FROSTGRAVE

DARK ALCHEMY

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OSPREY GAMES

FOREWORD

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

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

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

THE DARK ALCHEMY CAMPAIGN

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

Warbands

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

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

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

Treasure and Experience

The treasure tokens in the campaign use different rules than those in the main rulebook. Figures in contact with treasure tokens may still spend an action to pick them up, so long as there is no enemy figure within 1", but do not suffer the usual penalties to Move and Fight. Furthermore, a figure may carry any number of treasure tokens at one time. If a figure makes it off the board carrying these tokens, the player may make one roll on the Dark Alchemy Treasure Table for each token recovered. The treasure gained during the campaign may be assigned to warband members or it may be stored in the Wizard's vault. Players are not allowed to buy or sell anything during this campaign.

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

Two Players

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

Random Encounters

None of the scenarios in this campaign use random encounters.

SCENARIO ONE
ALCHEMICAL MONSTROSITY

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

Set-Up

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

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

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

Special Rules

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

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

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

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

TWO-PLAYER RULES

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

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

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

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

Treasure and Experience

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

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

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

SCENARIO TWO
SKELETAL RUN

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

Set-Up

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

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

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

Special Rules

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

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

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

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

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

TWO-PLAYER RULES

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

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

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

Treasure and Experience

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

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

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

THE SPREADING FLAMES

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

Set-Up

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

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

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

Special Rules

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

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

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

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

TWO-PLAYER RULES

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

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

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

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

Treasure and Experience

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

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

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

DARK ALCHEMY TREASURE TABLE

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

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

BESTIARY

The Alchemical Monstrosity

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

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

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

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

Fire-Flingers

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

1. If the fire-flinger is in combat it will use its first action to fight. If it wins it will push back its opponent and be done for the turn.
2. If the fire-flinger is within 6" of a warband figure that is not in combat, it will fling fire (a +3 elemental magic shooting attack) at the closest warband member that is not in combat and then be done for the turn.
3. If the fire-flinger is in line of sight to a warband member, but more than 6" away, it will use its first action to move towards the closest warband member within line of sight. If this movement brings it within 6" of a warband member, it will then fling fire at the closest warband member as above. Otherwise, it will make a second move, again towards the closest warband member within line of sight.
4. If no warband members are within line of sight it will make one randomly determined move. If this brings the fire-flinger within line of sight of a warband member it will then fling fire (as above) if it is within 6", or will move towards it if beyond 6".

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

Burning Skeletons

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

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

POTIONS IN FROSTGRAVE

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

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

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

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

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

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

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

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

Lesser Potion Table

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

Greater Potion Table

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

BOTTLE OF BURROWING

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

BOTTLE OF DARKNESS

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

BOTTLE OF DREAMS AND NIGHTMARES

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

BOTTLE OF NULL

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

CONSTRUCT OIL

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

CORDIAL OF CLEARSIGHT

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

CORDIAL OF EMPOWERMENT

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

ELIXIR OF LIFE

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

ELIXIR OF SPEED

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

ELIXIR OF THE CHAMELEON

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

ETHEREAL VACUUM

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

EXPLOSIVE COCKTAIL

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

PHILTRE OF FAIRY DUST

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

PHILTRE OF FURY

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

POISON

This sticky poison may be used to coat any weapon except a staff, bow, or crossbow. It can be used on one arrow or crossbow bolt. The next time this weapon causes damage, the figure that takes the damage is poisoned (assuming that figure is not immune to poison). The weapon loses the ability to poison after its first attack that causes damage. This potion is not magical and not affected by anything that cancels magic.

POTION OF ELEMENTAL ABSORPTION

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

POTION OF FIRE BREATH

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

POTION OF HEALING

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

POTION OF INVISIBILITY

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

POTION OF INVULNERABILITY

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

POTION OF IRON MIND

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

POTION OF PRESERVATION

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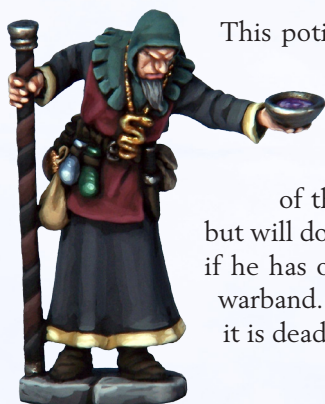
POTION OF RESTORATION

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

POTION OF STRENGTH

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

POTION OF TELEPORTATION

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

POTION OF TOUGHNESS

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

SHATTERSTAR DRAUGHT

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

SHRINKING POTION

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