FROSTGRAVE
GHOST ARCHIPELAGO
FANTASY WARGAMES IN THE LOST ISLES

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OSPREY
GAMES

CONTENTS

CHAPTER THREE:
Playing the Game

CHAPTER FIVE:
Heritor Abilities

....

CHAPTER SIX:
Warden Spells

....

CHAPTER SEVEN:

Scenarios

CHAPTER EIGHT:
Bestiary

....

Crew Sheet

....

Credits

....

CHAPTER ONE

INTRODUCTION

Welcome to *Frostgrave: Ghost Archipelago*, a narrative wargame set in a vast and mysterious chain of islands that appears in the Southern Ocean every few centuries, only to disappear again a few years later. Filled with steaming jungles, lost cities, deadly monsters, and fabulous treasures, it has brought great wealth to many explorers and a horrible death to many more. In this game, each player takes on the role of a Heritor, a warrior gifted with superhuman abilities, who assembles a crew of hardened fighters to adventure in the Lost Isles, searching for wealth and the fabled Crystal Pool.

In this book you will find all of the information you need to play the game, including rules for creating Heritors and their crews, how to set up a table, and how to battle for possession of treasures and lost secrets. While these rules might look intimidating at first, especially if you have never played a wargame before, they are generally straightforward, and most people will have a pretty firm grasp of the rules after only a game or two.

Games of *Ghost Archipelago* are generally quick, and you should easily complete a two-player game in an hour or two. While one-off games can be fun, it is by linking your games together into a campaign that you will likely find the greatest satisfaction. Over the course of a campaign, players can watch their Heritor grow in power and experience, see their crews develop, and, most importantly, tell the story of their adventures in the Lost Isles.

While *Ghost Archipelago* is designed to be a competitive game between two or more players, it is less concerned with being a tactical exercise and more interested in helping players achieve a shared sense of fun and adventure as their mighty champions

battle their way through numerous dangers in exotic locations. The rules presented attempt to cover every situation that is likely to occur during a game but, inevitably, there will be times when the exact application of a rule to a specific event is unclear. In these cases, players should work together to find a mutually agreeable solution. If players are unable to agree during a game, they should appeal to the judgement of a third party if one is available or, failing all else, roll a die and accept the interpretation of the player who rolls highest. You can then discuss the situation after the game and decide how to handle it in the future.

These rules have been created for one purpose: for players to have fun. If there is any aspect of the game you want to change, any rules you want to add, or any ideas you want to incorporate that will make the game more fun for you and your gaming buddies, then please do so! Having fun is the point of playing a game, after all.

Finally, one of the best parts of wargaming is that it is a social activity. Even at home, players like to go online to talk about their games, discuss rules, show off their models and terrain, and just chat with people who have similar interests. Check out the *Frostgrave: Ghost Archipelago* Facebook group and the *Frostgrave* page on the Lead Adventure forum. Also, to get all of the latest news and updates, take a look at my blog: **therenaissancetroll.blogspot.co.uk**.

WHAT IS FROSTGRAVE?

A few years ago, I wrote a wargame called *Frostgrave: Fantasy Wargames in the Frozen City*, which involves wizards battling in the frozen ruins of an ancient magic city. That game has sold more than 20,000 copies in English, been translated into four languages, spawned five expansions, and is still going strong. *Ghost Archipelago* is set in the same world as the Frozen City of Frostgrave, and the game uses many of the same rules and design philosophies. They are, however, two completely separate games. It is not necessary to own, or even to have played, one in order to enjoy the other. Furthermore, while the rules are similar, they are not identical, and players who play both games should be careful to make sure they are using the correct rules in each game.

WHAT YOU NEED TO PLAY

To play *Ghost Archipelago* you will need several things in addition to this book: a table, miniatures to represent your crew, a couple of twenty-sided dice, a measuring device marked in inches

("), a copy of the Crew Sheet from the back of this book, and a pencil or pen. It will also be useful to have a selection of miniature terrain to represent the jungles, ruins, mountains, and marshes that are found in the Lost Isles. If this is your first wargame, some of these items might not be immediately recognizable and are explained in more detail below.

Miniatures

Miniatures (or figures, or models) are the lifeblood of the tabletop wargaming hobby. Essentially, they are toy soldiers, made out of metal, resin or plastic, often sculpted to an extremely high-level of detail. Official *Ghost Archipelago* miniatures are available from North Star Military Figures (**northstarfigures.com**) and provide options for Heritors, Wardens, crewmen, and many of

the monsters that can be found in the islands. It is not essential to use 'official' miniatures to play the game, though. There are numerous companies producing top-notch fantasy miniatures that can be found in hobby shops or ordered online. Players should have little difficulty finding the miniatures they need. It is worth mentioning that most miniatures are supplied unpainted, and many wargamers find that painting figures is their favourite part of the hobby.

Ghost Archipelago is designed to be played with 28mm miniatures, which is the most common and popular size. Larger and smaller miniatures are also available, and it is perfectly acceptable to use those instead, provided all of the players are using the same size! Players using larger or smaller miniatures may want to adjust some of the distances for movement and weapon ranges to get the correct 'feel', but otherwise size makes little difference.

Players should do their best to obtain miniatures that match the characters they are designed to represent, with appropriate

weapons and armour. However, this is not always possible, and as long as it is clear to all of the players which figures represent which characters, the exact appearance of a figure is not important.

Most wargamers mount their miniatures on bases. These are typically metal or plastic disks between 25mm and 30mm in diameter. In *Ghost Archipelago*, the size of a figure's base makes very little difference, and players should feel free to use whatever base size they find visually pleasing for their miniatures.

Ghost Archipelago also uses treasure tokens. These can be anything from coins to bits of shiny paper, but players may want to invest in some miniature treasure chests, or the like, to make their tables more appealing.

Dice

Many of the actions your figures will attempt in *Ghost Archipelago*, such as fighting or using their Heritor Abilities, require the player to roll a die in order to determine success or fail-

ure. *Ghost Archipelago* uses a twenty-sided die (often just referred to as a d20) for all rolls. At a minimum, the game requires two d20s to play, but it is probably best if every player brings their own die. While d20s are rarely seen in most traditional board games, they are used in a lot of speciality games and are obtainable online or from most gaming stores.

Players might also consider buying a special 'Blood Die'. This six-sided die is unique to *Ghost Archipelago*, and is used to keep track of a Heritor's Blood Burn. While useful, this die is not necessary – the Blood Die is never rolled and is just used as a handy reference tool.

Crew Sheet

In the back of this book you will find a copy of the Crew Sheet, which is used to keep track of your Heritor and his crew. Each player will need a copy of this sheet. You can either photocopy

the sheet from the book, or you can download a copy from the Osprey Games website (https://ospreypublishing.com/gaming-resources).

The Table

Once you have your miniatures and dice ready to go, you are going to need a table to play on. Games of *Ghost Archipelago* are normally played on square tables with sides about 3 feet long. In games with more than two players, you may want to consider increasing the table size, up to 4' x 4', to give everyone more room to manoeuvre. If large tables are hard to come by, as they are in my house, you can play games of *Ghost Archipelago* on smaller tables. 2' x 2' is probably the minimum you will need to play a game. Smaller tables tend to make for quicker, bloodier games, but that doesn't mean they are less fun!

To get the most out of *Ghost Archipelago*, it is best if your table is full of terrain. Terrain can be anything that represents the area that the miniatures are fighting over. Because many of the Lost

Isles are covered in jungle, it would be great to have a lot of trees, bushes, and ferns to spread across the table. Check the aquarium section at your local pet store – these are usually filled with all kinds of plastic plants that are ideal for representing the Ghost Archipelago. Just cut them up and glue them onto bases. You may also find some larger pieces of aquarium terrain, such as ruined temples or old ships, that would fit right in on a *Ghost Archipelago* table. That's just one idea. There are many companies that supply specific terrain for use in miniature wargames, or you can make your own. At a minimum, all you really need are some rocks and sticks from the back garden and you are good to go. There will be further discussion on setting up the table in Chapter Three.

CHAPTER TWO

HERITORS, WARDENS, AND CREWMEN

The waters surrounding the islands of the Ghost Archipelago are treacherous, and the narrow channels, shallows, and reefs restrict passage to all but small craft. Most Heritors own, or hire, vessels which are just large enough to withstand the ocean crossing to the Archipelago, but are small enough to navigate the Lost Isles

without too much danger of running aground and becoming stranded. Because they use such small ships, the size of a Heritor's crew is limited, and expeditions ashore tend to be in small bands. For game purposes, a crew consists of, at most, ten members, including one Heritor, one Warden, and up to eight crewmen, four of whom may be specialists.

In this chapter you will find all of the information you need to create your Heritor and hire his crew.

HERITORS

More than 200 years ago, when the Ghost Archipelago last appeared, a group of adventurers discovered a pool of crystal-clear water somewhere in the labyrinthine depths of the Lost Isles. Everyone who drank from that pool was filled with a mystical energy, a power they could call upon to perform superhuman feats. After these adventurers returned home, they all became legends in their own time. Some became great heroes, others notorious

villains. Ironically, despite their incredible strength, speed, toughness, and other preternatural abilities, nearly all of them eventually died violent deaths.

Before their deaths, however, most of the adventurers who drank from the Crystal Pool sired offspring. These children inherited many of their parent's abilities, as did their children's children, and so on. These descendants became known as 'Heritors', for they had inherited some of the power of the Crystal Pool. Yet, with each passing generation, the abilities of the Heritors became slightly less, and each time they used their mystical abilities they suffered a pain known as 'Blood Burn'.

Today, most Heritors are nine or ten generations removed from the ancestor that drank from the Crystal Pool. While the abilities that they inherited still set them apart from the general population, those abilities have grown unreliable, and the pain that accompanies their usage quickly grows unbearable. Thus, most Heritors use their powers sparingly.

No one knows how many Heritors there are in the world, and while a few are well-known warriors, most choose to keep their abilities hidden. Regardless of where they are, or how they choose to use their abilities, all of them felt a great pull when the Ghost Archipelago returned. The Crystal Pool calls to them, tempting them to come and drink from its waters and gain the powers that once belonged to their ancestors. Many have, so far, been able to resist this call, but many more are already making their way to the Southern Ocean.

The First Step

The first step in adventuring in the Ghost Archipelago is to create a Heritor. This Heritor will essentially represent you on the tabletop and is by far your most important miniature. To create a Heritor, you will want to have a copy of the Crew Sheet from

the back of the book. This sheet has all of the important information about your Heritor and his crew that you will need during the game.

The first decisions you have to make when creating a Heritor are his **name** and **background**. Heritors now come from almost every civilization in the world, so there is huge variety in names and general appearance. While these decisions have no direct effect on game play, they are an important step in gaining a feel for your Heritor and to start telling his story. Also, they will go a long way towards helping you choose a miniature to represent your Heritor. That said, a lot of gamers like to work the other way round, choosing a miniature first and then deciding on a name and backstory to fit it. There is no 'right' way of doing it!

A NOTE ON GENDER

As far as the rules for *Ghost Archipelago* are concerned, gender is irrelevant and players should feel completely free to design whatever characters they want and represent them with whatever miniatures they wish. Throughout the book I have tended to use male pronouns for players and Heritors, and female pronouns when referring to Wardens, but this is just for the sake of convenience.

Choosing Heritor Abilities

In theory, all Heritors are born with the innate capacity to use any **Heritor Ability**. Most, however, will only have developed a few of these to a level that they can call upon instinctively in a moment of crisis. When creating a Heritor, players may select any five abilities from the Heritor Ability List (see Chapter Five). Next, the player should write each of these abilities on the Crew Sheet and add a **Utilization Number** next to each of them. The player should choose one ability to have a Utilization Number

of 3. The other four abilities should each have a Utilization Number of 5. Utilization Numbers represent how easily and reliably a Heritor can call upon this ability, with lower numbers showing a greater mastery. Using Heritor Abilities and Utilization Numbers will be fully explained in Chapter Three.

Players should put a bit of thought into selecting their Heritor Abilities. While Heritors can improve their abilities and even learn new ones over the course of a campaign, it is these starting abilities that will largely define the character and strongly influence the tactics that are available to a player during a game.

The Heritor's Stat-Line

In *Ghost Archipelago*, every figure – be it Heritor, Warden, crewman, or creature – has a **stat-line**, which determines its effectiveness in the game. There are six stats:

- **Move (M):** the speed of a character. The higher its Move, the further it can move each turn.

- **Fight (F):** the character's ability in hand-to-hand combat and its ability to avoid missile fire.

- **Shoot (S):** the character's ability with missile weapons, such as bows and crossbows, and thrown weapons, such as axes and knives. It is never applied to shooting attacks from spells.

- **Armour (A):** how much physical protection the character has, including such things as armour, shields, and magic protection. It also includes any natural armour a creature possesses.

- **Will (W):** the character's determination, courage, and ability to resist magic spells.

- **Health (H):** the physical toughness of the character, and denotes how much damage it can take before it is badly injured or dead.

Each stat will have a number associated with it. Put simply, the higher the number, the better. The specific meaning of each number will be explained later. For now, it is only important to write down the Heritor's

starting stats on the Crew Sheet. All Heritors start with the same base stat-line. Each Heritor may then choose to increase any one stat, except Armour, by 1.

Heritor Base Stat-Line					
M	F	S	A	W	H
6	+3	+1	10	+4	18

SPLIT STATS

In some circumstances, it will be necessary to record two different values for one stat, which is called a 'split stat' and will be indicated as '+2/+3'. In these cases, the first number is *always* the figure's actual stat, and the second number is its effective stat in the current circumstances. Split stats usually occur when a figure is using a magic item, under a magic spell, or suffering from some form of injury. All of these instances will be fully explained later.

Heritor Items

Most figures in *Ghost Archipelago* have at least one slot for carrying **items**. Heritors have five slots, which they may fill with a selection of weapons, armour, and any other items they find during their explorations. When creating a Heritor, the player may choose up to five items from the General Arms and Armour List at the end of this chapter.

Once you've picked a Heritor's items, he is ready to go. Now it is time to look at the other members of your Heritor's crew.

WARDENS

Any Heritor can successfully navigate the Southern Ocean to the Ghost Archipelago just by following the pull in their heart, but even they have no special affinity for comprehending the shifting maze of islands. This is the domain of the Wardens. Dismissed by the great wizards of the north as a bunch of hedge wizards and animists, the Wardens draw upon the innate powers of Nature to cast spells and perform conjurations. It is because of their affinity with water, air, earth, plants, and animals that they

can understand the movements of the Ghost Archipelago and successfully navigate a course in and out of the Lost Isles. Without a Warden, a Heritor could venture into the Archipelago, but he might never escape it.

Every Heritor *must* recruit a Warden into his crew. Thankfully, such is a Warden's thirst for knowledge of the world that they are usually eager to explore the mysteries of the Ghost Archipelago and happy to sign on with a Heritor merely for the experience. That said, Wardens are, by their nature, lone and secretive individuals. They rarely like to mix with other Wardens, even those of the same type (or 'branch'), and will never willingly join a crew that already contains a Warden. Thus, it is never possible to have more than one Warden in your crew at one time.

The Warden's Branch

The first step in selecting a Warden is to choose which **branch** they represent. This decision will have a huge impact on which

spells they can call upon to support your Heritor. There are five branches, each of which is detailed here:

BEAST WARDEN

Beast Wardens embrace Nature through studying and communicating with animals. While Beast Wardens are fascinated by animals of all kinds, from the greatest predator to the smallest insect, most will display a preference for a particular species or type of animal (e.g. reptiles, primates etc.). Most Beast Wardens collect pets, and will usually be accompanied by at least one at any given time. Their magic involves the summoning and controlling of animals as well as taking on some of their abilities.

EARTH WARDEN

Earth Wardens commune with Nature in the form of rocks and earth. They believe that all living things are connected through the ground upon which they stand, and that the land itself possesses a deep soul. They can use their magic to shape and move rock and earth and are generally dirty, with worn and frayed clothes. They tend to carry digging tools and have pouches filled

with rocks and pebbles. It is also common for them to wear stone jewellery, from simple stones to intricately carved totems.

STORM WARDEN

Storm Wardens hear Nature in the whisper of the wind and the falling of rain. By heeding this voice, they can gain some influence over the weather and can cause rain and lightning, summon the wind, and part the clouds. They view life as a series of small chaotic events that form a single great and complex pattern. Storm Wardens tend to dress in vivid colours that reflect the weather's variety, and also incorporate several long, dangling elements (belts, ribbons, scarves, capes etc.) into their costume.

VINE WARDEN

As Beast Wardens look for Nature amongst the fauna of the islands, Vine Wardens focus their mystical studies on the flora – plants, trees, fungus etc. Through deep study, they can commune with plant life and come to respect the personalities that each plant displays. Vine Wardens often carry tools for digging and

cultivating the earth (small spades, trowels, pruning knives etc.) and a variety of seeds, flowers, cuttings and leaves. Their magic includes the manipulation of and communication with plants.

WAVE WARDEN

The Wave Wardens believe that water, so fundamental to life, is the purest expression of Nature. Through this belief, they are better able to understand the tides and find paths through shallow water. They can call upon water for aid, even imbuing it with a degree of sentience. Despite these powers, Wave Wardens respect the overwhelming power of water, and do not provoke it – they dress lightly and carry few heavy burdens that could sink them.

Choosing Warden Spells

Every starting Warden must select four spells from the **Warden Spells** listed in Chapter Six. Three of these spells must be from her own branch; while one must come from any of the other four branches. Thus a starting Wave Warden will have three Wave Warden spells and one spell from one of the other Branches.

Record these spells on your Crew Sheet in the spaces provided for Warden Spells. Each spell should also have a Casting Number written after it. In the case of the three spells drawn from the Warden's branch, this is the Casting Number listed in the description of the spell. For the spell drawn from another branch, it is the listed Casting Number +4 (So a Storm Warden who selects Control Animal will have a Casting Number of 14).

During a campaign, Wardens will have the opportunity to improve the Casting Numbers of the spells they know as well as learn new spells.

Warden Stats and Items

All Wardens start with the same stat-line, which can be improved later in a campaign. Write the Warden's stats in the spaces provided on the Crew Sheet.

Warden Starting Stat-Line					
M	F	S	A	W	H
6	+1	+0	10	+4	14

Wardens have three item slots, which they may fill with a selection of weapons and magic items. Wardens may not wear armour or carry shields as these interfere with their spellcasting, but are otherwise free to use any type of weapons they wish.

Starting Wardens may select up to three non-armour or shield items from the General Arms and Armour List at the end of this chapter.

CREWMEN

There is no shortage of trained seamen who will happily sign on to a Heritor's expedition to the Ghost Archipelago. The lure of wealth and adventure make it a much more desirable billet than working on a merchantman and, compared to piracy, it is a legal, if no less dangerous, occupation. More difficult to recruit are the specialist fighters whose skills may prove vital when ex-

ploring the Lost Isles. These men and women require large retainers and demand their own cabins when they can be convinced to join an expedition.

Each Heritor may recruit up to eight crewmen to join his crew, of which a maximum of four can be **specialists**. Sections to write down the stats and equipment for these crewman are found on the Crew Sheet.

Standard Crewmen

Standard crewmen are sailors who are willing to take up arms and join their Heritor employers on their expeditions onto the islands. All sailors share the same basic stat-line given here.

Standard Crewman Stat-Line						
M	F	S	A	W	H	
6	+2	+0	10	-1	10	

Each standard crewman may be equipped with one of the following weapon packages:

- Hand weapon

- Two-handed weapon

- Staff

- Hand weapon and shield

Crewmen gain all of the normal bonuses for carrying this equipment as listed in the General Arms and Armour List. In addition, standard crewmen have one item slot that can be used to carry a magic item. If this magic item is a weapon, it must replace the weapon carried as part of the existing weapon package.

Specialists

Specialists are men and women recruited for their fighting prowess or some other special ability. They are rarely sailors and are not expected to participate in the actual operation of the Heri-

tor's vessel. Instead, they are there to guard and aid the Heritors in their search for treasure and the Crystal Pool.

Unlike standard crewmen, who volunteer to join the crew, specialists must be paid. A Heritor starts with 250gc that he may use to hire up to four specialists to join his crew. While new specialists can be hired later, opportunities for this will be limited and expensive, so it is important to choose wisely.

Unlike standard crewmen, specialists all come with specific equipment listed in their notes. This equipment cannot be exchanged for anything else. Additionally, any bonuses for wearing armour and using shields are already taken into account in their stat-line. Like standard crewmen, specialists all have one item slot which can be used to carry a magic item. If that magic item is a weapon, it must be of a type that the specialist normally carries, and the magic weapon replaces the mundane one. Thus if an archer is given a magic bow, it takes up his one item slot and replaces the normal bow in his equipment.

Specialist Crewmen Table								
Specialist	M	F	S	A	W	H	Cost	Notes
Archer	6	+2	+2	11	+0	10	50gc	Bow, Quiver, Dagger, Light Armour
Crossbowman	6	+2	+2	11	+0	10	50gc	Crossbow, Quiver, Dagger, Light Armour
Infantryman	6	+3	+0	11	+1	12	50gc	Two-Handed Weapon, Light Armour
Man-at-Arms	6	+3	+0	12	+1	12	50gc	Hand Weapon, Shield, Light Armour
Pearl Diver	6	+3	+0	10	+1	12	50gc	Hand Weapon, Amphibious
Guide	7	+2	+2	11	+1	10	75gc	Staff, Bow, Quiver, Light Armour
Tomb Robber	7	+3	+0	11	+2	12	75gc	Hand Weapon, Dagger, Light Armour
Freebooter	5	+4	+0	13	+2	12	100gc	Hand Weapon, Shield, Heavy Amour
Mercenary	5	+4	+0	12	+2	12	100gc	Two-Handed Weapon, Heavy Armour
Scout	7	+2	+2	11	+2	12	100gc	Bow, Quiver, Hand Weapon, Light Armour
Savage	6	+4	+0	10	+3	14	100gc	Two-Handed Weapon
Crackshot	5	+2	+3	12	+1	12	100gc	Crossbow, Quiver, Hand Weapon, Heavy Armour
Herbalist	6	+1	+0	11	+3	12	100gc	Hand Weapon, Light Armour, 3 Item Slots
Hunter	6	+2	+2	11	+3	12	100gc	Two-handed Weapon, Bow, Quiver, Light Armour, +2 Fight versus Animals

SPECIALIST NOTES

Pearl Diver

See the section on Swimming in Chapter Three for an explanation of 'amphibious'.

Herbalists

Herbalists have three item slots, but two of them can only be used to carry herbs or potions. A herbalist may spend one action to give a potion or herb to any member of his crew within 1" that is not in combat. That figure is assumed to immediately take the herb or potion, but receives one action fewer on its next activation. If this takes it down to a single action, that action can be any and does not have to be movement.

Hunter

The hunter receives +2 Fight whenever he is attacking or is attacked by an animal.

GENERAL ARMS AND ARMOUR LIST

In *Ghost Archipelago*, weapons and armour are broken down into the classes listed below. The specific weapon inside a class makes no difference. Thus, in game terms, there is no difference between a sword and a hand axe. It is perfectly legitimate for your crewman equipped with a hand weapon to be carrying a mace, axe, or sword. Also, should a player find or purchase a magic 'sword' it is acceptable to call this weapon an axe and have it depicted that way on the miniature in question.

Some weapons have **damage modifiers**. This modifier is added or subtracted to the damage inflicted after the winner of the combat has been determined as explained in Chapter Three.

Heritors and Wardens may carry as many weapons as they have item slots. However, they may only carry one two-handed weapon or staff, and may never use a two-handed weapon or staff if they are also carrying a shield. Although it is possible to carry

more than one hand weapon, a figure receives no bonus for doing so. Additionally, no figure may ever wear more than one type of armour at a time, although a figure wearing armour may also carry a shield.

THROWING KNIFE

This includes any small throwing weapon such as knives, axes, or shuriken. A figure armed with a throwing knife can make one shooting attack per knife per game. This attack has a maximum range of 8" and does -1 damage. In a pinch, throwing weapons can also be used as a back-up hand weapon. A figure carrying an unused throwing knife as its only weapon does not count as unarmed, but does suffer a further -1 damage modifier in hand-to-hand combat (for a total of -2).

DAGGER

This is a knife, or other small weapon, that is not balanced for throwing. Daggers have a -1 damage modifier.

HAND WEAPON

This includes any kind of weapon that is commonly wielded with one hand, including swords, scimitars, hand axes, maces, and even spears. These weapons have no modifiers in combat.

TWO-HANDED WEAPON

This includes any kind of heavy melee weapon that requires two hands to wield, such as two-handed swords, battle-axes, polearms, and large flails. These weapons do +2 damage.

STAFF

The staff is better known for its defensive properties. Staffs do -1 damage. In hand-to-hand combat, however, it also gives the opponent a -1 damage modifier. The staff does not give this modifier to shooting attacks. This category also includes magic staffs.

BOW

The most common form of missile weapon in the Ghost Archipelago is the bow. The game makes no distinction between types of bow, and players are free to depict them as long bows, composite bows, etc. Bows may be loaded and fired in a single ac-

tion. For game purposes, the maximum range of a bow is 24",
as there should never be more than 24" of open line of sight any-
where in dense terrain of the Lost Isles. Bows have no damage
modifier. A figure must also be carrying a quiver (free, but takes
up an item slot), or some type of magic ammunition, in order
to use a bow.

CROSSBOW

Although they are uncommon in the lands around the Southern
Ocean, some people do use crossbows. Crossbows take one ac-
tion to load and one action to fire. If a figure wishes, it may re-
place its movement action with a 'reload' action. Crossbows have
a +2 damage modifier. Crossbows also have a maximum range
of 24". It is assumed that all crossbows start the game loaded and
ready to fire. A figure must also be carrying a quiver (free, but
takes up an item slot), or some type of magic ammunition, in
order to use a crossbow.

UNARMED

If a model ends up with no weapons other than bows or crossbows, it can fight as normal but suffers -2 Fight and a -2 damage modifier.

SHIELD

This can be any type of shield from a small buckler to a large tower shield. A figure that is carrying a shield receives +1 Armour, but may not also carry a two-handed weapon or a staff.

LIGHT ARMOUR

This represents any type of lighter armour that is mostly made from leather or other non-metal material. A figure wearing light armour receives +1 Armour.

HEAVY ARMOUR

This represents any type of heavier armour, typically made from metal. This type of armour is comparatively rare in the Ghost Archipelago because it is heavy, hot, uncomfortable, and signifi-

cantly increases the likelihood of drowning, should the wearer fall into the water. A figure wearing heavy armour receives +2 Armour and -1 Move.

Arms and Armour Summary

General Arms and Armour Table			
Weapon	Damage Modifier	Maximum Range	Notes
Throwing Knife	-1/-2	8"	-1 damage modifier when used for a shooting attack, -2 damage modifier when used in hand-to-hand combat
Dagger	-1	—	—
Hand Weapon	—	—	—
Two-Handed Weapon	+2	—	—

Staff	-1	–	-1 damage modifier to opponent in hand-to-hand combat
Bow	–	24"	Load and fire as a single action; must have a quiver (free, takes up 1 item slot)
Crossbow	+2	24"	Load and fire as separate actions; may reload in place of movement; must have a quiver (free, takes up 1 item slot)
Unarmed	-2	–	-2 Fight

Armour	Armour Modifier	Notes	
Shield	+1	May not be carried with a two-handed weapon or staff	
Light Armour	+1	–	

Heavy Armour	+2	-1 Move

CHAPTER THREE

PLAYING THE GAME

Now that you have your Heritor and his crew assembled, you are ready to get some miniatures on the table and start your explorations of the Ghost Archipelago! This chapter covers all of the basic rules for the game including setting up the table, moving, fighting, using Heritor Abilities, and casting spells.

SETTING UP THE TABLE

The first step in any game of *Ghost Archipelago* is to set up the table. The easiest way to do this is to turn to the scenarios in Chapter Seven and select a scenario, either by rolling randomly or simply agreeing with your opponent which one to play. This will tell you how to set up the terrain, where or how to place treasure, what kind of creatures might be wandering around, and what special rules, if any, are in effect.

Alternatively, you can ignore the scenarios and just play a 'standard' game. In a standard game, the players should take the terrain they have available and set it up on the table in a mutually agreeable fashion. The Ghost Archipelago is composed of hundreds of different islands, containing many different types of terrain, including dense jungles, rocky mountains, and dark swamps, not to mention the ruins of past civilizations, so players should be able to use just about any kind of miniature terrain they have available.

The key when setting up terrain on the table is to make sure there is lots of it! There are very few 'open areas' in the Lost Isles.

Nearly everything is overgrown in one way or another, and the table should represent this by featuring a dense set-up where line of sight rarely extends more than foot or two.

Once all of the terrain is set up, the players should place treasure tokens on the board. One treasure token, which should be distinct from the others, is placed in the exact centre of the table. This is referred to as the **central treasure**. Then, each player should take two treasure tokens and take turns placing them on the table. Treasure tokens must be placed more than 9" from any board edge, and at least 6" from any other treasure token (vertical distance counts in this measurement). In games with multiple players and small boards, it might not be possible to strictly follow treasure placement rules. In this case, follow the rules as close as you can and make sure that every player is happy with the treasure placement before continuing.

After all of the treasure tokens have been placed, the players should roll a die each to determine which side of the table to start their Heritor and crew. The player with the highest roll, re-

rolling ties, gets to select the side he would like to start upon. In a two-player game, the other player will start on the opposite table side. In multiplayer games, the player with the second highest roll chooses his table edge second, and so forth.

Once all of the players have selected a starting table edge, the player that selected his edge first should place all of his figures on the table within 2" of the table edge, and no closer than 6" to either corner. The second player should then do the same, and so on until all of the crews are on the table.

You are now ready to begin.

TRY THE CORNERS

In games played on very small tables, say 2' x 2', it might be better for crews to select starting corners, instead of table edges. Four-way games played on 3' x 3' tables might also consider using corners instead. In this case, set up all members of the crew within 6" of the corner.

If you are starting from corners, make sure all of the players are aware of this before treasure tokens are placed. Treasure tokens should not be placed within 10" of any starting corner if possible.

THE TURN

Games of *Ghost Archipelago* are divided into turns. During each turn, players will have a chance to move all of the figures in their crew.

Initiative

At the beginning of each turn, all players should roll a die. The player who rolls highest is the primary player for that turn. The player who rolls the next highest becomes the secondary player for the turn, and so on. All ties should be re-rolled.

Phases

Every turn is divided into four phases: the **Heritor phase**, the **Warden phase**, the **Crew phase**, and the **Creature phase**.

Once all four phases have been completed, the turn is over.

Assuming the game is not over at this point, the players should once again roll for Initiative and begin another turn.

THE HERITOR PHASE

The turn begins with the Heritor phase, in which the primary player may activate his Heritor and up to three crewmen of his choice that started the phase within 3" and line of sight of the Heritor. The secondary player may then activate his Heritor and up to three crewmen within 3" and line of sight. This continues until all players have moved their Heritors. If a player no longer has a Heritor on the table, he may not activate any figures in this phase.

THE WARDEN PHASE

Once the Heritor phase is complete, the turn moves to the Warden phase, which is very similar. In this phase, the primary

player may activate his Warden and up to three crewmen within 3" and line of sight of the Warden. These crewmen may not have been activated in the Heritor phase – figures may only be activated once per turn, unless some special effect specifically says otherwise. The secondary player may then activate his Warden and up to three crewmen within 3" and line of sight, and so on until all players who still have a Warden have activated in the phase.

THE CREW PHASE

After the Warden phase comes the Crew phase, in which the primary player activates all of his crewmen that have not yet been activated. The secondary player then does the same, and so on until all players have activated all of their remaining crewmen.

THE CREATURE PHASE

Finally, the turn ends with the Creature phase. During this phase all uncontrolled creatures are activated in a manner specified by their specific rules. Creatures that are members of a crew count

as crewmen for the purposes of activation, and thus will activate in one of the first three phases of the turn.

ACTIVATION

When a figure is activated, it may perform two actions, one of which can only be movement. The other action can consist of a second move, fighting, shooting, spellcasting, or any of the special actions listed elsewhere in this book. It does not matter if a figure moves with its first or second action. Thus, for example, a figure may shoot a bow and then move, or move and then cast a spell. Both actions are optional. A figure is not required to move or to take any other action. There are situations in which a figure will only be allowed to perform one action. In this case, a figure may take any one action – it does not have to be movement.

It should be noted that when activating crewmen in either the Heritor or Warden phase, it is those crewmen within 3" of the Heritor or Warden at the beginning of the phase, and not after

the Heritor or Warden has moved. Thus a player may not move his Heritor and then activate a crewman within 3" who was not within 3" before the Heritor moved.

In any case, a figure must perform all of its actions before another figure is activated.

All figures that can legally activate during a turn must be activated. They are not, however, required to perform any actions.

Group Activation

Group activation is a special case, distinct from the normal activation explained above. A player may declare a group activation during either the Heritor or Warden phase. In this case, a player must move all of the figures activating in that phase before any of the figures complete a second action. After all of the figures move, each one may take a second action in whatever order the controlling player chooses. Thus, during the Heritor phase, it is possible for a player to move his Heritor and up to

three crewmen. The Heritor could then attack, followed by the three crewmen each taking their second actions in turn.

If a player chooses to use group activation, each figure being activated must move as its first action; it cannot perform any other action beforehand. Also, if using group activation, all figures that are going to be activated in that phase must be part of the group activation. For example, it is not permissible to move a Warden and one crewman, complete their actions, and then activate a second crewman.

STAT ROLLS

A figure may be called upon to make a roll using one of its stats to accomplish a feat that is not covered by any of the general rules. In these cases, a figure will be told to make a **Stat Roll**, such as a Will Roll or Fight Roll, with a Target Number of X, where X is equal to the difficulty of the feat being attempted. In these situations, the player simply rolls a die and adds the appropriate stat. If the total is equal to or greater than the Target Number, the figure has succeeded in the task. If the total is less, it has failed.

For example, in one scenario, the players are required to move a large boulder in order to obtain the central treasure. To move this boulder, a figure must be adjacent to it and spend an action to attempt to move it. The figure must then make a Fight Roll with a Target Number of 14. So, the player spends an action, rolls a die, and then adds the figure's Fight stat to the result. If

this total is equal to or greater than 14, the figure has successfully moved the boulder and the central treasure may now be claimed.

In theory, a scenario can ask for any Stat for a Stat Roll. For Stats that are not listed with +/- (Movement, Armour, and Health), just roll and add the figure's current stat. So, in the case of Health, it is the figure's current Health, not their maximum starting Health. If a character has a split stat, use the character's current stat, unless the cause of the split stat specifically stats otherwise (for example, magic weapons do not affect Fight Rolls outside of combat).

AUTOMATIC SUCCESS AND FAILURE

Whenever a figure makes a Stat Roll, including Will Rolls to resist spells, an unmodified roll of 20 is *always* a success. This is true even if the roll, after modifiers, still falls short of the Target Number. Conversely, an unmodified roll of 1 is *always* a fail-

ure. An unmodified roll means that is the number showing on the die, before any modifiers are taken into account.

MOVEMENT

Any time a figure takes two or more actions during its activation, one of those actions must be movement (though there are a few exceptions noted elsewhere). The first time a figure moves in a phase, it may move up to its Move stat in inches. If a figure chooses to perform a second movement action during the phase (or even a third in rare occasions), it may move up to half its Move stat in inches. Thus, a figure with a Move stat of 5 can use two actions to move 7.5", or, if it has somehow acquired a third action, 10".

Movement does not have to be in a straight line, and the path taken by a figure can include as many turns as desired. However, the maximum movement distance is calculated off the actual ground covered by the figure. In the dense terrain of the Ghost

Archipelago, figures will certainly be slowed down by weaving through the close packed trees and rocks.

Obstructions

Movement is simple when figures are moving down paths or through open terrain, but it becomes more complex in jungles or ancient ruins. Figures are allowed to climb or move over any obstacle at a cost of 2" for every 1", or partial inch, of height. Unless specifically stated by a scenario, all terrain in *Ghost Archi-*

pelago may be climbed. This may, occasionally, lead to awkward situations where a figure ends its movement clinging to the side of a building or rock, where it is impossible to place the miniature. In such a case, just leave the figure at the bottom of the wall and place a small die next to it displaying the number of inches up the wall the figure is currently hanging.

ROUGH GROUND

Along with cliffs, buildings, and trees, the Ghost Archipelago contains many areas of **rough ground**. Rough ground is any kind of ground that is difficult to move upon. It may be represented by boggy pools, areas of small, dense vegetation, or even mud. The exact type of rough ground is irrelevant for movement purposes. When a figure moves across rough ground, every inch, or partial inch, it moves through rough ground is counted as 2" for calculating total movement. Thus, a figure with a Move stat of 6 could move 1" through open ground, then 2" through rough ground (counting as 4"), and then a final 1" on the other side.

It is worth taking a few minutes before the game for the players to discuss what counts as rough ground to avoid any arguments later.

FIGURE FACING

Figures in *Ghost Archipelago* are always considered to be able to see in all directions and can turn to face any direction at any time. This doesn't require an action and can be done outside of a figure's activation.

Movement Into Combat

Any time a figure moves into contact with an enemy figure (either an opponent or a creature), it is considered to be **in combat**. Figures in combat do not automatically fight – this still requires one of the figures in the combat to perform a fight action. This is explained further in the section on combat. While a figure is

in combat, the only action it may normally take is a fight action. This may mean a figure is not able to move during the turn and thus will only take one action.

FORCING COMBAT

Any time a figure moves within 1" of an enemy figure that is currently free to move (i.e. it is not in combat or unable to move because of a spell effect), the enemy figure may choose to **force combat**. The enemy figure is immediately moved into contact with the currently active figure and the two are considered to be in combat. This can happen at any point in the path of a figure's movement. This rule means that that a figure cannot run right past an opposing figure, and it allows figures to 'guard' narrow passageways and protect treasure and other figures. Note that uncontrolled creatures will *always* force combat if they have the opportunity, unless a creature's description states otherwise.

Movement by Spell

There are several spells (such as Wind Walk or Wind Blast) that allow or cause a figure to move. These actions are not considered movement actions. They are not subject to the rules concerning multiple moves, obstructions, or forced combat. However, a figure that uses spell movement and ends that move within 1" of an opposing figure is subject to forced combat.

Movement off the Board

If a figure chooses to move off of the board, such as to secure treasure or just to retreat from the fight, that figure is now out

of the game and may not return. Figures cannot be forced off the board involuntarily, either by being pushed back from combat, by the effects of a spell, or by any other means unless another rule specifically allows it. In cases where this would happen, move the figure to the edge of the table and leave it there.

Jumping

A figure may jump any distance provided it moves an equal distance in a straight line before making the jump, and the total movement does not exceed the maximum permitted to the figure for that activation. Jumping distance does count against a figure's total movement. So, a figure that moves 2.5" in a straight line may then jump 2.5" along the same line. It may then continue to move if it has a Move stat greater than 5. Otherwise, figures may jump a maximum of 1" without any previous movement.

Falling

It is possible that figures standing above the ground could fall over an edge, either by being pushed back in combat or by the effects of a spell. If the figure falls less than 3", the fall has no major effect and the figure can carry on as normal. If the figure falls 3" or more, it suffers damage equal to the number of inches it fell multiplied by 1.5, rounded down. Thus a figure falling 5" suffers 7 damage.

A figure may choose to fall voluntarily. This counts as a movement action and any distance fallen counts against the figure's total movement allowance for the activation. If a figure falls more than its movement allowance, the fall uses up both of its actions. If a figure falls a greater distance than it has movement available, place it on the ground and end its activation immediately. Figures take damage as normal if they choose to fall voluntarily.

Swimming

In *Ghost Archipelago*, water is divided into two types: **shallow** and **deep**. Shallow water counts as rough ground, but causes no other penalties. All water is assumed to be shallow unless the players or scenario specifically state otherwise.

Deep water cannot be waded through, so if you want to move in deep water you have to swim. Any time a figure activates while in deep water, it must make a Swimming Roll. This is essentially a special version of a Stat Roll. To make a Swimming Roll, the figure must make a Will Roll with a Target Number of 5, but taking into account the modifiers on the **Swimming Modifiers Table**. If the figure succeeds, it activates as normal. If the figure fails, it will not activate this turn and also takes damage equal to the amount by which it failed the Swimming Roll.

Swimming Modifiers Table

Light Armour	-2
Heavy Armour	-5
Shield	-1
Carrying Treasure	-2

For example, a guide activates while in deep water. He must immediately make a Will Roll with a Target Number of 5. He has a Will of +1, but is wearing light armour which provides a -2 modifier. He rolls a die and gets a 3, giving a total of 2. So not only does the guide fail to activate this turn, but he also takes 3 points of damage.

Deep water is treated as rough ground for the purposes of movement. Any figure fighting while in deep water suffers a -2 Fight (this can apply to both figures in the combat).

Figures that are 'aquatic' or 'amphibious' do not have to make Swimming Rolls, suffer no movement penalties in either deep or shallow water, and do not suffer a Fight penalty for being in wa-

ter. Creatures that are not amphibious or aquatic will never intentionally enter deep water and will ignore figures in it for the purposes of determining movement.

Ethereal undead are treated as amphibious for rules purposes. All other undead must make Swimming Rolls as normal, but suffer no damage if they fail.

COMBAT

Once a figure is in combat with an enemy figure, it may spend one of its actions to fight. In a fight, both figures roll a die and add their Fight stat, plus any additional modifiers. The figure with the higher score wins the fight and may inflict damage on its opponent. To determine damage, compare the total Fight score of the winning figure, including all modifiers, to the Armour stat of the loser. If the Fight score is greater, subtract the Armour score from it, and the resulting number is the damage inflicted. This damage is then subtracted from the Health of the loser (this is explained more fully under Damage. In the event

that the Fight scores are tied, the two characters land their strikes simultaneously – both are considered to be the winner and inflict damage on their opponent.

For example, let's say a Heritor (Fight +3, Armour 13, hand weapon) and a crewman (Fight +2, Armour 11, hand weapon and shield) are currently in combat. The Heritor uses an action to fight and both figures roll a die. The Heritor rolls a 14 to which he adds his Fight stat of +3 for a total of 17. The crewman rolls a 7 and adds his Fight +2 for a total of 9. Since the Heritor's total score of 17 beats the crewman's score of 9, the Heritor has won the fight. To determine the damage, the Heritor takes his total Fight score of 17 and subtracts the crewman's Armour stat of 11 to reveal that 6 points of damage have been inflicted. This damage is immediately subtracted from the crewman's current Health total.

Once a winner has been determined and any damage inflicted, the winner of the fight has a decision to make. He can either have the two figures **remain in combat**, or he can **push back**

one of them (either his own figure or his opponent's) by 1". This move must be 1" directly away from the opposing figure. This move is not affected by rough terrain, though walls and other barriers will make it impossible. It is possible for a figure to be pushed over an edge in this manner. No figures can force combat on a figure that is being moved 1" as the result of combat. A figure cannot force combat against an opposing figure that just pushed it back, or that stepped back from combat with it, unless the opposing figure subsequently moves closer.

If the winner decides to move either figure, the figures are no longer considered to be in combat. If the figure that initiated the fight still has another action to use in this activation, it may now do so, remembering that, in most cases, this action can only be movement, as the figure will already have taken one non-movement action in this activation. If the fight was a tie, neither figure is moved and they remain in combat. If a character wins a

fight against one figure, but is currently also in combat with another, it may not choose to move back, it may only remain in combat or push back its opponent.

So, to determine the outcome of a fight, follow these steps in this order:

- Both players roll a die.

- Both figures add their Fight stat and any other Fight bonuses (e.g. magic bonuses or friendly figures also in combat).

- Determine the winner of the combat by comparing Fight scores.

- Add any damage bonuses for two-handed or magic weapons to the winner's final Fight score.

- Subtract the opponent's Armour from this total.

- Apply any damage multipliers (some rare creatures do x2 or even x3 damage).

- If this final total is positive, subtract that many points from the loser's Health. If it is 0 or negative, no damage is done.

Multiple Combats

During the course of a game, it is quite possible that a group of figures will end up clustered together, and figures will be in combat with two or more enemy figures at the same time.

Although this may seem confusing at first, it is actually pretty simple to unravel. When a figure in combat with multiple opponents spends an action to fight, it must first nominate which opposing figure it is targeting. The fight is then carried out in the normal way, with the addition of the following modifier:

Multiple Combat Modifier Table

Circumstance	Modifier	Notes
Supporting Figure	+2	Every friendly figure also in combat with the target figure and not in combat with another figure gives a +2. This is cumulative, so three eligible supporting figures would grant a +6 modifier. Note that only one figure per combat may end up with a modifier from supporting figures, so if both figures are eligible for a +2 modifier they cancel each other out and both figures fight at +0. Similarly, if one is eligible for a +4 modifier and the other for a +2, the first fights at +2 and the second at +0.

Creatures in a multiple combat will always target the crewmember with the lowest current Health.

Let's look at some examples.

Example 1

A1 B1 A2

Here, if either A1 or A2 spends an action to attack B1, they will get a +2 modifier as there is another member of the crew in combat with B1 and not in combat with anyone else. B1 may attack either A1 or A2 but, again, whichever A figure is attacked will receive a +2 modifier.

Example 2

A1 A2 B1 B2

In this example, A2 and B1 are in combat and either may use an action to fight the other. Neither would receive a modifier as neither A1 nor B2 is in combat with an enemy figure.

Example 3

This example is a bit more complicated but, again, no figure would be eligible for the modifier. A1 may attack B1, but since A2 is also in combat with B2, it is unable to provide support. If A2 attacked B1, both figures would count as being in combat with another enemy figure and each would normally receive a +2 modifier. However, as the bonus would apply to both figures, it cancels itself out and they fight as normal.

Example 4
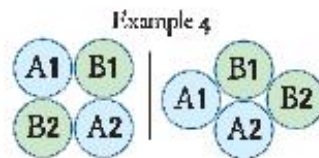
Both of these arrangements also work out so that no figure would actually receive a bonus when fighting any other figure, as any figure that might support an attack is also in combat with another enemy figure, or, if B1 and A2 fight, they would both receive support which would cancel out.

Example 5

A1 B1 C1
B2 A2
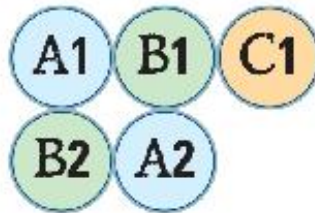
In this example, which might seem confusing at first, a wandering creature (C1) has joined the fight. It is not on anyone's side. If C1 attacks B1, it is not eligible for a modifier, as even though B1 is in combat with two other enemy figures, those enemy figures are themselves both in combat with an enemy figure (B2). In fact, the only situation in which a figure in this combat would be eligible for a modifier is if either A1 or A2 attacks B1. In that situation, they would receive a +2 modifier because C1 is also in combat with B1 and otherwise unengaged.

★ ★ ★ ★

Combats in *Ghost Archipelago* can get messy and turn into big brawls. Just remember a few key points and you should not have any trouble dealing with these situations.

- Only two models – the attacker and the declared target – are actually fighting.

- Only these two models can win or lose the fight and suffer damage.

- They will be supported by any friendly models who are also in combat with the model they are fighting and not in combat with any additional enemy.

- Modifiers granted by supporting figures cancel out, so there will never be a case in which both figures receive a bonus to their fight because of friendly figures in the combat.

OPTIONAL RULE: CRITICAL HITS

When a figure rolling for combat rolls a natural 20, meaning that is the number that comes up on the die, then it has scored a **critical hit**. It automatically wins the combat, even if its opponent's modified combat roll would have beaten it.

Furthermore, it deals double damage. Calculate what damage would normally be done on a score of 20, plus any modifiers, and then double the result. It is possible for both figures to score critical hits, in which case, they both do damage.

Heritors are somewhat immune to the effects of critical hits. If a figure fighting a Heritor rolls a natural 20, it does automatically win the combat but only inflicts the normal damage for that roll – it does not double it.

Critical hits also apply to shooting attacks. However, in the rare case that both the shooter and the target roll natural 20s, the shot misses.

SHOOTING

If a figure is equipped with a bow, crossbow, or throwing knife, it may spend an action to make a shoot action. Only one shoot

action may be made per activation. Before declaring a shoot action, a figure should check that its target is both **in range** and **in line of sight**. To check range, simply measure the distance between the shooter and the target. Throwing knives have a maximum range of 8", while bows and crossbows have a maximum range of 24". Line of sight is a bit trickier to determine. The easiest way is to put your eye down as close to the shooting figure as possible and see if you can see its target. Failing that, you can use string or a laser pointer to draw a line between the shooter and target to see if anything is in the way. Unless the target is completely concealed from view, it is considered to be in line of sight.

Once range and line of sight have been confirmed, a shooting attack is resolved in a similar way to melee combat. Both the shooter and the target figure roll a die. The shooter adds its Shoot stat to the roll, while the target adds its Fight stat. Any additional modifiers are then added. Once both figures have a final score, the two are compared. If the shooter has the higher score, then

the shot hits the target and damage is determined. If the target has the higher score, or the scores are equal, then the shot has missed – either the shooter's aim was off, or the target was able to duck out of the way in the nick of time.

Damage is determined in exactly the same way as it is in melee combat. The shooter takes its final Shoot score and subtracts the target's Armour stat. If the result is a positive number, that is the amount of damage inflicted.

For example: An archer with a Shoot stat of +2 fires his bow at a crewman with Fight +2. The crewman is standing in the open, and there are no other modifiers. The archer rolls an 8 and adds his Shoot stat of +2 for a total of 10. The crewman rolls a 2 and adds his Fight stat of +2 for a total of 4. The archer has scored higher and thus has hit his target. Unfortunately, the archer's total of 10 is the same as the crewman's Armour, which is also 10, so no damage is caused. The arrow apparently just nicked his headscarf.

Figures in combat may not make a shoot action, nor may they reload a crossbow.

Modifiers to Shooting

All modifiers to shooting are actually expressed as bonuses to the target's die roll. These modifiers apply to all shooting attacks, both magic and mundane.

Shooting Modifier Table

Circumstance	Modifier	Notes
Intervening Terrain	+1	Every piece of intervening terrain between the shooter and the target gives a +1. This is cumulative, so three pieces of intervening terrain would provide a +3 modifier. Note that if the target is in base contact with a terrain piece, it counts as cover instead of intervening terrain. If a shooter is in base contact with a terrain piece, it does not count as intervening terrain, though it may block line of sight.

Light Cover	+2	The target is in contact with solid cover (e.g. rocks, walls, thick wood) that obscures up to half of its body, or with soft cover (e.g. bushes, under-growth) that almost completely obscured its body.
Heavy Cover	+4	The target is in contact with solid cover that almost completely obscures its body.
Hasty Shot	+1	The shooter previously moved during this activation
Large Target	-2	The target is particularly tall or unusually broad. This normally only applies to creatures who will have the 'Large' trait.

Shooting Into Combat

Shooting into combat is a legal, if risky, move and even the best marksmen stand a chance of hitting a friend instead of a foe. It is impossible to target a figure in combat – but the combat itself may be targeted. If a figure wishes to shoot into the combat, it must first roll randomly to determine which figure in the combat is the actual target of the attack. Once this has been determined, it is too late for the shooter to hold fire – it must carry

out a shooting attack in the normal fashion, even if it is against a friendly figure. A figure can target any combat in which it can see at least one figure; in this way, it is possible to hit a figure that is not in line of sight of the shooter.

DAMAGE

Any time a figure takes damage, be it from an attack, spell, falling, or any other situation, the amount of damage should be subtracted from its Health total. If a figure's Health total reaches 0 or below, it has been killed and is removed from the table. In campaigns, the figure may not actually be dead, but is certainly out of the current game.

Poison

Regardless of whether it is venom delivered by a bite or sting, or poison absorbed through touch or consumption, the rules for dealing with these toxic substances are exactly the same. A figure that is Poisoned, or damaged by a creature with 'Poison', is

reduced to a base of 1 action per turn, instead of the normal 2. This action can be anything – it does not have to be movement. This state lasts until the end of the game, or until the figure is healed. In the case of healing magic, any magic that causes a figure's Health stat to increase will also heal the effects of being Poisoned.

OPTIONAL RULE: WOUNDED

When any figure is reduced to 4 Health or less, regardless of their starting Health, they are considered wounded. Wounded figures are reduced to a single action per turn. This one action can be any the figure could normally take and does not have to be movement. Wounded figures also suffer a -2 to *all* die rolls.

Figures that are healed back above 4 Health during the course of the game are no longer considered to be wounded. A figure is never considered wounded if it is at its starting Health – any figure that starts the game with 4 Health or less is not wounded, but will become so upon losing its first point of Health.

Heritors and creatures listed as 'undead' or 'demon' are never subject to the wounded rule, even if it is being used.

USING HERITOR ABILITIES

Every Heritor possesses a set of special abilities that can be utilized throughout the game to give them the edge over their enemies. Each of the Heritor Abilities (listed in Chapter Five) states when, exactly, during a game it can be utilized. If these conditions are met, a player merely needs to state that he wishes to utilize his Heritor's ability. The player should immediately make a Utilization Roll and compare it to the ability's Utilization Number. If the result is **equal to or greater than the Utilization Number**, then the ability is successfully utilized and its instructions are followed. If the result is less than the Utilization Number, then the ability has failed, and play should proceed as normal.

A player may attempt to utilize a maximum of one Heritor Ability each time a figure is activated. It doesn't matter if the figure activated is a Heritor, or which player controls the figure. Provided the conditions required by the ability are met during that figure's activation, the player may attempt to utilize a Heritor's ability at that point. Thus, a player can activate his Heritor and roll to utilize one of his abilities during his activation. Then another player could activate a Warden. If, during the Warden's activation, the conditions are met to utilize one of the Heritor's abilities, the player may, at that point, declare he is attempting to do so. Theoretically, a Heritor can attempt to utilize his abilities as many times during a turn as there are figures in the game. There is, however, a practical limit in the form of **Blood Burn**, as explained below.

In the rare instances when multiple Heritors wish to utilize abilities at the same time, the player whose figure is currently taking its activation must attempt to utilize its ability first. If two (or more) players wish to utilize abilities, and neither controls

the figure that is currently taking its activation, the player who rolled highest for Initiative must make the attempt first, followed by the player who rolled next highest, and so forth.

Every time a Heritor attempts to utilize more than one ability (or the same ability more than once) during a single turn, however, the chance of failure increases. The second time a Heritor attempts to utilize an ability during a turn, his Utilization Number increases by +3. This penalty increases by +3 for each additional Utilization Roll in that turn, as per the **Utilization Roll Penalties Table**.

Utilization Roll Penalties Table		
Number of Utilization Roll in Turn	Penalty	D6 Marker
First	+0	1
Second	+3	2
Third	+6	3
Fourth	+9	4

Fifth	+12	5
Sixth	+15	6

Note that the table only goes up to the sixth Utilization Roll. After this, the penalty would be such that any roll would fail automatically (there are no automatic successes for Utilization Rolls). Thus, Heritors have a practical limit of six Utilization Rolls per turn, although few will want to press their luck that far.

This does mean that it is important for players to keep track of the number of Utilization Rolls they have attempted during the turn. This can be done with the Blood Burn die that has been made specifically for this purpose, counters, or even a simple six-sided die (D6) as per the D6 Marker column in the table above. Just remember to reset back to +0 at the start of every turn.

Blood Burn

Unfortunately for Heritors, every time they attempt to use their abilities, they suffer from an intense pain known as Blood Burn. Every time a Heritor rolls to utilize an ability, he suffers 1 point of damage, and a further 2 points of damage if he fails the Utilization Roll. So, a failed Utilization Roll will result in a total of 3 points of damage.

Due to the pain of Blood Burn, a Heritor may never attempt to utilize an ability if he has only 1 point of Health remaining.

SPELLCASTING

Each turn, a Warden may spend one action to attempt to cast a spell. A Warden may only ever attempt to cast one spell per turn, even if she gains more than two actions or activates for a second time in the same turn. A Warden may not cast a spell while in combat. A Warden may attempt to cast any spell she knows (i.e. that is written on the Crew Sheet and has a Casting Number next to it).

To cast a spell, the player must announce which spell his Warden is attempting and the target of that spell. The player then rolls a die. If the number rolled is equal to or greater than the Casting Number, the spell has succeeded. Be aware that in some cases it is important to know the actual result on the die, not just if it succeeded or failed. If the roll is less than the Casting Number, the spell fails and the action is lost.

Spells may be cast on figures in combat, but if the spell generates a shooting attack, you randomize the target just as for bow and crossbow attacks.

Empowering Spells

After a casting roll is made, but before any effects are determined, a Warden may choose to **empower** a spell. Essentially, the Warden trades her own Health to increase the Casting Roll on a 1-for-1 basis. So if a Warden wants to increase her Casting Roll by 3, she immediately takes 3 damage.

The most common use of empowering is to spend just enough Health to ensure that a spell is successfully cast. Thus, if a Warden fails her Casting Roll by 1, she may spend 1 Health and the spell succeeds. A Warden may also use empowering to increase her Casting Roll above the Casting Number necessary for the spell to succeed. This tactic could be used to make it harder for a target to resist a spell in situations where a Will Roll is required (see Resisting Spells, below). The Warden must, however, decide to empower the spell before the Will Roll is made.

There are some magic items that allow Wardens to empower spells without spending Health. These will be fully explained under their individual entries in Chapter Four.

Finally, it is possible for a Warden to kill herself empowering a spell. A Warden can use all of her Health to empower a spell. If this raises the Casting Roll high enough for the spell to succeed, the Warden immediately dies, and then the spell takes effect (in that order).

Resisting Spells

Some spells allow the target to attempt to resist their effects. This is not compulsory – the target may choose not to resist. If they do choose to resist, however, they make a Will Roll with a Target Number that is either equal to the spell's Casting Roll (including any increases for empowerment, as above) or 14 – whichever is highest.

If the target succeeds with their Will Roll, they have managed to resist the spell, and it fails. The Warden still loses her action and any Health she spent to empower the spell.

Because of the knowledge that Wardens have of magic, they are allowed to empower their Will Rolls to resist spells. After they make their Will Roll, they may increase the result by spending their own Health on a 1-for-1 basis. Any magic items that may be used to empower spells may also be used to empower Will Rolls in the same way.

COLLECTING TREASURE

If a figure is in contact with a treasure token, it may spend an action to pick up the treasure. No figure may pick up treasure if there is an enemy figure, either from a rival crew or a creature, within 1" of the treasure or of the figure. Once a treasure token is picked up, it should be moved with the figure carrying it.

A figure may only carry one treasure token at a time and is **slowed** while doing so – its Move is halved. Furthermore, if it is already carrying a shield, two-handed weapon, staff, bow, or crossbow, it is also **encumbered**, and has -1 Fight (those lightly armed crewmen really come into their own once they get their hands on treasure!).

Any time a figure is carrying treasure, it may spend one action to drop it. Move the figure and the treasure token slightly apart so that they are no longer touching. Any friendly figure may now spend an action to pick up the treasure (enemy figures would not be able to pick it up due to the proximity of the figure that just dropped it). If a figure carrying treasure is killed, leave the treasure token on the spot where the figure fell.

Eight for the Bestiary – descriptions of some of the most common creatures to inhabit the Lost Isles.

The last phase in every turn is the Creature phase, in which all creatures that are not part of one of the crews take their actions. Creatures that are part of a crew, even if only temporarily, activate as though they were a crewman. Thus, they can be activated along with either a Heritor or Warden, or they will activate in the Crew phase.

Like most figures, a creature may perform two actions when it is activated. While more powerful and intelligent creatures may have specific rules for their actions (these will be explained in full in their entries in the Bestiary or in specific scenarios), the lesser, more commonly encountered creatures all follow a simple set of guidelines to determine how they act in any given turn.

Creatures that are not part of a crew will never target or attack another creature. They are not considered to be in combat with each other, even if their bases are touching, and will not move

towards each other except by virtue of random movement. Creatures will always force combat with a member of a crew that moves within 1" of it.

For each creature, the players should go through the following steps to determine its actions. Run through the steps for each of the creature's actions, as situations may change between them (e.g. a creature may be moving towards one target with a movement action when a second, closer target then becomes visible and thus becomes the target of its second movement action).

1. IS THE CREATURE IN COMBAT?

YES

It will use its action to fight. If it wins the combat, it will choose to stay in combat.

NO

Proceed to Step 2.

2. IS THERE A FIGURE IN 10" AND IN LINE OF SIGHT?

YES

If the creature is armed with a missile weapon, and there is a crewmember within range and in line of sight, it will shoot at the closest eligible target. It will take no second action. If the creature has no missile weapon, it will move as far as it can towards the closest visible figure, climbing obstacles as necessary.

NO

Proceed to Step 3.

3. RANDOM MOVEMENT

The creature will take an action to move. Use any method you like (e.g. a spinner or direction die) to determine a random direction and move the creature its full Move distance in that direction. If the creature moves into a wall or other obstacle (including the edge of the table – creatures will never leave the table due to random movement), halt its movement at that point. Once this movement is complete, if the creature has an action remaining, check Step 2 once more – if no target has presented itself, the creature's activation ends, and no second action is taken, otherwise, proceed with Step 2 as normal.

SMALL BOATS

While most Heritors travel to and around the islands in large yachts or small schooners, these ships are beyond the scope of scenarios that are generally played on a 3' x 3' table, although they do have an abstract impact on campaign games (see here). Some scenarios, however, call upon the crews to use **small boats**. These longboats and launches are carried on the larger ships until they are needed to get from a ship to land, to navigate larger rivers and narrow channels, or to travel through swamps and other areas of deep water.

Small boats are only used when specifically called upon for a scenario. In this case, the scenario will state how many small boats a crew has at its disposal. Unless otherwise stated, small boats may carry a maximum of six figures.

Moving Small Boats

A small boat may be moved whenever the first figure inside that small boat is activated. Thus, if a Heritor is in a small boat, it may move in the Heritor phase. If there is no Heritor, but there is a Warden, it may move in the Warden phase, and so forth. A boat can only move in this phase. If it does not move at this time, it may not move later in the turn, even if additional figures in the boat are activated. The boat may move, either before or af-

ter the activated figure (or figures) takes its action. So, it is legal to move the small boat, then have a Heritor take its actions, or to take the actions with a Heritor and then move the small boat.

Small boats move 2" +1" per figure in the boat, up to a maximum of 6". They may make any number of turns during this movement. Small boats may never move onto or over terrain or other small boats, and must stop if they come into contact with either.

Fighting in Small Boats

Any figure in a small boat suffers a -1 to all Fight and Shoot Rolls. If a figure in a small boat loses a fight and is pushed back, it must make an immediate Move Roll with a Target Number of 14. If the figure fails, it falls over the side of the boat, and should be placed in the water next to the boat. If it succeeds, it remains in the boat and will only move as far as possible without falling out of the boat.

Small boats may never be the target of an attack and cannot be sunk unless specific rules are given in a scenario. Small boats are never considered to be in combat. They may move apart, even if that means separating figures that are themselves in combat.

Figures that are either 'aquatic' or 'amphibious' that are in water and in contact with a small boat may attack any figure in the small boat that is within 2" and not behind another figure. Regardless of the outcome of the fight, these figures are not regarded as being in combat.

Boarding Small Boats

Any figure may move onto a small boat if the boat is within 1" of the land on which the figure is standing. A figure in water that is in contact with a small boat may spend an action to attempt to board the boat. In this instance, make a Fight Roll with a Target Number of 12. If successful, place the figure in the boat, otherwise it remains in the water. If the figure has allies in the boat that are within 1" and not in combat, the figure receives a +4 to its Fight Roll.

If a boat is at maximum capacity (as above, usually six figures), then no other figures may enter this boat, with one exception. If all of the figures in the boat are part of the same crew, or allied crews, then it is permitted for one (and only one) creature or member of a rival crew to enter the boat. No further figures may enter the boat until the number of passengers either drops below the maximum capacity or all of its passengers are once again allies, in which case another enemy figure may enter the boat.

Any passenger may freely move onto any land within 1" or drop into the water and swim.

ENDING THE GAME

Games of *Ghost Archipelago* can end in several ways. Most commonly, a game ends as soon as the last treasure token is moved off of the board. All figures that are still on the table are assumed to make it back to their ships safely.

Another way the game can end is if only one player has figures left on the table, either because all of the opposing crew were killed or have moved off the table. In this case, the player with figures remaining on the table secures all of the treasures that are currently being carried by members of their crew. Furthermore, they should roll a die for each unclaimed treasure on the board. On a roll of 15+ they secure that treasure as well. On a roll of less than 15, the treasure is lost.

In the incredibly rare, but theoretically possible, event that no player has any figures left on the table, the game ends, and all treasures left on the board are lost.

Some scenarios may have specific objectives that end the game as soon as they are achieved. These cases will be explained in the specific scenario.

In non-campaign games, the winning player is the one who secures the most treasures, with the central treasure counting as two. In a campaign, there is no specific win condition for most scenarios, and each player is left to decide for themselves whether their crew 'won' or 'lost' the encounter.

CHAPTER FOUR

THE CAMPAIGN

While one-off games of *Ghost Archipelago* can provide an hour or two of entertainment, and are probably the best way to learn the game, most players will find that a campaign has even more to offer. A campaign is a series of games in which players use the same Heritor and crew. As they play through a set of scenarios, players can watch their Heritors and Wardens grow in experience, find magic treasure, hire new crewmen, upgrade their ships, and, hopefully, find some clues to the location of the Crystal Pool. Just as important, by playing through a campaign, players will start to see a narrative emerge that will help guide them in

new directions. Players can then use this emerging storyline to create new scenarios of their own.

This chapter presents all of the information players will need to chart the adventures of their Heritors and crews.

INJURY AND DEATH

Of course, there is a downside to campaigns. While Heritors may grow in power and wealth, they may also suffer permanent injuries or even be killed. In a standard game of *Ghost Archipelago*, any figure that is reduced to 0 Health is assumed to be dead. In a campaign game, however, a figure reduced to 0 Heath is 'out of the game' – but not necessarily dead. It may be that this figure has been knocked unconscious, is too badly hurt to continue to fight, or has simply lost its nerve and run away.

The first thing a player must do at the end of a campaign game is check the status of any figures that were knocked out of the

game by being reduced to 0 Health or less. Any figures that are not reduced to 0 Health or less during a game will start the next game at full Health.

Crewmen

For crewmen, both standard and specialist, checking for injury and death is easy. Just roll a die. On a 1–4, the crewman has been killed and he should be removed from the Crew Sheet. Any items this crewman was carrying are lost. On a 5–8, the crewman is badly injured. He can remain with the crew, but he cannot par-

ticipate in the next game, as he needs that time to recover from his wounds. After missing one game, he will return for the next game at full Health. On a 9+, the crewman recovers quickly from his ordeal and will return for the next game at full Health.

Any crewman that is forced to miss a game due to injury may be temporarily replaced with a standard crewman. This crewman may not be given any items, and will remain with the crew only as long as another crewman needs replacing.

DEATH AND THE STANDARD CREWMAN

As far as the rules are concerned, it often isn't necessary to check for injury and death for standard crewmen, since these crewmen can be freely replaced anyway. The only time a player is required to check for a standard crewman is if he is carrying a magic item – if the crewman dies, the item is lost.

That said, players should feel free to roll for their standard crewman if they want. Some players will want to name each member of their crew and know if they survive from one battle to the next.

Heritors and Wardens

For Heritors and Wardens, checking for injury and death is a bit more complicated. Whenever one of these figures has been reduced to 0 Health during a game, the player must roll on the **Survival Table** to determine the figure's fate.

Survival Table	
Die Roll	Result
1	Dead
2–4	Permanent Injury
5–6	Badly Wounded
7–8	Close Call
9–20	Full Recovery

DEAD

See the section on New Recruits for what to do when your Heritor or Warden dies.

PERMANENT INJURY

The figure suffers an injury that never fully heals. Roll on the **Permanent Injury Table** to determine the exact nature of the injury. Otherwise, the figure returns for the next game at full Health.

BADLY WOUNDED

The figure has received an injury that will take longer than normal to heal. The player has a choice. He can either spend 75gc on specialist healing herbs in which case the figure plays the next game as normal, or the figure must start the next game at -5 Health.

CLOSE CALL

The figure escapes with no major injury. It does, however, lose all of the items that it was carrying.

FULL RECOVERY

The figure's injuries prove to be relatively minor, and it returns for the next game at full Health.

Permanent Injuries

Whenever a figure receives a permanent injury, it should be listed in the notes for that figure on the Crew Sheet. When a figure receives an injury that causes a decrease in one of its stats, the player should write it as a split stat. So, a Heritor that goes into the game having a Fight of +3, but receives a Crushed Arm permanent injury, should now write his stat as Fight +3/+2. This is very important for record-keeping purposes. The first number in a split stat is the figure's actual degree of ability; it should be used to determine if the figure has reached his maximum potential in a given stat. It will also be the number that corresponds to the level of the figure. For the purposes of any die rolls pertaining to the stat, however, the second number – the figure's physical capability – should be used.

Permanent Injury Table

Die Roll	Injury
1–2	Lost Toes
3–5	Smashed Leg
6–10	Crushed Arm
11–12	Lost Fingers
13–14	Never Quite as Strong
15–16	Psychological Scars
17–18	Niggling Injury
19	Smashed Jaw
20	Lost Eye

LOST TOES

The figure has lost one or more toes. It suffers a permanent -0.5 to its Move. This injury can be received twice, for a cumulative effect of -1 to Move. Any further Lost Toes results must be re-rolled.

SMASHED LEG

The figure suffers permanent bone or muscle damage in its leg. It suffers a permanent -1 to its Move. This injury can be received twice, for a cumulative effect of -2 to Move. Any further Smashed Leg results must be re-rolled.

CRUSHED ARM

The figure suffers permanent bone or muscle damage in its arm. It suffers a permanent -1 to its Fight. This injury can be received twice, for a cumulative effect of -2 to Fight. Any further Crushed Arm results must be re-rolled.

LOST FINGERS

The figure has lost one or more fingers. It suffers a permanent -1 to its Shoot. This injury can be received twice, for a cumulative effect of -2 to Shoot. Any further Lost Fingers results must be re-rolled.

NEVER QUITE AS STRONG

Due to internal injuries, the figure never quite returns to full health. It suffers a permanent -1 to its Health. This injury can be received twice, with a cumulative effect of -2 to Health. Any further Never Quite as Strong results must be re-rolled.

PSYCHOLOGICAL SCARS

The figure's physical injuries heal, but the mental trauma does not. It suffers a permanent -1 to its Will. This injury can be received twice, for a cumulative effect of -2 to Will. Any further Psychological Scars results must be re-rolled.

NIGGLING INJURY

The figure's injury just never quite heals, and it is forced to regularly use herbs, ointments, or minor magic to cope with it. The figure must spend 20gc on these treatments before each game, or else start the game at -3 Health. This injury can be received twice, in which case the payment increases to 40gc and the penalty to -4 Health.

SMASHED JAW

The figure suffers a broken jaw that never quite heals properly. The figure has some difficulty speaking, which affects its ability to lead men in combat. When the Heritor or Warden activates, the player may only activate up to two crewmen in the phase (instead of the normal three).

LOST EYE

One of the figure's eyes has been damaged and rendered useless. It suffers -1 to its Fight Roll whenever it is the target of a shooting attack. If a figure receives this injury twice, it is effectively blind and unable to continue its adventures in the Ghost Archipelago – see New Recruits for how to replace your Heritor or Warden. If a Heritor receives a second Lost Eye injury and has the Regrowth ability, he may immediately make one attempt to utilize this ability, contrary to the normal rules for its use. If successful, this new Lost Eye injury is disregarded.

EXPERIENCE AND LEVEL

Over the course of a campaign, both Heritors and Wardens have the chance to learn from their adventures in the Lost Isles, gaining valuable knowledge and increased physical capabilities. In game terms, this is represented in two ways: **experience** and **level**.

Experience

Experience represents the amount that Heritors and Wardens learn during their explorations of the Ghost Archipelago. Only Heritors and Wardens gain experience; crewman do not. During a game, a Heritor and Warden can earn experience for achieving certain goals, as outlined on the tables below.

Heritor Experience Table

Experience Points	Achievement
+40	For each game in which the Heritor participates.
+60	If the Heritor or his crew secures the central trea-
+40	For each normal treasure secured by a Heritor or his crew.
+5	For each creature or member of an opposing crew that a Heritor personally takes out of the game (in addition to any reward offered by a scenario).

Warden Experience Table

Experience Points	Achievement
+60	For each game in which the Warden participates.
+10	For each spell successfully cast during the game.

Furthermore, most scenarios will provide other ways in which experience can be acquired. Unless specifically stated otherwise,

these additional experience bonuses are awarded only to the Heritor leading the crew and not to the Warden. In the case of Wardens gaining experience for spellcasting, it is probably wise to keep a tally of spells cast during a game so that it is not forgotten afterward.

After each game, the player should tally up all of the experience gained by his Heritor and add this total to the amount of experience with which he began the game. The same should then be done for the Warden. These totals should be noted on the Crew Sheet. Every full 100 points of experience for each figure must now be converted into a level.

Heritor Level

A Heritor's level is a numerical representation of his power. Generally, Heritors of the same, or similar, level will be close to one another in terms of power, even if they have wildly different stats and abilities. All starting Heritors are assumed to be level 0. A level 10 Heritor is somewhat more powerful than a level 0 Heritor, and will almost certainly have better stats, more Heritor Abilities, and lower Utilization Numbers for those abilities. A level 20 Heritor will be that much more powerful again.

For every level a Heritor gains, he must choose to improve a stat, decrease the Utilization Number of a Heritor Ability he knows, or learn a new Heritor Ability.

EPIC-LEVEL HERITORS

If a Heritor is extremely experienced, there may be instances when there is no legal way to use a level. In these rare cases, the Heritor is allowed to keep lots of 100 experience points unconverted to levels for potential use later.

IMPROVING A STAT

A Heritor may improve one of the following stats by +1, up to the maximum shown in brackets: Move (7), Fight (+5), Shoot (+5), Will (+8), Health (24). Each stat may only be improved once after each game, even if the Heritor gained multiple levels – so a Heritor who gained two levels in a game could improve his Shoot by +1 and his Fight by +1, but could not improve his Shoot twice to give +2.

DECREASING A UTILIZATION NUMBER

A Heritor may hone his existing abilities in order to lower a Utilization Number by -1. The lowest Utilization Number possible for any Heritor Ability is 3, no matter how much the Heritor might want to improve upon it. An ability can only have its Utilization Number reduced by -1 after each game, even if the Heritor gained multiple levels. So, a Heritor who gained two levels in a game, could decrease the Utilization Number of two different abilities by -1, but could not lower one ability by -2.

LEARNING A NEW ABILITY

A Heritor may choose a new Heritor Ability from those listed in Chapter Five. This new ability has a starting Utilization Number of 6. A Heritor may never learn more than one new ability after each game, nor may he decrease the Utilization Number of a new ability until after another game has been played. Furthermore, a Heritor can only learn one new Heritor Ability for every five levels he gains. So, Heritors have a maximum number of abilities based on their level, as expressed in the **Heritor Level Ability Table**.

Heritor Level Ability Table	
Heritor Level	Maximum Number of Heritor Abilities
0	5
5	6
10	7
15	8
20	9
25	10

(+5)	(+1)

Warden Level

For every level a Warden gains, she must choose to improve a stat, improve a known spell, or learn a new spell.

IMPROVING A STAT

A Warden may improve one of the following stats by +1, up to the maximum shown in brackets: Fight (+4), Shoot (+4), Will (+8), Health (18). As with the Heritor, each stat may only be improved once after each game, even if the Warden gained multiple levels.

IMPROVING A KNOWN SPELL

A Warden can focus on one of the spells she already knows in order to lower its Casting Number by -1. The lowest Casting Number possible for any spell is 5, no matter how much the

Warden might want to improve upon it. A spell can only have its Casting Number reduced by -1 after each game, even if the Warden gained multiple levels.

OPTIONAL RULE: BALANCING SCENARIOS

As a *Ghost Archipelago* campaign progresses, it is likely that some crews will be more successful than others. They will gain more experience, and thus levels, and accumulate more treasure. This will, of course, give them an advantage when playing against crews that have not done so well. In truth, unless the differences are large, this advantage is relatively minor, and less important than good tactical play with clever employment of Heritor Abilities and Warden Spells. Also, multiplayer games tend to be inherently balancing with weaker crews often ganging up on the stronger ones.

   If players feel that their campaign has reached a point where some crews have a definite advantage, they might consider using the following optional rules at the start of a game.

- Calculate **crew rating**: add together the levels of the crew's Heritor and Warden.

- Compare crew ratings: if the difference is 8 or more, the player with the lower crew rating gains some temporary assistance in the form

of a creature. Compare the difference in crew ratings to the **Crew Rating Random Encounter Level Table** to determine the random encounter level.

Crew Rating Random Encounter Level Table	
Crew Rating Difference	Random Encounter Level
8–10	Level 1
11–16	Level 2
17+	Level 3

- Identify the creature: roll on the Random Encounter Table and check the appropriate random encounter level to determine what creature is present. If this roll identifies more than one creature, a single example of that type is present. If more than one type of creature is identified, take the first listed. So, for example, a result of 'Skeletons (2)' would mean one skeleton is present, and a result of 'Cortiki (1) & Tribal Warriors (2)' would provide a Cortiki.

- Control the creature: the player with the lower crew rating gains control of this creature for the duration of the game. It may be placed anywhere on the board after treasure is placed, but before starting table edges are determined. It is treated as a member of that player's crew for all intents and purposes, except that it is not allowed to pick up treasure, can only activate in the Crew phase, and is never allowed to be part of a group activation. After the game, the creature departs.

LEARNING A NEW SPELL

A Warden may learn any new spell from those listed in Chapter Six. If this spell is within the Warden's branch, its Casting Number is the Base Casting Number listed in the spell description. If the spell is from a different branch, its Casting Number is the Base Casting Number +4. A Warden can only learn one new spell for every 4 levels she gains. So, Wardens have a maximum number of spells based on their level, expressed in the **Warden Level Spell Table**.

Warden Level Spell Table

Warden Level	Maximum Number of Spells
0	4
4	5
8	6
12	7
16	8
20	9
(+4)	(+1)
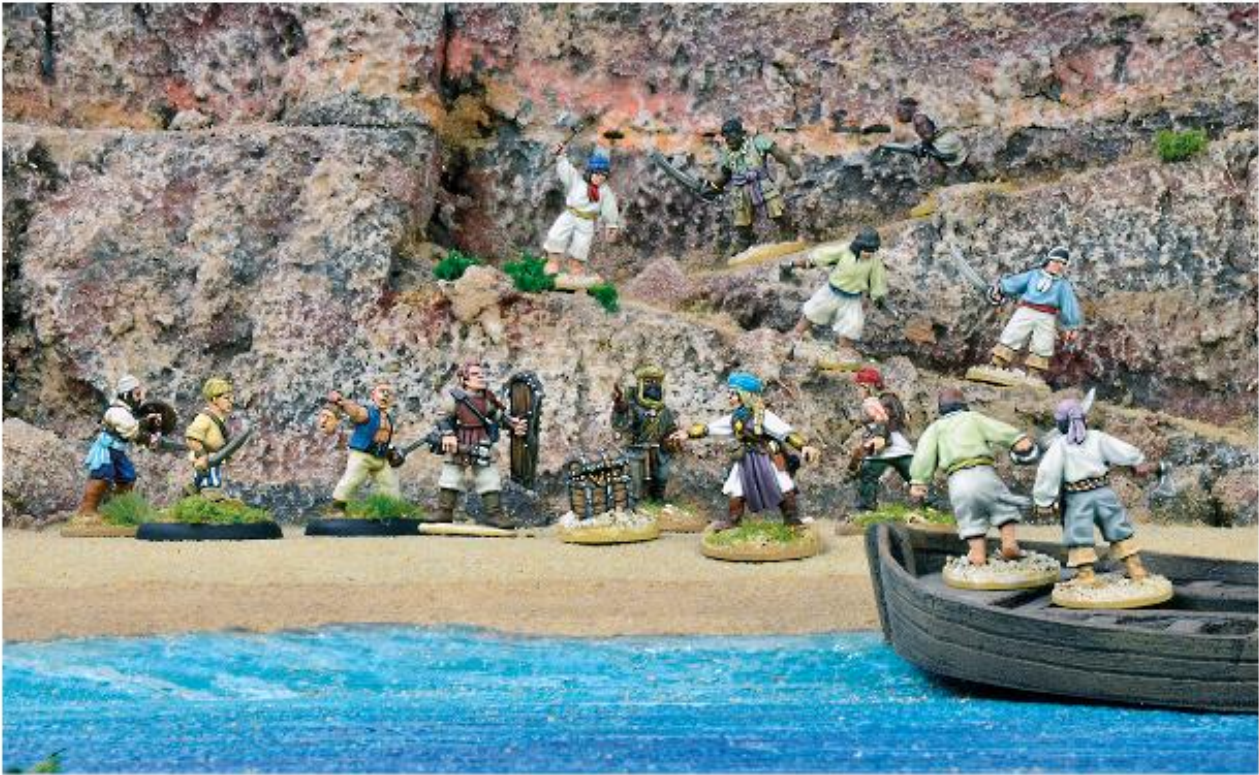
COUNTING TREASURE

In one-off games of *Ghost Archipelago*, treasure is only used to determine the winner. In a campaign, however, treasure is an important element in the progression and improvement of a Heritor and his crew.

After a game has ended, and players have checked the status of all of the figures that were knocked out of the game, both players should 'count their treasure'. For each standard treasure to-

ken their crew managed to get off the table, they get one roll on the **Treasure Table**. If their crew escaped with the central treasure, they get to make a roll with an optional +2 modifier – the player can decide whether or not to apply the +2 after rolling on the Treasure Table, but before making any subsequent rolls on the Herbs and Potions, Weapons and Armour, Magic Items, or Map Stone tables.

Treasure Table	
Die Roll	Treasure
1	20gc
2	30gc
3	40gc
4	50gc
5	75gc
6	75gc
7	100gc

8	100gc
9	Herb or Potion
10	Herb or Potion + 10gc
11	Herb or Potion + 30gc
12	Herb or Potion (2)
13	Weapon or Armour
14	Weapon or Armour
15	Weapon or Armour + 10gc
16	Weapon or Armour + 30gc
17	Magic Item
18	Magic Item + 10gc
19	Magic Item + 30gc
20	Map Stone
21	Map Stone + 20gc
22	Map Stone + 50gc

Gold Crowns

Add that many gold crowns (gc) to the treasury on the Crew Sheet. This represents the Heritor's stash. These gold crowns can be spent in several different ways (see Spending Treasure).

Herbs and Potions

Herbs and potions are one-use items that confer a temporary special effect upon the user. Herbs and potions may be given to

any member of the crew, and each one takes up one item slot. Otherwise, they may be stored on the Heritor's ship or sold off if the ship returns to the mainland. On any activation that a figure is not in combat, it may use one of its actions to consume or use the herb or potion. The effects of the herb or potion are immediate, and last until the end of the game unless otherwise stated. Once the herb or potion has been used, remove it from the Crew Sheet.

For each result of 'Herb or Potion' on the Treasure Table, roll once on the **Herbs and Potions Table**. Note that a result of 12 on the Treasure Table indicates that two herbs or potions have been found, so roll twice to identify what they are.

Herbs and Potions Table

Die Roll	Herb / Potion	Selling Price
1	Water of Life	100gc
2	Fury Leaves	50gc
3	Smoke Glass	30gc
4	Quickbeam Root	60gc
5	Poison	50gc
6	Stinkwort	75gc
7	Fireheart Green	75gc
8	Ironbark Powder	60gc
9	Nightnock	50gc
10	Deloean Root	75gc
11	Dremlocke Weed	60gc
12	Scalegrass	50gc
13	Farlight Leaf	100gc
14	Gillivourt	100gc

15	Potion of Free Fall	60gc
16	Traikwheat	60gc
17	Riproot	30gc
18	Philtre of Fairy Fire	200gc
19	Potion of Regeneration	200gc
20	Lingle Berries	400gc

DREMLOCKE WEED

The user receives +2 to all Will Rolls for the rest of the game.

DELOEAN ROOT

This root may be rolled and smoked. The smoke is repugnant to some types of insects. Giant wasps and jungle ticks will not force combat against this figure. For the purposes of determining the actions of giant wasps and jungle ticks, treat this figure as though it were not present.

FARLIGHT LEAF

The user receives +1 Shoot, but -1 Fight and -1 Will.

FIREHEART GREEN

A figure that eats this herb receives +1 action on its next activation. So, if the figure normally has two actions, it will have three. No figure may have more than three actions per activation, and the herb will have no effect on a figure that already has three actions. The figure immediately suffers 2 points of damage.

FURY LEAVES

The user suffers -2 Will, but does an additional 1 point of damage whenever he wins a combat.

GILLIVOURT

This mossy water plant gives anyone who ingests it the temporary ability to breath underwater. The figure automatically passes all Swimming Rolls this game.

LINGLE BERRIES

These small red berries are incredibly rare and only found in a few of the more mountainous islands in the Archipelago. They have, in a few recorded cases, been able to bring someone back

from the brink of death. Lingle berries may be stored on a Heritor's ship. In any game in which a figure is killed, the player may use a single dose to attempt to revive it. Roll a die: on a 15+, the figure is restored to life. Otherwise, it remains dead.

IRONBARK POWDER

The user receives +1 Armour, but -2 Will.

NIGHTNOCK

A figure required to miss the next game because of disease may consume this herb instead. The herb cures the disease, and the figure may participate in the next game at full Health.

PHILTRE OF FAIRY FIRE

This potion may only be used by a Warden. She receives +1 to all her Casting Rolls, but suffers -3 Will.

POISON

This sticky poison may be used to coat any weapon except a staff, bow, or crossbow. It can be used on one arrow or crossbow bolt. The next time this weapon causes damage, the figure that takes the damage is Poisoned.

POTION OF FREE FALL

The figure suffers no damage from falling, no matter the distance.

POTION OF REGENERATION

This potion can be stored on the Heritor's ship. After any game in which a figure suffers a permanent injury, it may drink this potion to ignore it entirely.

QUICKBEAM ROOT

The user receives +2 Move, but -2 Will.

RIPROOT

This root is highly poisonous to snake-men. A figure may coat his weapon in riproot extract. If its next damaging attack is against a snake-man, it does an additional 6 points of damage.

SCALEGRASS

A figure that rubs this grass on its body becomes repugnant to snakes. No large snake or anaconda will force combat against this figure. For the purpose of determining the actions of large snakes and anacondas, treat this figure as though it were not present.

SMOKE GLASS

A figure may throw this glass bottle at any point up to 6" away and within line of sight. It creates a billowing circle of smoke 2" high and 2" in diameter. The smoke causes no harm, but completely blocks all line of sight.

STINKWORT

Uncontrolled animals will ignore this figure for the purposes of determining movement if there is another member of a crew within 10". If there isn't, they will react to the figure as normal.

TRAIKWHEAT

This is a long grass to which saurians are naturally averse. Any saurian has its Fight reduced by -1 when fighting a figure that has used this herb.

WATER OF LIFE

This potion restores 3 lost Health. It also cancels the effects of poison.

Weapons and Armour

Normal weapons and suits of armour are common enough that they have no value in game terms. Lost weapons can be freely replaced, and Heritors and Wardens may change their weapon and armour after any game (see Rearming). While Crewmen must always carry the weapons, armour, and equipment they started

with, they can exchange a normal item for a **superior** or **magic** version. In this case the new item does take up an item slot.

Weapons that provide a Fight bonus only do so when a figure is in combat. It does not apply to Fight Rolls when a figure is the target of a shooting attack, nor is it added when a figure is called upon to make a Fight Stat Roll.

Weapons made by master craftsmen and/or utilizing higher grade metals and alloys are listed as 'superior'. These weapons either do more damage, or improve a figure's Fight stat, but never have any other abilities, and cannot damage creatures that are immune to non-magic weapons.

Magic weapons can have numerous types of special modifiers and abilities. The ones listed below are only some of the most common found in the Ghost Archipelago. Unlike normal and superior weapons, they are generally harder to destroy and are capable of wounding creatures that can only be affected by magic weapons.

A figure can only claim the benefits of one magic or superior weapon at time, even if he carries more than one. In this case, a figure must always declare which one he is using before rolling any dice.

For each result of 'Weapon or Armour' on the Treasure Table, roll once on the **Weapon and Armour Table**.

Weapons and Armour Table			
Die Roll	Weapon / Armour	Effect	Selling Price
1	Superior Throwing Knife	+1 damage	80gc
2	Superior Dagger	+1 damage	80gc
3	Superior Hand Weapon	+1 damage	100gc
4	Superior Two-Handed Weapon	+1 damage	100gc
5	Superior Staff	+1 damage	50gc

6	Magic Hand Weapon	+1 damage	200gc
7	Magic Dagger	+1 damage	200gc
8	Magic Two-Handed Weapon	+1 damage	200gc
9	Superior Hand Weapon	+1 Fight	200gc
10	Superior Two-Hand Weapon	+1 Fight	200gc
11	Superior Bow	+1 damage	200gc
12	Superior Crossbow	+1 damage	200gc
13	Magic Hand Weapon	+1 Fight	350gc
14	Magic Two-Hand Weapon	+1 Fight	350gc
15	Magic Throwing Knife	+1 Shoot	250gc
16	Bright Shield	+2 Fight against shooting attacks only	250gc

17	Magic Light Armour	+4 on Swimming Rolls	200gc
18	Magic Light Armour	+2 Will	300gc
19	Magic Light Armour	+1 Armour	500gc
20	Ring of Protection	+1 Armour	500gc

MAXIMUM ARMOUR

Heritors, Wardens, and crewmen may never have an Armour of more than 14. If any combination of equipment, magic items, spells, and herbs and potions would take their Armour above 14, treat it as 14 instead.

Magic Items

This covers all magic treasure that isn't a potion, weapon, or armour. All magic items take up one item slot. Unless specifically stated, magic items can be carried by any figure, although some may only be of use to a Heritor or Warden.

A figure may only carry one type of any magic item at a time, so only one ring, idol, etc.

For each result of 'Magic Item' on the Treasure Table, roll once on the **Magic Item Table**.

Magic Items Table		
Die Roll	Magic Item	Selling Price
1	Diving Rods	200gc
2	Ring of Will	300gc
3	Necklace of Life	250gc
4	Armlet of Strength	250gc
5	Golden Snake	200gc
6	Boots of Swimming	300gc
7	Ring of Slow Fall	300gc
8	Cloak of Shadows	400gc
9	Magic Beans	300gc
10	Idol of Power (2)	300gc

11	Fireflask	100gc
12	Piscian Helmet	500gc
13	Blood Doll	300gc
14	Gloves of Climbing	400gc
15	Eyestone	250gc
16	Gemstone of Casting	200gc
17	Bag of Holding	400gc
18	Jade Figurine	500gc
19	Hearthstone Amulet	500gc
20	Fate Stone	300gc

ARMLET OF STRENGTH

The wearer gains a +1 damage modifier to all successful hand-to-hand attacks.

BAG OF HOLDING

This bag allows the user to more easily carry treasure. If a figure equipped with the Bag of Holding is carrying a treasure token that causes movement to be halved, treat the figure as having +2 Move.

BLOOD DOLL

This magic doll is imbued with a drop of the bearer's blood and can, to a limited extent, absorb his pain. Whenever the bearer takes damage, he may discard the doll to reduce that damage by up to 2 points.

BOOTS OF SWIMMING

The wearer receives +3 to all Swimming Rolls.

CLOAK OF SHADOWS

No figure may draw line of sight to the wearer of the Cloak of Shadows if the wearer is more than 18" away.

DIVINING RODS

After players have set up their figures on the table, but before they have rolled for Initiative, a crew which has a member carrying Divining Rods may roll a die. On a 12+, they may move any one treasure token, except for the central treasure token, by

up to 3". Treasure tokens that have special restrictions imposed by a scenario as to when and how they can be picked up, cannot be moved by Divining Rods.

EYESTONE

If this mystical stone carving is carried by a Heritor, and he is on the table, he treats his crew's Initiative Roll as 2 higher for the purpose of determining Initiative. It has no effect on any other results that are determined by the Initiative Roll.

FATE STONE

Once per game, the bearer of the Fate Stone may re-roll any one die. He may then choose which of the two rolls to use.

FIREFLASK

This item instantly incinerates vegetation. A figure possessing the flask may spend an action and discard the flask to throw it anywhere up to 6". Immediately remove all vegetation (undergrowth, trees etc.) within a 2" diameter of the point of impact.

GEMSTONE OF CASTING

This gemstone may only be used by a Warden. Once per game, the Warden can use it to gain +3 to any one Casting Roll. The Warden must declare that she is using the gemstone before the Casting Roll is made.

GLOVES OF CLIMBING

Once per game, the wearer can activate these gloves. For the rest of the turn, the wearer suffers no movement penalty for climbing.

GOLDEN SNAKE

This small, metal figurine has a pair of sharp fangs designed to suck out poison. If a figure carrying the Golden Snake becomes Poisoned, it may discard the golden snake to remove the poison. This is automatic and does not require an action.

HEARTHSTONE AMULET

A figure possessing the Hearthstone Amulet may spend an action and discard it. This figure is immediately removed from the game. The figure is not dead, and returns in the next game at full Health. Any treasure carried by the figure when the amulet is used is dropped. A figure may use this amulet while in combat.

IDOL OF POWER (2)

This magic item may only be used by a Warden. This idol gives the Warden two points of 'power' per game, which she may use to empower a spell or augment a Will Roll to resist a spell in the

same way as if she was using her own Health. These points may be spent individually or both at once on a single spell or Will Roll.

JADE FIGURINE

When you find a Jade Figurine, roll on the **Jade Figurine Table** to see what animal it represents. A figure may spend one action to throw the figurine. Discard the Jade Figurine and place an animal of that type anywhere within 2" of the figure that threw it. The animal is treated as a member of your crew for the rest of the game, after which it wanders off into the wilds. A crew may never use more than one Jade Figurine per game.

Jade Figurine Table	
Die Roll	Animal
1	Ananconda
2–4	Blood Drinker Bat
5	Crocodile
6–7	Giant Wasp

8	Ground Sloth
9–11	Large Snake
12	Large Lizard
13–15	Mountain Goat
16–17	Screamer Monkey
18–19	Snapping Turtle
20	Tiger

MAGIC BEANS

A figure may spend one action and discard the Magic Beans to place a band of thick vegetation (4" long, 1" wide, and 1" high) on the table. Part of the band must be within 1" of the figure that used the Magic Beans. This vegetation blocks all line of sight.

NECKLACE OF LIFE

When in combat with the undead, the wearer receives +1 Fight and +1 Armour.

PISCIAN HELMET

The wearer of this helmet is treated as though he were amphibious.

RING OF SLOW FALL

The wearer of this ring never suffers damage from falling, no matter how great the distance.

RING OF WILL

The wearer of this ring receives +1 Will.

Map Stones

Clues to the location of the Crystal Pool are scattered throughout the Ghost Archipelago. While these clues take many forms, the most common are small, magic stones carved with intricate maps. For the purposes of a campaign, all transportable clues are listed as map stones. Map stones can be stored aboard a Heritor's ship and do not need to be carried. Map stones have no intrinsic value, and no Heritor would sell one anyway. Even if they had multiples of the same map stone, they would rather destroy it than let it fall into the hands of a rival. Map stones may only be obtained by either randomly rolling for them as treasure or in the course of specific scenarios. They may never be bought or traded.

When a Heritor discovers a map stone, they immediately receive a bonus of +20 experience points. After the game, roll on the **Map Stone Table** to identify which stone has been discovered.

There are 10 different map stones. None of the stones have any use individually, but by putting them all together, a Heritor will

have a complete map to the Crystal Pool. As far as most campaigns are concerned, this is the end point, and a Heritor that has a complete map will have 'won' the campaign.

Alternatively, players may wish to use this as the starting point to launch a new phase of their campaign, with the Heritors in the final race to the Crystal Pool. It is likely that this will be the subject of a future supplement.

Map Stone Table	
Die Roll	**Map Stone**
1–2	Map Stone Arkliss
3–4	Map Stone Breenlin
5–6	Map Stone Cortavious
7–8	Map Stone Dyrenten
9–10	Map Stone Eccorient
11–12	Map Stone Foqueth
13–14	Map Stone Gaelbys

15–16	Map Stone Huventh
17–18	Map Stone Indruline
19–20	Map Stone Jancis

SPENDING TREASURE

While Heritors are in the Ghost Archipelago, there is little on which they can spend their treasure. Although there are numerous settlements and probably even markets, most of these are not welcoming to outsiders, especially those that are seen to be plunderers. To spend treasure, a Heritor must return to the mainland. Trips to the mainland are long and expensive – any Heritor that wishes to return to the mainland must pay 200gc. This covers the cost of supplies for the journey there and back. A Heritor is allowed to pay this fee from the proceeds of the sale of items on the mainland. A Heritor that cannot pay this fee cannot return to the mainland and must continuing adventuring in the Ghost Archipelago in his present state until he can raise the

funds. Once he returns to the mainland, a Heritor may hire **new recruits**, **buy and sell items**, and **upgrade his ship**.

New Recruits

If either the Heritor or Warden is killed, the crew must immediately return to the mainland. If they cannot pay the 200gc, the crew must sell all its non-basic items (i.e. those that do not appear in the General Arms and Armour List).

If the Heritor was killed, the Warden and crew, as veterans of the Ghost Archipelago, can sell their services to a new Heritor, more powerful or experienced than one just starting out. The player simply creates a new Heritor with a level equal to that of his Warden. When choosing advances, the Heritor may not improve any one stat by more than +2, and may not decrease the Utilization Number of any one Heritor Ability by more than -2. Otherwise, he follows the normal rules for creation and spending experience.

If the Warden was killed, the Heritor must find a replacement for his crew, but, thanks to his reputation, will attract somewhat more experienced candidates. The player creates a new Warden with a level equal to that of his Heritor divided by three, rounded up. So, a crew with a level 7 Heritor would recruit a level 3 Warden (7/3 = 2.33, rounded up to 3). When choosing advances, the Warden may not improve any one stat by more than +2, and may not decrease the Casting Number of any one Warden Spell by more than -2. Otherwise, she follows the normal rules for creation and spending experience.

If both the Heritor and the Warden die during the same scenario, the crew must disband and the player must start again with a brand new crew.

New Specialist crewmen may be hired for the price listed on the Specialist Crewmen Table. Specialist crewmen can also be fired and replaced if the player wishes.

Standard crewmen can be freely recruited without needing to return to the mainland. Likewise, any specialist crewman can be replaced by a standard crewman at any time.

Buying and Selling Items

A Heritor can sell any items he has found during his adventures for the selling amount listed in the appropriate table.

A Heritor may attempt to buy any item he wants that is listed on any of the tables. For each item roll a die to see if it is available. On a 12+ the item is available and may be purchased for twice the listed selling price. A Heritor may only roll once for each different item, and can never buy more than one of each item per trip to the mainland.

OPTIONAL RULE: THE MARKET

Players who prefer to make treasure and magic items rarer commodities might consider using this optional rule. Whenever a Heritor returns to the mainland, he may roll four times on the Treasure Table, re-rolling results that only include gold crowns. These four results are the only items that are available to purchase on this visit. This rule does not affect the hiring of specialists or buying upgrades for a Heritor's ship.

REARMING

Heritors and Wardens may choose to reequip themselves with any basic items (i.e. those that appear in the General Arms and Armour List they wish between games, provided they are permitted to use them (for example, a Warden still couldn't take a shield).

Occasionally, figures may lose weapons or equipment during a game (e.g. due to the Warden Spell Warp Weapon). If it is a ba-

sic item, it may be replaced with an effectively identical one for free. Magic items lost during a game are, unfortunately, gone for good!

Heritor Ships

Although hugely important, the yachts and schooners that the crews use to travel to and from the Ghost Archipelago are too large to be relevant in most scenarios. Instead, they are treated as abstract 'bases' where equipment can be stored and to which the crews can retreat between scenarios. Every Heritor's ship should be appropriately named, and there are a number of upgrades available for these vessels. Each upgrade can only be purchased once, and must be acquired while on the mainland.

Heritor Ship Upgrade Table

Ship Upgrade	Cost	Effect
Kennel	250gc	The ship has a built-in cage designed for holding a trained warhound. The crew may add one warhound to their crew roster, even if this takes them over the normal crew limit. The warhound may not pick up treasure, nor make any optional Stat Rolls. If a warhound is reduced to 0 Health during a game, roll for survival as though it were a specialist crewman. If the warhound dies, it can be replaced on any trip to the mainland for 20gc.

Launch	300gc	A launch is a superior form of small boat. In any scenario that calls for the use of small boats, a player may declare one of those small boats to be his launch. This small boat receives an additional 1" of movement, and has a maximum movement of 7".
Magnetic Compass	200gc	When players roll to decide who will have the first choice of table edge in a game, a crew with a magnetic compass may roll two dice and choose which one to keep.
Herb Chest	100gc	Herbs and potions have a tendency to lose their potency over time, especially if exposed to the elements. This can be prevented by storing them in a purpose-built container, generally known as a herb chest. Whenever a player sells any herb or potion, he receives an additional 5gc.

Swift Sails	120gc	These high-quality sails allow the ship to reach greater speeds in the open ocean, and thus trips to and from the Ghost Archipelago take less time. A crew that has a ship with swift sails need spend only 175gc to make the trip to the mainland and back.
Chart Room	400gc	This small room is filled with maps, charts, scrolls, and books devoted to knowledge of the seas in general and to the Ghost Archipelago in particular. A Heritor who has a ship equipped with a chart room gains and extra +10 experience points after each game.
Recovery Room	600gc	A recovery room may only be used by a crew that contains a herbalist. After each game, the player may re-roll the survival roll for any one crewman (specialist or standard).

Warden's Workshop	300gc	A small room devoted to the Warden's mystical studies, this room grants the Warden an extra +5 experience points after each game.
Extra Quarters	1,000gc	A ship with extra quarters allows the crew to include one more specialist crewman than is normally allowed – 5 instead of the normal 4. The crew is still limited to 8 crewmen in total, however.
Weapons Locker	600gc	Before each game, one standard crewman may be given a Superior Hand Weapon (+1 damage). This weapon takes up an item slot as normal, and must be returned, if possible, after the game.

CHAPTER FIVE

HERITOR

ABILITIES

Heritors are the main protagonists of *Ghost Archipelago*, and the abilities they possess go a long way to defining their character and influencing the tactics they employ during a game. Full rules for choosing Heritor Abilities are found in Chapter Two, while the rules for using those abilities are found in Chapter Three.

RANDOM SELECTION

While the rules allow Heritors to pick what abilities they possess, some players may prefer to roll randomly for their abilities. This may provide players with an interesting selection of abilities that they might have not otherwise considered. That said, Heritors generated this way are likely to be a little less capable than ones whose powers have been handpicked, so players should be aware that they are likely to be putting themselves at a slight handicap. It may be preferable to only roll for random abilities if all of the players in a given campaign are also doing so.

To generate random abilities, each new Heritor should roll five times on the **Random Heritor Ability Table**. The first result is the ability they have with a Utilization Number of 3. The next four are abilities that they have with a Utilization Number of 5.

Players will have to decide if new abilities gained during a campaign should be chosen or rolled for randomly.

Random Heritor Ability Table

Die Roll		1–14		15–20
1	Burning Eyes		Backswing	
2	Crushing Blow		Catch Missile	
3	Deadeye		Daze	
4	Disarm		Death Strike	
5	Evade		Intuition	
6	Fling		Lunge	
7	Hurl		Mindcloud	
8	Ironskin		Regrowth	
9	Leap		Spark of Life	
10	Mitigation		Surge	
11	Mighty Strength		Backswing	
12	Mystic Energy		Catch Missile	
13	Shadowfold		Daze	

14	Spellshield		Death Strike	
15	Sprint		Intuition	
16	Stand Firm		Lunge	
17	Steelheart		Mindcloud	
18	Trickshot		Regrowth	
19	Waterlung		Spark of Life	
20	Wraithwalk		Surge	

THE ABILITIES

BACKSWING

This ability can be utilized whenever the Heritor wins a fight and is still in combat with an opponent. The Heritor may immediately make a free fight action against any opponent with which he is in combat. Resolve this fight before completing any remaining actions or activating another figure.

BURNING EYES

This ability can be utilized whenever a figure from an opposing crew attempts to move into combat with a Heritor (either through normal movement or Forcing Combat). That figure must make a Will Roll with a Target Number of 16 to complete its movement. If it fails, its movement ends 1" from the Heritor and its activation ends, any unused actions are lost. Burning Eyes cannot be used against another Heritor.

CATCH MISSILE

This ability can be utilized whenever the Heritor is the target of a bow or crossbow shooting attack from 6" or more away. The shooting attack automatically fails and the Heritor is unharmed as he snatches the missile out of the air.

CRUSHING BLOW

This ability can be utilized any time the Heritor wins a fight in hand-to-hand combat. The Heritor does an additional 3 points of damage on top of whatever damage he would normally inflict.

DAZE

This ability can be utilized during a Heritor's activation. Choose any figure within 6". That figure should make an immediate Will Roll with a Target Number of 16. If it fails, the figure loses its next activation, but is otherwise unharmed. Other Heritors receive +5 on this Will Roll.

DISARM

This ability can be utilized any time the Heritor wins a fight in hand-to-hand combat, even if he would not normally cause damage. The Heritor inflicts no damage, but may instead choose one weapon carried by his enemy and disarm him of it. The disarmed figure loses the use of that weapon for the rest of the game, but recovers it for free after the game. This can be any weapon, including missile weapons. If this leaves the figure with no melee weapons, the figure counts as unarmed. This ability has no effect on creatures that do not have weapons listed in their notes.

DEADEYE

This ability can be utilized when a Heritor has successfully hit an enemy with a bow, crossbow, or throwing knife and rolled either an 18 or 19 on the die (before any modifiers are taken into account). Treat this hit as a critical hit.

DEATH STRIKE

This ability can be utilized when a Heritor has won a combat and rolled either an 18 or 19 on the die (before any modifiers are taken into account). Treat this hit as a critical hit.

EVADE

This ability can be utilized if the Heritor is activated while in combat. Before taking any other actions, the Heritor can move 1" in any direction as a free action, including out of combat, if it is possible to do so. Alternatively, the Heritor can stay in combat and reposition his figure in any open space that is still in base contact with any figure or figures with which he is currently in combat.

FLING

This ability can be utilized any time the Heritor wins a fight in hand-to-hand combat. The Heritor does +1 damage and, additionally, may choose to push back his opponent up to 4" instead of the normal 1". This push back may move the figure through or over terrain or over other figures. It may also move the figure into combat with another figure.

HURL

This ability can be utilized during a Heritor's activation. The Heritor may spend an action to pick up a large rock, log, dead body etc., and hurl it at an enemy. The Heritor may make a shooting attack with a maximum range of 8". This shooting attack is made with the Heritor's Shoot stat. If the attack hits, it does +3 damage.

INTUITION

This ability can be utilized at the beginning of any turn before players roll for Initiative. The Heritor automatically wins the Initiative Roll. The Initiative Roll should still be made, however, as

there is a chance of other special effects resulting from it. If two or more Heritors all use Intuition on the same turn, the Heritor who has the highest Utilization Roll gains the Initiative, the second highest goes second, and so on.

IRONSKIN

This ability can be utilized any time a Heritor takes damage. Reduce the amount of damage by 4. If this takes the result to 0 or less, the Heritor suffers no other effects from a damaging attack (e.g. poison). The Heritor still suffers one point of Blood Burn damage as usual from utilizing this ability.

LEAP

This ability can be utilized during the Heritor's activation. The Heritor can use an action to make a 'Leap' move instead of a normal move. In a Leap, the Heritor may move up to his full movement allowance in a straight line, in any direction (including straight upwards), provided that line is free of obstacles. Thus, it is possible to jump over or onto terrain and other obstacles, pro-

vided the angle is right. If this move ends with the Heritor in the air, immediately move it back down to the table and take falling damage as appropriate. Leap may not be used while a Heritor is in combat. If the Heritor wants to make a second movement action in the turn, it is at half move as normal. Alternatively, a Heritor may combine two actions and utilize this action to make one Leap of up to 1.5 times his Move. Heritors carrying treasure still halve their movement when making a Leap.

LUNGE

This ability can be utilized any time a figure moves to within 3" and in line of sight of the Heritor, with no other figures between them. The Heritor may force combat with the moving figure. This ability can only be used against a figure with which the Heritor would normally be allowed to force combat were it within 1" (e.g. a Heritor could not use Lunge to force combat with a Heritor using Mindcloud). No other figure may force combat with a Heritor while it is utilizing Lunge.

MITIGATION

This ability can be utilized any time a Heritor suffers more than 5 points of damage from any single source. Reduce the amount of damage taken to 5. The Heritor still suffers the 1 point of damage from Blood Burn.

MIGHTY STRENGTH

This ability can be utilized after a Heritor has made a Fight Stat Roll (Any Fight Roll with a Target Number). Add +5 to the Heritor's roll. Alternatively, a Heritor may utilize this ability whenever he wins a combat to inflict +1 damage.

MINDCLOUD

This ability can be utilized during the Heritor's activation. No figure may force combat with the Heritor during this activation. This ability has no effect on undead.

MYSTIC ENERGY

This ability can be utilized at the start of a Heritor's activation before any actions are taken. For the rest of the turn, the Heri-

tor counts as if he is armed with a magic weapon which gives him +2 Fight. If the Heritor is already using a magic or superior weapon, this effect replaces any Fight bonuses from that weapon, although damage bonuses and other special abilities are retained.

REGROWTH

A Heritor with this ability may make one attempt to utilize it before each game. The Heritor heals one permanent injury. Remove this permanent injury from the Crew Sheet and remove any splits stats that were caused by the injury. Alternatively, the Heritor may ignore the Health loss brought about because of a Badly Wounded result on the Survival Table or Niggling Injury on the Permanent Injury Table. Because this ability is utilized before a game starts, the Heritor may ignore damage taken from Blood Burn for this ability.

SHADOWFOLD

This ability can be utilized any time the Heritor is named as the target of a shooting attack from a figure. Additionally, the Heritor must either be in cover, or there must be intervening terrain between the shooter and the Heritor. The Heritor suddenly blends in with the surrounding terrain, and the shot automatically misses without any shooting rolls being made. This ability may not be used while the Heritor is in combat, nor does it have any effect on shooting attacks that do not originate from a figure. It does apply to shooting attacks caused by Warden Spells.

SPARK OF LIFE

This ability can be utilized during a Heritor's activation. The Heritor may spend an action to Heal up to 5 points of damage on any figure within 1" and line of sight. A Heritor may not use this ability on himself or another Heritor.

SPELLSHIELD

This ability can be utilized any time the Heritor is named as the target of a spell. The spell automatically fails, with no Casting Roll made, and the caster's action is lost.

SPRINT

This ability can be utilized during the Heritor's activation. For the rest of the activation, the Heritor receives +2 to his Move.

STAND FIRM

This ability can be utilized any time the Heritor would be moved by an external force, including being pushed back in combat, being moved by a spell, or by some other special rule. The Heri-

tor may choose to either not move, or to move any distance up to the amount normally specified by the external force.

STEELHEART

This ability can be utilized after the Heritor makes any Will Roll. Add +5 to that Will Roll.

SURGE

This ability can be utilized during a Heritor's activation. The Heritor receives an extra action. This extra action cannot be movement (so the Heritor can take a maximum of two movement actions during his turn). This may not take the Heritor above three actions.

TRICKSHOT

This ability can be utilized during a Heritor's activation when he declares a shooting action. No modifiers for cover or intervening terrain are applied to the shot. The Heritor must still have line of sight in order to declare the shot.

WATERLUNG

This ability can be utilized either during a Heritor's activation, or directly before the Heritor has to make a Swimming Roll. For the rest of the game, the Heritor counts as amphibious.

WRAITHWALK

This ability can be utilized during the Heritor's activation. For the rest of the activation the Heritor may move through terrain, including rough ground and water, as though it were not there. The Heritor must have enough movement to move completely through any solid piece of terrain before its activation ends – a Heritor may never end his activation inside a piece of terrain, but may end it in water.

CHAPTER SIX

WARDEN SPELLS

There are 30 different spells available to Wardens, so it may take players a bit of time to recognize all of them. At the start, it is only important that a player fully understands the spells that their Warden can cast – the rest will be learnt in time. Some of the spells are straightforward and enhance the stats of figures or take the place of attacks. Some, however, are more subtle and can be used in different ways to influence the outcome of the game.

SPELL DESCRIPTIONS

The spell list below is divided by Warden branch. Each spell is fully described and all are presented in the same way:

NAME

Branch / Base Casting Number / Category

Spell Description

* * * *

Name

This is how the spell is commonly identified in the game. It is not necessarily what an individual Warden would call the spell, however, and players should feel free to refer to the spell by any name they choose, though it is best to use the name given here to identify it on your Crew Sheet so that other players understand the capabilities of your Warden.

Branch

This is the Warden branch to which the spell belongs.

Base Casting Number

This is the starting point for calculating the difficulty of casting the spell. If the spell is within a Warden's branch, this will be the Casting Number they use at level 0. If the spell is outside of a Warden's branch, they should use this number +4 as their starting Casting Number.

Category

The category determines when and how the spell may be used. There are three categories:

SELF ONLY

These spells only affect the figure that actually casts the spell and may never be cast on anyone else.

LINE OF SIGHT

Spells of this type can be cast on any target that is within line of sight of the Warden, subject to any maximum range listed in the spell description. A Warden may cast line of sight spells on herself.

AREA EFFECT

These spells have no specific target. Instead their effect covers an area.

WILL ROLLS

Some spells allow the target of the spell to make a Will Roll in order to resist the effects. In these cases, the Target Number for the Will Roll is either the Casting Roll made by the Warden when rolling to cast the spell, or 14, whichever is higher. If a figure successfully makes its Will Roll, the spell has no effect.

THE SPELLS

Beast Warden

BEAST CRY

Beast Warden / 8 / Area Effect

At the end of every turn, the Warden should roll a die. On a 10+, roll for a random encounter. If the roll is 17+, the Warden may choose the board edge from which the creature enters.

BEAST STRENGTH

Beast Warden / 8 / Line of Sight

The target figure gains +1 Fight for the rest of the game. Multiple castings of Beast Strength on the same target have no effect.

COMMAND CREATURE

Beast Warden / 10 / Line of Sight

This spell may be cast upon any animal, saurian or aquatic creature that is not currently under the control of any crew. The creature should make a Will Roll to resist. If the creature fails the Will Roll, the Warden may immediately cause it to take one action. If the creature is not currently in combat, that action

must be movement. The Warden may force the animal to make any legal move, so far as that movement does not cause the creature direct harm (e.g. falling, walking into fire). If the creature is in combat, the Warden can make it attack any figure with which it is in combat, or may compel it to use a movement action to move out of combat.

CONTROL ANIMAL

Beast Warden / 10 / Line of Sight

This spell may only target an animal. That animal must make a Will Roll to resist. If the animal fails the Will Roll, it joins the Warden's crew, and the controlling player may activate it in his next Crew phase. A Warden may not cast this spell while she already has another animal under control. The caster may cancel the effect of this spell at any time as a free action. The animal leaves the crew at the end of the game.

ENVENOM

Beast Warden / 8 / Line of Sight

The target of this spell has its weapon coated in a potent venom. The next time this figure causes a damaging attack, either in hand-to-hand combat or by shooting, the victim of that attack counts as Poisoned. The target of this spell must be carrying an actual weapon.

SUMMON ANIMAL

Beast Warden / 8 / Area Effect

Roll a die to see what type of animal has been summoned: 1– 4 mountain goat, 5–7 large snake, 8–10 blood-drinker bat, 11–

13 screamer monkey, 14–16 giant wasp, 17–19 snapping turtle, 20 large lizard. At the end of this turn, place the summoned animal on the table, touching any table edge, except the one opposite your own starting edge. This animal counts as a member of your crew for the rest of the game. A Warden may not cast this spell if she already has a summoned animal on the table.

Earth Warden

EARTH BLOOD

Earth Warden / 8 / Line of Sight

Choose a target within 12". This spell grants the target +2 Health for the rest of the game. This can take a figure over its starting Health. A figure may only have one Earth Blood spell cast on it per game.

EARTH WAVE

Earth Warden / 8 / Line of Sight

The Warden creates a small wave of earth that can be used to carry inanimate objects that are on the ground. The Earth Warden may move any treasure token up to 4" so long as it is on the ground, stays in line of sight, and avoids any terrain. This spell has no effect on any treasure that has special requirements to pick up.

EARTHEN WALL

Earth Warden / 8 / Line of Sight

This spell creates an earthen wall, 3" long, 2" high, and 1" wide. Some part of this wall must be within 8" of the Warden, and all of it must be within her line of sight when it is cast. This wall may be climbed in the normal way, or any figure in base contact with the wall may attempt to destroy it by spending an action to make a Fight Roll with a Target Number of 16.

PARAPET

Earth Warden / 8 / Line of Sight

This spell creates a small stone wall, 2" long and 0.5" high, all of which must be within 14" of the Warden. This wall does not block line of sight, but does provide heavy cover to anyone standing directly behind it and may also act as intervening terrain. This wall remains until the end of the game.

PIT

Earth Warden / 8 / Line of Sight

Select a target figure. A 2" deep pit opens up directly beneath the target figure. The pit is just large enough to contain the figure. The target may make a Move Roll with a Target Number of 20 in order to avoid falling in the pit, but this roll is optional. If the roll is successful, the player controlling the target may place the figure anywhere adjacent to the hole. This spell may not be cast against 'Large' creatures and may only be cast when there is a legal target figure. The pit lasts until the end of the game. This may be cast on a figure in combat. If the figure falls into the pit, it is no longer considered to be in combat.

PROJECTILE

Earth Warden / 10 / Line of Sight

The Warden makes a +3 magic shooting attack against one figure within line of sight. If the attack hits, it does +2 damage.

Storm Warden

CLOUD COVER

Storm Warden / 8 / Line of Sight

Thick, dark clouds form in the sky and slowly block out the sun. On the turn the spell is cast, the maximum line of sight for the game is reduced to 16". Every turn after this, the maximum line of sight decreases by another 2", to a maximum of 12".

DUST DEVIL

Storm Warden / 10 / Line of Sight

Creates a dust devil anywhere within 6" of the caster. This creature activates immediately after the Warden's activation. This creature is removed from the table at the end of the turn.

LIGHTNING STRIKE

Storm Warden / 12 / Line of Sight

Pick a target within 20" and in line of sight. At the end of the target figure's next activation, after it has taken all of its actions,

make a +6 attack against it. This is considered a non-magic attack. Additionally, if the figure is wearing heavy armour, subtract 2 from its Armour for the purpose of determining damage.

TRUE FLIGHT

Storm Warden / 8 / Line of Sight

This spell may only be cast on a member of the Warden's crew who is within 8" and is carrying either a bow or crossbow. The next time that figure makes a shooting attack, it receives a +3 to its Shooting Roll.

WIND BLAST

Storm Warden / 8 / Line of Sight

Pick a target figure within 20" and in line of sight. This figure may not be part of the same crew as the Warden. That figure must make a Will Roll. If the target fails its Will Roll, the Warden may move the target figure up to 4" in a straight line in any horizontal direction. The target may not be moved through terrain,

or other figures, but may be moved into combat or off terrain that is above the ground. This may take a figure out of combat.

WIND WALK

Storm Warden / 8 / Self Only

The Warden may immediately move 6" in any direction (including vertically), without being subject to any penalties for movement (e.g. climbing, rough ground, carrying treasure). She may even move herself down off of terrain. However, if this leaves the Warden in mid-air, she will immediately fall to the ground, suffering the usual damage for falls, from the point at which the spell's movement ended.

Vine Warden

BARK

Vine Warden / 8 / Line of Sight

The target of this spell receives +1 Armour for the rest of the game. This spell has no effect on a target that already has Armour of 14 or higher. Multiple castings of Bark on the same figure have no effect.

BRAMBLES

Vine Warden / 8 / Line of Sight

Creates a line of dense brambles 6" long, 1" wide, and 1" tall. The brambles do not block line of sight, but may count as intervening terrain. Any figure that wishes to climb over the brambles must first make a Will Roll with a Target Number of 14. If they fail, their current action ends immediately.

LADDER

Vine Warden / 6 / Line of Sight

This spell creates a permanent ladder of any height attached to the side of a terrain piece. Figures using this ladder do not suffer any movement penalties for climbing.

PLANT WALK

Vine Warden / 8 / Line of Sight

This spell may be cast on any piece of terrain that is primarily composed of vegetation. The Warden may move this terrain piece up to 3" in any direction. The terrain piece may not be moved onto or through another terrain piece or figure.

SNARE

Vine Warden / 8 / Line of Sight

The target of this spell is ensnared in clinging weeds and vines. Each time the target is activated, it must make a Fight Roll with a Target Number of 15 (creatures with the 'Large' trait receive +4 to this roll). If the target fails, it may take only one action during its next activation, which cannot be movement. Once a target has made its Fight Roll, it has escaped the vines and is no longer ensnared.

WARP WEAPON

Vine Warden / 10 / Line of Sight

After naming the target of this spell, the caster should pick one of the target's weapons. The spell causes it to warp and potentially become useless. Roll a die and consult the **Warp Weapon Table**. Add +5 if the weapon is 'Superior', and +10 if it is magic.

Warp Weapon Table	
Die Roll	Result
1–10	The weapon is destroyed
11–15	The weapon is badly warped, the wielder suffers -1 Fight.
16–20	The weapon is warped and does -1 damage.
21+	The weapon is undamaged.

The effects of this spell are permanent. This spell may be cast multiple times against the same weapon of the target and penalties do stack.

Wave Warden

AMPHIBIOUS

Wave Warden / 6 / Line of Sight

The target of this spell counts as amphibious for the rest of the game. If the Wave Warden casts this spell on herself, she gains +3 on the Casting Roll.

CURRENT

Wave Warden / 8 / Line of Sight

If the target of this spell is in deep water, the caster may move the target up to 4" in any horizontal direction, provided it does not move onto or over terrain or a boat. This spell may be cast on a small boat, with the same restrictions.

MIST

Wave Warden / 8 / Line of Sight

Creates a thick, circular cloud of mist 4" in diameter and 3" high. The mist does not block line of sight, but does provide a +3 modifier to the target of any shooting attacks that draw line of sight through it. (i.e. the target gets +3 on its Fight Roll). The

Wave Warden / 6 / Line of Sight

The target of this spell counts as amphibious for the rest of the game. If the Wave Warden casts this spell on herself, she gains +3 on the Casting Roll.

CURRENT

Wave Warden / 8 / Line of Sight

If the target of this spell is in deep water, the caster may move the target up to 4" in any horizontal direction, provided it does not move onto or over terrain or a boat. This spell may be cast on a small boat, with the same restrictions.

MIST

Wave Warden / 8 / Line of Sight

Creates a thick, circular cloud of mist 4" in diameter and 3" high. The mist does not block line of sight, but does provide a +3 modifier to the target of any shooting attacks that draw line of sight through it. (i.e. the target gets +3 on its Fight Roll). The

Warden who cast Mist may choose to remove it from the board at any time as a free action. Otherwise, it lasts until the end of the game.

POOL

Wave Warden / 10 / Line of Sight

Creates a pool of deep water 3" in diameter. The pool can be placed anywhere, provided some part of it is within line of sight of the caster. Any figures standing where the pool is placed can make a Move Roll with a Target Number of 14. If they succeed, the player controlling the figure may place it anywhere adjacent to the pool. If they fail, they stay where they are and fall in the water. A Heritor who is standing where the pool would appear may attempt to utilize Spellshield – if successful, the spell fails and the Warden's action is lost.

WATER OF LIFE

Wave Warden / 8 / Line of Sight

This spell restores 3 points of Health to a target model within 12". The spell cannot take the model above its starting Health. This spell has no effect on undead or demons.

WRATH OF THE WAVES

Wave Warden / 8 / Line of Sight

The target of this spell must either be in the water or within 4" of a body of water that is at least 2" in diameter. This figure suffers an immediate +5 attack.

CHAPTER SEVEN

SCENARIOS

Scenarios are unique and interesting adventures within the Ghost Archipelago. Generally they give players a chance to earn extra experience or treasure, but at the cost of slightly greater risk and difficulty. Before playing a game of *Ghost Archipelago*, players should mutually decide if they want to play a scenario and, if so, which one. Alternatively, they can roll for a random scenario on the **Random Scenario Table**.

Ideally, if players are involved in an ongoing campaign, these scenarios should be treated as unique, and no player should play any of them more than once. As with all things *Ghost Archipelago*,

the ideas presented here should be viewed as just a starting point. Creating new, personal scenarios, which are tied directly to the story of a player's Heritor and crew is one of the most fun, rewarding and engaging parts of the game. In this case, the scenarios presented here should give players plenty of ideas of the different elements that can be used in creating scenarios, such as unique locations, specific creatures, or special situations.

Random Scenario Table

Die Roll	Scenario
1–3	X Marks the Spot
4–6	Drichean Cages
7–9	The Abandoned Watchtower
10–12	Blood Totems
13–14	The Stone Circle
15–16	The Eritherean Graveyard
17–18	Swampland

| 19–20 | Saurian Breakfast |

SCENARIO 1: X MARKS THE SPOT

According to an ancient, mouldy book, a notorious pirate who roamed the Ghost Archipelago some 200 years ago buried a fabulous treasure under a large stone. He struck the stone twice with his scimitar, leaving a large X scratched into its surface. Less than two months later, the pirate was dead, killed in an ambush set by one of his old enemies and, before any of his crew could attempt to return and collect the treasure, the Archipelago vanished. Thanks to the detailed instructions left by one of those ancient crewmen, you have been able to find the island in question and, with a bit of luck, you should have no problem locating the marked stone. Unfortunately, you are probably not the only Heritor to have found a copy of the old book...

Set-Up

Set up the board as per a standard game of *Ghost Archipelago*, with lots of scattered foliage, rocks, and other natural terrain features. A small ruin or two can also be included to increase visual interest.

Instead of placing a central treasure, a roughly man-sized stone (preferably marked with an X!) should be placed in the exact centre of the table. Each player should then place two additional treasure tokens as normal.

Roll once on the Random Encounter Table, and place this creature (or creatures) on the board in contact with the X-marked stone.

Special Rules

Before any player can claim the central treasure, the X-marked stone must be moved out of the way. To move the stone, a figure must be in contact with it and have no enemy figure within 1". The figure may then spend one action to attempt to move the stone – make a Fight Roll with a Target Number of 14. If

successful, the stone is moved to any open space up to 1" away. A central treasure token should now be placed on the spot formerly occupied by the stone. This treasure can now be claimed following the standard rules for treasure.

Treasure and Experience

Determine treasure for this scenario as normal. The player that secures the central treasure gains 50gc in addition to whatever result is rolled.

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

- +20 experience points for the Heritor whose crew moves the X-marked stone.

- +20 experience points for the Heritor whose crew slays a creature that started the game adjacent to the X-marked stone. Where more than one creature started the game in this way, this experience gain is for each one killed.

SCENARIO 2: DRICHEAN CAGES

Tavic's body was still warm when you found it, lying in the clearing, surrounded by the corpses of several of his crew. Few people will miss that loathsome Heritor, but rumour holds that he had amassed quite a treasure. If any of his crew survived – and the evidence in the clearing suggests that they did – they might just know where that treasure is located. Unfortunately, based on the bronze arrowheads and broken blades, it is pretty clear that any survivors must now be captives of the Dricheans...

Set-Up

Set up the table as per a standard game of *Ghost Archipelago*. Instead of placing a central treasure, place a small cage containing a prisoner in the exact centre of the table. Each player should then place two treasure tokens following the standard rules for treasure placement.

Once that is done, place two Drichean warriors per player on the table. The first four warriors should be positioned about 2" away from the cage, forming a square around it. Any further warriors should then be placed 8" away from the cage in random directions.

Special Rules

The Drichean warriors will never make a random movement during the game. If they are ever called upon to make a random move, they will immediately end their activation instead. After the prisoner has been freed, any Drichean warrior called upon to make a random move will move directly towards the prisoner. Otherwise the Dricheans follow the standard rules for creatures.

If a player rolls for a random encounter, do not roll on the Random Encounter Table. Instead, the player who is going last in the current turn (i.e. who had the lowest Initiative Roll) may place an additional Drichean warrior on the board. He may place

this warrior anywhere on the table that is within 8" of a table edge, but at least 6" from a member of any crew.

A figure standing next to the cage may spend an action to attempt to open it. Make a Fight Roll with a Target Number of 14. If successful, the cage is opened. Treat the captive inside the cage as a treasure token, except that any figure that picks up this token does not suffer a movement penalty.

Treasure and Experience

Determine treasure for this scenario as normal. The player who secures the prisoner may make one roll as though he had found the central treasure. This player also receives a bonus of 50gc, and he may immediately, and without needing to return to the mainland, hire one specialist crewman at the usual price, subject to the normal limit for specialists.

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

- +20 experience points for the Heritor whose crew opens the cage.

- +10 experience points for the Heritor whose crew rescues the prisoner by getting him off of the board (in addition to the usual experience reward for securing the central treasure).

- +5 experience points for each Drichean killed by the Heritor or his crew.

SCENARIO 3: THE ABANDONED WATCHTOWER

No one knows who built the great watchtowers that are scattered throughout the Ghost Archipelago. What is well known, however, is that these towers often contain clues to the geography of the islands. Your crew spied the tip of the watchtower peeking

through the canopy while you were sailing a narrow channel. You immediately ordered a boat to take you ashore to investigate.

Set-Up

Place a ruined watchtower in the centre of the board. The tower should be around 6" square, and at least 12" in height, although larger towers are fine. There should be a scattering of other ruins nearby, though none should be more than 6" in height. All

of the ruins are overgrown, and the table should be filled with vegetation, rocks, and other such terrain elements.

The central treasure should be placed at the very top of the tower. The other treasure tokens should be placed following the standard rules.

Place one screamer monkey on top of the tower next to the central treasure and place two large snakes at opposite corners of the base of the tower.

Special Rules

None.

Treasure and Experience

The crew that secures the central treasure may roll twice on the Treasure Table and pick which result to take (applying the +2 for securing the central treasure to either roll). Otherwise, determine treasure for this scenario as normal.

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

- +20 experience points if the Heritor stands atop the tower at any point during the game.

- +5 experience points for the Heritor whose crew kills the screamer monkey.

- +5 experience points for each large snake killed by the Heritor or his crew.

SCENARIO 4: BLOOD TOTEMS

Just as the trail marked out on the fragmentary map came to an end, your crew discovered a large standing stone. Although covered in vines, it is still possible to make out the arcane symbols etched into the rock. What the symbols mean, or what language they come from, even the Warden cannot guess, but everyone in the crew feels the strange heat they radiate. In front of the stand-

ing stone, is a smaller, flatter stone, obviously some kind of marker. Undoubtedly, there is some lost treasure beneath and, according to the scouts, there are at least half a dozen of these strange totems nearby.

Set-Up

Set up the board as per a standard game of *Ghost Archipelago*. However, instead of placing treasure tokens, the players should place large standing stones, or totems, following the same rules.

Special Rules

The standing stones are the blood totems of an ancient, and now extinct, tribe that once inhabited this island. They were a bloodthirsty people that delighted in human sacrifice, and their totems absorbed a degree of their bloodlust. If any Heritor attempts to utilize an ability while within 3" of a blood totem, he suffers an additional 1 point of Blood Burn damage, regardless of whether the Utilization Roll was successful or not. Furthermore,

whenever a member of any crew is killed during the game, a die should be rolled – on an 11+, immediately roll for a random encounter.

Any figure standing next to a totem may spend one action to make a Will Roll with a Target Number of 10. If successful, place a treasure token adjacent to the figure. Only one treasure token may be recovered from each totem in this way.

SCENARIO 5: THE STONE CIRCLE

The crew has been traipsing through the marsh for hours, their boots constantly sinking into the mud, and mosquitoes and other insects feasting on them the whole while. They are just about to give up when, up ahead, a small mound topped by a ring of standing stones becomes visible. Could this be the fabled Hill of Spirits?

Set-Up

Place a large hill (at least 6" across) in the centre of the table, and place a ring of standing stones on top of it. The hill should be completely surrounded by a 6" wide moat of deep water.

The rest of the board should be filled with terrain as per a standard game of *Ghost Archipelago*, although it should contain at least four small pools of deep water, scattered around the board.

The central treasure token is placed as normal in this scenario. All other treasure tokens must be placed either on the island, or in contact with the moat. These treasure tokens must be at least 4" apart.

Special Rules

As soon as the first figure makes contact with the island, place a spirit warrior on top of the central treasure. At the start of any subsequent turn, if there is no spirit warrior on the island, place one on this central point. This spirit warrior will never leave the island. The spirit warrior is considered to have line of sight to any figure upon the island, regardless of terrain.

Any time a player rolls a 1 on the Initiative Roll, he must place a large snake on the table. This snake may be placed anywhere that is out of the line of sight of the members of any crew. Alternatively, the player may choose to have the snake enter through the centre of a random table edge.

Treasure and Experience

Determine treasure for this scenario as normal.

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

- +20 experience points for any Heritor that sets foot upon the island.

- +10 experience points for each spirit warrior killed by a Heritor or his crew.

- +5 experience points for each large snake killed by a Heritor or his crew.

Wardens can also receive an experience bonus in this scenario:

- +20 experience points for any Warden that sets foot upon the island.

SCENARIO 6: THE ERITHEREAN GRAVEYARD

While hacking their way through the dense jungle, the crew stumble into a relatively open area, dotted with the ruins of an ancient temple. Scattered amongst the ruins are the bones of many giants. As you creep closer, you see that some of the bones are actually long, ivory tusks... ancient Eritherean tusks. Such tusks fetch a pretty penny on the open market, and can often be sold for even more if ground into a powder for spell components. A good load could easily finance a future trip to the Archipelago.

Set-Up

The centre of the table should be surrounded by the scattered walls and columns of a ruined temple, approximately 12" square. The rest of the table should be covered in vegetation and rocks

as per a typical game. Several piles of bones, or broken bits of masonry, should be added in and around the temple.

When placing treasure, each player should place one of their treasure tokens inside the central temple square. This token can ignore the normal rules for placing treasure, and just needs to be at least 2" away from any other treasure token. A player's second token can be placed anywhere on the board, following the normal rules for treasure placement, so long as it is outside of the central temple square.

Special Rules

The area inside of the temple is littered with ancient bones, many of which have broken, leaving sharp, jagged edges. Any time a figure moves more than 3" inside the temple during one move, it must make a Move Roll with a Target Number of 10. If the roll is failed, the figure falls over in the bones and suffers 2 points of damage. Additionally, any figure that is pushed back from combat while inside the temple must also make a Move Roll with a Target Number of 14 or take 2 points of damage from falling on broken bones.

The first time each player rolls a 5 or less on their Initiative Roll at the beginning of the turn, they must place one Eritherean on the table. This creature may be placed anywhere on the table, provided it is out of the line of sight of any crew figure. Each player can only place one Eritherean during the game, and additional Initiative Rolls of 5 or less have no special result. Erithereans that are placed on the table in this fashion ignore

their normal rule about not forcing combat when at full Health – these Erithereans are protecting their ancient graveyard and will always force combat. Erithereans do not have to make Move Rolls for falling over inside of the temple.

Treasure and Experience

Players should keep track of which treasure tokens came from inside of the temple. Each of these tokens gains the crew an Eritherean Tusk which can be sold for 25gc, in addition to the normal result rolled on the Treasure Table.

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

- +20 experience points if the Heritor enters the central temple.

SCENARIO 7: SWAMPLAND

In order to explore one of the large islands, your crew has taken to the boats and followed a channel deep into the interior. Eventually, the channel gave way into a vast swampland of brown wa-

ter, lonely trees, and occasional islands. Just as you are about to give up and turn your crew around, you spot something odd up ahead – a group of three small islands connected by man-made bridges. It is certainly worth investigating…

Set-Up

Most of the table is covered in deep water. Place one island, 10–12" in diameter, in the centre of the table. Place two smaller islands, 6–8" in diameter, about 3" away from the centre island. Each of the smaller islands should be connected to the larger one by a bridge. Cover the three islands in ruins. The rest of the board should be sparsely covered by small islands, rocks, and patches of vegetation. Place treasure as normal, except that all treasure must be placed on the three islands. Place one swamp zombie adjacent to each treasure token.

Special Rules

Each player's crew starts the game in small boats. Each player may have up to three small boats and may distribute their crew in them however they prefer. If any player rolls an 8 or less on their Initiative Roll, they may immediately place a swamp zombie anywhere on the board provided it is at least 1" away from any figure or small boat.

Treasure and Experience

Determine treasure for this scenario as normal.

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

- +5 experience points for each swamp zombie killed by the Heritor or his crew.

- +10 experience points for each of the three islands a Heritor sets foot on during the game.

SCENARIO 8: SAURIAN BREAKFAST

Just ahead you can see the tattered remains of some unfortunate crew. The slaughter looks to be recent, which may mean trouble… but may also mean that whatever loot they happened to be carrying is still there. As your crew closes in, you see several immense eggs scattered around the area…

Set-Up

Begin the set-up by forming a rough circle, about 8" in diameter, in the centre of the table by placing six man-sized eggs. The eggs should be more or less evenly spaced out around the circle. Place the central treasure in its normal spot. Each player must place one of their treasures anywhere within the circle of eggs, so long as it is not closer than 2" to any other treasure. Their second treasure may be placed anywhere on the table following the

normal rules for treasure placement. The rest of the board should be crowded with terrain as normal.

Special Rules

At the end of each turn, each player must select one egg and roll a die. On a 16+, the egg hatches. Immediately replace the egg with a baby monarch – use the stats for stalkers but without the special Flank Attack ability. This baby monarch will act in the next Creature phase.

If, during the course of the game, a baby monarch is killed, roll a die at the end of each turn thereafter – on 18+ a fully grown (and really angry) monarch enters the board at the centre point of a randomly determined board edge. Only one adult monarch will appear in this way during the scenario – stop rolling once it appears.

Treasure and Experience

Determine treasure for this scenario as normal.

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

- +10 experience points for each baby monarch killed by the Heritor or his crew.

- +20 experience points if the Heritor is on the table when the adult monarch enters.

Wardens can also receive an experience bonus in this scenario:

- +10 experience points if the Warden is on the table when the adult monarch enters.
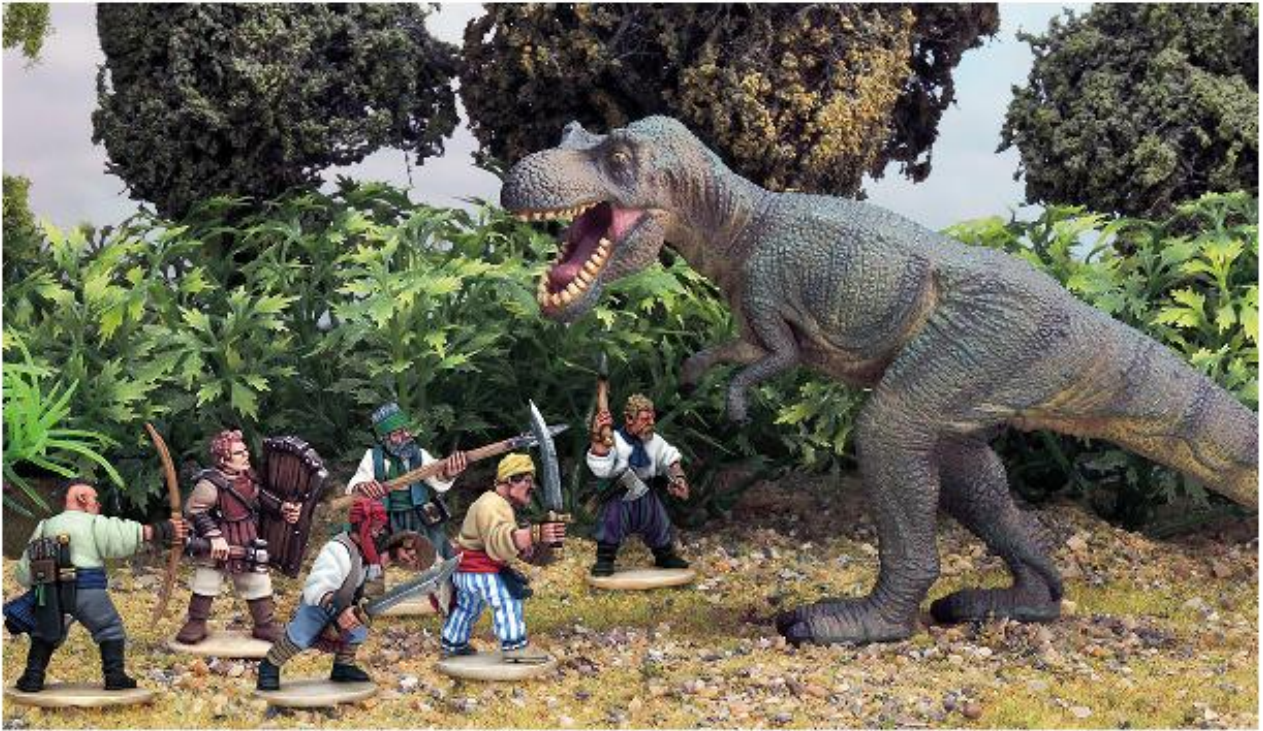
CHAPTER EIGHT

BESTIARY

This chapter contains a listing and explanation of some of the most common creatures encountered in the Ghost Archipelago. Players can use this list to help create their own scenarios or to roll for random encounters in any game they play.

If a creature does not have a weapon listed, it is assumed to attack using natural weapons and is thus never counted as un-armed. Creatures that are immune to non-magic weapons never take damage from a non-magic weapon, but can still be defeated and pushed back in combat.

Optional Rule: Random Encounters

If both players agree before the game starts, they may include the chance of random creatures showing up on the board during the course of the game. If so, use the following rules.

When any treasure is picked up for the first time during a game, roll a die. On a 12 or more, a random creature has been encountered. Roll on the **Random Encounter Table** to see which creature (or creatures) has come onto the table. In a two-player game, the creature is placed on the table by the player whose crew did not pick up the treasure that caused the encounter. In a multiplayer game, all players not leading the crew that picked up the treasure may roll for the privilege, with the highest roll winning.

The player placing the creature has a choice. He may either place the creature anywhere on the board that is out of the line of sight and more than 6" from any crewmember, or he may have

the creature enter the table at the centre point of a randomly determined table edge. Either way, the creature will activate in the next Creature phase.

Re-roll any results for an aquatic creature if there is no deep water on the table. If there is deep water, aquatic creatures must be placed in it, but may be positioned up to 4" away from any crewmember, rather than the usual 6". If this is not possible, roll again on the Random Encounter Table. Creatures that are neither aquatic nor amphibious may not be placed in deep water.

If players are limited by their miniature collections, they may wish to decide what any encounters will be beforehand or even create their own encounter table to match their miniature collections.

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	Blood-drinker Bats (2)	Large Snakes (2)
2	Giant Wasp	Giant Wasps (2)	Drichean Warriors (3)
3	Jungle Tick	Anaconda	Stalkers (2)
4	Large Snake	Drichean Warriors (2)	Island Trolls (2)
5	Mountain Goat	Snake-men (2)	Eritherean
6	Tree Spider	Gorilla	Eritdereans (2)
7	Drichean Warrior	Ground Sloth	Snake-men (3)
8	Snake-man	Tiger	Gorillas (2)
9	Tribal Warrior	Spirit Warrior	Sharks (2)

10	Tribal Hunter	Stalker	Razorbeak
11	Swamp Zombie	Island Troll	Sailback
12	Skeleton	Eritherean	Spirit Warrior
13	Needlefish	Anaconda	Spirit Warrior
14	Soldier Crab	Skeletons (2)	Island Shade
15	Octopike	Ghouls (2)	Razorbeak
16	Ghoul	Shark	Sea Serpent
17	Crocodile	Sailback	Monarch
18	Skeletons (2)	Cortiki (1) & Tribal Warriors (2)	Souldweller
19	Snapping Turtle	Razorbeak	Cortiki (1) & Tribal Warriors (4)
20	Large Lizard	Monarch	Gorgon

ANIMALS

Animals are the most common fauna found amongst the islands. In general, they are of limited intelligence and only dangerous if disturbed or frightened. That said, some are natural predators and more than happy to feast on adventurers. Unless specifically noted, animals can climb following the normal rules. They cannot pick up treasure, even if they are part of a crew or under a Warden's control.

Anaconda

Anacondas are the largest snake found in the Lost Isles, and are usually, though not exclusively, found in jungles and swamps. Growing up to 30 feet long, they will happily eat a man given the chance. Anacondas are powerful constrictors and once trapped in their coils, it is very difficult to escape.

If an anaconda wins a combat, it does an additional 2 points of crushing damage. Its opponent suffers this damage regardless

of its Armour or whether any other damage was caused. If a figure wins a combat against an anaconda, but does not do damage, it remains wrapped in the snake's coils and may not step back or push back the anaconda. If the combat is won and damage is dealt, the figure may step back or push back the anaconda as normal.

Anaconda						
M	F	S	A	W	H	Notes
4	+3	+0	8	+0	14	Animal, Crushing Attack, Coils

Blood-drinker Bat

These oversized bats live in some of the Archipelago's deepest caves. About the size of an average house-cat, they are nocturnal hunters that generally shun the light of day. These bats will happily attack a human.

Blood-drinker Bat						
M	F	S	A	W	H	Notes
6	+1	+0	8	+0	6	Animal, Flying (ignore terrain for movement)

Crocodile

There are some who argue that crocodiles are actually a form of saurian, but as they are occasionally encountered in other parts of the world, they don't fit comfortably into that category. Regardless, they can easily grow to the length of a ship's boat and weigh as much as ten men, making disturbing one a frequently lethal encounter.

Crocodile						
M	F	S	A	W	H	Notes
5	+4	+0	12	+0	12	Animal, Amphibious, Powerful (treat as using Two-Handed Weapon)

Giant Wasp

Of all of the massive insects that inhabit the Lost Isles, none are as feared as the giant wasps. Growing between 2 and 3 feet long, they are fearless, aggressive, and highly venomous. While normally encountered individually, a few unlucky individuals have stumbled upon their nests, which are often built in caves or ancient ruins. In such situations, there are rarely many survivors.

Giant Wasp						
M	**F**	**S**	**A**	**W**	**H**	**Notes**
6	+2	+0	10	+8	6	Animal, Flying (ignore terrain for movement), Poison

Gorilla

There are many troops of gorillas that make their home in the islands. Although they are not prone to violence, they are territorial and can get extremely aggressive during mating season or if protecting their young.

Gorilla						
M	**F**	**S**	**A**	**W**	**H**	**Notes**
6	+4	+0	12	+8	14	Animal

Ground Sloth

Around the size of an ogre, these large, slow herbivores spend most of their time pushing over small trees to get at the green leaves above. Unfortunately, these creatures startle extremely easily, and, when feeling threatened, lash out with their long arms.

Ground sloths have poor eyesight, hearing, and sense of smell, and are thus easier to avoid than most creatures. Due to their

poor senses, when determining a ground sloth's actions, it will only move towards a member of a crew if it is within 6" (instead of the usual 10").

Ground Sloth							
M	F	S	A	W	H	Notes	
4	+4	+0	12	+2	16	Animal, Large, Powerful (treat as using Two-Handed Weapon), Poor Senses	

Jungle Tick

Resembling a hairy coconut, these blood-drinking insects tend to sit quietly on the ground, waiting for prey to wander by. Although not particularly fearsome, once a tick attaches itself to its prey, it is extremely difficult to remove. Furthermore, many of them carry a variety of nasty diseases.

To represent a jungle tick's ability to latch onto its prey, if a figure is in combat with a jungle tick, it may only push back or move away from the tick if it damages it. Simply winning the combat is not enough. Any figure that is damaged by a jungle tick must make an immediate Health Roll with a Target Number of 10. If this roll is failed, the figure has contracted a disease and must miss the next game. Heritors are immune to jungle tick diseases.

Jungle Tick						
M	**F**	**S**	**A**	**W**	**H**	**Notes**
4	+1	+0	16	+0	4	Animal, Latch On, Disease

Large Lizard

There are thousands of different species of lizard that inhabit the Ghost Archipelago, many of which are large enough to be serious threats to a crew, and many of which are also poisonous.

Whenever a large lizard enters play, roll a die. On an 11+, it is poisonous.

Large Lizard							
M	F	S	A	W	H		Notes
6	+2	+0	11	+0	12		Animal, Poison (on an 11+)

Large Snake

There are hundreds of species of snake that inhabit the Lost Isles, most of which are venomous, and many of which can grow to considerable size. The stats given here are for a 'typical' man-sized snake.

Large Snake							
M	F	S	A	W	H		Notes
5	+2	+0	8	+0	10		Animal, Poison

Mountain Goat

Quite common on some of the larger, more mountainous islands in the Archipelago, mountain goats are not generally aggressive, but can prove fearsome opponents when startled. They are nimble climbers and are also generally considered to be quite delicious.

Thanks to their long horns, mountain goats do +2 damage if they win combat during the same activation in which they moved into combat.

Mountain Goat						
M	F	S	A	W	H	Notes
6	+2	+0	10	+2	8	Animal, Horns

Screamer Monkey

Of the many types of monkey and ape that inhabit the islands, the smartest, most aggressive, and generally most troublesome

are the screamer monkeys. These wiry, hairy creatures are only around half the height of a man, but possess comparable strength. In addition, they have short but vicious claws and sharp teeth. The chief problem with screamer monkeys, however, is that the shrill screams they make when excited tend to attract predators. Screamer monkeys are happy for other creatures to kill their prey and then steal a portion later.

At the end of each turn, roll a die for every screamer monkey on the table. For every roll of 18+, immediately roll for a random encounter. Screamer monkeys are expert climbers and do not suffer any moment penalties for climbing.

Screamer Monkey							
M	F	S	A	W	H		Notes
6	+0	+0	8	+0	6		Animal, Attract Predators, Expert Climber

Snapping Turtle

Slow but tenacious, these large turtles have incredibly powerful jaws that can easily sever a hand or foot with a single bit. Combined with their nearly indestructible shell, they are surprisingly dangerous predators.

Snapping Turtle						
M	F	S	A	W	H	Notes
4	+1	+0	14	+3	10	Animal, Amphibious, Powerful (treat as using Two-Handed Weapon)

Soldier Crab

Standing about half the height of an average human, soldier crabs are scavengers that will happily take a bite out of anything. Soldier crabs are difficult to kill as they have extremely thick shells and are capable of losing limbs and suffering grievous wounds while still fighting.

Soldier Crabs never count as Wounded.

Soldier Crab							
M	F	S	A	W	H	Notes	
6	+2	+0	15	+1	12	Amphibious, Never Wounded	

Tiger

There are several varieties of big cat that roam the islands, but their undisputed king is the striped tiger. Dangerous hunters, tigers often strike out of nowhere, digging in their knife-long claws and crushing their victim's throat with their powerful jaws.

To represent their natural camouflage and hunting prowess, no figure may draw line of sight to a tiger that is more than 12" away.

Tiger							
M	**F**	**S**	**A**	**W**	**H**	**Notes**	
7	+4	+0	10	+4	16	Animal, Camouflage, Powerful (treat as using Two-Handed Weapon)	

Tree Spider

These large arachnids vary in size, but are generally about the size of a wolf. They weave their webs high up in the trees to catch birds and small monkeys, but will attack humans if disturbed, and possess an extremely venomous bite.

Tree Spiders are expert climbers and do not suffer any moment penalties for climbing.

Tree Spider						
M	F	S	A	W	H	Notes
6	+0	+0	8	+0	4	Animal, Poison, Expert Climber

Warhound

These large dogs are not native to the islands, but are common companions to various adventuring parties. Some ended up lost or abandoned, and thus feral warhounds are occasionally encountered.

Warhound						
M	F	S	A	W	H	Notes
8	+1	+0	10	-2	8	Animal

SAURIANS

The saurians are a varied group of extremely large lizard creatures that are uniquely found in the Ghost Archipelago. Some theorize that they are relics of an earlier age, though there is no strong evidence for this. While a few hunters come to the islands specifically to stalk these monsters, most adventurers generally hope to avoid them. Even the more peaceful herbivores are dangerous if disturbed, and the larger carnivores are some of the most deadly, non-magic creatures in the world.

Of the saurians listed here, only the stalkers are able to climb, although most of the others are large enough that adventurers would have to climb pretty high to be safe from attack.

Monarch

So called because they are the supreme predator in the Isles, monarchs are monstrous creatures, easily capable of biting a man in half. Monarchs walk on a pair of powerful legs and have huge

heads (most of which is a fang-filled maw), and long tails. They are indiscriminate hunters and will happily kill and eat anything that moves.

The only redeeming feature of monarchs is that they tend to play with their prey before making the kill. A monarch that wins a combat will push back its opponent and not follow up.

As they are so terrifying, any figure that attempts to move close to a monarch must stop 3" away and make a Will Roll with a Target Number of 16. If successful, the figure may continue its movement; if unsuccessful, its movement ends immediately. It may take any remaining actions, but may not attempt to move any closer to the monarch until its next activation, when it may attempt another Will Roll.

Often, when a monarch makes a kill, it will roar in triumph. If a monarch kills its opponent and has an action left in the activation, it will use that action to roar. Every figure within 12" should make a Will Roll with a Target Number of 14. If they fail, they only receive one action on their next activation.

Any Heritor or Warden that kills a monarch receives a bonus 30 experience.

Monarch							
M	F	S	A	W	H	Notes	
6	+8	+0	12	+5	28	Saurian, Large, Powerful (treat as using Two-Handed Weapon), Won't Follow Up, Terrifying, Roar	

Razorbeak

Razorbeaks are the largest flying creature in the Archipelago. They usually live in the higher mountain peaks where they hunt mountain goats and the occasional human. Razorbeaks are deadly predators but, if injured, will generally leave the battlefield in search of easier prey.

Whenever a razorbeak suffers damage, it makes a Will Roll with a Target Number of 10. If it fails, it flies off – immediately remove it from the table.

Razorbeak						
M	F	S	A	W	H	Notes
8	+4	+0	12	+2	12	Saurian, Large, Flying (ignore terrain for movement), Retreats When Injured

Sailback

Sailbacks are large, short-limbed saurians that sport impressive fins, or sails, along the length of their backs. They are carnivorous, and will eat just about anything that they can catch. Sailbacks are generally solitary creatures, though occasionally females may be encountered with a brood of up to six young.

Sailback						
M	F	S	A	W	H	Notes
5	+5	+0	14	+3	18	Saurian, Large, Powerful (treat as using Two-Handed Weapon)

Stalker

In appearance, stalkers are like miniature versions of monarchs: they also walk on two legs, have long tails, and possess large heads full of razor-sharp teeth. Stalkers, however, have longer, more useful arms and generally stand man-height or less. Some display colourful feathers.

Stalkers are cunning pack hunters and adept at herding and flanking their prey. If a stalker ever attacks a figure and gains a supporting bonus from another stalker, it receives a +4 bonus, instead of the usual +2 for the first supporting figure only. Further supporting figures add the normal +2.

Stalker						
M	**F**	**S**	**A**	**W**	**H**	**Notes**
6	+4	+0	10	+3	12	Saurian, Flank Attack

SENTIENT RACES

The Ghost Archipelago is home to several sentient races, human and otherwise. The stats given here are generally for warriors and hunters of these races, as they are the most commonly encountered by Heritors. The descriptions given here are generally brief, and many will be expanded upon in future publications.

Dricheans

As far as can be determined, the Dricheans are divided into numerous petty kingdoms that have long and twisted histories of alliances and feuds. They are a warrior people, priding military achievement above all else, and both men and women are trained from birth to be warriors. Dricheans are easily recognizable by the shining bronze of their armour and equipment.

Drichean Warrior							
M	F	S	A	W	H		Notes
5	+3	+0	13	+4	12		Heavy Armour, Hand Weapon, Shield

Drichean Archer							
M	F	S	A	W	H		Notes
6	+1	+2	10	+4	10		Hand Weapon, Bow, Quiver

Erithereans

Probably the rarest and most ancient of the sentient species that dwell within the Ghost Archipelago, the Erithereans resemble a cross between a man and an elephant. They stand on a pair of thick, short legs, with adults reaching between ten and fourteen feet in height. Erithereans have small eyes, large ears, tusks, and a long, prehensile trunk that is used for fine manipulation and delicate tasks such as writing – their large, clumsy hands being ill-suited for such activities. Erithereans are generally solitary creatures, except for mothers with children, and only gather for

great ceremonies, of which little is known. They are highly attuned to their natural environment, and there are reports that some possess Warden-like magic.

Unlike most creatures, Erithereans are not naturally aggressive, but they are secretive, suspicious, and, once roused to anger, nearly impossible to appease without bloodshed. If an Eritherean is at its starting Health, it will not force combat. If injured, however, it will always force combat.

They commonly fight with two-handed polearms, but may also use their tusks as offensive weapons, meaning that they are never unarmed.

The stats here are for a typical, adult male Eritherean, equipped for battle.

Eritherean							
M	F	S	A	W	H	Notes	
5	+5	+0	12	+8	16	Large, Two-Handed Weapon, Non-Aggressive if Unhurt, Never Unarmed	

Island Troll

Large, primitive, and dangerous, the powerful trolls encountered in the Ghost Archipelago are easily the match of their northern cousins. Trolls consider anything that is living and smaller than themselves to be food, and will not hesitate to attack anyone they meet.

Island Troll							
M	F	S	A	W	H	Notes	
4	+4	+0	14	+2	16	Large, Two-Handed Weapon	

Snake-men

Also known as serpent-men or serpent-people, snake-men are generally considered the most dangerous and deadly of the sentient races that inhabit the islands. Resembling a human with a snake- or lizard-like head, these creatures tend to inhabit great ruined cities buried deep in island jungles. It is unknown if the snake-men built these cities themselves, or if they are squatting in the ruins of other civilizations. It is also unclear if all of the snake-men in the Archipelago belong to a unified empire or kingdom, or if they are unconnected or rival tribes. In truth, these mysteries are irrelevant to most adventurers, who either want to find the snake-men to steal the enchanted treasures they are rumoured to possess, or to avoid their fangs and envenomed weapons.

Many snake-men wield magic powers, but these are individuals who will be detailed in specific scenarios as necessary. Randomly encountered snake-men will always be warriors.

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

Tribals

'Tribals' is a catch-all term for the many diverse tribes living amongst the islands. In outward appearance, they vary greatly, from pygmies to near-giants, from dark-skinned to light. Some wear fearsome wooden masks or dress in elaborate regalia made from the skins and feathers of animals, while others wear little more than loincloths or simply cover their bodies in paint. While some tribes are cannibalistic or practice human sacrifice, others are relatively peaceful if left alone.

The stats listed here are for typical tribal hunting parties, which are the most likely to be encountered.

Tribal Warrior

M	F	S	A	W	H	Notes
6	+2	+0	11	+2	10	Hand Weapon, Shield

Tribal Hunter

M	F	S	A	W	H	Notes
6	+1	+2	10	+2	10	Hand Weapon, Bow, Quiver, Poison

UNDEAD

Dust Devil

Dust devils are temporary magic creatures, usually created by a Warden, that resemble a small tornado. While not truly undead, these creatures share enough similarities that they are often classed as such (and follow the same rules). Dust devils rarely exist for more than a few minutes.

Dust Devil						
M	F	S	A	W	H	Notes
6	+0	+0	10	+0	1	Undead, Temporary

Ghoul

Ghouls are the carrion-eaters of the undead world, and will consume any flesh, living or otherwise. Generally created by accident, the result of a living creature eating tainted undead flesh,

colonies of ghouls are common throughout the Lost Isles where such food sources are readily available.

Ghoul						
M	F	S	A	W	H	Notes
6	+2	+0	10	+2	10	Undead

Island Shade

These ghostly creatures appear as spectral animals, usually glowing a faint green or blue. Completely ethereal, these undead can walk through walls, undergrowth and other obstacles as though they weren't there. Furthermore, they can only be harmed by magic or magic weapons, making them some of the most feared denizens of the Archipelago. No one knows what motivations drive these shades.

Island Shade						
M	F	S	A	W	H	Notes
6	+2	+0	10	+8	10	Undead, Ethereal (can move through terrain), Immune to non-magic weapons

Skeleton

Skeletons are the animated bones of some long-dead creature, held together by the power of magic. Skeletons in the Lost Isles are usually animated by wild magic, and not by the castings of a spellcaster.

Skeleton						
M	F	S	A	W	H	Notes
6	+1	+0	10	+0	1	Undead

Spirit Warrior

A spirit warrior is a form of semi-ethereal undead, similar to a ghost, but with a greater connection to the physical world. In form, they resemble spectral humans with animal features, such as antlers or beaks. While they can become ethereal to move through objects, for the most part, they are solid. Most spirit warriors seem to be tied to specific places and although they can be temporarily defeated, it is not clear if they can truly be destroyed.

Spirit Warrior							
M	F	S	A	W	H	Notes	
6	+4	+0	12	+5	12	Undead, Two-Handed Weapon, Semi-Ethereal (can move through terrain)	

Swamp Zombie

Large parts of the Ghost Archipelago are covered in swamps, bogs, and marshes. Unfortunately for would-be adventurers, many of these watery traps have a habit of disgorging their dead victims in the form of a particularly loathsome undead creature commonly called a swamp zombie. Slow, stupid, and not especially tough, they are generally only dangerous when encountered in numbers.

Swamp Zombie						
M	F	S	A	W	H	Notes
4	+0	+0	12	+0	6	Undead, Amphibious

AQUATICS

The waters both in and around the Ghost Archipelago teem with life, and not all of it is overly friendly to adventurers. Creatures with the 'aquatic' ability will only ever be encountered on a ta-

ble that includes deep water. Aquatic creatures may move on land so long as they are within 2" of a source of deep water. This is a representation of their 'reach' onto land, rather than an actual ability to live out of water.

Needlefish

Fully grown needlefish are a little over two feet long and are indiscriminate predators, taking their name from the needle-like teeth that fill their mouths. Most people find needlefish extremely tasty, and they are considered a delicacy in many places.

Needlefish						
M	F	S	A	W	H	Notes
6	+0	+0	8	+0	1	Aquatic

Octopike

Similar in appearance to their namesake, the octopus, octopikes have small hooks made of bone instead of suckers, with which they ensnare their prey.

Octopikes are extremely hard to escape once they have entangled a victim. If in combat with an octopike, a figure may only push back or move away from an octopike if it damages it. Simply winning the combat is not enough.

Octopike						
M	F	S	A	W	H	Notes
6	+1	+0	12	+1	12	Aquatic, Ensnare

Sea Serpent

These immense water snakes are usually only encountered by ships sailing in deep seas, far away from land. On occasion, however, they do venture close to land, especially island chains such as the Ghost Archipelago. Due to the rivers and flooded caverns

that run beneath many of the islands, they can also, albeit very rarely, appear from seemingly landlocked lakes and pools.

With their massive jaws, they can easily swallow a man whole – their bite does triple (x3) damage on any damaging hit. Because of their length, sea serpents have a greater reach than most aquatic animals and can move up to 6" away from deep water.

Sea Serpent						
M	F	S	A	W	H	Notes
6	+7	+0	14	+4	24	Large, Aquatic, Massive Jaws, Long Reach

Shark

Large, powerful, ever-hungry, and attracted to blood, sharks are rightly feared by sailors everywhere.

On any turn that a figure suffers damage while in deep water with a shark, immediately roll a die. On a 16+ another shark im-

mediately enters the same body of water from a random edge. Do not make this roll if there are already four or more sharks on the table.

Shark							
M	F	S	A	W	H		Notes
6	+5	+0	10	+4	16		Large, Aquatic, Powerful (treat as using Two-Handed Weapon), Attract Sharks

DEMONS

The term 'demon' is used to describe any being that originates from another plane of existence. In theory there are infinite varieties of demons, although only a few are generally encountered in the Ghost Archipelago.

Demons are never subject to the Wounded optional rule.

Cortiki

Sometimes called 'Wooden Men', the cortiki are one of the most common forms of demon seen in the Archipelago. They resemble crude men carved into or from logs, and are often found living with tribals, sometimes as shamans, chiefs or, occasionally, living gods.

Cortiki						
M	F	S	A	W	H	Notes
5	+3	+0	13	+8	14	Demon, Amphibious, Immune to non-magic weapons

Gorgon

Hideous combinations of woman and snake, gorgons haunt some of the deepest, darkest caves in the Archipelago. Gorgons are savage fighters, but are more feared for the power of their gaze which can cause paralysis and, in extreme cases, petrification.

A gorgon will never force combat. All of the gorgon's attacks are poisonous, even shooting attacks. Gorgons are immune to critical hits. Any time a member of a crew activates while within 12" and line of sight of a gorgon, it must immediately make a Will Roll, receiving a +3 modifier if it is more than 6" away. Compare the final roll to the **Stone Gaze Table**. Heritors receive a further +3 to this Will Roll.

Stone Gaze Table	
Will Roll Result	Result
0 (or less)–5	The figure is turned to stone. It is killed and does not make a survival roll after the game.
6–8	The figure is stunned and can take no actions this turn.
9–10	The figure is slightly stunned and loses one action this turn.
11+	No effect. The figure may act as normal.

Gorgon						
M	**F**	**S**	**A**	**W**	**H**	**Notes**
6	+3	+3	12	+8	16	Demon, Hand Weapon, Bow, Quiver, Poison, Stone Gaze, Immune to Critical Hits

Souldweller

In their 'natural' form, souldwellers appear like humans composed of writhing black smoke. Most souldwellers, however, spend their time possessing the bodies of other creatures.

Whenever a figure fights a souldweller in hand-to-hand combat, both figures should add their Will stat to their roll instead of Fight. If the souldweller wins the combat and beats its opponent's Armour, then it possesses the opponent's body. Remove the souldweller from the table. The now-possessed fig-

ure is treated as an uncontrolled creature for the rest of the game. If this figure is killed, immediately replace it with the souldweller as it departs that body and searches for another. Heritors and Wardens are immune to being taken over by a souldweller and suffer damage as normal instead (although they still use their Will stat in combat).

Souldweller						
M	F	S	A	W	H	Notes
7	+0	+0	10	+6	10	Demon, Immune to non-magic weapons

CREW SHEET

Heritor:								
M	F	S	A	W	H	Level:		Experience:
						Current Health:		
Heritor Abilities				Utilization Number		Items (max 5)		
						Notes		

Warden:						Branch:		
M	F	S	A	W	H	Level:		Experience:
						Current Health:		
Warden Spells				Casting Number		Items (max 3)		
						Notes		

Heritor's Ship:		Crew Rating:	
The Hold		Map Stones	
		▢ Arkliss	▢ Foqueth
		▢ Breenlin	▢ Gaelbys
		▢ Cortavious	▢ Huventh
		▢ Dyrenten	▢ Indruline
		▢ Eccoriant	▢ Jancis
The Treasury (gc)			
Ship Upgrades			

Crewman:						Type:	
M	**F**	**S**	**A**	**W**	**H**	Current Health:	
						Notes	
Items (basic equipment +1)							

Crewman:						Type:	
M	F	S	A	W	H	Current Health:	
						Notes	
Items (basic equipment +1)							

Crewman:						Type:	
M	F	S	A	W	H	Current Health:	
						Notes	
Items (basic equipment +1)							

Crewman:						Type:	
M	F	S	A	W	H	Current Health:	
						Notes	
Items (basic equipment +1)							

Crewman:							Type:
M	F	S	A	W		H	Current Health:
							Notes
Items (basic equipment +1)							

Crewman:							Type:
M	F	S	A	W		H	Current Health:
							Notes
Items (basic equipment +1)							

Crewman:							Type:
M	F	S	A	W		H	Current Health:
							Notes
Items (basic equipment +1)							

Crewman:						Type:
M	F	S	A	W	H	Current Health:
						Notes
Items (basic equipment +1)						

CREDITS

ACKNOWLEDGMENTS

The author would like to thank everyone who has helped make this book possible, including all of the playtesters, Nick and the gang at North Star, Dmitry and Kate for their wonderful artwork, Phil for his editorial prowess, Stewart for helping to make the whole thing look good, Emma for coordinating its existence, and, finally, all of the people that have bought, played, and otherwise supported the world of *Frostgrave* over the past few years!

Special thanks go to all the individuals and companies below, whose hard work and generous contributions have helped make this book what it is:

ARTWORK

Dmitry Burmak and Kate Burmak

OFFICIAL *FROSTGRAVE: GHOST ARCHIPELAGO*
FIGURE DESIGN

Giorgio Bassani, Mike Owen, and Nick Collier

OTHER FIGURES

North Star Military Figures, Copplestone Castings, Crusader Miniatures, Artizan Designs, Mantic Games, Wargames Factory, and The Honourable Lead Boiler Suit Company

FIGURE PAINTING

Dave Woodward, Kevin Dallimore, Mark Wheatley, and Nick Eyre

PHOTOGRAPHY

Kevin Dallimore and WARGAMES illustrated

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