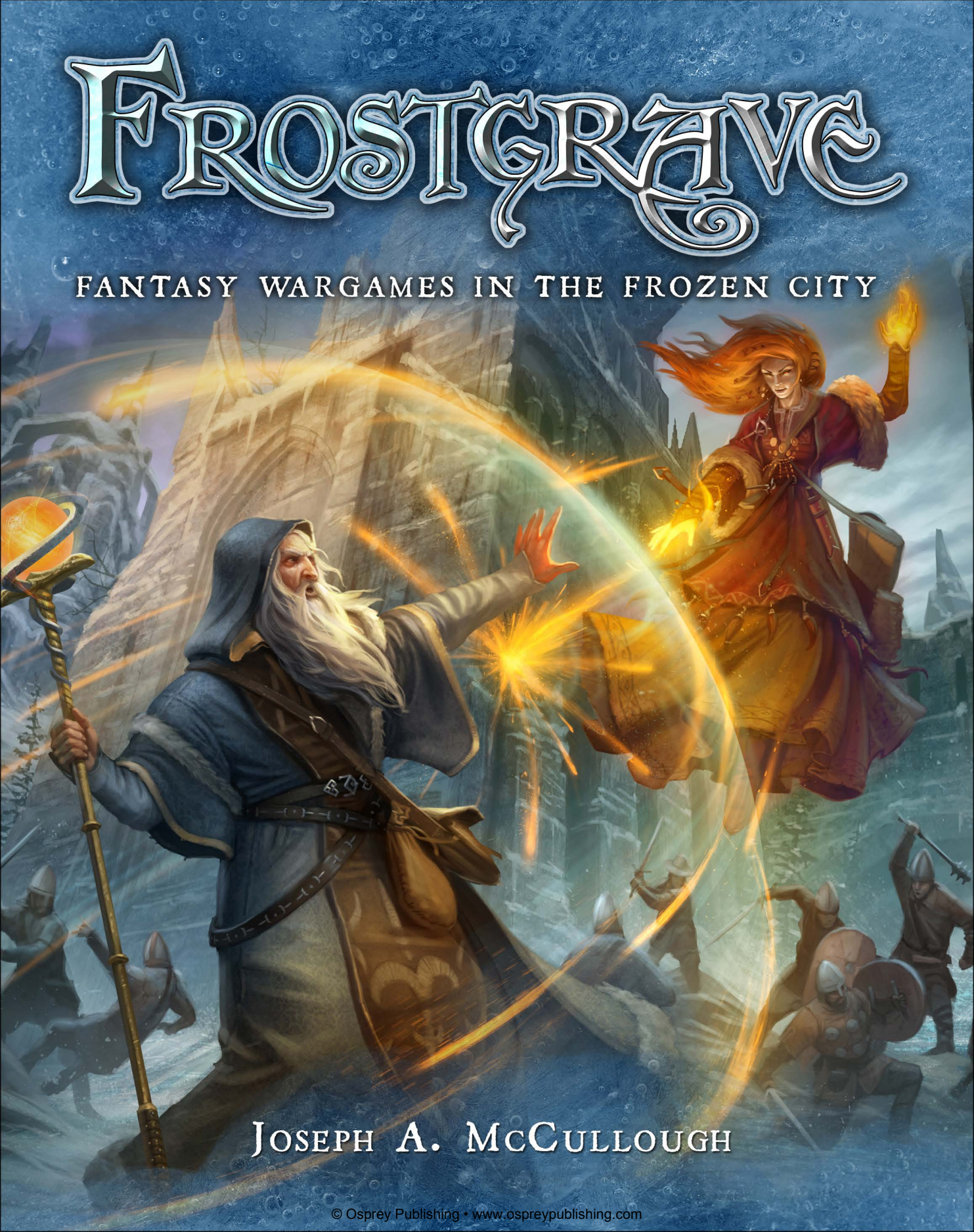
FROSTGRAVE

FANTASY WARGAMES IN THE FROZEN CITY



JOSEPH A. MCCULLOUGH

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Foreword

Long ago, the great city of Felstad sat at the centre of a magic empire. Its towering spires, labyrinthine catacombs, and immense libraries were the wonder of the age and potions, scrolls, and mystical items of all descriptions poured forth from its workshops. Then, one cataclysmic night, a mistake was made. In some lofty tower or dark chamber, a foolish wizard unleashed a magic too powerful to control. A storm rose up – an epic blizzard that swallowed the city whole, burying it deep and leaving the area as nothing more than a vast, frozen wasteland. The empire was shattered and its magic faded. As the centuries came and went, Felstad passed from history to legend and on into myth. Only a few wizards, clinging to the last remnants of magic knowledge, still believed that the lost city had ever actually existed. But their faith was rewarded.

After a thousand years, the fell winter has passed. The snows have receded, and Felstad has been uncovered. Its buildings lie in ruins, overrun by undead creatures and magic constructs, the legacy of the empire's experiments. It is an evil, dangerous place. To the few hardy souls who inhabit the nearby villages, the city has acquired a new name – 'Frostgrave' – and is shunned by all right-thinking people. For those who seek power and riches, however, it is an unparalleled opportunity, a deadly maze concealing secrets of knowledge long forgotten...

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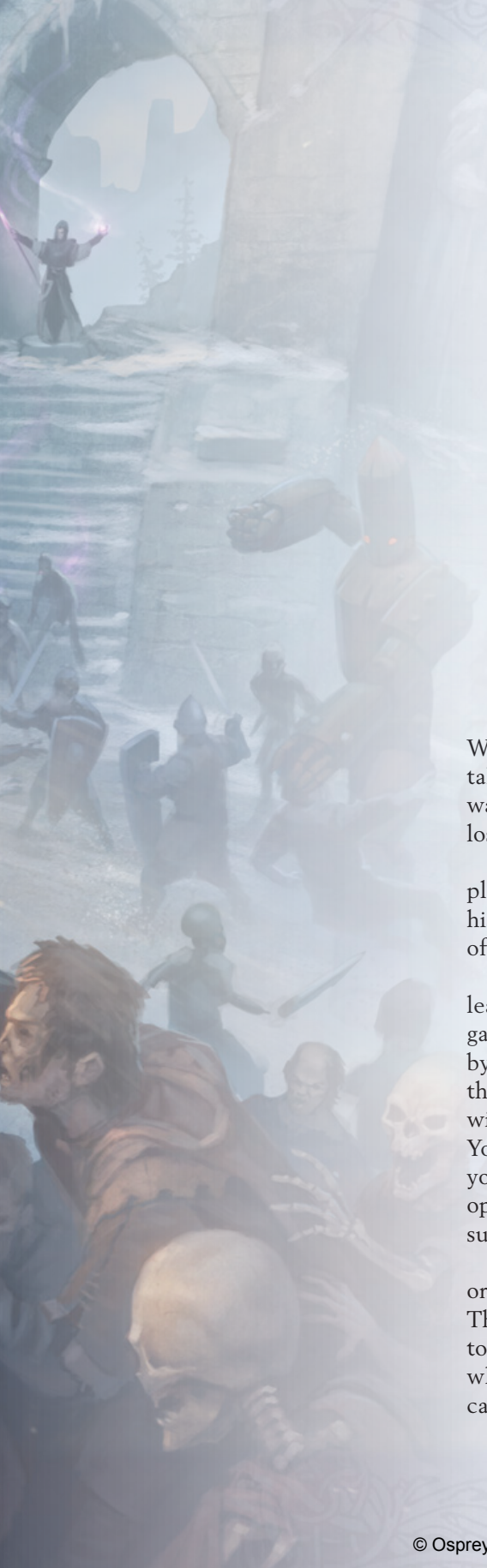

CHAPTER ONE
WIZARDS AND WARBANDS

INTRODUCTION

Welcome to *Frostgrave*, a tabletop wargame in which the players take on the roles of powerful wizards and lead their small warbands into the frozen ruins of the city of Felstad in search of lost treasure, enchanted artefacts, and forgotten secrets of magic.

In this book you will find all of the information you need to play the game, including rules for how to create your wizard and his warband, how to set up a table, and how to fight for possession of those magic treasures.

Games of *Frostgrave* are generally quick, and once you have learned the rules you should have no problem completing a game in an hour or two. Although one-off games can be fun, it is by combining games into an ongoing campaign that you will get the most out of *Frostgrave*. By playing through a campaign, you will be able to watch your wizard grow in power and experience. You can also spend the treasure you acquire in games to expand your warband, acquire new spells, and even establish a base of operations, equipping it with such resources as magic laboratories, summoning circles, and celestial telescopes.

Frostgrave is designed to be a competitive game between two or more players, but most importantly it is intended to be fun. These rules attempt to cover all of the situations that are likely to occur during play but, without a doubt, there will be times when the exact rule for a given situation is unclear. In these cases, use your best judgement and try to come to a mutual

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agreement with your opponent. If you can't agree, each player should roll a die and go with the interpretation of whichever player rolls highest. You can discuss the situation further after the game and decide how you will handle the situation next time.

Finally, think of this book and these rules as a starting point. If you think of ways to make your games of *Frostgrave* more fun and interesting, then do it – it is *your* game, after all.

WHAT YOU WILL NEED TO PLAY

To play *Frostgrave* you will need several things besides this book: a table, miniature figures, a tape measure or ruler in inches ("), a couple of twenty-sided dice, a copy of the Wizard Sheet from the back of the book, and a pencil. Ideally, you will also have a selection of terrain pieces to recreate the ruins of the city on your tabletop. If you are new to the world of tabletop wargaming, some of these items might not be immediately obvious and are explained below.

Miniatures

Miniatures, or figures, are basically toy soldiers, made out of metal or plastic. Official *Frostgrave* miniatures are available from North Star Figures (**www.northstarfigures.com**), and provide options for all the wizards and warband members in the game. Other ranges can be found at most gaming stores or ordered online, so you should have little trouble finding miniatures to represent your wizard and his warband. Most miniatures are supplied unpainted, and many players find that painting their miniatures is their favourite part of the hobby.

Frostgrave was designed for use with 28mm miniatures, which is the most common size. Larger and smaller miniatures are available and it is perfectly acceptable to use those instead (as long as your opponent does so as well!), but you might want to adjust the game's measurements accordingly.

While you are shopping for miniatures, you might also consider getting some treasure. Many manufacturers also produce scenery items such as treasure chests, piles of ancient scrolls, or magic books that are great as objectives and really enhance the look of your games.

Dice

Like many games, *Frostgrave* uses dice to determine the outcome of actions. While most games use a six-sided dice, *Frostgrave* uses a die with twenty sides (sometimes referred to as a d20). At minimum, you really want two twenty-sided dice to play. Again, these dice are easily obtainable at gaming stores or online.

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The Table

Frostgrave can be played on most household tables. In general, square tables work best, with 3' by 3' being the optimum size for most games. That said, a 2' by 2' table will work for a quick game, and 4' by 4' will make for a very impressive game.

To get the full effect of *Frostgrave* it is necessary to cover a large portion of the table with terrain to represent the ruins of the city. Ideal terrain pieces would be ruined model buildings, which can either be constructed out of cardboard, balsa wood and the like or bought from a number of retailers as kits or ready-made pieces. Of course, if you're just starting out in tabletop wargaming, you might not have a large collection of terrain. That's fine – just grab some wooden blocks, books, and whatever else you've got laying around to serve as your terrain for now.

There will be more advice and guidance on setting up the table later in the book.

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The Wizard Sheet

In the back of the book you will find a copy of the Wizard Sheet, which is used to keep track of your wizard and his warband. Each player will need a copy of this sheet. You can either photocopy the sheet from the back of the book, or you can download a copy from the Osprey Games website **(www.ospreygames.co.uk)**.

CREATING A WIZARD

Before you can play *Frostgrave*, it is necessary to create a wizard. The wizard represents you on the tabletop and is by far your most important miniature. All of your other figures are really just there in support of the wizard.

To create a wizard, you will want to have a copy of the **Wizard Sheet** from the back of the book. This sheet has spaces for all of the important information about your wizard (and his warband) that you will need during the game.

The first decisions when creating a wizard are **name** and **gender**. Wizards often have strange-sounding names, so pretty much anything is appropriate. As for gender, wizards are split equally between men and women – in fact, gender is irrelevant in game terms, but it will help you to pick out a miniature to represent your wizard. Throughout this book, wizards are generally referred to as 'he', but this is just for the sake of convenience, and is not meant to imply that there are more male wizards or that they have an inherent magic advantage.

Once those preliminaries are out of the way, the next important step is to select your **wizard type**. There are ten different types of wizard, each representing

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one of the ten schools of magic. Each school has its own strengths and weaknesses, and your decision should be based on what kind of magic most appeals to you. If you want a powerful wizard who throws balls of fire and can call down lightning, you'll probably want to play an Elementalist. If you prefer to use trickery and misdirection to win your battles, you might consider playing an Illusionist.

> …Fireflies? Who ever heard of fireflies in the Frozen City? No, these were flying gems. Rubies, emeralds, sapphires… and all of them with little wings. My mate tried to catch a couple, but they stung him something awful…

Listed below are the ten different types of wizard, along with a brief description of their abilities, their typical behaviour, and their normal mode of dress. All of these are generalizations, and it is perfectly acceptable to have a wizard who acts or dresses contrary to the norm.

Below the description is a table showing the relationship of that wizard's school of magic to the other nine schools. Each school is aligned with three others, neutral towards five and directly opposed to one. The further away a school is from his own, the harder it is for a wizard to cast spells from it, and the numbers in the table identify the penalty incurred during such an attempt.

For simplicity, the same word is used for both the type of wizard and his school of magic. Technically, a Necromancer's school of magic is 'Necromancy', but players are free to use either term.

Wizard Type

CHRONOMANCER

Chronomancers use magic to manipulate time itself. As the youngest branch of magic, it is less developed and less understood than any of the others, and thus potentially the most dangerous. Chronomancers tend to be gamblers and risk-takers, those who prefer a quick path to power. They have no specific style of dress, although they tend to like outfits that project a sense of power and often carry an intimidating weapon, even if they have little skill in using it. Given the powers they wield, Chronomancers are just as likely to appear ancient as eternally youthful, and some may display elements of both, such as a young face on an old body.

Also known as: Timerider.
Symbols: hourglasses, wheels.

Chronomancer		
Aligned	+2	Necromancer, Soothsayer, Elementalist
Neutral	+4	Thaumaturge, Summoner, Illusionist, Witch, Sigilist
Opposed	+6	Enchanter

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ELEMENTALIST

Elementalists are the most outwardly powerful type of wizard. Their magic is centred on controlling the four elements, usually in loud, explosive, and unsubtle ways. Their clothes tend to feature one bold colour (usually red, green or blue), and they are more prone to flashy decorations than other wizards – facial tattoos are not uncommon. Most Elementalists, especially those that specialize in the control of fire, tend to have short tempers. While a Fire Elementalist may specialize in fire magic, he or she is more than capable of harnessing the powers of Water, Wind or Earth, should it be necessary.

Also known as: Fire/Water/Wind/Earth Mage.
Symbols: depictions of the four elements: fire, wind, earth, water.

Elementalist		
Aligned	+2	Summoner, Enchanter, Chronomancer
Neutral	+4	Thaumaturge, Soothsayer, Sigilist, Witch, Necromancer
Opposed	+6	Illusionist

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ENCHANTER

Enchanters are hands-on wizards who work their magic by investing it in objects or people. Many Enchanters are also craftsmen, such as carpenters or sculptors, who apply magic to the items they create. In appearance, Enchanters are often the least 'wizardly' looking of all wizards, being just as likely to carry craftsman's tools as they are weapons or magic items.

Also known as: Transmuter, Imbuer.
Symbols: hands, tools.

Enchanter		
Aligned	+2	Witch, Sigilist, Elementalist
Neutral	+4	Necromancer, Illusionist, Summoner, Soothsayer, Thaumaturge
Opposed	+6	Chronomancer

ILLUSIONIST

Sometimes derided for being mere stage magicians, an experienced Illusionist can be a dangerous foe. Illusionists use magic to fool the senses, cause confusion and fear, and convince people of things that aren't true. In dress, Illusionists are usually colourful, preferring bright, multi-coloured robes, cloaks, and hats. They rarely carry weapons or other magic equipment openly, preferring to produce these items out of thin air as and when they are needed.

Also known as: Conjurer, Prestidigitator.
Symbols: mirrors, rainbows.

Illusionist		
Aligned	+2	Soothsayer, Sigilist, Thaumaturge
Neutral	+4	Necromancer, Witch, Chronomancer, Summoner, Enchanter
Opposed	+6	Elementalist

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NECROMANCER

Necromancers study the magic associated with death, as well as the creation and control of undead creatures such as zombies and animated skeletons. They generally wear dark colours (most commonly black) and tend to have a sickly, unhealthy appearance. While Necromancers are not necessarily evil, there are few that have delved deeply into this school of magic without giving in to its corrupting influence.

Also known as: Death Mage.
Symbols: skulls, bones, scythes, sickles.

Necromancer		
Aligned	+2	Witch, Chronomancer, Summoner
Neutral	+4	Elementalist, Sigilist, Illusionist, Enchanter, Soothsayer
Opposed	+6	Thaumaturge

SIGILIST

Sigilists work magic through reading and writing. They are masters of languages, both living and dead, and can see the mystical patterns in writing of all types. Most famously, they are the writers of magic scrolls and books, storing energy within writing for later use. They are often physically weak, bookish wizards and tend not to carry any weapons other than a staff, but often end up loaded down with books and scrolls.

Also known as: Rune Reader, Scribe.
Symbols: quills, runes.

Sigilist		
Aligned	+2	Thaumaturge, Illusionist, Enchanter
Neutral	+4	Necromancer, Elementalist, Witch, Chronomancer, Soothsayer
Opposed	+6	Summoner

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SOOTHSAYER

The subtle magic of a Soothsayer allows the wizard to extend his senses beyond his body, including through time itself. They can reach into the past to learn the secrets of history or look into the future to catch a glimpse of things to come. There are very few young Soothsayers as the patience and concentration required favours the old. Soothsayers are most easily recognizable by their eyes, which are almost always very pale, and often possess a distant, empty gaze. Because Soothsayers often collect items of clothing with interesting histories, they tend to wear an odd mix of clothing and equipment – a Soothsayer sees nothing odd about combining an expensive cloak with worn and badly stained robes, or hanging an old seashell on a leather strap right next to a priceless emerald.

Also known as: Seer, Fortune Teller.
Symbols: five-pointed stars, crystal balls.

Soothsayer		
Aligned	+2	Thaumaturge, Chronomancer, Illusionist
Neutral	+4	Enchanter, Summoner, Necromancer, Elementalist, Sigilist
Opposed	+6	Witch

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SUMMONER

Summoners work their magic by opening doorways to different planes of existence. This is usually to bring forth creatures from these other planes to use as servants, although this is not the limit of this school of magic. It is perhaps worth mentioning that the term 'demon' refers to any being from another plane of existence – demons are not all necessarily evil, nor do they all have horns or hooves. That said, demons are not usually happy about being summoned, and the life of a Summoner is a dangerous one.

Also known as: Diabolist, Demonologist.
Symbols: pentagrams, concentric circles.

Summoner		
Aligned	+2	Necromancer, Witch, Elementalist
Neutral	+4	Soothsayer, Enchanter, Illusionist, Chronomancer, Thaumaturge
Opposed	+6	Sigilist

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THAUMATURGE

Thaumaturges draw their magic powers from positive energy. Most, though not all, believe this energy comes from some form of deity. These wizards are healers and protectors, who often spend as much time on good works as they do on the study of magic. Thaumaturges rarely carry any weapon other than a staff and some find even that a bit aggressive. This is not to say that Thaumaturges are pacifists, however, just that most prefer to avoid obvious displays of force. In appearance, they usually wear plain, simple robes and tend to favour hoods over hats, and wood and leather over gold and silk.

Also known as: Invoker, Wonder Worker.
Symbols: the Sun, triangles.

Thaumaturge		
Aligned	+2	Soothsayer, Sigilist, Illusionist
Neutral	+4	Elementalist, Witch, Chronomancer, Summoner, Enchanter
Opposed	+6	Necromancer

WITCH

Witches draw on the subtle powers of nature for their magic and specialize in the brewing of potions, casting of curses, and seeking aid from plants and animals. Contrary to popular belief, most witches are not ugly old women but can be found amongst all ages and genders. Witches do tend to be hoarders and always carry around a bag (or several bags) to collect various ingredients – bits of mistletoe, insects (live or otherwise), oddly shaped rocks, etc.

Also known as: Warlock, Hedge Wizard, Witch Doctor.
Symbols: crescent moons, bats, cat's eyes.

Witch		
Aligned	+2	Enchanter, Necromancer, Summoner
Neutral	+4	Thaumaturge, Illusionist, Elementalist, Sigilist, Chronomancer
Opposed	+6	Soothsayer

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Choosing Spells

On the Wizard Sheet you will see a complete list of spells, organized by the school of magic. Explanations of these spells can be found in Chapter 4: Spells. All new wizards begin knowing **eight spells** which can be selected from the list, with the following limitations:

- Three spells must come from the wizard's own school of magic.
- One spell must come from **each** of the three aligned schools of magic.
- The final two spells can be selected from any of the five neutral schools, but each must come from a different school.

So, the wizard should have three spells from his own school and one each from five other schools. A starting wizard may never have a spell from his opposing school, though these can be learned later.

When a spell is selected, write in its **casting number** in the space next to it on the Wizard Sheet. For starting wizards, this number will be the same as the **base casting number** listed in the spell's description in Chapter 4 plus the penalty if a spell is from outside of the wizard's school. For example, an Elementalist spell learned by a Soothsayer would have a casting number equal to the spell's base casting number +4 (as the Elementalist school is neutral to the Soothsayer).

Wizards may learn more spells and improve the casting number of spells they know, and this is explained in Chapter 3: The Campaign.

> …It's down there somewhere: a wolf as big as a horse, shackled to the floor with golden chains. It knows secrets. If you can get it to talk, and if you can understand what it's saying…

The Stat-Line

In *Frostgrave*, every figure – be it wizard, soldier or creature – has a **stat-line**, which determines its effectiveness in the game. There are six stats, explained below.

- **Move (M):** the speed of a character. The higher its Move, the further it can move each turn.
- **Fight (F):** the character's ability in hand-to-hand combat, and its ability to avoid missile fire.
- **Shoot (S):** the character's ability with missile weapons such as bows and crossbows.
- **Armour (A):** how much physical protection a character is wearing, including armour, shields, and magic protection. It also includes any natural armour a creature may possess.
- **Will (W):** the character's determination, courage, and ability to resist spells.
- **Health (H):** the physical toughness of a character and how much damage can be endured before he is badly wounded or killed.

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Each stat will have a number associated with it. Put simply, the higher the number, the better. The specific meaning of each number will be explained later. For now, it is only important to know that every wizard starts the game with the same stat-line. Again, wizards will have opportunities to improve their stat-lines later, as they gain more experience in the ruins of Frostgrave.

Starting Wizard					
M	F	S	A	W	H
6	+2	+0	10	+4	14

SPLIT STATS

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

Items

All human figures in *Frostgrave* have at least one slot for carrying **items**. Wizards have five slots, apprentices have four, and soldiers have one. For soldiers, this single item slot is in addition to whatever equipment they receive as standard (listed in their stat-lines).

All wizards start with their choice of either a staff or a hand weapon, and this should be written in one item slot in their entry on the Wizard Sheet. Additionally, a wizard may buy a dagger, two-handed weapon, bow, or crossbow for 5 gold crowns (see Assembling a Warband, below). If a wizard is armed with both a sword and a dagger, he receives +1 Fight, which should be written as a split stat: +2/+3 for a starting wizard.

* * * *

And that's essentially it for creating a wizard. He is now ready to go. That said, it's a foolish wizard who ventures into the ruins alone. In the next section, you will learn how to assemble a warband of followers to take with you on your quest for magic treasure.

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ASSEMBLING A WARBAND

Every starting wizard begins the game with 500 **gold crowns (gc)** which he can use to hire followers to aid his treasure hunts.

A warband can consist of no more than nine figures (ten if you count the wizard), with one apprentice and eight soldiers. Some wizards may be able to add creatures to their warband – this is explained in more detail later, but in such cases the creatures usually take up a soldier slot.

The Apprentice

APPRENTICE STATS

It costs 200gc for a newly created wizard to hire an apprentice. While it is not strictly necessary for a wizard to have an apprentice, it would be both unusual and probably unwise to go without. Apprentices offer a huge degree of tactical flexibility and are the only way to have a second spellcaster in the warband.

Apprentices are a special case when it comes to their stat-line. Instead of having a fixed stat-line, as do other characters, an apprentice will generate his stat-line as a function of the wizard's stat-line. Essentially, the apprentice is learning his trade from the wizard – if the wizard is good at something, the apprentice will be too. As the wizard gets better, so too will the apprentice.

To determine your apprentice's stat-line, subtract two from your wizard's Fight, Shoot, and Will stats, and subtract four from Health.

Determining the Apprentice Stat-line					
M	F	S	A	W	H
6	Wizard -2	Wizard -2	10	Wizard -2	Wizard -4

So a starting apprentice will have the following stat-line:

Starting Apprentice					
M	F	S	A	W	H
6	+0	-2	10	+2	10

An apprentice's stat-line will always be based on the wizard's actual stat (the first number in any split stat) and never on his current effective stat.

Like wizards, Apprentices start with one item, either a staff or sword, and may purchase additional weapons for 5gc. Apprentices may only carry four items total, and remember that each weapon counts as an item.

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APPRENTICE SPELLS

As apprentices are learning their magic from their wizard, it should come as no surprise that they know exactly the same spells. Thus, it is only necessary to keep track of one set of spells. However, because the apprentice is still learning and because secretive wizards rarely share all of the information in their mystical libraries, even with their own apprentices, these young spellcasters are less proficient at casting the spells. In game terms, apprentices use the same casting numbers as their wizard, but with a -2 penalty to every roll to cast a spell.

The Soldiers

'Soldiers' is a generic term used to refer to all of the non-magic members of a wizard's warband. These men and women may not necessarily be 'soldiers' in the strictest sense, but represent a combination of thugs, thieves, treasure-hunters, men-at-arms, trained swordsmen, and more. A wizard is allowed to have up to 8 soldiers in his warband if he can afford them. To recruit a soldier, he must pay a retainer, listed as the soldier's cost. Once this is paid, the soldier will fight with the wizard until he is either killed or dismissed.

There are a couple of thing to keep in mind when recruiting soldiers. First, the mortality rate for soldiers in the ruins of Frostgrave is quite high, and wizards should expect to have to replace their soldiers on a regular basis. Also, the cost of soldiers goes up exponentially compared to their ability (their stat-line). Thus a trained man-at-arms is 4 times more expensive than a thug… but he'd never be able to take out 4 thugs in a fight. You have to pay for quality, but it is a risk.

Each soldier has fixed stats, listed on the chart below. The Wizard Sheet contains space for all of your soldiers and you can even give them all names if you wish (but it is best not to get too attached to them…). Unlike wizards and apprentices, the stats of a soldier never increase except through magic or the use of magic items. Soldiers have only one item slot. This is in addition to the gear they normally carry as listed under their notes. Essentially, each soldier can carry one potion, magic weapon, or magic item, unless otherwise stated.

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Soldier	Move	Fight	Shoot	Armour	Will	Health	Cost	Notes
War Hound	8	+1	+0	10	+2	8	10gc	Animal, Cannot carry treasure or items
Thug	6	+2	+0	10	-1	10	20gc	Hand Weapon
Thief	7	+1	+0	10	+0	10	20gc	Dagger
Archer	6	+2	+2	11	+0	10	50gc	Bow, Dagger, Leather Armour
Crossbowman	6	+2	+2	11	+0	10	50gc	Crossbow, Dagger, Leather Armour
Infantryman	6	+3	+0	11	+0	10	50gc	Two-Handed Weapon, Leather Armour
Tracker	7	+2	+2	11	+1	12	80gc	Staff, Bow, Leather Armour
Man-at-Arms	6	+3	+0	12	+1	12	80gc	Hand Weapon, Shield, Leather Armour
Treasure Hunter	7	+4	+0	11	+2	12	80gc	Hand Weapon, Dagger, Leather Armour
Knight	5	+4	+0	13	+1	12	100gc	Hand Weapon, Shield, Mail Armour
Templar	5	+4	+0	12	+1	12	100gc	Two-Handed Weapon, Mail Armour
Ranger	7	+2	+2	11	+2	12	100gc	Bow, Hand Weapon, Leather Armour
Barbarian	6	+4	+0	10	+3	14	100gc	Two Handed Weapon
Apothecary	6	+0	+0	10	+0	12	100gc	Staff, starts each game carrying a healing potion
Marksman	5	+2	+3	12	+1	12	100gc	Crossbow, Hand Weapon, Mail Armour

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Weapon Descriptions

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

Miniatures carrying a hand weapon and dagger are always considered to strike principally with their hand weapon. They do receive a +1 Fight bonus for fighting with two weapons, and this is already incorporated into their stats. It does mean that these figures may carry a magic weapon of either type.

Some weapons have **damage modifiers**. This modifier is added or subtracted to the damage inflicted *after* the winner of the combat has been determined as explained in Chapter 2: Playing the Game.

DAGGER

Any kind of one-handed weapon smaller than a sword, such as knives, short swords, hatchets and clubs. These weapons have a -1 damage modifier. Models armed with both a dagger and a hand weapon are assumed to fight mainly with the hand weapon, using the dagger as an off-hand weapon, and will usually have a higher Fight stat as a result.

HAND WEAPON

Any larger weapon that is wielded with one hand, including swords, scimitars, hand axes, maces, and spears. These weapons have no modifiers in combat.

TWO-HANDED WEAPON

Any kind of heavy melee weapon that requires two hands to wield, such as two-handed swords, battle axes, various polearms, and large flails. These weapons have a +2 damage modifier.

STAFF

The staff is the most common weapon of the wizard and is better known for its defensive properties. Staffs have a -1 damage modifier but, in hand-to-hand combat, they also give the opponent a -1 damage modifier. Staffs do not give this modifier to bow, crossbow, or spell-based attacks.

> ...I wouldn't go near that place. They say that when the city was living, they used to take prisoners and slaves there. They went in one side, skeletons came out the other...

BOW

The most common form of missile weapon in *Frostgrave* is the bow. The game makes no distinction between types of bow, and players are free to depict them as long bows, short bows, composite bows, etc. Bows may be

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loaded and fired in a single action. For game purposes, the maximum range of a bow is 24", as there should never be more than 24" of open line of sight anywhere in the ruins of Frostgrave! Bows have no damage modifier.

CROSSBOWS

Although they are uncommon in the ruins, some soldiers do carry crossbows. Crossbows take one action to load and one action to fire. If a figure wishes, he may replace his mandatory movement action with a 'reload' action. Crossbows have a +2 damage modifier and a maximum range of 24". It is assumed that all crossbows start the game loaded and ready to fire.

UNARMED

If a model manages to end up with no weapons. It can fight as normal but suffers a -2 to its effective Fight stat and a -2 damage modifier.

* * * *

Weapon	Damage Modifier	Notes
Dagger	-1	
Hand Weapon	–	
Two-Handed Weapon	+2	
Staff	-1	-1 damage modifier to enemy's attacks in hand-to-hand combat
Bow	–	load and fire as a single action, 24" maximum range
Crossbow	+2	load and fire as separate actions, may reload in place of mandatory movement, 24" maximum range
Unarmed	-2	-2 to effective Fight stat

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CHAPTER TWO
PLAYING THE GAME

SETTING UP THE TABLE

The first step in any game of *Frostgrave* is to set up the table. The easiest way to do this is to turn to the scenarios in Chapter 5 and select one to play either by rolling randomly or by agreeing with your opponent. The scenario's instructions will tell you how to set up the terrain, where or how to place treasure, what kind of creatures might be wandering around, and what special rules, if any, are in effect.

Alternatively, you can ignore the scenarios and just play a 'standard' game. In a standard game, the players should take the terrain they have available and set it up on the table in a mutually agreeable fashion. Remember, the ruins of Frostgrave are crowded and maze-like, so there should be lots of terrain on the table, and there should be few areas where line of sight extends more than a foot or two, if that. Players should now determine which are the two 'player sides', where they will start, and which are the two neutral sides.

Once that is done, the players should place treasure. Each player should take three treasure tokens and take turns placing them on the table. So, a two-player game will have six treasure tokens, a three-player game will have nine, etc. Treasure tokens must be placed more than 9" from either player edge of the table, and more than 6" away from any other treasure token (include vertical distance in this measurement as needed). Anything can be used as a treasure token – coins or glass beads will work well if miniatures are unavailable.

Once all of the treasure tokens have been placed, the players should each roll a die to determine which side of the board to

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place their wizard and his warband. The player with the highest roll, re-rolling ties, selects the side at which he would like to start. His opponent starts on the opposite side. The first player should then place all of his figures on the table, within 6" of his table side, in any formation he chooses. His opponent then does the same with his figures on his table side.

THE TURN

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

Initiative

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

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Phases

Every turn is divided into four phases: the **wizard phase**, the **apprentice phase**, the **soldier phase**, and the **creature phase**. Once all phases have been completed, the turn is over. Assuming the game is not over at this point, the players should once again roll for initiative and begin another turn.

THE WIZARD PHASE

In the wizard phase, the primary player may activate his wizard and up to three soldier figures of his choice that started the phase within 3" of the wizard. The secondary player then does the same, and so on until all players have had the opportunity to activate their wizard. If a player no longer has a wizard on the table, he may not activate any figures in this phase.

THE APPRENTICE PHASE

Once the wizard phase is complete, the turn moves on to the apprentice phase, which is very similar. In this phase, the primary player may activate his apprentice and up to three soldiers within 3" of the apprentice. Soldiers who have been previously activated in the wizard phase are not eligible – figures may only be activated once per turn, unless some special effect specifically says otherwise. Once the primary player has activated his apprentice, the secondary player may do the same, and so on until all players have activated their apprentices. As with the wizard phase, players who no longer have apprentices on the table may not activate any figures in this phase.

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THE SOLDIER PHASE

After the apprentice phase comes the soldier phase, in which the primary player may activate any of his soldiers that have not yet been activated. Then, the secondary player does the same and on until all players have activated all of their remaining soldiers.

THE CREATURE PHASE

Finally, the turn ends with the creature phase. During this phase all creature figures are activated in the manner indicated by their specific rules.

ACTIVATION

When a figure is activated, it may perform **two actions**, one of which *must* be movement. The other action may consist of a second move, fighting, shooting, spellcasting, or any of the special actions listed elsewhere in the book. A figure may perform its two actions in any order. Thus, for example, a figure may shoot and then move, or move and then cast a spell.

There are situations in which a figure will only be allowed to perform one action. In this case, a figure may take any one action – it does not have to be movement. A figure may also choose to perform only one action, which can also be of any type.

Group Activation

Normally, figures are activated one at a time during a phase, and a figure must complete both of its actions before another figure is activated. There is one exception to this rule. During either the wizard phase or the apprentice phase, a player may use a **group activation** to activate soldiers in addition to his wizard or apprentice.

The wizard or apprentice may activate up to three soldier figures of the player's choice, provided they are within 3" of the activating wizard or apprentice, and none have been activated previously in the turn.

Only those soldiers within 3" of the spellcaster before any movement occurs are eligible for group activation. Thus, a player may not move his wizard and then activate a soldier within 3" who was not within 3" before the wizard moved.

> …This thing could walk through walls just like a ghost, but when it touched you, it sucked the life right out of you. It got poor old Renulf. Saw him just sort of wither away, until he dropped like an empty sack of bones…

After all of the figures move, each one may then take their second action in whatever order the controlling player chooses. Thus, during the wizard phase, it is possible for a player to move his wizard and up to three soldiers – the wizard could then cast a spell, while one

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soldier shoots his bow and the other two advance further. All movement *must* be completed before any second actions are carried out – it is not permissible to move a wizard and two soldiers, complete their actions, and then activate a third soldier, for example.

Please note that if a player chooses to use group activation, each figure included in the group activated must move as its first action, except where explicitly permitted otherwise (e.g. a crossbow-armed figure reloading in place of its mandatory movement).

MOVEMENT

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

Movement does not have to be in a straight line, and the path taken by a figure can include as many turns as desired. The movement distance is calculated off the actual ground covered by the figure – in the close-packed ruins of Frostgrave, figures will often be forced to wind their way around crumbling walls.

Note that figures must have at least 1" of clear space to move between objects. Figures from the same warband do not block each other's passage, but creatures and members of opposing warbands do (see Forcing Combat, below).

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Obstructions

Movement is simple when figures are moving down streets or through open terrain, but it becomes more complex in the cluttered ruins of the Frozen City. Figures are allowed to climb or move over any object at a cost of 2" for every inch, or partial inch, of height. Because of the crumbling, ruined nature of Frostgrave, all structures are considered scalable unless specifically stated otherwise by a scenario or by player consensus. This may, occasionally, lead to awkward situations where a figure ends its movement halfway up the side of a building, where it is impossible to physically place the miniature. In such a case, it is assumed that the figure has found a ledge or niche. Leave the figure at the bottom of the wall and place a small die next to it displaying the number of inches up the structure the figure is currently situated.

ROUGH GROUND

Along with walls and other vertical obstacles, Frostgrave contains many areas of **rough ground**. Rough ground is any kind of ground through which it is difficult to move. It may be represented by boggy pools, sheets of ice, crowded areas of fallen rocks and masonry, or even close-packed vegetation. The exact type of rough ground is irrelevant for movement purposes. Every inch, or partial inch, a figure moves through rough ground is counted as 2" for the purposes of calculating total movement. Thus, a figure with a Move stat of 6 could move 1" through open ground, then 2" through rough ground (counting as 4") and then a final 1" on the other side.

Movement Into Combat

Any time a figure moves into contact with an enemy figure (either an opponent or a creature), it is considered to be 'in combat'. Figures in combat do not automatically fight – this still requires one of the figures in the combat to use an action to fight. This is explained further in Combat, below. While a figure is in combat, it may not make a move action.

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FORCING COMBAT

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

Movement by Spell

There are several spells, such as Teleport or Leap, that can allow a figure to move. Such movement is not considered to be a movement action, and is not subject to the rules concerning multiple moves, obstructions, or forced combat. However, a figure that uses spell movement and *ends* that move within 1" of an opposing figure is subject to forced combat.

Moving Off the Board

If a figure chooses to move off the board, such as to secure treasure, that figure is now out of the game and may not return. Figures cannot be forced off the board involuntarily, either by being pushed back from combat, or by the effects of a spell. In cases where this would happen, move the figure to the edge of the table and stop there.

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Jumping

A jump must always be in a straight line. A figure may jump up to 4" provided it moves an equal distance immediately prior to making the jump. So, a figure that moves 2.5" in a straight line may then jump 2.5" along the same line. Otherwise, figures may jump a maximum of 1" without any previous movement.

Falling

It is possible that figures climbing on the ruins will fall, either by being pushed back in combat, or by the effects of a spell. If the figure falls less than 3", the fall has no major effect and the figure can carry on as normal. If the figure falls 3" or more, it suffers damage equal to the number of inches it fell multiplied by 1.5 (round down). Thus a figure falling 5" suffers 7 damage.

COMBAT

Once a figure is in combat with an enemy figure, it may spend one of its actions to fight. In a fight, both figures roll d20 and add their Fight stat, plus any additional modifiers that may be relevant to determine their total score. The figure with the highest total score wins the fight and may inflict damage on his opponent. To determine damage, subtract the loser's Armour stat from the winning figure's total score. If the result is a positive number, then that is the amount of damage that has been inflicted. If it is 0 or a negative number, then no damage is caused. If damage was caused, this amount is subtracted from the loser's Health stat (see Damage, below). In the event that both total scores are the same, the two figures land their strikes simultaneously – both are considered to be the winner and inflict damage on their opponent.

For example, a wizard (Fight +4, Armour 12, staff) is in combat with a thug (Fight +2, Armour 10, hand weapon). The wizard uses an action to fight and both figures roll a d20. The wizard rolls a 13 to which he adds his Fight stat for a total of 17. The thug rolls a 5 and adds his Fight stat for a total of 7. Since the wizard's total score of 17 beats the thug's score of 7, the wizard has won the fight. To determine the damage, the wizard takes his fight total of 17 and subtracts the thug's Armour stat of 10 to reveal that 7 points of damage have been inflicted. However, as the wizard is using a staff which has a -1 damage modifier, the total damage is reduced to 6. This damage is immediately subtracted from the thug's current Health.

> ...We've made a couple of runs on the old potion store, grabbing little frozen barrels before the blade-bats wake up. Of course the real fun is when you get them home and you have to figure out what they do. That's just one more reason to take prisoners...

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Once a winner has been determined and any damage inflicted, the winner of the fight has a decision to make. He can either have the two figures **remain in combat** or he can **push back** either figure by 1". This move must be directly away from the opposing figure, but is not affected by rough ground (though walls and other barriers will halt the move). It is possible (sometimes desirable) for a figure to be pushed over an edge in this manner. If the winner decides to move either figure, they are no longer considered to be in combat. If the figure that initiated the combat has another action to use in this activation, it may now do so (remembering that in most cases this action can only be movement, as the figure will already have taken one non-movement action).

If the fight was a tie, neither figure is moved, and they remain in combat.

Multiple Combats

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

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

Multiple Combat Modifier Table

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

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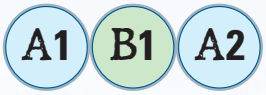
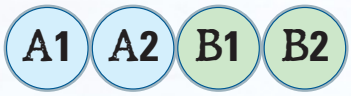
Let's look at some examples showing multiple combats between Warband A and Warband B:

Example 1



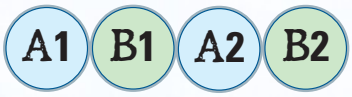
Here, if either A1 or A2 spends an action to attack B1, they will get a +2 modifier as there is another member of the warband in combat with the B1 and not in combat with anyone else. B1 may attack either A1 or A2 figure but, again, whichever A figure is attacked will receive a +2 modifier.

Example 2



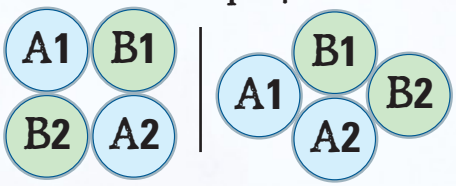
In this example, A2 and B1 are in combat and either may use an action to fight the other. Neither would receive a modifier as neither A1 nor B2 is in combat with another enemy figure.

Example 3



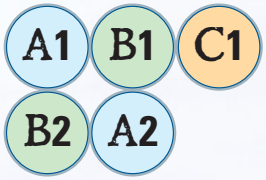
This example is a bit more complicated but, again, no figure would be eligible for the modifier. A1 may attack B1, but since A2 is also in combat with B2, he is unable to provide support. If A2 attacked B1, both figures would count as being in combat with another enemy figure and each would normally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

Example 4



Both of these arrangements also work out so that no figure would actually receive a bonus when fighting any other figure, as any figure that might support an attack is also in combat with another enemy figure.

Example 5



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

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* * * *

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

- Only two models – the attacker and the declared target – are actually fighting.
- Only these two models can win or lose the fight and suffer damage.
- They will be supported by any friendly models who are also in combat with the model they are fighting and not in combat with any additional enemy.
- Modifiers granted by supporting figures cancel out, so there will never be a case in which both figures receive a bonus to their fight because of friendly figures in the combat.

Optional Rule: Critical Hits

When a figure making an attack, either hand-to-hand or shooting, rolls a natural '20' (i.e. the number that comes up on the die, irrespective of modifiers or stats), then he has scored a **critical hit**.

In hand-to-hand combat, he automatically wins the combat, even if his opponent's modified roll would have beaten him. With shooting attacks, rolling a critical hit automatically strikes the target. In both cases, double damage is dealt by the attack.

For example, an infantryman rolls a natural 20 in combat with a thug. The infantryman wins the combat, and then calculates damage: 20 +3 (for his Fight stat) +2 (for his two-handed weapon's damage modifier), giving a total of 25. The thug has an Armour stat of 10, so 15 points of damage go unblocked. As this is a critical hit, however, that total is doubled to 30 points of damage, and the thug (10 Health) goes down hard.

It is possible for two figures in combat to both score critical hits, in which case they both do damage.

…On a clear night, you can see a green light near the top of one of the tall towers. It flashes in some kind of code, but who it's signalling to, and what about, nobody knows…

SHOOTING

If a figure is equipped with a bow or crossbow, it may make up to one shoot action per activation. Before declaring a shoot action, a figure should check that its target is both **in range** and **in line-of-sight**.

To check range, simply measure the distance between the shooter and the target. If this distance is less than 24" (the maximum range for both a bow and a crossbow), the target is in range.

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Given the ruins and obstacles that should litter the table, line of sight can be a bit trickier to determine. While not essential by any means, a laser pointer or a length of string can be useful for establishing line of sight. Unless the target is completely concealed from view, it is considered to be in line of sight.

Once range and line of sight have been confirmed, a shooting attack is handled in a very similar way to hand-to-hand combat. Both the shooter and the target figure should roll a d20. The shooter adds his Shoot stat to his total, while the target adds his Fight stat. Any additional modifiers should then be added (see below). Once both figures have a total score, the two are compared. If the shooter has the higher score, then the shot has hit and damage should be determined. If the target has equalled or exceeded the shooter's score, then the shot has missed.

Damage is determined in exactly the same way as for hand-to-hand combat. The shooter takes his total score and subtracts the target's Armour stat. If the result is a positive number, then that is the amount of damage that has been inflicted. If it is 0 or a negative number, then no damage is caused.

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

Modifiers to Shooting

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

Shooting Modifier Table

Circumstance	Modifier	Notes
Intervening Terrain	+1	Every piece of intervening terrain or figure between the shooter and the target gives a +1. This is cumulative, so three pieces of intervening terrain would provide a +3 modifier. Note that if the target is in base contact with a terrain piece, it counts as cover instead of intervening terrain. If a shooter is in base contact with a terrain piece, it does not count as intervening terrain, though it may block line of sight.
Light Cover	+2	The target is in contact with cover that obscures up to half of his body. This includes other figures.
Heavy Cover	+4	The target is in contact with cover that almost completely obscures his body. This includes other figures.
Hasty Shot	+1	The shooter previously moved during this activation
Large Target	-2	The target is particularly tall or unusually broad. This normally only applies to creatures who will have the 'Large' trait.

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Shooting Into Combat

Shooting into combat is a legal, if risky, move and even the best marksmen stand a chance of hitting a friend instead of a foe. It is impossible to target a figure in combat – but the combat itself may be targeted. If a figure wishes to shoot into the combat, it must first roll randomly to determine which figure in the combat is the actual target of the attack. Once this has been determined, it is too late for the shooter to change his mind – he must carry out a shooting attack in the normal fashion, even if it is against a member of his own warband. This rule also applies to ranged attack spells.

DAMAGE

Any time a figure takes damage, from any source, the amount of damage should be subtracted from his Health total. If a figure's Health reaches or falls below 0, he has been killed and is removed from the table. In a campaign the figure may not actually be dead (see Chapter 3: The Campaign) but is certainly out of the current game.

Optional Rule: Wounded

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

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

Undead, constructs, and demons do not suffer from the effects of being wounded.

SPELLCASTING

Wizards and apprentices may use an action to cast a spell. If, by some means, they have three actions a turn, they may cast two spells in the same turn, but this is the absolute maximum. A figure may not cast a spell while in combat. A wizard or apprentice may attempt to cast any spell that they know.

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Success and Failure

To cast a spell, the player must announce which spell his wizard or apprentice is attempting and the target of that spell. The player then rolls a die. The spell succeeds if the number rolled is **equal to or greater than the casting number**. Be aware that in some cases it is important to know the actual result on the die, not just that the roll succeeded or failed.

If the roll is **less than the casting number**, the spell fails and the action is lost. In addition, the caster may suffer damage from the failed spell as outlined in the **spell failure table** below. Damage caused by spells that are cast Out of Game may be ignored.

Spell Failure Table	
Amount By Which Casting Roll Failed	Damage Taken by Spellcaster
1–4	None
5–9	1 Damage
10–19	2 Damage
20+	5 Damage

Empowering Spells

After a casting roll is made, but before any effects are determined, a spellcaster may choose to **empower** a spell. Essentially, a spellcaster may trade his Health to increase the casting roll on a 1-for-1 basis. So, if a wizard or apprentice wants to increase his casting roll by 3, he would immediately take 3 damage.

The most common use of empowerment is to spend just enough Health to ensure that a spell is cast. Thus, if a wizard fails his casting roll by 1, he may spend 1 Health and the spell will succeed.

A spellcaster may also use empowerment to increase his casting roll beyond what was needed for the spell to simply succeed. This tactic could be used to make it harder for a target to resist a spell (see Resisting Spells, below) or to increase the effects of the spell (e.g. Summon Demon could be empowered to improve the odds of summoning a Major Demon). Any empowering must be done before the Will roll is made.

The final use of empowerment is to spend Health in order to take less damage. This is really only useful in the rare cases where a wizard fails a casting roll by 20+. In such cases, he may empower a spell so that he only fails by 19, thus taking less damage.

There are some magic items that allow spellcasters to empower spells without spending Health, and these are detailed under their specific entries in Chapter 3: The Campaign.

…Hundreds of stone hands, all running together, like every missing hand from every broken statue working together. They swarm over people and choke the life out of them…

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Resisting Spells

The effects of some spells can be resisted with a Will roll. If a Will roll is allowed, the target of the spell is allowed (although not required) to roll a die and add his Will stat. If this total equals or exceeds the casting roll of the spell (including any empowerment), then the target has successfully resisted the spell and it fails. The spellcaster still loses his action and any Health he used to empower the spell.

Because of the special knowledge that spellcasters have of magic, they are allowed to empower their Will rolls to resist spells. After they make their Will roll, they may increase the result by spending their own Health on a 1-for-1 basis. If they have any magic items that can be used to empower spells, this may also be tapped for the purposes of empowering a Will roll.

COLLECTING TREASURE

If a figure is in contact with a treasure token, he may use an action to pick it up. No figure may pick up a treasure token if there is an enemy figure, either a creature or a member of a rival warband, within 1" of it. Once a treasure token has been picked up, it moves with the figure.

A figure may only carry one treasure token. Additionally, any figure carrying a treasure token is encumbered – his Move is halved, and he has -1 Fight.

Any figure carrying a treasure token may spend one action to drop it. If a figure carrying a treasure token is killed, the treasure token remains where the figure fell.

If a figure carrying a treasure token moves off the board (via any table edge except for the opposing player's edge), the treasure has been secured for the warband, but the figure may not return to the game.

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Note that treasure has no particular use during the game – in the heat of battle, figures are far too busy fighting for their lives to thoroughly examine their loot. Chapter 3: The Campaign details how treasure is dealt with in the downtime between games.

CREATURE ACTIONS

Just because Frostgrave is a ruined city, and had been covered by ice for a millennium, it doesn't mean that it is completely uninhabited. In fact, there are many creatures such as undead, constructs, demons, and even a few wizards that have survived to the present day. See Chapter 6: Bestiary for specific descriptions and stats for a variety of creatures.

The last phase in every turn is the creature phase, in which all creatures not directly under the control of a wizard take their actions. While more powerful and intelligent creatures will have the rules for their actions explained in specific scenarios, the lesser, more commonly encountered creatures all follow a simple set of guidelines to determine how they act in any given turn.

Creatures that are not under the command of a wizard will never attack another creature. They are not considered in combat, even if their bases are touching. Creatures will always force combat with a warband member that moves within 1" of it.

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

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1. IS THE CREATURE IN COMBAT?

If the creature is currently in combat with a member of either player's warband, it will use its first action to fight. If it wins the combat, it will choose to stay in combat. If it loses the combat and is pushed back, or if its opponent steps back, it will use its second action to move into combat once again. If it wins the combat and kills its opponent, run through these steps again to determine its next action.

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

If a creature is not in combat, it will move towards the closest member of either warband that is within 10" and in line of sight. If this brings the creature into combat, it will use its second action to fight. If this does not put the creature in combat, it will use its second action to move again. As with any figure, this second movement action is at half its Move stat.

3. IS NEITHER SITUATION APPLICABLE?

If a creature is not in combat, and there are no warband members within 10" and in line of sight, the creature will make one move in a random direction. Use any method you have for determining a random direction – a spinner or a direction die, for example. If the creature is still not within 10" and in line of sight of an opponent, it is done for the turn and takes no second action. If a legitimate target presents itself, it will use a second movement (again, halving its Move stat) to get closer. If a creature hits a wall or other obstacle it will stop.

ENDING THE GAME

Games of *Frostgrave* can end in several ways. If one player has no figures left on the board, either because they were all killed or moved off the board, then the game ends immediately. The player with figures remaining collects all of the treasure still on the board. In the incredibly rare, but theoretically possible, event that neither player has any figures left on the board, the game ends, and all treasures left on the board are lost.

The game also ends immediately should the last treasure token exit the board.

Some scenarios may have specific objectives that end the game as soon as they are achieved. These cases will be explained in the specific scenario (see Chapter 5: Scenarios).

Unless specified by the scenario, the player who collected the most treasure tokens is the winner.

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CHAPTER THREE
THE CAMPAIGN

While it is perfectly fine to play a one-off game of *Frostgrave*, many players will find it much more satisfying to play a campaign of interconnected games. During a campaign, players can use the treasure they collect during games to hire new soldiers, buy magic equipment, and improve their headquarters. Also, as wizards progress through a campaign, they will gain experience, allowing them to improve their stats, learn new spells, and become more proficient at casting the spells they already know. This chapter provides players with all of the information they need to know in order to take their wizards through a campaign.

INJURY AND DEATH

Frostgrave is a tough place and inevitably not everyone who goes into the ruins comes out alive. In a standard game of *Frostgrave*, any figure that is reduced to 0 Health is assumed to be dead. In a campaign game, however, a figure with 0 Health is assumed to be 'out of the game' – but not necessarily dead. It may be that this figure has been knocked unconscious, is too badly wounded to continue to fight, or has simply lost his nerve and run away.

The first thing a player needs to do at the end of a campaign game is to check the status of the figures that were knocked out of the game (i.e. reduced to 0 Health or less).

> …A hidden pit full of ice spikes pointing straight up. Explain how that could have formed naturally…

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Soldiers

For soldiers, checking this is easy: just roll a d20.

On a 1–4, that soldier has been killed, and he should be removed from the Wizard Sheet. Any items this soldier was carrying are lost.

On a roll of 5–8, the soldier is badly wounded. He can remain in the warband, and on the Wizard Sheet, but he cannot participate in the next game while he is recovering from his wounds. After missing one game, he will return for the next game at full health.

On any other result, the soldier recovers quickly from his ordeal and will return for the next game at full health.

Wizards and Apprentices

For wizards and apprentices, it is a bit more complicated. Roll on the **survival table** below to determine the result of one of your spellcasters being knocked out of the game.

Survival Table	
d20 roll	Result
1–2	Dead
3–4	Permanent Injury
5–6	Badly Wounded
7–8	Close Call
9–20	Full Recovery

DEAD

The spellcaster doesn't survive his injuries. See the section on 'Spending Treasure' for what to do when your wizard or apprentice dies.

PERMANENT INJURY

The spellcaster suffers an injury that never fully heals. Roll on the **permanent injury table** below to determine the exact nature of the permanent injury. Otherwise, the figure returns for the next game at full health.

BADLY WOUNDED

The spellcaster has received a major injury that will take time to heal. The player has a choice. He can either play the next game without the injured spellcaster, or he can pay 100gc for medical treatment. A 25gc discount applies to this amount for each apothecary in the warband. If the wizard does not have the appropriate amount, he is allowed to go into debt to pay this fee. However, the wizard may not spend any gold until this debt is paid in full.

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CLOSE CALL

The spellcaster escapes with no major injury, but loses all of the items that he was carrying.

FULL RECOVERY

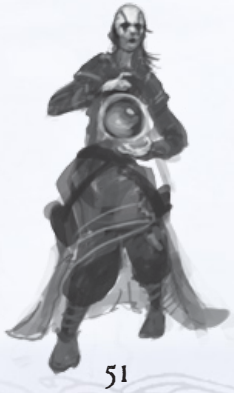
The spellcaster's injuries proved to be relatively minor, and he returns at full strength in the next game.

Permanent Injuries

Whenever a spellcaster receives a permanent injury, this should be listed in the notes for this figure on the Wizard Sheet. When a spellcaster receives an injury that causes a penalty to one of its stats, the player should write that stat as a split stat. So, a wizard that goes into the game having a Fight stat of +3, but receives a Crushed Arm permanent injury, should now write his stat as +3/+2.

This is very important for record-keeping purposes. The first number in a split stat is the spellcaster's actual level of ability, and should be used to determine if the spellcaster has reached his maximum potential in a given stat. It should also be used to generate the corresponding stat for an apprentice. It will also be the number that corresponds to the 'level' of the wizard (see Experience and Level, below). For the purposes of any die rolls pertaining to the stat, however, the second number should be used.

Permanent Injury Table	
d20 roll	**Injury**
1–2	Lost Toes
3–5	Smashed Leg
6–10	Crushed Arm
11–12	Lost Fingers
13–14	Never Quite As Strong
15–16	Psychological Scars
17–18	Niggling Injury
19	Smashed Jaw
20	Lost Eye



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LOST TOES

The spellcaster has lost one or more toes. He suffers a permanent -0.5 penalty to his Move. This injury can be received twice, with a cumulative effect of -1 Move. Any further Lost Toes results must be re-rolled.

SMASHED LEG

The spellcaster suffers permanent bone or muscle damage in his leg. He suffers a -1 Move penalty. This injury can be received twice, with a cumulative effect of -2 to Move. Any further Smashed Leg results must be re-rolled.

CRUSHED ARM

The spellcaster suffers permanent bone or muscle damage in his arm. He suffers a -1 Fight penalty. This injury can be received twice, with a cumulative effect of -2 Fight. Any further Crushed Arm results must be re-rolled.

LOST FINGERS

The spellcaster has lost one or more fingers. He suffers a permanent -1 Shoot penalty. This injury can be received twice, with a cumulative effect of -2 Shoot. Any further Lost Fingers results must be re-rolled.

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NEVER QUITE AS STRONG

Due to internal injuries, the spellcaster never quite returns to full health. He starts every game at -1 Health. This injury can be received twice, with a cumulative effect of -2 Health. Any further Never Quite As Strong results must be re-rolled.

PSYCHOLOGICAL SCARS

The spellcaster's physical injuries fully heal, but the mental trauma remains. He suffers a -1 Will penalty. This injury can be received twice, with a cumulative effect of -2 Will. Any further Psychological Scars results must be re-rolled.

NIGGLING INJURY

The spellcaster's injury just never quite heals, and he is forced to use herbs, ointments, or minor magic to keep it from bothering him. The spellcaster must spend 30gc on these treatments before each game, or start each game at -3 Health. This injury can be received twice – in which case the payment increases to 40gc and the penalty to -4 Health. Any further Niggling Injury results must be re-rolled. A 10gc discount applies to these payments for each apothecary in the warband.

SMASHED JAW

The spellcaster suffered a broken jaw that never quite healed properly. The spellcaster has some difficulty with speaking, which affects his ability to cast spells. The wizard suffers a -1 penalty to all of his casting rolls. This injury can be received twice, with a cumulative effect of -2 to all casting rolls. Any further Smashed Jaw results must be re-rolled.

LOST EYE

The spellcaster has been blinded in one eye. He suffers a -2 Shoot penalty due to a lack of depth perception. If a spellcaster receives this injury twice, he is effectively blind. Unless this spellcaster (or another spellcaster in his warband) can cast Miraculous Cure, he must abandon his hunt in the ruins of Frostgrave and is considered 'dead' for game purposes.

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EXPERIENCE AND LEVEL

Over the course of a campaign, a wizard will learn from his adventures in Frostgrave, gaining valuable wisdom and knowledge. In game terms, this is represented in two ways: **experience** and **level**.

Experience

Experience represents the amount that a wizard has learned during his adventures in Frostgrave. Only wizards gain experience, apprentices and soldiers do not. During each game, a wizard's achievements can earn him experience as outlined on the **experience table**.

Experience Table	
Experience	Achievement
+10	For each spell successfully cast (by either the wizard or his apprentice)
+40	For each enemy soldier the wizard personally takes out of the game
+80	For each enemy apprentice the wizard personally takes out of the game
+150	For each enemy wizard the wizard personally takes out of the game
+50	For each treasure recovered by the wizard or any member of his warband

Some scenarios will provide other ways in which experience can be acquired. It is useful to jot down any experience earned at the time so that it is not forgotten at the end of a game.

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...That's when we saw the crazy rag man, walking by on stilts, fully ten feet off the ground. He didn't look like much, but something in our guts said to leave him alone...

After each game, the wizard should total up the experience he has gained, and add this to the amount with which he began the game. Every full 100 points of experience may now be converted into a level.

Level

Level is a numerical representation of the power of a wizard. Generally, wizards of the same (or similar) level will be close to one another in terms of power, even if their abilities vary wildly. All starting wizards are level 0. A level 20 wizard is much more powerful. Compared to a level 0 wizard, he will almost certainly have better stats, know more spells, and have lower casting numbers for those spells. A level 40 wizard will be that much more powerful again.

For every level a wizard gains, he may choose to **improve a stat**, **improve a known spell**, or **learn a new spell**.

IMPROVING A STAT

The wizard may improve one of the following stats by +1, up to the maximum shown in brackets: Fight (+5), Shoot (+5), Will (+8), Health (20). Each stat may only be improved once after each game, even if the wizard gained multiple levels – so, a wizard who gained two levels in a game could improve his Fight by +1 and his Shoot by +1, but could not improve Fight twice to give +2.

IMPROVING A KNOWN SPELL

The wizard can focus on any known spell in order to lower the casting number by -1. The minimum casting number for any spell is 5, and can go no lower than this, no matter how much the wizard might want to improve upon it. Each known spell may only be improved once after each game, even if the wizard gained multiple levels – so, a wizard who gained two levels in a game could improve two spells by -1 each, but could not improve the same spell twice to give -2.

LEARNING A NEW SPELL

The wizard may learn a new spell for which he has a grimoire in his vault. A wizard may learn one new spell for each level he gained in a game. He may not, however, improve a spell he has just learned until another game has been played.

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COUNTING TREASURE

In one-off games of *Frostgrave*, treasure is only used to determine the winner. In a campaign, however, treasure is a crucial element in the progression and improvement of a wizard and his warband.

After a game has ended, and players have checked the status of all of their figures that were knocked out of the game, both players should 'count their treasure'. For each treasure token their warband managed to get off the board, they get one roll on the **treasure table** below.

Treasure Table	
d20 roll	Treasure
1	d20 x 10gc
2	d20 x 20gc
3	d20 x 25gc
4	30gc, Potions (3)
5	50gc, Potions (2)
6	30gc, Scrolls (3)
7	50gc, Scrolls (2)
8	20gc, Magic Weapon/Armour
9	40gc, Magic Weapon/Armour
10	20gc, Magic Item
11	40gc, Magic Item
12	60gc, Magic Item
13	20gc, Grimoire
14	40gc, Grimoire
15	60gc, Grimoire
16	80gc, Grimoire
17	100gc, Grimoire
18	120gc, Grimoire
19	150gc, Grimoire
20	200gc, Grimoire

Gold Crowns

Add that many gold crowns (gc) to the wizard's treasury on the Wizard Sheet. These gold crowns can be spent in a number of ways (see the next section – Spending Treasure).

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Potions

The number given in brackets indicates how many potions are found – roll that many times on the **potion table**. Potions may be given to any member of the warband and take up one item slot. Otherwise, they may be stored in a wizard's vault or sold off (see Spending Treasure). On any activation that a figure is not in combat, he may use one of his actions to drink a potion. The effect of the potion is immediate and automatically successful. Potions are one-use items – once a potion has been used, remove it from the Wizard Sheet.

Potion Table			
d20 roll	Potion	Effects	Purchase Price
1–4	Potion of Healing	Restores up to 5 lost Health	50gc
5–6	Potion of Strength	+2 Fight for the rest of the game	50gc
7–8	Potion of Toughness	+1 Armour for the rest of the game	50gc
9–10	Elixir of Speed	+1 Move for the rest of the game	50gc
11–12	Potion of Invisibility	As an Invisibility spell, no casting roll needed	100gc
13–14	Explosive Cocktail	As a Grenade spell, no casting roll needed	50gc
15–16	Potion of Invulnerability	Drinker cannot be damaged until after its next activation	100gc
17–18	Potion of Teleportation	As a Teleport spell, no casting roll needed	100gc
19	Demon in a Bottle	When smashed, summons and binds a minor demon to fight for the warband until the end of the game	200gc
20	Elixir of Life	As a Restore Life spell, no casting roll needed	500gc

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Scrolls and Grimoires

SCROLLS

The number in brackets indicates how many scrolls are found. For each scroll, roll once on the **random spell table** to determine what spell is written on the scroll. As scrolls only contain magic spells written in shorthand, they cannot be used to learn a new spell. They can, however, be used to cast a spell that a spellcaster does not otherwise know. On any action that a spellcaster could have used to cast a spell, he may instead use a scroll. When a scroll is used, the spell on the scroll is immediately cast successfully, with no die roll required. If a casting number is called for, use the spell's base casting number. Scrolls are one-use items – once a scroll has been used, remove it from the Wizard Sheet.

> …We thought we had hit the mother lode, but when we opened those chests the only treasure inside was teeth. Thousands and thousands of teeth…

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If a spellcaster is carrying a scroll containing a spell that he does know, he may use it slightly differently. In this case, the spellcaster may attempt to cast the spell by normal means and, if his roll fails, he may then decide to sacrifice the power in the scroll to cause the spell to succeed. Treat the casting number as the minimum needed by that spellcaster for success, and remove the scroll from the Wizard Sheet.

Scrolls may only be used by spellcasters and take up one item slot. Otherwise they may be sold or stored in the wizard's vault.

GRIMOIRES

Like scrolls, grimoires contain magic spells. Unlike scrolls, however, grimoires can be used by wizards to learn new spells. Roll on the random spell table for each grimoire found to identify the spell it contains. A grimoire is stored in the warband's vault until such a time as the wizard wants to learn the spell within (see Experience and Level, above) or to sell it (see Spending Treasure, below). Once a grimoire's spell has been learnt, the book loses its value, and should be removed from the Wizard Sheet.

Random Spell Table				
Second d20 roll	First d20 roll			
	1–5	6–10	11–15	16–20
1	Reveal Death	Bones of the Earth	Strike Dead	Control Undead
2	Curse	Poison Dart	Animal Companion	Familiar
3	Fleet Feet	Slow	Crumble	Fast Act
4	Leap	Imp	Plane Walk	Bind Demon
5	Wall	Call Storm	Scatter Shot	Destructive Sphere
6	Push	Draining Word	Explosive Rune	Write Scroll
7	Teleport	Invisibility	Beauty	Transpose
8	Strength	Telekinesis	Enchant Armour	Control Construct
9	Awareness	Reveal Invisible	Will Power	Mind Control
10	Shield	Banish	Blinding Light	Miraculous Cure
11	Bone Dart	Spell Eater	Steal Health	Raise Zombie
12	Mud	Fog	Control Animal	Brew Potion
13	Decay	Time Store	Petrify	Time Walk
14	Plague of Insects	Planar Tear	Possess	Summon Demon
15	Elemental Bolt	Elemental Ball	Elemental Hammer	Elemental Shield
16	Furious Quill	Absorb Knowledge	Power Word	Create Grimoire
17	Monstrous Form	Fool's Gold	Glow	Illusionary Soldier
18	Enchant Weapon	Grenade	Embed Enchantment	Animate Construct
19	Combat Awareness	Wizard Eye	Forget Spell	Reveal Secret
20	Circle of Protection	Heal	Dispel	Restore Life

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Magic Weapons and Armour

Roll once on the **magic weapon and armour table** for each result rolled on the treasure table. All magic weapons and armour take up one item slot. Magic weapons and armour may only be carried by soldiers who already carry a weapon of that type (i.e. a thief cannot carry a magic hand weapon but a thug can). Spellcasters may carry any type of weapon they wish, but may not carry either leather or mail armour or shields.

Magic weapons that give a bonus to damage do so on top of any damage modifier offered by the basic version of the weapon. For example, a magic crossbow that grants a +2 damage modifier would, in effect, deal +4 damage with a successful strike (+2 for a crossbow, +2 for the magic effect); a magic dagger with a +2 damage modifier would deal +1 damage with a hit (-1 for a dagger, +2 for the magic effect).

A figure may only carry one of each type of magic weapon or armour at any time, so only one hand weapon, one bow, one shield etc.

Magic weapons and armour can be stored in the wizard's vault and assigned to a specific figure between games. Between games, a player is allowed to move any magic weapons and armour between any figures who are able to use them.

Magic Weapon and Armour Table			
d20 roll	Magic Weapon/Armour	Effects	Purchase Price
1	Hand Weapon	+1 Fight	300gc
2	Hand Weapon	+2 Fight	500gc
3	Hand Weapon	+2 damage modifier	300gc
4	Two-Handed Weapon	+1 Fight	300gc
5	Two-Handed Weapon	+1 damage modifier	200gc
6	Two-Handed Weapon	+2 damage modifier	400gc
7	Bow	+1 Shoot	300gc
8	Bow	+2 damage modifier	300gc
9	Crossbow	+1 Shoot	300gc
10	Crossbow	+2 damage modifier	300gc
11	Dagger	+1 Fight	300gc
12	Dagger	+1 damage modifier	200gc
13	Dagger	+2 damage modifier	300gc
14	Leather Armour	+1 Armour	300gc
15	Mail Armour	+1 Armour	400gc
16	Ring of Protection	+1 Armour	400gc
17	Cloak of Protection	+1 Armour	400gc
18	Staff	+1 Fight	200gc
19	Staff	+2 damage modifier	200gc
20	Shield	+1 Armour	400gc

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Magic Items

Magic items represent all magic treasure that isn't a potion, scroll, grimoire, weapon or armour. For each magic item, the player may roll once on the **magic item table**. All magic items take up one item slot. Unless specifically stated, magic items can be carried by soldiers, although items that aid in spellcasting would be useless to them.

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

Magic Item Table		
d20 roll	Magic Item	Purchase Price
1	Staff of Power (1)	200gc
2	Staff of Power (2)	350gc
3	Staff of Power (3)	500gc
4	Ring of Power (1)	200gc
5	Orb of Power (8)	350gc
6	Staff of Casting	600gc
7	Boots of Speed	300gc
8	Ring of Slow Fall	200gc
9	Ring of Will	300gc
10	Ring of Teleportation	300gc
11	Gloves of Strength	300gc
12	Robes of Arrow Turning	500gc
13	Amulet of Resistance	300gc
14	Candle of Summoning	200gc
15	Gloves of Casting	300gc
16	Belt of Animal Repellence	200gc
17	Horn of Destruction	300gc
18	Fate Stone	300gc
19	Drinking Horn of Healing	250gc
20	Banner of Courage	300gc

AMULET OF RESISTANCE

Once per game, the wearer may add +4 to a Will roll to resist a spell. The decision to use the amulet can be made after the Will roll has taken place.

BANNER OF COURAGE

All members of the bearer's warband who are within 12" and in line of sight gain +1 to all Will rolls. A figure carrying the banner may not cast spells.

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BELT OF ANIMAL REPELLENCE

All animals must make a Will roll against a target of 14 to come within 3" of the wearer. This applies to animals in the wearer's own warband.

BOOTS OF SPEED

The wearer gains +1 Move.

CANDLE OF SUMMONING

The bearer gains +1 to the Summon Demon spell.

DRINKING HORN OF HEALING

The bearer regains 2 Health for every action spent drinking from the horn. This power can be used any number of times.

FATE STONE

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

GLOVES OF CASTING

Once per game, a spellcaster can use the gloves to gain a +5 to one casting roll. However, the spellcaster must declare that he is using them before the casting roll is made.

GLOVES OF STRENGTH

The wearer has a +2 damage modifier on all successful hand-to-hand attacks.

HORN OF DESTRUCTION

Once per game, the bearer may use one action to blow on the horn. Treat this as a successfully cast Crumble spell.

RING OF SLOW FALL

The wearer of this ring will never suffer any damage from falling, no matter how great the distance from which he falls/jumps.

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RING OF TELEPORTATION

Once per game, the wearer of this ring may spend an action to teleport up to 8", anywhere within line of sight, but not off the board. This teleportation may be used to enter or leave combat.

RING OF WILL

The wearer of this ring receives +1 Will.

ROBES OF ARROW TURNING

The wearer gains +4 Armour against all bow and crossbow attacks, even if they are magic weapons.

STAFF OF CASTING

When this item is found, roll on the random spell table to identify a spell. This staff gives a +2 to the casting roll for that specific spell. Note that, if purchasing a Staff of Casting, you must pay its cost *before* rolling to identify the spell. A Staff of Casting counts as a regular staff for combat purposes.

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STAFF/RING/ORB OF POWER

Items of power provide a spellcaster with an additional pool from which he can draw to empower a spell or augment a Will roll in the same way as he can using his own Health. The number in brackets is the amount of power that can be drawn from an item before the pool runs dry. So a Staff of Power (3) can be used to increase a single casting roll by +3, three casting rolls by +1 each, or one by +2 and one by +1. This power can be used in conjunction with the spellcaster's Health to empower a spell. So a wizard needing to increase his casting roll by 5 could use 3 from a Staff of Power and 2 from his own Health.

Staffs and Rings of Power recharge between games, but Orbs of Power do not regenerate – once it has been tapped for 8 points of additional power it is empty and can't even be sold. A Staff of Power counts as a regular staff for combat purposes.

> ...Right in the middle of the fight, this sleigh comes charging through, pulled by a pair of black horses. I didn't get a good look myself, but some of the boys swear that the driver had no head...

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SPENDING TREASURE

After all of the players have counted the treasure they accumulated from a game, they may now spend it in a variety of ways.

New Soldiers

Players may hire new soldiers for the price listed on the chart in Assembling a Warband. They may hire as many soldiers as they can afford up to their maximum warband size. There is no restriction on the number of specific soldier types in a warband – if a player wishes to have nothing but crossbowmen in his warband, he may. Creatures cannot be purchased for a warband.

Players are also free to remove soldiers from their warband. In this case, simply delete the soldier from the Wizard Sheet. The player may take back any magic item that the soldier is carrying, but otherwise receives no compensation or reimbursement. A player may similarly remove their apprentice from their warband, should they so desire, although this is likely to occur only if the apprentice is suffering from multiple permanent injuries.

New Apprentices

Hiring a new apprentice is a bit more complicated, since more experienced wizards will want more experienced apprentices… and experience doesn't come cheap. The cost of hiring an apprentice is equal to **(Wizard level - 10) x 10 + 300gc**. So, a starting wizard (level 0) would pay 200gc (0 -10 = -10; x10 = -100; +300 = 200gc), while a level 40 wizard would have to pay 600gc (40 -10 = 30; x10 = 300; +300 = 600gc).

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New Wizards

What happens when a wizard dies depends on his level. If the wizard is level 10 or less, the player should discard his current wizard sheet and create a new wizard and warband. If the wizard is above level 10, the player may either discard the warband or promote his apprentice to wizard status.

To do this, move the apprentice to the wizard section of the Wizard Sheet, keeping all of his current stats. This new wizard's level will be 10 less than that of the old wizard. The new wizard is treated exactly like any other wizard. He casts spells with no penalty, moves in the wizard phase, gains experience, and may even hire an apprentice of his own.

Buying Grimoires and Magic Items

A wizard may buy a grimoire containing any one spell for 500gc. Unlike grimoires found in the ruins of Frostgrave, the wizard may choose what spell is contained within a grimoire he is purchasing. If he manages to acquire a grimoire for a spell he already knows, he may sell it for 250gc. The search for magic power is an obsession, so no wizard may ever sell a grimoire containing a spell he does not already know.

Individual scrolls can be purchased for 400gc, and sold for 100gc. As with grimoires, no random roll is needed to identify the spell contained within a purchased scroll.

All potions and magic weapons, armour and items may be freely bought at the **purchase price** listed next to them in the tables above. A wizard wishing to sell any of these items may do so at half the listed purchase price.

…We call it the Werewolf Tower, not because we see any creatures there, but because it only seems to come out when the moon is full. The rest of the time, it's an empty foundation…

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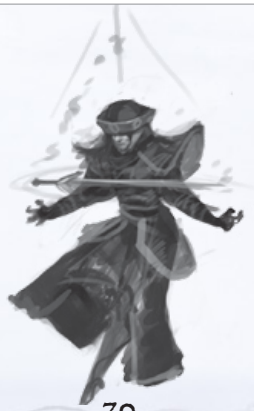
Establishing a Base

Many wizards grow tired of the long journey into Frostgrave from the surrounding villages and soon establish a base in one of the more intact buildings on the outskirts of the ruined city. Establishing a base is completely free. After a warband has participated in one or more games, a player simply declares what type of building the wizard is using for his base. Each base comes with its own advantages, as outlined in the **base location table**.

Base Location Table	
Location	**Effects**
Inn	This old inn has plenty of room to house soldiers and their gear. The maximum warband size, including the wizard, is increased to 11.
Temple	The ruins of this once-holy building still project an aura of calm. Spellcasters receive a +1 bonus to any castings of Miraculous Cure or Restore Life spells.
Crypt	It's not the most comfortable place to sleep, but it is full of 'supplies'. Spellcasters receive a +2 bonus on all Raise Zombie spells.
Tower	This half-ruined spire allows the wizard to get closer to the heavens and to clear his mind. The tower grants a +2 bonus to Reveal Secret spells.
Treasury	This treasury has remained relatively untouched and many of its vaults are still sealed. After each game, the warband may attempt to open a vault. Roll one die. If the result is 2–18 add that many gc to the warband's treasury. If a 19 is rolled, add 100gc. If a 20 is rolled, the warband finds a treasure – determine what it is exactly as for a treasure token captured during a game. If a 1 is rolled, the warband has set off a magic trap – a warband member of the player's choice is injured and must miss the next game while he recovers.
Brewery	There is still some life left in those old casks, and the warband takes full advantage. All soldiers hired by the warband cost 5gc less than the standard price. In addition, the warband gains an additional 10gc after each game through the sale of excess stock.
Library	One of the many libraries scattered throughout the city. The volumes contained within this one have fallen to the ravages of weather and time. A few valuable texts have survived, however. After each game the warband may roll one die. On a 17–19, they find a random scroll. On a 20 they discover a random grimoire.
Laboratory	A mostly still-standing residence of a wizard from long ago. It is still filled with his notes and experiments. A wizard gains 20 experience points after each game from what he learns in the house.



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BASE RESOURCES

Very few wizards will be satisfied with a basic location for their base, and will modify and upgrade it with a variety of equipment and resources. The resources outlined in the **base resource table** may be added to a wizard's base simply by paying the cost indicated. Any number of resources can be added to a base, but each type may only be added once.

Base Resource Table		
Resource	**Effects**	**Purchase Price**
Kennel	Allows a wizard to keep one war hound in his warband above his normal warband limit.	250gc
Giant Cauldron	Confers a +1 on all Brew Potion spells.	250gc
Enchanter's Workshop	Confers a +1 on all Animate Construct and Embed Enchantment spells.	400gc
Crystal Ball	Confers a +1 on all Reveal Secret spells.	250gc
Scriptorium	Confers a +1 to all Write Scroll and Create Grimoire spells.	300gc
Celestial Telescope	Aids the wizard in divining the future. Once per game, he may add +2 to an initiative roll.	250gc
Summoning Circle	A summoning circle allows the wizard to cast Summon Demon spells Out of Game. In such a case, the wizard may attempt to cast Summon Demon, followed by Bind Demon. If both spells are successful, the demon joins the wizard's warband for the next game only. This demon does not count towards the warband's maximum size. The wizard may not cast Bind Demon while this demon is in play.	300gc
Carrier Pigeons	Carrier pigeons allow a wizard to more easily get messages to his agents outside Frostgrave. Soldiers hired by the wizard cost 1gc less.	5gc
Arcane Candle	Confers a +1 on Bind Demon spells.	100gc
Sarcophagus of Healing	The wizard does not have to miss a game, or pay a fee, when he is Badly Wounded, and pays 10gc less if he has any Niggling Injuries.	200gc

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CHAPTER FOUR
SPELLS

There are eighty different spells available to the wizards of the ruins, and it will take players a while to come to grips with all of them. Some are very straightforward and enhance the stats of figures or take the place of attacks. Others, however, are much more subtle and can be used in a variety of ways to influence the outcome of the game.

In addition to the alphabetical listing of spells in this section, the Spell Cards at the back of this book order them by the school of magic to which they belong, and can be used as a convenient reference guide during play.

Note on Definitions

In order to reduce confusion as much as possible, the term 'spellcaster' has been used to indicate that a spell may be cast by *either* a wizard *or* his apprentice. Some spells, such as Absorb Knowledge, may only be cast by a wizard.

SPELL DESCRIPTIONS

Each spell is fully described below, and all are presented in the same way:

NAME
School / Base Casting Number / Category
Spell Description.

* * * *

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Name

This is how the spell is most commonly known in the ruins of Frostgrave. Individual wizards may give wildly different titles to the same spell (and this is both fun and encouraged!), but the common name must always be indicated as well if this is done.

School

This is the school of magic to which the spell belongs.

Base Casting Number

This is the starting point for calculating the difficulty of casting the spell, and is the number to which a wizard will add any penalties for casting a spell from outside of his own school (see Chapter 1: Wizards and Warbands).

Category

The category determines when and how the spell may be used. Note that the spell 'Raise Zombie' may be used during the game as a Touch spell and as an Out of Game option.

OUT OF GAME

These spells cannot be cast during a game of *Frostgrave*. Instead, they are cast either after a game is over or before a game has started. In either case, a spellcaster

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may only attempt to cast each Out of Game spell once between each game. These spells may not be empowered, nor is damage taken from failing to cast them.

SELF ONLY

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

LINE OF SIGHT

Spells of this type can be cast on any target that is within line of sight of the spellcaster. This includes the spellcaster himself.

AREA EFFECT

These spells have no specific target. Instead, their effect covers a general area.

TOUCH

The wizard must be within 1" of the target of the spell.

THE SPELLS

ABSORB KNOWLEDGE

Sigilist / 8 / Out of Game

This spell can only be cast by a wizard, and allows him to absorb the knowledge from a written work without having to read it. A wizard immediately gains 50 experience points for casting this spell to represent the speed with which he can gain knowledge. This spell may only be cast after a game in which the wizard was not reduced to 0 Health.

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ANIMAL COMPANION

Witch / 8 / Out of Game

The spellcaster summons an animal companion of his choice from the following options to join his warband: Bear, Wolf, Snow Leopard, Ice Toad (see Chapter 6: Bestiary). The animal takes the place of a soldier for the purposes of maximum warband size. Animal companions may not collect treasure or carry items. They may be controlled by another spellcaster using the Control Animal spell, although they will re-join their original warband after the game. Animal companions are more strong-willed than wild examples of their species – give them +2 to the Will stat found in the appropriate Bestiary entry. A spellcaster may only have one animal companion at any time.

ANIMATE CONSTRUCT

Enchanter / 8 / Out of Game

It is assumed that the spellcaster has built a construct prior to using this spell to animate it. If the spell is successfully cast, the construct immediately becomes a member of the warband, taking the place of a soldier. A spellcaster may declare that he is attempting to animate a construct of any size (Small, Medium or Large – see Chapter 6: Bestiary), but the larger the construct, the harder it is to animate, so the following modifiers are applied to his roll to cast the spell: Small -0, Medium -3, Large -6.

AWARENESS

Soothsayer / 8 / Self Only

This spell allows the spellcaster to add +1 to his warband's initiative rolls for the rest of the game. Multiple castings of this spell have no effect, but it may be cast again if the original spellcaster is removed from play.

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BANISH

Thaumaturge / 10 / Line of Sight

If successfully cast, all demons within line of sight of the spellcaster must pass an immediate Will roll versus the casting roll or be removed from the game.

BEAUTY

Illusionist / 10 / Self Only

This spell causes all humans (i.e. anything not found in Chapter 6: Bestiary) who look at the spellcaster to see a paragon of beauty. Anyone wishing to attack the spellcaster must first pass a Will roll versus the casting roll. Failing this Will roll does not cause the would-be attacker to lose an action. Any model magically compelled to fight the target must also pass a Will roll or suffer -1 to its Fight stat.

BIND DEMON

Summoner / 10 / Line of Sight

The target demon must make an immediate Will roll versus the casting roll. If it fails, the spellcaster gains control of the demon for the rest of the game. A spellcaster may only have one bound demon at a time.

BLINDING LIGHT

Thaumaturge / 10 / Line of Sight

The target must make an immediate Will roll versus the casting roll. If he fails, he may not attack, shoot, or cast Line of Sight spells. His Fight stat is reduced to +0 and Move to 1. At the start of each turn, the figure may attempt to break the spell by making another Will roll against the same target, otherwise the effects last until the end of the game.

BREW POTION

Witch / 12 / Out of Game

A spellcaster may attempt to cast this spell before the game. If successful, he gains one potion of any type (except Elixir of Life). This potion may be given to any member of his warband.

BONE DART

Necromancer / 8 / Line of Sight

This spell fires a small, sharp shard of bone at a target. The spellcaster may make an immediate +5 shooting attack against any figure in line of sight. This does not count as a magic attack.

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BONES OF THE EARTH

Necromancer / 10 / Line of Sight

A skeletal hand reaches out of the ground and grabs the target's ankle. The target is held fast and may not move. Any magic form of movement will allow the target to escape the hand. Otherwise, the only way to escape the hand is to fight. The hand has Fight +0 and Health 1. If the hand is damaged, it vanishes, and the target is free. This spell may only be cast against a target that is standing on ground level. The maximum range for this spell is 18".

CALL STORM

Elementalist / 12 / Area Effect

If this spell is successfully cast, all bow and crossbow attacks are -1 for the rest of the game. This spell may be cast multiple times (and by multiple spellcasters), with each additional casting increasing the penalty by a further -1, up to a maximum penalty of -10.

CIRCLE OF PROTECTION

Thaumaturge / 12 / Touch

Creates a circle with a 3" diameter that no demon can enter or pass through. This spell has no effect on a possessed individual. A spellcaster may only have one active circle of protection at a time, but he does not have to remain within it.

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COMBAT AWARENESS

Soothsayer / 12 / Touch

This spell gives the target a magic insight into the moves his opponent will attempt in a fight. It gives the target a +2 Fight stat for the remainder of the game. Multiple castings of this spell on the same target have no effect.

CONTROL ANIMAL

Witch / 12 / Line of Sight

If successfully cast, the target animal must make an immediate Will roll versus the casting roll. If the roll fails, the spellcaster gains control of the animal for the rest of the game. A spellcaster can only control one animal at a time.

CONTROL CONSTRUCT

Enchanter / 12 / Line of Sight

If successfully cast, the target construct must make an immediate Will roll versus the casting roll. If the roll fails, the spellcaster gains control of the construct for the rest of the game. A spellcaster may only control one construct at a time.

CONTROL UNDEAD

Necromancer / 12 / Line of Sight

If successfully cast, the target undead creature must make an immediate Will roll versus the casting roll. If the roll fails, the spellcaster gains control of the undead creature for the rest of the game. A spellcaster may only control one undead creature at a time.

CREATE GRIMOIRE

Sigilist / 12 / Out of Game

This spell allows a spellcaster to create a grimoire containing one spell that he already knows. In order to create a grimoire, the spellcaster must first cast Create Grimoire, and then the spell he wishes to place into the grimoire (even if it is not usually an Out of Game spell). If both are successfully cast, the grimoire is created and the wizard may then sell it.

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CRUMBLE

Chronomancer / 10 / Line of Sight

This spell only works against man-made structures such as buildings and walls. The spellcaster rapidly speeds up the passing of time in a small area of the structure, causing it to collapse. This can effectively create a doorway-sized hole through any wall, which should be indicated on the table somehow. The spell can also be used to collapse a section of floor beneath a figure standing on a level above the ground. In this case, the figure about to be affected must pass a Will roll versus the casting roll, or fall to the next level down and taking damage appropriately.

CURSE

Witch / 10 / Line of Sight

The target must pass a Will roll versus the casting roll or suffer -1 to its Fight, Shoot, and Will stats for the rest of the game. This spell may be cast on the same target up to five times, for a maximum of -5 to each of the three stats.

DECAY

Chronomancer / 12 / Line of Sight

The spellcaster selects and attacks a target's weapon, causing it to decay and fall apart, rendering it useless for the rest of the game. This spell has no effect on magic weapons (even those only temporarily enchanted).

DISPEL

Thaumaturge / 12 / Line of Sight

Immediately cancels the ongoing effect of any one spell. It cannot unsummon a creature, but it can cancel the control of a creature.

DESTRUCTIVE SPHERE

Elementalist / 12 / Area Effect

Every figure within 3" of the spellcaster suffers a +5 attack.

DRAINING WORD

Sigilist / 14 / Area Effect

This spell draws a bright rune of power in the sky. The spellcaster may choose one spell for the Draining Word to affect. All rolls to attempt to cast that particular spell are at -3 for the rest of the game. A spellcaster may only have one Draining Word spell in effect at any given time.

ELEMENTAL BALL

Elementalist / 12 / Line of Sight

The spellcaster chooses an enemy figure within 24" and line of sight and hurls a ball of destructive elemental energy at it. The target, and every figure (including friendly ones) within 1.5" and line of sight of the target, immediately suffers a +5 shooting attack (roll each attack separately). This spell may not target an enemy figure that is even partially obscured by another figure.

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ELEMENTAL BOLT

Elementalist / 12 / Line of Sight

The spellcaster may make an immediate +8 shooting attack against any figure in line of sight.

ELEMENTAL HAMMER

Elementalist / 10 / Line of Sight

This spell is cast upon a weapon. The next time this weapon causes at least 1 point of damage, it inflicts an additional 5 points of damage.

ELEMENTAL SHIELD

Elementalist / 10 / Self Only

The spellcaster forms a floating shield to protect himself. This shield absorbs the next 3 points of damage against the spellcaster from any source. Once 3 points have been absorbed the shield vanishes. A spellcaster may only have one Elemental Shield active at any time.

EMBED ENCHANTMENT

Enchanter / 12 / Out of Game

This spell causes any Enchant Armour or Enchant Weapon spell that is still active at the end of a game, to become permanent, and the weapon or armour in question to become a magic item. Alternatively, a spellcaster may cast either of those spells after a game (even though neither are usually an Out of Game spell), immediately followed by Embed Enchantment. If both spells are successful, the item becomes permanently enchanted.

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ENCHANT ARMOUR

Enchanter / 8 / Line of Sight

The armour worn by the target now counts as magic armour and grants a +1 to Armour for the rest of the game. Multiple castings of this spell on the same target have no effect.

ENCHANT WEAPON

Enchanter / 8 / Line of Sight

A target weapon is given a temporary magic boost by the spellcaster. Melee weapons affected by this spell count as magic weapons and give their users +1 Fight for the rest of the game. Bows and crossbows targeted by the spell give +1 Shoot instead, but do not count as magic weapons. Multiple castings of this spell on the same weapon have no effect. Alternatively, the spell can be used to enchant one arrow or quarrel. This gives +1 Shoot and counts as a magic weapon, but only for the next shot. A bow or crossbow boosted by Enchant Weapon may be used to fire arrows or quarrels similarly enchanted, and the bonuses stack.

EXPLOSIVE RUNE

Sigilist / 10 / Touch

The spellcaster draws a bright, glowing rune of power on the ground or a wall. A marker should be placed on the table to represent the rune. If any character or creature that was not part of the spellcaster's warband at the start of the game comes within 1" of the rune, it explodes, and every figure, friend or foe, within 2" suffers an immediate +5 shooting attack. A spellcaster may have up to three such runes in play at any time. At the end of any turn, he may choose to cancel any or all of his runes. If the spellcaster is removed from play, any runes he placed are also removed.

FAMILIAR

Witch / 8 / Out of Game

A spellcaster may attempt to cast this spell before any game. If successful, he gains a familiar in the form of a small creature of his choosing. A spellcaster with a familiar gains +2 Health (write as a split stat). If the spellcaster is ever reduced to his last point of health, the familiar is destroyed. At the start of the next game, the spellcaster will revert to his normal health, unless another Familiar spell is successfully cast. This additional health may take a spellcaster over his usual maximum for the stat.

FAST ACT

Chronomancer / 8 / Line of Sight

The target figure will act first next turn, in a special phase before either player's wizard phase. If this spell is cast multiple times in the same turn, all figures so affected will act in this special phase, starting with the last figure to have had Fast Act cast upon it, and concluding with the first.

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FLEET FEET

Chronomancer / 10 / Line of Sight

Target receives +2 Move for the rest of the game. Multiple castings of Fleet Feet on the same target have no effect.

FOG

Witch / 8 / Line of Sight

A line of fog, 6" long, 3" high and 1" thick settles across the battlefield within line of sight of the caster (use cotton or paper to mark the patch of fog). Figures can move through the fog with no difficulty, but no-one may draw line of sight through it. At the start of each new turn, roll a d20. On a result of 19 or 20 the fog dissipates and is removed from the table.

FOOL'S GOLD

Illusionist / 8 / Out of Game

This spell allows the spellcaster to place one additional treasure token before the start of the game. However, he must also secretly note down which of the treasures he has placed is the Fool's Gold. When any figure comes into contact with the Fool's Gold, the treasure token immediately vanishes and is removed from the game.

FORGET SPELL

Soothsayer / 12 / Line of Sight

The spellcaster picks one spell known by the target and causes him to temporarily forget how to cast it. The target may make a Will roll to attempt resist the effects of this spell – if unsuccessful, the he may not cast that spell for the remainder of the game.

FURIOUS QUILL

Sigilist / 10 / Line of Sight

The target is attacked by a sharp animated quill. Although the quill does no damage, it is highly irritating and extremely distracting. While under attack, the target suffers -1 Move, -2 Fight, -4 Shoot and -2 to any casting rolls. At the start of the target's activation each turn, he may make a Will roll versus the casting roll – if successful, the quill is caught and destroyed. Multiple castings of Furious Quill against the same target have no effect. This spell may be cast against a figure in combat with no penalty.

GLOW

Illusionist / 10 / Line of Sight

A brightly glowing light surrounds the target figure. For the rest of the game, all shooting attacks against this figure are at +3. Multiple Glow spells on the same target have no effect.

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GRENADE

Enchanter / 10 / Line of Sight

The spellcaster takes an object, commonly a simple rock, imbues it with magic energy and throws it at his target, whereupon it explodes into hundreds of fragments. The caster picks a target point within 12". Every figure, including allies, within 1.5" of that point immediately suffers a +3 shooting attack.

HEAL

Thaumaturge / 8 / Touch

This spell restores 5 points of Health to the target model. This spell cannot take a model above its starting health.

ILLUSIONARY SOLDIER

Illusionist / 12 / Out of Game

Causes an illusionary soldier to join the warband for the next battle. This soldier can be of any type. This soldier cannot pick up treasure, nor can it deal damage. If the soldier ever suffers damage of any type, it is removed. A warband may only have one illusionary soldier at any given time.

IMP

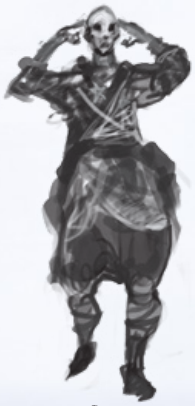
Summoner / 10 / Line of Sight

An imp immediately appears, anywhere within the spellcaster's line of sight, but no closer than 3" to another figure. The imp follows the normal rules for creatures and will act in the next creature phase. If the same spellcaster casts this spell a second time, the first imp will immediately vanish.

INVISIBILITY

Illusionist / 12 / Touch

The target figure becomes invisible and may not be attacked or targeted by spells (although he may still be affected by area effects, such as the blast radius of a Grenade spell). The effects of this spell last until the target attacks, casts a spell, or picks up an item of treasure. The spell can be cast on a figure already carrying treasure, rendering both invisible.



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LEAP

Summoner / 8 / Line of Sight

The target makes an immediate 10" move in any direction, including vertically. This move is not hindered by any terrain unless that terrain is over 10" high. Target may take no other action this turn. This spell cannot be used to move a figure into combat.

MIND CONTROL

Soothsayer / 12 / Line of Sight

This spell only affects soldiers and creatures. If the target fails a Will roll against the casting roll, he temporarily joins the spellcaster's warband and can be activated as normal during the soldier phase of the spellcaster's turn. After each activation, the soldier may make a Will roll versus the casting roll to shake off the spell's effects. A spellcaster may only have one active Mind Control spell at a time.

MIRACULOUS CURE

Thaumaturge / 12 / Out of Game

This spell removes all of the effects of one type of Permanent Injury. For example, a wizard suffering from Lost Fingers regrows all his missing digits, regardless of how many times he has suffered that particular injury.

MONSTROUS FORM

Illusionist / 8 / Self Only

Any figure wishing to move into contact with the spellcaster must make an immediate Will roll versus the casting roll. If failed, the figure sees a hideous creature instead of the spellcaster and is too scared to attack – he may only make a move that takes him further away. A spellcaster may not have Beauty and Monstrous Form cast at the same time. Undead, constructs, and demons are immune to Monstrous Form.

MUD

Witch / 10 / Line of Sight

All ground within a 3" radius of a target point becomes rough ground for the rest of the game.

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PETRIFY

Chronomancer / 12 / Line of Sight

The target is temporarily frozen solid and may take no actions on its next activation. After the next activation, the figure may move as normal. The target may attempt to resist this spell by succeeding with a Will roll versus the casting roll.

PLAGUE OF INSECTS

Summoner / 12 / Line of Sight

The target figure is attacked by a cloud of stinging or biting insects that irritate and distract. The cloud of insects has a 1" radius centred on, and moving with, the target figure. It affects all figures, including the target figure, fully or partially within this radius. While being pestered by the insects, a figure has -4 Fight and -4 Shoot. The target figure must pass a Will roll versus the original casting roll at the start of his activation in order to beat off all the insects. Other figures within the radius may simply move away to escape. A figure may only ever be affected by one Plague of Insects, whether as a target or by virtue of being within the 1" radius.

PLANAR TEAR

Summoner / 12 / Line of Sight

The spellcaster creates a small tear in the fabric of the universe. This rift is painful to humans and creatures, but lethal to demons. The spellcaster selects a target point. All figures within 2" of that point must make a Will roll versus the casting roll or suffer 2 points of damage. Demons that fail the Will roll take damage equal to the casting roll.

PLANE WALK

Summoner / 14 / Self Only

Although the spellcaster remains in the same physical location, he briefly moves between planes. Until his next activiation, he can ignore all terrain when moving, walking through walls and across chasms. He may not be the target of any shooting attacks or spells. The spellcaster will never be considered in combat during the turn, nor can he be attacked by any figure. However, he also may not pick up treasure, or in any way affect other characters or terrain on the board. If he is carrying treasure, he drops it. It is incredibly draining to move between planes of existence, so if a spellcaster attempts to cast this spell in a second consecutive turn, he suffers a -5 modifier. He suffers a -10 modifier if he attempts it three turns in a row and -15 on the fourth turn and beyond.

POISON DART

Witch / 10 / Line of Sight

The spellcaster flings a small dart coated in a potent poison. The spellcaster makes an immediate +5 shooting attack against any figure in line of sight. If the attack beats the target's Armour it causes no damage, but he loses one of his two standard actions per activation for the rest of the game, or until healed by either

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a Heal spell or a Healing Potion. The remaining action does not have to be the otherwise compulsory movement. Multiple Poison Darts against the same figure have no effect.

POSSESS

Summoner / 12 / Line of Sight

This spell may only be cast on a member of the spellcaster's own warband. The target is possessed by a demon and gains +2 Fight, +2 Armour, and -2 Will for the remainder of the battle and counts as a demon for all intents and purposes (e.g. Banish, Bind Demon). If removed from the game for any reason (such as being hit by a Banish spell), check for the character's survival as normal. A spellcaster may only have one Possess spell active at a time.

POWER WORD

Sigilist / 14 / Area Effect

This spell draws a bright rune of power in the sky. The spellcaster may pick one spell for the Power Word to affect. All rolls to cast that particular spell are at +3 for every spellcaster for the rest of the game. Each spellcaster may have only one Power Word in effect at any given time.

PUSH

Sigilist / 8 / Line of Sight

The target suffers an immediate +10 attack. Instead of taking damage from this attack, the target is moved 1" directly away from the spellcaster for every point of damage he would have taken. If this pushes the target into a piece of terrain or the edge of the board, he stops immediately. Other figures do not stop (or get hit by) a pushed figure – they are assumed to step out of the way. If the target is pushed off a height, he suffers falling damage as normal.

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RAISE ZOMBIE

Necromancer / 8 / Out of Game OR Touch

This spell can be used both 'Out of Game' and during the game. If successful, the spellcaster adds one zombie to his warband (see Chapter 6: Bestiary). If the spell is cast before the game, the zombie can be deployed normally. If it is cast during a game, the zombie appears in base contact with the spellcaster. A warband may only have one raised zombie at any one time. If the zombie is killed during a game, Raise Zombie can be cast again to create another. A raised zombie does not count towards the warband size limit and remains with a warband until the end of the game, at which point it crumbles into dust.

RESTORE LIFE

Thaumaturge / 20 / Out of Game

This spell can only be cast by a wizard. A wizard may cast this spell immediately after a game in which a member of his warband has died. If successful, that figure is brought back to life, and may return to action in the very next game.

REVEAL DEATH

Necromancer / 12 / Line of Sight

This spell causes the target to see a vision of his own death. The target must make an immediate Will roll versus the casting roll. If the target fails, he loses his next activation.

REVEAL INVISIBLE

Soothsayer / 8 / Area Effect

This spell cancels all Invisibility spells within 24" of the caster.

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REVEAL SECRET

Soothsayer / 12 / Out of Game

This spell reveals the location of secret treasure, and may be cast immediately before a game. If successful, the spellcaster's warband may place one additional treasure token within 6" of their deployment area. Only one extra treasure per warband may be placed in this way each game.

SCATTER SHOT

Elementalist / 12 / Area Effect

The spellcaster may make one +0 attack against every enemy figure (either from an opposing warband or a creature) within 12". This may include enemy figures in combat, although the normal rules for shooting into combat are followed in this case.

SHIELD

Thaumaturge / 10 / Line of Sight

The target receives +2 Armour for the rest of the game. Multiple Shield spells on the same target have no effect.

SLOW

Chronomancer / 12 / Line of Sight

The target must pass a Will roll or be reduced to one action per activation. After each activation, the target may attempt another Will roll versus the original casting roll, in order to shake off the effects of the spell. Otherwise, its effects last until the end of the game. Multiple castings of this spell on the same target have no effect.

SPELL EATER

Necromancer / 12 / Line of Sight

This spell cancels the effects of any one spell currently in play, and the spellcaster immediately takes 1 point of damage. It cannot unsummon a creature, but it can cancel the control of a creature.

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STEAL HEALTH

Necromancer / 10 / Line of Sight

The target must make an immediate Will roll versus the casting roll. If failed, the target immediately loses 3 Health and the spellcaster regains 3 Health. This may not take the spellcaster above his starting health. This spell has no effect on undead, constructs or demons. A spellcaster may target a member of his own warband – if he does, however, the target will immediately (and permanently) leave the warband and will move as quickly as possible off the board.

STRENGTH

Enchanter / 10 / Line of Sight

The target receives +2 Fight for the rest of the game. Multiple Strength spells on the same target have no effect.

STRIKE DEAD

Necromancer / 18 / Line of Sight

This spell may target a figure within 8". The target must make a Will roll versus the casting roll or be immediately reduced to 0 Health. All figures may empower their Will roll to resist this spell, even non-spellcasters. The spellcaster immediately loses 1 Health upon attempting this spell (even if it is cast successfully), plus any additional loss incurred by failure or empowerment.

SUMMON DEMON

Summoner / 12 / Touch

If successfully cast, a demon is immediately placed on the table within 1" of the spellcaster. It may not be placed straight into combat. The demon is treated as though it is already subject to a Bind Demon spell. A spellcaster may only have one bound demon at a time. The type of demon summoned depends on the amount by which the spellcaster succeeded on his casting roll: 1–5 Imp, 6–12 Minor Demon, 13+ Major Demon (see Chapter 6: Bestiary). If a spellcaster rolls a 1 while attempting to cast this spell, a demon is placed on the table and immediately attacks the summoner. The type of demon is determined using the same chart as above, but using the amount by which the casting roll was failed.

TELEKINESIS

Enchanter / 8 / Line of Sight

The spellcaster may move any currently unclaimed treasure within 24" by up to 6" in any direction. As long as he can maintain line of sight to the treasure, he can move it over any terrain or obstacle. If the treasure moves out of line of sight, it immediately falls straight to the ground.

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TELEPORT

Illusionist / 10 / Self Only

The spellcaster immediately moves to any location within line of sight, but may take no other action this turn. This spell may not be used to enter combat.

TIME STORE

Chronomancer / 14 / Self Only

The spellcaster captures a fragment of his own present to save for future use. To cast this spell, the spellcaster must be able to take two actions during the turn. He must spend the first action casting Time Store. If successful, the second action is lost. This spellcaster is now considered to have a stored 'extra action' that he may use in a future turn. This action can only be used while the spellcaster is taking his normal actions for the turn, essentially giving him three actions in that turn. A spellcaster may only ever have one stored action at any time.

TIME WALK

Chronomancer / 18 / Self Only

The spellcaster is allowed to activate, with the usual two actions, for a second time in the turn – during the soldier phase. If a spellcaster fails to cast this spell, he suffers 2 damage in addition to any other damage for failing to cast the spell. A spellcaster cannot cast Time Walk if he is currently using Time Store.

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TRANSPOSE

Illusionist / 12 / Line of Sight

This spell switches the position of two figures on the board. The two figures being transposed must be within 10" of each other and both must be within line of sight of the spellcaster. The spellcaster may cast Transpose to switch himself with another figure. If he attempts to transpose an enemy figure (either a creature or member of a rival warband), they may each make a Will roll versus the casting roll. If even one succeeds with this Will roll, the spell fails. This spell may target figures in combat.

WALL

Elementalist / 10 / Line of Sight

This spell creates an impenetrable 6"-long, 3"-high wall within 6" of the spellcaster. At the end of each following turn, roll a d20 – on a 17+ the wall vanishes.

WILL POWER

Soothsayer / 10 / Line of Sight

Target gains +3 Will for the rest of the game. Multiple Will Power spells on the same target have no effect.

WIZARD EYE

Soothsayer / 8 / Line of Sight

This spell may be cast on any terrain feature within 12" that has a flat side, such as most ruins. Place a token next to the terrain feature to represent the Wizard Eye. For the rest of the game, the spellcaster may choose to draw line of sight from the Wizard Eye instead of from his figure when casting spells. The Wizard Eye has 180-degree field of vision. A spellcaster may only maintain one Wizard Eye at a time.

WRITE SCROLL

Sigilist / 12 / Out of Game

A spellcaster may attempt to cast this spell once after every game. If successful, one scroll is created. The scroll must be of a spell that the spellcaster knows.

* * * *

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Optional Rule: Transcendence

Back when Frostgrave was a thriving magic city, a few wizards discovered the secret of 'transcendence', gaining a form of immortality by moving their souls onto a higher plane of existence. This was probably the greatest secret that was lost when the city was destroyed. While few believe that such a secret could ever be rediscovered, most of the wizards combing the ruins are searching for it on some level.

This optional rule is for those players who want to give their wizards an ultimate goal or want to establish a specific way to win a campaign.

First, a wizard must have learned all eight spells from his own school. Then, if he finds a grimoire containing one those spells, he may exchange it for a grimoire containing the Transcendence spell. Grimoires purchased or produced via the Create Grimoire spell may not be exchanged in this way.

TRANSCENDENCE

All Schools / 20 / Out of Game

Only a wizard may cast Transcendence. This spell has no specific school of wizardry, so the modifiers for aligned, neutral and opposed schools do not apply. After each game, a wizard may make one attempt to cast Transcendence. If the spell succeeds, the wizard is immediately transported to a higher plane of existence and has essentially 'won' the campaign. Players must decide amongst themselves if they should declare the campaign over, or if they should continue with the remaining wizards to see if any of them can also obtain Transcendence. In such a case, the player who has just won should be allowed to create a new wizard and warband (probably at a somewhat more advanced level) in order to continue playing. With the other players' agreement, he can promote his apprentice to be his new wizard, but this apprentice will be so close to reaching Transcendence himself that it may seem a bit redundant.

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CHAPTER FIVE
SCENARIOS

Scenarios represent unique and interesting encounters in the ruins of Frostgrave. They also give the players the chance to earn more treasure and experience, often at the cost of greater danger. Before playing a game of *Frostgrave*, the players should mutually decide if they want to play a scenario and, if so, which one. Alternatively, they can roll for a random scenario on the **random scenario table** below. If the players are involved in an ongoing campaign, these scenarios should be treated as unique and no player should play each scenario more than once.

Random Scenario Table	
d20 roll	Scenario
1–2	The Mausoleum
3–4	Genie in the Bottle
5–6	The Silent Tower
7–8	The Library
9–10	The Living Museum
11–12	The Worm Hunts
13–14	The Haunted Houses
15–16	The Well of Dreams and Sorrows
17–18	The Keep
19–20	The Complex Temple

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THE MAUSOLEUM

The rival warbands have stumbled across the mausoleum of some ancient necromancer that is overflowing with both gold and the undead…

Set-Up

Place a small square or rectangular building in the centre of the table. The sides of the building should be at least 6". Each side of the building has a door in the middle of the wall (this doesn't need to be depicted on the terrain). Four special treasure tokens should be placed touching the four exterior corners of the building. The rest of the board should be crowded with ruins in the usual manner.

Players may then each place one additional treasure token on the board, following the normal rules for placement. Next, they should each place two skeleton figures, using the same rules as for placing treasure.

Special Rules

At the end of every turn (right after the creature phase) another skeleton moves onto the board through one of the doors in the central building. Roll randomly to determine which door.

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Treasure and Experience

Players should keep track of the special treasure tokens they have taken. Each of these is worth an additional 50gc on top of whatever is rolled on the treasure table.

Furthermore, a wizard receives an additional 20 experience points for each special treasure token his warband manages to get off the board.

GENIE IN THE BOTTLE

While searching the ruins, one warband discovers a golden lamp that contains a very old and very angry genie. He has no interest in granting wishes...

Set-Up

Lay out the table as per the rules for a standard game, including the placement of treasure.

Special Rules

When any treasure token is picked up, roll a die. On a 15–20, that figure has discovered the lamp and released the genie. The player that accidently summoned the genie may place it on the board up to 2" away from the figure who found the lamp, but it must be closer to that figure than any other.

The genie counts as a major demon with the following stats:

Genie						
M	F	S	A	W	H	Notes
7	+3	+3	13	+5	14	Demon, Immune to non-magic weapons

The genie cannot be hurt by normal weapons and will only take damage from magic weapons or spells. A figure fighting with a non-magic weapon can still win a fight against the genie, he just won't cause any damage.

The genie follows the standard rules for creatures with the following exceptions:

If the genie spends its first action moving towards a figure, but does not end up in contact, it will use its second action to shoot a fire arrow at the closest target (a member of either warband). This counts as a standard shooting attack using the genie's Shoot stat, and has a maximum range of 10".

If the genie manages to kill a total of three warband figures, it will start using its first action to move towards the closest board edge and its second action to shoot. Once the genie reaches the board edge it is removed from the game.

> ...Of course we didn't climb it. It was a hundred-foot ladder, standing by itself, with nothing at the top...

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Treasure and Experience

The lamp that contained the genie is a valuable piece of ancient artistry and can be sold for 300gc. Treat all other treasure as standard.

The wizards whose warband discovered the genie receives 50 additional experience points. A further 200 experience points are granted to the wizard whose warband manages to kill the genie.

THE SILENT TOWER

The warbands come across a ruined tower that sends an icy chill down the spines of all spellcasters. They can feel that this tower is a null-field, where no magic will work. And yet, somehow, they know that a great treasure is hidden at the very top…

Set-Up

A ruined tower, at least 10" and 3 stories high, should be placed in the centre of the board. On either side stand two smaller ruined buildings, with walkways running from their top, to either the first or second floor of the tower. The rest of the board should be set up as normal.

One special treasure token should be placed on the very top of the tower. Four more treasure tokens should be placed on the board as per the normal rules.

…It's called a 'bone storm', like a little tornado of swirling shards of bone, sharp enough to tear a man to pieces…

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Special Rules

The tower and the two connected buildings form a magic null-field inside which no magic will work. While inside or touching these buildings, figures may not cast spells or use magic items, magic weapons count as normal weapons, and potions and scrolls do nothing. Any spell currently affecting a figure is cancelled as soon as it enters the null-field. In addition, no-one in or touching the tower may be the target of a spell. They may be targeted by a magic missile weapon, such as a magic bow, but this will lose its magic bonus for the attack and count as a normal weapon.

No form of magic movement may move a figure into contact with the tower.

Treasure and Experience

The special treasure token on top of the tower is worth three rolls on the treasure table. The other four treasure tokens are worth one roll as standard.

Any wizard who stands upon one of the upper stories of the tower (any above ground level) gains 50 experience points.

THE LIBRARY

The warbands have discovered an underground library. Most of the books are either frozen solid or have been ruined by the damp, but there are a few treasures to be found…

Set-Up

The whole game board represents the underground library, and should be a maze of corridors representing the vast shelves. The shelves are all packed with books, so they block line of sight and movement, but it is possible to climb on and over them. There are several patches of rough ground and obstacles where piles of books and loose papers have frozen into heaps on the floor. Each of the four sides of the board should have a doorway. Warbands must start with all of their figures within 6" of the doorway on their side.

Place treasure tokens as normal.

Special Rules

Figures may only leave the board through one of the doorways, but not the one through which the rival warband entered.

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Treasure and Experience

When rolling to determine the type of treasure, re-roll any result that does not include a grimoire. Only re-roll once per treasure token – you must abide by the result of the second roll.

There are no special experience bonuses for this scenario.

THE LIVING MUSEUM

Following the rumours of a mad wizard's library, the warbands have been drawn to the ruins of a house. Unfortunately, the wizard had a very strange collection of statues…

Set-Up

In the centre of the board, place four broken walls in a rough 12" square to represent the ruins of the wizard's house. Inside the ruins, place six statues (these can be any figures you have) roughly equal distance apart. Place a treasure token in front of each statue.

Special Rules

As soon as anyone picks up a treasure token, a random statue comes to life. Statues are treated as medium constructs (see Chapter 6: Bestiary). It will activate in the next creature phase.

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Treasure and Experience

Treasure is treated as normal.

A wizard gains 25 experience points for each statue destroyed by his warband.

THE WORM HUNTS

It all starts out as a normal day in the ruins but, unbeknownst to the warbands, something is stalking them below the ground...

Set-Up

Set up the game as normal.

Special Rules

During each creature phase, the primary player for that turn rolls a die and adds +1 for each treasure token that has been picked up. On an 18–20, a giant worm (see Chapter 6: Bestiary) explodes out of the ground directly beneath one of the remaining treasure tokens – roll to randomly determine which. If all of the treasures have been picked up, the worm emerges in the exact centre of the board.

...It was a temple of some sort, though most of the giant columns had collapsed, and right in the middle of it were a hundred frozen ghosts. They just sort of hung in the air, half ice, half nothing...

Treasure and Experience

Treasure is treated as normal.

A wizard gains 100 experience points if his warband slays the worm.

THE HAUNTED HOUSES

These small stone houses used to be the cells of an ancient order of monks. No-one knows what treasure or dangers they may contain...

Set-Up

The players should take turns placing six small stone huts with no roofs. Each hut should have a treasure token inside. The rest of the board should be covered in crowded ruins in the normal fashion.

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Special Rules

As soon as a member of a warband enters a hut, roll a die. On a 16–20, that hut is also occupied by a wraith (see Chapter 6: Bestiary). The wraith should be placed against the wall opposite the entrance. It will act in the next creature phase.

Treasure and Experience

Treasure is treated as normal.

A wizard gains 50 experience points for each wraith destroyed by his warband.

THE WELL OF DREAMS AND SORROWS

There have been reports of a well, somewhere in the city, that grants visions of the future…

Set-Up

Place a well in the middle of the board. The rest of the board should be set up as normal.

Special Rules

A wizard in contact with the well may spend one action to drink from it. Anyone knocked into the well is removed and treated as killed for the purposes of the scenario.

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Treasure and Experience

Treasure is treated as normal.

A wizard gains 100 experience points if he drinks from the well.

THE KEEP

Almost nothing still stands of the large fortified house, except for the ancient transportation system...

Set-Up

This game takes place almost completely within the ruins of an ancient keep. Very little remains of this keep structure as both the outer and inner walls have mostly collapsed, and in the main it should look pretty much like the board for a standard game. After placing terrain, four 2"-diameter discs should also be placed on the board (these can be anything – paper or cloth will do). These discs should be placed at ground level and in open space in a cross pattern, with each one 12" from the centre of the board. If this means that a disc falls directly on top of a terrain piece simply move it to the nearest area of open ground.

> ...Maybe it is the greatest library in the city, but every spell is written on a ten-foot slab of rock, crawling with blood-rats. Any time you go near it, they start chittering like mad and every monster in the quarter comes running...

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Special Rules

Any time a figure ends a move on one of the discs, it should immediately roll a die. On a 1–5, the figure is transported to the disc immediately to his left, on a 6–10 to the disc directly opposite, on 11–15 to the disc to his right, and on 16-20 he stays where he is. If a figure is transported to another disc, he may choose exactly where on the disc he is placed, provided his base is completely within the disc's area.

Treasure and Experience

One treasure token should be placed in the centre of each disc. Two further treasure tokens should be placed next to each other in the centre of the board.

The wizard gains 50 experience points if, at any point during the game, he is transported from one disc to another. This is a one-off bonus, and not cumulative with multiple transportations.

THE COMPLEX TEMPLE

The priests of a long-forgotten god collected many treasures, but they also knew how to guard them…

Set-Up

Set up the board as normal. Instead of placing treasure, place six columns or ruined columns.

Special Rules

If a figure touches a column, it must immediately fight the column. The column has a Fight stat of +0. If the column wins the fight, it deals damage as normal. If the figure wins, it immediately gains possession of one treasure. Each column only possesses one treasure and, once defeated, will no longer fight anyone who touches it.

Treasure and Experience

Each treasure is worth an extra 20gc on top of whatever is rolled on the treasure table.

The wizard gains 50 experience points if he personally fights at least one of the columns.

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CHAPTER SIX
BESTIARY

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

Optional Rule: Random Encounters

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

When any treasure is picked up for the first time during a game, roll one die. On a 16 or above, a random creature has been encountered. Roll on the **random encounter table** below to see which creature (or creatures) has come onto the table. Then, roll randomly to determine from which side of the board the creature enters. The creature should be placed in the centre of that table edge, or as near to the centre as logically makes sense. The creature will move in the next creature phase, and follows all other rules for creatures.

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

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Random Encounter Table			
First d20 roll	1–12	13–18	19–20
Second d20 roll	Level 1 Encounter	Level 2 Encounter	Level 3 Encounter
1	Skeleton	Armoured Skeleton (2)	Armoured Skeletons (3)
2	Skeletons (2)	Ghoul	Ghoul
3	Armoured Skeleton	Ghouls (2)	Ghouls (2)
4	Zombie	Wraith	Ghouls (2)
5	Zombies (2)	Bear	Wraith
6	Ghoul	Bear	Wraith
7	Bear	Boar	Vampire
8	Boar	Boar	White Gorilla
9	Giant Rat	Ice Spiders	White Gorilla
10	Giant Rats (2)	Ice Spiders (2)	Large Construct
11	Giant Rats (4)	Snow Leopard	Large Construct
12	Ice Spider	White Gorilla	Minor Demon
13	Snow Leopard	Wolves (2)	Minor Demon
14	Wild Dog	Medium Construct	Frost Giant
15	Wild Dogs (2)	Minor Demon	Snow Troll
16	Wolf	Ice Toad	Snow Troll
17	Wolves (2)	Ice Toads (2)	Snow Trolls (2)
18	Small Construct	Snow Troll	Werewolf
19	Imp	Worm	Worm
20	Ice Toad	Werewolf	Worm

UNDEAD

At the height of the ancient empire, necromancers used lesser undead as servants and guards, and there were probably many thousands active in the city at any time. As these creatures were not alive in the normal sense of the word, being frozen for an extended period of time had little effect on them. Now, many of these creatures are beginning to thaw out and have emerged onto the ruined streets. Without a necromancer to guide them, the undead have become 'wild' and only their hatred of the living provides any motivation. Undead, especially the more common zombies and skeletons, are amongst the most frequently encountered threats that Frostgrave has to offer.

> …She was right there, frozen in the ice, naked as the day she was born, whenever that was. We were all ready to try and chip her out, for what good it would do, until that snow troll came crashing in on us…

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Skeletons

Skeletons are the animated bones of some long-dead creature, held together and animated by the power of magic. Most skeletons in Frostgrave were originally humans, but skeletons of dogs or other animals are not uncommon. Regardless of their origins, all skeletons have same stats.

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

Armoured Skeletons

Armoured skeletons are skeletons that were animated specifically to use as soldiers. Due to their more demanding role, they are harder to create, but are generally tougher, more aggressive, and better-equipped.

Armoured Skeleton						
M	F	S	A	W	H	Notes
6	+2	+0	12	+0	1	Undead

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Zombies

Zombies probably outnumber all the other inhabitants of Frostgrave combined. Unlike skeletons, these undead were reanimated soon after death and still have most of their flesh. Before the cataclysm, zombies were chiefly used as household servants and messengers. Now, they have gone feral and hunger for living flesh.

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

Ghouls

Ghouls are the scavengers of the undead world and tend to be created by accident, when hunger or ignorance drives a living creature to consume the tainted flesh of the undead. Most of the ghouls currently haunting the ruins of Frostgrave were once adventurers who came to explore the city following the great thaw.

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

Wraiths

'Wraith' is a catch-all term for the various forms of ethereal undead in the city, although 'ghost' and 'wight' are also used. It is not known how they are created, and no-one is sure if the ones currently haunting the city come from before or after its fall. What is known, though, is that a wraith is both extremely dangerous and hard to kill – their touch can drain a victim's life force, and they are immune to non-magic weapons.

Wraith						
M	F	S	A	W	H	Notes
6	+2	+0	10	+3	6	Undead, Immaterial (can move through terrain), Drain Life Force (all attacks do double damage), Immune to non-magic weapons

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Vampires

Even at the height of its glory, the city had its problems with vampires. While a few vampires were powerful wizards or warriors in their own right, most were just parasitic creatures – too dangerous to allow to roam unchecked, too powerful to stamp out entirely. Being undead, these creatures just froze along with the rest of the city but now they too have thawed out. The stats given here represent a typical vampire.

Wraith						
M	F	S	A	W	H	Notes
7	+4	+0	12	+4	14	Undead, Immune to non-magic weapons

ANIMALS

In the thousand years since the city fell, the surrounding land has grown wild and many dangerous animals now call the area home. Inevitably, the influx of adventurers drawn to the ruins of the city have resulted in numerous encounters with the local fauna, especially predators drawn to this new prey. The animals listed here are just the most common (and deadly) that adventurers are likely to find in in Frostgrave.

Bears

Northern bears are mostly peaceful creatures but are easily spooked. If a bear is encountered in the city, it is safe to assume that it is already unhappy and desperate to leave.

Bear						
M	F	S	A	W	H	Notes
6	+4	+0	10	+0	14	Animal, Large

Boars

Bad-tempered and aggressive, wild boars are also very tasty and thus much sought-after in the Frozen City.

Boar						
M	F	S	A	W	H	Notes
6	+2	+0	12	+2	8	Animal

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Giant Rats

Rats were one of the few species that did manage to survive the freezing of the city, hiding in some part of the ancient sewer system. There, they scavenged what food they could find, including potions and other magic items. Somehow, over the centuries, at least one strain evolved to produce rats the size of cats. Usually, giant rats are encountered in small packs which have been known to overwhelm weak or wounded adventurers.

Giant Rat						
M	F	S	A	W	H	Notes
6	+0	+0	6	+0	1	Animal, Pack Hunter (if multiple giant rats are encountered, they should activate and move as one)

Ice Spiders

These hairy arachnids vary in size, but are generally about the size of a wolf. These spiders do not spin webs – they are active hunters. Generally, they feed on rodents and other small mammals, but are not averse to trying their luck with larger prey. Although not particularly strong, ice spiders are quick and their bite releases a dangerous venom.

Ice Spider						
M	F	S	A	W	H	Notes
6	+0	+0	8	+0	4	Animal, Venom (treat any human damaged by an ice spider as 'wounded')

Ice Toads

These large and ponderous amphibians have devastatingly powerful jaws, but are otherwise weak. It is generally just best to avoid them.

Ice Toad						
M	F	S	A	W	H	Notes
3	+2	+0	10	+0	5	Powerful Jaws (ice toad attacks cause triple damage)

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Snow Leopards

The largest and most vicious of the big cats around Frostgrave, the snow leopard is a dangerous hunter. They have no fear of humans and will attack if they are hungry or feel threatened.

Snow Leopard						
M	F	S	A	W	H	Notes
8	+2	+0	10	+2	10	Animal

White Gorillas

Although rarely seen, at least one colony of white gorillas make their home in the city. While the females and young generally stay inside a nest, deep within the ruins, the males go out hunting and are not above eating human flesh.

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

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Wild Dogs

Several large packs of wild dogs now roam the ruins of Frostgrave. Generally, these animals are scrawny, chronically malnourished, and often diseased members of the species. Unfortunately, this has also made them aggressive.

Wild Dog						
M	F	S	A	W	H	Notes
8	+0	+0	8	+0	4	Animal, Pack Hunter (if multiple wild dogs are encountered, they should activate and move as one)

Wolves

Wolves tend to shy away from humans, but one or two will occasionally wander down into the city in search of prey.

Wolf						
M	F	S	A	W	H	Notes
8	+1	+0	10	+0	6	Animal

CONSTRUCTS

Constructs are artificially created objects that have been animated with a magic semblance of life. Known as golems when built in vaguely humanoid forms, a construct's design will depend upon their intended role, and can theoretically be created out of any material. Wood, metal, and clay are the most common as they are the easiest to work with, but constructs made of stone, bone, plants, and even paper are all possible. For game purposes, the actual material used is irrelevant.

Small Constructs

These are constructs that are smaller than most humans. They normally take the form of a small humanoid or animal, but could just as easily be an animated chair, child's toy, or something even more unusual.

Small Construct						
M	F	S	A	W	H	Notes
6	+0	+0	11	+0	10	Construct

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Medium Constructs

These are around human size and come in all types, from humanoid designs to machines designed for a specific purpose, such as chopping wood, washing clothes or serving as a mount.

Medium Construct						
M	F	S	A	W	H	Notes
5	+1	+0	12	+0	12	Construct

Large Constructs

These are larger than a human and, while often still humanoid in shape, can also be found as self-propelled 'living' wagons or carriages or with designs inspired by larger animals such as bears.

Large Construct						
M	F	S	A	W	H	Notes
4	+3	+0	13	+0	14	Construct, Large

DEMONS

'Demon' is the more common term for all extra-planar entities – any being that comes from another dimension or plane of existence. Few of the demons found in Frostgrave have come of their own free will – most have been summoned by ancient wizards and bound in some form. This means that while a demon is not necessarily evil, few are particularly well disposed towards humanity and many have been driven mad by their centuries-long imprisonment.

Imps

Imps are generally the smallest and least powerful of demons. They tend to be smaller than a human, but the infinity of forms across the planes of existence means that they can appear as practically anything – a mass of flesh defined solely by a giant mouth, a spindly insect creature with vestigial wings, a crooked imitation of a man, a humanoid rat…

Imp						
M	F	S	A	W	H	Notes
6	+1	+0	10	+4	6	Demon

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Minor Demons

While the human-sized minor demons, like imps, come in an infinite number of forms, some distinct 'species' can be identified, such as the 'gargoyles' – hunched, grey-skinned creatures that find homes amongst the ruined architecture of Frostgrave.

Minor Demon						
M	F	S	A	W	H	Notes
6	+3	+0	11	+4	12	Demon

Major Demons

Major demons are powerful individual entities. There is no limit to the size or shape they can take, and some are capable of changing forms at will. They appear as flawlessly beautiful humans, grotesque hybrids of multiple animals, giant amorphous blobs, floating spheres of light, or anything else that can be imagined. The stats given below are just a guideline, as major demons will often have their own magic powers or abilities, or access to a number of spells.

Major Demon						
M	F	S	A	W	H	Notes
6	+4	+0	12	+6	15	Demon, Large (optional)

MISCELLANEOUS CREATURES

Although they are not necessary magic, there are many other creatures that inhabit or, at least, pass through Frostgrave that are smarter than animals. Some of the most common of these can be found here.

Frost Giants

Ever since the great storm that destroyed the city, frost giants have occasionally wandered down from the northern mountains. Possessed of rudimentary intelligence, they can occasionally be reasoned with but generally they see humans (and most other animals) as little more than food.

Frost Giant						
M	F	S	A	W	H	Notes
6	+5	+0	15	+4	25	Large, Huge Weapon (treat as if armed with a two-handed weapon)

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Giant Worms

The giant worms that move beneath the city are, like so many of the dangers of Frostgrave, a legacy of the old days. They were originally bred to clean the city's sewer system, devouring all of the waste. It is unknown if they were frozen and thawed or if they have been active and breeding in the last thousand years but, either way, it is clear that there is no longer enough food for them in the sewer system, and they often come out to hunt.

Giant Worm						
M	F	S	A	W	H	Notes
7	+4	+0	10	+5	20	Animal

Snow Trolls

Large, dumb and dangerous, the shaggy snow trolls encountered in the city are not to be taken lightly. Trolls consider anything that is alive and smaller than themselves to be food and will not hesitate to attack anyone they meet. Thankfully, trolls are slow and can usually be avoided or outpaced.

Snow Troll						
M	F	S	A	W	H	Notes
4	+4	+0	14	+2	16	Large, Huge Weapon (treat as if armed with a two-handed weapon)

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Werewolves

The werewolves that inhabit the ruins of the city are not true lycanthropes. They are not shape shifters, but some kind of wolf–human hybrid. Although they live in small packs, they hunt alone and are thus normally encountered individually. The heads of werewolves are highly prized trophies – any figure that kills a werewolf may spend an extra turn cutting off its head, which may be sold for 20gc after the game.

Werewolf						
M	F	S	A	W	H	Notes
7	+4	+0	11	+5	12	Agile (treat difficult terrain as normal terrain), Bounty (20gc)

* * * *

Spell Cards

These handy cards show all the spells broken down by the school of magic to which they belong. This might be more convenient for some players than the alphabetical listing in Chapter 4: Spells, especially during wizard creation. They can also be photocopied or downloaded from www.ospreygames.co.uk for use as quick-reference aids in games.

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CRUMBLE

Chronomancer / 10 / Line of Sight

This spell only works against man-made structures such as buildings and walls. The spellcaster rapidly speeds up the passing of time in a small area of the structure, causing it to collapse. This can effectively create a doorway-sized hole through any wall, which should be indicated on the table somehow. The spell can also be used to collapse a section of floor beneath a figure standing on a level above the ground. In this case, the figure about to be affected must pass a Will roll versus the casting roll, or fall to the next level down and taking damage appropriately.

DECAY

Chronomancer / 12 / Line of Sight

The spellcaster selects and attacks a target's weapon, causing it to decay and fall apart, rendering it useless for the rest of the game. This spell has no effect on magic weapons (even those only temporarily enchanted).

FAST ACT

Chronomancer / 8 / Line of Sight

The target figure will act first next turn, in a special phase before either player's wizard phase. If this spell is cast multiple times in the same turn, all figures so affected will act in this special phase, starting with the last figure to have had Fast Act cast upon it, and concluding with the first.

FLEET FEET

Chronomancer / 10 / Line of Sight

Target receives +2 Move for the rest of the game. Multiple castings of Fleet Feet on the same target have no effect.

PETRIFY

Chronomancer / 12 / Line of Sight

The target is temporarily frozen solid and may take no actions on its next activation. After the next activation, the figure may move as normal. The target may attempt to resist this spell by succeeding with a Will roll versus the casting roll.

SLOW

Chronomancer / 12 / Line of Sight

The target must pass a Will roll or be reduced to one action per activation. After each activation, the target may attempt another Will roll versus the original casting roll, in order to shake off the effects of the spell. Otherwise, its effects last until the end of the game. Multiple castings of this spell on the same target have no effect.

TIME STORE

Chronomancer / 14 / Self Only

The spellcaster captures a fragment of his own present to save for future use. To cast this spell, the spellcaster must be able to take two actions during the turn. He must spend the first action casting Time Store. If successful, the second action is lost. This spellcaster is now considered to have a stored 'extra action' that he may use in a future turn. This action can only be used while the spellcaster is taking his normal actions for the turn, essentially giving him three actions in that turn. A spellcaster may only ever have one stored action at any time.

TIME WALK

Chronomancer / 18 / Self Only

The spellcaster is allowed to activate, with the usual two actions, for a second time in the turn – during the soldier phase. If a spellcaster fails to cast this spell, he suffers 2 damage in addition to any other damage for failing to cast the spell. A spellcaster cannot cast Time Walk if he is currently using Time Store.

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CALL STORM
Elementalist / 12 / Area Effect
If this spell is successfully cast, all bow and crossbow attacks are -1 for the rest of the game. This spell may be cast multiple times (and by multiple spellcasters), with each additional casting increasing the penalty by a further -1, up to a maximum penalty of -10.

DESTRUCTIVE SPHERE
Elementalist / 12 / Area Effect
Every figure within 3" of the spellcaster suffers a +5 attack.

ELEMENTAL BALL
Elementalist / 12 / Line of Sight
The spellcaster chooses an enemy figure within 24" and line of sight and hurls a ball of destructive elemental energy at it. The target, and every figure (including friendly ones) within 1.5" and line of sight of the target, immediately suffers a +5 shooting attack (roll each attack separately). This spell may not target an enemy figure that is even partially obscured by another figure.

ELEMENTAL BOLT
Elementalist / 12 / Line of Sight
The spellcaster may make an immediate +8 shooting attack against any figure in line of sight.

ELEMENTAL HAMMER
Elementalist / 10 / Line of Sight
This spell is cast upon a weapon. The next time this weapon causes at least 1 point of damage, it inflicts an additional 5 points of damage.

ELEMENTAL SHIELD
Elementalist / 10 / Self Only
The spellcaster forms a floating shield to protect himself. This shield absorbs the next 3 points of damage against the spellcaster from any source. Once 3 points have been absorbed the shield vanishes. A spellcaster may only have one Elemental Shield active at any time.

SCATTER SHOT
Elementalist / 12 / Area Effect
The spellcaster may make one +0 attack against every enemy figure (either from an opposing warband or a creature) within 12". This may include enemy figures in combat, although the normal rules for shooting into combat are followed in this case.

WALL
Elementalist / 10 / Line of Sight
This spell creates an impenetrable 6"-long, 3"-high wall within 6" of the spellcaster. At the end of each following turn, roll a d20 – on a 17+ the wall vanishes.

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ANIMATE CONSTRUCT
Enchanter / 8 / Out of Game

It is assumed that the spellcaster has built a construct prior to using this spell to animate it. If the spell is successfully cast, the construct immediately becomes a member of the warband, taking the place of a soldier. A spellcaster may declare that he is attempting to animate a construct of any size (Small, Medium or Large – see Chapter 6: Bestiary), but the larger the construct, the harder it is to animate, so the following modifiers are applied to his roll to cast the spell: Small -0, Medium -3, Large -6.

CONTROL CONSTRUCT
Enchanter / 12 / Line of Sight

If successfully cast, the target construct must make an immediate Will roll versus the casting roll. If the roll fails, the spellcaster gains control of the construct for the rest of the game. A spellcaster may only control one construct at a time.

EMBED ENCHANTMENT
Enchanter / 12 / Out of Game

This spell causes any Enchant Armour or Enchant Weapon spell that is still active at the end of a game, to become permanent, and the weapon or armour in question to become a magic item. Alternatively, a spellcaster may cast either of those spells after a game (even though neither are usually an Out of Game spell), immediately followed by Embed Enchantment. If both spells are successful, the item becomes permanently enchanted.

ENCHANT ARMOUR
Enchanter / 8 / Line of Sight

The armour worn by the target now counts as magic armour and grants a +1 to Armour for the rest of the game. Multiple castings of this spell on the same target have no effect.

ENCHANT WEAPON
Enchanter / 8 / Line of Sight

A target weapon is given a temporary magic boost by the spellcaster. Melee weapons affected by this spell count as magic weapons and give their users +1 Fight for the rest of the game. Bows and crossbows targeted by the spell give +1 Shoot instead, but do not count as magic weapons. Multiple castings of this spell on the same weapon have no effect. Alternatively, the spell can be used to enchant one arrow or quarrel. This gives +1 Shoot and counts as a magic weapon, but only for the next shot. A bow or crossbow boosted by Enchant Weapon may be used to fire arrows or quarrels similarly enchanted, and the bonuses stack.

GRENADE
Enchanter / 10 / Line of Sight

The spellcaster takes an object, commonly a simple rock, imbues it with magic energy and throws it at his target, whereupon it explodes into hundreds of fragments. The caster picks a target point within 12". Every figure, including allies, within 1.5" of that point immediately suffers a +3 shooting attack.

STRENGTH
Enchanter / 10 / Line of Sight

The target receives +2 Fight for the rest of the game. Multiple Strength spells on the same target have no effect.

TELEKINESIS
Enchanter / 8 / Line of Sight

The spellcaster may move any currently unclaimed treasure within 24" by up to 6" in any direction. As long as he can maintain line of sight to the treasure, he can move it over any terrain or obstacle. If the treasure moves out of line of sight, it immediately falls straight to the ground.

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BEAUTY

Illusionist / 10 / Self Only

This spell causes all humans (i.e. anything not found in Chapter 6: Bestiary) who look at the spellcaster to see a paragon of beauty. Anyone wishing to attack the spellcaster must first pass a Will roll versus the casting roll. Failing this Will roll does not cause the would-be attacker to lose an action. Any model magically compelled to fight the target must also pass a Will roll or suffer -1 to its Fight stat.

FOOL'S GOLD

Illusionist / 8 / Out of Game

This spell allows the spellcaster to place one additional treasure token before the start of the game. However, he must also secretly note down which of the treasures he has placed is the Fool's Gold. When any figure comes into contact with the Fool's Gold, the treasure token immediately vanishes and is removed from the game.

GLOW

Illusionist / 10 / Line of Sight

A brightly glowing light surrounds the target figure. For the rest of the game, all shooting attacks against this figure are at +3. Multiple Glow spells on the same target have no effect.

ILLUSIONARY SOLDIER

Illusionist / 12 / Out of Game

Causes an illusionary soldier to join the warband for the next battle. This soldier can be of any type. This soldier cannot pick up treasure, nor can it deal damage. If the soldier ever suffers damage of any type, it is removed. A warband may only have one illusionary soldier at any given time.

INVISIBILITY

Illusionist / 12 / Touch

The target figure becomes invisible and may not be attacked or targeted by spells (although he may still be affected by area effects, such as the blast radius of a Grenade spell). The effects of this spell last until the target attacks, casts a spell, or picks up an item of treasure. The spell can be cast on a figure already carrying treasure, rendering both invisible.

MONSTROUS FORM

Illusionist / 8 / Self Only

Any figure wishing to move into contact with the spellcaster must make an immediate Will roll versus the casting roll. If failed, the figure sees a hideous creature instead of the spellcaster and is too scared to attack – he may only make a move that takes him further away. A spellcaster may not have Beauty and Monstrous Form cast at the same time. Undead, constructs, and demons are immune to Monstrous Form.

TELEPORT

Illusionist / 10 / Self Only

The spellcaster immediately moves to any location within line of sight, but may take no other action this turn. This spell may not be used to enter combat.

TRANSPOSE

Illusionist / 12 / Line of Sight

This spell switches the position of two figures on the board. The two figures being transposed must be within 10" of each other and both must be within line of sight of the spellcaster. The spellcaster may cast Transpose to switch himself with another figure. If he attempts to transpose an enemy figure (either a creature or member of a rival warband), they may each make a Will roll versus the casting roll. If even one succeeds with this Will roll, the spell fails. This spell may target figures in combat.

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BONE DART

Necromancer / 8 / Line of Sight

This spell fires a small, sharp shard of bone at a target. The spellcaster may make an immediate +5 shooting attack against any figure in line of sight. This does not count as a magic attack.

BONES OF THE EARTH

Necromancer / 10 / Line of Sight

A skeletal hand reaches out of the ground and grabs the target's ankle. The target is held fast and may not move. Any magic form of movement will allow the target to escape the hand. Otherwise, the only way to escape the hand is to fight. The hand has Fight +0 and Health 1. If the hand is damaged, it vanishes, and the target is free. This spell may only be cast against a target that is standing on ground level. The maximum range for this spell is 18".

CONTROL UNDEAD

Necromancer / 12 / Line of Sight

If successfully cast, the target undead creature must make an immediate Will roll versus the casting roll. If the roll fails, the spellcaster gains control of the undead creature for the rest of the game. A spellcaster may only control one undead creature at a time.

RAISE ZOMBIE

Necromancer / 8 / Out of Game OR Touch

This spell can be used both 'Out of Game' and during the game. If successful, the spellcaster adds one zombie to his warband (see Chapter 6: Bestiary). If the spell is cast before the game, the zombie can be deployed normally. If it is cast during a game, the zombie appears in base contact with the spellcaster. A warband may only have one raised zombie at any one time. If the zombie is killed during a game, Raise Zombie can be cast again to create another. A raised zombie does not count towards the warband size limit and remains with a warband until the end of the game, at which point it crumbles into dust.

REVEAL DEATH

Necromancer / 12 / Line of Sight

This spell causes the target to see a vision of his own death. The target must make an immediate Will roll versus the casting roll. If the target fails, he loses his next activation.

SPELL EATER

Necromancer / 12 / Line of Sight

This spell cancels the effects of any one spell currently in play, and the spellcaster immediately takes 1 point of damage. It cannot unsummon a creature, but it can cancel the control of a creature.

STEAL HEALTH

Necromancer / 10 / Line of Sight

The target must make an immediate Will roll versus the casting roll. If failed, the target immediately loses 3 Health and the spellcaster regains 3 Health. This may not take the spellcaster above his starting health. This spell has no effect on undead, constructs or demons. A spellcaster may target a member of his own warband – if he does, however, the target will immediately (and permanently) leave the warband and will move as quickly as possible off the board.

STRIKE DEAD

Necromancer / 18 / Line of Sight

This spell may target a figure within 8". The target must make a Will roll versus the casting roll or be immediately reduced to 0 Health. All figures may empower their Will roll to resist this spell, even non-spellcasters. The spellcaster immediately loses 1 Health upon attempting this spell (even if it is cast successfully), plus any additional loss incurred by failure or empowerment.

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ABSORB KNOWLEDGE

Sigilist / 8 / Out of Game

This spell can only be cast by a wizard, and allows him to absorb the knowledge from a written work without having to read it. A wizard immediately gains 50 experience points for casting this spell to represent the speed with which he can gain knowledge. This spell may only be cast after a game in which the wizard was not reduced to 0 Health.

CREATE GRIMOIRE

Sigilist / 12 / Out of Game

This spell allows a spellcaster to create a grimoire containing one spell that he already knows. In order to create a grimoire, the spellcaster must first cast Create Grimoire, and then the spell he wishes to place into the grimoire (even if it is not usually an Out of Game spell). If both are successfully cast, the grimoire is created and the wizard may then sell it.

DRAINING WORD

Sigilist / 14 / Area Effect

This spell draws a bright rune of power in the sky. The spellcaster may choose one spell for the Draining Word to affect. All rolls to attempt to cast that particular spell are at -3 for the rest of the game. A spellcaster may only have one Draining Word spell in effect at any given time.

EXPLOSIVE RUNE

Sigilist / 10 / Touch

The spellcaster draws a bright, glowing rune of power on the ground or a wall. A marker should be placed on the table to represent the rune. If any character or creature that was not part of the spellcaster's warband at the start of the game comes within 1" of the rune, it explodes, and every figure, friend or foe, within 2" suffers an immediate +5 shooting attack. A spellcaster may have up to three such runes in play at any time. At the end of any turn, he may choose to cancel any or all of his runes. If the spellcaster is removed from play, any runes he placed are also removed.

FURIOUS QUILL

Sigilist / 10 / Line of Sight

The target is attacked by a sharp animated quill. Although the quill does no damage, it is highly irritating and extremely distracting. While under attack, the target suffers -1 Move, -2 Fight, -4 Shoot and -2 to any casting rolls. At the start of the target's activation each turn, he may make a Will roll versus the casting roll – if successful, the quill is caught and destroyed. Multiple castings of Furious Quill against the same target have no effect. This spell may be cast against a figure in combat with no penalty.

POWER WORD

Sigilist / 14 / Area Effect

This spell draws a bright rune of power in the sky. The spellcaster may pick one spell for the Power Word to affect. All rolls to cast that particular spell are at +3 for every spellcaster for the rest of the game. Each spellcaster may have only one Power Word in effect at any given time.

PUSH

Sigilist / 8 / Line of Sight

The target suffers an immediate +10 attack. Instead of taking damage from this attack, the target is moved 1" directly away from the spellcaster for every point of damage he would have taken. If this pushes the target into a piece of terrain or the edge of the board, he stops immediately. Other figures do not stop (or get hit by) a pushed figure – they are assumed to step out of the way. If the target is pushed off a height, he suffers falling damage as normal.

WRITE SCROLL

Sigilist / 12 / Out of Game

A spellcaster may attempt to cast this spell once after every game. If successful, one scroll is created. The scroll must be of a spell that the spellcaster knows.

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AWARENESS
Soothsayer / 8 / Self Only
This spell allows the spellcaster to add +1 to his warband's initiative rolls for the rest of the game. Multiple castings of this spell have no effect, but it may be cast again if the original spellcaster is removed from play.

COMBAT AWARENESS
Soothsayer / 12 / Touch
This spell gives the target a magic insight into the moves his opponent will attempt in a fight. It gives the target a +2 Fight stat for the remainder of the game. Multiple castings of this spell on the same target have no effect.

FORGET SPELL
Soothsayer / 12 / Line of Sight
The spellcaster picks one spell known by the target and causes him to temporarily forget how to cast it. The target may make a Will roll to attempt resist the effects of this spell – if unsuccessful, the he may not cast that spell for the remainder of the game.

MIND CONTROL
Soothsayer / 12 / Line of Sight
This spell only affects soldiers and creatures. If the target fails a Will roll against the casting roll, he temporarily joins the spellcaster's warband and can be activated as normal during the soldier phase of the spellcaster's turn. After each activation, the soldier may make a Will roll versus the casting roll to shake off the spell's effects. A spellcaster may only have one active Mind Control spell at a time.

REVEAL INVISIBLE
Soothsayer / 8 / Area Effect
This spell cancels all Invisibility spells within 24" of the caster.

REVEAL SECRET
Soothsayer / 12 / Out of Game
This spell reveals the location of secret treasure, and may be cast immediately before a game. If successful, the spellcaster's warband may place one additional treasure token within 6" of their deployment area. Only one extra treasure per warband may be placed in this way each game.

WILL POWER
Soothsayer / 10 / Line of Sight
Target gains +3 Will for the rest of the game. Multiple Will Power spells on the same target have no effect.

WIZARD EYE
Soothsayer / 8 / Line of Sight
This spell may be cast on any terrain feature within 12" that has a flat side, such as most ruins. Place a token next to the terrain feature to represent the Wizard Eye. For the rest of the game, the spellcaster may choose to draw line of sight from the Wizard Eye instead of from his figure when casting spells. The Wizard Eye has 180-degree field of vision. A spellcaster may only maintain one Wizard Eye at a time.

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BIND DEMON

Summoner / 10 / Line of Sight

The target demon must make an immediate Will roll versus the casting roll. If it fails, the spellcaster gains control of the demon for the rest of the game. A spellcaster may only have one bound demon at a time.

IMP

Summoner / 10 / Line of Sight

An imp immediately appears, anywhere within the spellcaster's line of sight, but no closer than 3" to another figure. The imp follows the normal rules for creatures and will act in the next creature phase. If the same spellcaster casts this spell a second time, the first imp will immediately vanish.

LEAP

Summoner / 8 / Line of Sight

The target makes an immediate 10" move in any direction, including vertically. This move is not hindered by any terrain unless that terrain is over 10" high. Target may take no other action this turn. This spell cannot be used to move a figure into combat.

PLAGUE OF INSECTS

Summoner / 12 / Line of Sight

The target figure is attacked by a cloud of stinging or biting insects that irritate and distract. The cloud of insects has a 1" radius centred on, and moving with, the target figure. It affects all figures, including the target figure, fully or partially within this radius. While being pestered by the insects, a figure has -4 Fight and -4 Shoot. The target figure must pass a Will roll versus the original casting roll at the start of his activation in order to beat off all the insects. Other figures within the radius may simply move away to escape. A figure may only ever be affected by one Plague of Insects, whether as a target or by virtue of being within the 1" radius.

PLANAR TEAR

Summoner / 12 / Line of Sight

The spellcaster creates a small tear in the fabric of the universe. This rift is painful to humans and creatures, but lethal to demons. The spellcaster selects a target point. All figures within 2" of that point must make a Will roll versus the casting roll or suffer 2 points of damage. Demons that fail the Will roll take damage equal to the casting roll.

PLANE WALK

Summoner / 14 / Self Only

Although the spellcaster remains in the same physical location, he briefly moves between planes. Until his next activiation, he can ignore all terrain when moving, walking through walls and across chasms. He may not be the target of any shooting attacks or spells. The spellcaster will never be considered in combat during the turn, nor can he be attacked by any figure. However, he also may not pick up treasure, or in any way affect other characters or terrain on the board. If he is carrying treasure, he drops it. It is incredibly draining to move between planes of existence, so if a spellcaster attempts to cast this spell in a second consecutive turn, he suffers a -5 modifier. He suffers a -10 modifier if he attempts it three turns in a row and -15 on the fourth turn and beyond.

POSSESS

Summoner / 12 / Line of Sight

This spell may only be cast on a member of the spellcaster's own warband. The target is possessed by a demon and gains +2 Fight, +2 Armour, and -2 Will for the remainder of the battle and counts as a demon for all intents and purposes (e.g. Banish, Bind Demon). If removed from the game for any reason (such as being hit by a Banish spell), check for the character's survival as normal. A spellcaster may only have one Possess spell active at a time.

SUMMON DEMON

Summoner / 12 / Touch

If successfully cast, a demon is immediately placed on the table within 1" of the spellcaster. It may not be placed straight into combat. The demon is treated as though it is already subject to a Bind Demon spell. A spellcaster may only have one bound demon at a time. The type of demon summoned depends on the amount by which the spellcaster succeeded on his casting roll: 1–5 Imp, 6–12 Minor Demon, 13+ Major Demon (see Chapter 6: Bestiary). If a spellcaster rolls a 1 while attempting to cast this spell, a demon is placed on the table and immediately attacks the summoner. The type of demon is determined using the same chart as above, but using the amount by which the casting roll was failed.

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BANISH

Thaumaturge / 10 / Line of Sight

If successfully cast, all demons within line of sight of the spellcaster must pass an immediate Will roll versus the casting roll or be removed from the game.

BLINDING LIGHT

Thaumaturge / 10 / Line of Sight

The target must make an immediate Will roll versus the casting roll. If he fails, he may not attack, shoot, or cast Line of Sight spells. His Fight stat is reduced to +0 and Move to 1. At the start of each turn, the figure may attempt to break the spell by making another Will roll against the same target, otherwise the effects last until the end of the game.

CIRCLE OF PROTECTION

Thaumaturge / 12 / Touch

Creates a circle with a 3" diameter that no demon can enter or pass through. This spell has no effect on a possessed individual. A spellcaster may only have one active circle of protection at a time, but he does not have to remain within it.

DISPEL

Thaumaturge / 12 / Line of Sight

Immediately cancels the ongoing effect of any one spell. It cannot unsummon a creature, but it can cancel the control of a creature.

HEAL

Thaumaturge / 8 / Touch

This spell restores 5 points of Health to the target model. This spell cannot take a model above its starting health.

MIRACULOUS CURE

Thaumaturge / 12 / Out of Game

This spell removes all of the effects of one type of Permanent Injury. For example, a wizard suffering from Lost Fingers regrows all his missing digits, regardless of how many times he has suffered that particular injury.

RESTORE LIFE

Thaumaturge / 20 / Out of Game

This spell can only be cast by a wizard. A wizard may cast this spell immediately after a game in which a member of his warband has died. If successful, that figure is brought back to life, and may return to action in the very next game.

SHIELD

Thaumaturge / 10 / Line of Sight

The target receives +2 Armour for the rest of the game. Multiple Shield spells on the same target have no effect.

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ANIMAL COMPANION

Witch / 8 / Out of Game

The spellcaster summons an animal companion of his choice from the following options to join his warband: Bear, Wolf, Snow Leopard, Ice Toad (see Chapter 6: Bestiary). The animal takes the place of a soldier for the purposes of maximum warband size. Animal companions may not collect treasure or carry items. They may be controlled by another spellcaster using the Control Animal spell, although they will re-join their original warband after the game. Animal companions are more strong-willed than wild examples of their species – give them +2 to the Will stat found in the appropriate Bestiary entry. A spellcaster may only have one animal companion at any time.

BREW POTION

Witch / 12 / Out of Game

A spellcaster may attempt to cast this spell before the game. If successful, he gains one potion of any type (except Elixir of Life). This potion may be given to any member of his warband.

CONTROL ANIMAL

Witch / 12 / Line of Sight

If successfully cast, the target animal must make an immediate Will roll versus the casting roll. If the roll fails, the spellcaster gains control of the animal for the rest of the game. A spellcaster can only control one animal at a time.

CURSE

Witch / 10 / Line of Sight

The target must pass a Will roll versus the casting roll or suffer -1 to its Fight, Shoot, and Will stats for the rest of the game. This spell may be cast on the same target up to five times, for a maximum of -5 to each of the three stats.

FAMILIAR

Witch / 8 / Out of Game

A spellcaster may attempt to cast this spell before any game. If successful, he gains a familiar in the form of a small creature of his choosing. A spellcaster with a familiar gains +2 Health (write as a split stat). If the spellcaster is ever reduced to his last point of health, the familiar is destroyed. At the start of the next game, the spellcaster will revert to his normal health, unless another Familiar spell is successfully cast. This additional health may take a spellcaster over his usual maximum for the stat.

FOG

Witch / 8 / Line of Sight

A line of fog, 6" long, 3" high and 1" thick settles across the battlefield within line of sight of the caster (use cotton or paper to mark the patch of fog). Figures can move through the fog with no difficulty, but no-one may draw line of sight through it. At the start of each new turn, roll a d20. On a result of 19 or 20 the fog dissipates and is removed from the table.

MUD

Witch / 10 / Line of Sight

All ground within a 3" radius of a target point becomes rough ground for the rest of the game.

POISON DART

Witch / 10 / Line of Sight

The spellcaster flings a small dart coated in a potent poison. The spellcaster makes an immediate +5 shooting attack against any figure in line of sight. If the attack beats the target's Armour it causes no damage, but he loses one of his two standard actions per activation for the rest of the game, or until healed by either a Heal spell or a Healing Potion. The remaining action does not have to be the otherwise compulsory movement. Multiple Poison Darts against the same figure have no effect.

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The Wizard Sheet

Wizard:						School:	
M	F	S	A	W	H	Level:	Experience:
						Current Health:	
Items (max 5):						Notes:	

Apprentice:						
M	F	S	A	W	H	Current Health:
Items (max 4):						Notes:

Home Base	
The Vault	
The Treasury (gc)	

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Chronomancer		Elementalist	
Crumble		Call Storm	
Decay		Destructive Sphere	
Fast Act		Elemental Ball	
Fleet Feet		Elemental Bolt	
Petrify		Elemental Hammer	
Slow		Elemental Shield	
Time Store		Scatter Shot	
Time Walk		Wall	
Enchanter		**Illusionist**	
Animate Construct		Beauty	
Control Construct		Fool's Gold	
Embed Enchantment		Glow	
Enchant Armour		Illusionary Soldier	
Enchant Weapon		Invisibility	
Grenade		Monstrous Form	
Strength		Teleport	
Telekinesis		Transpose	
Necromancer		**Sigilist**	
Bone Dart		Absorb Knowledge	
Bones of the Earth		Create Grimoire	
Control Undead		Draining Word	
Raise Zombie		Explosive Rune	
Reveal Death		Furious Quill	
Spell Eater		Power Word	
Steal Health		Push	
Strike Dead		Write Scroll	
Soothsayer		**Summoner**	
Awareness		Bind Demon	
Combat Awareness		Imp	
Forget Spell		Leap	
Mind Control		Plague of Insects	
Reveal Invisible		Planar Tear	
Reveal Secret		Plane Walk	
Will Power		Possess	
Wizard Eye		Summon Demon	
Thaumaturge		**Witch**	
Banish		Animal Companion	
Blinding Light		Brew Potion	
Circle of Protection		Control Animal	
Dispel		Curse	
Heal		Familiar	
Miraculous Cure		Fog	
Restore Life		Mud	
Shield		Poison Dart	

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

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

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

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

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

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

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

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

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Frostgrave
Thaw of the Lich Lord

Thaw of the Lich Lord is a complete campaign for *Frostgrave* that will challenge both new and veteran players. Through a series of linked scenarios, players discover the existence of a new power in the Frozen City, one who was old when the great city was still young, and who saw both its rise and its disastrous fall. Warbands will confront the Lich Lord's minions, race against his agents to seize possession of mysterious artefacts, and brave the perils of Frostgrave in search of his lair. Eventually, they will need to muster all their courage to venture into the depths of the city and face the Lich Lord himself.

Not all wizards will seek to stop the Lich Lord, however, and full rules for giving into his corruption and following the dark road to becoming an undead lich are presented for those who crave power and immortality above all else. While the campaign presents many new threats against which wizards and their warbands must test themselves, including an expanded bestiary, it also offers additional resources, such as new henchmen that can be recruited and unique magical treasures that can spell the difference between survival and oblivion.

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