

FROSTGRAVE
THE
HUNT
FOR THE
GOLEM

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FOREWORD

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

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

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

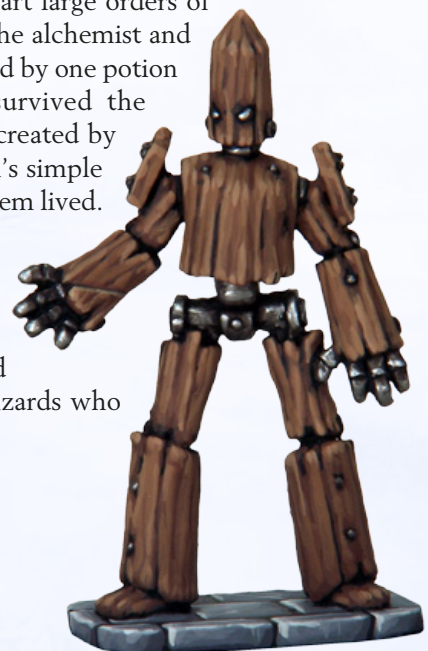
INTRODUCTION

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

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

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

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



BESTIARY

The Granite Golem

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

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

THROW ROCK

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

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

SHAKE OFF CONTROL

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

EXPLOSION

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

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

SCENARIO ONE

THE ATTACK SITE

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

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

Set-Up

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

Special Rules

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

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

Each of these results can only be obtained a certain number of times (indicated in the table above), so keep a tally of the results that come up. If a player rolls a result that has already reached its maximum, roll again until a new result is obtained. This table has been designed for a two-player game – if more than two players are involved in the scenario, add one Zombie Attack, one Survivor, and three Treasure results per additional player.

TREASURE

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

ZOMBIE ATTACK

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

SURVIVOR

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

GOLEM NOTES

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

Treasure and Experience

Treasure is treated as normal.

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



SCENARIO TWO

FIELD RESEARCH

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

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

Set-Up

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

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

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

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

Special Rules

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



Treasure and Experience

Treasure is treated as normal.

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

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



SCENARIO THREE

THE HOUSE OF THE GOLEM

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

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

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

Set-Up

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

Treasure tokens should be placed as normal.

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

Special Rules

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

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

Treasure and Experience

For every treasure token recovered during this scenario, the player may exchange his roll on the normal treasure table for a roll on the Hunt for the Golem treasure table below.

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

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

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

BOOK OF THE CONSTRUCT

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

CONSTRUCT HAMMER

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

CONSTRUCT OIL

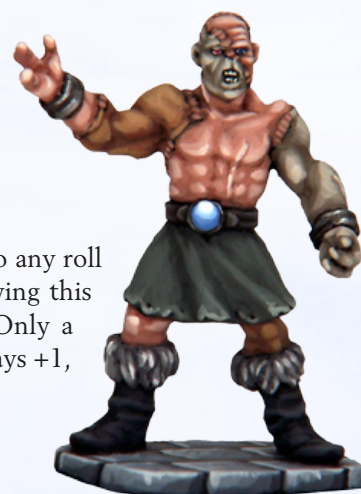
This is a barrel of magical oil, used to increase the speed and efficiency of constructs. An application of Construct Oil can be added to any construct after a successful Animate Construct spell. The oil grants the construct a permanent +1 Move. There is enough oil in the barrel for three applications,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

MIND WRENCH

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

TRUESTROKE CHISEL

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



SCRIPT OF THE GOLEM

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

* * * *

AFTERMATH

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

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

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