JOSEPH A. McCULLOUGH

FROSTGRAVE

SECOND EDITION

FANTASY WARGAMES
IN THE FROZEN CITY

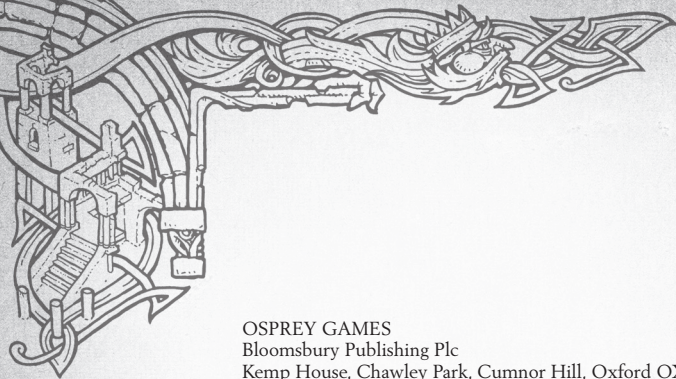OSPREY GAMES

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AUTHOR
Joseph A. McCullough is the author of several non-fiction books including *A Pocket History of Ireland*, *Zombies:
A Hunter's Guide*, and *Dragonslayers: From Beowulf to St. George*. In addition, his fantasy short stories have
appeared in various books and magazines such as Black Gate, Lords of Swords, and Adventure Mystery Tales. He
is also the creator of *Frostgrave* and *Frostgrave: Ghost Archipelago*, and co-wrote *The Grey Mountains*, a
supplement for the *Middle-Earth Role-Playing Game*.

His continued ramblings can be read at: therenaissancetroll.blogspot.co.uk

ILLUSTRATOR
ªRU-MOR was born in Tarragona, Spain, and studied Fine
Arts at the University of Seville, specializing and working on
artwork restoration. She began her professional career in
2000, sculpting historical, fantasy, and science-fiction
miniatures. These days she combines her work as a sculptor
with her work as a freelance illustrator, and has provided
illustrations for various Spanish RPGs, books, and card games.

CONTENTS

*L*ong 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 deep dungeon, 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 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 mystical 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 are receding, and Felstad has been uncovered. Its buildings lie in icy ruin, overrun by undead creatures and animated 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...

Foreword

I love games that tell stories. And you won't find a miniatures game that does it better than *Frostgrave*. Every scenario has the potential for action and surprises that players will remember for the rest of their gaming days.

The scenarios in the core book drip with atmosphere – The Mausoleum, The Silent Tower, The Worm Hunts, The Well of Dreams and Sorrows, and all the others. The varied rules, the randomness of rogue creatures, and the near-infinite variety of spells and warbands makes every game a chance to tell a grand and epic tale in the story of the Frozen City… and add to your gaming group's long legacy of desperate victories and last-second defeats.

The very name of Joseph McCullough's epic game – *Frostgrave* – appeals to the adventurer in all of us. This is a place of frozen death. And that's another part of the genius. This is no mere skirmish game. This is a gritty world where any character can fall, yet still a fantastic narrative of wizards, warriors, monsters, and icy mayhem.

Setting all this in a unique location, the frozen city of Felstad, was a stroke of genius. It instantly sets it apart from other games in its imagery and terrain. The frosted grey walls of the buildings you might see at a convention quickly mark the table as *Frostgrave*'s domain. This isn't just magic swords and sorcery – this is a frigid and beautiful tabletop search for epic treasure, all the while dodging snow trolls, giant worms, and packs of snarling, winter-white wolves.

And all that's just the core game.

Read the excellent stories in *Tales of the Frozen City*, with stories by Sarah Newton, Graeme Davis, and Ben Counter, just to name a few gaming luminaries, and immerse yourself in even more cold delight. Then venture into the catacombs with *Into the Breeding Pits* or play the campaign in my personal favourite supplement, *Thaw of the Lich Lord*. The imagery in the start of the latter, in the scenario Battle on the River, is one of the greatest I've ever played, chasing down treasures between the shattered hulks of ships – sunken and otherwise – on the frozen Meregile River. By the time you get to The Bone Wheel and The Final Battle against the Lich Lord you've not only told an amazing saga, you've had a legendary gaming experience.

I was lucky enough to work with Joseph McCullough soon after we published *Savage Worlds*. He wrote a scenario for us called *Rise, Alabama!* You could see his creativity right from the start. Now it's quite a few years later and I'm just as much a fan of his work as I was then. *Frostgrave* sets a high bar for me, as does its brilliant sequel, *Ghost Archipelago*, which I'm just now getting into.

If this edition is your first experience with *Frostgrave*, I'm envious. You have many great and memorable sessions ahead of you. If you're a veteran of Felstad's
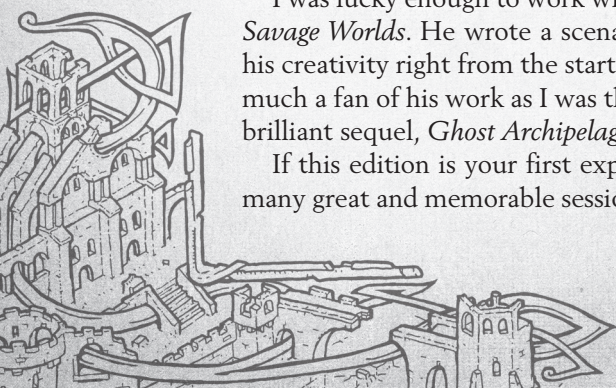
triumphs and tragedies, I'm there with you, ready to don a fur coat and magic sword and trek once more into the Frozen City. There are a lot more options and figures for the game now, and I've got my eye on some *Frostgrave* Gnolls. I'll see you on the ice, friend. Or in it.

Shane Hensley
November 2019, Arizona, USA

Shane Hensley is the President of Pinnacle Entertainment Group, and a former Executive Producer on several triple-A video games. He has an MA in military history and is the creator of the *Deadlands* intellectual property, *The Great Rail Wars* miniatures game, and the *Savage Worlds* roleplaying game system. He lives in Arizona, USA.

CHAPTER ONE
Wizards and Warbands

INTRODUCTION

Welcome to *Frostgrave*, a narrative 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 the information you need to play the game, including rules for how to create your wizard and warband, how to set up a table, and how to fight for possession of those magic treasures. While these rules might look intimidating at first, especially if you have never played a wargame before, they are generally straightforward, and most people will have a pretty firm grasp of the rules after playing just a few turns.

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

While *Frostgrave* is designed to be a competitive game between two or more players, it is less concerned with being a tactical exercise and more interested in helping players achieve a shared sense of fun and adventure as their wizards battle their way through the numerous dangers of the Frozen City. The rules attempt to cover all 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, the first question to ask is: 'What would happen in the movie?' To put it another way, decide on the coolest, most dramatic, cinematic result and go with that. This is a game about high drama, big moments, and big explosions!
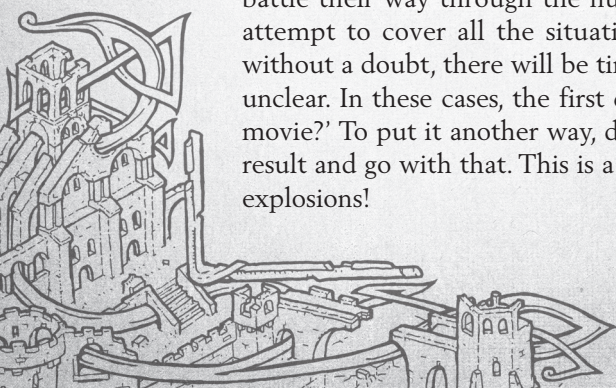
Always remember that these rules have been created for one purpose: for players to have fun. If there is any aspect of the game you want to change, any rules you want to add, or ideas you want to incorporate that will make the game more fun for you and your gaming buddies, then please do so! Having fun is the point of playing a game, after all.

Finally, one of the best parts of wargaming is that it is a social activity. Even at home, players like to go online to talk about their games, discuss rules, show off their models and terrain, and just chat with people who have similar interests. Be sure to check out the Frostgrave: Fantasy Wargames in the Frozen City Facebook group, as well as the Frostgrave pages on BoardGameGeek, Reddit, and the Lead Adventure Forum. Also, to get all the latest news and updates, take a look at my blog: **therenaissancetroll.blogspot.co.uk**.

> On a clear night, you can see a green light near the top of one of the tall towers. It flashes like it's signalling someone, but who, and what about, is a mystery...

WHY A SECOND EDITION?

Frostgrave was my first real attempt at writing a wargame, and it contained all the inconsistencies, obscurities, and errors that you might expect of a game designer's first work. Thankfully, enough players were able to see past these errors and embrace it for the wild, light-hearted adventure game I intended. In the five years since its release, I continued to work on *Frostgrave*, writing numerous supplements, magazine articles, and even a few event-specific campaigns. I also went on to write several other wargames. In so doing, I learned huge amounts about both game design in general and about *Frostgrave* in particular and slowly tested and compiled a list of changes that I thought would significantly improve the gameplay. Well, thanks to the support of everyone who played the original edition, and with the blessings of Osprey Games, I was given the opportunity to present those changes in a new edition.

Setting out to create this new edition, I had three main design goals:

1. Make the game more fun, not less.
2. Make the rules clearer, more balanced, and more streamlined, but not at the cost of #1.
3. Keep all the supplements to the first edition useable and relevant.
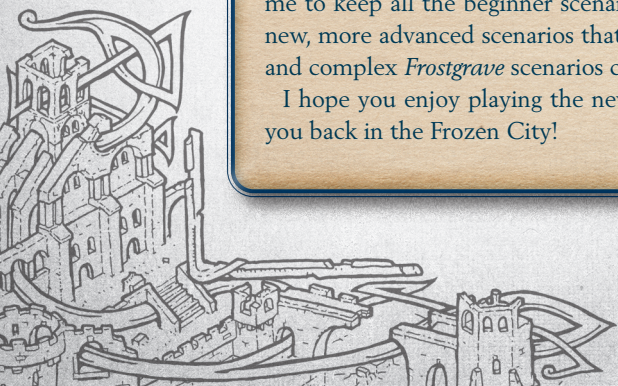
For item one, I sought to make every spell in the game desirable and useful and to increase the direct player interaction. Of the 80 spells presented in the first edition, about 20 were probably never used because they were too weak or too situational. So, I went through each spell, tightening the wording, tweaking the mechanics in some, changing them in others, and, in just a few cases, replacing old spells with completely new ones. As I did this work, I concentrated on how these spells could, and would, be used by players to interrupt and interfere with the plans of their opponents. I wanted to increase the back-and-forth nature of the game, making each scrap for treasure an opportunity for a real duel of magic.

For the second item, I have tried to improve the whole experience of players, from reading this book and learning to play the game, to running a campaign. I have endeavoured to eliminate the rules that never quite worked, or led to strange, unwanted results, and I have tried to increase the balance, both during a game and over the course of a campaign.

Finally, the first edition of *Frostgrave* consists of a huge body of work, including numerous supplements, and I wanted to make sure that nothing I did made those expansions obsolete. Thankfully, at its core, this new edition is the same game as the original, and experienced players will find a lot more here that they recognize than things they don't. There are a few changes that have knock-on effects on those supplements, but really, they are minor and are outlined at the back of this book.

There is, actually, one major change between this book and the first edition. Instead of the ten scenarios presented in the original, I have included twenty here. This allowed me to keep all the beginner scenarios from the first edition while also including ten new, more advanced scenarios that hopefully demonstrate just how diverse, creative, and complex *Frostgrave* scenarios can be should players desire it.

I hope you enjoy playing the new edition as much as I enjoyed creating it. I'll see you back in the Frozen City!

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 marked 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.
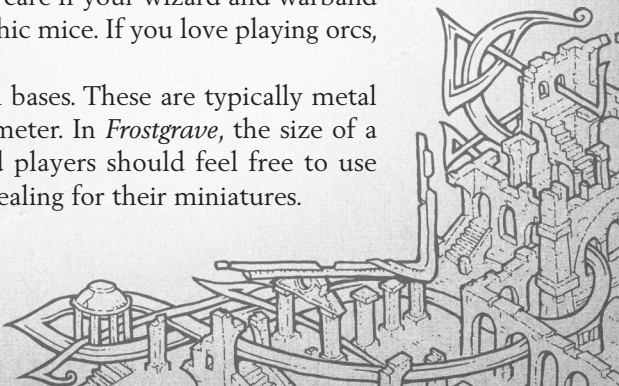
Miniatures

Miniatures (or figures, or models) are the lifeblood of the tabletop wargaming hobby. Essentially, they are toy soldiers made out of metal, resin or plastic, often sculpted to an extremely high level of detail. Official *Frostgrave* miniatures are available from North Star Figures (www.northstarfigures.com) as well as many other dealers, and provide options for all the wizards and warband members in the game, as well as a host of creatures that might be encountered. It is not essential to use 'official miniatures' to play the game, though. There are loads of fantastic fantasy miniatures on the market, and players should see this game as an opportunity to pick up the ones they've always wanted, but never previously had a use for. It is worth mentioning that most miniatures are supplied unpainted, and many wargamers find that painting their miniatures is their favourite part of the hobby.
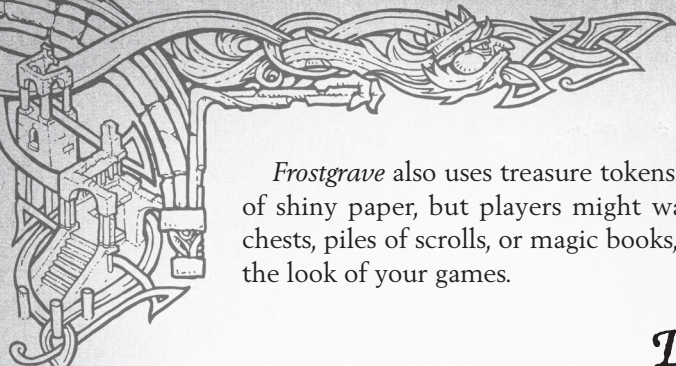
Frostgrave was designed for use with 28mm miniatures, which is the most common and popular size. Larger and smaller miniatures are also available and it is perfectly acceptable to use those instead, provided all the players are using the same size! Players using larger or smaller miniatures may want to adjust some of the distances for movement and weapon ranges to get the correct 'feel', but otherwise, size makes little difference.

Players should do their best to obtain miniatures that match the characters they are designed to represent, with appropriate weapons and armour. This is not always possible, however, so as long as all the players are clear about which figures represents which characters, the exact appearance is not important. In fact, even the race of the character is not important. While the setting assumes that all the wizards are human, the rules don't care if your wizard and warband are elves, orcs, dwarves, or even anthropomorphic mice. If you love playing orcs, use orcs.

Most wargamers mount their miniatures on bases. These are typically metal or plastic discs between 25 and 32mm in diameter. In *Frostgrave*, the size of a figure's base makes very little difference, and players should feel free to use whatever base size they find most visually appealing for their miniatures.

Frostgrave also uses treasure tokens. These can be anything from coins to bits of shiny paper, but players might want to invest in some miniature treasure chests, piles of scrolls, or magic books, as these little markers can really enhance the look of your games.

Dice

Many of the actions your figures will attempt in *Frostgrave*, such as casting spells or fighting, require the player to roll a die in order to determine success or failure. *Frostgrave* uses a twenty-sided die (often just referred to as a d20) for all rolls. At a minimum, each player will need one d20 to play. While d20s are rarely seen in most traditional board games, they are used in a lot of speciality games and are obtainable from most game stores or online.

The Table

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

Terrain

The Frozen City is a twisting maze of ruins and rubble and, to represent these close confines, the table should be filled with terrain. In a perfect world, we would all have vast terrain collections containing numerous ruined buildings, broken walls, and the like, all covered with frost and snow. However, such collections are neither common nor necessary. So long as there is a lot of 'stuff' on the table for figures to hide behind, clamber over, and fight upon, the specific look of the terrain is not important. If you are just starting out in the hobby, you might consider just buying a set of blocks. These blocks can then be used to create all kinds of different table set-ups. You can even paint them grey if you want them to look more like the ruins of stone walls. Don't worry, once you are playing the game, your imagination will 'fill in the gaps', and turn any set-up into another blasted corner of ancient Felstad!

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 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**). There are also numerous 'fan-created' Wizard Sheets floating around the web that offer a variety of different looks and styles.

CREATING A WIZARD

Before you can play *Frostgrave*, you must create a wizard. The wizard represents you on the tabletop and is by far your most important miniature. All 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 the important information about your wizard (and their warband) that you will need during the game.

The first decision when creating a wizard is a **name**. Wizards often have strange-sounding names, so pretty much anything is appropriate. Picking the right name can help set the tone or provide inspiration for the rest of the wizard creation process. It has no mechanical impact, however, so you may hold off on picking a name until the rest of the creation process is completed if you prefer. Be sure to give your wizard a name before they venture into the Frozen City, though!

The next step is to select your **wizard type**. There are ten different types of wizard, each representing 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.

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. These are all generalizations, and it is perfectly acceptable to have a wizard who acts or dresses contrary to the norm.

Below each description is a table showing the relationship of that 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 their 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 their school of magic. Technically, a Necromancer's school of magic is 'Necromancy', but players are free to use either term.

> The wizard takes one look at this violet pool and sees all the bodies and bits of bodies floating in it. Then she hands me a jar and says 'get a sample'…
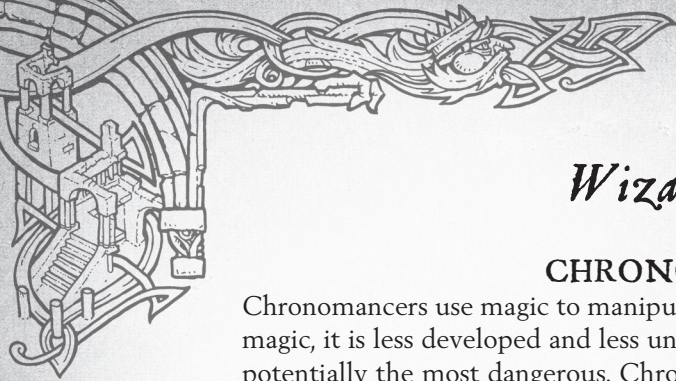
Wizard Type

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

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, they are 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	Chronomancer, Enchanter, Summoner
Neutral	+4	Necromancer, Sigilist, Soothsayer, Thaumaturge, Witch
Opposed	+6	Illusionist
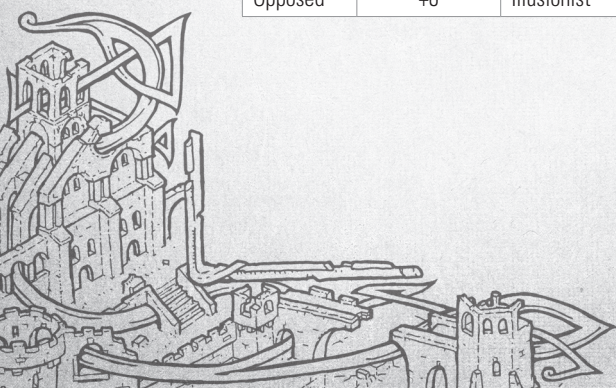
ENCHANTER

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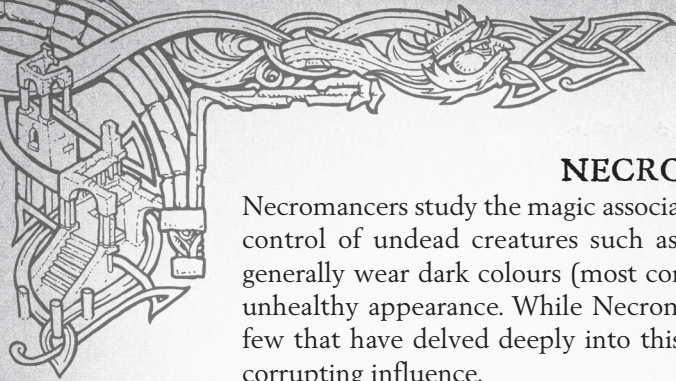
NECROMANCER

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	Chronomancer, Summoner, Witch
Neutral	+4	Elementalist, Enchanter, Illusionist, Sigilist, Soothsayer
Opposed	+6	Thaumaturge
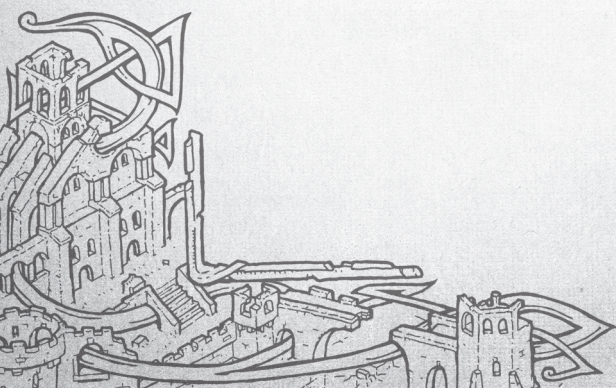
SIGILIST

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 weaker, 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	Enchanter, Illusionist, Thaumaturge
Neutral	+4	Chronomancer, Elementalist, Necromancer, Soothsayer, Witch
Opposed	+6	Summoner

SOOTHSAYER

The subtle magic of a Soothsayer allows the wizard to extend their senses beyond their body, including through time itself. They can reach into the past to learn the secrets of history or gaze into the future to catch a glimpse of things to come. They can even reach into the minds of other beings. 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	Chronomancer, Illusionist, Thaumaturge
Neutral	+4	Elementalist, Enchanter, Necromancer, Sigilist, Summoner
Opposed	+6	Witch

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 rarely 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	Elementalist, Necromancer, Witch
Neutral	+4	Chronomancer, Enchanter, Illusionist, Soothsayer, Thaumaturge
Opposed	+6	Sigilist

THAUMATURGE

Thaumaturges draw their magic powers from positive energy. Most, though not all, believe that 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	Illusionist, Sigilist, Soothsayer
Neutral	+4	Chronomancer, Elementalist, Enchanter, Summoner, Witch
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	Chronomancer, Elementalist, Illusionist, Sigilist, Thaumaturge
Opposed	+6	Soothsayer

Choosing Spells

On the Wizard Sheet is a complete list of spells, organized by the school of magic. Explanations of these spells can be found in Chapter Four: Spells (page 108). 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, all starting wizards should have three spells from their own school and one each from five other schools. A starting wizard may never have a spell from their 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 Four plus the penalty if a spell is from outside of the wizard's school. For example, an Elementalist spell being attempted 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).

As they participate in scenarios, wizards may learn more spells and improve the casting number of spells they know. This is explained in Chapter Three: The Campaign (page 73).

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 figure. The higher its Move, the further it can move each turn.
- **Fight (F):** the figure's ability in hand-to-hand combat, and its ability to avoid missile fire.
- **Shoot (S):** the figure's ability with missile weapons such as bows and crossbows. It does not influence spells which generate shooting attacks.
- **Armour (A):** how much physical protection a figure is wearing, including armour, shields, and magic protection. It also includes any natural armour a creature may possess.
- **Will (W):** the figure's determination, courage, and ability to resist spells.
- **Health (H):** the physical toughness of a figure and how much damage can be endured before it is badly wounded or killed.

Each stat has 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 figure's **actual stat**, and the second number is its **effective stat** in the current circumstances. Split stats usually occur when a figure is using a magic item, under the effects of a magic spell, or suffering from some form of injury. All these instances will be fully explained later.
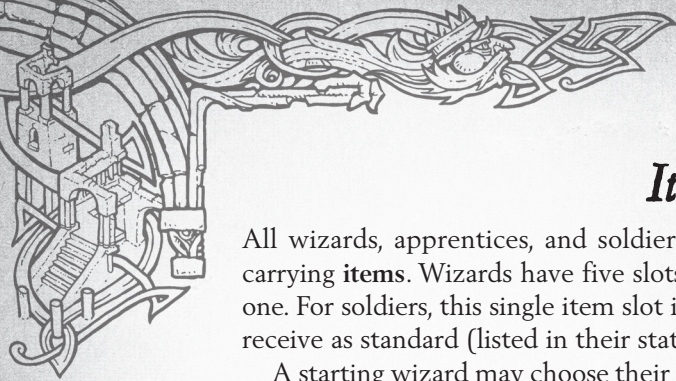
Items

All wizards, apprentices, and soldiers 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).

A starting wizard may choose their items from the General Arms and Armour List (page 33), except that they may not wear any type of armour or carry shields as these interfere with spellcasting. In a campaign, wizards can change their items after each game, so if they find a magic staff or an interesting potion, they can carry them in the next game.

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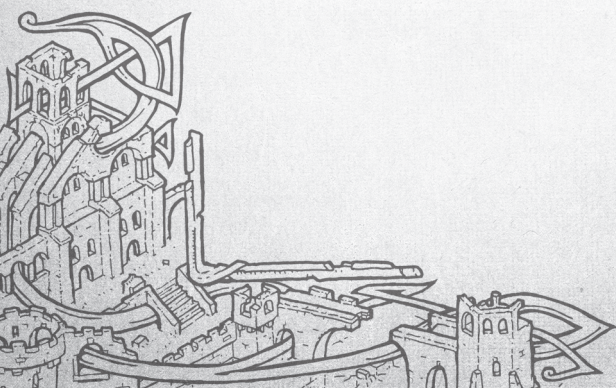
And that's essentially it for creating a wizard. They are now ready to go. That said, it's a foolish wizard who ventures into the ruins alone. In the next section, you will learn how to assemble a warband of followers to take with you on your quest for magic treasure.

ASSEMBLING A WARBAND

Every starting wizard begins the game with 400 **gold crowns (gc)** which they can use to hire followers to aid their treasure hunts. Generally, a warband consists of a maximum of ten figures: a wizard, an apprentice, and eight soldiers, although there are a few rules that allow for additional warband members.

SPELLCASTERS

The term '**spellcasters**' is used throughout this book to refer collectively to all wizards and apprentices. It also includes any creatures that are capable of casting spells, but these are extremely rare and generally only appear in specific scenarios.

The Apprentice

It costs 100gc 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. Also note, not having an apprentice does not increase the number of soldiers a wizard is allowed to have in their warband.

APPRENTICE STATS

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 generates their stat-line as a function of the wizard's stat-line. Essentially, the apprentice is learning their 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 2 from your wizard's Fight, Will, and Health stats. 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 their current effective stat.

Determining the Apprentice Stat-Line					
M	F	S	A	W	H
Wizard	Wizard -2	Wizard	10	Wizard -2	Wizard -2

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

Starting Apprentice					
M	F	S	A	W	H
6	+0	+0	10	+2	12

APPRENTICE ITEMS

Apprentices have four item slots and, like wizards, may choose their starting items from the General Arms and Armour List (page 33). Apprentices may not wear any armour or carry a shield.

APPRENTICE SPELLS

As apprentices are learning their magic from their wizard, it should come as no surprise that they know 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 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

With the rediscovery of Frostgrave, several 'boom towns' have formed around the outskirts of the city. These rough, lawless places teem with men and women hoping to join a wizard and find riches in the ruins. While many of these individuals have no actual combat training, they are all generally referred to as 'soldiers', at least by wizards, who rarely have much interest in the martial arts. Due to the sheer number of these fortune seekers, wizards can generally recruit them into their warband with just a promise of future treasure or maybe a small retainer.

Soldiers that do possess high levels of training or specific skills are called 'specialist soldiers'. These soldiers require larger retainers and positions of authority within a warband.
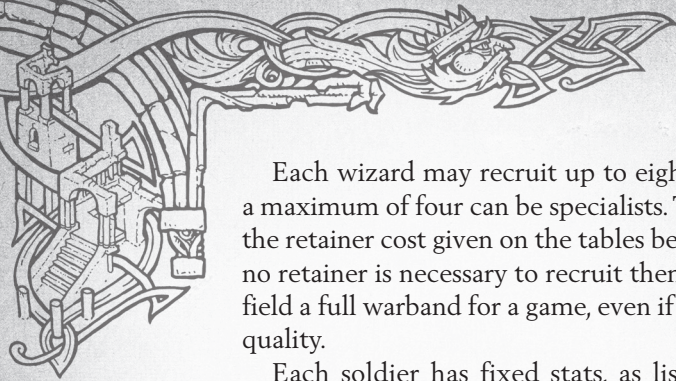
Each wizard may recruit up to eight soldiers to join their warband, of which a maximum of four can be specialists. To recruit a soldier, the wizard simply pays the retainer cost given on the tables below. A few soldiers are 'free', meaning that no retainer is necessary to recruit them. Thus, a wizard should always be able to field a full warband for a game, even if it isn't composed of soldiers of the highest quality.

Each soldier has fixed stats, as listed in the **Soldier Tables** below. Unlike wizards and apprentices, a soldier's stats will never increase except through magic or the use of magic items.

Each soldier also has a standard set of equipment, as listed in the 'Notes' column on the Soldier Tables. Soldiers may not be given additional items from the General Arms and Armour List. Should a soldier ever lose one of these standard items in the course of their adventures, they will receive a free replacement at the end of the game. Each soldier also has one item slot that they can use to carry a potion, magic weapon, or magic item. A soldier may carry a magic weapon or wear magic armour if it is the same type as a weapon or armour listed in their notes (e.g. a thief is equipped with a dagger as standard, so could only use a magic dagger; they could not use a magic hand weapon, nor could they wear magic armour). In this case, the magic weapon or armour both replaces their mundane version and fills their one item slot.
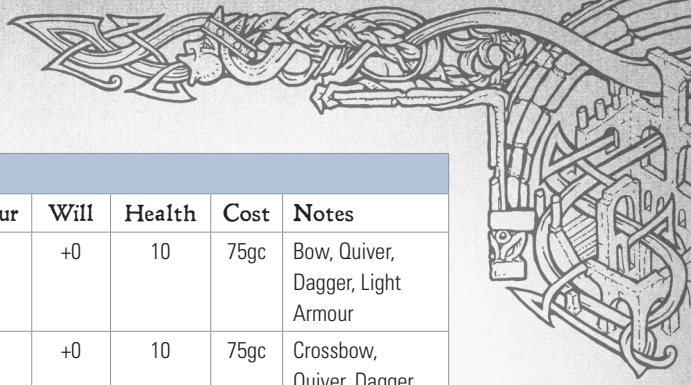
The stats given for each soldier incorporate any bonuses or penalties to their Move or Armour stats provided by the items listed in their notes.

The Wizard Sheet contains space to list all your soldiers and their stats. You can even give them all names if you wish (but it is best not to get too attached to them…).

Standard Soldier Table								
Soldier	Move	Fight	Shoot	Armour	Will	Health	Cost	Notes
Thug	6	+2	+0	10	-1	10	Free	Hand Weapon
Thief	7	+1	+0	10	+0	10	Free	Dagger
War Hound	8	+1	+0	10	-2	8	10gc	Animal
Infantryman	6	+3	+0	11	+0	10	50gc	Two-Handed Weapon, Light Armour
Man-at-Arms	6	+3	+0	12	+1	12	75gc	Hand Weapon, Shield, Light Armour
Apothecary	6	+1	+0	10	+3	12	75gc	Staff, Healing Potion
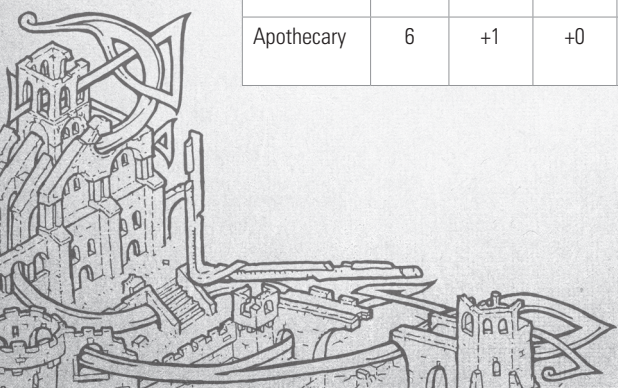
Specialist Soldier Table								
Soldier	Move	Fight	Shoot	Armour	Will	Health	Cost	Notes
Archer	6	+1	+2	11	+0	10	75gc	Bow, Quiver, Dagger, Light Armour
Crossbowman	6	+1	+2	11	+0	10	75gc	Crossbow, Quiver, Dagger, Light Armour
Treasure Hunter	7	+3	+0	11	+2	12	100gc	Hand Weapon, Dagger, Light Armour
Tracker	7	+1	+2	11	+1	12	100gc	Staff, Bow, Quiver, Light Armour
Knight	5	+4	+0	13	+1	12	125gc	Hand Weapon, Dagger, Shield, Heavy Armour
Templar	5	+4	+0	12	+1	12	125gc	Two-Handed Weapon, Heavy Armour
Ranger	7	+2	+2	11	+2	12	125gc	Bow, Quiver, Hand Weapon, Light Armour
Barbarian	6	+4	+0	10	+3	14	125gc	Two Handed Weapon, Dagger
Marksman	5	+2	+2	12	+1	12	125gc	Crossbow, Quiver, Hand Weapon, Heavy Armour

WAR HOUNDS

As animals, war hounds cannot pick up treasure tokens and have no item slots.

APOTHECARIES

Apothecaries start each game with a potion of healing (see page 91). An apothecary may spend an action to give a potion to a member of the same warband within 1", provided neither are in combat. The figure receiving the potion counts as having drunk it, and effects are applied immediately. Note that this rule applies to any potion carried by an apothecary, not just their free healing potion.

Creatures in Warbands

Some spells, and a few magic items, allow wizards to include creatures in their warbands. Creatures include anything listed in Chapter Six: Bestiary (page 176). The specific spell or item will state if the creature becomes a temporary or permanent member of the warband. If the creature is joining the warband temporarily, then it does not count against the normal maximum number of figures in the warband. Essentially, it is an extra member that will join for one game only. If the creature becomes a permanent member, then it takes the place of a soldier, counting towards the maximum warband size, and remaining with the warband from game to game until killed or dismissed. If the creature becomes a permanent member, the spell, item, or creature description will state if the creature counts as a standard or specialist soldier.

Among the spells are several 'control spells' (Control Construct, Control Undead, Control Animal, and Control Demon). Figures affected by a control spell are always temporary warband members. A spellcaster may only control one creature of each type at any one time. Figures that are permanent members of a warband never count against this control limit, even if they are the same type (so an Enchanter can have one or more constructs in their warband and still 'control' one during a game).

Regardless of whether the creature is a permanent or temporary part of the warband, it follows all the rules for a soldier, including activating in the Soldier phase, unless otherwise stated. Creatures do not have item slots, and thus may never carry items. Creatures can carry treasure tokens unless otherwise stated.

GENERAL ARMS
AND ARMOUR LIST

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

Some weapons have **damage modifiers**. This modifier is added or subtracted to the damage inflicted after the winner of the combat has been determined as explained in Chapter Two: Playing the Game (page 38).

Although it is possible for a wizard or apprentice to carry more than one hand weapon, a figure receives no bonus for doing so, other than having a back-up, should something happen to its primary weapon. Furthermore, no figure may ever wear more than one type of armour at a time, or carry more than one shield, although a figure wearing armour may also carry a shield.

DAGGER

This is a knife or other small weapon such as a light club. Daggers have a -1 damage modifier. The first dagger carried by a figure does not take up an item slot. So, a wizard can carry a dagger, plus up to five other items.

HAND WEAPON

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

TWO-HANDED WEAPON

This includes any kind of heavy melee weapon that requires two hands to wield, such as two-handed swords, battle-axes, polearms, large flails, and heavy spears. These weapons do +2 damage. Because they are so bulky, these weapons take up two item slots. So, a wizard carrying a two-handed weapon may only carry up to three other items.

STAFF

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

BOW

The most common form of missile weapon in Frostgrave is the bow. The game makes no distinction between types of bow, and players are free to depict them as longbows, composite bows, etc. Bows may be 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 close confines of the Frozen City. In order to use a bow, a figure must also be carrying a quiver (which fills another item slot) or some type of magic ammunition.

CROSSBOW

Crossbows take one action to load and one action to fire. If a figure wishes, it may replace its movement action with a 'reload' action. Crossbows have a +2 damage modifier. Crossbows also have a maximum range of 24". It is assumed that all crossbows start the game loaded and ready to fire. In order to use a crossbow, a figure must also be carrying a quiver (which fills another item slot) or some type of magic ammunition.

QUIVER

Quivers are designed to carry arrows or crossbow bolts. A figure carrying a bow or crossbow must also carry a quiver, or some type of magic ammunition, in order to make shooting attacks. A figure with a quiver may carry one piece of magic ammunition, one magic arrow or crossbow bolt, without it taking up an item slot.
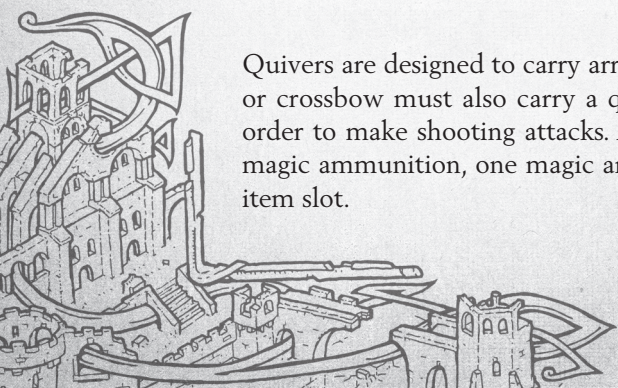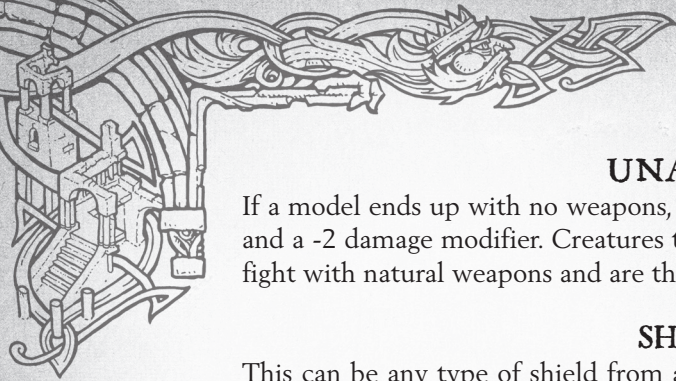
UNARMED

If a model ends up with no weapons, it can fight as normal but suffers -2 Fight and a -2 damage modifier. Creatures that have no weapons listed in their notes fight with natural weapons and are thus never counted as unarmed.

SHIELD

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

LIGHT ARMOUR

This represents any type of lighter armour that is mostly made from leather or other non-metal material. A figure wearing light armour receives +1 Armour. Spellcasters may not wear light armour.

HEAVY ARMOUR

This represents any type of heavier armour, typically made from metal. A figure wearing heavy armour receives +2 Armour but suffers -1 Move. Spellcasters may not wear heavy armour.

MAXIMUM ARMOUR

Permanent warband members may never have an Armour Stat greater than 15. If any combination of items, magic, or special affects would take them above 15, treat it as 15 instead. Creatures are not subject to this limitation, even if they temporarily join a warband.

Arms and Armour Summary

General Arms and Armour Table			
Weapon	**Damage Modifier**	**Maximum Range**	**Notes**
Dagger	-1	–	First dagger does not take up an item slot.
Hand Weapon	–	–	–
Two-Handed Weapon	+2	–	Takes up two item slots.
Staff	-1	–	-1 damage modifier to opponent in hand-to-hand combat
Bow	–	24"	Load and fire as a single action; must have a quiver
Crossbow	+2	24"	Load and fire as separate actions; may reload in place of movement; must have a quiver
Unarmed	-2	–	-2 Fight
Armour	**Armour Modifier**	**Notes**	
Shield	+1	May not be carried with a two-handed weapon or staff	
Light Armour	+1	–	
Heavy Armour	+2	-1 Move	

CHAPTER TWO
PLAYING THE GAME

Now that you have your wizard and their warband assembled, you are ready to get some miniatures on the table and start your explorations of the Frozen City! This chapter covers all the basic rules for the game including setting up the table, moving, fighting, casting spells, and how to control the creatures that often ambush wizards during their explorations.

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 Chapter Five: Scenarios (page 138) and select a scenario, either by rolling randomly or simply agreeing with your opponent which one to play. This will tell you how to set up the terrain, where or how to place treasure, what kind of creatures might be wandering around, and what special rules, if any, are in effect.
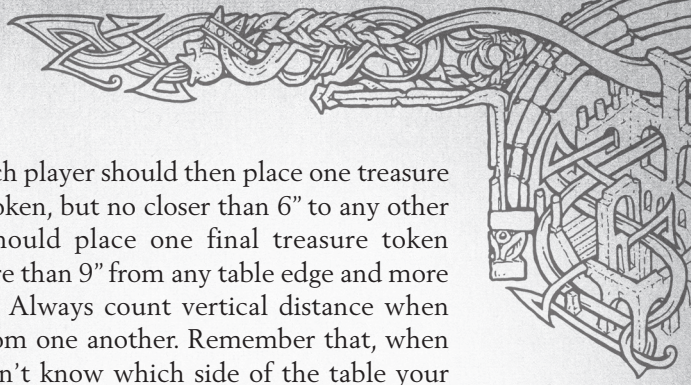
Alternatively, you can ignore the scenarios and just play a 'standard' game. In a standard game, the players should take the terrain they have available and set it up on the table in a mutually agreeable fashion. The ruins of Frostgrave are a dense labyrinth of broken buildings, collapsed walls, shattered statues, and patches of ice and snow. In truth, the exact nature of the terrain isn't overly important. What is important is that there is a lot of it! The table should be crowded with terrain, leaving only a few areas or avenues of open ground, and giving figures plenty of places to hide and take cover. It really shouldn't be possible for a figure on the ground to draw line of sight to any point more than a foot or so away.

Once all the terrain is set up, the players should place five treasure tokens. The recovery of these tokens is the players' primary goal in the game. One treasure, known as the **central treasure**, should be placed in the exact centre of the table,

> Perhaps it is the greatest library in the city, but every spell is written on a ten-foot slab of rock, and they scream whenever they're moved…
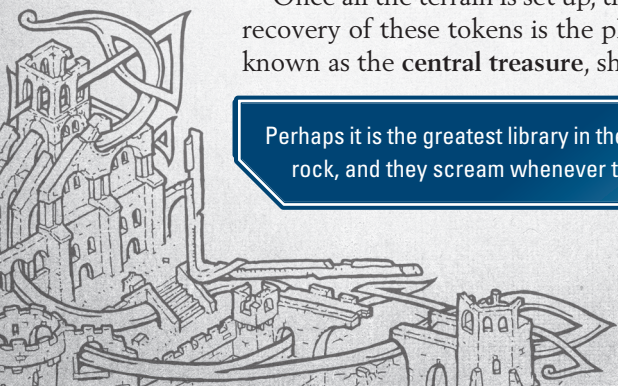
or as near to that point as is practical. Each player should then place one treasure token within 8" of the central treasure token, but no closer than 6" to any other treasure token. Finally, each player should place one final treasure token anywhere on the table, provided it is more than 9" from any table edge and more than 6" from any other treasure token. Always count vertical distance when checking how far treasure tokens are from one another. Remember that, when you are placing treasure tokens, you don't know which side of the table your warband will start on. Thus, if you place a treasure token that is too close to one side, and too easy to reach, you may have just given your opponent a free treasure!

After all the treasure tokens have been placed, each player should roll a die to determine which side of the table to set-up their warband. The player with the highest roll, re-rolling ties, gets to select their starting side. In a two-player game, the other player will start on the opposite table side. In multiplayer games, the player with the second highest roll chooses their side second, and so on.

Once all the players have selected a starting table edge, the player that selected their side first should place all their figures on the table within 3" of the table edge, and no closer than 6" to either corner. The second player should then do the same, and so on until all the warbands are on the table.

It is worth noting that the dense terrain should ensure that no figure is able to draw line of sight to a figure in an opposing warband or to the central treasure token before it has moved. Ideally, this shouldn't even be possible until both sides have moved at least once. If this is not the case, consider adding more terrain or adjusting the terrain that is already on the table.

You are now ready to begin.

TRY THE CORNERS

In games played on very small tables, say 2' x 2', it might be better for warbands to select starting corners, instead of table edges, as this makes better use of the available space for playing a game. Four-way games played on 3' x 3' tables might also consider using corners instead. In this case, set up all members of the warband within 4" of the corner.

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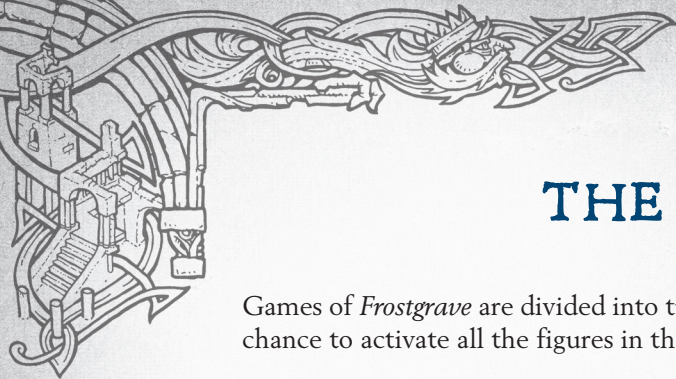
THE TURN

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

Initiative

At the beginning of each turn, all players should make an Initiative Roll. Each player rolls a die, with the player who rolls highest becoming the primary player for that turn. The player who rolls the next highest becomes the secondary player for the turn, and so on. All ties should be re-rolled.

Phases

Every turn is divided into four phases: the **Wizard phase**, the **Apprentice phase**, the **Soldier phase**, and the **Creature phase**. Once all four phases have been completed, the turn is over. Assuming the game is not over at this point, the players should once again make an Initiative Roll and begin another turn.

THE WIZARD PHASE

The turn begins with the Wizard phase, in which the primary player must activate their wizard and 0–3 soldiers of their choice that started the phase within 3" and in line of sight of the wizard. The player may activate these figures in any order; the wizard does not have to activate first. The secondary player must then activate their wizard and 0–3 soldiers within 3" and in line of sight, and so on until all players have activated their wizards. If a player no longer has a wizard on the table, they may not activate any figures in this phase.

THE APPRENTICE PHASE

Once the Wizard phase is complete, the turn moves to the Apprentice phase, which is very similar. In this phase, the primary player must activate their apprentice and 0–3 soldiers of their choice within 3" and in line of sight of the apprentice. These soldiers may not have been activated in the Wizard phase – figures may only be activated once per turn, unless some special effect specifically says otherwise. Again, these figures may be activated in any order. The secondary player must then activate their apprentice and 0–3 soldiers within 3" and in line of sight, and so on until all players have activated their apprentices. If a player no longer has an apprentice on the table, they may not activate any figures in this phase.
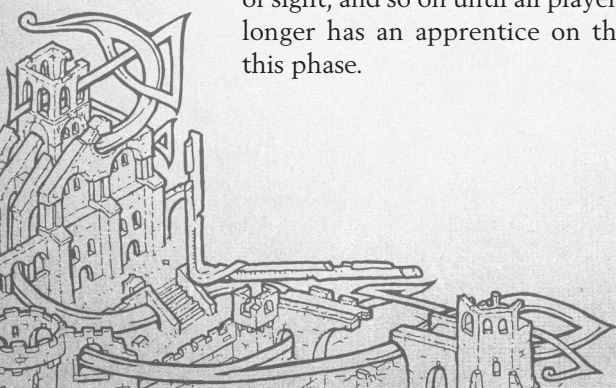
THE SOLDIER PHASE

After the Apprentice phase comes the Soldier phase, in which the primary player must activate all their soldiers that have not yet been activated in the turn. These soldiers should be activated one at a time, in whatever order the player wishes. The secondary player then does the same, and so on until all players have activated all their remaining soldiers.

THE CREATURE PHASE

Finally, the turn ends with the Creature phase. During this phase all uncontrolled creatures are activated in a manner specified by their rules. Creatures that are members of a warband, either temporarily or permanently, count as soldiers for the purposes of activation, and thus will activate in one of the first three phases of the turn.

ACTIVATION

When a figure is activated, it may perform two actions, one of which can only be movement. The other action can consist of a second move, fighting, shooting, spellcasting, or any of the special actions listed elsewhere in this book. It does not matter if a figure moves with its first or second action. Thus, for example, a figure may shoot a bow and then move, or move and then cast a spell. While every figure must activate during a turn, it is not required to take any or all its actions. It is fine for a figure to activate and do nothing, or to cast a spell and not move. There are situations in which a figure will only be allowed to perform one action. In this case, a figure may take any one action – it does not have to be movement.

It should be noted that when activating soldiers in either the Wizard or Apprentice phase, it is those soldiers within 3" of the wizard or apprentice at the beginning of the phase, and not after the wizard or apprentice has moved. Thus, a player may not move their wizard and then activate a soldier within 3" who was not within 3" before the wizard moved.

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

Group Activation

Group activation is a special case, distinct from the normal activation explained above. Using a group activation allows the player to circumvent the normal activation rule that each figure activated in a phase must complete all its actions before another figure is activated.

A player may declare a group activation during either the Wizard or Apprentice phase. In this case, a player **must** move all the figures activating in that phase before any of them can perform a second action. For example, a player could not move an apprentice and one soldier, complete their actions, and then activate a second soldier. Actions that may normally replace a move action (e.g. reloading a crossbow) may not do so during a group activation.

After all the figures have moved, each one may then take a second action in whatever order the controlling player chooses. Thus, if a player declared a group activation during the Wizard phase, it is possible for them to move their wizard and up to three soldiers. The wizard could then cast a spell, followed by the three soldiers each taking their second actions in turn.

There are only a few instances where using a group activation is useful. The most common is to allow multiple figures to gang up on a specific enemy (see Multiple Combats, page 53), although there are also occasions where it can be useful to rearrange the positions of various figures to achieve better line of sight, or to allow figures to move past one another through tight confines, and so on.
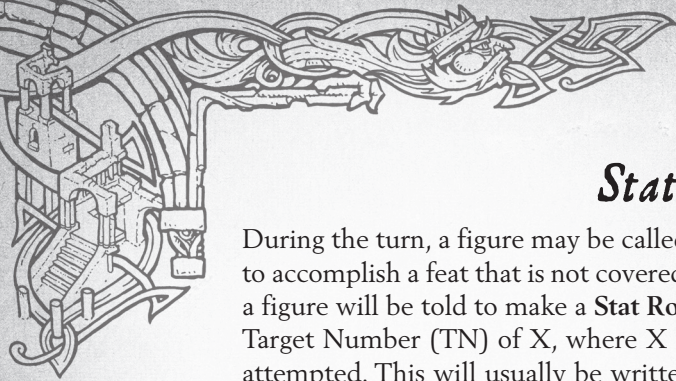
Stat Rolls

During the turn, a figure may be called upon to make a roll using one of its stats to accomplish a feat that is not covered by any of the general rules. In these cases, a figure will be told to make a **Stat Roll**, such as a Will Roll or Fight Roll, with a Target Number (TN) of X, where X is equal to the difficulty of the feat being attempted. This will usually be written like this: 'Make a Will Roll (TN16)'. In these situations, the player simply rolls a die and adds the appropriate stat. If the total is equal to or greater than the Target Number, the figure has succeeded in the task. If the total is less, it has failed.

For example, during a scenario, a treasure may be located behind a barred door. To break down the door, a figure must be adjacent to it and spend an action to make a Fight Roll (TN14). The player rolls a die, then adds the figure's Fight stat to the result. If this total is equal to or greater than 14, the figure has successfully broken open the door and the treasure is now in reach.

In theory, any stat may be the subject of a Stat Roll. For stats that are not listed with +/- (i.e. Movement, Armour, and Health), just roll and add the figure's current stat (e.g. in the case of Health, use the figure's current Health, not their maximum starting Health). If a figure has a split stat, use its current stat.

AUTOMATIC SUCCESS AND FAILURE & MAXIMUM BONUSES

Whenever a figure makes a Stat Roll, including Will Rolls to resist spells, **an unmodified roll of 20 is always a success**. This is true even if the roll, after modifiers, still falls short of the Target Number. Conversely, **an unmodified roll of 1 is always a failure**. An unmodified roll means that this is the number showing on the die, before any modifiers are taken into account.

When a warband member makes a die roll of any type, including Stat Rolls, Combat Rolls, Shooting Rolls, Casting Rolls, etc., the figure may never have a total bonus greater than +10. If any combination of a figure's stats and modifiers results in a bonus above +10, treat the total as +10 instead.

For example, a wizard with Fight +5 is wielding a magic sword (+1 Fight) and has had the Strength spell cast on them (+2 Fight). They are in combat with an enemy model and have two supporting figures assisting them (+4 Fight). As those bonuses add up to +12, their Combat Roll is made with a +10 modifier.
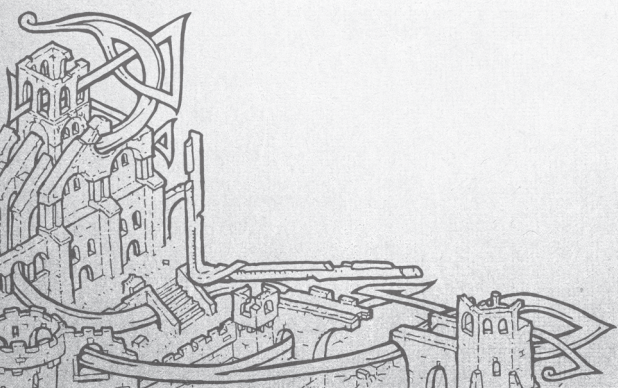
MOVEMENT

Any time a figure takes two or more actions during its activation, one of those actions must be movement (though there are a few exceptions noted elsewhere). The first time a figure moves in a phase, it may move up to its Move stat in inches. If the figure chooses to perform a second movement action during the phase (or even a third in rare occasions), it may move up to half its Move stat in inches. Thus, a figure with a Move stat of 5 can use two actions to move 7.5" (5 + 2.5 = 7.5), or, if it has somehow acquired a third action, 10" (5 + 2.5 + 2.5 = 10).

Movement does not have to be in a straight line, and the path taken by a figure can include as many turns as desired. However, the maximum movement distance is calculated off the actual ground covered by the figure, including all vertical distance. In the cluttered ruins of Frostgrave, figures will certainly be slowed down by weaving through the broken buildings.

Remember, when moving figures, that if you measure from the front of the base, it is the front of the base that moves the maximum distance and the rest of the figure should be placed behind this point. Or, to put it another way, don't measure from the front of a base, and then place the back of the base at the end of the measurement – thus gaining the size of the base as 'extra' movement.

> Fist-sized spiders, all dead, all gently floating around the room, bumping off the walls, the ceiling, the floor…
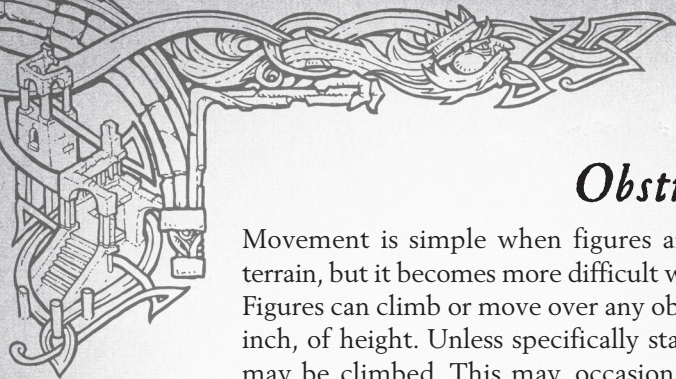
Obstructions

Movement is simple when figures are moving down paths or through open terrain, but it becomes more difficult when faced with walls or mounds of rubble. Figures can climb or move over any obstacle at a cost of 2" for every 1", or partial inch, of height. Unless specifically stated by a scenario, all terrain in *Frostgrave* may be climbed. This may, occasionally, lead to awkward situations where a figure ends its movement clinging to the side of a building or rock, where it is impossible to place the miniature. In such a case, just leave the figure at the bottom of the wall and place a small die next to it displaying the number of inches up the wall the figure is currently perched. Terrain such as stairs and ladders that were specifically built to be scaled may be climbed without penalty.

ROUGH GROUND

Along with buildings and walls, Frostgrave contains many areas of **rough ground**. Rough ground is any kind of terrain that is difficult to move over. It may be represented by areas of snow, mud, or rubble. The exact type of rough ground is irrelevant for movement purposes. When a figure moves across rough ground, every inch, or partial inch, of movement counts 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. It is worth taking a few minutes before each game to discuss what counts as rough ground as this will help avoid any arguments later.

FIGURE FACING

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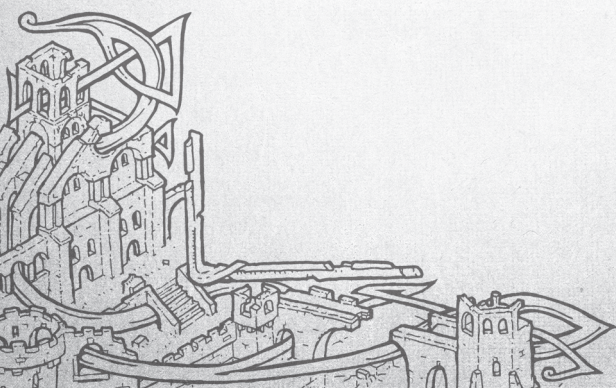
Movement Into Combat

Any time a figure moves into contact with an enemy figure (either an opponent or an uncontrolled creature), it is considered to be **in combat**. Figures in combat do not automatically fight – this still requires one of the figures to perform a fight action, but the two figures are essentially locked together for the moment. This is explained further in the section on combat (page 52). While a figure is in combat, the only action it may normally take is a fight action. A figure in combat may not move, shoot, cast a spell, drink a potion, reload a crossbow, or use a magic item. This may mean a figure is not able to move during the turn and thus will only take one action.

FORCING COMBAT

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

Movement by Spell

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

Movement off the Table

If a figure chooses to move off the table, such as to secure treasure or just to retreat from the fight, that figure is now out of the game and may not return. Figures can never be forced off the table involuntarily, either by being pushed back from combat, by the effects of a spell, or by any other means unless another rule specifically allows it. In cases where this would happen, move the figure to the edge of the table and leave it there. Figures that are under the temporary control of a wizard may be moved off the table, but only if they are carrying treasure. This treasure is then secured for the controlling wizard.

> ## RUN FOR IT!
>
> When a figure is activated, but before it takes any actions, it may declare that it will **run for it**. The figure may immediately move up to 3" in any direction, ignoring all movement modifiers. After this move, its activation ends. A figure may not move within 1" of an enemy figure using this rule. This rule is useful to figures that would otherwise be reduced to almost no movement, such as one carrying a treasure token through rough ground while suffering from the effects of poison.
>
> A figure may not use this rule if it activates in combat, in deep water, or is entitled to no actions when it activates.

Jumping

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

Falling

It is possible that figures standing above the ground could fall over an edge, either by being pushed back in combat or by the effects of a spell. If the figure falls less than 3", the fall has no major effect and the figure can carry on as normal. If the figure falls 3" or more, it suffers damage equal to the number of inches it fell multiplied by 1.5, rounded down. Thus, a figure falling 5" suffers 7 damage (5 x 1.5 = 7.5, rounded to 7).

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

If a figure is standing closer than 1" to an edge, and it is pushed back 1" or more, for any reason, towards that edge, that figure falls automatically.

An illusionary bridge across a bottomless chasm, that just ain't right...

Swimming

There is not a lot of standing water in Frostgrave; even the once mighty Meregile River is frozen. Still, in a magic city, anything is possible, and occasional pools, hot springs, and alchemical pits may be found. Furthermore, the rules for swimming are used in other situations as well, such as falling in tar, quicksand, and the like.

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

Deep water is deep enough that it cannot be waded through, so if you want to move in deep water you must swim. Whenever a figure activates while in deep water, it must make a Swimming Roll. This is essentially a special version of a Stat Roll. To make a Swimming Roll, the figure must make a Will Roll (TN5), taking into account the modifiers on the **Swimming Modifiers Table**. If the figure succeeds, it activates as normal. If the figure fails, it receives no actions this turn and also takes damage equal to the amount by which it failed its Swimming Roll.

Swimming Modifiers Table	
Armour Type	Modifier
Light Armour	-2
Heavy Armour	-5
Shield	-1
Carrying Treasure	-2

For example, a tracker activates while in deep water. They must immediately make a Will Roll with a Target Number of 5. They have a Will of +1, but their light armour provides a -2 modifier. They roll a 3, for a final total of 2. So, not only does the tracker receive no actions this turn, but they also take 3 points of damage.

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

Figures that have the Aquatic, Amphibious, Ethereal, or Flying traits do not have to make Swimming Rolls, suffer no movement penalties in either deep or shallow water, and do not suffer a Fight penalty for being in water. Creatures that do not have the Amphibious, Aquatic, Ethereal, or Flying traits will never intentionally enter deep water and will ignore figures in it for the purposes of determining movement.

No figure may make a shooting attack with a bow or crossbow while in deep water, but spells may be cast normally.
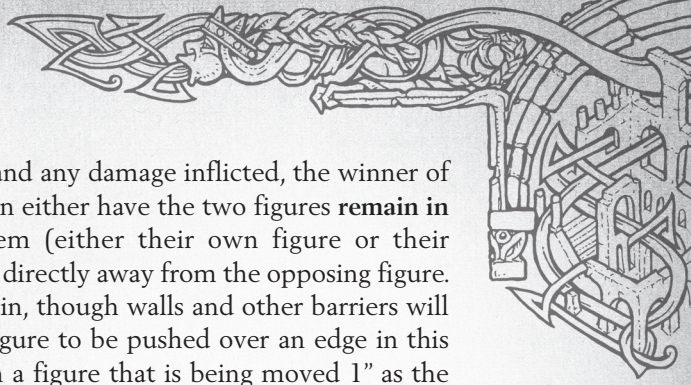
COMBAT

Once a figure is in combat with an enemy figure, it may spend one of its actions to fight. It is not required to do this, but generally its only other option is to do nothing as figures are not allowed to move, shoot, reload, drink a potion, use an item, or cast a spell while in combat. In a fight, each figure makes a **Combat Roll** by rolling a die and adding its Fight stat and any relevant modifiers. The figure with the higher score wins the fight and may inflict damage on its opponent. To determine damage, the winning figure takes its Combat Roll, adds any damage modifiers granted by its weaponry, and subtracts the loser's Armour stat. If the result is a positive number, this is the amount of damage inflicted. This damage is then subtracted from the Health of the loser (this is explained more fully under Damage, page 60). In some rare cases, an attack might include a **damage multiplier** (e.g. the ice toad has the Powerful trait and any damage dealt by its attacks is doubled), which is applied once the base damage from the attack has been calculated. In the event that the Combat Rolls are tied, the two figures land their strikes simultaneously – both are considered to be the winner and both might take damage.

For example, a knight (Fight +4, Armour 13, hand weapon) and a thug (Fight +2, Armour 10, hand weapon) are currently in combat. The knight uses an action to fight and both figures make a Combat Roll. The knight rolls a 13 to which they add their Fight stat of +4 for a total of 17. The thug rolls a 7 and adds their Fight +2 for a total of 9. Since the knight's Combat Roll of 17 beats the thug's Combat Roll of 9, the knight has won the fight. To determine the damage, the knight takes their Combat Roll of 17 and subtracts the thug's Armour stat of 10 to reveal that 7 points of damage have been inflicted. This damage is immediately subtracted from the thug's current Health total.

Once a winner has been determined and any damage inflicted, the winner of the fight has a decision to make. They can either have the two figures **remain in combat**, or can **push back** one of them (either their own figure or their opponent's) by 1". This move must be 1" directly away from the opposing figure. This move is not affected by rough terrain, though walls and other barriers will make it impossible. It is possible for a figure to be pushed over an edge in this manner. No figures can force combat on a figure that is being moved 1" as the result of combat. A figure cannot force combat against an opposing figure that just pushed it back, or that pushed back from combat with it, unless the opposing figure subsequently moves closer. Uncontrolled creatures will always choose to stay in combat unless a specific rule says otherwise.

If the winner decides to push back either figure, the figures are no longer considered to be in combat. If the figure that initiated the fight still has another action to use in this activation, it may now do so, remembering that, in most cases, this action can only be movement, as the figure will already have taken one non-movement action in this activation. If the fight was a tie, neither figure is moved, and they remain in combat. If a character wins a fight against one figure, but is currently also in combat with another, it may not choose to move back, it may only remain in combat or push back its opponent.

Winning a fight and pushing a figure back is generally the only way for a figure to escape from being in combat, unless a spellcaster outside of the fight changes the situation (by casting a movement spell on one of the figures, for instance).

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 enemies at the same time.

Although this may seem confusing at first, it is actually pretty simple to unravel. When a figure in combat with multiple opponents spends an action to fight, it must first nominate which opposing figure it is fighting. 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. A figure may never claim more than +6 from supporting figures.

Let's look at some examples of multiple combats:

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 B1 and not in combat with anyone else. B1 may attack either A1 or A2 but, again, whichever A figure is attacked will receive a +2 modifier.

Example 1

A1 B1 A2

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 an enemy figure.

Example 2

A1 A2 B1 B2

EXAMPLE 3

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

Example 3

A1 B1 A2 B2

EXAMPLE 4

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

Example 4

A1 B1   B1
B2 A2   A1   B2
                A2

EXAMPLE 5

In this example, which might seem confusing at first, an uncontrolled 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. Technically C1 is not 'friendly' to A1 or A2, but since they both want to see B1 dead, it counts.

Example 5

A1 B1 C1
B2 A2
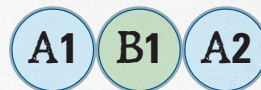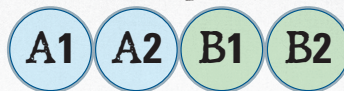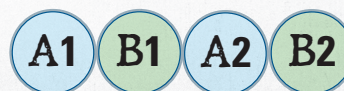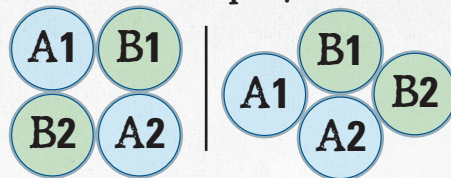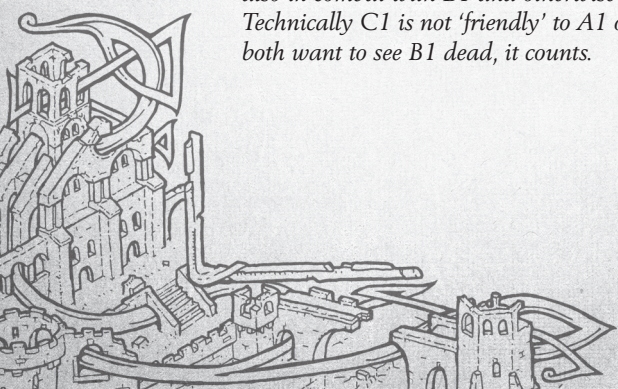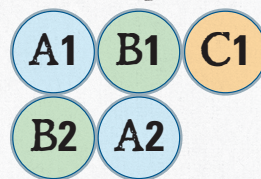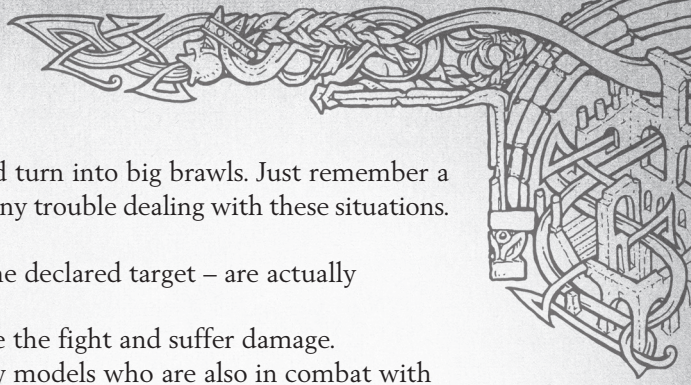
Combats in *Frostgrave* can get messy and turn into big brawls. Just remember a few key points and you should not have any trouble dealing with these situations.

- 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. This support does not require the supporting figure to spend an action.
- 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.
- The maximum bonus that any warband member can have to its Combat Roll is +10.

Combat Summary

1. Both figures make a Combat Roll – roll a die and add the figure's Fight stat and any other relevant modifiers (e.g. bonuses from magic or supporting figures).
2. Determine the winner by comparing Combat Rolls – highest wins.
3. Add any damage modifiers (such as +2 for a two-handed weapon or -1 for a dagger) to the winner's Combat Roll.
4. Subtract the opponent's Armour stat from this total.
5. Apply any damage multipliers.
6. If the final total is greater than 0, subtract that many points from the loser's Health. If it is 0 or negative, no damage is done.
7. The winner now has the choice to remain in combat or push either themselves or their opponent back by 1".

OPTIONAL RULE: CRITICAL HITS

When a figure making a Combat Roll rolls a natural 20 (i.e. the number that comes up on the die, irrespective of modifiers or stats), then it has scored a **critical hit**. It automatically wins the combat, even if its opponent Combat Roll is higher.

Furthermore, it does an additional +5 damage. Calculate what damage would normally be done, and then add 5 to the result. It is possible for both figures to score critical hits, in which case, they both do damage.

Critical hits also apply to Shooting Rolls in the same way. In the rare case that both the shooter and the target roll natural 20s, however, the shot misses.

A few creatures are immune to critical hits. If a critical hit is rolled in this case, the figure will still win the fight automatically, and will deal damage as for a normal attack, but the +5 extra damage from a critical hit would not be inflicted.

SHOOTING

If a figure is equipped with a bow or crossbow, it may spend an action to make a shooting attack. A figure may only make one shooting attack per activation. Before declaring a shooting attack, 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. All shooting attacks have a maximum range of 24" unless otherwise stated. Line of sight is a bit trickier to determine. The easiest way is to put your eye down as close to the shooting figure as possible and see if you can see its target. Failing that, you can use string or a laser pointer to draw a line between the shooter and target to see if anything is in the way. If a line can be drawn from the head of the shooting figure to the head or torso of the target figure, it is considered to be in line of sight.

Once range and line of sight have been confirmed, a shooting attack is resolved in a similar way to melee combat. The shooter makes a **Shooting Roll**, rolling a die and adding their Shoot stat. The target makes a Combat Roll, much as for melee combat, by adding its Fight stat and any relevant **shooting defence modifiers** (see below) to the roll of a die. Once both figures have a final score, the two are compared. If the Shooting Roll is higher, then the target is hit and damage is determined. If the target's Combat Roll is higher score, or the scores are equal, then the shot has missed – either the shooter's aim was off, or the target was able to duck out of the way in the nick of time.

Damage is determined in the same way as for melee combat. The shooter takes their final Shooting Roll, adds any relevant damage modifiers and subtracts the target's Armour stat. If the result is a positive number, that is the amount of damage inflicted.

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

Figures in combat may not make a shooting attack, nor may they reload a crossbow.

When a wizard or apprentice casts a spell that generates a shooting attack, that attack follows all the same rules, except the spellcaster does not apply their Shoot stat to the roll. Instead, they should apply the bonus indicated in the spell. So, if a wizard casts Elemental Bolt, they would roll a die and add +7 to the roll, ignoring their Shoot stat. The target would make a Combat Roll, applying the standard shooting defence modifiers below.
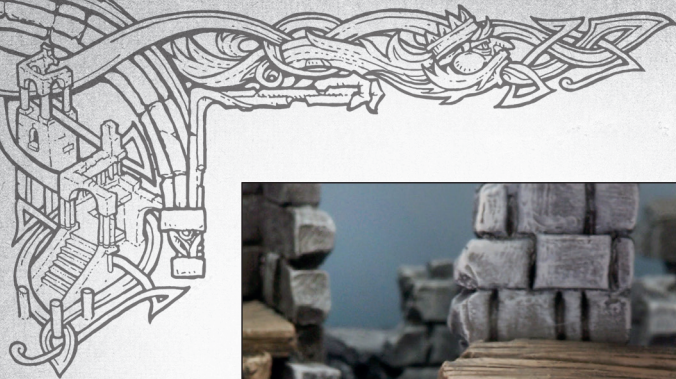
Shooting Defence Modifiers

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

Shooting Defence Modifier Table		
Circumstance	Modifier	Notes
Intervening Terrain	+1	Every piece of intervening terrain between the shooter and the target gives a +1. This is cumulative, so three pieces of intervening terrain would provide a +3 modifier. Note that if the target is in base contact with a terrain piece, it counts as cover instead of intervening terrain. If the shooter is in base contact with a terrain piece, it does not count as intervening terrain, though it may block line of sight. Other figures do count as intervening terrain.
Light Cover	+2	The target is in contact with solid cover (e.g. rocks, walls, thick wood, other figures) that obscures up to half of its body, or with soft cover (e.g. bushes, undergrowth) that almost completely obscures its body.
Heavy Cover	+4	The target is in contact with solid cover that almost completely obscures its body.
Hasty Shot	+1	The shooter previously moved during this activation
Large Target	-2	The target is particularly tall or unusually broad. This normally only applies to creatures with the Large trait.

Shooting Into Combat

Shooting into combat is a legal, if risky, move and even the best marksmen stand an equal chance of hitting a friend instead of a foe. It is impossible to target a figure in combat – but the combat itself may be targeted. If a figure wishes to shoot into the combat, it must first roll randomly to determine which figure in the combat is the actual target of the attack. Once this has been determined, it is too late for the shooter to hold fire – it must carry out a shooting attack in the normal fashion, even if it is against a friendly figure. A figure can target any combat in which it can see at least one figure – in this way, it is possible to hit a figure that is not in line of sight of the shooter.

If the shooting attack generates an area effect, such as the Grenade and Elemental Ball spells, do not roll for a random target. Instead, if one figure in the combat is within the area effect of the spell, roll an attack against every figure in the combat.

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

Shooting Summary

1. The shooter checks range and line of sight, then declares their target.
2. The shooter makes a Shooting Roll – roll a die and add the figure's Shoot stat.
3. The target makes a Combat Roll – roll a die and add its Fight stat and any relevant shooting defence modifiers.
4. Determine the winner by comparing the shooter's Shooting Roll to the target's Combat Roll – highest wins.
5. If the target is the winner, or the scores are equal, the attack misses.
6. If the shooter is the winner, add any damage modifiers (such as +2 for a crossbow) to the Shooting Roll.
7. Subtract the opponent's Armour stat from this total.
8. Apply any damage multipliers.
9. If the final total is greater than 0, subtract that many points from the target's Health. If it is 0 or negative, no damage is done.
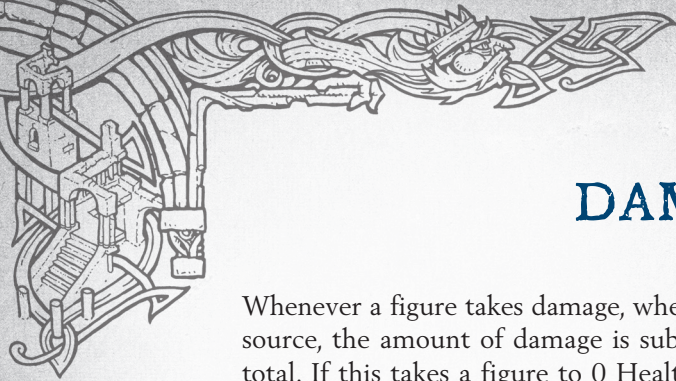
DAMAGE

Whenever a figure takes damage, whether from combat, shooting, or any other source, the amount of damage is subtracted from the figure's current Health total. If this takes a figure to 0 Health or less, that figure has been killed and should be removed from the table.

In campaigns, the figure may not actually be dead, but is certainly out of the current game. After the game, a player can check to see what has become of any of their figures that were reduced to 0 Health or less (page 73).

Occasionally, damage is given a specific type, such as 'elemental damage' or 'magic damage'; this is because some magic items may mitigate certain types of damage, or some creatures may only be affected by certain types. This is also true of attacks, which can have descriptors such as 'elemental magic attack', meaning the attack causes both elemental and magic damage.

Poison

Regardless of whether it is venom delivered by a bite or sting, or poison absorbed through touch or consumption, the rules for dealing with these toxic substances are the same.

A figure that is poisoned or takes at least one point of damage from a creature with the Poison trait, is reduced to a single action per activation instead of the normal two. This action can be anything – it does not have to be movement.

A figure can be cured of poison if it receives any form of healing that increases the figures current Health. Otherwise, it may be cured by spells or magic items that specifically state they cure poison. Poison lasts until the end of a scenario. A figure is assumed to have recovered by the start of the next game.

A figure may only be poisoned once at any given time. Multiple poisonings have no additional effect. If a figure is already down to one action per activation due to another rule, then the poison has no additional effect.

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 activation instead of the normal two. This one action can be any the figure could normally take and does not have to be movement. Wounded figures also suffer a -2 to *all* die rolls.

Figures that are healed back above 4 Health during the game are no longer 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.

Creatures with the Undead or Construct traits are never subject to the wounded rule, even if it is being used.
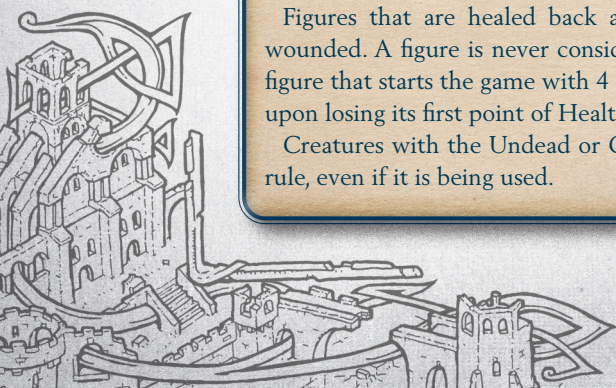
SPELLCASTING

Wizards and apprentices may use an action to attempt to cast a spell. If, by some means, they have three actions during their activation, they may attempt to cast two spells in the same activation, but this is the absolute maximum. A figure may not cast a spell while in combat. A spellcaster may attempt to cast any spell that they know. There is no maximum to the number of time a specific spell may be cast during a game.

Chapter Four: Spells (page 108) contains details on all the spells available to spellcasters in *Frostgrave*.

Success and Failure

To cast a spell, the player must announce which spell the spellcaster is attempting and the target of that spell. The player then makes a Casting Roll by rolling a die and comparing the result to the spell's casting number.

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 whether the roll succeeded or failed.

If the roll is **less than the casting number**, the spell fails and the action is lost. Furthermore, the spellcaster may suffer damage from the failed spell as outlined in the **Spell Failure Table** below. Spells that are cast Out of Game do not cause damage, no matter how badly they were failed.

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
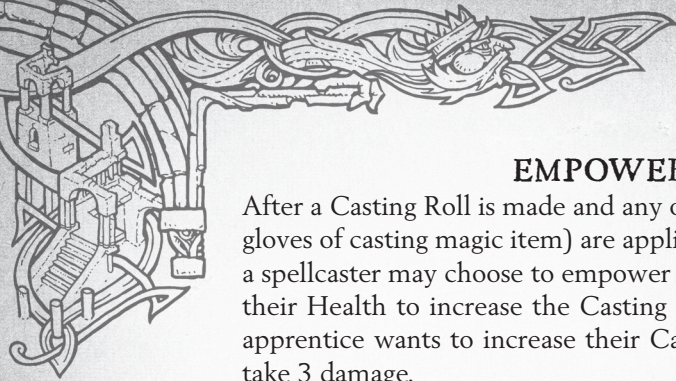
EMPOWERING SPELLS

After a Casting Roll is made and any other bonuses and modifiers (e.g. from the gloves of casting magic item) are applied, but before any effects are determined, a spellcaster may choose to empower a spell. Essentially, a spellcaster may trade their Health to increase the Casting Roll on a 1-for-1 basis. So, if a wizard or apprentice wants to increase their Casting Roll by 3, they would immediately take 3 damage.

Unless otherwise specified, empowerment can never increase a Casting Roll above 18. For example, a wizard attempts to cast a crucial spell and declares that they are using their gloves of casting to add +5 to the Casting Roll. They roll a 10 and add the +5 bonus for a total of 15. The wizard could empower the spell by up to +3, increasing the Casting Roll up to 18. If the wizard had rolled a 15 (+5 for a total of 20), no empowerment would be possible, as the Casting Roll was already higher than 18.

Spells cast Out of Game may not be empowered.

The most common use of empowerment is to spend just enough Health to ensure that a spell is successfully cast. Thus, if a wizard fails their Casting Roll by 1, they may spend 1 Health and the spell will succeed.

A spellcaster may also use empowerment to increase their 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, opposite) or to increase the effects of the spell (e.g. Summon Demon could be empowered to summon a major demon). Any empowering must be done before the Will Roll to resist 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, they may empower a spell so that they only fail 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 Three: The Campaign (page 73).

DEATH BY SPELLCASTING

A spellcaster is allowed to take themselves to 0 Health in order to empower a spell. This will, however, remove the spellcaster from the table before the effects of the spell are determined. Thus, any spell, or part of a spell, that would have affected the spellcaster no longer has a target. For example, if a Necromancer used their last point of Health in order to cast Steal Health, the target would still make a Will Roll and take damage as normal, but the spellcaster would not gain any Health as they had already been removed from the table.
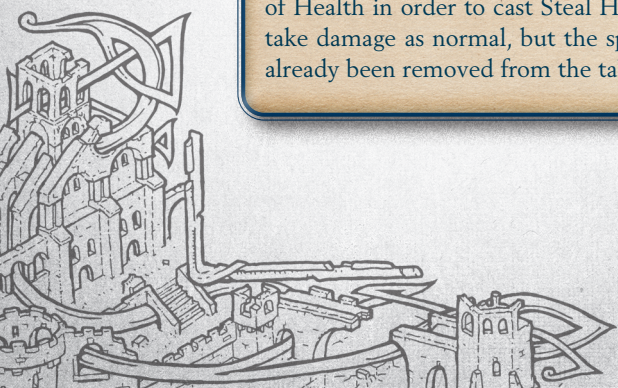
CASTING ROLL MINIMUM

If a spell is successfully cast, but its final Casting Roll including empowerment is less than 14, treat the result as 14 instead. This is important for such things as resisting spells.

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 permitted (although not required) to roll a die and add their 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 the spell has no effect. The spellcaster still loses their action and any Health they used to empower the spell.

Unless otherwise stated, making a Will Roll does not cost an action, regardless of whether it is successful or not.

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, these may also be tapped for the purposes of empowering a Will Roll. There is no upper limit to empowering a Will Roll.

Like all Stat Rolls, a natural 20 on a Will Roll is an automatic success, and a natural 1 is an automatic failure. In these cases, no empowering is allowed.

Cancelling Spells

If a spell has an ongoing effect, and no duration is given by the spell itself, then that spell lasts until the end of the game. Spells cannot be 'cancelled' or 'undone' by the spellcaster, unless the spell specifically gives that ability, nor is a spell ended when the spellcaster leaves the table or is killed. Generally, spells only end if specifically cancelled by some other effect such as a Dispel or Spelleater spell or a bottle of null.

Targeting Figures in Combat

If a spell generates a shooting attack, and the spellcaster wishes to target a figure in combat, then the spellcaster must roll randomly to see which of the figures in combat is targeted by the attack. Otherwise, all spells may be cast on figures in combat and always target the intended figure.

Casting Spells from Scrolls

Scrolls are pieces of parchment that have a spell saved on them in the form of writing. Scrolls can be used in two different ways. If a spellcaster has a scroll of a spell they don't know, they may use it to cast that spell. In this case, they simply

spend an action, the scroll is destroyed, and the spell is successfully cast. Treat the Casting Roll for the spell as 14, regardless of the spell's casting number.

Alternatively, if the scroll contains a spell the spellcaster does know, they may use it as a form of spellcasting insurance. The spellcaster may attempt to cast the spell as normal. If they fail their Casting Roll, they may use the scroll. The scroll is discarded, and the spell is successfully cast. Treat the Casting Roll for the spell as 14, regardless of the spell's casting number. In this case, the spellcaster takes no damage from failing their Casting Roll. A scroll may be used in this way even if the Casting Roll was a natural 1.

Spells cast from scrolls may never be empowered. Spellcasters never earn experience points for spells cast using scrolls. Non-spellcasters may not use scrolls.

USING POTIONS

Potions are magic elixirs that grant spell-like properties to the user. On any activation that a figure is not In Combat they may use an action to drink a potion. This action can replace a figure's movement action. 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. Any ongoing effects granted by a potion are cancelled by anything that cancels spells, such as a Dispel spell or a bottle of null, unless the potion description specifically states otherwise.

Any figure that can carry an item may carry and use a potion. A figure may not give a potion to another a figure, with the exception of the apothecary.

All potions are one-use items and should be removed from the Wizard Sheet after they are used.
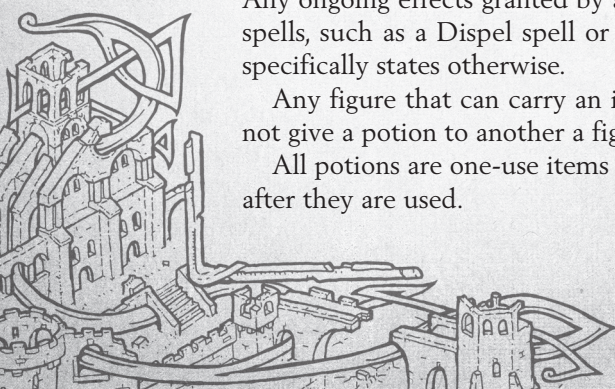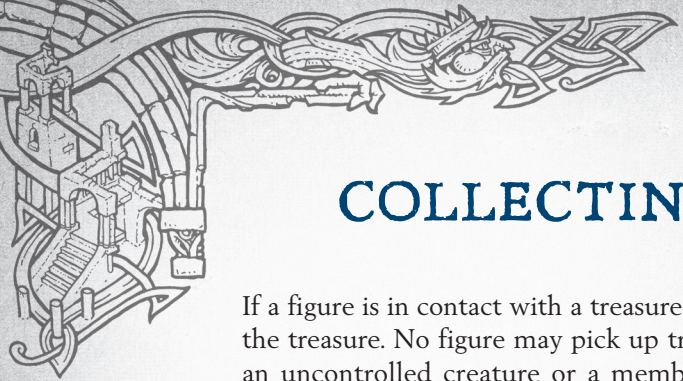
COLLECTING TREASURE

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

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

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

If a figure carrying treasure moves off the table, the treasure has been secured for that wizard. This figure and the treasure are now out of the game.

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 Three: The Campaign (page 85) goes into the details of determining the exact nature of treasure and rules for what can be done with it, but this is all handled after the game is over.

It is worth noting that treasure tokens are not items. All figures may carry one (and only one) treasure token, regardless of the number of items they have or can carry, and treasure does not take up an item slot.
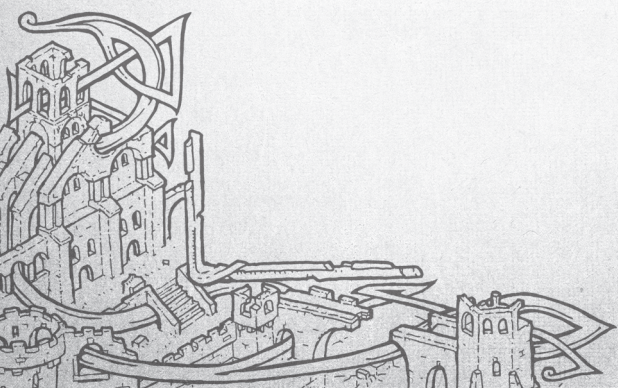
CREATURE ACTIONS

Just because Frostgrave is a ruined city, and has been covered by ice for a millennium, it doesn't mean that it is completely uninhabited. In fact, there are many creatures that have survived to the present day, and a few that have made a home there in the centuries following the cataclysm. See Chapter Six: Bestiary (page 176) for specific descriptions and stats for a variety of creatures.

The last phase in every turn is the Creature phase, in which all creatures that are not part of a warband (often called '**uncontrolled creatures**') take their actions. Creatures that are part of a warband, even if only temporarily, activate as though they were a soldier. Thus, they can be activated along with either a wizard or apprentice, or they will activate in the Soldier phase.

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

Creatures that are not part of a warband will never target or attack another uncontrolled creature. They are not considered to be in combat with each other, even if their bases are touching. Creatures will always force combat with a warband member that moves within 1" of it.

Starting with the creature with the current highest Health stat the players should go through the following steps for each creature 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).

> It was kind of funny at first – if you stood in the green mist, all anyone could see of you was your skeleton. Then the real skeletons showed up and things got confusing…
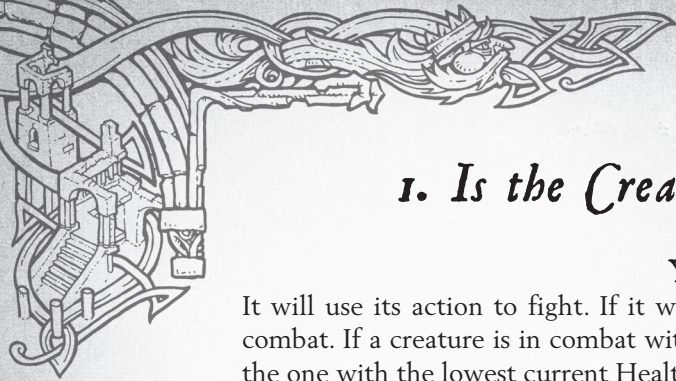
1. Is the Creature in Combat?

YES

It will use its action to fight. If it wins the combat, it will choose to stay in combat. If a creature is in combat with more than one opponent, it will attack the one with the lowest current Health.

NO

Proceed to Step 2.

2. Is There a Warband Member in Line of Sight?

YES

If the creature is armed with a missile weapon, and there is a warband member within range, it will shoot at the closest eligible target. It will take no second action. If the creature has no missile weapon, it will move as far as it can towards the closest visible warband member, climbing obstacles as necessary. The creature will move into combat if possible. If the creature has moved into combat and has an action remaining go to Step 1.

NO

Proceed to Step 3.

3. Random Movement

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

RANDOM DIRECTIONS

Occasionally, the players will be called upon to determine a random direction. A simple method for this is to roll a die. Since each facing of a d20 is a triangle, it can serve as a little arrow. Simply look at the direction indicated by the top of the triangle – the point that sits above the number.
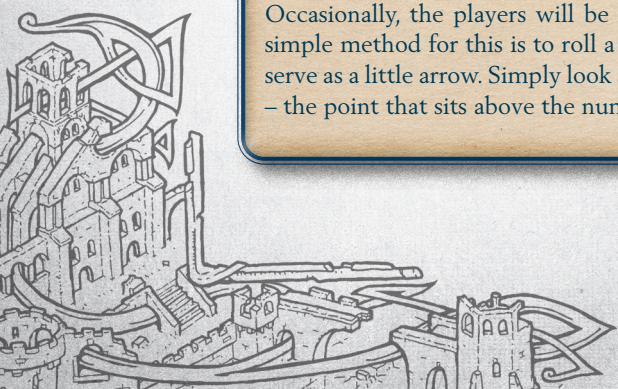
ENDING THE GAME

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

Another way the game can end is if only one player has figures left on the table, either because all the opposing warband members were killed or have moved off the table. In this case, the player with figures remaining on the table secures all the treasures that are currently being carried by members of their warband. Furthermore, they should roll a die for each unclaimed treasure on the table. On a roll of 15+ they secure that treasure as well. On a roll of 14 or less, the treasure is lost.

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

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

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

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 the information they need to know in order to take their wizards through a campaign.

After each scenario, each player should follow these steps in this order:

- Injury and Death
- Out of Game Spells
- Experience and Level
- Counting Treasure
- Spend Treasure

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 '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 their 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).

> It all happened so fast. He picked up the black orb, used it to cave in his own skull, then gently returned it to its plinth before dropping to the floor stone dead…

Soldiers

For soldiers, roll on the **Soldier Survival Table**:

Soldier Survival Table	
Die Roll	Result
1–4	Dead
5–8	Badly Wounded
9+	Full Recovery

DEAD

The soldier has been killed and should be removed from the Wizard Sheet. Any items this soldier was carrying are lost.

BADLY WOUNDED

The soldier is injured. They can remain in the warband, and on the Wizard Sheet, but they cannot participate in the next game while they are recovering from their wounds. After missing one game, they will return for the next game with full Health.

FULL RECOVERY

The soldier recovers quickly from their ordeal and will return for the next game with full Health.

Wizards and Apprentices

For wizards and apprentices, it is a bit more complicated. Roll on the **Spellcaster Survival Table**. When checking for a wizard's survival, a player has the option to modify the roll by +1 after they have rolled the die.

Spellcaster Survival Table	
Die Roll	Result
1–2	Dead
3–4	Permanent Injury
5–6	Badly Wounded
7–8	Close Call
9+	Full Recovery

DEAD

The spellcaster doesn't survive their injuries. See the section on recruiting new warband members in 'Spending Treasure' (page 103) 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 injury. Otherwise, the figure returns for the next game with full Health.

BADLY WOUNDED

The spellcaster has received a major injury that will take time to heal. The player has a choice. They can either play the next game without the injured spellcaster, or can pay 150gc for medical treatment. A 100gc discount applies to this amount if there is an apothecary in the warband. If the wizard does not have the appropriate amount, they are allowed to go into debt to pay this fee. However, the wizard may not spend any gold until this debt is paid in full.

CLOSE CALL

The spellcaster escapes with no major injury, but loses all the items that they were carrying. Items from the General Arms and Armour Table (page 33) are replaced for free.

FULL RECOVERY

The spellcaster's injuries proved to be relatively minor, and they return 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 their 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 their 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	
Die Roll	Injury
1–2	Lost Toes
3–6	Smashed Leg
6–10	Crushed Arm
11–12	Lost Fingers
13–14	Never Quite as Strong
15–16	Psychological Scars
17–18	Niggling Injury
19	Smashed Jaw
20	Lost Eye

LOST TOES

The spellcaster has lost one or more toes and suffers a permanent -1 penalty to all Move Rolls. This injury can be received twice, with a cumulative effect of -2 to all Move Rolls. Any further Lost Toes results must be re-rolled.

SMASHED LEG

The spellcaster suffers permanent bone or muscle damage in their leg and suffers a permanent -2 Move penalty. This injury can be received twice, with a cumulative effect of -4 to Move. Any further Smashed Leg results must be re-rolled.

CRUSHED ARM

The spellcaster suffers permanent bone or muscle damage in their arm and suffers a permanent -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 and 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.

NEVER QUITE AS STRONG

Due to internal injuries, the spellcaster never quite returns to full Health and 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, causing a permanent -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 they are forced to use herbs, ointments, or minor magic to keep the pain at bay. 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 their ability to lead their warband. Whenever this figure activates, it can only activate a maximum of two soldiers in its phase (instead of the normal three). So, an apprentice with a Smashed Jaw could only activate two soldiers in the Apprentice phase. If this injury is received a second time, the number of soldiers that may also activate in the phase is decreased to one. Any further Smashed Jaw results must be re-rolled.

LOST EYE

One of the figure's eyes has been damaged and rendered useless. It suffers a -1 to its Combat Roll whenever it is the target of a shooting attack. If a spellcaster receives two Lost Eye permanent injuries, they are effectively blind. If the warband's wizard fails to successfully cast Miraculous Cure (page 126) to remove permanent injuries (note that a wizard may cast this spell on themselves or on their apprentice) in the following Out of Game spells step of the post-game sequence, the spellcaster must retire from exploring Frostgrave and is considered 'dead' for game purposes.

OUT OF GAME SPELLS

Some spells can only be attempted after a game of *Frostgrave* (see page 138). Out of Game (A) spells may be attempted at this point. The wizard and the apprentice may each attempt to cast each relevant spell once after each game. These spells may not be empowered, nor is damage taken from failing to cast them. No experience is earned for casting Out of Game spells.

EXPERIENCE AND LEVEL

Over the course of a campaign, a wizard will learn from their adventures in the Frozen City, 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 their adventures in Frostgrave. Only wizards gain experience – apprentices and soldiers do not. During each game, a wizard's achievements can earn them experience as outlined in the **Experience Table**.
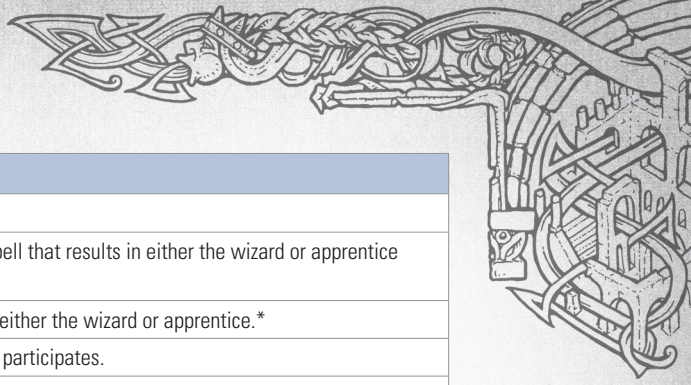
The rewards listed in the table only apply to actions that take place during a game. No experience is earned for casting Out of Game spells.

A wizard may earn a maximum of 300 experience points per game.

> We started on a new policy of smashing all the statues. You know, 'just in case'.
> Unfortunately, we made so much noise, it attracted a whole pack of white gorillas…

Experience Table	
Experience	Achievement
+5	For each failed attempt to cast a spell that results in either the wizard or apprentice suffering damage.
+10	For each spell successfully cast by either the wizard or apprentice.*
+40	For each game in which the wizard participates.
+40	For each treasure token secured by the wizard or their warband.
+5	For each uncontrolled creature killed by the wizard or their warband.**

* No experience points are gained for casting a spell with a casting number of 6 or less.
** Up to a maximum of +50 per game. Does not apply to creatures that have a specific experience point reward given in a scenario, nor to creatures specifically created or summoned by a member the wizard's warband.

Most 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.

After each game, the wizard should total up the experience they have gained and add this to the amount with which they began the game. Every full 100 points of experience may now be converted into a level. A wizard does not have to convert their experience into levels immediately and may bank it for later.

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, they 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, they may choose to **improve a stat**, **improve a known spell**, or **learn a new spell**.

Remember that whenever a wizard advances in some way, their apprentice will also advance (see page).

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). A wizard may only improve one stat after each game, even if they gained multiple levels – so, a wizard who gained two levels could increase their Fight by +1 or their Health by 1, but not both.

IMPROVING A KNOWN SPELL

The wizard can focus on any spell they know 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. All spells may be reduced to a casting number of 5, regardless of their school and the wizard's relationship to that school. A wizard may only improve one known spell after each game, even if they gained multiple levels – so, a wizard who gained two levels could improve Petrify by -1 or Leap by -1, but not both.

LEARNING A NEW SPELL

The wizard may learn a new spell for which they have a grimoire in their vault. They may not, however, improve a spell they have just learned until another game has been played. The hunt for ancient magic is a wizard's true obsession, so a wizard may learn as many new spells after each game as their available levels and grimoires permit – so, a wizard who gained two levels and had grimoires for Plague of Insects and Blinding Light in their vault could learn both new spells.

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

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 their warband.

For each treasure token their warband managed to get off the table, they get one roll on the **Treasure Table** below.

If the player recovered the central treasure, they have the option to re-roll their first roll on the Treasure Table but must accept the result of the second roll. This decision must be made after the first roll, but before any rolls are made on any sub-table.

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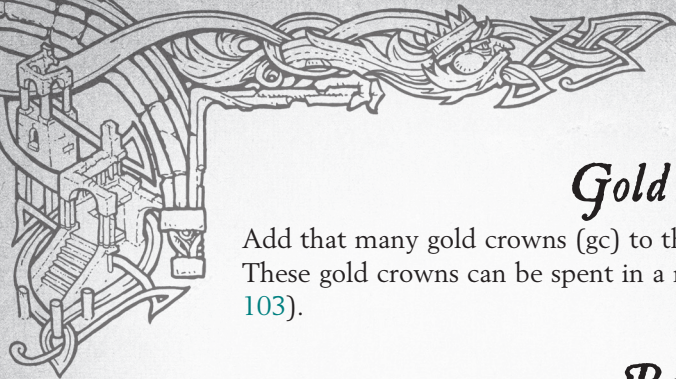
Gold Crowns

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 (Spending Treasure, page 103).

Potions

The number given in brackets indicates how many potions are found – roll that many times on the **Lesser Potion Table**. If the result is a 19 or 20, the player should roll again on the **Greater Potion Table**. These tables also list the **purchase price** for which a wizard may buy a potion, and the **sale price** for which a wizard can sell an unwanted one. The Greater Potion Table also includes and **ingredient cost** that wizards must pay when attempting to create them with the Brew Potion spell (page 114).

Potions may be given to any member of a warband that can carry items and take up one item slot each. Otherwise they may be stored in a wizard's vault or sold.

Lesser Potion Table			
Die Roll	Potion	Purchase Price	Sale Price
1	Potion of Healing	75gc	50gc
2	Potion of Strength	100gc	40gc
3	Potion of Toughness	50gc	30gc
4	Elixir of Speed	50gc	30gc
5	Potion of Invisibility	100gc	50gc
6	Explosive Cocktail	100gc	30gc
7	Potion of Teleportation	500gc	100gc
8	Potion of Elemental Absorption	200gc	80gc
9	Cordial of Clearsight	200gc	80gc
10	Poison	100gc	30gc
11	Philtre of Fury	300gc	120gc
12	Potion of Iron Mind	50gc	30gc
13	Bottle of Burrowing	200gc	80gc
14	Philtre of Fairy Dust	50gc	30gc
15	Construct Oil	100gc	50gc
16	Potion of Fire Breath	200gc	80gc
17	Potion of Preservation	500gc	200gc
18	Elixir of the Chameleon	400gc	140gc
19–20	Roll on the Greater Potion Table		
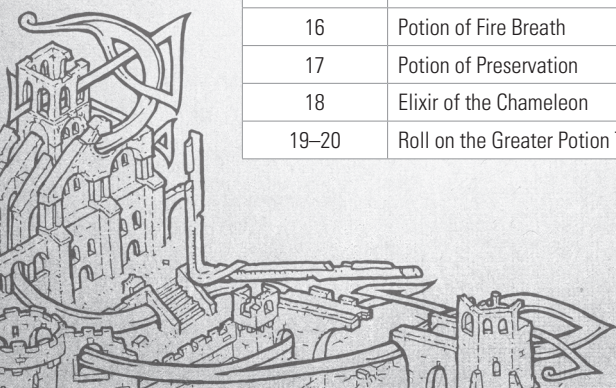
Greater Potion Table				
Die Roll	Potion	Purchase Price	Sale Price	Ingredient Cost
1–2	Cordial of Empowerment	500gc	200gc	200gc
3–4	Shrinking Potion	500gc	200gc	200gc
5–6	Potion of Restoration	2,000gc	300gc	750gc
7–8	Bottle of Dreams and Nightmares	2,000gc	300gc	500gc.
9–10	Shatterstar Draught	1,500gc	200gc	600gc
11–12	Bottle of Darkness	1,500gc	300gc	600gc
13–14	Ethereal Vacuum	2,000gc	200gc	800gc
15–16	Potion of Invulnerability	–	400gc	2,000gc
17–18	Bottle of Null	–	200gc	1,000gc
19–20	Elixir of Life	–	1000gc	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 its activation inside terrain, so must have enough movement 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. The wizard should immediately make a Will Roll (TN12). If successful, then the wizard gains an extra 50 experience points after the game. This does not count towards the 300 experience point maximum in a game. If unsuccessful, 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). These 30 experience points are deducted from the maximum that can be earned (meaning a wizard that fails can earn a maximum of 270 experience points in the game).

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 Control Demon spell inherent in Summon Demon. Furthermore, all spellcasters must make a Will Roll (TN14) or suffer 1 point of damage.

CONSTRUCT OIL
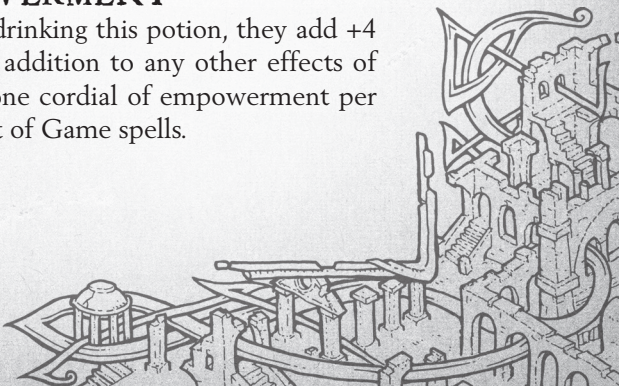
After any game, a wizard may use this magic oil on one construct in their warband, giving it a permanent +1 to its Move stat. Each construct may only ever receive the benefit of construct oil once.

CORDIAL OF CLEARSIGHT

A figure that drinks this potion ignores the effects of Beauty and Invisibility spells for the rest of the game. Furthermore, if this figure moves into combat with an Illusionary Soldier, the Illusionary Soldier is immediately removed from the table.

CORDIAL OF EMPOWERMENT

The next time a spellcaster casts a spell after drinking this potion, they add +4 to their Casting Roll but suffer 2 damage, in addition to any other effects of casting the spell. A spellcaster may only use one cordial of empowerment per game. This potion may not be used to cast Out of Game spells.

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. It may be used immediately after any game. If used, one figure that died during that game is brought back to life. The figure suffers no ill effects from death and may take part in the next game.

ELIXIR OF SPEED

The figure who drinks this potion receives +2 Move for the rest of the game. This may not take a figure's Move above 9.

ELIXIR OF THE CHAMELEON

This potion allows a figure to blend in with their 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 another figure that is within 12".

ETHEREAL VACUUM

When a character spends an action to open this bottle, all creatures with the Ethereal trait within 8" must make a Will Roll (TN20). If they fail, they are sucked into the bottle and imprisoned. Immediately remove the figure from the table and award any experience points that would have been earned for killing such a creature.

EXPLOSIVE COCKTAIL

Throwing this cocktail follows all the rules of casting the Grenade spell, except that it can be used by a non-spellcaster, no Casting Roll is necessary, and the target point must be within 8". Use of this potion cannot replace a move action.

PHILTRE OF FAIRY DUST

If this dust is sprinkled over a weapon, that weapon counts as a magic weapon 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, if possible, use all its actions every turn to move into combat with and fight the closest enemy figure (including uncontrolled creatures) in line of sight and not currently in combat.

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 the first attack with it that causes damage. This potion is not magic and not affected by anything that cancels magic.

POTION OF ELEMENTAL ABSORPTION

A figure that drinks this potion ignores the next 5 points of elemental damage it takes.

POTION OF FIRE BREATH

A figure that drinks this potion and still has an action remaining in the same activation, may use that action to make a +3 elemental magic shooting attack at a figure within 6".

POTION OF HEALING
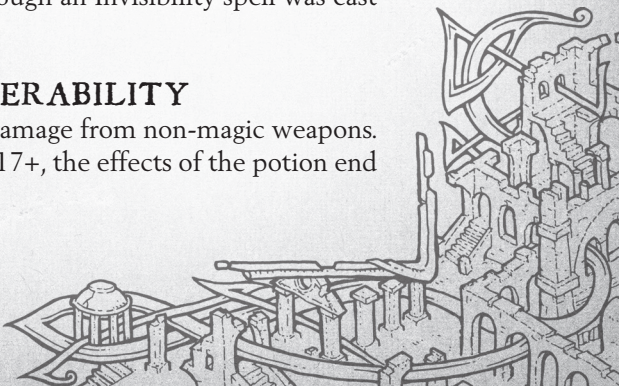
This potion restores up to 5 lost points of Health. It may not take a figure above its normal starting Health.

POTION OF INVISIBILITY

A figure that drinks this potion is treated as though an Invisibility spell was cast upon it.

POTION OF INVULNERABILITY

A figure that drinks this potion is immune to damage from non-magic weapons. Whenever this figure activates, roll a die. On a 17+, the effects of the potion end immediately.

POTION OF IRON MIND

A figure that drinks this potion gains +5 Will for the rest of the game.

POTION OF PRESERVATION

This potion may be used on any figure, other than a wizard, who died in the previous game. This potion perfectly preserves the body of the figure for the next five games. After each of the next five games, a wizard may use an elixir of life potion or a Miraculous Cure 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 they have one preserved. If, after the fifth game, the preserved figure has not been brought back to life, it is dead, and should be removed from the Wizard Sheet.

POTION OF RESTORATION

A figure that drinks this potion is immediately restored to its starting Health and is cured of any poison or temporary stat reductions. This potion may also be used after a game to cure the 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 had just cast the Teleport spell.
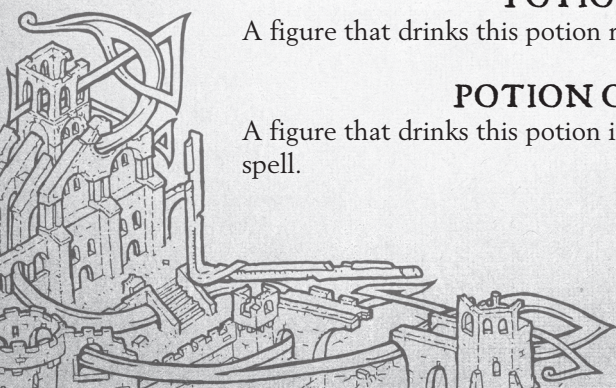
POTION OF TOUGHNESS

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

SHATTERSTAR DRAUGHT

If a figure drinks this potion, and then casts a spell during the same activation, then the figure may attempt to cast that spell twice. The attempts should be made one right after another. Each attempt may have a separate target, both of which must be declared before any rolls are made.

SHRINKING POTION

A figure that is carrying treasure may use the potion to shrink it down to a size that will fit in a pocket. This figure no longer suffers any penalties to Move, Fight, or swimming for carrying this treasure. It may even carry a second treasure token. If the effect of this potion is cancelled while the figure is carrying two treasures, it must choose one and immediately drop it. If the shrunk treasure is dropped for any reason, it returns to its normal size.
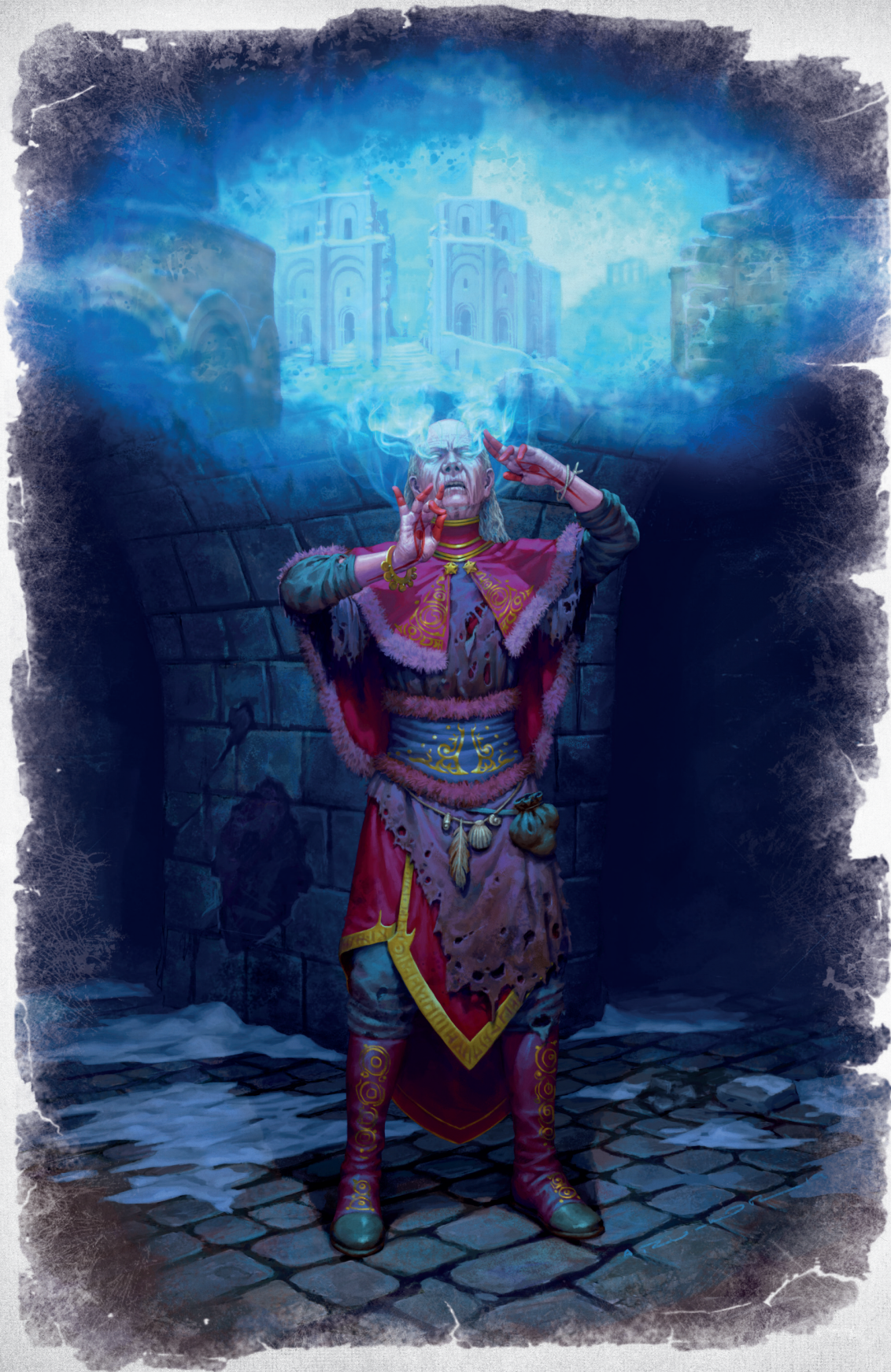
Scrolls and Grimoires

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. Scrolls take up one item slot. Otherwise they may be sold for 30gc or stored in the wizard's vault.

GRIMOIRES

Grimoires are books of magic. They may be actual books, piles of scrolls, stone tablets, or whatever. The exact physical nature of a grimoire is not important. What is important is that a wizard can use a grimoire to learn a spell they don't know. Whenever a grimoire is found, roll on the Random Spell Table to identify the spell it contains. A grimoire is stored in the wizard's vault until such a time as the wizard wants to learn the spell within (see Experience and Level, page 84) or to sell it. Once a grimoire's spell has been learnt, the book loses its value, and should be removed from the Wizard Sheet.

A wizard would never willingly part with a grimoire that contains a spell they do not know. If a wizard obtains a grimoire containing a spell they already know, they may sell it for 200gc.
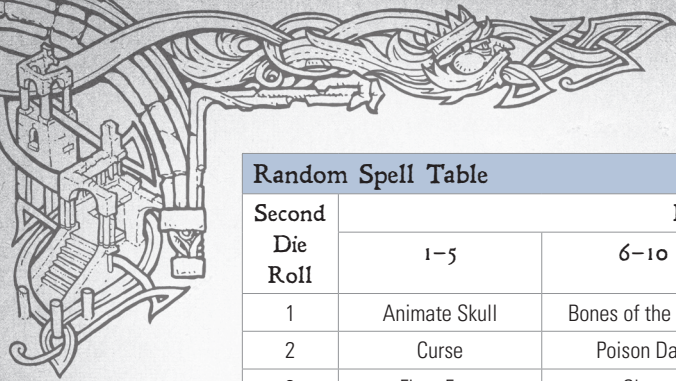
Random Spell Table			
Second Die Roll	**First Die Roll**		
	1–5	**6–10**	**11–15**	**16–20**
1	Animate Skull	Bones of the Earth	Strike Dead	Control Undead
2	Curse	Poison Dart	Animal Companion	Familiar
3	Fleet Feet	Slow	Crumble	Fast Act
4	Leap	Imp	Plane Walk	Control Demon
5	Wall	Call Storm	Scatter Shot	Destructive Sphere
6	Push	Draining Word	Explosive Rune	Write Scroll
7	Teleport	Invisibility	Beauty	Transpose
8	Strength	Telekinesis	Enchant Armour	Control Construct
9	Awareness	True Sight	Mind Lock	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	Bridge
17	Blink	Fool's Gold	Glow	Illusionary Soldier
18	Enchant Weapon	Grenade	Embed Enchantment	Animate Construct
19	Combat Awareness	Wizard Eye	Suggestion	Reveal Secret
20	Circle of Protection	Heal	Dispel	Destroy Undead

Magic Weapons and Armour

For every result of Magic Weapon/Armour on the Treasure Table, the player should roll once on the **Magic Weapon and Armour Table**.

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 +1 damage modifier would, in effect, deal +3 damage with a successful strike (+2 for a crossbow, +1 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. All magic weapons and armour take up the same number of item slots as the mundane version. Note that the first dagger carried by a figure does not take up an item slot, so it is possible for a soldier to carry a magic dagger and one other item. Magic weapons and armour may only be carried by soldiers who already carried a weapon or armour of that type (e.g. a thief cannot carry a magic hand weapon, but a thug can). In this case, the magic weapon both replaces the mundane version and takes up an item slot. In the case of two-handed weapons, that normally take two slots, a soldier can carry one of these even if they normally only have one item slot. Spellcasters may carry any type of weapon they wish but may not wear any armour or carry shields.

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

Any time a figure armed with a magic weapon makes an attack, it is considered to be a magic attack. The exception is bows and crossbows. Shooting attacks with these weapons are not considered magic attacks unless a magic arrow or bolt is used.

A figure may only receive the benefits of one magic weapon at a time. So, if they are carrying more than one, they must choose which one to use in any given situation.

If a figure is wearing an item with Elemental Absorption, then any elemental damage they take (such as from the Elemental Bolt or Elemental Ball spells) is halved, rounding up.

This table also lists the **purchase price** for which a wizard may buy a specific weapon or piece of armour, and the **sale price** for which a wizard can sell an unwanted one.

> Above the desk hung this huge horn or tusk that had at least a dozen books impaled upon it…
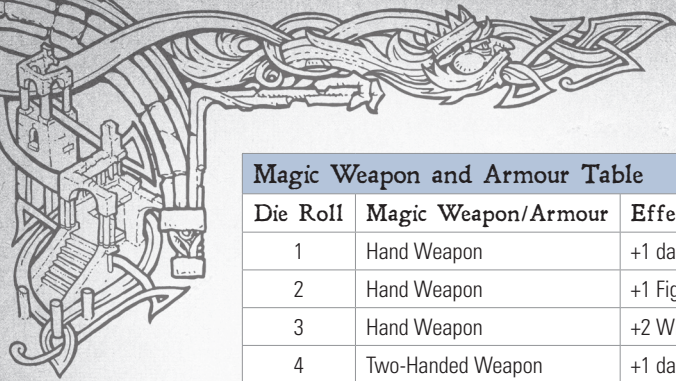
Magic Weapon and Armour Table				
Die Roll	Magic Weapon/Armour	Effects	Purchase Price	Sale Price
1	Hand Weapon	+1 damage modifier	300gc	125gc
2	Hand Weapon	+1 Fight	500gc	200gc
3	Hand Weapon	+2 Will	300gc	125gc
4	Two-Handed Weapon	+1 damage modifier	300gc	125gc
5	Two-Handed Weapon	+1 Fight	500gc	200gc
6	Two-Handed Weapon	+2 Will	300gc	125gc
7	Bow	+1 damage modifier	300gc	125gc
8	Bow	+1 Shoot	600gc	250gc
9	Crossbow	+1 damage modifier	300gc	125gc
10	Crossbow	+1 Shoot	600gc	250gc
11	Dagger	+1 Fight	400gc	200gc
12	Dagger	+1 damage modifier	400gc	150gc
13	Dagger	+2 damage modifier	500gc	200gc
14	Light Armour	+1 Armour	600gc	200gc
15	Heavy Armour	Elemental Absorption	800gc	300gc
16	Ring of Protection	+1 Armour	600gc	250gc
17	Cloak of Protection	+1 Armour	600gc	250gc
18	Cloak of Night	Elemental Absorption	500gc	200gc
19	Staff	+1 Fight	300gc	125gc
20	Shield	+1 Armour	700gc	250gc
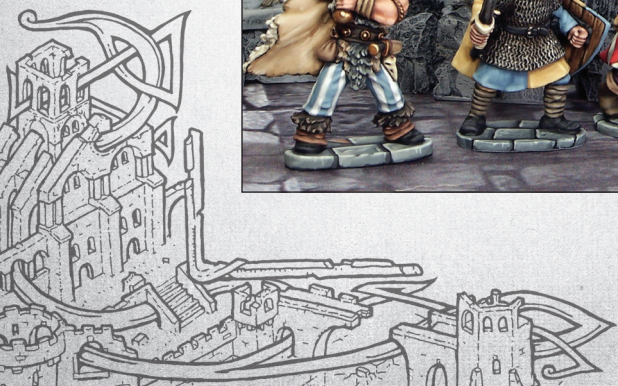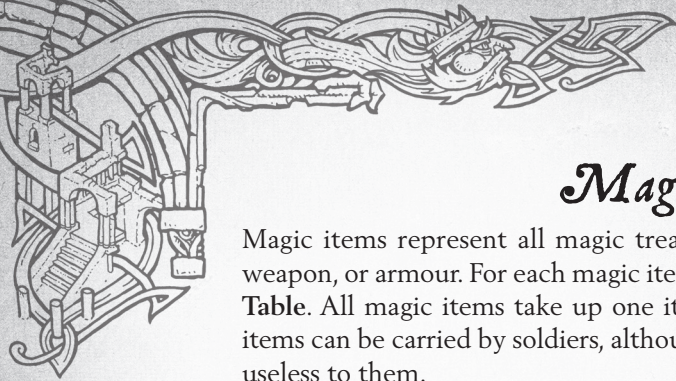
Magic Items

Magic items represent all magic treasure that isn't a potion, scroll, grimoire, weapon, or armour. For each magic item, the player rolls 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.

Note that magic staffs do count as magic weapons, even though they give no specific bonuses in combat.

This table also lists the **purchase price** for which a wizard may buy a specific magic item, and the **sale price** for which a wizard can sell an unwanted one.

Magic Item Table			
Die Roll	Magic Item	Purchase Price	Sale Price
1	Staff of Power (1)	300gc	150gc
2	Staff of Power (2)	400gc	200gc
3	Ring of Transference	400gc	150gc
4	Ring of Power (1)	200gc	100gc
5	Orb of Power (6)	500gc	200gc
6	Staff of Casting	500gc	200gc
7	Boots of Speed	300gc	130gc
8	Ring of Slow Fall	200gc	100gc
9	Ring of Will	300gc	150gc
10	Ring of Teleportation	400gc	150gc
11	Gloves of Strength	300gc	150gc
12	Robes of Arrow Turning	500gc	250gc
13	Amulet of Resistance	300gc	100gc
14	Construct Hammer	300gc	100gc
15	Gloves of Casting	500gc	200gc
16	Wand of Light	400gc	200gc
17	Horn of Destruction	300gc	100gc
18	Fate Stone	500gc	200gc
19	Wand of Power (1)	300gc	150gc
20	Staff of Power (3)	1200gc	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 die has been rolled.
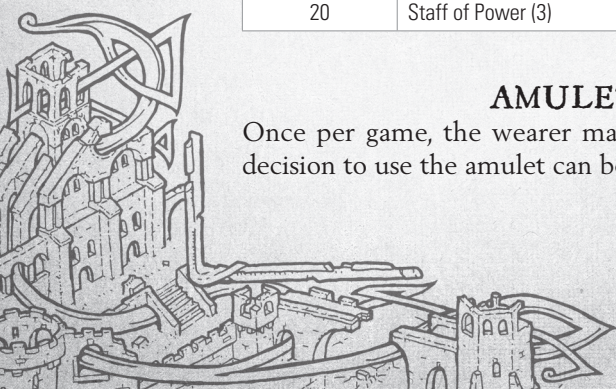
BOOTS OF SPEED

The wearer gains +1 Move.

CONSTRUCT HAMMER

This large, enchanted hammer can be fitted to a medium or large construct before or after a game. A construct equipped with this item is treated as carrying a magic weapon and receives an additional +1 damage modifier. A construct may only ever be fitted with one construct hammer.

FATE STONE

Once per game, the figure carrying a fate stone may re-roll any one Casting Roll, Stat Roll, Combat Roll, or Shooting Roll.

GLOVES OF CASTING

Once per game, a spellcaster can use these gloves to gain a +5 to one Casting Roll. The spellcaster must declare that they are using them before the Casting Roll is made.

GLOVES OF STRENGTH

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

HORN OF DESTRUCTION

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

RING OF SLOW FALL

The wearer of this ring never suffers any damage from falling, no matter how great the distance from which they fall/jump.

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 table. This may not be used to move a figure into or out of 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.

STAFF OF CASTING

When this item is found, roll on the Random Spell Table (page 96) to identify a spell. This staff gives a +1 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.

STAFF/RING/ORB/WAND OF POWER

Items of power provide a spellcaster with an additional pool from which they can draw to empower a spell or Will Roll in the same way as they can using their 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 a Casting Roll by 5 could use 3 from a staff of power and 2 from their own Health. Spellcasters using these items are still subject to the standard rules for and limitations on empowerment.

Staffs, rings, and wands of power recharge between games, but orbs of power do not regenerate – once it has been tapped for 6 points of additional power it is empty and can't even be sold.

WAND OF LIGHT

Once per game, a figure carrying this wand may roll two dice when attempting to cast a spell and choose which one to use.

It was a giant toothy fish-head, sticking up through the river ice. Torek, she says it can't be alive, because the river froze a thousand years ago. She grabbed a tooth to prove it. That's why we call her 'Lefty'...
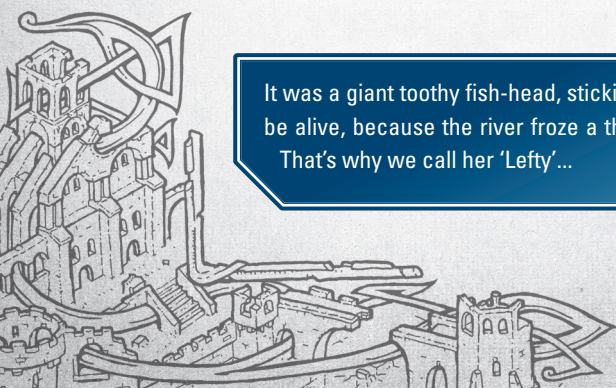
SPENDING TREASURE

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

Recruitment

NEW SOLDIERS

Players may hire new soldiers for the price listed on the Soldier Tables (pages 30 and 31). They may hire as many soldiers as they can afford up to their maximum warband size, but are still limited to four specialists. 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 - 6) x 10 + 160gc**. So, a starting wizard (level 0) would pay 100gc (0 - 6 = -6; x 10 = -60; + 160 = 100gc), while a level 40 wizard would have to pay 500gc (40 - 6 = 34; x 10 = 340; + 160 = 500gc).

NEW WIZARDS

What happens when a wizard dies depends on their level. If the wizard is level 5 or less, the player should discard their current Wizard Sheet and create a new wizard and warband. If the wizard is level 6 or higher, the player may either discard the warband or promote their apprentice to wizard status.

To do this, move the apprentice to the wizard section of the Wizard Sheet, keeping all their current stats. This new wizard's level will be that of the old wizard -6 (so, the apprentice to a level 6 wizard would become a level 0 wizard; a level 15 wizard's apprentice would become a level 9 wizard). The new wizard is treated exactly like any other wizard. They cast spells with no penalty, move in the Wizard phase, gain experience, and may even hire an apprentice of their own. All the items that the former wizard had been carrying are lost, but all other items carried by warband members or in the vault become the property of the new wizard.
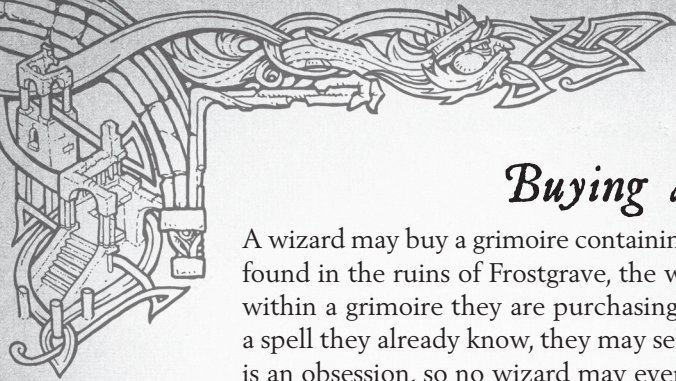
Buying and Selling

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 they are purchasing. If they manage to acquire a grimoire for a spell they already know, they may sell it for 200gc. The search for magic power is an obsession, so no wizard may ever sell a grimoire containing a spell they do not already know.

Individual scrolls can be purchased for 250gc, and sold for 30gc. 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 the listed **sale price**.

OPTIONAL RULE: BLACK MARKET CONTACTS

Many players find that allowing any magic item to be purchased at any time takes away some of the fun of finding treasure. If this is the case for your group, consider using this optional rule to limit and randomise the treasure that is available for purchase.

After a game, each player rolls four times on the Treasure Table to identify what items are being offered to them by their black-market contacts. Any gold crowns included in the results are ignored (note that if a roll generates a result that only includes gold crowns, your contacts haven't come through for you on this occasion – better luck next time!). Roll on the relevant sub-tables to identify the specific items that are available for purchase at present. Each player rolls separately and may only purchase the items identified by their own results.

For example, a player rolls four times on the Treasure Table and gets the following results: 1 (50gc), 7 (40gc, Scrolls (2)), 8 (Magic Weapon/Armour), and 13 (40gc, Magic Item). The 1 is worthless – clearly, their contacts are low on stock at present. The 7 offers two scrolls (the gold crowns are ignored) that two rolls on the Random Spell Table identify as containing Blink and Spell Eater. The 8 gives a roll on the Magic Weapon and Armour Table that identifies a dagger with a +2 damage modifier. Finally, the 13 gives a roll on the Magic Item Table that identifies it as a fate stone (again, the gold crowns that would normally accompany the magic item are ignored). These four items may now be bought at their listed purchase price (250gc for each scroll, 500gc for the dagger, and 500gc for the fate stone).

If you are using any of the magic items lists found in supplements, a player may replace one of their four rolls with a single roll on one table from another book.
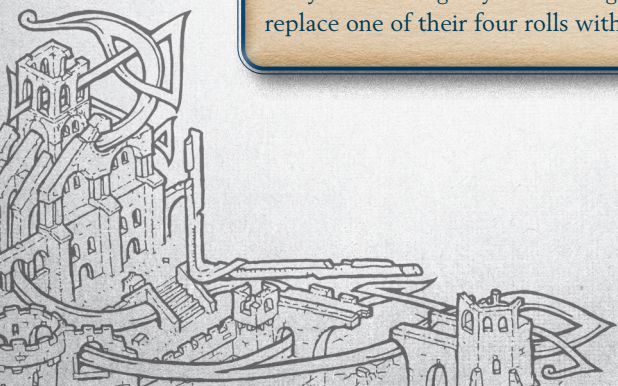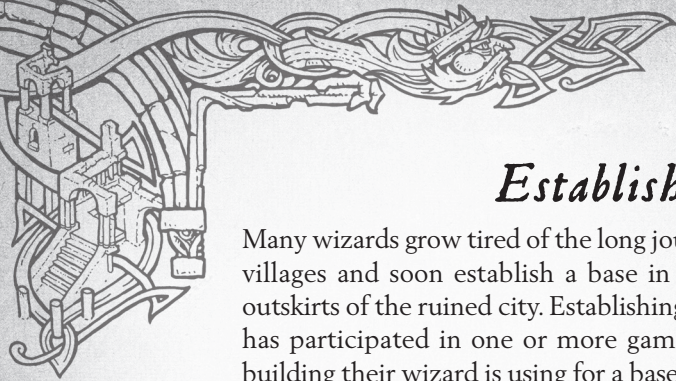
Establishing a Base

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 their wizard is using for a base. Each base comes with its own advantages, as outlined in the **Base Location Table**.

A wizard may choose to change their base after any game, but any upgrades purchased for the old base will be lost.

Base Location Table	
Location	Effects
Inn	This old inn has plenty of room to house soldiers and their gear. The wizard may keep an extra soldier in their warband. This soldier can be a specialist. However, this extra soldier cannot be used in a game and must remain in the base. Even with an inn, a wizard is still limited to eight soldiers in a game, with a maximum of four specialists. The wizard may change which soldier is left in the inn each game, which is useful if a soldier must miss a game due to injury.
Temple	The ruins of this once-holy building still project an aura of calm. Spellcasters receive a +3 bonus to any castings of Miraculous Cure. Furthermore, roll a die after each game: on a 16+ they gain a free potion of healing (page 91).
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 and Animate Skull spells, regardless if the spell is cast during a game or Out of Game.
Tower	This half-ruined spire allows the wizard to get closer to the heavens and to clear their mind. The tower grants a +2 bonus to all Casting Rolls for Reveal Secret and Awareness.
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 2–16 add that many gold crowns to the warband's treasury. If a 17–18 is rolled, add 100gc to that number. If a 19–20 is rolled, the warband finds a treasure – determine the nature of this treasure in the same way as rolling for a treasure token secured during a game.
Brewery	There is still some life left in those old casks, and the warband takes full advantage. All soldiers start each game with +1 Will. Furthermore, the warband gains an additional 20gc after each game through the sale of excess stock.
Library	This is 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 15–18, they find a random scroll. On a 19–20 they discover a random grimoire.
Laboratory	A mostly intact residence of a wizard from long ago. It is still filled with their notes and experiments. A wizard gains 20 experience points after each game from what they learn in the house. This does not count against the 300 experience point maximum for each game.
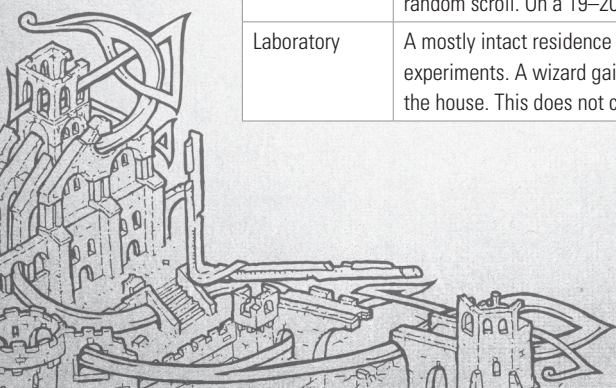
BASE RESOURCES

Very few wizards are 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 or wolf (Animal Companion) in their warband above their normal soldier limit. Thus, a wizard may bring eight soldiers plus one war hound/wolf to each game.	400gc
Giant Cauldron	Confers a +1 to Casting Rolls for Brew Potion.	250gc
Enchanter's Workshop	Confers a +1 to Casting Rolls for Animate Construct and Embed Enchantment.	400gc
Crystal Ball	Confers a +1 to Casting Rolls for Reveal Secret.	250gc
Scriptorium	Confers a +1 to Casting Rolls for Write Scroll.	200gc
Celestial Telescope	Aids the wizard in divining the future. Once per game, they may add +5 to an Initiative Roll before the dice have been rolled.	250gc
Summoning Circle	A summoning circle allows the wizard to attempt to summon a demon before a game, effectively adding an Out of Game (B) option to the Summon Demon and Control Demon spells (see pages 133 and 116). The wizard first attempts to cast Summon Demon, followed by Control Demon. If both spells are successful, a demon joins the warband as a temporary member per the rules for Summon Demon. This demon does not count towards the warband's maximum size. The wizard may not cast Control Demon or Summon Demon while this demon is in play.	300gc
Carrier Pigeons	Carrier pigeons allow a wizard to more easily get messages to their agents outside Frostgrave. Soldiers hired by the wizard cost 10gc less.	50gc
Arcane Candle	Confers a +1 to Casting Rolls for Control Demon spells cast Out of Game.	100gc
Summoning Candle	Confers a +1 to Casting Rolls for Summon Demon spells cast Out of Game.	100gc
Sarcophagus of Healing	The wizard does not have to miss a game, or pay a fee, when they are Badly Wounded, and pays 10gc less if they have any Niggling Injuries.	300gc

CHAPTER FOUR
SPELLS

There are 80 different spells available to the wizards of the Frozen City, and it will take players a while to come to grips with them all. Some are very straightforward and enhance the stats of figures or allow the spellcaster to make a special attack. 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 the spells by the school of magic to which they belong and can be used as a convenient reference guide during play.

Note on Definitions

Remember, when reading these spells, that the term 'spellcaster' applies to either the wizard or apprentice. A few 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.

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 their own school (Chapter One: Wizards and Warbands, page 17).
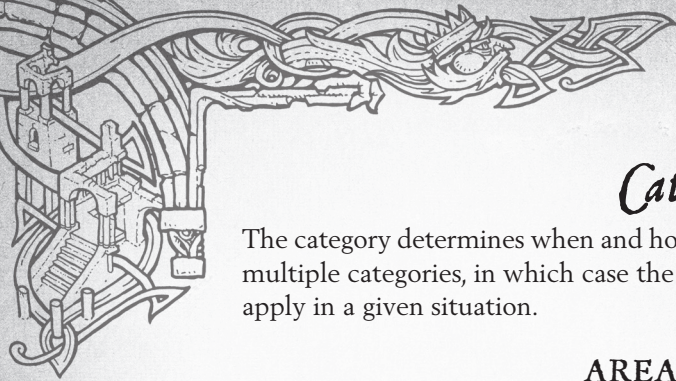
Category

The category determines when and how the spell may be used. A few spells have multiple categories, in which case the spellcaster may choose which category to apply in a given situation.

AREA EFFECT

These spells affect a given area. In some cases, this will be the area within a certain distance of a target point, in others, the spell will affect the whole table. Each spell will state the specific area it affects. For Area Effect spells that generate an attack, make a separate attack roll against each target.

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 figure casting the spell. Remember, line of sight may never extend past 24".

OUT OF GAME (A OR B)

These spells cannot be cast during a game of *Frostgrave*. Instead, they are cast either after (A) a game has been played or before (B) the game has started. The wizard and the apprentice may each attempt to cast each Out of Game spell once before or after each game. These spells may not be empowered, nor is damage taken from failing to cast them. No experience is earned for casting Out of Game spells.

SELF ONLY

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

TOUCH

The spellcaster must be within 1" of the target of the spell. Spellcasters may cast these spells on themselves.

> We'd been fighting that other warband for a couple of minutes when, suddenly, there's this strange hissing noise and a hundred swords went flying overhead, like a silver river…
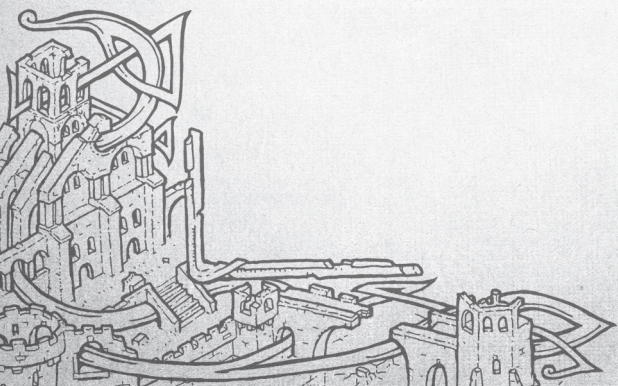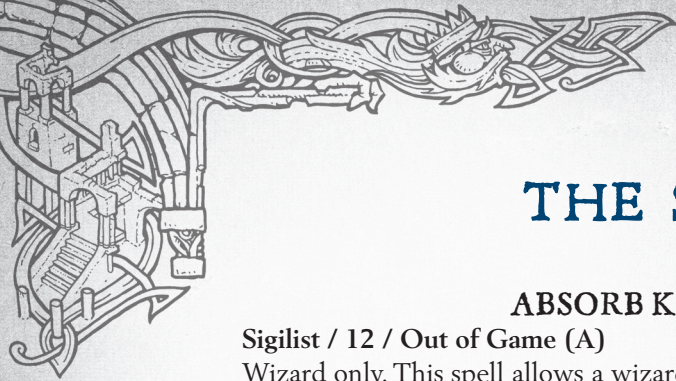
THE SPELLS

ABSORB KNOWLEDGE

Sigilist / 12 / Out of Game (A)

Wizard only. This spell allows a wizard to absorb the knowledge from a written work without having to read it. A wizard immediately gains 40 experience points for casting this spell to represent the speed with which they can gain knowledge. This experience does not count against the maximum that can be earned in one game. This spell may only be cast after a game in which the wizard was not reduced to 0 Health.

ANIMAL COMPANION

Witch / 10 / Out of Game (B)

The spellcaster summons an animal companion of their choice from the following options to become a permanent member of their warband: bear (page 179), ice toad (page 180), snow leopard (page 182), or wolf (page 182). All Animal Companions count as standard soldiers. Animal companions are more strong-willed than wild examples of their species and receive a permanent +3 Will. A spellcaster may only have one animal companion at any time.

ANIMATE CONSTRUCT

Enchanter / 10 / Out of Game (B)

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 permanent member of the warband, taking the place of a soldier. A spellcaster must declare the size of construct they are attempting to animate (small, medium or large – page 183) before rolling to cast the spell. The larger the construct, the harder it is to animate, so the following modifiers are applied to the Casting Roll: Small -0, Medium -3, Large -6. There is no limit to the number of constructs in a warband other than the normal limits for soldiers. Large constructs count as specialist soldiers, the others as standard soldiers.

ANIMATE SKULL

Necromancer / 8 / Line of Sight

The spellcaster fills a skull with magic malice and throws it at an opponent. Place one animated skull (page 190) within 6" of the spellcaster. It can be placed directly into combat. This skull is an uncontrolled creature. The spellcaster may not cast this spell again until this creature is removed from the table, but may spend an action to cancel the spell, in which case the animated skull is immediately removed from the table.

AWARENESS

Soothsayer / 12 / Out of Game (B)

If this spellcaster is on the table, its warband may add +2 to its Initiative Rolls for the purposes of determining the primary player only. This bonus stacks so, if both the wizard and the apprentice have cast this spell and are both on the table, the player may add +4 to their Initiative Rolls. The maximum possible bonus is +4. This spell counts as active on the spellcaster during the game and may be cancelled by anything that cancels spells.

BANISH

Thaumaturge / 10 / Line of Sight

All demons within line of sight of the spellcaster must pass an immediate Will Roll with a Target Number equal to the Casting Roll. If a demon fails the roll and its current Will is +4 or less, it is immediately reduced to 0 Health and removed from the table. If its current Will is +5 or higher, it suffers damage equal to three times the amount by which it failed the Will Roll.

BEAUTY

Illusionist / 10 / Self Only

This spell causes anyone who looks on the spellcaster to see a paragon of beauty. Any member of an opposing warband must make a Will Roll with a Target Number equal to the Casting Roll if they wish to do any of the following: move into combat with the spellcaster, make a shooting attack that could potentially hit the spellcaster (including shooting attacks generated by spells), or cast any spell that targets the spellcaster. Spellcasters may empower this Will Roll in the same way they would to resist a spell. A figure may only attempt such a Will Roll once per turn. This spell has no effect on creatures (anything found in Chapter Six: Bestiary, page 176) or war hounds.

BLINDING LIGHT

Thaumaturge / 8 / Line of Sight

The target must make an immediate Will Roll with a Target Number equal to the Casting Roll. If it fails, it may not attack, shoot, or cast Line of Sight spells. Its Fight stat is reduced to +0 and its Move to 1. At the end of each turn, the figure may attempt another Will Roll with the same Target Number. If successful, the spell is cancelled.

BLINK

Illusionist / 12 / Line of Sight

This spell may target any figure within 12". Move that figure 4" in a random direction. A figure may make a Will Roll with a Target Number equal to the Casting Roll in order to resist this spell. If successful, the figure does not move. Uncontrolled creatures will always attempt this Will Roll.

BONE DART

Necromancer / 10 / Line of Sight

This spell fires a small, sharp shard of bone. The spellcaster makes a +5 shooting attack against any figure within line of sight and 12". 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 figure may not take any move actions until it escapes. Any form of magic movement, except the Leap spell, allows a figure to escape the hand; otherwise, the only way to escape is to fight the hand, which has Fight +0, Health 1. If the hand takes one point of damage, it vanishes, and the target is free. Other figures in base contact may attack the hand or give a support bonus. If the hand wins the fight, it does damage as normal. This spell may only be cast against a target that is standing on the ground. Large creatures are unaffected by this spell. The maximum range for this spell is 18".

BREW POTION

Witch / 12 / Out of Game (B)

The spellcaster creates one Lesser Potion of their choice (page 86) that may be sold, stored in the wizard's vault, or given to a member of the warband. A wizard (and only a wizard) may use this spell to create a Greater Potion (page 87). First, they must declare what potion they are attempting to brew and pay the listed ingredients cost. The wizard should then roll to cast Brew Potion with a -4 to the Casting Roll. If successful, the potion is created and can be immediately assigned to a figure in the warband, sold, or stored in the wizard's vault. If unsuccessful, the potion is not created and the money spent on ingredients is lost.

BRIDGE

Sigilist / 10 / Line of Sight

The spellcaster uses the parchment of a long scroll to create a temporary bridge, ramp, or staircase. Place a bridge 6" long and 2" wide anywhere that is completely in the line of sight of the spellcaster. The bridge has no appreciable thickness and is essentially two-dimensional. The ends of this bridge do not have to be on the same horizontal plane, nor do the ends of the bridge need to be anchored on terrain, they may float in the air. Figures may move along this bridge at their normal movement rate, even when essentially climbing. Each spellcaster may only have one bridge in play at any time. Whenever the spellcaster activates, they may cancel this spell as a free action. Otherwise roll a die at the end of every turn: on a 1–2 the bridge vanishes. Figures on the bridge when it vanishes will fall to the ground.

CALL STORM

Elementalist / 12 / Area Effect

All bow and crossbow attacks are made with -1 Shoot 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 of -5.

CIRCLE OF PROTECTION

Thaumaturge / 12 / Touch

Creates a circle with a 3" diameter which no demon or undead creature can enter or pass through. If something forces them into contact with the circle, they stop at its edge. A spellcaster may only have one active circle of protection at a time, but they do not have to remain within it. The spellcaster may cancel this spell at the end of any turn. Otherwise, roll a die at the end of every turn: on a 1–3 the spell is cancelled.

COMBAT AWARENESS

Soothsayer / 12 / Touch

This spell gives the target a magic insight into the moves their opponent will attempt in a fight. It grants the target +1 Fight and +1 Armour 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

The target animal must make an immediate Will Roll with a Target Number equal to the Casting Roll. If the roll fails, the animal becomes a temporary member of the spellcaster's warband. This control lasts for the rest of the game or until the spell is cancelled. The spellcaster may spend an action to cancel this spell. A spellcaster may only control one animal at a time.

CONTROL CONSTRUCT

Enchanter / 12 / Line of Sight

The target construct must make an immediate Will Roll with a Target Number equal to the Casting Roll. If the roll fails, the construct becomes a temporary member of the spellcaster's warband. This control lasts for the rest of the game or until the spell is cancelled. The spellcaster may spend an action to cancel this spell. A spellcaster may only control one construct at a time.

CONTROL DEMON

Summoner / 10 / Line of Sight

The target demon must make an immediate Will Roll with a Target Number equal to the Casting Roll. If it fails, it becomes a temporary member of the spellcaster's warband. This control lasts for the rest of the game or until the spell is cancelled. The spellcaster may spend an action to cancel this spell. A spellcaster may only control one demon at a time.

CONTROL UNDEAD

Necromancer / 12 / Line of Sight

The target undead creature must make an immediate Will Roll with a Target Number equal to the Casting Roll. If the roll fails, the undead creature becomes a temporary member of the spellcaster's warband. This control lasts for the rest of the game or until the spell is cancelled. The spellcaster may spend an action to cancel this spell. A spellcaster may only control one undead creature at a time.

CRUMBLE

Chronomancer / 10 / Line of Sight

This spell can only target inanimate 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 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 Move Roll (TN22) or fall to the next level down and taking damage appropriately. If this spell is cast on a wall created by the Wall spell, the wall is completely destroyed. If it is cast on terrain holding a Wizard Eye, the Wizard Eye is cancelled.

CURSE

Witch / 8 / Line of Sight

The target suffers -2 to all die rolls. At the end of each turn, the target may make a Will Roll with the Target Number equal to the Casting Roll (at -2, of course). If successful, this spell is cancelled. Curse cannot be cast on a figure already suffering the effects of a Curse spell.

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). This spell has no effect on creatures (unless they are specifically identified as being equipped with a weapon from the General Arms and Armour List).

DESTROY UNDEAD

Thaumaturge / 10 / Line of Sight

The target undead creature must make a Will Roll with a Target Number equal to the Casting Roll. If the undead creature fails the roll and its current Will is +2 or less, it is immediately reduced to 0 Health and is removed from the table. If its current Will is +3 or higher, it suffers damage equal to three times the amount by which it failed the Will Roll.

DESTRUCTIVE SPHERE

Elementalist / 12 / Area Effect

Every figure within 3" of the spellcaster (but not counting the spellcaster) suffers a +5 elemental magic attack.

DISPEL

Thaumaturge / 12 / Line of Sight

Immediately cancels the ongoing effect of any one casting of any one spell. It cannot unsummon a creature, but it can cancel the control of a creature that is a temporary member of a warband.

DRAINING WORD

Sigilist / 14 / Area Effect

This spell draws a bright rune of power in the sky. The spellcaster may choose one spell for 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 a time. Only one Draining Word can be active for each specific target spell at one time.

ELEMENTAL BALL

Elementalist / 12 / Line of Sight

The spellcaster selects an enemy figure within 16" and line of sight and hurls a ball of destructive elemental energy at it. The target and every figure within 1" and line of sight of the target immediately suffers a +5 elemental magic shooting attack. Roll this shooting attack separately for each figure. Treat the target figure as the origin of the attack for the purposes of determining cover or intervening terrain for all other figures suffering the attack. 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 makes a +7 elemental magic shooting attack against a target figure within 16" and line of sight.

ELEMENTAL HAMMER

Elementalist / 10 / Line of Sight

This spell is cast upon a weapon. The next time the figure wielding this weapon wins a round of combat and does at least 1 point of damage, this weapon inflicts an additional 5 points of elemental magic damage. If cast on a normal weapon, which is then used against a creature that is Immune to Normal Weapons, this weapon will only deal the 5 points of elemental magic damage. If cast on a bow or crossbow the spell only applies to the next attack.

ELEMENTAL SHIELD

Elementalist / 10 / Self Only

The spellcaster forms a floating shield that absorbs the next 3 points of damage the spellcaster would normally suffer in combat or from a shooting attack. Once 3 points have been absorbed the spell is cancelled. A spellcaster may only have one Elemental Shield active at any time.

EMBED ENCHANTMENT

Enchanter / 14 / Out of Game (A)

This spell causes any one 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 weapon or armour. The newly created magic weapon or armour takes up an item slot as normal.

ENCHANT ARMOUR

Enchanter / 8 / Line of Sight

This spell may only be cast on a figure wearing armour. The armour worn by the target now counts as magic armour and grants +1 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

This spell targets a weapon of the spellcaster's choosing. If cast on a melee weapon, this weapon counts as a magic weapon with +1 Fight. Bows and crossbows count as magic weapons with +1 Shoot, but the attacks made with them do not count as magic attacks. This spell may be cast on a single arrow or crossbow bolt, in which case that ammunition gives +1 Shoot and its attack counts as magic, but for the next shooting attack only. This spell may only be cast once on each weapon. When using both a magic missile weapon and magic ammunition, the shooter may choose to apply the bonus of one or the other, but not both.

EXPLOSIVE RUNE

Sigilist / 10 / Line of Sight

The spellcaster draws a bright, glowing rune of power on the ground or a wall anywhere within 4" and line of sight. 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 moves within 1" of the rune, it explodes, and every figure, friend or foe, within 2" suffers an immediate +5 magic attack. Note that if the rune is placed within 1" of a figure, it does not explode immediately – that figure must move to set it off. A spellcaster may have up to three such runes in play at any time. At the end of any turn, they may choose to cancel any or all their runes. If the spellcaster that placed a rune is no longer on the table, roll a die for each rune at the end of each turn: on an 11+ the rune vanishes.

FAMILIAR

Witch / 10 / Out of Game (B)

The spellcaster gains a familiar, which can take the form of any small creature. It is not depicted on the table, unless the player wants to include it on the spellcaster figure. A spellcaster with a familiar gains +2 Health (write as a split stat). If the spellcaster is ever reduced to 1 Health or less, the familiar is destroyed. At the start of the next game, the spellcaster reverts to their normal Health, unless another Familiar spell is successfully cast.

FAST ACT

Chronomancer / 8 / Line of Sight

This spell may only be cast on a member of the spellcaster's warband or an uncontrolled creature. This figure will activate at the end of the current phase instead of in its normal phase. For example, if an apprentice casts this spell on an uncontrolled creature, the creature will activate at the end of that player's Apprentice phase instead of the Creature phase. Spellcasters may not cast this spell on themselves, nor on a figure that has already activated in the current turn.

FLEET FEET

Chronomancer / 10 / Line of Sight
The 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
Place a line of fog, 6" long, 3" high, and 1" thick anywhere on the table as long as some part of it is within line of sight of the spellcaster and all of it is within 24". Figures can move through the fog with no penalty, but line of sight may not be drawn through it. At the start of each new turn, roll a die. On a result of 1–4 the fog dissipates and is removed from the table.

FOOL'S GOLD

Illusionist / 10 / Line of Sight
This spell may only be cast on a figure carrying a treasure token. That figure must make an immediate Will Roll with a Target Number equal to the Casting Roll. If it fails, the spellcaster may take the treasure token from the figure and move it up to 4" in any direction, provided the final spot is within line of sight of the spellcaster.

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 all Casting Rolls. Whenever the target is activated, it may make a Will Roll with a Target Number equal to the Casting Roll – if successful, the quill is caught and destroyed. Multiple castings of Furious Quill against the same target have no effect.

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 from any source are at +3. Multiple castings of Glow on the same target have no effect.

GRENADE

Enchanter / 10 / Line of Sight

The spellcaster takes an object, commonly a simple rock, imbues it with magic energy and throws it at their target, whereupon it explodes into hundreds of fragments. The spellcaster picks a target point within 14". Every figure, including allies, within 1.5" of that point immediately suffers a +3 magic shooting attack. Use the target point as the origin of the attack for working out line of sight and cover.

HEAL

Thaumaturge / 8 / Line of Sight

This spell restores up to 5 points of lost Health to a target figure within 6". This spell cannot take a model above its starting Health. This spell has no effect on undead or constructs.

ILLUSIONARY SOLDIER

Illusionist / 12 / Out of Game (B) OR Touch

An illusionary soldier becomes a temporary member of the warband for the next battle (if cast Out of Game) or until the end of the game (if cast during a battle). This soldier can be of any type found on the Soldier Tables (pages 30 and 31) except an apothecary. This soldier cannot pick up treasure, nor can it deal damage, but will otherwise count as a regular soldier for all other the purposes - it may engage in combat, albeit dealing no damage if it wins (it would still have the option to push back its opponent, however), lend support to other figures in combat, etc. If the illusionary soldier ever suffers damage of any type, it is removed. A warband may only have one illusionary soldier at any given time. The player must reveal which member of their warband is the illusionary soldier.

IMP

Summoner / 10 / Line of Sight

The spellcaster places an imp (page 184) on the table anywhere within the spellcaster's line of sight, but no closer than 3" to any other figure. The imp follows the normal rules for uncontrolled creatures and will activate in the next Creature phase. If the spellcaster casts this spell a second time, the first imp immediately vanishes.

INVISIBILITY

Illusionist / 12 / Touch

The target figure becomes invisible. No figure may move into combat with the invisible figure, nor target it with any attack or spell (although it may still be affected by area effects, such as the blast radius of a Grenade spell). If the invisible figure moves into combat, casts a spell, or picks up a treasure token, the Invisibility spell is cancelled. This spell may be cast on a figure already carrying treasure, rendering both invisible. In this case, if the figure drops the treasure, the spell is cancelled.

LEAP
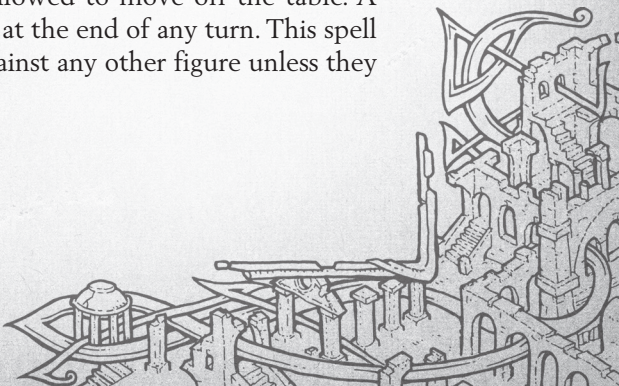
Summoner / 8 / Line of Sight

This spell may only be cast on a member of the spellcaster's warband. Immediately move the target figure up to 10" in any direction, including vertically. This move must either be in a straight line or an arc. It cannot curve around corners. If this move leaves the figure above the ground, it immediately falls, taking damage as normal. If the target is carrying treasure, this move is reduced to 5". This move may not take a figure off the table or into combat. The target of the Leap spell may take no other actions this turn, though it may have taken actions previously.

MIND CONTROL

Soothsayer / 12 / Line of Sight

The target figure must make an immediate Will Roll with a Target Number equal to the Casting Roll. If it fails, the target temporarily joins the spellcaster's warband, activating as normal. After the figure activates each turn, it must make another Will Roll with a Target Number equal to the Casting Roll. If successful, the spell is cancelled and the figure returns to its normal allegiance. A spellcaster may only have one active Mind Control spell at a time. A figure under Mind Control cannot purposely take any action that causes it immediate damage (such as falling more than 3") but can be moved into combat and may attack an enemy figure. A figure under Mind Control is not allowed to move off the table. A spellcaster may cancel an active Mind Control at the end of any turn. This spell has no effect on spellcasters but can be cast against any other figure unless they are specifically noted to be immune to it.

MIND LOCK

Soothsayer / 12 / Line of Sight

The target of this spell becomes immune to Mind Control and Suggestion spells for the rest of the game, and any current Mind Control spells on the figure are cancelled. The figure gains +2 Will for the rest of the game.

MIRACULOUS CURE

Thaumaturge / 16 / Out of Game (A)

Wizard only. This spell may be used in several different ways. A successful casting of this spell will remove all permanent injuries from one figure. For example, a wizard suffering from Lost Fingers regrows all their missing digits, regardless of how many times they have suffered that particular injury. Or, it may be cast on a Badly Wounded figure – if successful, the soldier is healed and may participate in the next game with no penalty. Finally, it may be used to attempt to bring a figure back from the dead. The figure must have died in the game just played, and using the spell in this fashion incurs a -4 penalty to the Casting Roll. If successful, the figure is restored to life, and may participate in the next game with no penalty. If Miraculous Cure is cast using a scroll, it cannot be used to resurrect the dead.

MUD

Witch / 10 / Line of Sight

All ground within 3" of a target point becomes rough ground.

PETRIFY

Chronomancer / 10 / Line of Sight

The target figure must make an immediate Will Roll with a Target Number equal to the Casting Roll. If it fails, it receives no actions in its next activation. Furthermore, the figure suffers -3 Fight (to a minimum of +0) and may not have Leap cast upon it until after it makes its next move action. Large creatures receive +8 to their Will Roll to resist this spell.

PLAGUE OF INSECTS

Summoner / 10 / 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 (to a minimum of +0) and -2 to Casting Rolls. After this figure activates each turn, it may make a Will Roll with a Target Number equal to the Casting Roll. If successful, the spell is cancelled. Other figures within the radius may simply move away to escape. A figure may only ever be affected by one Plague of Insects spell at a time, whether as a target or by virtue of being within the 1" radius. Large creatures, undead, and constructs are immune to this spell.

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 with a Target Number equal to 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 / 10 / Self Only

Although the spellcaster remains in the same physical location, they move briefly between planes of existence. For the rest of this turn, they can ignore all terrain when moving, thus walking through walls or across chasms. They may not be the target of any shooting attacks or spells. The spellcaster will never be considered in combat during the turn, nor can they be attacked by any figure. They may not, however, pick up treasure or in any way affect other figures or terrain on the table. If they are carrying treasure, they drop 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, they suffer a -5 modifier to their Casting Roll, -10 if they attempt it three turns in a row, and -15 on the fourth turn and beyond.

POISON DART

Witch / 10 / Line of Sight

Make an immediate plus +3 poisoned shooting attack against the target figure. This is a non-magic attack.

POSSESS

Summoner / 12 / Line of Sight

This spell may only be cast on a permanent or temporary member of the spellcaster's own warband, except the wizard, apprentice, or demons. The target is possessed by a demon and gains +2 Fight, +1 Armour, and -2 Will and counts as a demon (i.e. it will be affected by Banish, Control Demon, Circle of Protection, etc.). This figure may not be part of a group activation. 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. A spellcaster may only have one Power Word spell in effect at a time. Only one Power Word can be active for each specific target spell at one 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 they would have taken. If this pushes the target into the edge of the table or a piece of terrain over ½" high, they stop immediately. Other figures do not stop (or get hit by) a pushed figure – they are assumed to step out of the way. If this spell is cast from beneath a figure it will push them up. If the target is pushed up or off a height, it suffers falling damage as normal. This spell can push a figure out of combat, and as it is not a shooting attack, the target is not randomized.

RAISE ZOMBIE

Necromancer / 10 / Out of Game (B) OR Touch

The spellcaster adds one zombie (page 193) to their warband as a temporary member. 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 or exits the table, Raise Zombie can be cast again to create another.

REVEAL SECRET

Soothsayer / 12 / Out of Game (B)

This spell imparts knowledge on some lost treasure. Every successful casting of this spell before a game allows the player to make two rolls for a single treasure token (other than the central treasure, which is unaffected by this spell) after the game and choose which one to take.

SCATTER SHOT

Elementalist / 12 / Area Effect

The spellcaster makes a +0 elemental magic shooting attack against every enemy figure (either from an opposing warband or uncontrolled creature) within 12" and line of sight. 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. The maximum armour rule still applies (see page 36). Multiple castings of Shield on the same target have no effect.

He said it was a spell of 'dissolution', but failed to elaborate…
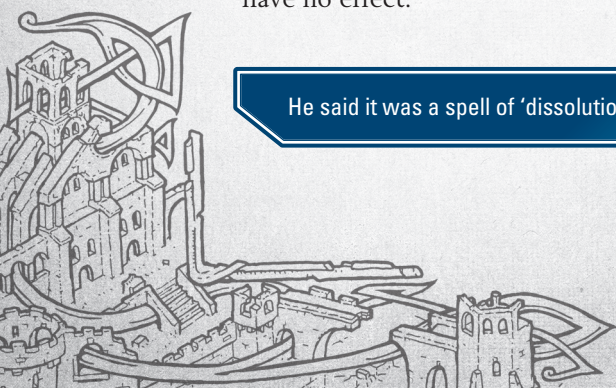
SLOW

Chronomancer / 10 / Line of Sight

The target is reduced to a maximum of one action per activation (which can be any action, it does not have to be movement). It may make an Will Roll verses the Casting Roll at the end of each of its activations. If successful the spell is cancelled.

SPELL EATER

Necromancer / 12 / Line of Sight

Casting this spell causes the spellcaster to immediately take 1 point of damage. When this spell is cast, it cancels the effects of a single casting of any one spell currently in play. This spell 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 with a Target Number equal to the Casting Roll. If failed, the target immediately loses 3 Health and the spellcaster regains 3 Health. The spellcaster gains 3 Health, even if the target had less Health than that remaining. This may not take the spellcaster above their starting Health. This spell has no effect on undead or constructs. A spellcaster may target a member of their own warband – if they do, however, the target immediately (and permanently) leaves the warband and is treated as an uncontrolled creature for the rest of the game.

STRENGTH

Enchanter / 10 / Line of Sight

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

STRIKE DEAD

Necromancer / 18 / Line of Sight

This spell targets a figure within 8". The target must make a Will Roll with a Target Number equal to 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), in addition to any loss incurred by failure or empowerment. This spell has no effect on undead or constructs.

SUGGESTION

Soothsayer / 12 / Line of Sight

The target of this spell immediately drops any treasure tokens it is carrying. The spellcaster may move the figure up to 3" in any direction provided this does not move the figure into combat or cause it any immediate damage (e.g. falling more than 3"). The target of this spell may make a Will Roll with a Target Number equal to the Casting Roll. If successful, the spell has no effect.

SUMMON DEMON

Summoner / 12 / Touch

Immediately place a demon on the table within 1" of the spellcaster. It may not be placed straight into combat. This demon is considered to be under the effects of a Control Demon spell by the same spellcaster, and thus this spell may not be cast if the spellcaster is already controlling a demon. The type of demon summoned depends on the amount by which the spellcaster succeeded on their Casting Roll: 0–5 imp (page 184), 6–12 minor demon (page 185), 13+ major demon (page 185). If a spellcaster rolls a 1 while attempting to cast this spell, they summon an uncontrolled demon and must place this demon in combat with the spellcaster. Roll a die to determine the type of demon 1–10 imp, 11–17 minor demon, 18+ major demon. A spellcaster cannot empower a roll of 1 when casting this spell but there is otherwise no limit on empowering this spell. It may be empowered above 18.

TELEKINESIS

Enchanter / 10 / Line of Sight

The spellcaster may move any treasure token within 16" by up to 6" in any direction, so long as it remains in line of sight the entire time. If the treasure moves out of line of sight, it immediately falls straight to the ground. This spell has no effect on a treasure token that has any special requirements for how and when it can be picked up, nor on one being carried by a figure. This spell may not target the central treasure, until after that treasure has been picked up for the first time.

TELEPORT
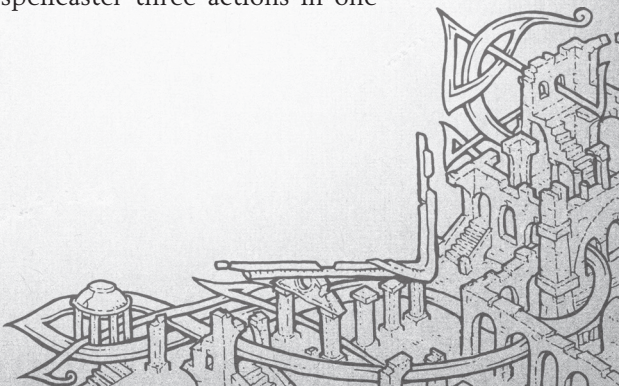
Illusionist / 10 / Self Only

The spellcaster immediately moves to any location within line of sight, but may take no other actions this turn after casting this spell. This spell may not be used to enter combat or to move off the table.

TIME STORE

Chronomancer / 14 / Self Only

The spellcaster captures a fragment of their own present to save for future use. To cast this spell, the spellcaster must be able to take two actions during their activation. They 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 they may use in a future turn. This action can only be used during the spellcaster's activation and can give the spellcaster three actions in one activation.

TIME WALK

Chronomancer / 14 / Self Only

Wizard only. The wizard will activate again in the Apprentice phase and the Soldier phase. This is in addition to the figures that can normally activate in those phases. The wizard may not activate any additional soldiers or be part of a group activation in these phases. The wizard may perform one action in each of these two phases and may take any action – they are not limited to movement. If the wizard moved at all in a previous activation during the turn, any additional move actions are at half rate. If a wizard casts this spell in consecutive turns, they immediately suffer 8 points of damage.

TRANSPOSE

Illusionist / 12 / Line of Sight

This spell switches the position of two figures on the table. The two figures being transposed must both be within line of sight of the spellcaster and within 12" of one another. The spellcaster may cast Transpose to switch themselves with another figure. Members of opposing warbands are eligible targets for being transposed but may make a Will Roll with a Target Number equal to the Casting Roll to attempt to resist the spell. If successful, the spell is cancelled and no figures are moved. Friendly figures and uncontrolled creatures will not make such Will Rolls.

TRUE SIGHT

Soothsayer / 10 / Self Only

The spellcaster, and all friendly figures within 6" of the spellcaster, can see invisible figures and are immune to the effects of the Beauty spell. Furthermore, if an invisible figure is within 6" of the spellcaster, the Invisibility spell is cancelled. If an Illusionary Soldier is within 6" of the spellcaster, it is immediately removed from the table.

WALL

Elementalist / 10 / Line of Sight

This spell creates a 6"-long, 3"-high wall, part of which must be within 10" and line of sight of the spellcaster. This wall can be climbed as normal. At the end of each turn, after the turn in which the spell was cast, roll a die, on a 1–4 the wall vanishes.

> Lightning struck the guy eighteen times in a row. That goes beyond 'bad weather'…
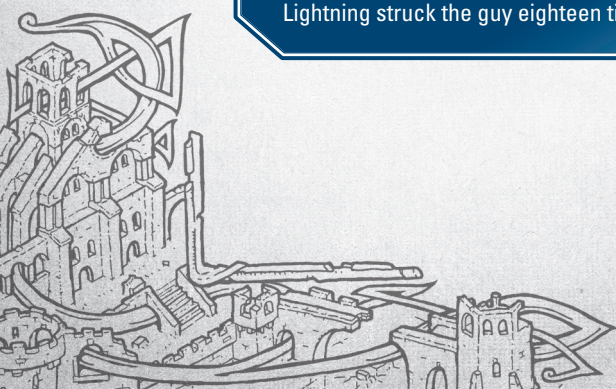
WIZARD EYE

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 on or next to the terrain feature to represent the Wizard Eye. For the rest of the game, the caster may choose to draw line of sight from the Wizard Eye instead of from the figure when casting spells. The Wizard Eye has 180-degree field of vision. A spellcaster may only maintain one Wizard Eye at a time. If the terrain piece on which the Wizard Eye is placed is damaged or destroyed (such as by a Crumble spell) the spell is cancelled. The spellcaster may cancel this spell at the end of any turn.

WRITE SCROLL

Sigilist / 12 / Out of Game (A)

This spell creates one scroll. The scroll must be of a spell that the spellcaster either knows or a spell for which they own the grimoire. The scroll may be sold, given to a figure, or stored in the wizard's vault.

Optional Rule: Transcendence

Back when Felstad 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 their own school. Then, if they find (not purchase) a grimoire containing one of those spells, they may exchange it for a grimoire containing the Transcendence spell.

TRANSCENDENCE

All Schools / 20 / Out of Game (A)

Wizard only. 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, they can promote their apprentice to be their new wizard, but this apprentice will be so close to reaching Transcendence themselves that it may seem a bit redundant.

CHAPTER FIVE
SCENARIOS

The first time you play *Frostgrave*, it is probably best to just play a standard game as described in the basic rules. Once you've got a handle on the mechanics, however, you'll probably want to move on to playing 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 any scenario more than once.

Many of the scenarios offer additional experience point rewards. In this case, each player may only earn each reward once unless the note specifically says otherwise.

All the scenarios assume that you can set up a 'standard' table and have lots of terrain to scatter about, regardless of whether that is finely crafted model terrain, a bunch of grey-painted blocks, or even rocks from the garden. Each scenario also lists any specific items that are needed to play it.

The scenarios are roughly ordered by complexity, so the last few scenarios on the table are significantly more complex than those at the top. If you are playing your first few scenarios, it is advised to play one of the first ten scenarios before moving onto the more complex ones.

> There were two doors out of the room. One had the word 'Death' written in gold leaf on it. The other door had 'Worse'…
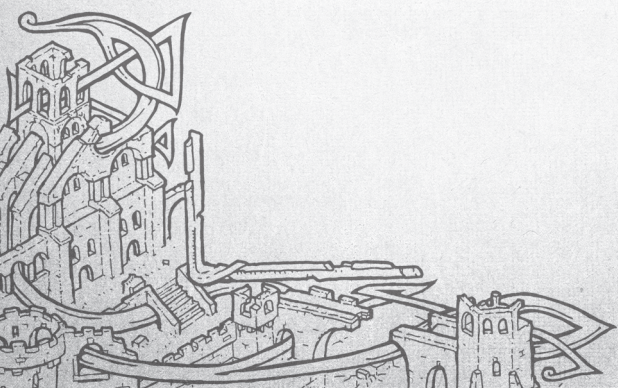
Random Scenario Table	
Die Roll	Scenario
1	The Well of Dreams and Sorrows
2	The Mausoleum
3	The Silent Tower
4	The Library
5	The Living Museum
6	The Worm Hunts
7	The Haunted Houses
8	The Genie in the Bottle
9	The Keep
10	The Complex Temple
11	The Orb
12	The Ice Storm
13	The Summoning Bell
14	The Right Hand and the Left Hand
15	The Treasure Phantasmal
16	The Mine Cart
17	The Lock Box
18	The Steam Vents
19	The Swirling Mist
20	The Mine Field

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

Requirements: Well.

Place a well in the middle of the table. The rest of the table should be crowded with terrain as per a standard game of *Frostgrave*. Place the central treasure token 6" away from the well, but equidistant between the starting table edges. Place the other treasure tokens as normal.

Special Rules

A spellcaster in contact with the well may spend one action to drink from it. A figure knocked into the well is immediately reduced to 0 Health.

Treasure and Experience

The central treasure grants no special bonus in this scenario, it is treated just like a normal treasure token. Experience points are gained as normal for this scenario with the following additions:

- +50 experience points if the wizard drinks from the well.
- +30 experience points if the apprentice drinks from the well.
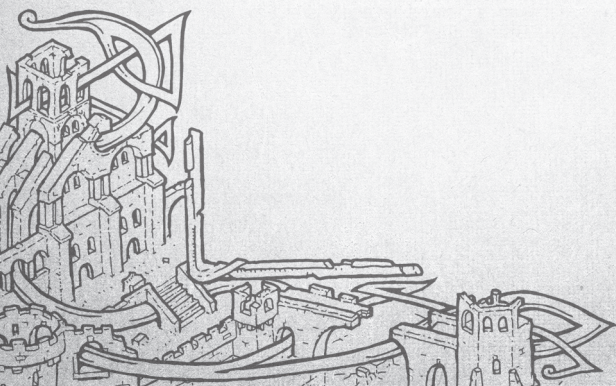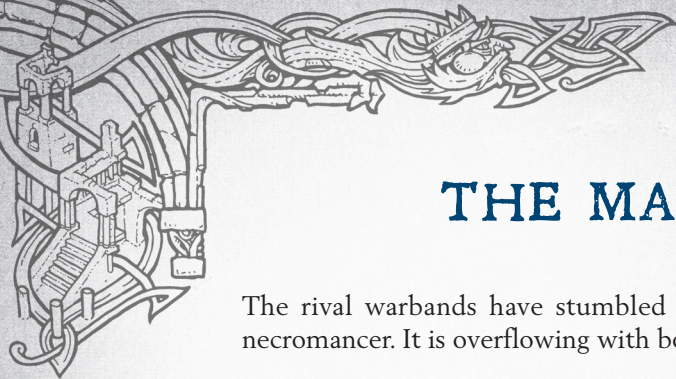
THE MAUSOLEUM

The rival warbands have stumbled across the mausoleum of some ancient necromancer. It is overflowing with both treasure and the undead…

Set-Up

Requirements: Mausoleum, skeletons.

   Place a square or rectangular building in the centre of the table to represent the mausoleum. The sides of the mausoleum should be around 6" long. Each side of the mausoleum has a door in the middle of the wall (this doesn't need to be depicted on the terrain). This scenario doesn't use a central treasure token. Instead, place four treasure tokens touching the four exterior corners of the building. Each player should then place one additional treasure token on the table anywhere within 9" of the building. Place one skeleton (page 191) in front of each door of the mausoleum and one adjacent to each additional treasure token placed by the players.

Special Rules

At the end of every turn, right after the Creature phase, another skeleton emerges from one of the doors of the mausoleum. Roll randomly to determine which door.

Treasure and Experience

Roll for treasure as normal after the game. Experience points are gained as normal for this scenario.

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

Requirements: Tower, two small buildings, walkways that can stretch from one to the other.

Place a ruined tower, at least 10" and three floors high, in the centre of the table. On either side, place two smaller ruined buildings with walkways running from their tops, to either the first or second floor of the tower. The rest of the table should be set up as per a standard game of *Frostgrave*.

The central treasure token should be placed on the very top of the tower. Four more treasure tokens should be placed on the table as per the normal rules. No treasure token that is on or within 6" of the tower can be the target of any spells.

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. Furthermore, 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.

> Five bloody handprints stained the wall. They were in a neat row, but each handprint had one less finger than the one before it…

Treasure and Experience

Roll for treasure as normal after the game. Experience points are gained as normal for this scenario with the following additions:

- +40 experience points if the wizard sets foot inside the tower.
- +20 experience points if the apprentice sets foot inside the tower.
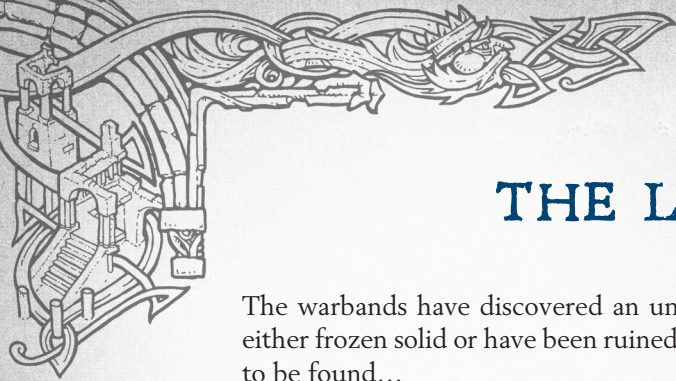
THE LIBRARY

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

Requirements: None.

The whole table 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 table should have a doorway. Warbands must start with all their figures within 6" of the doorway on their side.

Place treasure tokens as normal.

Special Rules

Figures may only exit the table through one of the four doorways. The central treasure is frozen to the floor. No figure or spell can move or pick up the treasure until it has been broken free. To do this, a figure must be in base contact with the treasure token, spend an action, and pass a Fight Roll (TN14). A failure means the treasure is still stuck to the floor.

Treasure and Experience

The player that recovers the central treasure gets a free, random scroll in addition to whatever is rolled. For each of the other treasure tokens, re-roll any result that does not include a scroll or grimoire. Keep the result of the second roll whatever it may be. 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

Requirements: Five statues.

In the centre of the table, place four broken walls in a rough 12" square to represent the ruins of the wizard's house. Inside the ruins, place five statues so that they form an 'X' in the centre of the table. Place a treasure token adjacent to each statue, including the central treasure adjacent to the central statue. Fill the rest of the table with terrain as per a standard game.

Special Rules

To pick up a treasure, a figure must first make a Will Roll (TN8). If the roll fails, the figure fails to pick up the treasure and the action is lost. If the roll is successful, the figure picks up the treasure and one of the statues (roll randomly) comes to life. These animated statues are medium constructs (page 183) and follow the normal rules for uncontrolled creatures.

Treasure and Experience

Roll for treasure as normal after the game. Experience points are gained as normal for this scenario with the following addition:

- +10 experience points for each medium construct destroyed by a wizard or their warband (this replaces the 5 experience points normally gained for killing an uncontrolled creature).
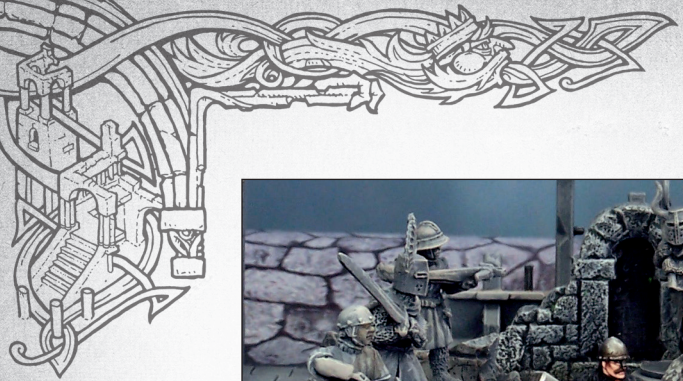
THE WORM HUNTS

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

Set-Up

Requirements: Giant worm.

Set up the table as per a standard game of *Frostgrave*.

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 a 16+, a giant worm (page 187) explodes out of the ground directly adjacent to a random treasure token. This can be a treasure token carried by a figure. The primary player decides on the exact placement of the worm. Only one giant worm will appear in this fashion.

Treasure and Experience

Roll for treasure as normal after the game. Experience points are gained as normal for this scenario with the following additions:

- +20 experience points if the wizard or their warband causes damage to the worm.
- +50 experience points if the wizard or their warband kills the worm.
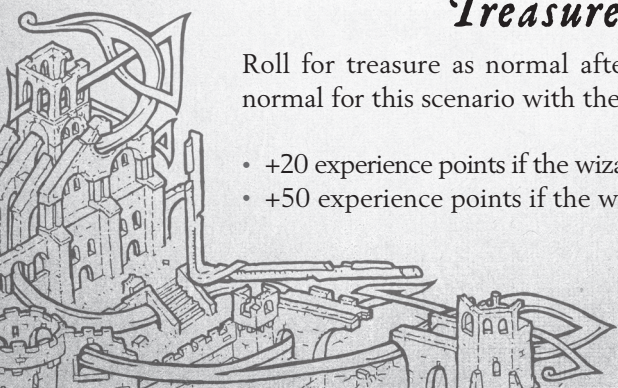
THE HAUNTED HOUSES

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

Requirements: Five stone huts, ghouls, wraiths.

Five small stones huts or houses should be placed on the table. One hut should be in the exact centre, the other four should be around 6" away from the centre one. Place the central treasure inside the central hut. Place a normal treasure token in the other four. The rest of the table should be crowded with ruins as per a standard game.

Special Rules

As soon as a member of a warband enters a hut, roll a die. On a 1–6 there are no creatures inside, on a 7–17 that hut is occupied by a ghoul (page 191), on a 17–20 it is occupied by a wraith (page 192). Also make this roll if a treasure token within a hut is moved, such as by a Telekinesis Spell. Any creatures should be placed against the wall opposite the entrance to their hut, and will activate in the next Creature phase, following the standard rules for uncontrolled creatures.

Treasure and Experience

Roll for treasure as normal after the game. Experience points are gained as normal for this scenario with the following addition:

- +15 experience points for each creature discovered in a hut by the wizard or their warband.

THE GENIE IN THE BOTTLE

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

Set-Up

Requirements: Genie.

The table should be filled with ruins as per a standard game. Place treasure tokens as normal, but the central treasure is treated as a normal treasure token in this scenario.
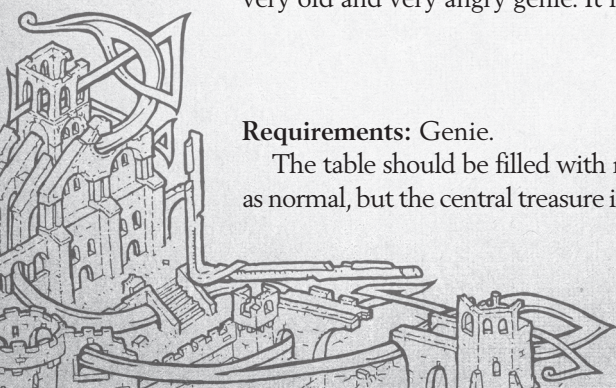
Special Rules

When a 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 table up to 2" away from the figure that found the lamp, but it must be closer to that figure than any other. If four treasure tokens have been picked up, but the genie has not been found, the fifth treasure token will be the genie – no roll is necessary.

The genie counts as a major demon (page 185) with the following stats:

Genie						
M	F	S	A	W	H	Notes
7	+3	+3	13	+5	14	Demon, Immune to Normal 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 but won't cause any damage.

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

- The genie has a shooting attack. If the rules would call for it to make a shooting attack, it makes a +3 elemental magic shooting attack at the closest warband member.
- If the genie manages to kill a total of three warband members, it will start using its first action to move towards the closest table edge and its second action to shoot. Once the genie reaches the table edge it is removed from the game.

Treasure and Experience

There is no special bonus for recovering the central treasure token in this scenario. The lamp that contained the genie is a valuable piece of ancient artistry and can be sold for 250gc. Roll for all other treasure as normal after the game. Experience points are gained as normal for this scenario with the following additions:

- +30 experience points for the wizard whose warband discovers the genie.
- +50 experience points if the wizard or their warband kills the genie.
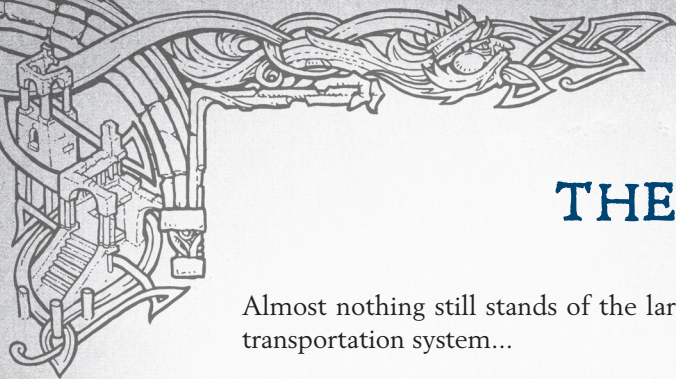
THE KEEP

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

Set-Up

Requirements: Four arcane discs.

This scenario features four arcane discs, which are flat discs about 2–3" in diameter. These discs should be placed on the table so that they form a cross with opposite discs being about 12" apart. The rest of the table should be crowded with ruins as per a standard game. Place the central treasure in its normal spot, then place one treasure token in the centre of each disc.

Special Rules

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

Treasure tokens on a disc cannot be the target of spells.

Treasure and Experience

Roll for treasure as normal after the game. Experience points are gained as normal for this scenario with the following additions:

- +30 experience points if the wizard is transported from one disc to another.
- +20 experience points if the apprentice is transported from one disc to another.
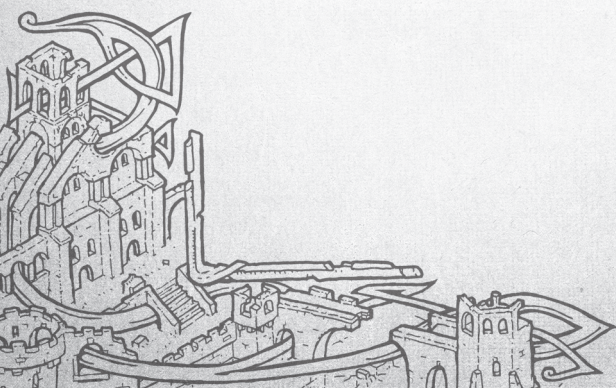
THE COMPLEX TEMPLE

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

Set-Up

Requirements: Six columns.

Do not place treasure tokens in this scenario. Instead, place six columns in the middle of the table, about 3" apart from each other. The rest of the table should be crowded with terrain as per a standard game.

Special Rules

If a figure moves into contact with a column, it must immediately fight the column. The column is Fight +0. If the column wins the fight, it deals damage as normal. If the figure wins, remove the column and replace it with a treasure token. The figure that just won the fight may pick up this treasure token as a free action.

Treasure and Experience

Roll for treasure as normal after the game. Experience points are gained as normal for this scenario with the following additions:

- +30 experience points if the wizard fights a column.
- +20 experience points if the apprentice fights a column.

ADDITIONAL SCENARIOS

The scenarios in this book are just the beginning. There are now dozens of scenarios available in the various supplemental *Frostgrave* books. There are scenarios that take the wizards into underground dungeons, multi-level pyramids, demon-haunted temples, and even an ancient college of magic. Some of these are simple and just include a new monster or a few traps, some are extremely complex and feature multiple tables, moving terrain, or big events such as a tidal wave. A few even change the play-style of the game completely, allowing players to play solo, co-operatively, or in teams. So, if you are ready for more *Frostgrave*, and want to really challenge your wizard, check them out.

Really though, all these scenarios are just there to spur your own imagination and to offer examples for your own games. Players are heartily encouraged to create their own scenarios, using the examples in this chapter as a guide and potentially featuring monsters from the next chapter. There are no rules, and few guidelines, for creating scenarios. Players should feel free to let their imaginations run wild. Ancient Felstad was a city of magic, impossibility, and wonder. Frostgrave, the city that Felstad became, is all this too… except that its wonders are now broken and run-wild and its magic out-of-control. Provided that any special scenario effects have an equal chance of affecting all the players, anything goes!

At its heart, *Frostgrave* is a narrative wargame, and is most concerned with telling the story of the wizards' explorations of the wild ruins. The more weird and wonderful the stuff they encounter, the more their stories – and those of your games – will stick with you.

THE ORB

Back in the days of ancient Felstad, many wizards kept their most valuable treasures sealed inside glass orbs. Unless a thief knew the password to unlock the orb, they would have to risk a deadly shock…

Set-Up

Requirements: Orb, four winged imps.

Place an orb in the middle of the table. The rest of the table should be crowded with terrain as per a standard game. Do not place the central treasure on the table. Other treasure tokens should be placed as normal.

Place four winged imps 6" from the orb so that they form the four corners of a square around it.

Special Rules

Any figure in contact with the orb may spend an action to attack it. Treat the orb has having Fight +3, Armour 18, and Health 1. If the orb wins the fight, the attacker is damaged as normal, and pushed 4" directly away from the orb. If the attacker wins the fight and does 1 or more points of damage, remove the orb from the table and place the central treasure in its place. On any other result, nothing happens. The orb is completely immune to shooting attacks, including magic shooting attacks.

The four winged imps follow the standard rules for uncontrolled creatures. They use the same stats as standard imps (page 184), but also have the Flying trait.

Treasure and Experience

Roll for treasure as normal after the game. Experience points are gained as normal for this scenario with the following addition:

• +25 experience points if the wizard, or a member of their warband, destroys the orb.

THE ICE STORM

The storm has been brewing for a while, but you pushed on. Now, as you step into a ruined plaza, the wind begins to howl. Suddenly, all around, icicles snap off the ruins and go spinning through the air, hurled by the wind…

Set-Up

Requirements: None.

Set up the table as per a standard game.

Special Rules

The central treasure is chained in place. Before it can be picked up or moved in any way, the lock must be picked. To pick the lock, a figure must be in base contact with the central treasure, spend an action, and make a Move Roll (TN18). Thieves and treasure hunters gain +4 to this roll. A figure that successfully picks the lock may pick up the central treasure as a free action.

At the end of every turn, each player must select one figure on the table that is not a spellcaster. Make an immediate +2 attack against this figure as an icicle smashes into it. A player may select an uncontrolled creature. Each player must select a figure, even if the only legal target is a member of their own warband.

Treasure and Experience

Roll for treasure as normal after the game. Experience points are gained as normal for this scenario with the following addition:

• +20 experience points for each member of the wizard's warband that is reduced to 0 Health by an icicle.

THE SUMMONING BELL

It has been a long trudge through snow and dirty slush, and just when you are thinking it might have all been in vain, you spot the glint of gold ahead. You are just about to signal your soldiers to advance when a bell begins to toll…

Set-Up

Requirements: Bell tower, lots of monsters.

Place a bell tower in the centre of the table. This should be at least two floors tall. Place a large bell on the top level. The rest of the table should be crowded with terrain as per a standard game. Place the central treasure adjacent to the bell. Place the other treasure tokens following the normal rules.

After all warbands have been placed on the table, select one table corner and roll on the Random Encounter Table (page 177). Place the resultant creature(s) in that table corner. Repeat this for each table corner.
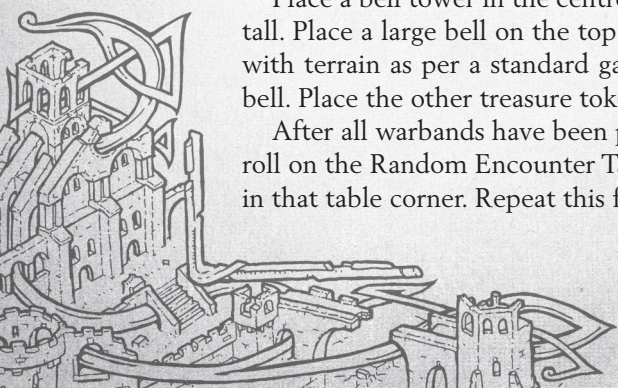
Special Rules

Do not roll for random encounters when picking up treasure in this scenario. Instead, at the end of each turn, roll twice on the Random Encounter Table and place creatures as directed. Once the bell has stopped ringing, roll one random encounter at the end of each turn.

To stop the bell ringing, a figure must be adjacent to the bell, spend an action and make a Will Roll (TN16).

The central treasure may not be picked up, or moved, until the bell has stopped ringing.

Treasure and Experience

Roll for treasure as normal after the game. Experience points are gained as normal for this scenario with the following addition:

• +40 experience points for the wizard whose warband stops the bell ringing.

THE RIGHT HAND AND THE LEFT HAND

Having pushed your way through the ruins of the temple complex, you find yourself in a courtyard dominated by a low pyramid surmounted by a shining golden statue. You don't recognize the god or saint represented by the statue, but there is something unnerving about its closed eyes and the way its two hands point in opposite directions…

Set-Up

Requirements: Step-pyramid, statue.

Place a step-pyramid in the centre of the table. The exact measurements of this pyramid are not important, but a good example would be a pyramid with three tiers: an 8" x 8" bottom tier, a 6" x 6" middle tier, and a 4" x 4" top tier. Each tier should be about 3" tall. Place a golden statue on top of the pyramid. The rest of the table should be crowded with ruins as per a standard game.

The central treasure is not placed on the table at the start of the game. Place the other treasure tokens following the normal rules for treasure placement.

Special Rules

At the end of each turn, the statue casts spells on the two warband members that are closest to the statue and within line of sight. Determine which figure is closest and roll a die. On a 1–10, that figure suffers an immediate +5 elemental shooting attack. On an 11–20 that figure immediately regains up to 5 points of lost Health, up to its maximum starting amount. Whichever spell was not cast on the warband member closest to the statue, is then cast on the second closest. If only one figure is within line of sight of the statue, the statue will only cast one spell, determined randomly.

As soon as any figure moves into base contact with the statue, place the central treasure on the table so that it is in contact with both the figure and the statue.

Treasure and Experience

Roll for treasure as normal after the game. Experience points are gained as normal for this scenario with the following additions:

- +10 experience points if the apprentice steps onto the pyramid.
- +20 experience points if the wizard steps onto the pyramid.
- +30 experience points if the wizard or a member of their warband causes the central treasure to be placed on the table.

THE TREASURE PHANTASMAL

You've felt a growing chill the further you pressed into this section of the ruins. Although the sun is bright, and the sky cloudless, the world seems dim and grey, and there are far too many shadows. Even the snow and ice does not shine the way it should…

Set-Up

Requirements: Wraiths.

Set up the table as per a standard game. Place a wraith (page 192) adjacent to the central treasure.

Special Rules

The central treasure may not be picked up, or moved by a spell, while a wraith is adjacent to it. The wraith next to the central treasure will not activate until a warband member has come within 6" of it, or it has been moved by a spell. Once either of those conditions are met, it activates in every Creature phase as normal.

Do not roll for random encounters in this scenario. Instead, every time a treasure token is first picked up, roll a die. On a 10+, place a wraith on the table 8" away from this treasure token in a random direction. This wraith follows the standard rules for uncontrolled creatures.

Whenever a figure carrying a treasure token, including the central treasure, activates, it must make a Will Roll (TN10). If it fails this roll, it must make one move action directly towards the centre of the table, climbing any terrain in its path, and moving into combat if necessary. If a figure reaches the centre of the table, it stops, and drops the treasure token. After this move, the figure's activation ends. If a figure passes the Will Roll, it may take its actions as normal.

Treasure and Experience

Wizards receive an additional 25gc for each treasure token recovered during this scenario in addition to the usual rolls on the treasure table. Experience points are gained as normal for this scenario with the following additions:

- +5 experience points for each wraith that appears during the scenario.
- +10 experience points for the wizard whose warband first picks up the central treasure.
- +10 experience points for each wraith killed by the wizard or their warband.
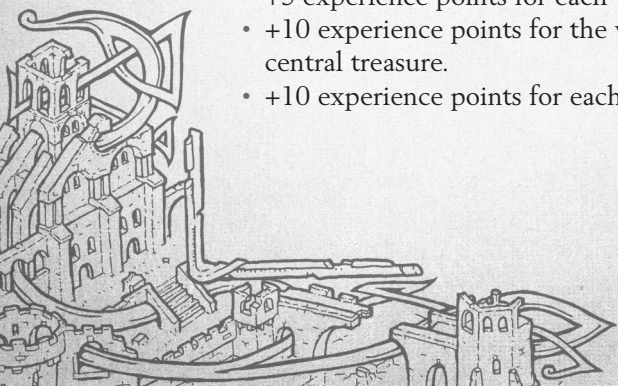
THE MINE CART

You have stumbled into the ruins of some ancient factory complex. The floor is littered with broken machines, piles of scrap metal, and shattered crates. A track of some kind runs through the heart of the factory, emerging from one wall and disappearing into another. As you move deeper into the complex, you hear a horrible screech of metal and see a strange cart come rushing down the track…

Set-Up

Requirements: Track, several mine carts, small constructs.

Place a railed track running straight through the centre of the table and dividing it into equal halves. This track should be clear of any obstacles. Designate one end of the track as the 'start' and the other as the 'end'. The rest of the table should be filled with terrain as per a standard game.

The central treasure should be placed in the centre of the table, just to one side of the track. Roll randomly to see which side. Each player should then place one treasure token within 8" of the central treasure.

One small construct (page 183) should be placed adjacent to the central treasure.

Players set up their warbands on opposite sides of the track. If playing with three or four players, warbands should select starting corners, instead of starting table edges.

Special Rules

This scenario takes place in one large building. Players may only exit the table off one of the starting table edges.

The central treasure is beneath an overturned mine cart. To reach the treasure, a figure must be adjacent to the cart, spend an action, and make a Fight Roll (TN14). If successful, the cart has been moved, and the figure may pick up the central treasure as a free action. Alternatively, the figure may leave it where it is, but thereafter it may be picked up as normal. If the roll is failed, nothing happens and further attempts may be made.

At the end of the first turn, the primary player should roll a die. A mine cart should be placed on the track, that many inches from the 'start'. If the number rolled was even, place a treasure token in the cart. If the number rolled was odd, place a small construct in the cart. So, if an 8 was rolled, a mine cart containing a treasure token would be placed 8" along from the start of the track.

The primary player should roll at the end of every subsequent turn, placing a further mine cart following the rules above, and moving any already on the track a number of inches equal to the amount rolled. If this takes a cart to the end of the track, remove it from the table. So, continuing the above example (and assuming the warbands have not interfered in some way, if an 11 was rolled on the second turn there would be two mine carts on the track at the start of the third turn – one containing a treasure token 19" (8 + 11 = 19) from the start, and one containing a small construct 11" from the start.

When a mine cart containing a small construct passes the halfway point of the track (e.g. 18" on a 3' x 3' table), it will release its passenger. Complete the cart's movement as above, then place the small construct on the table in contact with it. The small construct will activate in the next Creature phase, following the usual rules for uncontrolled creatures, and the now-empty mine cart will resume its movement at the end of the next turn.

Once three treasure tokens have appeared in mine carts, no further treasure tokens will appear and future even rolls result in empty carts instead. There is no limit to the number of small constructs that can appear.

Figures may climb into and out of the carts following the normal rules for movement. If a figure is in a cart when it moves, it is moved along with the cart. If a cart containing a figure moves off the table, that figure has gone to 'processing' and is immediately reduced to 0 Health. If a figure is standing on the track when a cart moves into them, move the cart the full distance, then make an immediate +5 attack against the figure. If the figure survives, it is tossed 6" in a random direction.

Treasure and Experience

Roll for treasure as normal after the game. Experience points are gained as normal for this scenario with the following additions:

• +10 experience points if a soldier is in a mine cart when it moves.
• +15 experience points if an apprentice is in a mine cart when it moves.
• +25 experience points if a wizard is in a mine cart when it moves.

THE LOCK BOX

Amongst the rubble, you found an inventory of the warehouse, listing the contents of every crate and barrel. One of those boxes holds something very interesting. Now if you can just find it…

Set-Up

Requirements: Imps, skeletons, giant rats, small constructs, a set of coloured, numbered markers for each player.

This scenario takes place in the ruins of a giant warehouse. The table should be crowded with terrain as normal, although large stacks of boxes, barrels, and broken internal walls are more thematic than large external ruins. No central treasure should be placed during set-up, but other treasure tokens should be placed following the normal rules.
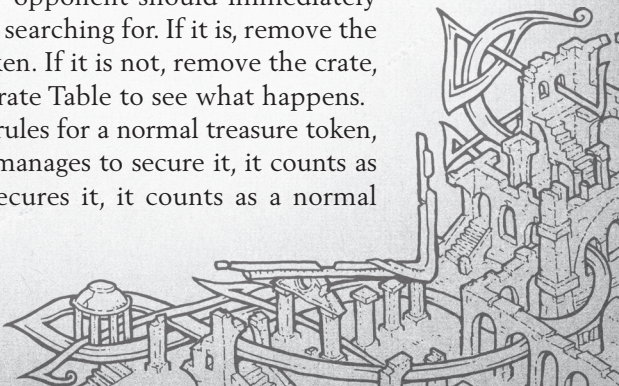
After players have selected their starting table edges, but before any warband figures are placed on the table, each player is assigned an 'opponent'. In most instances, this will be the player directly across from them. In games with an odd number of players, roll randomly to identify your opponent. Each player should have a set of markers, numbered 1–4, in a colour unique to them (e.g. one player's markers are red, another's are yellow, etc.). Each player should pass their markers to their opponent for placement on the table. Markers can be placed anywhere on the table, provided they are at least 8" from any deployment zone and no closer than 6" to any other marker. After all markers have been placed, each player should secretly write down a number from 1–4 – this is the number of the crate that their opponent is searching for.

Once that is done, warbands should be deployed as normal.

Special Rules

The coloured markers represent special crates, and the warbands are each searching for one in particular. They know the colour of this crate (i.e. the markers they gave to their opponent), but don't know exactly which one it is (i.e. the number written down by their opponent). Whenever a figure is adjacent to one of its warband's markers, it may spend an action to search the crate (this can replace a move action). Their opponent should immediately reveal if the crate is, or is not, the one they are searching for. If it is, remove the crate and replace it with a special treasure token. If it is not, remove the crate, and the player should roll on the Lock Box Crate Table to see what happens.

These special treasure tokens follow all the rules for a normal treasure token, except that if the warband that discovered it manages to secure it, it counts as the central treasure. If any other warband secures it, it counts as a normal
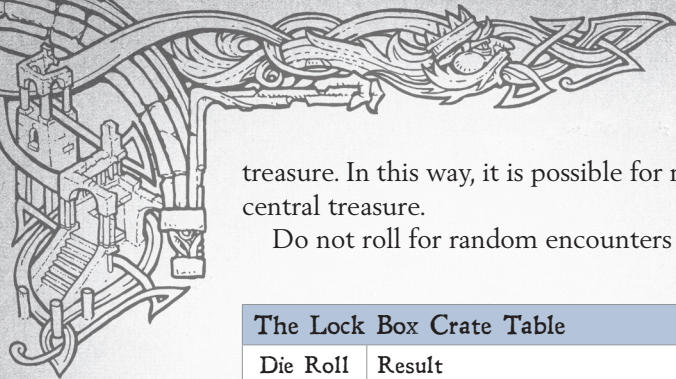
treasure. In this way, it is possible for multiple warbands to end the game with a central treasure.

Do not roll for random encounters in this scenario.

The Lock Box Crate Table	
Die Roll	Result
1–2	Replace the crate with an imp (page 184).
3–4	Replace the crate with a skeleton (page 191).
5–6	The crate is filled with rune-covered stones. The wizard gains +15 experience points.
7–8	The crate explodes. Treat the crate as though it were an Explosive Rune (page 121) that just detonated.
9–10	The box is filled with interesting alchemical texts. The wizard gains +15 experience points.
11–12	Replace the crate with a small construct (page 183).
13–14	The crate is empty. Nothing happens.
15–16	Replace the crate with a giant rat (page 180).
17–18	The box is filled with small, fascinating mechanical devices. The wizard gains +15 experience points.
19–20	The crate explodes. Treat the crate as though it were an Explosive Rune (page 121) that just detonated.

Treasure and Experience

Roll for treasure as normal after the game, taking into account the special rules regarding the central treasure. Experience points are gained as normal for this scenario, but note the additional experience that may be gained for opening specific crates (as per the Lock Box Crate Table).

It was clearly some kind of coffin or sarcophagus, but all the locks were on the inside…
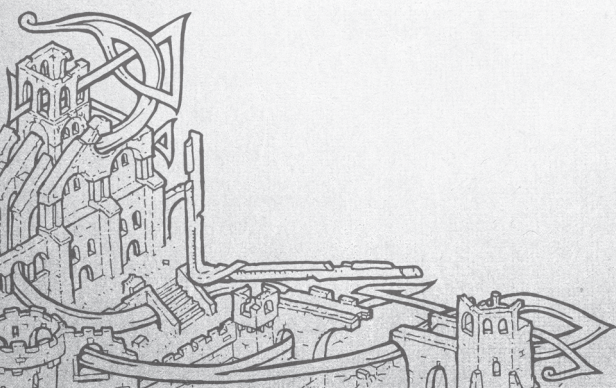
THE STEAM VENTS

You've been trudging through these damp tunnels for several hours, the temperature rising and the sound of water growing ever louder. Finally, the tunnel opens into a chamber containing a large pool, wreathed in steam pouring from vents around the room. Your first inclination is to cross the chamber as quickly as possible, but then you notice the golden pedestal in the middle of the pool…

Set-Up

Requirements: Pool, four grates.

Place a pool, approximately 12" in diameter, in the centre of the table. In the centre of the pool, place a small island, about 3" in diameter. Place 4 grates on the ground, 3" from the pool, so that they form a square around the lake. The rest of the table should be filled with terrain as per a standard game.

The central treasure should be placed on the island in the middle of the pool. The other treasure tokens should all be placed within 4" of the pool, but no closer than 4" to one another.
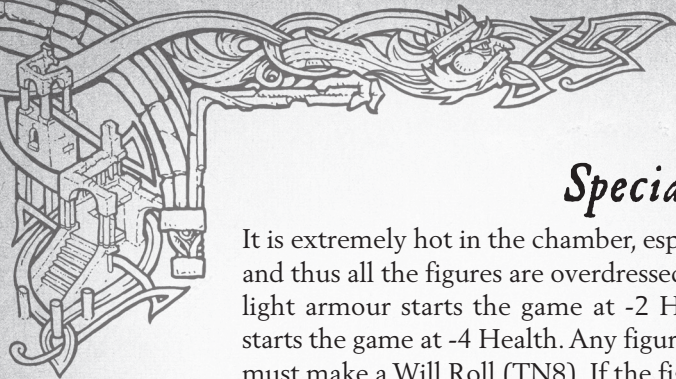
Special Rules

It is extremely hot in the chamber, especially compared to the rest of Frostgrave, and thus all the figures are overdressed and quickly fatigued. Any figure wearing light armour starts the game at -2 Health. Any figure wearing heavy armour starts the game at -4 Health. Any figure that activates while at less than 6 Health must make a Will Roll (TN8). If the figure fails, it passes out. Remove this figure from the table as though it was reduced to 0 Health, but it will recover completely by next game and does not have to make a survival roll after the game. Undead and constructs automatically pass this Will Roll.

The pool is treated as deep water, so figures that enter the water will be forced to make Swimming Rolls (page 51).

The four grates are pumping out a scalding steam. Any figure that moves into contact with a grate immediately takes 2 points of damage. Undead and constructs are immune to this damage.

Because this scenario takes place in an underground chamber, figures may only exit via a table edge that was used as a player's starting edge. This can be any player's starting edge, not necessarily the one the warband started on.

The central treasure has a defence mechanism. The first figure to move into contact with the central treasure immediately suffers a +3 elemental magic attack. This attack only occurs once. Until this attack has occurred, the central treasure may not be picked up or moved by any figure or spell.

Treasure and Experience

Roll for treasure as normal after the game. Experience points are gained as normal for this scenario with the following additions:

- +5 experience points if a soldier in the wizard's warband stands upon the island.
- +10 experience points if the apprentice stands on the island.
- +20 experience points if the wizard stands on the island.
- +20 experience points if the wizard, or a member of their warband, suffers the central treasure's attack.

> The floor was covered in large beetle-like creatures, all flash-frozen on the spot. The crunch, crunch as we crossed the room almost drove me mad…

THE SWIRLING MIST

As your warband makes its way through the twisting, shattered ruins of the city, a thick, damp mist descends, reducing visibility to just a few metres. Even the sound seems deadened. As you advance, the mist twists and writhes, sometimes parting for a moment, sometimes closing up around you. Suddenly, one of your men curses. You turn around and see him standing there, torch in hand, one foot sunk deep in a pile of fresh gorilla dung…

Set-Up

Requirements: White gorillas, mist tokens.

Set up the terrain as per a standard game of *Frostgrave*, but, if anything, the terrain should be even denser and more maze-like than normal. Place the central treasure in its normal spot. The other four treasure tokens should be placed 6" away from the central treasure so that they form an 'X' around it. Place a white gorilla (page 182) next to the central treasure.

Each player should take two white gorillas and six mist tokens and keep them with their Wizard Sheet. These will potentially be used during the game.

Special Rules

The thick mist which covers the table reduces the maximum line of sight to 10" for this scenario. Whenever a player activates a figure, however, they may also spend a mist token. For an instant, the mist parts, and their figure can draw line of sight up to a maximum of 24" for the rest of its activation. Alternatively, at the end of each turn, each player may spend a maximum of one mist token to nominate an enemy soldier (not a spellcaster). That soldier must immediately make a Will Roll (TN18). If the soldier fails, they will receive 0 actions during its next activation as they are confused by the swirling mists. If successful, they will activate as normal.

Spellcasters have some ability to control the mists. If a spellcaster spends an action concentrating, they may make a Will Roll (TN8). If successful, the player gains an additional mist token.

Whenever a warband member picks up a treasure token, the player in control of the opposing warband may place one of their two white gorillas on the table. This white gorilla may be placed anywhere, so long as it is at least 6" away from any warband member. This white gorilla will activate in the next Creature phase and follows the normal rules for uncontrolled creatures. Since the white gorillas hunt more by smell and sound than sight, they are not subject to the line of sight limitation imposed by the mist.

Treasure and Experience

Roll for treasure as normal after the game. Experience points are gained as normal for this scenario with the following additions:

- +5 experience points for each mist token spent.
- +20 experience points of each white gorilla killed by the wizard or their warband.

THE MINE FIELD

Like the wizards that roam Frostgrave today, the wizards of ancient Felstad were just as dogged in guarding their research and artefacts from the grasping hands of rivals and cabals. Locked away in their towers and fortress-houses, they fortified their property by creating or installing traps and security devices, both magic and mundane. Their domains may now lie in ruins, but many of their traps remain, some just as deadly as ever, some increasingly unstable…

Set-Up

Requirements: Four small constructs, numbered markers.

Arrange the terrain as per a standard game of *Frostgrave*. Once all the terrain is set up, place twenty markers, numbered 1–20, in a rough grid pattern of five rows and four columns centred on the centre of the table. Each marker should be around 3–4" from the markers in the adjacent rows and columns. Markers can be placed in, or on top of, terrain.

After all the markers have been set up, place the central treasure in the centre of the table. Place the other four treasure tokens so that they form a cross around the central treasure, with each token being 6" from the central treasure. All treasure tokens should be within 3" of at least one marker.

Finally, place four small constructs (page 183) on the table, one next to each of the markers at the corners of the grid.

Special Rules

Every turn, one of the markers explodes. At the end of each turn, the primary player should roll a die – the result is the marker that explodes. Immediately make a +3 elemental magic shooting attack against every figure, including uncontrolled creatures, within 3" of the marker. Once a marker has exploded, it should be removed from the table. A marker should explode every turn, so if the die roll generates a marker that has already exploded, re-roll until a result matching one of the markers still on the table is obtained.

The small constructs follow the standard rules for uncontrolled creatures.
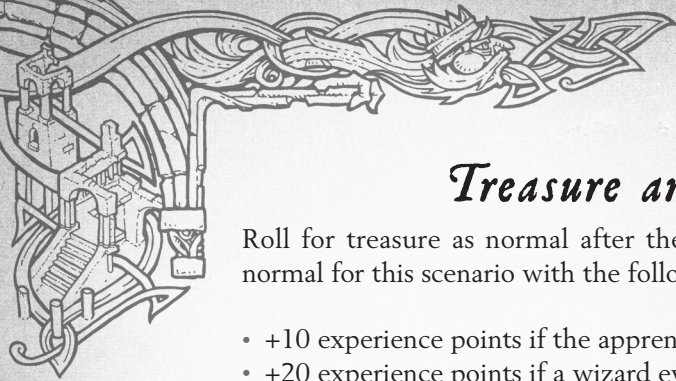
Treasure and Experience

Roll for treasure as normal after the game. Experience points are gained as normal for this scenario with the following additions:

- +10 experience points if the apprentice ever activated within 3" of a marker.
- +20 experience points if a wizard ever activated within 3" of a marker.

OPTIONAL RULE: BALANCING SCENARIOS

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

If players feel that their campaign has reached a point where some warbands have a definite advantage, they might consider using the following optional rules at the start of a game. This table is designed for two-player games.

Start by determining the difference in level between the two wizards. If the difference is 7 levels or less, play the scenario as written. If the difference is 8 levels or more, consult the table below.

Level Difference Encounter Level Table	
Level Difference	Random Encounter Level
8–10	Level 1
11–14	Level 2
15+	Level 3

Identify the Creature

Roll on the Random Encounter Table (page 177) and check the appropriate encounter level to determine what creature is present. If this roll identifies more than one creature, a single example of that type is present instead. If the roll identifies multiple creature types, the player with the lowest-level wizard may choose between the creatures identified. Re-roll any results that say to roll on another table.

Control the Creature

The player with the lowest level gains control of this creature for the duration of the game. After treasure is placed, but before starting table edges are determined, the player controlling the creature may place it anywhere on the table, provided that it is more than 8" from any table edge. The creature is treated as a member of that player's warband for all intents and purposes, except that it is not allowed to pick up treasure, can only activate in the Soldier phase, and is never allowed to be part of a group activation. After the game, the creature departs.
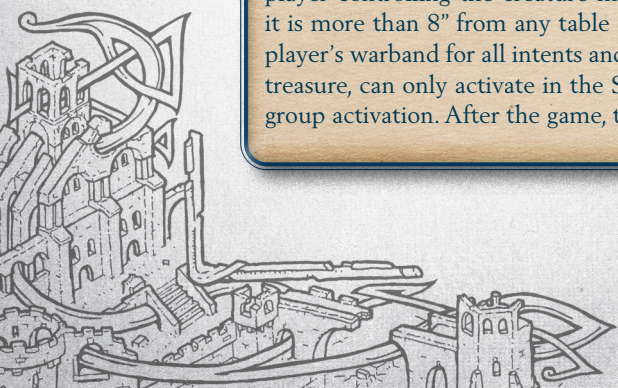
CHAPTER SIX
BESTIARY

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

Many of the creatures possess specific powers or abilities such as 'Undead', 'Powerful' or 'Immune to Normal Weapons'. These are all explained under Creature Traits at the end of the chapter.

Optional Rule: Random Encounters

If all players agree beforehand, the game may include the chance of random creatures showing up on the table to menace the wizards and their warbands.

When each treasure token is picked up for the first time during a game, roll a die. On a 10 or more, a random creature has wandered onto the table. Roll on the **Random Encounter Table** below to see which creature (or creatures) has appeared. Then, roll randomly to determine from which side of the table 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 activate in the next Creature phase, and follows the standard rules for uncontrolled creatures, unless specific rules are given in its description.

Alternatively, players may prefer to pre-generate encounters or create their own random encounter tables to match their miniature collections.

Although this rule is optional, it is highly recommended. Many players find random encounters to be one of their favourite aspects of the game. If you want to face even more of the denizens of the Frozen City, roll to generate an encounter at the end of every turn instead of (or as well as) when picking up treasure.

> The fountains just kept pumping out water but the path through the centre of the room remained dry, even as the water levels rose on either side…

Random Encounter Table			
First Die Roll	1–12	13–18	19–20
Second Die Roll	Level 1 Encounter	Level 2 Encounter	Level 3 Encounter
1	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
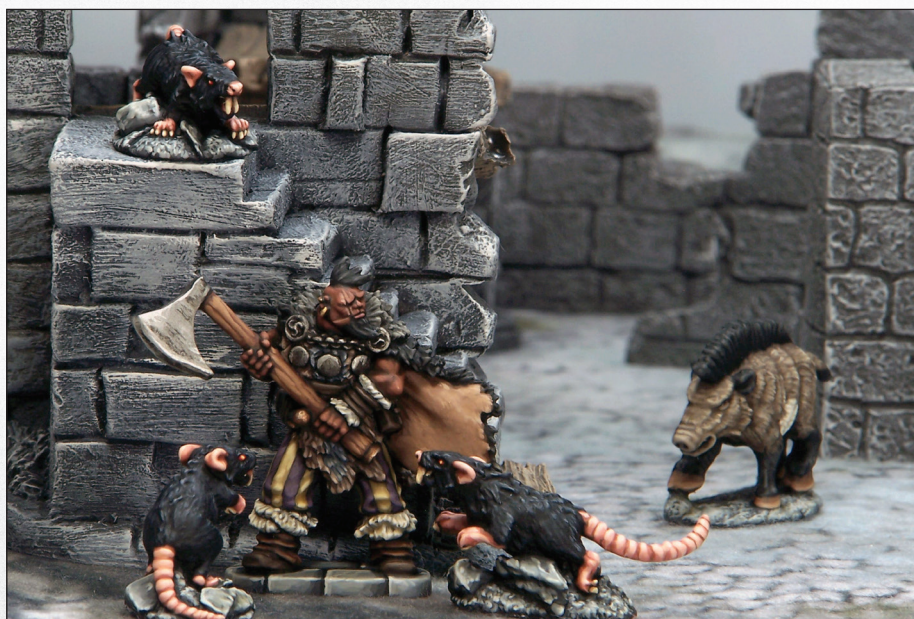
ANIMALS

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 has resulted in numerous encounters with the local fauna, especially predators drawn to this new prey. The animals listed here are just the most common that adventurers are likely to find in Frostgrave.

Bear

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	12	+0	14	Animal, Large, Strong

Boar

Bad-tempered and aggressive, wild boars are also very tasty and thus much sought-after in the Frozen City. Their tusks are prized in the Frozen City, and anyone that kills a boar will take them to sell.

Boar						
M	F	S	A	W	H	Notes
6	+2	+0	12	+2	8	Animal, Bounty (10gc), Horns (technically, tusks)
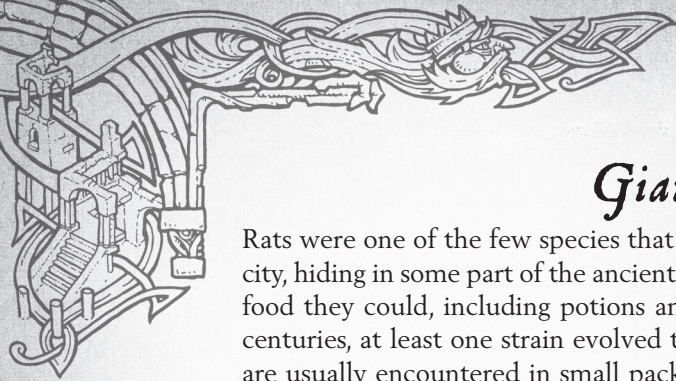
Giant Rat

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, including potions and other magic items. Somehow, over the centuries, at least one strain evolved to produce rats the size of cats. Giant rats are usually 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

Ice Spider

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 swift, and their bite releases a dangerous venom.

Ice Spider						
M	F	S	A	W	H	Notes
6	+1	+0	8	+0	4	Animal, Expert Climber, Poison

Ice Toad

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
4	+2	+0	10	+0	5	Amphibious, Animal, Powerful
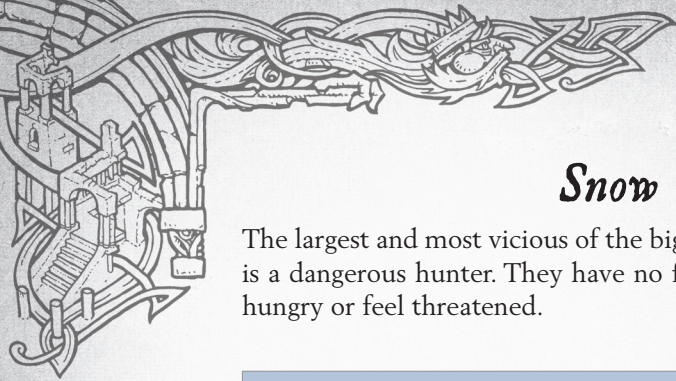
Snow Leopard

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	+3	+0	10	+2	10	Animal, Expert Climber

White Gorilla

Although rarely seen, at least one colony of white gorillas calls the city home. 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, Strong

Wild Dog

Several large packs of wild dogs now roam the ruins of Frostgrave. These animals are generally scrawny and chronically malnourished, but this has unfortunately also made them extremely aggressive.

Wild Dog						
M	F	S	A	W	H	Notes
8	+0	+0	8	+0	4	Animal, Pack Hunter

Wolf

Wolves tend to shy away from humans, but a few 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, Pack Hunter
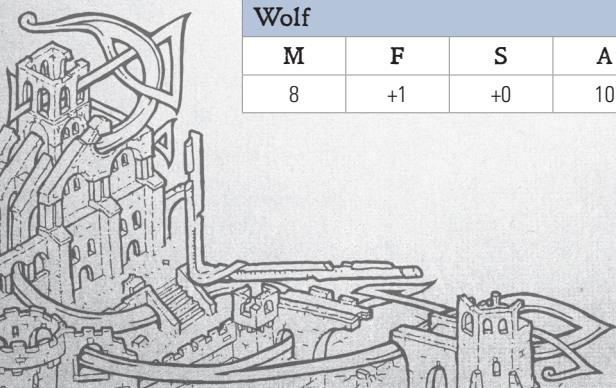
CONSTRUCTS

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 Construct

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	+1	+0	11	+0	10	Construct

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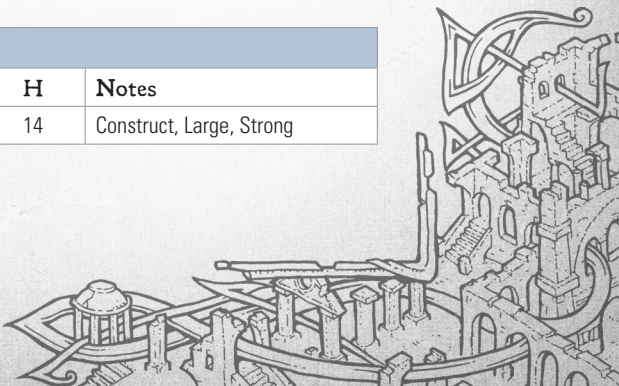
These constructs are around human size and come in all types, from humanoid designs to machines designed for a specific purpose, such as chopping wood, washing clothes, or serving as a mount.

Medium Construct						
M	F	S	A	W	H	Notes
5	+3	+0	12	+0	12	Construct

Large Construct

These constructs 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	+4	+0	13	+0	14	Construct, Large, Strong

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.

Demons almost never become permanent members of a warband, but if they should, imps and minor demons count as standard soldiers, while major demons count as specialist soldiers.

Imp

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

Minor Demon

Minor demons are close to human size, and while they come in an infinite number of forms, some distinct 'species' can be identified, such as the human–animal hybrids or 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 Demon

Major demons are powerful entities. There is no limit to the size or shape they can take, and some are capable of changing form at will. They can 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	+5	+0	12	+6	15	Demon, Large, Strong, True Sight

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 Giant

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 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	Elemental Resistance (2), Large, Strong

Giant Worm

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 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	Burrowing, Large
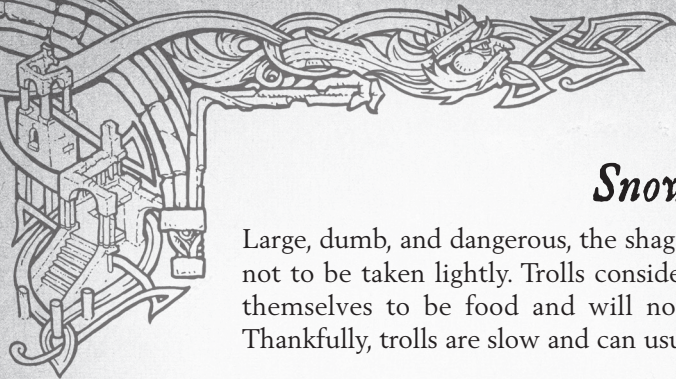
Snow Troll

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, Strong

Werewolf

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.

Werewolf						
M	F	S	A	W	H	Notes
7	+4	+0	11	+5	12	Bounty (20gc), Expert Climber
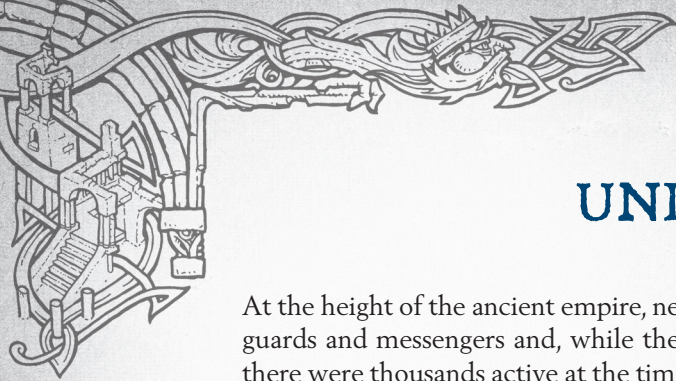
UNDEAD

At the height of the ancient empire, necromancers used lesser undead as servants, guards and messengers and, while there was no census, it is fair to assume that there were thousands active at the time of the cataclysm. As these creatures were not alive in the normal sense of the word, being frozen for an extended period had little effect on them. Now, many of these creatures have thawed out and 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.

Armoured Skeleton

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	Pack Hunter, Undead

Animated Skull

When a necromancer needs to send a message, hold a candle, or other minor task, they often animate a skull for the purpose. Usually, but not exclusively, human, these skulls can levitate a few feet above the ground and float around. Although not a huge threat, their broken-toothed bite can be extremely painful to those not paying enough attention.

Animated Skull						
M	F	S	A	W	H	Notes
3	+0	+0	10	-2	1	Levitate, Undead
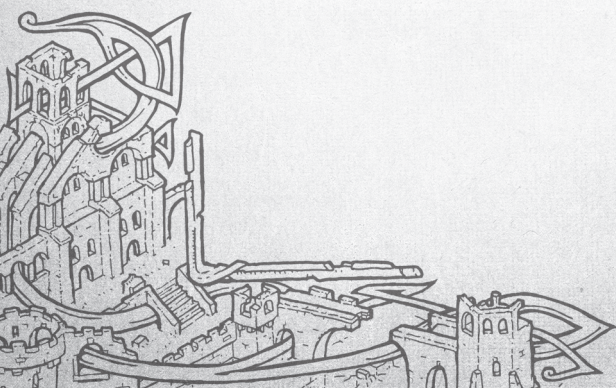
Ghoul

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

Skeleton

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 the same stats.

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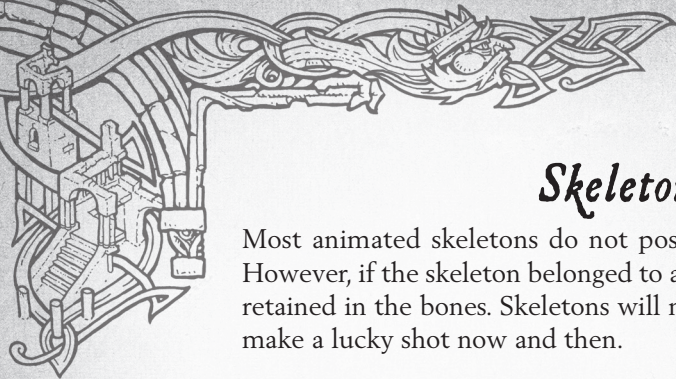
Skeleton Archer

Most animated skeletons do not possess the manual dexterity to fire a bow. However, if the skeleton belonged to a skilled archer, then some of that ability is retained in the bones. Skeletons will never be the best shots, but even the dead make a lucky shot now and then.

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

Vampire

Even at the height of its glory, the city had its problems with vampires. While a few vampires were powerful wizards or warriors, 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.

Vampire						
M	F	S	A	W	H	Notes
7	+4	+0	12	+5	14	Immune to Normal Weapons, Magic Attack, Mind Lock, True Sight, Undead

Wraith

'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 mundane weapons.

Wraith						
M	F	S	A	W	H	Notes
6	+2	+0	10	+3	6	Energy Drain, Ethereal, Immune to Normal Weapons, Magic Attack, Undead
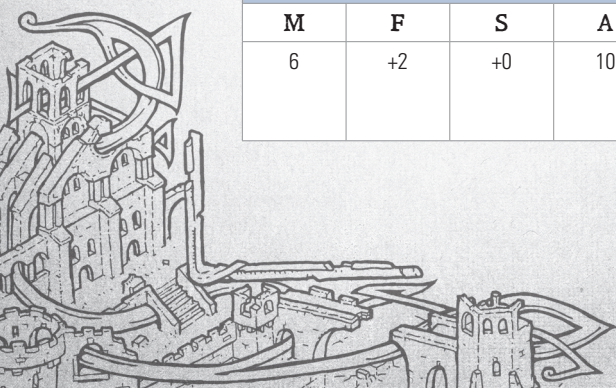
Zombie

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	+1	+0	12	+0	6	Undead

CREATURE TRAITS

This list includes all the traits that are commonly found on creatures in Frostgrave. Note that this list includes a few entries possessed by no creature in this book, but which can be found on creatures in various supplements. That said, this list is not exhaustive, and very rare or unusual creatures may contain traits not listed here. In that case, the trait will be explained in their description.

Amphibious

This creature is perfectly happy on land or in the water. It automatically passes all Swimming Rolls, treats water as normal instead of rough ground, and suffers no Fight penalties for being in the water.
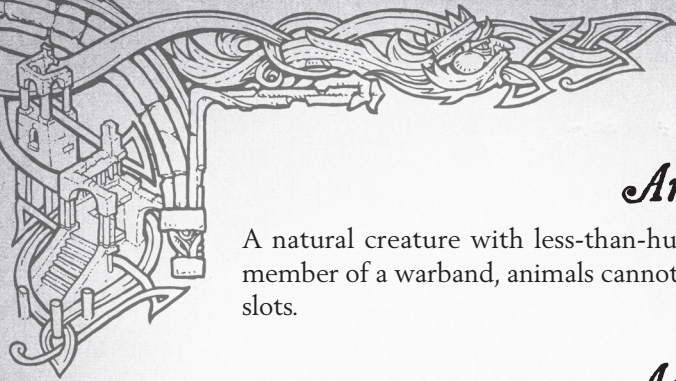
Animal

A natural creature with less-than-human intelligence. Even if they become a member of a warband, animals cannot pick up treasure tokens and have no item slots.

Aquatic

This creature can only live in the water and will never willingly move onto land. If forced onto land, it treats all ground as rough ground for the purposes of movement and must pass a Will Roll (TN16) every time it activates or suffer 5 points of damage. Aquatic creatures never have to make Swimming Rolls, treat water as normal instead of rough ground, and suffer no Fight penalties for being in the water.

Bounty (X)

There is a reward of (X) awaiting the warband that kills this creature.

Burrowing

This creature may move through terrain as though it were not there, provided it has enough movement to reach the other side (it cannot end its movement within a solid piece of terrain). Furthermore, the creature never suffers any movement penalty for moving over rough ground.

Construct

This creature is immune to poison and never counts as wounded. Constructs can pick up and carry treasure tokens but have no item slots. Although constructs may never carry items, some items may be permanently grafted to them – if available, this option will be noted in the item's description.

Demon

All attacks made by this creature count as magic attacks. This creature is immune to poison. Demons can pick up and carry treasure tokens but have no item slots.

Energy Drain

This creature deals double damage in combat. Undead and constructs are immune to this extra damage and just take the standard amount.
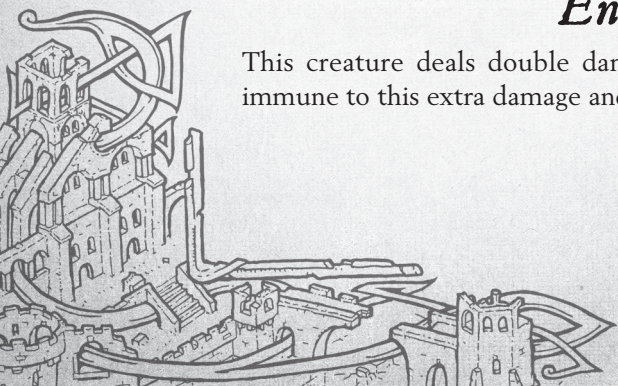
Ethereal

This creature may move through terrain as though it were not there, provided it has enough movement to reach the other side (it cannot end its movement within a solid piece of terrain). Furthermore, the creature never suffers any movement penalty for climbing or moving over rough ground.

Elemental Resistance (X)

Whenever this creature takes elemental damage, increase its armour by (X) for the purposes of determining damage from that attack.

Expert Climber

This creature suffers no movement penalty for climbing.

Flying

This creature ignores all terrain and movement penalties when moving. Furthermore, it never takes damage from falling. Flying creatures automatically pass all Swimming Rolls.

Horns

If this creature moves into combat and spends an action to fight as part of the same activation, it receives +2 Fight for that attack only.

Immune to Critical Hits
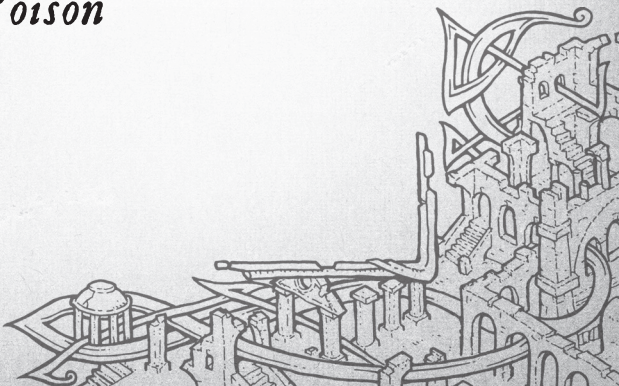
This creature never suffers any extra damage from a critical hit. Its opponent still automatically wins the fight on a roll of 20, but no additional damage is inflicted.

Immune to Normal Weapons
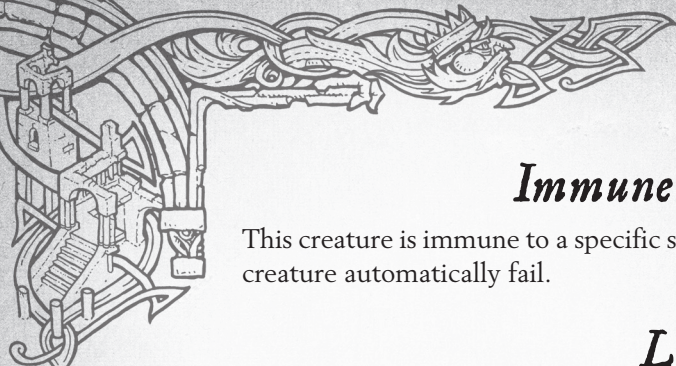
This creature can only be hurt by magic. This includes all damage caused by magic weapons, and any other attack specifically noted to be magic or to cause magic damage.

Immune to Poison

This creature is never counted as poisoned.

Immune to (Spell)

This creature is immune to a specific spell. Any attempts to cast that spell on the creature automatically fail.

Large

This huge creature is easier to target with shooting attacks. It suffers from the Large Target modifier (-2) when defending against shooting attacks.

Levitate

This creature never suffers any movement penalty for climbing or moving over rough ground.

Magic Attack

Any attack made by this creature counts as a magic attack.

Mind Lock

This creature is Immune to Mind Control and Immune to Suggestion.

Never Wounded

This creature never counts as wounded.

Pack Hunter

If more than one of these creatures appears at the same time, place them in base contact. Whenever a pack hunter is activated, all other pack hunters in contact with it should be activated and moved as one. Roll randomly to see which creature is the 'pack leader' and determine the pack's actions using that figure.

Poison

Attacks from this creature are venomous and deal poison damage.

Powerful

Damage dealt by this creature is doubled.

Spellcaster

This creature can cast spells. Exactly which spells it can cast and how this is handled will be given in the creature's description.

Strong

This creature does +2 damage.

True Sight

Ignore any castings of Beauty or Invisibility when determining this creature's actions. Furthermore, if this figure is ever in combat with an Illusionary Soldier, the Illusionary Soldier is immediately removed from the table.

Undead

This creature is immune to poison and never counts as wounded. Undead creatures can pick up and carry treasure tokens but have no item slots.
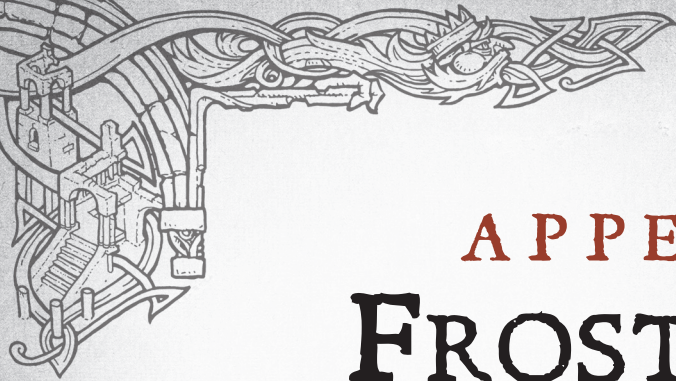
APPENDIX
FROSTGRAVE SUPPLEMENTS

The first edition of *Frostgrave* had an amazing five-year run which included the release of eight supplements. One of the goals in creating this second edition was to ensure that those supplements remained useful. To that end, I have summarized all the supplements below, noting any major effects that this new edition has upon them. I have not attempted to be exhaustive, and players will likely find small references here and there that don't quite match the new edition. In most cases these can simply be ignored, though a few might require some minor modification.

There are two main areas where the new rules affect the older supplements. The first is treasure. In the original version of the game, three treasure tokens were placed on the table per player, instead of the one central treasure and the two treasure tokens per player. In scenarios where the exact placement of treasure is given, just place them as directed and play without a central treasure. For scenarios where no specific placement is identified, go ahead and use the new rules.

The other core issue that must be addressed is that the original rules did not have the division of soldiers into standard and specialist. As the supplements include several new soldier options, these soldiers need to be categorised. The table on page 199 lists all the soldier types found in the supplements (plus a couple of creatures that can, under the right circumstances, also become permanent members of warbands), identifies the book in which they are found, and notes whether they are standard or specialist.
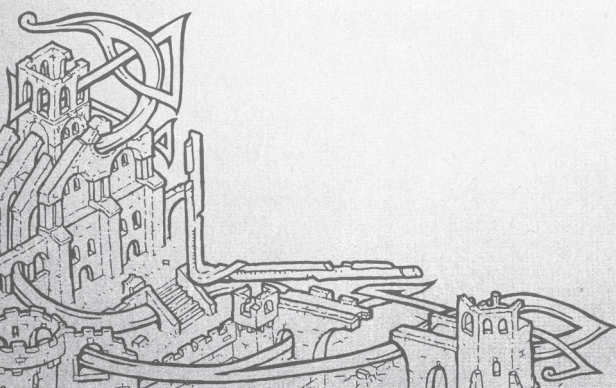
Supplemental Soldier Table		
Soldier	Book	Standard or Specialist
Assassin	*Forgotten Pacts*	Standard
Bard	*Thaw of the Lich Lord*	Standard
Captain	*The Frostgrave Folio*	Specialist
Collegium Porter	*The Maze of Malcor*	Specialist
Crow Master	*Thaw of the Lich Lord*	Standard
Demon Hunter	*Forgotten Pacts*	Specialist
Demonic Servant	*Forgotten Pacts*	Standard
Javelineer	*Thaw of the Lich Lord*	Standard
Monk	*Forgotten Pacts*	Specialist
Mystic Warrior	*Forgotten Pacts*	Specialist
Pack Mule	*Thaw of the Lich Lord*	Standard
Rangifer	*Thaw of the Lich Lord*	Standard
Trap Expert	*Into the Breeding Pits*	Standard
Tunnel Fighter	*Into the Breeding Pits*	Standard
Werewolf	*Rulebook*	Specialist

Finally, there are a couple of amendments to magic items. One or two magic items found in the supplements no longer have a relevance, due to changes to the rules or to how specific spells work. If a player finds one of these items, they may either re-roll to generate a different treasure or keep it to sell! Speaking of selling magic items, in instances where an item isn't given a specific sale price, calculate it as 40% of the purchase price.

THE SUPPLEMENTS

Below are summaries of the contents of each supplement, along with notes on what changes, if any, are required to adapt those contents for use with the second edition rules. The supplements are listed in order of release although, as each stands alone, there is absolutely no reason to play through them in any order other than what the players find appealing or interesting!

Thaw of the Lich Lord

The original *Frostgrave* mega-campaign. This book includes ten scenarios that tell the story of the rise of an ancient evil and its attempts to conquer the Frozen City. The wizards may be trying to stop it or just trying to grab what they can amidst the chaos. Either way, they are going to have a hard fight on their hands. The book also contains four new soldiers, three new spells, and a host of new treasures and monsters.

NOTABLE CHANGES

No major changes are necessary.

Into the Breeding Pits

This supplement takes the action of *Frostgrave* underground, giving rules for dungeon crawling, traps, and secret passages. It also includes rules for Beastcrafters – a type of wizard that specializes in manipulating animals. Finally, it contains five new scenarios, two new soldiers, and lots of new treasures and monsters, including the first appearance of the gnolls.

NOTABLE CHANGES

Ignore the 'rules clarification' listed under the Tunnel Fighter as it is no longer relevant.
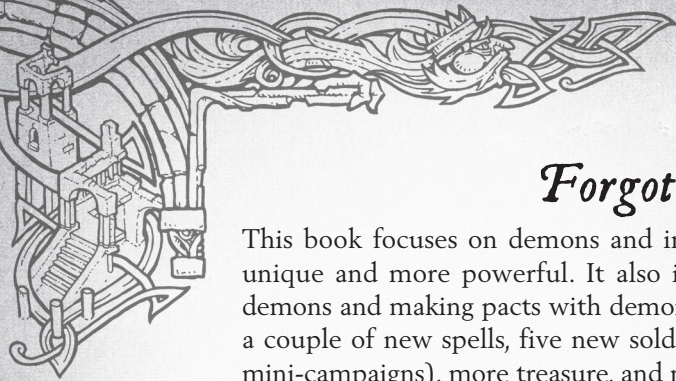
Forgotten Pacts

This book focuses on demons and includes a host of rules for making them unique and more powerful. It also includes expanded rules for summoning demons and making pacts with demonic entities. The supplement also contains a couple of new spells, five new soldiers, eight new scenarios (broken up into mini-campaigns), more treasure, and more monsters.

NOTABLE CHANGES

Note that the spell 'Control Demon' was called 'Bind Demon' in the first edition rules, and the two terms should be considered interchangeable.

There is also a small mistake in that grimoires for the two new spells introduced in this book were not included on the treasure list. A player can either start with these spells or purchase the grimoires in the normal fashion.

The Frostgrave Folio

This is the supplement that most players suggest picking up first, if you are looking to add more to your games of *Frostgrave*. It is actually a collection of five mini-supplements that were originally released digitally. Notably, this volume includes rules for captains – soldiers that gain experience and can learn new 'tricks of the trade'. It also includes a three-scenario campaign design to be played solo or co-operatively, which is great for introducing new players to the game. There are lots of other fun bits and pieces in it as well, such as new base resources.

NOTABLE CHANGES

The rules for potions presented here have been folded into the main rules.

Ulterior Motives
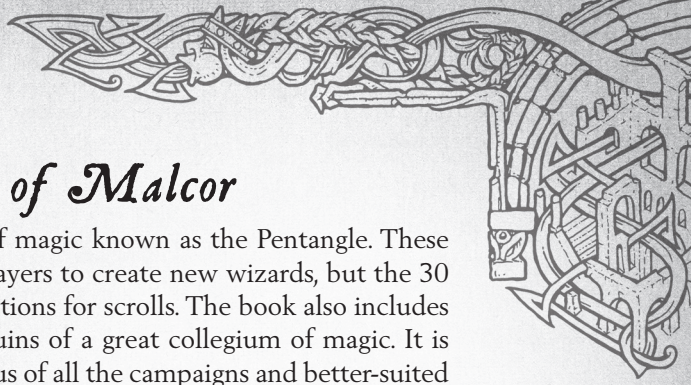
This supplement is actually a deck of oversized cards. Before a game, each player draws a card to identify a special mission or side-quest that they are attempting to accomplish during the game. Many of these are kept secret from your opponent and only revealed at the moment that you are about to claim your prize.

NOTABLE CHANGES

Ignore the rules for placing treasure tokens given in the box and use the ones found in this rulebook instead.
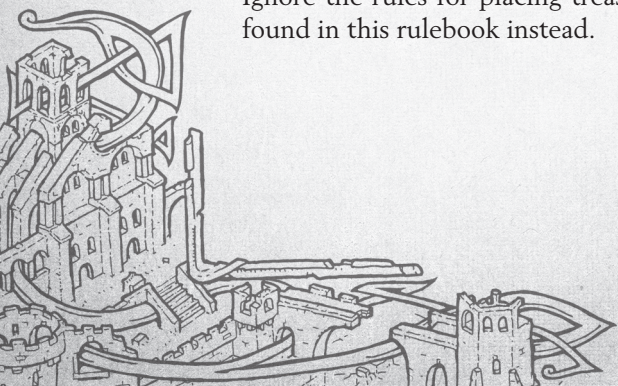
The Maze of Malcor

This book details the five lost schools of magic known as the Pentangle. These schools aren't designed to be used by players to create new wizards, but the 30 new spells they offer provide loads of options for scrolls. The book also includes a twelve-scenario campaign set in the ruins of a great collegium of magic. It is probably the toughest and most dangerous of all the campaigns and better-suited to higher-level wizards.

NOTABLE CHANGES

Except for the rules for creating experienced wizards, which can still be used, the rules updates have been folded into the main rules.

The Wizards' Conclave

This supplement contains fifteen varied scenarios, including mini-campaigns, cooperative missions, solo games, etc. What makes it special is that each scenario is written by a different person, including some of the biggest names in the wargaming world!

NOTABLE CHANGES

Some of the scenarios might need a little tweaking, but nothing major.

Perilous Dark

This book focuses on playing *Frostgrave* either solo or cooperatively, offering advice on and new rules for constructing your own scenarios and campaigns. It also includes a ten-scenario solo or cooperative campaign to get you started.

NOTABLE CHANGES

No major changes are necessary.

APPENDIX
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 Four: Spells (page 108), especially during wizard creation. They can also be photocopied or downloaded from www.ospreygames. co.uk for use as quick-reference aids in games.

CRUMBLE
Chronomancer / 10 / Line of Sight
This spell can only target inanimate 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 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 Move Roll (TN22) or fall to the next level down and taking damage appropriately. If this spell is cast on a wall created by the Wall spell, the wall is completely destroyed. If it is cast on terrain holding a Wizard Eye, the Wizard Eye is cancelled.

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). This spell has no effect on creatures (unless they are specifically identified as being equipped with a weapon from the General Arms and Armour List).

FAST ACT
Chronomancer / 8 / Line of Sight
This spell may only be cast on a member of the spellcaster's warband or an uncontrolled creature. This figure will activate at the end of the current phase instead of in its normal phase. For example, if an apprentice casts this spell on an uncontrolled creature, the creature will activate at the end of that player's Apprentice phase instead of the Creature phase. Spellcasters may not cast this spell on themselves, nor on a figure that has already activated in the current turn.

FLEET FEET
Chronomancer / 10 / Line of Sight
The target receives +2 Move for the rest of the game. Multiple castings of Fleet Feet on the same target have no effect.

PETRIFY
Chronomancer / 10 / Line of Sight
The target figure must make an immediate Will Roll with a Target Number equal to the Casting Roll. If it fails, it receives no actions in its next activation. Furthermore, the figure suffers -3 Fight (to a minimum of +0) and may not have Leap cast upon it until after it makes its next move action. Large creatures receive +8 to their Will Roll to resist this spell.

SLOW
Chronomancer / 10 / Line of Sight
The target is reduced to a maximum of one action per activation (which can be any action, it does not have to be movement). It may make an Will Roll verses the Casting Roll at the end of each of its activations. If successful the spell is cancelled.

TIME STORE
Chronomancer / 14 / Self Only
The spellcaster captures a fragment of their own present to save for future use. To cast this spell, the spellcaster must be able to take two actions during their activation. They 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 they may use in a future turn. This action can only be used during the spellcaster's activation and can give the spellcaster three actions in one activation.

TIME WALK
Chronomancer / 14 / Self Only
Wizard only. The wizard will activate again in the Apprentice phase and the Soldier phase. This is in addition to the figures that can normally activate in those phases. The wizard may not activate any additional soldiers or be part of a group activation in these phases. The wizard may perform one action in each of these two phases and may take any action – they are not limited to movement. If the wizard moved at all in a previous activation during the turn, any additional move actions are at half rate. If a wizard casts this spell in consecutive turns, they immediately suffer 8 points of damage.

CALL STORM
Elementalist / 12 / Area Effect
All bow and crossbow attacks are made with -1 Shoot 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 of -5.

DESTRUCTIVE SPHERE
Elementalist / 12 / Area Effect
Every figure within 3" of the spellcaster (but not counting the spellcaster) suffers a +5 elemental magic attack.

ELEMENTAL BALL
Elementalist / 12 / Line of Sight
The spellcaster selects an enemy figure within 16" and line of sight and hurls a ball of destructive elemental energy at it. The target and every figure within 1" and line of sight of the target immediately suffers a +5 elemental magic shooting attack. Roll this shooting attack separately for each figure. Treat the target figure as the origin of the attack for the purposes of determining cover or intervening terrain for all other figures suffering the attack. 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 makes a +7 elemental magic shooting attack against a target figure within 16" and line of sight.

ELEMENTAL HAMMER
Elementalist / 10 / Line of Sight
This spell is cast upon a weapon. The next time the figure wielding this weapon wins a round of combat and does at least 1 point of damage, this weapon inflicts an additional 5 points of elemental magic damage. If cast on a normal weapon, which is then used against a creature that is Immune to Normal Weapons, this weapon will only deal the 5 points of elemental magic damage. If cast on a bow or crossbow the spell only applies to the next attack.

ELEMENTAL SHIELD
Elementalist / 10 / Self Only
The spellcaster forms a floating shield that absorbs the next 3 points of damage the spellcaster would normally suffer in combat or from a shooting attack. Once 3 points have been absorbed the spell is cancelled. A spellcaster may only have one Elemental Shield active at any time.

SCATTER SHOT
Elementalist / 12 / Area Effect
The spellcaster makes a +0 elemental magic shooting attack against every enemy figure (either from an opposing warband or uncontrolled creature) within 12" and line of sight. 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 a 6"-long, 3"-high wall, part of which must be within 10" and line of sight of the spellcaster. This wall can be climbed as normal. At the end of each turn, after the turn in which the spell was cast, roll a die, on a 1–4 the wall vanishes.

ANIMATE CONSTRUCT
Enchanter / 10 / Out of Game (B)

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 permanent member of the warband, taking the place of a soldier. A spellcaster must declare the size of construct they are attempting to animate (small, medium, or large – page 183 before rolling to cast the spell. The larger the construct, the harder it is to animate, so the following modifiers are applied to the Casting Roll: Small -0, Medium -3, Large -6. There is no limit to the number of constructs in a warband other than the normal limits for soldiers. Large constructs count as specialist soldiers, the others as standard soldiers.

CONTROL CONSTRUCT
Enchanter / 12 / Line of Sight

The target construct must make an immediate Will Roll with a Target Number equal to the Casting Roll. If the roll fails, the construct becomes a temporary member of the spellcaster's warband. This control lasts for the rest of the game or until the spell is cancelled. The spellcaster may spend an action to cancel this spell. A spellcaster may only control one construct at a time.

EMBED ENCHANTMENT
Enchanter / 14 / Out of Game (A)

This spell causes any one 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 weapon or armour. The newly created magic weapon or armour takes up an item slot as normal.

ENCHANT ARMOUR
Enchanter / 8 / Line of Sight

This spell may only be cast on a figure wearing armour. The armour worn by the target now counts as magic armour and grants +1 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

This spell targets a weapon of the spellcaster's choosing. If cast on a melee weapon, this weapon counts as a magic weapon with +1 Fight. Bows and crossbows count as magic weapons with +1 Shoot, but the attacks made with them do not count as magic attacks. This spell may be cast on a single arrow or crossbow bolt, in which case that ammunition gives +1 Shoot and its attack counts as magic, but for the next shooting attack only. This spell may only be cast once on each weapon. When using both a magic missile weapon and magic ammunition, the shooter may choose to apply the bonus of one or the other, but not both.

GRENADE
Enchanter / 10 / Line of Sight

The spellcaster takes an object, commonly a simple rock, imbues it with magic energy and throws it at their target, whereupon it explodes into hundreds of fragments. The spellcaster picks a target point within 14". Every figure, including allies, within 1.5" of that point immediately suffers a +3 magic shooting attack. Use the target point as the origin of the attack for working out line of sight and cover.

STRENGTH
Enchanter / 10 / Line of Sight

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

TELEKINESIS
Enchanter / 10 / Line of Sight

The spellcaster may move any treasure token within 16" by up to 6" in any direction, so long as it remains in line of sight the entire time. If the treasure moves out of line of sight, it immediately falls straight to the ground. This spell has no effect on a treasure token that has any special requirements for how and when it can be picked up, nor on one being carried by a figure. This spell may not target the central treasure, until after that treasure has been picked up for the first time.

BEAUTY
Illusionist / 10 / Self Only

This spell causes anyone who looks on the spellcaster to see a paragon of beauty. Any member of an opposing warband must make a Will Roll with a Target Number equal to the Casting Roll if they wish to do any of the following: move into combat with the spellcaster, make a shooting attack that could potentially hit the spellcaster (including shooting attacks generated by spells), or cast any spell that targets the spellcaster. Spellcasters may empower this Will Roll in the same way they would to resist a spell. A figure may only attempt such a Will Roll once per turn. This spell has no effect on creatures (anything found in Chapter Six: Bestiary, page 176) or war hounds.

BLINK
Illusionist / 12 / Line of Sight

This spell may target any figure within 12". Move that figure 4" in a random direction. A figure may make a Will Roll with a Target Number equal to the Casting Roll in order to resist this spell. If successful, the figure does not move. Uncontrolled creatures will always attempt this Will Roll.

FOOL'S GOLD
Illusionist / 10 / Line of Sight

This spell may only be cast on a figure carrying a treasure token. That figure must make an immediate Will Roll with a Target Number equal to the Casting Roll. If it fails, the spellcaster may take the treasure token from the figure and move it up to 4" in any direction, provided the final spot is within line of sight of the spellcaster.

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 from any source are at +3. Multiple castings of Glow on the same target have no effect.

ILLUSIONARY SOLDIER
Illusionist / 12 / Out of Game (B) OR Touch

An illusionary soldier becomes a temporary member of the warband for the next battle (if cast Out of Game) or until the end of the game (if cast during a battle). This soldier can be of any type found on the Soldier Tables (pages 30 and 31) except an apothecary. This soldier cannot pick up treasure, nor can it deal damage, but will otherwise count as a regular soldier for all other the purposes – it may engage in combat, albeit dealing no damage if it wins (it would still have the option to push back its opponent, however), lend support to other figures in combat, etc. If the illusionary soldier ever suffers damage of any type, it is removed. A warband may only have one illusionary soldier at any given time. The player must reveal which member of their warband is the illusionary soldier.

INVISIBILITY
Illusionist / 12 / Touch

The target figure becomes invisible. No figure may move into combat with the invisible figure, nor target it with any attack or spell (although it may still be affected by area effects, such as the blast radius of a Grenade spell). If the invisible figure moves into combat, casts a spell, or picks up a treasure token, the Invisibility spell is cancelled. This spell may be cast on a figure already carrying treasure, rendering both invisible. In this case, if the figure drops the treasure, the spell is cancelled.

TELEPORT
Illusionist / 10 / Self Only

The spellcaster immediately moves to any location within line of sight, but may take no other actions this turn after casting this spell. This spell may not be used to enter combat or to move off the table.

TRANSPOSE
Illusionist / 12 / Line of Sight

This spell switches the position of two figures on the table. The two figures being transposed must both be within line of sight of the spellcaster and within 12" of one another. The spellcaster may cast Transpose to switch themselves with another figure. Members of opposing warbands are eligible targets for being transposed but may make a Will Roll with a Target Number equal to the Casting Roll to attempt to resist the spell. If successful, the spell is cancelled and no figures are moved. Friendly figures and uncontrolled creatures will not make such Will Rolls.

ANIMATE SKULL
Necromancer / 8 / Line of Sight

The spellcaster fills a skull with magic malice and throws it at an opponent. Place one animated skull (page 190) within 6" of the spellcaster. It can be placed directly into combat. This skull is an uncontrolled creature. The spellcaster may not cast this spell again until this creature is removed from the table, but may spend an action to cancel the spell, in which case the animated skull is immediately removed from the table.

BONE DART
Necromancer / 10 / Line of Sight

This spell fires a small, sharp shard of bone. The spellcaster makes a +5 shooting attack against any figure within line of sight and 12". 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 figure may not take any move actions until it escapes. Any form of magic movement, except the Leap spell, allows a figure to escape the hand; otherwise, the only way to escape is to fight the hand, which has Fight +0, Health 1. If the hand takes one point of damage, it vanishes, and the target is free. Other figures in base contact may attack the hand or give a support bonus. If the hand wins the fight, it does damage as normal. This spell may only be cast against a target that is standing on the ground. Large creatures are unaffected by this spell. The maximum range for this spell is 18".

CONTROL UNDEAD
Necromancer / 12 / Line of Sight

The target undead creature must make an immediate Will Roll with a Target Number equal to the Casting Roll. If the roll fails, the undead creature becomes a temporary member of the spellcaster's warband. This control lasts for the rest of the game or until the spell is cancelled. The spellcaster may spend an action to cancel this spell. A spellcaster may only control one undead creature at a time.

RAISE ZOMBIE
Necromancer / 10 / Out of Game (B) OR Touch

The spellcaster adds one zombie (page 193) to their warband as a temporary member. 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 or exits the table, Raise Zombie can be cast again to create another.

SPELL EATER
Necromancer / 12 / Line of Sight

Casting this spell causes the spellcaster to immediately take 1 point of damage. When this spell is cast, it cancels the effects of a single casting of any one spell currently in play. This spell 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 with a Target Number equal to the Casting Roll. If failed, the target immediately loses 3 Health and the spellcaster regains 3 Health. The spellcaster gains 3 Health, even if the target had less Health than that remaining. This may not take the spellcaster above their starting Health. This spell has no effect on undead or constructs. A spellcaster may target a member of their own warband – if they do, however, the target immediately (and permanently) leaves the warband and is treated as an uncontrolled creature for the rest of the game.

STRIKE DEAD
Necromancer / 18 / Line of Sight

This spell targets a figure within 8". The target must make a Will Roll with a Target Number equal to 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), in addition to any loss incurred by failure or empowerment. This spell has no effect on undead or constructs.

ABSORB KNOWLEDGE
Sigilist / 12 / Out of Game (A)
Wizard only. This spell allows a wizard to absorb the knowledge from a written work without having to read it. A wizard immediately gains 40 experience points for casting this spell to represent the speed with which they can gain knowledge. This experience does not count against the maximum that can be earned in one game. This spell may only be cast after a game in which the wizard was not reduced to 0 Health.

BRIDGE
Sigilist / 10 / Line of Sight
The spellcaster uses the parchment of a long scroll to create a temporary bridge, ramp, or staircase. Place a bridge 6" long and 2" wide anywhere that is completely in the line of sight of the spellcaster. The bridge has no appreciable thickness and is essentially two-dimensional. The ends of this bridge do not have to be on the same horizontal plane, nor do the ends of the bridge need to be anchored on terrain, they may float in the air. Figures may move along this bridge at their normal movement rate, even when essentially climbing. Each spellcaster may only have one bridge in play at any time. Whenever the spellcaster activates, they may cancel this spell as a free action. Otherwise roll a die at the end of every turn: on a 1–2 the bridge vanishes. Figures on the bridge when it vanishes will fall to the ground.

DRAINING WORD
Sigilist / 14 / Area Effect
This spell draws a bright rune of power in the sky. The spellcaster may choose one spell for 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 a time. Only one Draining Word can be active for each specific target spell at one time.

EXPLOSIVE RUNE
Sigilist / 10 / Line of Sight
The spellcaster draws a bright, glowing rune of power on the ground or a wall anywhere within 4" and line of sight. 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 moves within 1" of the rune, it explodes, and every figure, friend or foe, within 2" suffers an immediate +5 magic attack. Note that if the rune is placed within 1" of a figure, it does not explode immediately – that figure must move to set it off. A spellcaster may have up to three such runes in play at any time. At the end of any turn, they may choose to cancel any or all their runes. If the spellcaster that placed a rune is no longer on the table, roll a die for each rune at the end of each turn: on an 11+ the rune vanishes.

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 all Casting Rolls. Whenever the target is activated, it may make a Will Roll with a Target Number equal to the Casting Roll – if successful, the quill is caught and destroyed. Multiple castings of Furious Quill against the same target have no effect.

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. A spellcaster may only have one Power Word spell in effect at a time. Only one Power Word can be active for each specific target spell at one 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 they would have taken. If this pushes the target into the edge of the table or a piece of terrain over ½" high, they stop immediately. Other figures do not stop (or get hit by) a pushed figure – they are assumed to step out of the way. If this spell is cast from beneath a figure it will push them up. If the target is pushed up or off a height, it suffers falling damage as normal. This spell can push a figure out of combat, and as it is not a shooting attack, the target is not randomized.

WRITE SCROLL
Sigilist / 12 / Out of Game (A)
This spell creates one scroll. The scroll must be of a spell that the spellcaster either knows or a spell for which they own the grimoire. The scroll may be sold, given to a figure, or stored in the wizard's vault.

AWARENESS
Soothsayer / 12 / Out of Game (B)
If this spellcaster is on the table, its warband may add +2 to its Initiative Rolls for the purposes of determining the primary player only. This bonus stacks so, if both the wizard and the apprentice have cast this spell and are both on the table, the player may add +4 to their Initiative Rolls. The maximum possible bonus is +4. This spell counts as active on the spellcaster during the game and may be cancelled by anything that cancels spells.

COMBAT AWARENESS
Soothsayer / 12 / Touch
This spell gives the target a magic insight into the moves their opponent will attempt in a fight. It grants the target +1 Fight and +1 Armour for the remainder of the game. Multiple castings of this spell on the same target have no effect.

MIND CONTROL
Soothsayer / 12 / Line of Sight
The target figure must make an immediate Will Roll with a Target Number equal to the Casting Roll. If it fails, the target temporarily joins the spellcaster's warband, activating as normal. After the figure activates each turn, it must make another Will Roll with a Target Number equal to the Casting Roll. If successful, the spell is cancelled and the figure returns to its normal allegiance. A spellcaster may only have one active Mind Control spell at a time. A figure under Mind Control cannot purposely take any action that causes it immediate damage but can be moved into combat and may attack an enemy figure. A figure under Mind Control is not allowed to move off the table. A spellcaster may cancel an active Mind Control at the end of any turn. This spell has no effect on spellcasters.

MIND LOCK
Soothsayer / 12 / Line of Sight
The target of this spell becomes immune to Mind Control and Suggestion spells for the rest of the game, and any current Mind Control spells on the figure are cancelled. The figure gains +2 Will for the rest of the game.

REVEAL SECRET
Soothsayer / 12 / Out of Game (B)
This spell imparts knowledge on some lost treasure. Every successful casting of this spell before a game allows the player to make two rolls for a single treasure token (other than the central treasure, which is unaffected by this spell) after the game and choose which one to take.

SUGGESTION
Soothsayer / 12 / Line of Sight
The target of this spell immediately drops any treasure tokens it is carrying. The spellcaster may move the figure up to 3" in any direction provided this does not move the figure into combat or cause it any immediate damage (e.g. falling more than 3"). The target of this spell may make a Will Roll with a Target Number equal to the Casting Roll. If successful, the spell has no effect.

TRUE SIGHT
Soothsayer / 10 / Self Only
The spellcaster, and all friendly figures within 6" of the spellcaster, can see invisible figures and are immune to the effects of the Beauty spell. Furthermore, if an invisible figure is within 6" of the spellcaster, the Invisibility spell is cancelled. If an Illusionary Soldier is within 6" of the spellcaster, it is immediately removed from the table.

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 on or next to the terrain feature to represent the Wizard Eye. For the rest of the game, the caster may choose to draw line of sight from the Wizard Eye instead of from the figure when casting spells. The Wizard Eye has 180-degree field of vision. A spellcaster may only maintain one Wizard Eye at a time. If the terrain piece on which the Wizard Eye is placed is damaged or destroyed (such as by a Crumble spell) the spell is cancelled. The spellcaster may cancel this spell at the end of any turn.

CONTROL DEMON
Summoner / 10 / Line of Sight

The target demon must make an immediate Will Roll with a Target Number equal to the Casting Roll. If it fails, it becomes a temporary member of the spellcaster's warband. This control lasts for the rest of the game or until the spell is cancelled. The spellcaster may spend an action to cancel this spell. A spellcaster may only control one demon at a time.

IMP
Summoner / 10 / Line of Sight

The spellcaster places an imp (page 184) on the table anywhere within the spellcaster's line of sight, but no closer than 3" to any other figure. The imp follows the normal rules for uncontrolled creatures and will activate in the next Creature phase. If the spellcaster casts this spell a second time, the first imp immediately vanishes.

LEAP
Summoner / 8 / Line of Sight

This spell may only be cast on a member of the spellcaster's warband. Immediately move the target figure up to 10" in any direction, including vertically. This move must either be in a straight line or an arc. It cannot curve around corners. If this move leaves the figure above the ground, it immediately falls, taking damage as normal. If the target is carrying treasure, this move is reduced to 5". This move may not take a figure off the table or into combat. The target of the Leap spell may take no other actions this turn, though it may have taken actions previously.

PLAGUE OF INSECTS
Summoner / 10 / 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 (to a minimum of +0) and -2 to Casting Rolls. After this figure activates each turn, it may make a Will Roll with a Target Number equal to the Casting Roll. If successful, the spell is cancelled. Other figures within the radius may simply move away to escape. A figure may only ever be affected by one Plague of Insects spell at a time, whether as a target or by virtue of being within the 1" radius. Large creatures, undead, and constructs are immune to this spell.

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 with a Target Number equal to 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 / 10 / Self Only

Although the spellcaster remains in the same physical location, they move briefly between planes of existence. For the rest of this turn, they can ignore all terrain when moving, thus walking through walls or across chasms. They may not be the target of any shooting attacks or spells. The spellcaster will never be considered in combat during the turn, nor can they be attacked by any figure. They may not, however, pick up treasure or in any way affect other figures or terrain on the table. If they are carrying treasure, they drop 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, they suffer a -5 modifier to their Casting Roll, -10 if they attempt 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 permanent or temporary member of the spellcaster's own warband, except the wizard, apprentice, or demons. The target is possessed by a demon and gains +2 Fight, +1 Armour, and -2 Will and counts as a demon (i.e. it will be affected by Banish, Control Demon, Circle of Protection, etc.). This figure may not be part of a group activation. 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

Immediately place a demon on the table within 1" of the spellcaster. It may not be placed straight into combat. This demon is considered to be under the effects of a Control Demon spell by the same spellcaster, and thus this spell may not be cast if the spellcaster is already controlling a demon. The type of demon summoned depends on the amount by which the spellcaster succeeded on their Casting Roll: 0–5 imp, 6–12 minor demon, 13+ major demon. If a spellcaster rolls a 1 while attempting to cast this spell, they summon an uncontrolled demon and must place this demon in combat with the spellcaster. Roll a die to determine the type of demon 1–10 imp, 11–17 minor demon, 18+ major demon. A spellcaster cannot empower a roll of 1 when casting this spell but there is otherwise no limit on empowering this spell. It may be empowered above 18.

BANISH
Thaumaturge / 10 / Line of Sight
All demons within line of sight of the spellcaster must pass an immediate Will Roll with a Target Number equal to the Casting Roll. If a demon fails the roll and its current Will is +4 or less, it is immediately reduced to 0 Health and removed from the table. If its current Will is +5 or higher, it suffers damage equal to three times the amount by which it failed the Will Roll.

BLINDING LIGHT
Thaumaturge / 8 / Line of Sight
The target must make an immediate Will Roll with a Target Number equal to the Casting Roll. If it fails, it may not attack, shoot, or cast Line of Sight spells. Its Fight stat is reduced to +0 and its Move to 1. At the end of each turn, the figure may attempt another Will Roll with the same Target Number. If successful, the spell is cancelled.

CIRCLE OF PROTECTION
Thaumaturge / 12 / Touch
Creates a circle with a 3" diameter which no demon or undead creature can enter or pass through. If something forces them into contact with the circle, they stop at its edge. A spellcaster may only have one active circle of protection at a time, but they do not have to remain within it. The spellcaster may cancel this spell at the end of any turn. Otherwise, roll a die at the end of every turn: on a 1–3 the spell is cancelled.

DESTROY UNDEAD
Thaumaturge / 10 / Line of Sight
The target undead creature must make a Will Roll with a Target Number equal to the Casting Roll. If the undead creature fails the roll and its current Will is +2 or less, it is immediately reduced to 0 Health and is removed from the table. If its current Will is +3 or higher, it suffers damage equal to three times the amount by which it failed the Will Roll.

DISPEL
Thaumaturge / 12 / Line of Sight
Immediately cancels the ongoing effect of any one casting of any one spell. It cannot unsummon a creature, but it can cancel the control of a creature that is a temporary member of a warband.

HEAL
Thaumaturge / 8 / Line of Sight
This spell restores up to 5 points of lost Health to a target figure within 6". This spell cannot take a model above its starting Health. This spell has no effect on undead or constructs.

MIRACULOUS CURE
Thaumaturge / 16 / Out of Game (A)
Wizard only. This spell may be used in several different ways. A successful casting of this spell will remove all permanent injuries from one figure. For example, a wizard suffering from Lost Fingers regrows all their missing digits, regardless of how many times they have suffered that particular injury. Or, it may be cast on a Badly Wounded figure – if successful, the soldier is healed and may participate in the next game with no penalty. Finally, it may be used to attempt to bring a figure back from the dead. The figure must have died in the game just played, and using the spell in this fashion incurs a -4 penalty to the Casting Roll. If successful, the figure is restored to life, and may participate in the next game with no penalty. If Miraculous Cure is cast using a scroll, it cannot be used to resurrect the dead.

SHIELD
Thaumaturge / 10 / Line of Sight
The target receives +2 Armour for the rest of the game. This may not take a figure above Armour 14 (i.e. figures with Armour 13 go to Armour 14). Multiple castings of Shield on the same target have no effect.

ANIMAL COMPANION
Witch / 10 / Out of Game (B)
The spellcaster summons an animal companion of their choice from the following options to become a permanent member of their warband: bear (page 179), ice toad (page 180), snow leopard (page 182), or wolf (page 182). All Animal Companions count as standard soldiers. Animal companions are more strong-willed than wild examples of their species and receive a permanent +3 Will. A spellcaster may only have one animal companion at any time.

BREW POTION
Witch / 12 / Out of Game (B)
The spellcaster creates one Lesser Potion of their choice (page 86) that may be sold, stored in the wizard's vault, or given to a member of the warband. A wizard (and only a wizard) may use this spell to create a Greater Potion (page 87). First, they must declare what potion they are attempting to brew and pay the listed ingredients cost. The wizard should then roll to cast Brew Potion with a -4 to the Casting Roll. If successful, the potion is created and can be immediately assigned to a figure in the warband, sold, or stored in the wizard's vault. If unsuccessful, the potion is not created and the money spent on ingredients is lost.

CONTROL ANIMAL
Witch / 12 / Line of Sight
The target animal must make an immediate Will Roll with a Target Number equal to the Casting Roll. If the roll fails, the animal becomes a temporary member of the spellcaster's warband. This control lasts for the rest of the game or until the spell is cancelled. The spellcaster may spend an action to cancel this spell. A spellcaster may only control one animal at a time.

CURSE
Witch / 8 / Line of Sight
The target suffers -2 to all die rolls. At the end of each turn, the target may make a Will Roll with the Target Number equal to the Casting Roll (at -2, of course). If successful, this spell is cancelled. Curse cannot be cast on a figure already suffering the effects of a Curse spell.

FAMILIAR
Witch / 10 / Out of Game (B)
The spellcaster gains a familiar, which can take the form of any small creature. It is not depicted on the table, unless the player wants to include it on the spellcaster figure. A spellcaster with a familiar gains +2 Health (write as a split stat). If the spellcaster is ever reduced to 1 Health or less, the familiar is destroyed. At the start of the next game, the spellcaster reverts to their normal Health, unless another Familiar spell is successfully cast

FOG
Witch / 8 / Line of Sight
Place a line of fog, 6" long, 3" high, and 1" thick anywhere on the table as long as some part of it is within line of sight of the spellcaster and all of it is within 24". Figures can move through the fog with no penalty, but line of sight may not be drawn through it. At the start of each new turn, roll a die. On a result of 1–4 the fog dissipates and is removed from the table.

MUD
Witch / 10 / Line of Sight
All ground within 3" of a target point becomes rough ground.

POISON DART
Witch / 10 / Line of Sight
Make an immediate plus +3 poisoned shooting attack against the target figure. This is a non-magic attack.

THE WIZARD SHEET

Wizard						School			
Move	Fight	Shoot	Armour	Will	Health	Level		Experience	
						Current Health			
Items (max 5)						Notes			

Apprentice							
Move	Fight	Shoot	Armour	Will	Health	Current Health	
Items (max 4)						Notes	

Home Base	
The Vault	
The Treasury (gc)	

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		Blink	
Control Construct		Beauty	
Embed Enchantment		Fool's Gold	
Enchant Armour		Glow	
Enchant Weapon		Illusionary Soldier	
Grenade		Invisibility	
Strength		Teleport	
Telekinesis		Transpose	
Necromancer		**Sigilist**	
Animate Skull		Absorb Knowledge	
Bone Dart		Bridge	
Bones of the Earth		Draining Word	
Control Undead		Explosive Rune	
Raise Zombie		Furious Quill	
Spell Eater		Power Word	
Steal Health		Push	
Strike Dead		Write Scroll	
Soothsayer		**Summoner**	
Awareness		Control Demon	
Combat Awareness		Imp	
Mind Control		Leap	
Mind Lock		Plague of Insects	
Reveal Secret		Planar Tear	
Suggestion		Plane Walk	
True Sight		Possess	
Wizard Eye		Summon Demon	
Thaumaturge		**Witch**	
Banish		Animal Companion	
Blinding Light		Brew Potion	
Circle of Protection		Control Animal	
Destroy Undead		Curse	
Dispel		Familiar	
Heal		Fog	
Miraculous Cure		Mud	
Shield		Poison Dart	

Soldier						Type	
Move	Fight	Shoot	Armour	Will	Health	Current Health	
Items (standard equipment + 1)						Notes	

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Soldier						Type	
Move	Fight	Shoot	Armour	Will	Health	Current Health	
Items (standard equipment + 1)						Notes	

QUICK REFERENCE

Turn Order

- Initiative: Roll to see who goes first in each of the following phases.
- Wizard Phase: Each player activates their wizard plus up to 3 soldiers within 3".
- Apprentice Phase: Each player activates their apprentice plus up to 3 soldiers within 3".
- Soldier Phase: Each player activates all their soldiers that have not previously activated.
- Creature Phase: All non-controlled creatures activate.

Activation

All figures normally have 2 actions.

ACTIONS

- Move (must use one activation).
- 2nd Move (1/2 distance).
- Fight.
- Shoot.
- Cast spell.
- Pick up / drop treasure.
- Special.

GROUP ACTIVATION

All figures in a group activation must move as their first action.

Movement

- Climbing or Rough Ground: 2" for every 1" or partial 1".
- Jumping: Figures can jump up to 4" horizontally, but must have moved the same distance in a straight line.
- Combat: A figure In Combat may not move.
- Forcing Combat: A figure not In Combat may intercept an enemy figure that moves within 1".
- Falling: Less than 3" – no effect Greater than 3" – take damage = 1.5 x distance in inches.
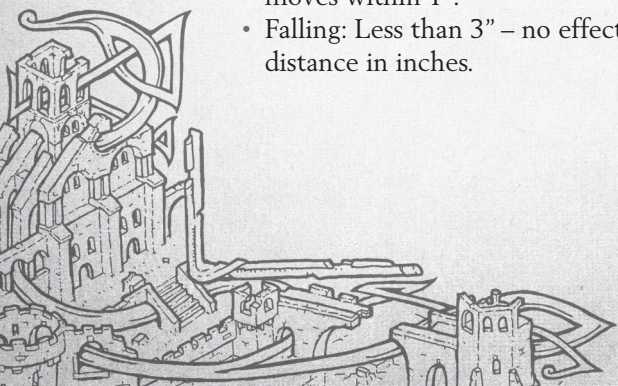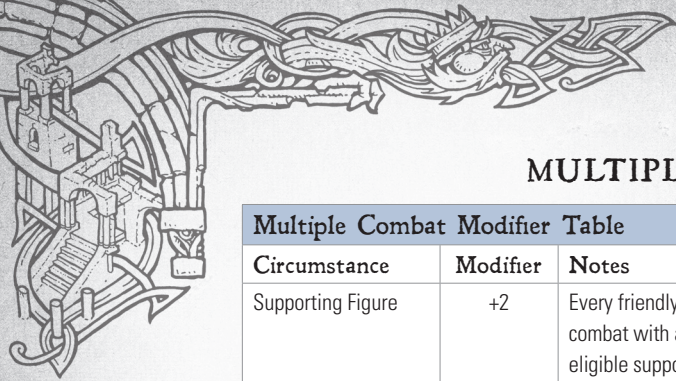
- Swimming: Make a Will Roll (TN5), taking into account the modifiers (see page 51). If successful activates as normal. If it fails, no actions this turn and takes damage equal to the amount by which it failed its Swimming Roll.
- Run for it: For its first action a figure may move 3" regardless of any movement penalties. After having done so, their activation immediately ends.

Combat

- Both figures make a Combat Roll – roll a die and add the figure's Fight stat and any other relevant modifiers (e.g. bonuses from magic or supporting figures).
- Determine the winner by comparing Combat Rolls – highest wins.
- Add any damage modifiers (such as +2 for a two-handed weapon or -1 for a dagger) to the winner's Combat Roll.
- Subtract the opponent's Armour stat from this total.
- Apply any damage multipliers (such as the Ice Toad's x2)
- If the final total is greater than 0, subtract that many points from the loser's Health. If it is 0 or negative, no damage is done.
- The winner now has the choice to remain in combat or push either themselves or their opponent back by 1".

General Arms and Armour Table			
Weapon	Damage Modifier	Maximum Range	Notes
Dagger	-1	–	First dagger does not take up an item slot.
Hand Weapon	–	–	–
Two-Handed Weapon	+2	–	Takes up two item slots.
Staff	-1	–	-1 damage modifier to opponent in hand-to-hand combat
Bow	–	24"	Load and fire as a single action; must have a quiver
Crossbow	+2	24"	Load and fire as separate actions; may reload in place of movement; must have a quiver
Unarmed	-2	–	-2 Fight
Armour	Armour Modifier	Notes	
Shield	+1	May not be carried with a two-handed weapon or staff	
Light Armour	+1	–	
Heavy Armour	+2	-1 Move	

MULTIPLE COMBATS

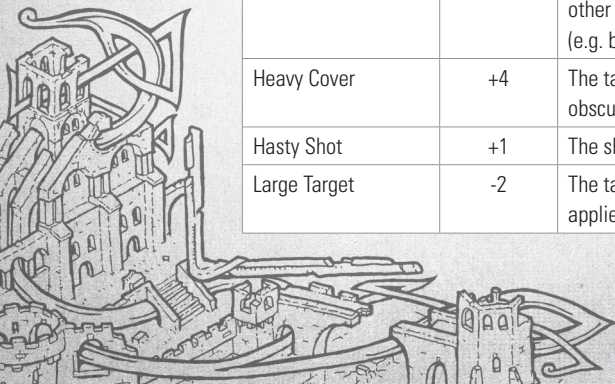| Multiple Combat Modifier Table		
Circumstance	Modifier	Notes
Supporting Figure	+2	Every friendly figure also in combat with the target figure and not in combat with another figure gives a +2. This is cumulative, so three eligible supporting figures would grant a +6 modifier. Note that only one figure 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. A figure may never claim more than +6 from supporting figures.

Shooting

- The shooter checks range and line of sight, then declares their target.
- The shooter makes a Shooting Roll – roll a die and add the figure's Shoot stat.
- The target makes a Combat Roll – roll a die and add its Fight stat and any relevant shooting defence modifiers.
- Determine the winner by comparing the shooter's Shooting Roll to the target's Combat Roll – highest wins.
- If the target is the winner, or the scores are equal, the attack misses.
- If the shooter is the winner, add any damage modifiers (such as +2 for a crossbow) to the Shooting Roll.
- Subtract the opponent's Armour stat from this total.
- Apply any damage multipliers.
- If the final total is greater than 0, subtract that many points from the target's Health. If it is 0 or negative, no damage is done.

Shooting Defence Modifier Table		
Circumstance	Modifier	Notes
Intervening Terrain	+1	Every piece of intervening terrain between the shooter and the target gives a +1. This is cumulative, so three pieces of intervening terrain would provide a +3 modifier. Note that if the target is in base contact with a terrain piece, it counts as cover instead of intervening terrain. If the shooter is in base contact with a terrain piece, it does not count as intervening terrain, though it may block line of sight. Other figures do count as intervening terrain.
Light Cover	+2	The target is in contact with solid cover (e.g. rocks, walls, thick wood, other figures) that obscures up to half of its body, or with soft cover (e.g. bushes, undergrowth) that almost completely obscures its body.
Heavy Cover	+4	The target is in contact with solid cover that almost completely obscures its body.
Hasty Shot	+1	The shooter previously moved during this activation
Large Target	-2	The target is particularly tall or unusually broad. This normally only applies to creatures with the Large trait.

Spell Casting

Roll a die. -2 to the roll if Apprentice. Roll must be equal to or greater than the Casting Number.

EMPOWERING

Increase Casting Roll by 1 for every 1 health spent.

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

Collecting Treasure

- Treasure cannot be picked up if an enemy is within 1".
- A figure may only carry one treasure token.
- A figure carrying treasure has its Move halved.
- A figure carrying treasure that is armed with either a shield, two-handed weapon, staff, bow, or crossbow, is encumbered, and has -1 Fight as well as having its move halved.
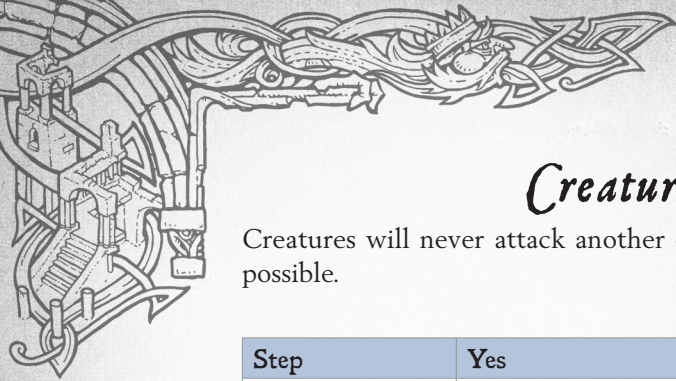
Creature Actions

Creatures will never attack another creature and will always force combat if possible.

Step	Yes	No
1. Is the Creature in Combat?	It will use its action to fight. If it wins the combat, it will choose to stay in combat. If a creature is in combat with more than one opponent, it will attack the one with the lowest current Health.	Proceed to Step 2
2. Is there a Warband Member in Line of Sight?	If the creature is armed with a missile weapon, and there is a warband member within range, it will shoot at the closest eligible target. It will take no second action. If the creature has no missile weapon, it will move as far as it can towards the closest visible warband member, climbing obstacles as necessary. The creature will move into combat if possible. If the creature has moved into combat and has an action remaining go to Step 1.	Proceed to Step 3
3. Random Movement	The creature will make its full Move in a random direction. If the creature moves into a wall or other obstacle, halt its movement at that point. Once this movement is complete, if the creature has an action remaining, check Step 2 once more – if no target has presented itself, the creature's activation ends, and no second action is taken, otherwise, proceed with Step 2 as normal.	

Post-Game Sequence

After each scenario, each player should follow these steps in this order:

- Injury and Death (page 73)
- Out of Game Spells (page 81)
- Experience and Level (page 82)
- Counting Treasure (page 85)
- Spend Treasure (page 103)