll	Armament	Modifiers
1–8	Hand Weapon	None
9–14	Two-Handed Weapon	+2 Damage Modifier
15–18	Hand Weapon and Shield	+1 Armour
19–20	Hand Weapon, Shield, Leather Armour	+2 Armour

Cyclops

Gigantic, one-eyed humanoids, cyclopes live throughout the Archipelago, usually either singly or in small family groups. Although these creatures are obviously sentient, they are, at best, slow-witted, and most consider them only a half-step up the ladder from trolls. Certainly, like trolls, they spend most of their time hunting for food, eating food, or randomly destroying things. Unlike trolls, however, they are capable of constructing simple tools, basic clothing, and shelters. A few groups of cyclopes have even been known to keep livestock such as goats and sheep.

Cyclopes are perhaps most feared for their tendency to hurl large rocks, especially at passing boats. If there is a figure within 8" and line of sight of a cyclops, it will use its first action to pick up a rock (or tree, body, etc.) and its second action to hurl it at the closest target. This shooting attack does +4 damage.

Because of their limited vision, cyclopes are easier to gang up on than most creatures. Any figure that receives a supporting figure bonus of any amount while in combat with a cyclops gets an additional +1 Fight.

Cyclops						
M	F	S	A	W	H	Notes
6	+4	+0	12	+0	16	Large, Two-Handed Weapon, Hurl Rock, Limited Vision



UNDEAD

Petrified Man

This exceedingly rare form of undead creature is partly the result of natural processes within the Ghost Archipelago. Amongst the natives, there are a few tribes that inter their dead in deep caverns beneath the islands. Over centuries, perhaps even millennia, the waters of the cave slowly drip onto the corpses leaving tiny deposits of salts and other minerals, slowly hardening the flesh into stone. When this process is deemed complete, witch doctors, practicing some form of poorly understood necromancy, can reanimate these dead to serve the tribe as warriors and sentinels.

Although petrified men are generally slow, and a little clumsy, their skin is rock-hard, which makes them extremely difficult to kill. Furthermore, any figure that successfully damages a petrified man with a weapon risks damaging that weapon. The figure should immediately roll on the Warp Weapon Table (Rulebook, page 104) with a +5 modifier (plus any additional modifiers for superior or magic weapons as normal). Instead of being warped, or badly warped, the weapon is either chipped or bent, but the modifiers remain the same.

Petrified Man						
M	F	S	A	W	H	Notes
4	+0	+0	16	+0	16	Undead, Powerful (treat as using a two-handed weapon), Rock-hard Skin





A TALE OF THE
LOST ISLES...

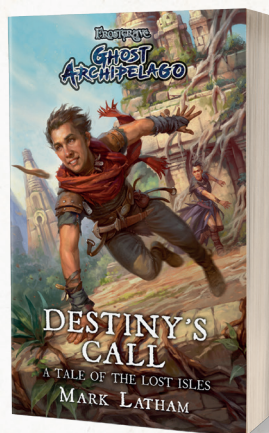
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Samir is a thief, a street-urchin from Yad Sha'Rib, the greatest city in the Empire. Like the city itself, he carries a secret; Samir is descended from the Heritors, powerful warriors who once drank from the fabled Crystal Pool. Feeling the pull of the Lost Isles in his blood, Samir suddenly finds himself the centre of attention after a life of anonymity. Encountering a tribal warrior maiden, a self-styled Pirate Prince, a beautiful assassin, and hunted by his enemies, Samir must navigate a world of treachery and deceit as he sets sail to answer his destiny's call.