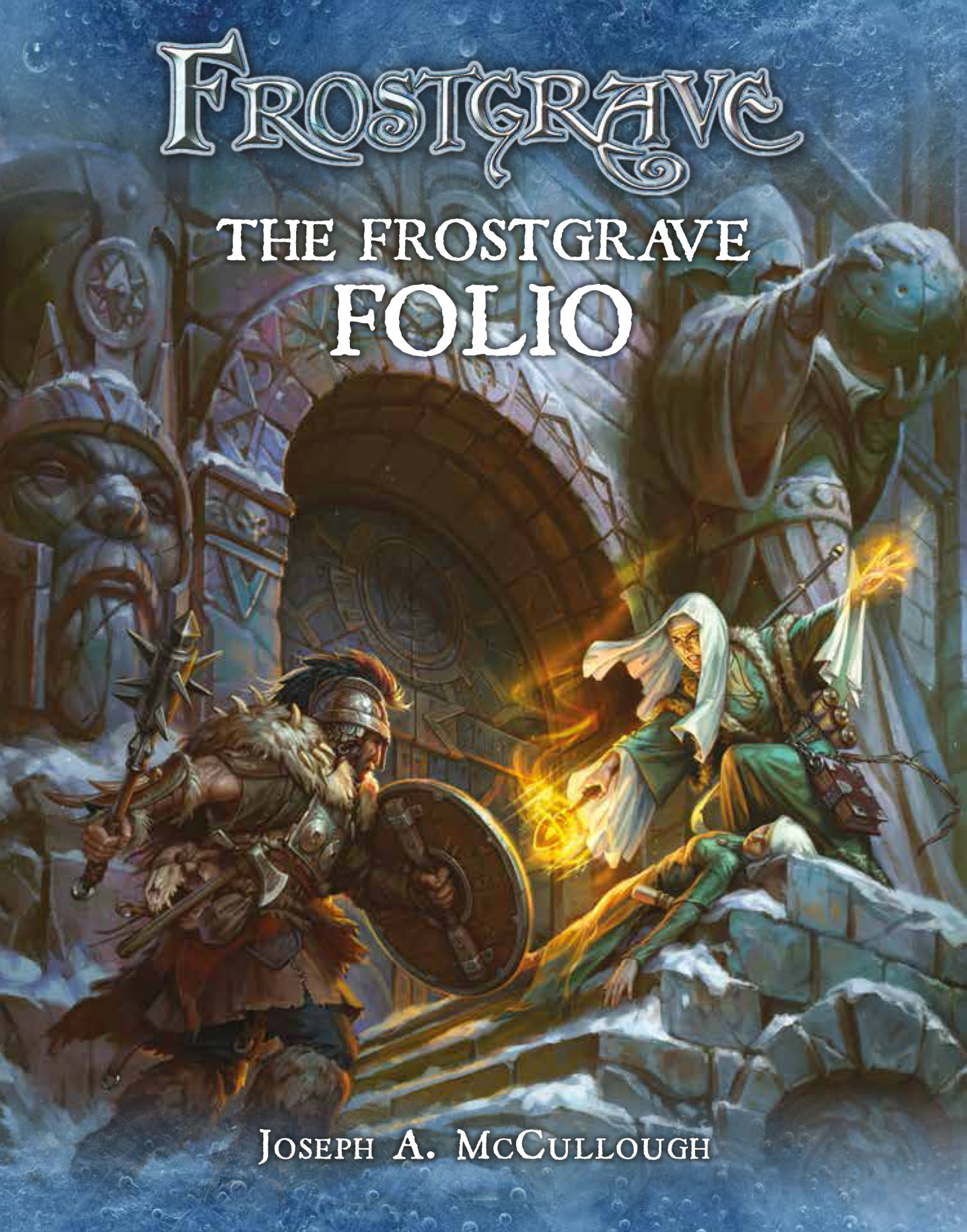# FROSTGRAVE

THE FROSTGRAVE FOLIO

JOSEPH A. MCCULLOUGH

FROSTGRAVE

THE FROSTGRAVE FOLIO

Joseph A. McCullough

Official figures available from:

Nick Eyre's
NORTH STAR
Military Figures

www.northstarfigures.com

CONTENTS

INTRODUCTION

About two years ago, a month or so before *Frostgrave* was first released, North Star Military Figures ran a special pre-order campaign, playfully named a 'Nickstarter' after the company's owner, Nick Eyre. That Nickstarter was one of the first indications that the game might prove more popular than anyone expected and, caught up in the excitement of the whole thing, I offered to write a PDF mini-campaign for the game as one of the Nickstarter rewards. That mini-campaign became *The Hunt for the Golem*.

After the Nickstarter ended, sales of the game continued to rise, and everyone involved realised that *Frostgrave* was going to be more popular than expected. At that time, only one expansion had been planned, and, because of the large lead times necessary for book publishing, it would be at least a year until another could be brought into the schedule. At the same time, people who had not been part of that original pre-order campaign were asking how they could obtain a copy of *The Hunt for the Golem*.

Thankfully, these two problems led to one easy solution. *The Hunt for the Golem* was released for general sale as the first in a series of digital mini-expansions. It was soon followed by *Sellsword*, which makes one of the most fundamental changes to the game by adding in rules for captains, a soldier type that gains experience. After that came *Dark Alchemy* which fulfilled my dual desires to write a solo/co-operative campaign for the game and to expand and tweak the potions tables. Finally, *Arcane Locations* provided a new set of scenarios that required some unusual board set-ups and rules.

All of these mini-expansions have been collected here, along with a brand-new one, entitled *The Ravages of Time*. Except for some slight modification to the introductions and very minor editorial work, the text appears here just as it did in the originals. However, they have all been given the 'full Osprey treatment' with glorious new artwork by Dmitry Burmak.

I really enjoyed writing these expansions and I am very glad to see them released here in print at last. When it comes to books, I am an old-fashioned kind of guy, and while this experience has helped highlight one of the big advantages of eBooks, for me, nothing beats paper.

> I'd never seen anything like it, part-man, part-snake, ugly as anything. The wizard tells me he's read about them though. Apparently, they can still be found in the Ghost Archipelago, if that place even exists…

The Hunt for the Golem

FOREWORD

The Hunt for the Golem is a mini-campaign for *Frostgrave: Fantasy Wargames in the Frozen City*. Over the course of three scenarios, the wizards and their warbands will learn about the Granite Golem, a unique monster rampaging through the ruins. They will then go on the hunt for the Golem, first to study it, then in an effort to capture or destroy it. They will also have a chance to find some unique new treasures.

Since this campaign focuses on constructs – and one construct in particular – players with Enchanters may find the scenarios especially interesting, and their magic may give them a slight edge. Any advantage will be minor, however, and canny wizards from any school should be able to face the Granite Golem, defeat their rivals, and claim the treasures to be found.

As always, these scenarios are just starting points. Players should feel free to change them in any fashion they choose, or to create new scenarios based on the hunt for the Granite Golem.

INTRODUCTION

Millennia ago, in a time now completely forgotten, a cabal of wizards founded a city in the shadow of the great mountains on the bend of a mighty river. Over the passing centuries, the city grew from a small collection of stone houses into a thriving sorcerous metropolis. In those early days, powerful enchanters created an army of granite golems to tear stone from the mountains and shape it into great blocks, then carry these immense slabs into the city to be used in the construction of the wizards' towers, libraries, observatories, and other buildings. As time passed, these golems were slowly rendered obsolete by more effective elemental magic that was both less expensive and less time-consuming.

Most of the redundant constructs were destroyed, broken down for parts, or used in the foundations of the new buildings. A few were given new roles as pack animals, or even as bearers of the rich and indolent, whom they carried around the city. Most wizards, however, preferred new and more fashionable constructs.

By the time the great blizzard struck, there were only a few survivors of the original granite golems that had helped to build the city, and the storm destroyed all but one of these. The lone survivor had been owned by a mean-spirited, but rather successful, alchemist, who used the golem to cart large orders of potions all over the city. In the midst of the blizzard, the alchemist and his workshop were destroyed in a huge explosion caused by one potion vat toppling into another. The golem somehow survived the explosion and, even more improbably, a magic spark created by the strange mixture of potions entered into the golem's simple mind and gave it consciousness. For one second, the golem lived. In the next instant, it froze solid.

One thousand years have passed, and the great thaw has come to the city now known as Frostgrave. The Granite Golem has awoken from its frozen slumber, its mind active once more. It is a mind filled with hatred – for the city it was enslaved to build, and for the wizards who controlled it…

> Ten or twelve wooden constructs, all lined up and ready to go, except they didn't have heads, just metal spikes…

BESTIARY

The Granite Golem

The Granite Golem is a unique creature, a construct capable of limited, independent thought. Unfortunately, most of its thoughts are based around homicidal rage.

The Granite Golem						
M	F	S	A	W	H	Notes
6	+4	+2	13	+6	16	Construct, Large, Throw Rock, Huge Weapon (treat as if armed with a two-handed weapon), Shake Off Control, Explosion

THROW ROCK

The Granite Golem follows the standard rules for creature actions, with the following addition that should be inserted between steps two and three (*Frostgrave*, p.47):

If, during the creature phase, there is no warband member within 10", but there is one in line-of-sight, the Granite Golem will use its first action to hurl a large stone at him. If more than one figure fits this circumstance, the Golem will attack the closest eligible target. Treat this as a standard shooting attack, but any hit does +2 damage. The Granite Golem will then use its second action to move towards the same target (whether it survived the initial rock attack or not!).

SHAKE OFF CONTROL

The Control Construct spell has only limited effect on the Granite Golem. If this spell is successfully cast, and the construct fails its Will roll, it will be subject to the wizard's control for one activation only. After this, it shakes off the control, and acts as normal. Further castings of the spell, however, are possible.

EXPLOSION

The magic that powers the Granite Golem is unstable. If the construct is destroyed by any form of magical attack, roll on the explosion table below.

Explosion Table		
d20 roll	**Result**	**Effect**
1–6	Fizzle	Nothing Happens.
7–10	Minor Explosion	Figures in base contact with the Golem take a +5 attack.
11–15	Major Explosion	Figures within 4" of the Golem take a +5 shooting attack.
16–20	Massive Explosion	Figures within 4" of the Golem suffer a +5 shooting attack. Figures between 4" and 8" take a +3 shooting attack.
21–24	Catastrophic Explosion	Figures within 8" of the Golem take a +5 shooting attack.
*Add +4 to this roll if the spell that destroyed the Golem was from the Elementalist school.		

THE ATTACK SITE

As the warbands make their way through the frozen ruins, they come upon a scene of carnage. Amongst the snow and broken rocks lie the fresh corpses of another warband. While such sights are not uncommon in the Frozen City, the sheer savagery that has been inflicted on the bodies gives pause to even the most hardened adventurers. The corpses are crushed and torn – some have been pounded into the ground; others twisted around ancient masonry; and a few hang from the upper storeys of ruined buildings, their blood frozen in dark icicles.

A few wizards, those familiar with the magic of constructs, can see patterns amongst the slaughter, but something does not feel right. Constructs are lifeless, unthinking creatures, while the bloody scene here shows hints of rage and cruelty. There is knowledge to be gained here but, more pressingly, there is loot to acquire…

Set-Up

Set up the table as per a standard game of *Frostgrave*. However, instead of placing treasure tokens, players should take turns placing corpse markers, following the same rules as for placing treasure tokens. Each player should place five corpse markers. A couple of the corpses should be placed above ground level, if possible.

Special Rules

Any figure that is in base contact with a corpse marker may spend an action to search the body. In this case, role on the corpse table below:

Corpse Table	
d20 roll	**Result**
1–12	Treasure (x6)
13–16	Zombie Attack (x2)
17–18	Survivor (x1)
19–20	Golem Notes (x1)

Each of these results can only be obtained a certain number of times (indicated in the table above), so keep a tally of the results that come up. If a player rolls a result that has already reached its maximum, roll again until a new result is

obtained. This table has been designed for a two-player game – if more than two players are involved in the scenario, add one Zombie Attack, one Survivor, and three Treasure results per additional player.

TREASURE

The figure finds a treasure on the body. Replace the corpse marker with a treasure token. He may pick it up as a free action, but will be encumbered as usual.

ZOMBIE ATTACK

The corpse reanimates as a zombie. Immediately replace the corpse marker with a zombie (*Frostgrave*, p.112). The zombie starts in combat with the figure that was searching it, and will act in the creature phase as normal.

SURVIVOR

This is not a corpse, but a badly wounded thug. If, at any point, a spellcaster successfully casts a healing spell on the thug, or if a figure spends an action to give him a healing potion, the thug will get up and join that figure's warband. He has the normal stats for a thug (*Frostgrave*, p.23), but starts with just 5 Health. This thug may temporarily take the warband over its normal limit. After the game, if the warband has room, the wizard may hire this thug for 10gc. The normal warband limits apply, however.

GOLEM NOTES

The figure finds a collection of papers containing field notes about a specific golem that seems to have achieved some form of sentience. These papers do not count as treasure or as an item, and a figure carrying them incurs no penalties. Possession of the notes is determined as per any treasure token.

Treasure and Experience

Treasure is treated as normal.

A wizard gains 20 experience points if his warband is left in possession of the field. The wizard whose warband ends up in possession of the Golem Notes gains 30 experience points.

SCENARIO TWO
FIELD RESEARCH

Following the discovery of the attack site, wizards have kept their ears open for any talk or rumours about a rogue golem. One common thread to the gossip and tall tales that are spun in the taverns beyond the Frozen City is the presence of a massive rock golem that hunts humans with an unnatural fury. With such rumours starting to circulate, the wizards know that they must act fast if they want the chance to study this potentially unique creature and learn what magical secrets it might yield.

So, assembling their warbands, the wizards set off into the ruins of Frostgrave to find this construct and examine it close-up. Eventually, after hours of trudging through the snow and ice, they discover their quarry smashing statues in what was once a great garden.

Set-Up

This scenario is set in the ruins of one of the city's great gardens. It was once a meticulously designed landscape of plants, streams, and fountains, with numerous statues dedicated to the wealthy and powerful of the city. Today, it is a barren, icy wasteland.

When setting up the table, most of the terrain should be smaller pieces. Players are encouraged to use statues, fountains, monuments, small walls or small buildings. Large ruins should be fewer in number and only used on the outer edges of the table. Single-storey terrain should be widespread, with few (if any) terrain elements offering a second storey. A good number of statues (6–8 for a two-player game) should be spread around the board.

Treasure should be placed as per a normal game of *Frostgrave*.

Once all other set-up is complete, the Granite Golem (see Bestiary, above) should be placed in the centre of the table, or as near to it as possible.

Special Rules

Because of the magic leaking from the Granite Golem, all of the statue models in the game count as potential constructs. This means that a wizard may cast Control Construct on a statue. If the spell is successfully cast, no Will roll is made, and the statue animates as a small construct (*Frostgrave*, p.116) under the spellcaster's command and subject to the usual rules for the Control Construct spell.

Treasure and Experience

Treasure is treated as normal.

Because the wizards have come to study the Granite Golem, wizards will receive **no experience whatsoever** if it is destroyed. This is regardless of the source of the experience gain. The destruction of the Granite Golem would, for all intents and purposes, also end this mini-campaign. Otherwise, calculate experience as per a normal game of *Frostgrave* with the following additions:

- 10 experience points if any member of the wizard's warband comes within 10" of the Granite Golem.
- 10 experience points if any member of the wizard's warband engages the Granite Golem in combat.
- 10 experience points if the wizard comes within 6" of the Granite Golem.
- 10 experience points if the wizard or his apprentice successfully casts any spell on the Granite Golem. This excludes any spells that do damage.

THE HOUSE OF THE GOLEM

Close observation of the Granite Golem reveals that the creature is covered in ancient runes, some of which the wizards were able to record and decipher. By consulting with books of lore and history, they have learned that the construct comes from the earliest days of the city. More importantly, they have learned that it is powered by a very unstable magic.

There is probably a great deal more to learn from the runes that cover the body of the Granite Golem, but to discover those secrets the wizards must first capture or kill it. This would be a relief to most of the explorers of Frostgrave, as the creature is now responsible for killing at least four wizards and an unknown number of soldiers.

So, the wizards and their warbands set off once more into the ruins, on the hunt for the Granite Golem. Thankfully, the creature has left a path of destruction that is easy to follow. The warbands soon discover it in the ruins of an immense factory that had once produced constructs. Tools and workbenches lie scattered about and frozen to the floor. Heavy chains, covered in frost, hang like icicles from the ceiling. As the warbands arrive, the Granite Golem is in the process of demolishing the building, venting his rage towards his ancient enslavers.

Set-Up

The entire table represents one vast, but badly ruined factory where constructs used to be built. The building once had many separate rooms, but these have mostly been smashed, leaving fragments of wall here and there, and creating a dense, maze-like structure full of rubble and broken machinery. The building once had multiple levels and lots of elevated walkways, so some multi-level terrain is appropriate. If players don't have the right kind of terrain to represent the factory, they can just set up the table as normal, but still use the special rules below.

Treasure tokens should be placed as normal.

Once all other set-up is complete, the Granite Golem (see Bestiary, above) should be placed in the centre of the table, or as near to it as possible. Immediately move the Granite Golem 10" in a random direction, ignoring terrain.

Special Rules

Due to the destruction wrought by the Granite Golem, the building has become badly unstable. Any time a player rolls a 1 on an initiative roll, he may pick one soldier or creature on the table (wizards and apprentices may not be chosen) to take an immediate +5 shooting attack as masonry or machinery falls from above. If a player rolls a 20 on an initiative roll, he may pick one piece of terrain to suffer from the equivalent of a Crumble spell, either creating a doorway in a wall, or collapsing a section of floor below another figure.

If a spellcaster manages to cast Control Construct on the Granite Golem, he can (and probably should!) force it to walk off of the table. In such a case, the construct is assumed to have been captured by that spellcaster's warband.

Treasure and Experience

For every treasure token recovered during this scenario, the player may roll on the Hunt for the Golem Treasure Table below instead of on the normal treasure table.

Additionally, if a wizard manages to capture the Granite Golem, he receives the Script of the Golem in addition to any other treasures recovered. If the Granite Golem is destroyed, but did not explode, then the player left in control of the table at the end of the game receives the Script of the Golem. If the Granite Golem exploded, no one may claim this treasure.

Experience is gained as normal during this scenario. Furthermore, any wizard that ends the game in possession of the Script of the Golem gains 50 experience points.

The Hunt for the Golem Treasure Table		
d20 roll	Treasure	Purchase Price
1–4	Construct Hammer	200gc
5–8	Construct Oil	300gc
9–12	Mind Wrench	250gc
13–16	Truestroke Chisel	250gc
17–20	Book of the Construct	250gc

BOOK OF THE CONSTRUCT

A wizard possessing this tome is able to cast Enchant Weapon on a Construct. The spell is treated exactly as though it were cast on a weapon carried by a soldier. This enchantment may not be embedded. This item does not need to be carried to be used and may be stored in the wizard's vault.

CONSTRUCT HAMMER

This is a large, enchanted hammer that can be fitted to a medium or large construct after a successful Animate Construct spell. A construct equipped with this item is treated as wielding a magic two-handed weapon. A construct may only ever be equipped with one Construct Hammer.

CONSTRUCT OIL

This is a barrel of magical oil, used to increase the speed and efficiency of constructs. An application of Construct Oil can be added to any construct after a successful Animate Construct spell. The oil grants the construct a permanent +1 Move. There is enough oil in the barrel for three applications, and a construct may only ever be given one application of oil.

MIND WRENCH

Although it appears to be a simple wrench or spanner, this magic wand gives its wielder +1 to any roll to cast Control Construct.

TRUESTROKE CHISEL

A wizard possessing one of these magical chisel adds +1 to any roll to cast Animate Construct. He does not have to be carrying this item to use the ability – it can be stored in his vault. Only a wizard may use this item, and the maximum bonus is always +1, no matter how many Truestroke Chisels are owned.

SCRIPT OF THE GOLEM

These are the ancient runes of power that are carved into the body of the Granite Golem. A wizard who possesses the Script is able to build tougher constructs. Anytime a wizard with the Script successfully casts Animate Construct, the construct produced has +2 Health (for example, a small construct would have Health 12). This item does not need to be carried to be used and may be stored in the wizard's vault. Only a wizard may use this item.

AFTERMATH

Assuming the wizards manage to kill or capture the Granite Golem, the campaign ends. If the Golem was destroyed, all of the wizards in Frostgrave breathe a sigh of relief. If it was captured, it's up to the players to decide what happens next. Imprisoning such a creature is an extremely difficult and time-consuming task. After copying the Script of the Golem (and depending on the individual), a wizard may want to destroy the creature, release it somewhere safely away from the city, or even set it against his enemies. What choice is made, and the scenarios it entails are up to the players…

If the players fail to stop the Granite Golem, they may wish to set up another scenario to allow them a further change of stopping it. The ruins of Frostgrave are vast, and all manner of creatures can be found amongst them, so if players want more of the Granite Golem, perhaps it isn't unique after all – more of its kind might still be waiting to thaw out in some forgotten chamber…

> When we saw the stained-glass window built into the floor, we assumed there must be something below it. Turns out, nothing but dirt and rock…

Sellsword

FOREWORD

Sellsword gives wizards the option to hire a captain, a special type of soldier, to help lead their warbands. Unlike other soldiers in the game, captains may choose their own weapons, have a few special abilities known as 'tricks of the trade', and gain experience. Of course, such experience and versatility comes at a price, so captains are going to want more than the retainer given to most soldiers – they want a cut of the treasure!

Including captains in your games of *Frostgrave* introduces new tactical possibilities and variation. It also, however, adds a bit more complexity and book-keeping, which may not be for everyone. Before a player hires a captain, they should discuss it with their regular opponents or gaming group and make sure that everyone is happy to use these rules. The rules for captains are optional and, as such, you should assume they are not being used unless everyone has agreed to do so beforehand.

There are also three new scenarios designed to give soldiers more of a chance to shine. All feature some type of limitation or obstacle to spellcasting that will hopefully force wizards to think a bit more about how much they rely on their magic.

Finally, as with all *Frostgrave* material, use what you like, discard what you don't, and feel free to change the game in any way that makes it more fun for you!

THE CAPTAIN

A life devoted to magic leaves little time for anything else. So, while most of the wizards who explore the ruins of Frostgrave recognize the need to hire soldiers, they tend to have little time or inclination to oversee the organization and day-to-day running of their warbands. For that reason, many wizards hire captains, to lead their men. These experienced warriors, usually veterans of many battles, are dangerous fighters who have learned a few tricks over the course of their careers…

A wizard may hire a captain to lead his warband. He may hire a captain when constructing his initial warband or after any game. A wizard may dismiss his captain after any game and hire another one, but he may never have more than one captain in his warband at any time.

Captain							
M	F	S	A	W	H	Cost	Notes
6	+2	+1	10	+3	12	100gc	Stat Increase, Additional Equipment, 5 item slots, Group Activation, Tricks of the Trade, Experience and Levels, Survivor, Share of the Treasure

STAT INCREASE

When a wizard hires a captain, he may choose one of the following stat increases for him: +1 Move, +1 Fight, +1 Shoot, +1 Will, +2 Health. The captain's stat line should be changed accordingly.

ADDITIONAL EQUIPMENT

A captain is experienced in the use of a variety of weapons, and a wizard may pay before or after any game to equip him from the **Captain Equipment Table**, below. A captain armed with a staff or two-handed weapon may not be equipped with a shield or any other weapon except a bow or crossbow. A captain can have either a dagger or a shield, but not both, and may wear either leather or mail armour, but not both. Each weapon or piece of armour so purchased counts as one item for the purposes of carrying items.

Captain Equipment Table		
Equipment	Cost	Notes
Hand Weapon	Free	
Leather Armour	Free	+1 Armour
Dagger	5gc	+1 Fight if used in conjunction with a hand weapon
Bow	5gc	
Crossbow	5gc	
Two-Handed Weapon	5gc	
Staff	5gc	
Mail Armour	5gc	+2 Armour, -1 Move
Shield	5gc	+1 Armour

5 ITEM SLOTS

A captain may carry up to 5 items, including any of the standard weapons and armour purchased as above.

A captain may be given any type of magic weapon, provided none of the equipment combination rules above are violated. Unlike other soldiers, any magic items given to a captain are considered to be his personal equipment, and may not be taken back by a wizard or redistributed to another member of the warband. A wizard may order his captain to switch any of his current items for new ones, but any items so replaced are considered lost for campaign purposes. If a captain is dismissed from the warband, he takes whatever items he is carrying with him.

GROUP ACTIVATION

Captains activate just like any other soldier with one exception. If the captain is activating in the Soldier Phase, he may declare a Group Activation with one other soldier within 3" of him who has not yet been activated in the turn. The captain and this soldier may both move and then both take their second actions.

TRICKS OF THE TRADE

Unlike other soldiers, captains have unique abilities known as 'tricks of the trade'. A starting captain has two different tricks, which must be chosen from the table below when he is hired.

Each trick may be used once, and only once, during a game, so it is important to keep track of which tricks have been used.

Using a trick does not require a special action to be taken – a player simply declares that it is being used at the appropriate moment, as noted in the **Tricks of the Trade Table**, below. There is no limit to the number of tricks that may be used with a single action or in any one turn. A captain may use a trick even if he is not currently being activated (e.g. he may choose to employ a Furious Attack in response to being attacked by an enemy model), and if two captains are duelling, both may employ as many tricks as they feel are needed to carry them to victory.

Tricks of the Trade Table		
Trick	Effect	When to Declare
Furious Attack	+3 Fight for one attack	Before the rolls are made
Riposte	+1 Fight for one attack	After the rolls are made
Coup de Grâce	+2 Damage to any hand-to-hand attack that has dealt at least 1 point of damage	After damage is calculated
Steady Hand	+3 Shoot for one attack	Before the rolls are made
Dead Eye	+1 Shoot for one attack	After the rolls are made
Brace	+3 Armour for one attack	Before the rolls are made
Dodge	+1 Armour to one attack	After the rolls are made
Nerves of Steel	+4 Will for one Will roll	Before the roll is made
Iron Heart	+2 Will for one Will roll	After the roll is made
Sprint	+2 Move for the rest of the turn	Upon activation
Leadership	If using a Group Activation, the captain may activate up to three soldiers within 3" who have not already been activated in the turn	Upon activation

EXPERIENCE AND LEVELS

Like wizards, captains gain experience and can exchange experience for levels. Captains earn experience during games as follows:

Captain Experience Table	
Experience	Achievement
+10	For each game in which the captain takes part
+10	For finishing the game without being reduced to 0 Health
+10	For each enemy soldier or neutral creature the captain takes out of the game
+20	For each enemy spellcaster the captain takes out of the game

Like a wizard, when a captain reaches 100 experience he may convert it into a level. All captains start at level 0 and may reach a maximum of level 10. Every time a captain gains a level, he may select a new trick. This must be a trick he does not already have. Alternately, he may increase his Health by +1 (this advance may be chosen up to two times) or his Will by +1 (this advance may be chosen only once).

SURVIVOR

If a captain is knocked out of a game (i.e. reduced to 0 Health or less), he rolls on the Survival Table for wizards and apprentices instead of checking for survival as with other soldiers. All results are handled exactly as they are for spellcasters, with one exception.

If a roll on the Permanent Injury Table ever results in the captain suffering a Smashed Jaw, the following effect is applied instead:

SMASHED JAW (CAPTAIN)

A captain with a Smashed Jaw may not use group activation, even if he has the Leadership trick. A captain can only receive this injury once. Any further Smashed Jaw results must be re-rolled.

SHARE OF THE TREASURE

In addition to the 100gc retainer a wizard must pay to gain the services of a captain, he must also promise him a share of all gold that is found or acquired during their exploration of Frostgrave.

A wizard must pay his captain a percentage equal to the **captain's level + 10**, rounded down, of all gold acquired by the wizard by any means, including the sale of items. So, for example, a level 3 captain must be given 13% of all gold acquired.

A captain does not take a share of magic items unless they are sold or given to him (see above). If a captain is dismissed after a game, he must still be paid his share of the gold for the previous game.

* * * *

Note: An Illusionary Soldier cannot be a captain.

SCENARIO ONE
THE STARS ARE WRONG

The exact nature of the relationship between magic and the movement of heavenly bodies is a much-debated topic in magic academia. For the most part, the alignments of the planets and stars are only important when attempting the most powerful spells and have little impact on day-to-day magic. Still, anyone who has used magic consistently has occasionally felt a slight push or pull on their spellcasting at certain times.

Sometimes though, when venturing into the ruins of the Frozen City, wizards just end up in the wrong place at a very wrong time…

Set-Up

Set up the table as per a standard game of *Frostgrave*. Once this is done, take six pylons or pillars and place them within 1" of the board edge. One pillar should be placed on the board edge from which each warband enters. Each of the other two board edges should have two pillars. The exact placement of the pillars does not matter, but no pillar should be placed within 6" of a corner, nor within 8" of another pillar. It is best if none of the pillars are directly across from each other.

Special Rules

Before the game starts, each player should take a slip of paper and write down the name of one school of wizardry. Immediately before the first initiative roll of the game (thus after any out of game spells have been cast), each player should reveal their chosen school of wizardry. For the duration of the game, no spells may be cast by any player from the chosen schools of wizardry, including through the use of scrolls. This special rule has no effect on spells that have already been cast.

During the course of the game, if any player rolls a 1–4 for their initiative, a bolt of eldritch energy immediately fires between two of the pillars (limit this occurrence to a roll of 1–3 if there are three players, 1–2 if there are four or more). Randomly determine two of the pillars, then draw an imaginary line between them. Any figure is within 1" of that line, is struck by a +3 attack. If the initiative rolls of two (or more) players qualify, then two (or more) bolts of eldritch energy will fire – the pillars are still determined randomly for each bolt, but multiple bolts may fire to or from the same pillar. If a figure is in contact with one of the pillars when it fires, it suffers a +3 attack regardless of whether or not it is on the line between the two pillars.

Treasure and Experience

Treasure is determined as per a normal game of *Frostgrave*.

Experience is also determined as normal with the following changes:

- 20 experience points if a wizard is struck by at least one bolt of eldritch energy.
- 5 experience points for each bolt of eldritch energy that fires during the game (to a maximum of 10 bolts / 50 experience points).

WITH MAGNETIC FORCE

The warbands have stumbled into the ruins of an ancient magic factory. Very little remains except broken walls and crumbling towers, but under the snow and ice is a solid metal floor that used to be part of a complex magnetic transportation system. Unfortunately for the wizards and their warbands, it malfunctioned long ago and now flickers on and off, creating chaos for both metal and magic.

Set-Up
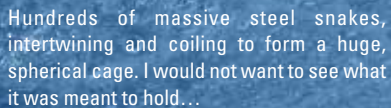
Set up the board as for a standard game of *Frostgrave*.

Special Rules

When the game begins, the giant magnets under the floor are off. They will switch on the first time a player rolls a 19–20 on any roll. The next 19–20 rolled will switch them back off, and so on, until the end of the game.

Every time the magnets switch on, every treasure token that is not being carried by a figure will move 3" in a random direction, stopping if it hits any intervening terrain or figure. If a treasure token moves off the board, it is lost and cannot be claimed by any player.

While the magnets are on, figures wearing mail armour have -1 Move and all shooting attacks (including magic shooting attacks) are at -4. Additionally, any time a spellcaster rolls to cast a spell, he immediately takes 1 point of damage. This is in addition to any other results from the casting roll.

> Hundreds of massive steel snakes, intertwining and coiling to form a huge, spherical cage. I would not want to see what it was meant to hold…

Treasure and Experience

Treasure is determined as per a normal game of *Frostgrave*.

Experience is also determined as normal with the following addition:

- 5 experience points for each spell that is successfully cast while the magnets are on. This is in addition to the normal 10 experience points for successfully casting a spell.

SCENARIO THREE
The Pits of Null

Back in the days of Felstad, when great magic universities were common, a few eccentric wizards experimented with a mysterious force known as 'null' or 'anti-magic'. Although the story is now long forgotten, one of those experiments went badly wrong and unleashed a small army of 'nullmen' upon the city. Immune to almost all forms of magic, these strange creatures killed dozens of wizards before they were finally contained by an improvised force of demons, constructs, and undead. After this incident, the city banned all research into null, but a few wizards carried on regardless.

As the wizards explore the ruins of the city, they come across the shell of a once great house. Its former owner, however, was one of those underground null researchers, and a few of his experiments have survived…

Set-Up

First, place a small pit or well (2–3" across) in the centre of the table. Then place four identical pits on the diagonals between the central pit and the four corners of the table. If the table is 2' x 2', these pits should be 6" away from the central pit. Add a further 6" to this distance for each additional foot squared of table size (so 12" for a 3' x 3' table, 18" for a 4' x 4' table etc.). Place four nullmen (see below) on the table, one at each mid-point between the central pit and the other pits.

Cover the rest of the table in ruins as normal and place treasure as per the standard rules.

Special Rules

At the start of every Creature Phase from the second turn onwards, place an additional nullman on the table at the centre point of a randomly determined pit. This nullman may act as normal right away.

The pits themselves are null fields and prevent the operation of all magic. A figure inside or in base contact with one of the pits may not:

- Cast a spell.
- Be targeted by a spell.
- Be the subject of an active spell – any active spell effect (e.g. Elemental Shield, Strength, Beauty) is immediately dispelled.
- Use a magic item, potion or scroll.
- Benefit from any bonus associated with a magic weapon or armour – any magic weapon or armour is treated as if it were a mundane item of the same type.

Demons, constructs and the undead do not suffer any additional effects beyond those listed above. So, for example, a zombie subject to a Control Undead spell would not crumble into dust, although the wizard's control over it would be broken; a demon being controlled by a wizard would not be banished, but the Bind Demon spell would be dispelled.

Treasure and Experience

Players who recovered treasure during the scenario may exchange one of their rolls on the treasure table for 50gc and The Book of Null. Players must make this decision before they roll on the treasure table. A player may only ever have one copy of The Book of Null, and it may never be bought or sold.

For this scenario, players should ignore the normal rules for gaining experience and use the one below.

- 50 experience points for each treasure recovered by the wizard's warband.
- 20 experience points for each different spell successfully cast by the wizard or apprentice during the scenario (to a maximum of 5 spells / 100 experience points).10 experience points for each pit contacted by the wizard during the scenario.
- 5 experience points for each nullman killed by the wizard's warband.

THE BOOK OF NULL

A wizard who owns this book may spend some time after each game running experiments drawn from the text. In this case, roll a die. On a roll of 1, the wizard temporarily forgets one spell that he knows. Randomly select this spell from those known by the wizard. Neither he, nor his apprentice, may cast this spell in the next game. On any other result, the wizard gains 10 experience points.

BESTIARY

Nullmen

Nullmen are infrequently encountered and poorly understood. They do not fit well into any traditional category and are certainly not undead, demons, constructs or animals. In terms of appearance, they are nearly featureless humans who glow slightly with an unearthly grey light. They display no signs of intelligence and never attempt to communicate. If there is any purpose to their movements, it has never been determined. Among wizards they are loathed for their complete immunity to magic.

Nullmen						
M	F	S	A	W	H	Notes
6	+1	+0	12	+10	5	Drawn to Magic, Immune to Magic

DRAWN TO MAGIC

Nullmen follow all of the normal rules for creatures with one exception. If a nullman is called upon to make a random movement, it will instead make one move in a direct line to the highest-level wizard within 18" (or the closest if multiple wizards within this range are of the same level). If there are no wizards within this radius, the nullman will move towards the apprentice to the highest-level wizard, provided that apprentice is within 18" (again, going for the closest in the case of a tie in levels). If there are no spellcasters at all within 18", the nullman will move randomly.

IMMUNE TO MAGIC

Nullmen are completely immune to magic. They may not be the target of any spell. They will never take damage from any kind of magic attack. A figure in combat with a nullman may not use any magic item, and any magic items being carried will temporarily lose all bonuses or effects. A figure may fight with a magic weapon, but treat it as a mundane example of the weapon.

DARK ALCHEMY

FOREWORD

The *Dark Alchemy* Campaign is a set of three scenarios designed for either a solo player or two people playing cooperatively. Writing a set of adventures where the players essentially play against the scenario is something I have wanted to do ever since *Frostgrave* was first published. I believe it is a rare and, perhaps, neglected area of wargaming. It is also an extremely difficult one for a scenario writer – each scenario has to be carefully balanced so that it provides an interesting and challenging game without feeling either too easy or completely impossible to the player. This is even more difficult in a game like *Frostgrave* where wizards can have wildly different capabilities. In this campaign, some wizards will have an easier (or tougher!) time in specific scenarios but, over the course of the campaign, I think it should more or less balance out.

The second part of *Dark Alchemy* is devoted to potions. I have always been a little disappointed with the potions table in the main rulebook, so I have taken this opportunity to present a new, expanded table for the potions that can be found in the ruins. There are also a few new rules, especially for those who want to brew the more powerful potions.

So, grab a wizard sheet, pick your spells, and head off on a new adventure in the Frozen City, even if you are going solo! And, if you get the chance, jump onto one of the *Frostgrave* forums or Facebook groups and let me know what you think of the new campaign and if you would like to see more solo material for *Frostgrave*.
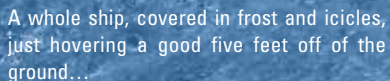
THE DARK ALCHEMY CAMPAIGN

The Dark Alchemy campaign is a series of three linked *Frostgrave* scenarios that are designed to be played either solo by one player or by two players working together. The campaign assumes that players are using starting-level warbands and wizards, and can be used in a variety of ways. One idea is to start off a new, ongoing campaign with all of the players running through the campaign in groups of two. This would let players test out their warbands and gain practice running them before launching into more competitive player-versus-player scenarios. Alternatively, the campaign could be used by a new player joining an existing campaign to pick up some treasure and experience before taking on more experienced opponents. However the campaign is used, it features several special rules that are listed below.

Warbands

Players should build their starting warbands in the normal way, but each scenario only allows a limited number of warband members to be used. For each scenario, a player may select any members of his warband up to permitted limit. However, if a warband member is reduced to 0 Health during a scenario, it may not be selected for the rest of the campaign, regardless of the result of its post-game survival roll. These figures re-join the warband after the campaign has concluded, and any figures that would have been forced to miss a game are assumed to have done so. The one exception to this rule is the wizard. If a player's wizard is reduced to 0 Health during a scenario, but survives the post-game roll, it may be selected for the next scenario, but starts this game at 10 Health.

For the duration of this campaign, wizards, apprentices, and captains are allowed to make a single re-roll on the Survival Table. However, if they choose to do so, they must accept the result of the second roll.

A whole ship, covered in frost and icicles, just hovering a good five feet off of the ground…

Out of Game spells are limited for the duration of this campaign – only Restore Life may be attempted between scenarios as normal, while Animal Companion and Familiar may only be attempted before the first scenario.

Treasure and Experience

The treasure tokens in the campaign use different rules than those in the main rulebook. Figures in contact with treasure tokens may still spend an action to pick them up, so long as there is no enemy figure within 1", but do not suffer the usual penalties to Move and Fight. Furthermore, a figure may carry any number

of treasure tokens at one time. If a figure makes it off the board carrying these tokens, the player may make one roll on the Dark Alchemy Treasure Table for each token recovered. The treasure gained during the campaign may be assigned to warband members or it may be stored in the Wizard's vault. Players are not allowed to buy or sell anything during this campaign.

Wizards gain 25 experience points for each treasure token collected by their warband during this campaign, and may spend their experience between games as normal.

Two Players

If playing with two players, for the duration of the campaign, both wizards have agreed to a temporary alliance. Players may not intentionally attack or harm members of another warband, and members of other warbands count as allies for the purpose of supporting figures in combat. That said, players are not required to share treasure. A figure that makes it off the table with a treasure token secures that treasure for his wizard. Alternatively, players may agree to split any treasure recovered, but the exact negotiations are left up to them.

Random Encounters

None of the scenarios in this campaign use random encounters.

ALCHEMICAL MONSTROSITY

It had taken hours to force an entrance into the old alchemical factory, but finally the warband managed it. The first few rooms they searched were completely empty of anything of interest, just broken furniture and frozen bits of paper. Then, just as the warband entered a room filled with old potion bottles, they heard a crash somewhere deep inside the factory. Seconds later the whole world was turned upside down. The explosion rocked the old factory, destroying walls and collapsing what remained of the roof. Hundreds of potions shattered and spilled their half-frozen contents across the floor. Dust and ice filled the air. The warband was separated, lost and in shock, groping in the dust and darkness to find one another. Unfortunately, the mysterious explosion had also spawned something that needed to feed…

Set-Up

This scenario is played on a 2' x 2' table. The table should be filled with terrain in the normal fashion, although there should only be a couple of piece of multi-level terrain. The warband should start within 3" of the centre point of one board edge. Two doors should be placed on the board, one in each corner of the board edge opposite the warband's starting point. The board edges are impassable and a model may only exit the board through one of the doors. In the centre of the board edge between these two doors, a marker should be placed to represent a rat hole. The Alchemical Monstrosity should be placed in the centre of the board, or as near to that spot as possible while remaining out of line of sight of the warband's starting point.

Four treasure tokens should be placed on the board. Each token must be at least 10" from the warband starting point and at least 6" from another token.

The player must select his wizard for this scenario and may also take up to three additional members of his warband, with the exception of his apprentice.

I wanted to take the catapult back to base, but the boss says we don't need siege weapons. We have very different views of the world…

Special Rules

The goal of this scenario is for the player to escape the Alchemical Monstrosity and find which of the two doors is the exit. Whenever a figure is next to a door, it may spend one action to open that door. When the first door is opened, roll a die. If the result is 15+, this is the correct door and figures may exit through it. Otherwise, the other door is the correct one. Warband members may only exit through the correct door and once a figure has gone through, it has escaped with whatever treasure it was carrying.

The player should roll for initiative as normal, even though there is no other player in the game. If the player rolls 1–7 for initiative, two things happen. First, place a giant rat (*Frostgrave*, p.114) next to the rat hole. Second, the Alchemical Monstrosity moves first in this turn. If the wizard rolls 8+ for initiative, no giant rats appear, and the Alchemical Monstrosity activates at the end of the Wizard Phase.

If either the Alchemical Monstrosity or a giant rat is called upon to make a random move, it will head straight towards one of the two doorways (determine which one randomly). Otherwise these creatures follow all of the normal rules for creature actions.

The maximum line of sight in this scenario is 16".

TWO-PLAYER RULES

In a game with two players, each player should use his wizard and up to two other members of his warband, not including apprentices.

The game should be played on a 2.5' x 2.5' table, and six treasure tokens should be placed as above. Two giant rats start the game in front of the rat hole, but otherwise set up the table in exactly the same way as for the one-player version.

The rules for checking doorways are the same as the one-player version.

Players should roll for initiative as normal, acting in order of initiative. In the Creature Phase place one new rat in front of the rat hole. This rat activates immediately. The Alchemical Monstrosity activates in the Wizard Phase before any player that rolls 1–8 for initiative.

Treasure and Experience

Players should roll once on the Dark Alchemy Treasure Table for each treasure token acquired during this game.

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

- 30 experience points for any wizard that exits through the door.
- 30 experience points for the wizard if his warband kills the Alchemical Monstrosity.
- 5 experience points for each giant rat killed by a wizard or his warband.

SCENARIO TWO
SKELETAL RUN

Having escaped the clutches of the Alchemical Monstrosity, the scattered members of the warband now find themselves in the ruins of a long, high-walled complex filled with the broken remains of giant vats and ovens. Shattered ceramic pipework covers large section of the floor, wall, and ceiling. Just as the members pause to catch their breath, they see something glowing in the darkness before them and hear the scraping of ancient bones. A second later, the same scraping can be heard in the passageway behind them…

Set-Up

This scenario is played on a 2' x 3' table. Players must start their figures within 3" of one of the short board edges. This is the 'starting board edge'. The short board edge opposite it is the 'exit board edge'. The table should be covered with terrain as per a standard game of *Frostgrave*. Five markers should be placed on the board to mark 'skeleton spawn points' – two on each long board edge (one at the centre point of the long board edge, and one halfway between that and the exit board edge) and one in the centre of the exit board edge.

Four treasure tokens should be placed on the board in the half containing the exit board edge. All tokens must be at least 9" away from any other token.

The player may select up to four members of his warband for this scenario. This may include either the wizard or the apprentice, but not both.

Special Rules

Warband members may only exit the board via the exit board edge.

In the first Creature Phase, randomly determine two skeleton spawn points and place a burning skeleton next to each one (or, potentially, the same one if the random rolls are the same), and then place another burning skeleton in both corners of the starting board edge. All four of these burning skeletons should immediately take their actions.

In each Creature Phase after the first, randomly determine another skeleton spawn point and place a burning skeleton next to it. This burning skeleton will act immediately in the turn it is placed.

These burning skeletons behave slightly differently to normal creatures. If the burning skeletons are ever called upon to make a random move, they will instead move directly towards a randomly determined corner of the exit board edge. Additionally, they will use their second action to move in the same way if no legitimate target becomes available after their initial move.

The maximum line of sight for this scenario is 16".

TWO-PLAYER RULES

Each player should select three members from their warband. This may include the wizard or the apprentice, but not both.

Six treasure tokens should be placed on the board in the half containing the exit board edge. All tokens must be at least 9" away from any other token. Otherwise, set up the board in exactly the same way as in the one-player version.

During the first Creature Phase, place burning skeletons at all five of the skeleton spawn points. Replace the two burning skeletons at the corners of the starting board edge with zombies (*Frostgrave*, p.112). Place one additional burning skeleton at a random skeleton spawn point each turn, as above.

Treasure and Experience

Players should roll once on the Dark Alchemy Treasure Table for each treasure token acquired during this game.

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

- 10 experience points for each burning skeleton or zombie destroyed by a wizard or his warband.
- 20 experience points if the wizard or apprentice makes it safely off the board.

THE SPREADING FLAMES

The remnants of the warband have finally escaped to part of the factory that is open to the rest of the city. The stars can be seen overhead, and even the broken walls of the city are just visible in the distance. All around, small fires are burning, legacies of the original explosion. According to the tattered, frozen parchments still hanging on one wall, this chamber produced some of the more volatile alchemical compounds produced in the factory. It was also where the factory built a series of constructs that employed these chemicals. The safe move would

A summoning circle on the ceiling? Sounds like a really nasty accident waiting to happen...

be to leave now, before the flames find some ancient vat of explosive cocktail, but, in some of the corners, there is a glint of gold...

Set-Up

This scenario should be played on a 3' x 3' table. The table should be covered in ruins as per a standard game of *Frostgave*. The warband deploys along any board edge (the starting board edge), and then six treasure tokens are placed on the board – two 16" in from the starting board edge, two 24" in, and two 32" in. No token should be within 10" of another token. In addition, place three 2"-diameter fire markers on the board, each one within 6" of a randomly determined treasure token.

Finally, place four fire-flingers next to four different, randomly determined treasure tokens.

The player may select up to four warband members for this scenario. This may include both the wizard and the apprentice but does not have to include either.

Special Rules

The player should keep count of the turns in this scenario. At the end of the turn 10, the flames ignite a vat of explosive chemicals, causing another massive explosion. The game ends immediately, and all figures still on the board are treated as having been killed during the game (they make survival rolls as normal after the game).

Unlike the previous scenarios, figures may exit from any board edge at any time.

If the player rolls a 1-2 for initiative, immediately move all of the fire tokens 2" in a random direction. They may overlap terrain. Members of the warband may never voluntarily move into a fire marker. If they are somehow forced into the marker, or the fire marker moves into contact with them, they immediately suffer 5 points of damage. Fire-flingers are immune to this damage, and may simply pass through the markers. Fire markers do not block line of sight.

The fire-flingers have their own action priorities (see Bestiary, below).

TWO-PLAYER RULES

Each player should select three members from their warband. This can include the wizard or the apprentice, but not both. Each player should start within 3" of one of the corners of the starting board edge.

Ten treasure tokens should be placed on the board. Two of these should be placed at each distance of 16", 22", 26", 30", and 34" from the starting board edge. Treasure tokens should be at least 6" apart.

Select six treasure tokens at random and place a fire-flinger next to each one.

Place three fire markers as above. If either player rolls a 1–2 for initiative, move all of the fire markers 2" in a random direction. Fire markers only move once in a turn, even if both players roll a 1–2.

Treasure and Experience

Players should roll once on the Dark Alchemy Treasure Table for each treasure token acquired during this game.

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

- 25 experience points for each fire-flinger destroyed by a wizard or his warband.
- 50 experience points if either the wizard or apprentice makes it off the board before the explosion and his warband has collected at least two treasure tokens.

DARK ALCHEMY TREASURE TABLE

For every treasure token that players recover during this campaign, they are allowed to make one roll on the treasure table below. If the result calls for a scroll, magic weapon/armour, magic item, or grimoire, the player should roll again on the appropriate table in the main rulebook (p.59–63). If it calls for a potion, they should roll on the Lesser Potion Table below.

Dark Alchemy Treasure Table	
d20 roll	Treasure
1	15gc
2	20gc
3	25gc
4	30gc
5	40gc
6	15gc, Potion
7	25gc, Potion
8	35gc, Potion
9	10gc, Scroll
10	20gc, Scroll
11	30gc, Scroll
12	10gc, Potions (2)
13	20gc, Potions (2)
14	30gc, Potions (2)
15	Potions (3)
16	Magic Weapon/Armour
17	Magic Item
18	Grimoire
19	Grimoire
20	Grimoire

BESTIARY

The Alchemical Monstrosity

This abomination is a horrible amalgam of several creatures that were caught in an alchemical explosion and fused together. Due to its poor biological construction, the monstrosity will likely not live for more than a couple of days, but that is certainly long enough to be bad news for a warband.

The Alchemical Monstrosity displays a number of lashing tentacles or pseudopods that allow it to attack at a distance. Any time a warband figure moves within 3" of the Alchemical Monstrosity, but does not enter into combat, the creature makes a free +0 shooting attack against the figure. A figure that begins its activation within 3" and moves away does not suffer this attack.

The Alchemical Monstrosity is effectively blind and senses the world mainly through taste and smell, and is thus immune to the following spells: Beauty, Monstrous Form, Invisibility. Because of the fractured nature of its mind, it is also immune to Mind Control. The Alchemical Monstrosity is never subject to the 'Wounded' or 'Critical Hit' optional rules.

The Alchemical Monstrosity						
M	F	S	A	W	H	Notes
5	+4	+0	13	+6	20	Lashing Tentacles, Limited Spell Immunity, Never Wounded, Immune to Critical Hits

Fire-Flingers

Fire-flingers are a rare variety of medium construct, designed specifically for large-scale warfare. Each fire-flinger has an internal reservoir of an alchemical compound that ignites when exposed to air. Fire-flingers follow their own activation priority list:

1. If the fire-flinger is in combat it will use its first action to fight. If it wins it will push back its opponent and be done for the turn.
2. If the fire-flinger is within 6" of a warband figure that is not in combat, it will fling fire (a +3 elemental magic shooting attack) at the closest warband member that is not in combat and then be done for the turn.
3. If the fire-flinger is in line of sight to a warband member, but more than 6" away, it will use its first action to move towards the closest warband member within line of sight. If this movement brings it within 6" of a warband member, it will then fling fire at the closest warband member as above. Otherwise, it will make a second move, again towards the closest warband member within line of sight.

4. If no warband members are within line of sight it will make one randomly determined move. If this brings the fire-flinger within line of sight of a warband member it will then fling fire (as above) if it is within 6", or will move towards it if beyond 6".

Fire-flinger						
M	F	S	A	W	H	Notes
5	+1	+3	12	+0	12	Construct, Fling Fire

Burning Skeletons

These skeletons have been coated in a sticky, burning substance that is slowly eating away at their bones. Anyone coming into contact with a burning skeleton is likely to suffer burns. Any figure that loses a fight against a burning skeleton takes an additional 2 points of damage. This damage is suffered even if the skeleton would otherwise cause no damage for winning the fight.

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

POTIONS IN FROSTGRAVE

The rules and tables presented here are designed to replace those found in the main rulebook.

Whenever a figure finds a potion, it should roll once on the Lesser Potion Table below. If the result is a 19 or 20, the player should roll again on the Greater Potion Table. Lesser Potions may be sold for half of their purchase price or 100gc, whichever is less. Greater Potions may be sold for half of their purchase price or 250gc, whichever is less.

Potions may be bought for the listed cost. Potions that do not have a cost listed may never be purchased.

Potions may be given to any member of a warband that can carry items and take up one item slot. Otherwise, they may be sold or stored in a wizard's vault. On any activation that a figure is not in combat it may use an action to drink a potion. The effect of the potion is immediate and automatically successful. Unless stated otherwise in a potion's description, the effects of a potion last until the end of the current game. The on-going effects of any potion are cancelled by anything that cancels spells, such as the Dispel spell or a Bottle of Null, unless the potion description specifically states otherwise.

Normally, a figure may not give a potion to another a figure. Apothecaries and Pack Mules, however, may spend an action to give a potion to another figure that is in base-to-base contact, so long as that figure has an item slot free.

A figure that successfully casts Brew Potion my choose any one Lesser Potion and immediately give it to a member of his warband or store it in his vault.

A wizard – and only a wizard – may attempt to brew a Greater Potion. First he must declare which potion he is attempting to brew. Then he must pay the ingredient cost listed in the table. Finally, he should roll to cast Brew Potion. If the roll is successful, the potion is created and can be immediately assigned to a figure in the warband or stored in the wizard's vault. If the spell fails, the potion is not created and the money spent on ingredients is lost. Under this system, it *is* possible for a wizard to use Brew Potion to create Elixir of Life.
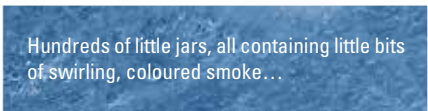
Hundreds of little jars, all containing little bits of swirling, coloured smoke…

All potions are one-use items and are destroyed after they are used.

Lesser Potion Table		
d20 roll	Potion	Purchase Price
1	Potion of Healing	50gc
2	Potion of Strength	100gc
3	Potion of Toughness	50gc
4	Elixir of Speed	50gc
5	Potion of Invisibility	100gc
6	Explosive Cocktail	50gc
7	Potion of Teleportation	100gc
8	Potion of Elemental Absorption	200gc
9	Cordial of Clearsight	200gc
10	Poison	300gc
11	Philtre of Fury	300gc
12	Potion of Iron Mind	50gc
13	Bottle of Burrowing	200gc
14	Philtre of Fairy Dust	50gc
15	Construct Oil	100gc
16	Potion of Fire Breath	200gc
17	Potion of Preservation	500gc
18	Elixir of the Chameleon	400gc
19–20	Roll on Greater Potion Table	–

Greater Potion Table			
d20 roll	Potion	Purchase Price	Ingredient Cost
1–2	Cordial of Empowerment	500gc	200gc
3–4	Shrinking Potion	500gc	200gc
5–6	Potion of Restoration	2,000gc	750gc
7–8	Bottle of Dreams and Nightmares	2,000gc	500gc.
9–10	Shatterstar Draught	1,500gc	600gc
11–12	Bottle of Darkness	1,500gc	600gc
13–14	Ethereal Vacuum	2,000gc	800gc
15–16	Potion of Invulnerability	–	2,000gc
17–18	Bottle of Null	–	1,000gc
19–20	Elixir of Life	–	3,000gc

BOTTLE OF BURROWING

A figure that drinks this potion may use any remaining actions in the activation to move directly through terrain. The figure may not end his movement inside terrain, so must have sufficient move to make it completely through the terrain piece.

BOTTLE OF DARKNESS

If a figure shatters this bottle on the ground, an unnatural darkness immediately falls upon the battlefield. Line of sight for everyone is reduced to 12" for the rest of the game.

BOTTLE OF DREAMS AND NIGHTMARES

This potion can only be used by a wizard immediately before a game. If the wizard chooses to use the potion, roll one die and add the wizard's Will stat. If the score is 12 or more, then the wizard gains an extra 50 experience points after the game. If the score is 11 or less, the wizard has 30 experience points deducted from those earned during the game (this cannot take the total experience gained for the game below 0).

BOTTLE OF NULL

If a figure opens this bottle, all spells in play are immediately cancelled. This will not unsummon creatures, but it will cancel Control spells, including the Bind Demon spell inherent in Summon Demon. Additionally, all spellcasters must make a Will roll versus a target number of 14 or take 1 point of damage.

CONSTRUCT OIL

This magical oil may be used by a wizard Out of Game on one construct in his warband. That construct gains a permanent +1 to its Move stat. Each construct may only ever receive the benefit of Construct Oil once.

CORDIAL OF CLEARSIGHT

The figure that drinks this potion ignores the effects of Beauty, Invisibility, and Monstrous Form for the rest of the game.

CORDIAL OF EMPOWERMENT

The next time a spellcaster casts a spell after drinking this potion, he adds +4 to his casting roll but suffers 2 damage, in addition to any other effects of casting the spell. A spell caster may only use one Cordial of Empowerment per game. This potion may not be used Out of Game.

ELIXIR OF LIFE

This is the rarest and most valuable of all potions. It can never be bought and only a desperate fool would ever sell it. This potion can be stored in a wizard's vault. It may be used immediately after a game in which one of the warband died to bring that figure back to life. The figure suffers no ill effects from death and may take part in the next game. This potion may be used to bring a wizard back from the dead.

ELIXIR OF SPEED

The figure who drinks this potion receives +2 Move for the rest of the game.

ELIXIR OF THE CHAMELEON

This potion allows a figure to blend in with his surroundings. No other figure may draw line of sight to this figure if they are more than 12" away. Thus, this figure may only be targeted by an attack or a spell from a figure that is within 12".

ETHEREAL VACUUM

When a character spends an action to open this bottle, all Immaterial Undead within 8" must make a Will roll against a target number of 20. If they fail, they are sucked into the bottle and imprisoned. Immediately remove any figure so captured from the board and award any experience points that would have been earned for killing such a creature. If the bottle failed to imprison any undead, it is destroyed. If it successfully imprisoned at least one creature, replace it with a Wraithbottle (*Thaw of the Lich Lord*, p.51).

EXPLOSIVE COCKTAIL

Throwing this cocktail follows all of the rules for casting the Grenade spell, except that it can be used by a non-spellcaster and no casting roll is necessary.

PHILTRE OF FAIRY DUST

If this dust is sprinkled over a weapon, that weapon counts as magic for the rest of the game. It may be sprinkled over an arrow or crossbow bolt, though these will be one-use items.

PHILTRE OF FURY

The figure gains +1 Fight and receives an additional +1 damage modifier on any successful hand-to-hand attack. However, the figure must move towards the closest enemy figure not currently in combat, including uncontrolled creatures, if such an enemy is within 12" and line of sight.

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 (assuming that figure is not immune to poison). The weapon loses the ability to poison after its first attack that causes damage. This potion is not magical and not affected by anything that cancels magic.

POTION OF ELEMENTAL ABSORPTION

A figure that drinks this potion ignores the next 5 points of damage he takes from an elemental magic attack. This includes damage from any spell in the Elementalist school.

POTION OF FIRE BREATH

A figure that uses an action to drink this potion and still has one action remaining, may use that second action to make a +3 elemental magic shooting attack at a figure within 6". This second action can take the place of the usually mandatory move action.

POTION OF HEALING

This potion restores 5 Health and removes any effects of poison. This cannot take a figure above its starting Health level.

POTION OF INVISIBILITY

A figure that drinks this potion is treated as though subject to an Invisibility spell.

POTION OF INVULNERABILITY

A figure that drinks this potion is immune to damage from normal weapons for the rest of the game.

POTION OF IRON MIND

A figure that drinks this potion gains +2 Will for the rest of the game.

POTION OF PRESERVATION

This potion may used on any figure, other than a wizard, that died in the previous game. This potion perfectly preserves the body of the figure for the next five games. After each game, the wizard may use an Elixir of Life potion or a Restore Life spell on the preserved figure. While a figure is preserved, it does not count as a member of the warband for the purpose of calculating maximum warband size, but will do so if brought back to life. A wizard may not hire another apprentice if he has one preserved, but may hire another soldier to fill that slot in the warband. If the preserved figure is not brought back to life after the fifth game, it is dead, and should be removed from the warband roster.

POTION OF RESTORATION

A figure that drinks this potion is immediately restored to his starting Health and is cured of any poison or temporary stat reductions. This potion may also be used Out of Game. In this case, it cures a figure of any Permanent Injuries.

POTION OF STRENGTH

A figure that drinks this potion receives +1 Fight for the rest of the game.

POTION OF TELEPORTATION

A figure that drinks this potion is treated as though it were subject to a Teleport spell.

POTION OF TOUGHNESS

The figure that drinks this potion receives +1 Armour for the rest of the game.

SHATTERSTAR DRAUGHT

A figure that uses an action to drink this potion and still has one action remaining, may cast a spell, even if its remaining action would normally have to be a move. If the drinker does cast a spell as his next action, he may cast it *twice*, one right after the other. The spells may have different targets, and both spells require a casting roll as normal.

SHRINKING POTION

A figure that is carrying treasure may use the potion to shrink it down to a size that will fit in his pocket. This figure no longer suffers any penalties for carrying treasure. He may even carry a second treasure token if he so chooses. If the effect of this potion is cancelled while he is carrying two treasures, one is immediately dropped. If the treasure is dropped for any reason, it returns to its normal size.

ARCANE LOCATIONS

FOREWORD

The greatest advantage to having a ruined city of magic as a setting is that almost anything is possible. With the three unconnected scenarios that follow, my aim was to take full advantage of that freedom by creating new adventures with unusual table set-ups or rules that would be out of place or nonsensical in other games. So, be prepared for scenarios with moving staircases, revolving floors, and a table with uncertain edges! Hopefully, these scenarios will stir players' imaginations into creating even weirder, and more elaborate, adventures that can only be found in *Frostgrave*.

After the scenarios, there is a section detailing several new resources that wizards can purchase to upgrade their bases. In truth, I created most of these new options as an excuse to purchase some of the cool dungeon furniture pieces that are available from a variety of miniatures manufacturers. Of course, there is no specific reason in the game to model your wizard's base, but it sure is fun!

As always, if you have any comments about this book, or anything else to do with *Frostgrave*, drop by one of the Facebook groups, the forum on **lead-adventure.de**, or my own blog, **therenaissancetroll.blogspot.co.uk**.

SCENARIO ONE
WALENTON MANOR

There is a story that has survived from the ancient days of Felstad about a general and his daughter and the great and confusing manor house that they built. Although no one knows exactly when he lived, it is remembered that Lord Walenton was one of the greatest military commanders in the history of the Empire. Over several decades of service, he led wars of conquest that added huge provinces and vast wealth. When his days of war were finally through, the grateful citizens of Felstad awarded him a tract of land in the heart of the city and enough money to build a palace.

Work on Walenton Manor soon began, but the old general did not live to see its completion. Two years after the first ground was broken, he died in unusual circumstances. He was found in his bed, his body locked in twisted agony, and his face a frozen mask of fear. Lord Walenton's body, draped in cloth, was cremated in a public funeral. All of his wealth, including the incomplete manor house, passed to his only living relative – his daughter.

The new Lady Walenton quickly gained a reputation as an odd recluse. She lived in the incomplete manor house and continued to pay for is construction, but often interfered with the work, requesting numerous changes, and frustrating the architects' careful plans. Masons quit on a regular basis, calling the Lady impossible to work for, but her wealth always ensured a ready stream of replacements.

Soon, rumours began to spread about Lady Walenton. Apparently, she believed that her father had been murdered by the ghosts of his enemies, and that those same ghosts now haunted her. As time passed, she became increasingly convinced of the ghosts' murderous intentions, and further altered the manor's plans in the hopes of confusing the spirits. She added shifting hallways, moving stairways, and doorways that lead nowhere.

The final fate of Lady Walenton is unknown, and no-one today knows if the manor house was completed before the fall of Felstad, but the ruins of the manor still stand near the centre of the city, and Lady Walenton *was* fantastically rich…

But why would you build a lighthouse inside another building…?

Set-Up

This scenario requires two different table areas of equal size. The exact table size does not matter, but 3' x 3' should work well. Both of these table areas represent the floors of Walenton Manor and should be filled with lots of low walls, rubble, furniture, and other small pieces of scenery. None of this scenery should be more than 2–3" high.

Once the scenery is set up, each player should roll a die. Starting with the player with the highest roll, each player should take a model of a free-standing staircase and place it on the same table section. Each staircase must be placed within 8" of the centre point of the table, and no closer than 6" to any other staircase. The table area with the staircases is the lower floor.

After all of the staircases have been placed, the players must take turns placing trap doors on the other table area. This table area is the upper floor. Players should place trap doors using the same rules as for the staircases, except that the players should reverse their order, so that whoever rolled lowest on the original die roll places first. Note that the trapdoor placed by each player corresponds to the staircase placed by that player, and there must be an easy way of telling which staircase corresponds to which trapdoor during the game – a couple of counters in a different colour for each staircase and trapdoor pair, for example.

There should be at least three staircases and three trapdoors in any game, so if only two players are playing, place one staircase and a corresponding trap door in the exact centre of both floors.

Players should then proceed to place treasure. Each player should place three treasure tokens following the standard rules with the exception that a player may only place one treasure token on the lower floor; the other two must be placed on the upper floor.

Warbands must begin the game within 2" of their table edge on the lower floor.

Special Rules

Moving up or down a staircase does not count as climbing and a figure suffers no movement penalty for doing so. If a figure reaches the top of a staircase, immediately transfer them to the corresponding trap door on the upper floor. A figure standing on a trap door may move onto the staircase as part of a movement action.

A figure only ever counts as being on one floor at a time. No figure may attack, cast a spell on, or otherwise affect a figure on a different floor.

A figure may exit off any board edge on the lower floor. No figure may exit the board from the upper floor.

At the end of each turn, after all figures have taken their actions, each player must move either one staircase or one trap door. Players make their selection one at a time, in reverse order of initiative – so, the player whose wizard activated first that turn is the last to move a staircase or trapdoor. A player may choose any staircase or trapdoor that has not previously been moved this turn – no one staircase or trapdoor may be moved twice in the same turn. The staircase or trap door must be moved 4–6" in any direction. The player may also change the facing of a staircase while moving it. This movement ignores all other terrain, except that staircases and trapdoors should not be placed on top of another piece of terrain. A figure that is on a staircase when it moves is moved along with it. A figure that is on a trap door does not move with the trap door.

> We stepped into the room and everything metal that we were carrying just sort of melted. It wasn't hot; it all just turned to liquid. Swords, armour, everything…

Treasure and Experience

Roll for treasure as normal for this game. Experience is also gained as normal with the following addition:

- 25 experience points if either the wizard or his apprentice reaches the upper floor.

SCENARIO TWO
BRYCHO'S CELESTIUM

Although his name is all but forgotten, Brycho Tarran was once the grand master of Astromancy, a minor, and now extinct, school of magic. In his heyday, Brycho constructed a great machine that charted the movement of heavenly bodies, and used their specific patterns and alignments to further his mystical research. He named the machine his 'Celestium', and devoted the rest of his life to honing and perfecting it. Unfortunately, Brycho's obsession with his creation, and his unwillingness to share its secrets, led directly to the decline of Astromancy. By the time of Brycho's death, the school had only a few adherents, and none had any idea how to use the great machine.

Since Brycho had no heirs, the machine, and the building that housed it, passed to the city. Unwilling to destroy such an obviously powerful creation, but unsure what to do with it, the council had the building sealed. And so it stayed, until the great ice-storm buried the Celestium along with the rest of the city. Although the storm hid the Celestium for a thousand years, it also cracked the seals, both mystical and mundane, that had been placed upon it. Now that the thaw has come, the Celestium is operational once again, powered by some unknown force from the heavens.

Set-Up

To play this scenario, the players will need to construct their own Celestium. The Celestium is a three-tiered, circular step pyramid. Each of the tiers is circular, centred on the one below it, and should be approximately 1" tall. The bottom tier is 18" in diameter, with six evenly spaced markings along its circumference (i.e. one every 60 degrees). The second tier is 12" in diameter, with four evenly spaced markings along its circumference (i.e. one every 90 degrees). Finally, the top tier is 6" in diameter, with two markings on its circumference directly opposite each other (i.e. one every 180 degrees). Each tier should be able to rotate freely of the ones above or below it.

The Celestium should be placed in the exact centre of the table. Five pillars or pylons should also be placed on the board – one in the centre of the top tier, the other four 1" away from the bottom tier, forming a square around it. The rest of the board should be covered with ruins as normal.

Each player should place three treasure tokens on the board following the normal rules, with the following addition: one treasure token must be placed on the second tier of the Celestium, one must be placed on the bottom tier, and one should be

placed so that it is not touching the Celestium at all. Finally, one special treasure token should be placed on top of the Celestium, in contact with the top pillar.

Players must deploy their warbands within 2" of their starting table edge.

Special Rules

At the end of each turn, two things occur. First, the Celestium moves. Start by rotating the bottom tier 60 degrees clockwise. Next, move the second tier 90 degrees anti-clockwise. Finally, move the top tier 180 degrees clockwise. Each of these moves should be independent of one another (i.e. while the bottom tier is rotating, the second and top tiers do not rotate with it and maintain their orientation).

After the Celestium moves, a starfire elemental (see Bestiary, below) appears adjacent to one of the five pillars. Roll randomly to determine which pillar. The starfire elemental appears adjacent to the side of the pillar that is facing the Celestium or, in the case of the central pillar, on the side of the pillar that faces the closest warband member (measure actual distance, ignoring all intervening terrain). The starfire elemental will activate in the next creature phase.

Treasure and Experience

If a player makes it off of the board with the special treasure token, he receives a Scroll of Shape Starfire Elemental (see New Treasure, below). No experience is gained for recovering this treasure. Otherwise, follow all of the standard rules for treasure and experience points, with the following additions:

- 10 experience points if either the wizard or his apprentice stands on the bottom tier of the Celestium.
- 15 experience points if either the wizard or his apprentice stands on the second tier of the Celestium.
- 25 experience points if either the wizard or his apprentice stands on the top tier of the Celestium.

SCENARIO THREE

The Arena Without Walls

Perched right next to the river, the Millennial Circus was one of the most recognizable buildings in the ancient city of Felstad. Better known by its nickname, the 'Arena Without Walls', it attracted tens of thousands to its great games. Most of these games were gladiatorial contests, often featuring beasts and monsters imported from far-off realms. Even after the ancient statute that banned human gladiators, this arena continued to thrive using hybrid gladiators created in the Breeding Pits.

What made this arena special, however, and what gave it an advantage over its rivals, were the complex spells that had been cast upon its walls. These spells caused the entire structure to float some ten feet above the ground, hovering around the arena floor. Patrons reached their seats via a series of staircases that were rolled away before the contests began. This meant that the arena itself appeared to have no walls at all. However, as many gladiators discovered in their last few minutes of life, this was not actually the case. The mystical architects had designed the arena floor so that it was a small sub-pocket of reality, one that folded back on itself at the edges. The ancient guide to the Circus described the arena floor as a '…sphere that just happens to appear flat'. The practical upshot of this confusing twisting of reality was that a gladiator running off one side of the arena floor immediately appeared on the opposite side, which gave rise to a host of unusual tactics and situations.

The Millennial Circus had one other claim to fame in those ancient times; it was the only arena that consistently used foulhorns in its games. These extremely deadly, and thus hugely popular, creatures were hunted down and imprisoned in huge blocks of ice before being transported to the Circus, where they would be thawed out just before being released into the arena. Ironically, many of these creatures were already frozen in ice inside the Circus when the great storm hit Felstad. Now that the thaw has come, these foulhorns are free once more.

> They say people used to pay a lot of money to end up in the 'Bone Bank'. It was one way to be sure your bones never got reanimated…

Set-Up

Set-up the table as per a normal game of *Frostgrave*. After table sides have been selected, players should set up their warbands at least 4" away from their table edge.

Special Rules

The entire table represents the floor of the Arena Without Walls. During the game, any figure that attempts to move off a table edge should roll a die. On a 15+ they successfully move off the table as per the standard *Frostgrave* rules. If they roll less than a 15, however, they appear at the same point on the opposite table edge. This completes their move action, no matter how much movement they have remaining. They may take any further actions to which they are entitled, but they may not attempt to exit the board again this activation – a figure may only ever attempt to exit the board once per activation. No figure may attempt to exit the board on the first turn. Figures cannot draw line of sight through the table edges.

This scenario uses the rules for traps found in *Frostgrave: Into the Breeding Pits* (p.12), including the optional rules for treasure traps (p.14). It also uses the new rules for Random Encounters found in that book (p.11). Anytime there is a randomly encountered creature during this scenario, it will be a foulhorn (see Bestiary, below).

> The snow trolls were taking turns tossing skulls into a pit. When one of them spotted us, it bellowed, and they all ran away. Get that, a bunch of snow trolls running away…

Treasure and Experience

Roll for treasure as normal for this game. Experience is also gained as normal with the following additions:

- 10 experience points for a wizard that manages to successfully exit the board.
- 20 experience points for each foulhourn killed by a wizard or his warband.

BESTIARY

Foulhorn

Despite looking like something that crawled up out of the Breeding Pits, foulhorns are natural, if somewhat rare, creatures that live in the mountains to the north of Frostgrave. They are solitary hunters that will spend hours, sometimes even days, stalking their prey. With their four arms, including two that end in heavy, sword-like appendages, they are extremely dangerous in close combat, and are also exceedingly fast, tough, and vicious. They possess a rudimentary intelligence and are capable of communication, and have occasionally been known to ally with barbarian tribes.

Thanks to the foulhorn's horns, it receives +2 Fight any time it attacks during the same activation that it moved into combat.

Foulhorn						
M	F	S	A	W	H	Notes
7	+4	+0	12	+5	12	Horns

Starfire Elemental

Semi-sentient balls of blue-white flame, starfire elementals are incredibly destructive creatures that, thankfully, cannot survive long within an atmosphere. Since the secret of their shaping has been lost, they are only very rarely encountered in the modern world.

Starfire elementals follow all of the standard rules for creature actions, with one exception: nothing blocks the line of sight of a starfire elemental. So, when determining which figure a starfire elemental will move towards, it will always be the closest one, regardless of terrain.

Starfire elementals are completely immune to normal weapons, but are otherwise fragile creatures. They tend to hover a few feet above the ground, and for this reason their movement is never reduced by difficult terrain or climbing.

When in combat, a starfire elemental will use all of its energy in an attempt to consume an opponent. If a starfire elemental damages an opponent in hand-to-hand combat, the starfire elemental is immediately removed from play. It does not, however, count as killed for the purpose of experience points or for any other reason.

Starfire elementals are immune to the following spells: Mind Control, Beauty, Invisibility, Monstrous Form, Bones of the Earth, and Possess.

Starfire Elemental						
M	F	S	A	W	H	Notes
5	+7	+0	6	+5	1	Levitate, See Through Terrain, Immune to Normal Weapons, Destroyed if Inflicts Damage, Limited Spell Immunity

NEW TREASURE

SCROLL OF SHAPE STARFIRE ELEMENTAL

This scroll contains the Shape Starfire Elemental spell from the lost Astromancy school of magic (see New Magic, below). A Scroll of Shape Starfire Elemental has a purchase price of 300gc.

NEW MAGIC

Lost Spells

SHAPE STARFIRE ELEMENTAL

Astromancer / 12 / Line of Sight

This spell comes from the lost school of magic known as Astromancy, which counts as aligned with the Elementalist and Sigilist schools and neutral towards all other schools. This spell may never be learned, and may only be cast from a scroll. This spell creates a starfire elemental (see Bestiary, above). The spellcaster may place a starfire elemental anywhere within 6" and line of sight. This elemental is under the control of the spellcaster and moves during the soldier phase. Any effect that cancels magic, such as a Dispel spell, can cancel the control of the elemental, in which case it would become an uncontrolled creature.

NEW BASE RESOURCES

The following new base resources may be bought by any wizard who establishes a base. As with the standard rules for base resources, there is no limit to the number of resources that may be added to a base, but each resource may only be purchased once.

New Base Resources		
Resource	Effects	Purchase Price
Alchemical Cupboard	Reduces the cost of potion components by 20gc whenever attempting to create a potion with component costs (see *Dark Alchemy* for full rules on creating potions).	150gc
Enchanted Clock	Grants 10 experience points to the wizard if he successfully casts at least one Chronomancer spell in the game. Note that this is not 10 experience points for each Chronomancer spell cast.	200gc
Homunculus Jar	Confers a +1 on all Homunculus spells.	50gc
Lectern	Confers a +1 on all Absorb Knowledge spells.	100gc
Protected Bookcase	Grimoires may be sold for +10gc.	100gc
Protected Scrollcase	Scrolls may be sold for +10gc.	100gc
Recovery Room	A recovery room may only be used if the warband includes an apothecary. The recovery room allows one figure that is missing a game due to injury to be temporarily replaced on the warband roster with a new soldier. A wizard must still pay the normal cost of hiring a new soldier and when the injured soldier has recovered after the game, the wizard must return to the normal maximum size for his warband, although he may freely choose which soldiers to keep or dismiss. If another figure has been injured, and is due to miss a game, the wizard may immediately place him in the recovery room – this decision may be made before any hiring or dismissing takes place. An apothecary may only be placed in the recovery room if the warband contains a second apothecary.	200gc
Sacrificial Altar	Confers a +1 on all Revenant spells.	200gc
Shrine	Confers a +1 on all Miraculous Cure and Restore Life spells.	200gc
Weapons Rack	Non-magic weapons may be bought or replaced for free.	50gc

THE RAVAGES OF TIME

FOREWORD

The Ravages of Time is a three-part, semi-cooperative mini-campaign that has been written exclusively for inclusion in *The Frostgrave Folio*. The warbands have discovered a small, mysterious pyramid in the midst of the Frozen City, and soon become trapped inside. Unknown to the wizards, the pyramid is the home of a vampiric chronomancer who has gathered a small army of undead servants and infused the building with strange chronomantic magic. The wizards soon realize that the magic of the pyramid is causing them to age at an impossible rate. While this initially makes the wizards more powerful, it also means they have only a short time before they die of old age! Only by defeating the vampiric wizard can they reverse the effects of the aging magic and escape the pyramid.

I describe the campaign as 'semi-cooperative' because the players may find that it is more beneficial to work together in some scenarios to avoid the effects of the curse than it is to fight one another over treasure. This is certainly true in the final scenario. That said, nothing in the rules compels cooperation and players are free to work together as much or as little as they wish.

The central theme to this campaign is Time. The first two scenarios require the players to keep track of the number of turns that have been played, and rewards or penalizes them based on how long it takes them to complete each scenario. This should create a somewhat different game experience, as players are forced to consider how long any specific course of action will take. Additionally, in each of the scenarios after the first, the wizards receive a large, temporary boost in power. In Scenario Two the wizards temporarily gain 20 levels, and another 20 temporary levels in Scenario Three. Not only should this gives players a chance to play really powerful spellcasters, but might also help give them some ideas on how they could develop their wizard with future permanent advances.

As with many of the scenarios I have written for *Frostgrave* in these mini-campaigns, there is a degree of experimentation, and inevitably some ideas will work better than others. As always, keep what you like, modify anything that makes the game more fun, and discard the rest. Finally, if you get the chance, swing by one of the *Frostgrave* Facebook pages or forums and let me know what you think. It's always good to get feedback so I have an idea on where to take the game in the future!

THE PYRAMID OF DECAY

While exploring the ruins of the Frozen City, the warbands have discovered a small, mostly intact pyramid. Its sides appear to be made of solid black obsidian. In fact, the only features that can be seen are a few spots of damage from falling stones, and two doorways set into opposite corners. Convinced that such a structure must hold great treasure, the warbands venture inside. As soon as they step into the gloom, however, the doorways vanish behind them and a rasping laugh echoes through the darkness.

'Your time is already running out,' echoes an ancient and horrible voice. 'The countdown has begun…'

Set-Up

This scenario should be played on a 3' x 3' table. In the exact centre of the table, place some kind of ornate casket. The rest of the table should be covered in crowded ruins with plenty of broken interior walls, piles of rubble from collapsed ceilings, and lots of broken and ruined furniture. Place treasure tokens as normal for this scenario.

Special Rules

This scenario does not use random encounters. Instead, the first time each treasure token is in base-to-base contact with a warband member, roll a die. On a 12+, that treasure token is removed from the game and replaced with a ghoul (see *Frostgrave*, p.112). This continues until two treasure tokens have been replaced by ghouls, at which point no further rolls are required.

Furthermore, a new ghoul will enter the board from the centre of a random board edge at the end of each turn (they are actually emerging from secret holes in the floor). If a ghoul is ever called upon to make a random move, it will instead move in a direct line towards the casket.

All of the table edges represent solid walls that are too smooth to be climbed. The only way off of the table is to open the casket in the centre and climb into it. This will transport the figure onto the second level of the pyramid, ending their participation in this scenario. To

Maybe they're twins, or maybe just sisters, but whenever they touch hands, they jump all about in time…

open the casket, a figure must be standing in contact with it, spend one action, and make a Fight roll with a Target Number of 12. If it succeeds, the casket is opened. Any figure may now climb into the casket by moving into contact with it.

A figure that is carrying treasure when it climbs into the casket has secured that treasure for his warband. The scenario continues until there are no warband figures left on the table.

Because of the near complete darkness of the pyramid, line of sight in this scenario is limited to 12". This scenario uses the rules for traps as found in *Into the Breeding Pits* (p.12).

Treasure and Experience

Players should roll for treasure as per a standard game of *Frostgrave*. Experience is gained as normal with the following additions:

- 10 experience points for each ghoul killed by a wizard or his warband.
- 20 experience points if the wizard or a member of his warband opens the casket.
- 75 experience points if a wizard climbs into the casket in turns 1–4.
- 50 experience points if a wizard climbs in the casket in turns 5–6.
- 30 experience points if a wizard climbs in the casket in turns 7–8.
- 10 experience points if a wizard climbs in the casket in turns 9+.

Post-Game Sequence

Because the next scenario follows this one directly, players are not allowed to buy or sell treasure, nor are they allowed to hire new warband members, or do anything that involves using their base in any way. Wizards may still convert experience into new levels as normal, and all treasure may be redistributed among the warband following the standard rules.

Players should roll for injuries as normal. However, wizards or apprentices that roll 'badly wounded' do not miss the next game, but start it at -4 Health instead.
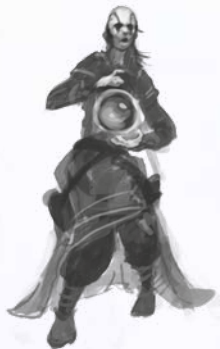
SCENARIO TWO
CHAMBER OF THRALLS

One by one, those who climbed into the casket are transported to the second level of the pyramid. Momentarily disoriented, they soon realize that they are surrounded by vampire thralls. As more of their fellows appear in the chamber, it becomes clear that they must make a dash for one of the exits before they are overwhelmed by the undead. At the same time, the wizards are beginning to feel the effects of the cursed magic that infuses the pyramid. They feel their mystical powers growing at the same time they feel their own health decaying. Time is running out.

Pre-Game Sequence

Before starting this scenario, each wizard is given 20 temporary levels. This represents their growing power as they hurry along their own time stream. Wizards may spend these levels any way they wish, with the following limitations:

- A wizard may spend no more than four levels to increase any one stat, or to decrease any one Casting Number.
- A wizard may spend a level to learn any new spell he wishes, even if he does not have the grimoire for the spell.

Apprentices gain all of the benefits of their wizard's increased abilities as normal.

Remember, these increases are temporary and will vanish at the end of the campaign, so make sure to keep a record of your wizard's 'true' abilities.

Set-Up

This scenario is played on a 2' x 2' table. The same casket that was used in the preceding scenario should once again be placed in the middle of the table. Additionally, four doors should be placed on the table, one in each corner. Place one vampire (see *Frostgrave*, p.113) directly in front of each door. The rest of the table should be filled with ruins as per a normal game of *Frostgrave*.

Players should each place 2 treasure tokens on the table. These can be placed anywhere, provided they are at least 6" from any other treasure token.

Special Rules

Players do not deploy their warbands as normal for this scenario. Instead, each turn the player is allowed to place any one figure currently in his warband on the table within 2" of the casket during the phase in which it would normally be activated individually (i.e. a wizard must be placed in the wizard phase, an apprentice in the apprentice phase, and soldiers in the soldier phase). This figure may activate immediately, but no figure may attack, shoot, cast a spell, or voluntarily enter combat on the turn in which it appears on the table. Figures activate as normal after the turn in which they are placed on the table. Once again, the table edges represent the walls of the pyramid and may not be climbed, nor can any figure exit the board except through an active doorway.

If a figure is in base contact with a doorway, it may spend an action to open that door. Immediately roll a die. On a 12+ this doorway is active and may be used to exit the chamber. On any other result the doorway is inactive and removed from the table. If the players try three doors and find them all inactive, the fourth will automatically be active.

At the end of Turn 4, and every even turn thereafter, a new vampire appears in front of a randomly selected doorway (inactive doorways, which are removed from the table, do not count for this purpose). Vampires never make random moves. If they are called upon to do so, they will instead remain in place.

Due to darkness, the maximum line of sight in this scenario 12". This scenario does not use random encounters, but does use the rules for traps as found in *Into the Breeding Pits* (p.12).

Treasure and Experience

Players should roll for treasure as per a standard game of *Frostgrave*. Experience is gained as normal with the following additions:

- 20 experience points for each vampire killed by a wizard or his warband.
- 20 experience points for each door opened by a wizard or of his warband.
- 60 experience points if both the wizard and his apprentice exit through a doorway before the end of Turn 8.
- 40 experience points if either the wizard or his apprentice exit through a doorway before the end of Turn 8 (not cumulative with the above reward).
- 25 experience if either the wizard or his apprentice exit through a doorway after Turn 8.

Post-Game Sequence

Because the next scenario follows this one directly, players are not allowed to buy, sell or redistribute treasure, nor are they allowed to hire new warband members, or do anything that involves using their base. Wizards may not exchange experience points for levels, and must wait to do so until after the next scenario.

BATTLE OF THE PYRAMIDION

In a flash, the wizards and their apprentices are transported to the upper-most chamber of the pyramid. Upon a dais in the centre of the chamber sits a vampire lord, flanked by a grotesque combination of corpse and construct. There is no sign of the other warband members. Even as the wizards get their bearings, they begin to feel the magic of the chamber ravaging at their timelines, forcing them down through the years of life. Only minutes remain before they are overwhelmed. There is no choice but to fight.

Pre-Game Sequence

Before starting this game, the wizards should add another 20 temporary levels following the same rules as for the previous scenario. These 20 levels are on top of the 20 received before that scenario. Wizards may not cast any Out of Game spells before this scenario. Any wizard or apprentice that was reduced to 0 Health in the last scenario begins this scenario at -4 Health. Players will only use their wizards and apprentices (if they have one) in this scenario.

Set-Up

This game is played on a 1' x 1' table. In the centre of the chamber is a low dais. The vampire lord, Lourrent, and his dying construct (see Bestiary, below) begin the game standing in the centre of the dais. The rest of the chamber is filled with scattered rubble.

Players should take turns choosing a starting corner. A player must place his wizard and apprentice with 4" of their chosen corner.

The player with the lowest-level wizard should place one treasure token. This token is a magic sword with +1 Fight. If it is picked up, it may be used immediately. No other treasure tokens are placed for this scenario.

Special Rules

This scenario is a fight to the death between the wizards and Lourrent. If the vampire lord is killed, the scenario ends immediately, and the players are transported to safety. If all of the wizards and apprentices are reduced to 0 Health before Lourrent is killed, then they have lost the scenario. Instead of rolling on

the survival chart after the game, each wizard or apprentice must instead roll once on the permanent injury chart. There is no way to escape the table other than killing Lourrent.

Each turn the vampire lord should roll for initiative alongside the players. He activates in the wizard phase, according to his initiative roll, and his dying construct activates in the apprentice phase.

While Lourrent is standing upon the dais, any damage inflicted by a shooting attack originating from a model not on the dais is reduced by 3. Lourrent will never intentionally leave the dais. He follows his own priority list (see below) when determining his actions. The dying construct follows the normal actions for a creature, except that if he is ever called upon to make a random move, he will make one move directly towards Lourrent, stopping if he makes contact.

At the start of every turn, including the first, the wizards and apprentices (but not Lourrent or the dying construct) each take 1 point of damage automatically due to the chronomantic energies in the chamber.

Treasure and Experience

If Lourrent is defeated, the player may make one roll on any treasure table from any *Frostgrave* supplement for each figure they had on the table when the vampire was killed (so a maximum of two).

Wizards gain the following experience (and only the following experience) from this scenario:

- 10 experience points for each spell successfully cast by either the wizard or his apprentice.
- 50 experience points if the dying construct is killed
- 50 experience points if Lourrent is killed
- 50 experience points if the wizard or apprentice is on the table when Lourrent is killed (cumulative with reward above).

BESTIARY

Lourrent, Vampiric Chronomancer

Lourrent was one of the first wizards to explore the ruins of the Frozen City. On one of his first expeditions, he was attacked and bitten by a vampire. Awakening to his new 'life', Lourrent abandoned any pretence of humanity, gathered a small coven of servants, and claimed a new home in the black pyramid he had discovered. Since then, he has devoted most of his time to working his chronomantic magic upon the pyramid, turning it into a trap for other unwary mages who would explore Frostgrave.

Lourrent is immune to critical hits. Combat rolls of 20 just do normal damage against him.

In combat, Lourrent will use the following priority to determine his actions.

1. If Lourrent is in combat, he will fight. If he wins, he will stay in combat.
2. If the dying construct is under someone else's control, Lourrent will cast Control Construct on it. He will take no second action.
3. If there is a spellcaster in line of sight, Lourrent will cast Petrify against the highest-level spellcaster in line of sight. He will take no second action.
4. If there are no spellcasters in line of sight, Lourrent will attempt to cast Will Power on himself (or the dying construct, if he has already cast Will Power upon himself). He will take no second action.
5. If none of the above apply, Lourrent will take no actions.

Lourrent, Vampiric Chronomancer						
M	F	S	A	W	H	Notes
7	+5	+0	12	+9	28	Undead, Immune to non-magic weapons, Immune to critical hits, Spellcaster
Spells	Decay (6), Petrify (6), Crumble (8), Control Undead (6), Control Construct (7), Will Power (10)					

Dying Construct

This creature is a horrific combination of an undead human and a mechanical construct. It follows the rules for both constructs and undead, and any rule that applies to either type of creature applies to it.

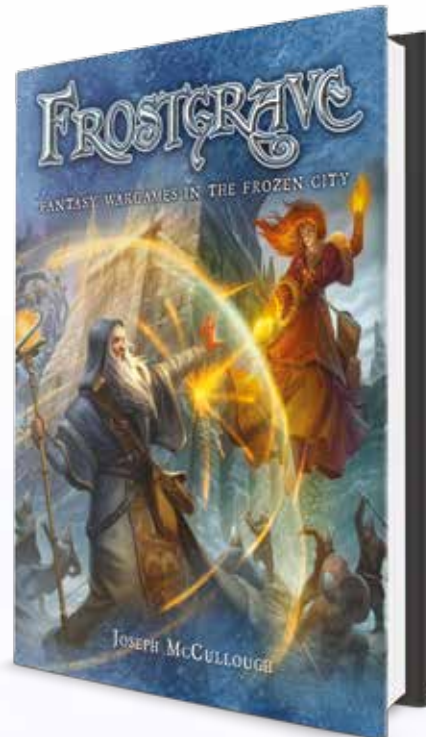| Dying Construct						
M	F	S	A	W	H	Notes
4	+5	+0	14	+6	20	Undead, Construct, Two-Handed Weapon

FROSTGRAVE

ISBN: 978 1 4728 1409 8

ISBN: 978 1 4728 1574 3

ISBN: 978 1 4728 1577 4

ISBN: 978 1 4728 0504 1