SPELLCASTER

HIGH-LEVEL HERITORS

ISSUE 5

MONSTER HUNTING FOR FUN AND PROFIT IN THE FROZEN CITY!

SPELLCASTER
## THE FROSTGRAVE MAGAZINE

Editorial

Welcome to Issue 5 of *Spellcaster*, the little *Frostgrave* magazine that has proved just too much fun to stop making! Although it is hard to believe, it has been nearly eight months since the last issue. I really hadn't intended to wait that long. Most of that delay is due to the unexpected success of my game, *Rangers of Shadow Deep*, which has taken up a lot of time and creative energy. However, even as I have been working away on that, little ideas kept popping into my head, little bits and pieces that I want to add to the world of *Frostgrave* that just don't fit well into any of the official books. As these bits and pieces became clearer, and I found some time here and there to get them down on paper, so this new issue took form.

Leading off the issue is an article on High Level Heritors. Under the current game rules, Heritors can grow very powerful, simply through the advances they gain by going up levels as well as the gold and magical equipment they accumulate. Yet, in my mind, the true top level Heritors, those that have survived the dangers of the Ghost Archipelago time and time again, are borderline superhuman figures, and I'm not sure the rules as they currently stand quite capture that. So, I wanted to introduce some new optional rules for these extremely powerful figures, who have learned to better control the blood burn, and who have attracted an even more elite group of followers to accompany them on their adventures.

Also included for *Ghost Archipelago* are another 8 Ulterior Motive cards that can be used to add variety and spice to your games. This brings the total set of cards up to 24. I would like, eventually, to get this to 40 to match the *Frostgrave Ulterior Motives* set, so hopefully, they'll be a couple more issues worth to come.

Although the issue starts off with Heritors, it quickly returns to the Frozen City. Over the years, I have received several requests for individual experience point rewards for all of the monsters. I have also received requests to include spell components in the game. In both cases, I decided that these items were too fiddly for publication in the core books. That said, I could see the fun and possibility of both of these
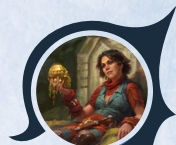
ideas, and thus I combined them into one article – 'Monster Hunting: For Fun and Profit'. This article includes a master monster table that includes all of the published monsters, gives an experience point value to each of them, and notes any bounties, or potion and spell components that can be taken from them. To add even more interest to the article, I created a new legendary soldier, the Monster Hunter, who specializes in gathering these components. I even included a little solo scenario for your monster hunter, so you can try him out before you add him to your warband… assuming he survives.

I am really excited that this issue also includes the first ever *Frostgrave* mini-game. This is a little game I originally created just to play with the cool *Frostgrave* barbarian figure and a handful of skeletons. It originally appeared in another magazine, and thus passed by most *Frostgrave* players completely. I am really happy to present it again here, where it really belongs.

Finally, the issue rounds out with two additional scenarios. The first is a *Frostgrave*, 'Big Game' scenario written by Brent Sinclair and run at last year's Adepticon. I wasn't able to make it to the show last year, and was disappointed to miss the game, so I'm especially happy to be able to give it a permanent home here in *Spellcaster*.

The final item is another reprint, a *Frostgrave* 'Breeding Pits' scenario that originally appeared in another magazine. I've always been partial to this scenario as it allows for some really nasty tricks to be played on your opponent and features a rather vicious little monster.

Well, that's all I've got for you in this issue! Hopefully it's enough for many hours- worth of gaming fun. As always, please let me know what you enjoyed (and even what you didn't enjoy) about the new issue, and if there is anything specific you'd like to see in a future issue. I can be found pretty easily on Facebook, and am always happy to accept new friends, as well as at my blog: https://therenaissancetroll.blogspot.com

Until next time,
Joseph A. McCullough
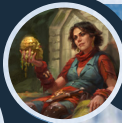
High Level Heritors

One of my favourite aspects of *Ghost Archipelago* is that the main characters, the Heritors, are so intimately tied to the setting. Although they all come to the Lost Isles from the outside, there is a piece of them that truly belongs there. In fact, I think it is fair to say that Heritors cannot truly be complete, cannot reach their full potential, until they have visited the Archipelago. Even if a Heritor never finds the Crystal Pool, just walking on those mystical isles changes them, opens up new possibilities, and helps tame the raw power in their veins.

I always imagined that Heritors who spent significant time in the Ghost Archipelago would become truly epic figures, able to fight the largest monsters, or take on a horde of enemies. The rules presented here bring a little more of that 'epic level' action to *Ghost Archipelago*.

Also, I had so much fun creating Legendary Soldiers for *Frostgrave*, I figured I had better create some for *Ghost Archipelago* as well!

The High Level Heritor Table

Presented below is a new table players can use for their games of *Ghost Archipelago* if they want to play games featuring extremely powerful Heritors, with a crew filled with the toughest adventurers ever to sail the seas. Each column on the table is explained below.

Heritor Abilities

This part of the table is nearly identical to the Heritor Level Ability Table found in the main rulebook. It is included mainly for ease, but also includes a final cap on the number of Heritor Abilities that a Heritor can possess. Any Heritor that possesses fifteen different abilities is going to be a fearsome individual indeed, and frankly, that's probably more than most players can actually keep track of anyway.

Blood Burn

In the *Ghost Archipelago* rulebook, a Heritor suffers 3 points of damage any time they fail a Utilization Roll. However, this doesn't reflect my original idea that as Heritors grow in power, they also learn to mitigate the pain of Blood Burn. It never completely goes away. A Heritor must always pay one point of Health to attempt to use a power, and they will always take damage if they fail, but the amount of that damage decreases as they reach higher levels.

Specialist Crew

Starting Heritors are limited to 4 specialists as part of their crew; however, as their reputation increases, so does their ability to recruit better crewmen. As a Heritor's level goes up, the maximum number of specialist crewmen also goes up, until, at 40th level, all 8 crew members can be specialists if a Heritor desires.

Legendary Crew

When a Heritor reaches level 10, they can start hiring Legendary Crew members to join their crew. Legendary crew not only have their own maximum, but also take up a specialist crewmember slot. So, for example a level 10 Heritor could have a crew containing either 5 specialists or 1 Legendary and 4 specialists.

High Level Heritor Table				
Level	Heritor Abilities	Blood Burn	Specalists Crew	Legendary Crew
0–4	5	3	4	0
5–9	6	3	4	0
10–14	7	3	5	1
15–19	8	3	5	1
20–24	9	2	6	2
25–29	10	2	6	2
30–34	11	2	7	3
35–39	12	2	7	3
40–44	13	1	8	4
45–49	14	1	8	4
50–59	15	1	8	5
60–69	15	1	8	6
70–79	15	1	8	7
80+	15	1	8	8

Creating High Level Heritors

If you would like to create a High Level Heritor from scratch, use these rules. These Heritors will probably be slightly less wealthy than Heritors that have earned their levels, but this is the trade-off for being able to choose all of your Heritor's advancements at the start.

- Select the level you want for your Heritor. This is the total number of advancements that can be taken.
- Select advancements one-by-one as normal, either selecting or rolling randomly for new Heritor Abilities.
- Roll a number of times on the Treasure Table equal to the Heritor level. Re-roll any Map Stone results. A Heritor may sell any items he wishes. Place all of this treasure in the ship's hold.
- Recruit a Warden. To determine the level of the Warden, take the level of the Heritor, divide by 3 and round up.

- The Warden should select one advancement for each level, following the normal rules.
- Hire a crew as normal. The Heritor may hire as many specialist and legendary crewmembers as he is allowed on the High Level Heritor Table.
- Distribute items from the ship's hold amongst the crew following the normal rules.

Legendary Crew

When Heritors set off on their initial quest to the *Ghost Archipelago*, most people think they are mad, and assume that they are sailing away to their deaths. Only the most adventurous, desperate, or fool-hardy crews will sign on with them. However, when a Heritor returns from an expedition, with a hull filled with gold and jewels and a crew spinning incredible tales of lost temples and hideous monsters, other, more experienced crew start to take notice. A Heritor who achieves a certain level of reputation suddenly finds that more experienced, more skilled, and more dangerous crew start to offer their services.

Hiring Legendary Crew

To hire a Legendary Crewmember a Heritor must return to the mainland. Once there, a Legendary Crewmember may be hired in the normal fashion, subject to the maximum number limitation show on the table above. No crew may contain more than one of each type of Legendary Crew.

Legendary Crew Survival

Apart from the specific abilities listed in their profile, and the limits to their hiring, Legendary Crew differ from standard and specialist crew in one important way. When rolling for survival for Legendary Crew, use the Heritor and Warden Survival Table in the main rulebook (p.59). In this fashion, Legendary Crew can become Badly Wounded or receive Permanent Injuries. If a Legendary Crew rolls 'Close Call' treat it is a 'Full Recovery'. Reroll any results of 'Smashed Jaw' on the Permanent Injuries Table.

Legendary Crew Types

The profiles of four Legendary Crew are presented here. More types will hopefully be included in future issues.

Arachnid Master

There are those who have an affinity with spiders, and while they are never popular bunk mates, they are often welcomed onto a Heritor ship thanks to their unique abilities.

Arachnid masters have spent a life dealing with spider venom and are thus completely immune to poison. On the flip side, they use that venom to poison all of their own weapons. Arachnid Masters also like to breed larger varieties of spiders to use as pets, guard 'dogs', and to help out against opponents. Whenever an Arachnid Master takes to the field, they bring one of these pets with then. When an Arachnid Master is deployed onto the table, place a spider pet adjacent to it. This spider counts as a member of the crew and is treated as a normal crew member, except that it doesn't count against any maximum crew limitations. (So a player can have his usual maximum crew, plus the spider pet.) If the spider pet is within 3" of the Arachnid Master, it may group activate with him, no matter in which phase they activate. Because of its small size, the spider provides only a +1 supporting figure bonus (instead of the normal +2). Spider pets cannot pick up treasure, nor make any Stat rolls involved in obtaining treasure. If a spider is killed, it is replaced for the next game. Arachnid Masters have 3 item slots. Arachnid Masters receive +2 Fight against any type of spider.

Arachnid Master							
M	F	S	A	W	H	Cost	Notes
6	+3	+0	11	+3	12	300	Hand Weapon, Light Armour, Poison, Immune to Poison, +2F Against Spiders, Spider Pet, 3 Item Slots.
Spider Pet							
6	+0	+0	8	+5	4	NA	Expert Climber, Poison

Boarhound

It turns out there is at least one variety of wild pig in the Ghost Archipelago that is capable of breeding with dogs. The rare hybrid creature produced by this union is called a boarhound and it is as tough, vicious, and loyal as it is ugly.

Boarhounds have a set of razor-sharp tusks that can easy gut a man. If a boarhound moves into combat and attacks as part of the same activation, it receives +2 Fight for that attack roll only. A boarhound's unique, hybrid musk is confusing to other animals, who often have trouble identifying them. For this reason, they tend to be tentative around them. Any animal in combat with a boarhound suffers -1 Fight.

Boarhound							
M	F	S	A	W	H	Cost	Notes
7	+3	+0	12	+4	14	200	Animal, Tusks, Unique Musk, Cannot Carry Items or Treasure Tokens

Dreamweaver

Deamweavers are mystics who spend numerous hours each day in deep mediation. In this way they are able to project themselves in a dream-like manner out over the world. In the Ghost Archipelago, they use this ability gain some foreknowledge of the territory they are likely to explore. They can also use this ability to visit other people's dreams, granting them strange, often beneficial visions. Even in the field, they can use a limited form of this ability to confuse their enemies, blurring their vision and causing it to swim with colours.

If a player starts a game with a Dreamweaver in his crew, he may reroll the results of one treasure token (except the Central Treasure) after the game. Additionally, after the game, the player may roll a die. On an 11+, they may give +5 experience points to either their Heritor or their Warden, as the recipient of beneficial dreams.

Dreamweavers receive +3 Fight whenever they are rolling against Shooting attacks. Any figure in base contact with a Dreamweaver, including any figure in combat with them and friendly figures, receives -1 Fight.

| Dreamweaver							
M	F	S	A	W	H	Cost	Notes
6	+3	+0	11	+5	12	300	Hand Weapon, Light Armour, Treasure Re-roll, Chance of XP Increase, +3F Against Shooting Attacks, -1F to Figures in Base Contact.

Drichean Kin-slayer

The greatest crime in Drichean society is the killing of a blood relative. The circumstances of the crime do not matter; whether accident, self-defence, or cold-blooded murder, the magnitude of the sin is the same. All kin-slayers are banished from their kingdom and ostracised by all Dricheans. If a kin-slayer is to survive the horrors of the Ghost Archipelago, they must be incredibly tough and resilient, but even that is not usually enough. Desperate for human company, and a 'family' to help protect them, kin-slayers will often join up with a Heritor if given the opportunity.

Heritors do not need to return to the mainland to hire a Drichean Kin-slayer; instead, after each game they may roll a die. On a 17+ they have found one who is willing to join their crew. Drichean Kin-slayers may select 3 Drichean Martial Disciplines (*Cities of Bronze*, p.14). A Heritor whose crew contains a Drichean Kin-slayer cannot hire any additional Drichean soldiers, and any that are currently part of the crew will quit immediately. In addition, whenever a Heritor would normally gain favour with a Drichean kingdom, they must make a Will Roll (TN14). If they fail, they do not gain that favour.

Drichean Kin-slayer

M	F	S	A	W	H	Cost	Notes
5	+4	+0	13	+2	12	300	Hand Weapon, Shield, Heavy Armour, 3 Drichean Martial Disciplines
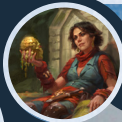
Monster Hunting

For Fun and Profit

For most of the wizards who explore the ruins of Frostgrave, the monsters that lurk there are just one more danger to be avoided or overcome. There are a few, however, who actively seek out these strange and deadly creatures, either for sport, or more often as a source of rare spell components to aid in their magic...

The following rules have been created for players who want to bring more interest and individuality to their encounters with the denizens of the Frozen City. Specifically, these rules assign an individual experience point value to each type of monster and list any valuable or useful items that can be taken from their bodies. Although this is a somewhat grim topic, the 'harvesting' of monsters for valuable stuff has a long tradition in both

myth, fiction, and gaming. Hercules found great value in the poison of the Hyrda and the skin of the Nemean Lion, while witches throughout time have thrown various eyes, legs, and powders into their bubbling cauldrons. These rules bring some of that tradition to *Frostgrave*.

While all of the rules I create should be considered 'optional', that goes doubly so in this case. While fun, these rules are fiddly, and require significantly more book-keeping than is common in *Frostgrave*. For that reason, they probably work better for players that tend to play solo or cooperatively. That said, if you and your gaming group just really love the idea of spell components and having different experience point values for different monsters, then go for it. Personally, I always like having 'extra bits' to scribble on my Wizard Sheet.

Also included are two new Legendary Soldiers - The Monster Hunter and the Potion Master (see rules for 'Legendary Soldiers' in *Spellcaster: Issue 4*). The Potion Master gives bonuses whenever a wizard creates potions using components. The Monster Hunter is a master of locating and dispatching the creatures that haunt the ruins, as well as knowing what value can be extracted from them. Just to get you started, and to give you an excuse to paint up a cool Monster Hunter miniature, I have included a small, solo scenario for a Hunter and a couple of other soldiers.

The Master Monster Table

This table contains every creature that appears in one of the *Frostgrave* books published by Osprey Games, up to, and including *Perilous Dark,* except *The Wizard's Conclave* which is kind of a special case, and *Ulterior Motives* which isn't a book and doesn't have any new monsters! Each entry lists where the rules for that creature can be found, how many experience points a player should receive if a member of their warband kills that creature, and any special or valuable items that can be taken from the creature.

Each entry in the 'Rules' column has a two or three letter code followed by a number. The code states which book the creature can be found in: *Frostgrave Rulebook* (FRB), *Thaw of the Lich Lord* (TLL), *Into the Breeding Pits* (IBP), *Forgotten Pacts* (FP), *The Frostgrave Folio* (FF), *The Maze of Malcor* (MM) and *Perilous Dark* (PD). The number is simply the page number within that book that contains the creature description.

The 'Experience Points' column gives the suggested experience point reward that a wizard should receive if a member of his warband slays this creature. This reward replaces the +5 experience point reward found on Experience Table II in *The Maze of Malcor*. It should not, however, replace any experience point rewards that are listed for a specific scenario. Those rewards are often higher than the ones listed on this table, as the scenario includes a 'situational bonus' for those kills. Players might note that the experience points for killing a rangifer is 0. This is intentional. These creatures are actively fighting the evils of Frostgrave and killing one is a detriment to reclaiming the city.

The final column lists any special or valuable items that can be taken from dead creatures. If a figure kills a monster, it may immediately claim this item as a free action, so long as it is not in combat with any other figure. If the figure chooses not to do so, or can't, leave the monster body on the table. Any figure may claim the item by moving into contact with the body and spending an action, so long as it is not in combat. Once the item is claimed, remove the creature body. Items claimed in this way do not take up an item slot.

Items with a listed gc value can be sold for that amount after the game. Items listed with a +1 are spell or potion components and can be used as an aid in spellcasting as explained in the next section. In the case of components, a figure can gain a maximum of one dose of any component from each creature.

Master Monster Table

Monster	Rules	Exp. Points	Special
Acrisbird	MM75	5	Acrisbird feather. +1 Potion of Ironmind
Advisory Council	MM75	8	Council Dust. +1 Ethereal Vacuum.
Alchemical Monstrosity	FF42	16	Lashing tentacle. +1 Potion of Toughness
Alentha Lemedes	MM75	25	Alentha Dust. +1 Bottle of Dreams and Nightmares
Ambronax	FP64	40	Ambronax Fur. +1 Elixir of Life
Amplipede	IBP55	2	Amplipede Venom. +1 Poison Potion
Armoured Skeleton	FRB111	2	None
Balkren	FP65	15	None
Ballista II	PD 87	10	Ballista splinter. +1 Scatter Shot
Banshee	TLL54	8	Banshee dust. +1 Reveal Death
Barbarian	FP66	5	None
Basilisk	IBP55	8	Basilisk scales. +1 Petrify
Bear	FRB113	8	Bear claw. +1 Animal Companion
Bile Hound	FP67	5	Bile. +1 Elemental Ball
Blood Crow	TLL54	2	None
Bloodwave	MM79	6	Waveblood. Heal +1
Boar	FRB113	3	Boar tusk. +10gc.
Bog Man	MM79	5	Bog gas. +1 Destructive Sphere
Borock	PD87	12	Borock horn. +1 Potion of Strength
Burning Skeleton	FF43	3	Burnt Bone. +1 Potion of Fire Breath
Chilopendra	FP67	12	Chilopendra horn. +1 Monstrous Form
Coal Man	MM80	6	Enchanted Coal. +1 Potion of Elemental Absorption
Collegium Porter	MM80	6	Porter glass. +1 Shirking Potion
Cronohound	PD88	6	None
Death Cultist	TLL55	3	None
Devourer	IBP56	20	Devourer larva. +1 Potion of Invulnerability

Dying Construct	FF71	12	None
Failing Wretch	FP67	5	Failing wretch nails. +1 Draining Word
Florissa Undine	MM82	25	Florissa Dust. +1 Elixir of the Chameleon
Fireflinger	FF42	6	Fire fuel. +1 Explosive Cocktail
Foulhorn	FF59	8	Foulhorn horn. +25gc
Frost Giant	FRB118	18	None
Frost Wraith	TLL56	5	Frost wraith dust. +1 Decay
Ghoul	FRB112	3	None
Ghoul King	TLL	6	None
Giant Rat	FRB114	2	None
Giant Worm	FRB119	12	Giant worm tooth. +1 Bottle of Burrowing
Glass Spider	MM83	4	None
Gnoll	IBP57	5	None
Grakyura	FP68	8	Grakyura Shell. +1 Cordial of Clearsight
Granite Golem	FF8	12	Charged Granite. +1 Shatterstar Draught
Hellcrow	PD89	4	Hellcrow feather. +1 Wizard Eye
Hydra	IBP59	12	Hydra teeth. +1 Potion of Restoration
Hyena	IBP60	3	None
Ice Spider	FRB114	3	Ice spider venom. +1 Poison Dart
Ice Toad	FRB114	5	Webbed feet. +1 Brew Potion
Imp	FRB117	3	None
Kalish Kareen	MM84	25	Kalish Dust. +1 Cordial of Empowerment
Kaylakid	FP68	5	Kaylakid tentacle. +1 Elemental Hammer
Kornovik	FP69	12	None.
Large Construct	FRB118	8	None
Lourrent	FF71	25	Lourrent fang. +1 Potion of Preservation
Magmite	PD90	6	Magmite claw. +1 Embed Enchantment
Major Demon	FRB118	10	Demon blood. +1 Possess
Manaworm	PD90	3	Mana Worm Teeth. +3gc

Mantodeus	MM85	6	Mantodeus barb. +1 Familiar
Matriarch	PD91	15	Matriarch ichor. +1 Heal
Medium Construct	FRB117	5	None
Minor Demon	FRB117	5	Demon hair. +1 Planar Tear
Minotaur	IBP60	10	Minotaur Horn. +1 Philtre of Fury
Nullmen	FF29	5	Calcified null. +1 Bottle of Null
Ordovacer Nords	MM86	25	Ordovacer Dust. +1 Miraculous Cure
Phase Cat	MM87	3	Phase cat whisker. +1 Potion of Teleportation
Planar Lurker	PD93	25	None.
Rangifer	TLL57	0	Rangifer antler. +1 Strike Dead
Reaver Wight	PD94	8	Reaver Wight Dust. +1 Circle of Protection
Sewer Slime	IBP	6	Sewer slime slime. +1 Construct Oil
Shrieking Wolf	MM88	8	Shrieking Wolf Tooth. +1 Potion of Toughness
Skeleton	FRB111	2	None
Small Construct	FRB116	4	None
Snow Leopard	FRB115	5	None
Snow Troll	FRB119	10	Troll fur. +1 Strength
Spectre	TLL58	6	Spectre dust. +1 Spell Eater
Starfire Elemental	FF59	5	None
Tiszirain	FP70	40	Tiszirain horn. +1 Bind Demon
Toravor	FP70	5	Toravor teeth. +1 Crumble
Tuvith Reginold	MM90	25	Tuvith Reginold Dust. +1 Potion of Invisibility.
Two-Headed Troll	IBP61	10	Troll fur. +1 Strengh
Vampire	FRB113	12	Vampire fangs. +1 Stealth Health
Vaplorhine	IBP62	3	Vaplorhine fur. +1 Elixir of Speed
Vapour Snake (small)	PD96	4	None
Vapour Snake Large	PD96	6	None
Violent Fungus	IBP62	5	Fungus Spores. +1 Reveal Secret
White Gorilla	FRB115	8	Gorillia fur. +1 Control Animal

Wild Dog	FRB116	3	None
Werewolf	FRB120	8	Werewolf head. +20gc
Wolf	FRB116	3	None
Wraith	FRB112	8	Wraith dust. +1 Control Undead
Wraith Knight	TLL58	8	Wraith knight dust. +1 Reveal Death
Wraith of Malcor	MM92	50	Malcor Dust. +1 Bottle of Darkness
Zombie	FRB112	3	None
Zombie Troll	TLL58	6	Zombie troll bones. +1 Raise Zombie

Spell and Potion Components

Any special item that is listed with a +1 can be used to increase the likelihood of casting a specific spell or brewing a specific potion. If a spellcaster attempts to cast a spell for which he has a matching component, he may declare that he is using that component. The spellcaster receives +1 to his Casting Roll. For example, if a spellcaster has a dose of Wraith Dust and attempts to cast Control Undead, he may use his Wraith Dust and gain a +1 on the Casting Roll. The decision to use the component must be made before the Casting Roll is made.

Components that apply to potions work in the exact same way, except they only apply when a spellcaster is attempting to create that specific potion when casting Brew Potion. In addition, if you are using the optional potion rules in *The Frostgrave Folio*, using a component that matches a specific potion also decrease the components cost by 25gc.

In all case, a maximum of one component can be used on any Casting Roll.

Carrying Spell Components

Components picked up during a game do not take an item slot. Each spellcaster has a component pouch. This pouch does not take up an item slot but can hold three spell components. If a spellcaster wishes to carry more components, they may carry a Spell Component Bag. This costs 5gc and can be purchased after any scenario. This bag takes up an item slot, but can carry up to 10 spell components (in addition to the three carried in the spellcaster's pouch). Non-spellcasters may only carry components that they pick up during a game.

New Legendary Soldiers

The Monster Hunter and Potion Master are Legendary Soldiers, and follows all of the rules for Legendary Soldiers found in *Spellcaster: Issue 4*.

Monster Hunter

There have never been many professional monster hunters. It's a dangerous profession, and it is rare that one lives long enough to pass on skills to the next generation. That said, it can be a lucrative career to those who can suffer the risks. Not only are there bounties to be earned, but many monstrous creatures have bits that can aid in spellcasting, and are thus worth a great deal to the right buyer. Since Frostgrave has a greater concentration of these monsters than anywhere else, it was only a matter of time before the monster hunters started arriving. Some of these hunters have signed up with a wizard, while others prefer to work solo, or with just a couple of henchman of their own. Either way, their skills with weapons and traps make them a deadly foe for the denizens of the Frozen City.

Monsters Hunters receive +1 Fight whenever they are fighting against an uncontrolled creature. Likewise, they get +1 Shoot when shooting
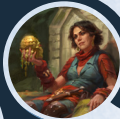
at an uncontrolled creature. If a monster hunter ever claims spell components from a slain creature, they receive two components instead of the normal one. They also receive +5gc any time they take a prize from a slain creature that can be sold. Monster Hunters have two item slots.

If a Monster Hunter is set-up on the table at the beginning of the scenario, they may also place one monster trap anywhere within 8" of their starting position. Place a token on the table to mark the position of this trap. If at any point an uncontrolled creature moves within 1" of the token, the Monster Hunter can spring the trap. Chooses one of the three traps below and resolve the effects immediately. Once the trap has been sprung, remove the token from the table.

Deadfall

Make a +2 Shooting attack against the creature. This attack does +10 damage.

Spring-loaded Spike

Make a +8 Shooting attack against the creature.

Net

The creature must make a Move Roll with a Target Number of 20. If it fails, it is trapped in the net. Its activation ends immediately. While in the net, it has -4 Move (to a minimum of 1) and -2 Fight. Every time the creature activates, it will spend an action to make a Fight Roll with a Target Number of 20 to escape the net.

| Monster Hunter							
M	F	S	A	W	H	Cost	Notes
6	+3	+1	11	+2	14	300	Hand Weapon, Dagger, Crossbow, Leather Armour, 2 Item Slots, Bonus vs. Uncontrolled Creatures, Monster Trap, Increased Monster Harvesting

Potion Master

It takes a wizard to provide the spark of magic to create a potion, but much of the rest of the work is often done by others. Gathering supplies, curing them, storing them, and mixing them, all tend to be the work of alchemists, apothecaries, and, if a wizard is lucky enough to gain their services, potion masters. If a wizard has a potion master in his warband, then he gains double the normal bonus whenever he casts Brew Potion using components (so +2 to the Casting Roll and a 50gc reduction in the price of components).

Potion masters can drink a potion as a free action during their activation. Potion masters have four item slots, but three of them can only be used to carry potions. A potion master may spend an action to apply a potion to any figure within 1" that is not in combat. If a wizard has a potion master in his warband, he may reroll any one roll on the potions table he is entitled to make after each game.

Potion Master							
M	F	S	A	W	H	Cost	Notes
6	+2	+0	11	+5	14	300	Two-Handed Weapon, Leather Armour, 4 Item Slots (3 must be potions), Apply Potion, Components Bonus, Potion Table Reroll
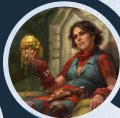
Solo Scenario: The Big Score

You know it comes here to feed. You have seen it here twice already, and noticed that it walks with a limp. This time, however, you are ready. You placed traps all around the area, you just need to lure it through them and hope for a little luck… If you can pull this off, the payoff will be huge. Every scale of this creature is worth a little pouch full of gold…

You need to do it quick though, this is a high-traffic area, with skeletons and zombies frequently passing through. You've brought a couple of henchmen to help out and guard your back, but the longer it takes, the greater chance of being overrun.

Warband

For this scenario, the player receives 1 Monster Hunter and 2 other soldiers of his choice with a combined cost of not more than 150gc.

Set-Up

This scenario is played on a 2.5' x 2.5' table. The table should be covered with terrain as per a normal game of *Frostgrave*. The player should place all of his figures within 3" of the centre of the table. The player should then place 6 trap tokens anywhere on the table, so long as they are at least 6" from the table edge, and at least 6" from one another.

After all of the trap tokens have been placed, place Trigareous, Young Dragon in a random corner. Then roll twice on the 'Big Score Encounter Table' and place each of those creatures in a random table corner that does not already contain Trigareous.

Special Rules

For this scenario, the player should activate all of his figures each turn, in any order he chooses. Then all of the creatures should be activated, starting with any that are currently in combat, then in Health order, starting with the creature with the current highest Health, rolling for ties.

Whenever a creature moves within 1" of a trap token, a trap is immediately sprung. The player may pick one of the Monster Hunter's three traps, and roll for the results immediately. Each type of trap may only be selected twice during the scenario, so essentially, the Monster Hunter has 2 of each of his traps set-up.

At the end of each turn, roll once on the Big Score Encounter Table below. Immediately place this creature in a random table corner.

To win this scenario, the Monster Hunter must kill Trigareous, Young Dragon, spend one action adjacent to the body cutting off scales, and then exit the table. Any other result is a failure.

Big Score Encounter Table	
Die Roll	Creature
1-4	Skeleton
5-8	Armoured Skeleton
7-12	Zombie
13-18	Ghoul
19-20	Wolf

Trigareous, Young Dragon

A young and impetuous dragon, Trigareous came down from the high fells on a hunt for food. However, an encounter with a devourer, left him with a badly burned leg, so that he walks with a limp.

Trigareous							
M	F	S	A	W	H	Cost	Notes
4	+5	+0	14	+6	22	300	Large, Powerful (+2 Damage), Immune to Poison, Immune to Critical Hits

Free Potion Master!

Geek Nation Tours, hosts of the *Frostgrave* Immersion Tour of Tallinn, Estonia in 2020, have created a special Potion Master miniature. This miniature will be given away to everyone who attends the tour. However, for those that can't make it, here is your chance to win one! Geek Nation Tours has offered to send a free figure to two *Spellcaster* readers. To enter the contest, you simply need to email the answer to this question:

What is the name of the giant that is supposedly buried beneath the Alexander Nevsky Cathedral?

To: frostgraveowg@gmail.com

All entries must be received by the end of September. Winners will be randomly selected from all of those who correctly answer the question.

The Potion Master miniature is based on the historical figure St. Albertus Magnus, although with a great degree of Frostgrave modification!

For full information on the Frostgrave Immersion Tour, visit Geek Nation Tours at geeknationtours.com.

BARBARIAN HACK

A Frostgrave Mini Game

Many years ago, when I was an avid reader of White Dwarf *magazine, I used to love the mini-games that would sometimes appear. These little, limited games, gave you something else to do with your figures; another game you could use to fill up the spaces between bigger games and to provide a little variety. Desiring to create one of these games set in Frostgrave, and inspired by the cool barbarian miniatures that had been produced for the game, I wrote a simple, solo, miniatures dice-rolling game called 'Barbarian Hack'. This game first appeared in* Tabletop Gaming Magazine #8, *where it promptly sunk without a trace. I am glad to have the chance to bring this game back to the world of Frostgrave, where it truly belongs, and present it with a new board created by Andrew Vallas.*

What is Barbarian Hack?

In a dimly lit dungeon, deep beneath the ruins of the Frozen City, a helpless victim lies chained to an altar. From every corner, hideous monsters approach, hungering for soft flesh. Then, at the last moment, a hero appears....

Barbarian Hack is a quick-play, solo board game, where the player takes on the role of a barbarian warrior trying to save a prisoner from a hideous death. A game lasts a maximum of four turns, and will likely take no more than five minutes to play.

What You Need to Play

The Board: A board divided into squares so as to form a 9 x 9 grid. A board has been provided here. It has been divided into four pieces to fit in the magazine, so will need to be cut out and pasted together.

> *1 Barbarian*: I suggest one of the beauties from the official *Frostgrave* figure line.
>
> *4 Monsters*: Any four man-sized monsters will do. Skeletons, zombies and ghouls work great. It looks better if all four monsters are the same type.
>
> *2 Dice*: Two six-sided dice.

Set-Up

Begin the game by placing your barbarian in the central space on the board. This space also contains the altar with the victim you are trying to protect.

Place one of the monsters in each of the four corners of the board.

Victory Conditions

The player wins if he can kill all four of the monsters before any of them reach the central square. If this condition is not met, or at any point the barbarian is killed, the player loses.

Playing the Game

The game is played as a series of turns. First the player moves his barbarian. Then the monsters move. This sequence continues until the game is decided.
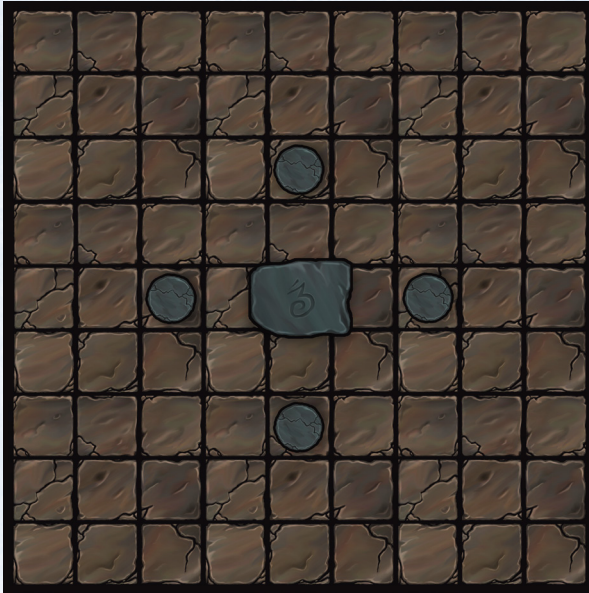
Table setup, including advanced altar stones

To move the barbarian, the players rolls two dice. The results of the dice determine what moves the player can make. A roll of 2, 4, or 6, allows the barbarian to move that many spaces in a straight line; while a roll of 1, 3, or 5 allows the barbarian to move that many spaces diagonally. The player may chose to make his moves in whichever order he prefers, and in whatever direction he desires, but he must make both moves. The player must move the barbarian the full number of spaces listed on the die, unless he hits the edge of the board, in which case he should end that move immediately.

If, during any part of a move, the barbarian moves over a space containing a monster, or if he ends a move in the same space as a monster, that monster is killed and removed from the game. The barbarian may kill multiple monsters as part of the same move. If there are no monsters remaining on the board after the barbarian moves, the player has won.

After the barbarian has taken his moves, all remaining monsters move one space closer to the central square. Thus, monsters will always move on a diagonal from their starting square towards the central square. If this move takes them onto a square containing the barbarian, the barbarian is

killed and the game is automatically lost. If this move takes a monster onto the central square, the victim has been killed and the game is again lost. If neither of these conditions are met, the player should again roll two dice, and move the barbarian.

Advanced Level

If the player has gotten to grips with the basic game and wishes to increase the challenge level, the following optional rule may be included.

Upper left tile

The Altar Stones

Place four additional markers on the board, one each on the squares two spaces above, below, and to either side of the altar. In this game, these four markers, as well as the altar itself count as dead areas. Except for beginning the game on the altar, the barbarian may never move through any of these spaces, nor end his turn upon them. If a move would normally take the barbarian through those spaces, he stops immediately just as if he had contacted the edge of the board.

Upper right tile

Altar stones for advanced version

Lower left tile

More Barbarian Hack?

Although it is a very simple game, there is a lot of potential to expand Barbarian Hack with new rooms, new characters, new monsters, and new missions. If this is something you would like to see, please get in touch and let me know. For now, if you really want to ramp up the difficulty, add in a couple of extra altar stones. It doesn't matter too much where you put them, their mere presence will make the game significantly harder. Just make sure not to put them in the path of the monsters.

Lower right tile

The Geyser

Secret

According to a Dribbean you befriended, there is a geyser up in the hills that erupts every day at the same time. It is said that if you hold a weapon in its waters, that weapon becomes imbued with magical power!

Place a pit at least halfway across the table from your starting edge. At the end of turn three, reveal this card and roll a die. On a 15+ the geyser erupts. If the geyser does not erupt, roll again at the end of each turn with the geyser erupting on a 10+.

If you have a figure adjacent to the geyser when it erupts, that figure may choose to bathe one of its weapons in the geyser's waters. This weapon becomes magic and gains +1 Fight permanently. Only one weapon may be bathed in the water. The geyser water has no effect on weapons that are already magic. If the weapon was superior, the weapon becomes magic but does not gain the +1 Fight, it just keeps whatever bonus it already had.

Regardless if a weapon is bathed, gain +30 experience points if you have a figure adjacent to the geyser when it erupts.

Red Herrings

- Runic Stone
- Statue

Golden Teeth

Secret

Zombies don't smile, but for a second this one seemed to. It looked at you across the river, pulled back its lips, and revealed a mouthful of golden teeth – some with inset diamonds. It took a little while to get across the raging river, but now you are on its trail!

Place one zombie at least halfway across the table from your starting edge. As soon as this zombie is reduced to 0 Health, reveal this card. Place the zombie figure on its side and leave it on the table. If a member of your crew is ever adjacent to the zombie, it may spend an action to yank out its teeth. If this figure exits the table, or is still on the table when the scenario ends, then the teeth have been secured. The teeth are worth 220gc and may be treated as cash – you do not need to return to the mainland to sell them.

Red Herrings

- Pit
- Sarcophagus

The Silver Helm

Secret

According to the mouldy scroll you found, when the great Dricbean warrior, Axos, was laid to rest, a large statue was erected in his honour. Axos' famous silver helmet was placed on top of the statue, although a powerful illusion causes it to look like part of the stone. While it is hard to make out, the little map drawn in the corner seems to indicate that the statue is only a couple of miles away through the jungle.

Place a statue at least halfway across the table from your starting table edge. You may reveal this card at any time. Once the card is revealed, any member of your crew standing adjacent to the statue may spend an action to make a Will Roll (TN14); if successful, they manage to remove the helmet from the statue. This attempt can be made any number of times. Treat the helmet like a treasure token for the rest of the scenario.

If the helmet is secured, this warband gains a Piscian Helmet (rulebook p.79). The Heritor gains +20 experience points if a member of his crew manages to remove the helmet from the statue.

Red Herrings

- Arcane Disk
- Zombie

Box of Snakes

Secret

She was Tharissa, Queen of Snakes. When her subjects finally overthrew her, they placed her body along with all of the tools of her witchcraft and several of her pet snakes, in a heavy sarcophagus in the ruins of her palace. The snakes must be long dead by now, but the items of her witchcraft caught your attention...

Place a sarcophagus at least halfway across the table from your starting table edge. You may reveal this card at any time. Once revealed, if a member of your crew is adjacent to the sarcophagus, they may spend an action and make a Fight Roll (TN14) to open it. This attempt can be made any number of times.

As soon as the sarcophagus is opened, this player should place two large snakes anywhere within 2" of the sarcophagus and two special treasure tokens on top of the sarcophagus. These treasure tokens follow all of the standard rules for treasure tokens, but if secured, they only earn the Heritor +10 experience points each, and they may only be exchanged for Golden Snake magic items (rulebook p.78).

The Heritor also gains +20 experience points if a member of his crew opens the sarcophagus.

Red Herrings

- Trap Door
- Gateway

Bait and Switch

Secret

According to the journal of the old priest, the temple contained an extremely valuable treasure, but it was not the giant gem that sat on the altar. That was a fake. The priests hid the real treasure underneath the floor, accessible only by a small trap door.

Place a trap door at least halfway across the table from your starting table edge. You may reveal this card at any time if you have a member of your crew in contact with the trapdoor and not in combat. As soon as the card is revealed, take the central treasure, wherever it currently is and place it on the trap door. Do this even if the central treasure is being carried by another figure or has already been secured off the table (Although, if an opponent has already secured it, they receive a special bonus +30 experience points for learning a valuable lesson).

From this point on, the central treasure is treated as normal.

Red Herrings

- Zombie
- Arcane Disk

Farsight

Secret

According to Tribal legend, if a warrior stands in the ancient archway and recites the ancient prayer, then, just for a moment, all of the islands of the Ghost Archipelago will realign themselves, so that the warrior can see his 'true path'. Of course, this knowledge was often open to a lot of interpretation…

Place a gateway at least halfway across the table from your starting table edge. If you have a figure standing within the gateway, you may reveal this card at any time. Once the card is revealed, a figure standing in the gateway may spend an action to speak the magic words. This figure should immediately make a Will Roll (TN18). If the roll is failed, nothing happens, but the figure may try again each turn until successful. If the roll succeeds, the Heritor gains bonus experience points based on which figure made the roll: Heritor (+50 experience points), Warden (+40 experience points), Crew member (+30 experience points).

Red Herrings

- Pit
- Trapdoor

The Point of Power

Secret

The inscriptions in the old temple ruins speak of a place in the jungle where a disk of stone, carved with numerous runes, marks an ancient place of power. Those who stand upon the disk can draw upon its power for spellcasting, and, once touched by the power, are changed forever.

Place an arcane disk at least halfway across the table from your starting table edge. You may reveal this card at any time. Once the card is revealed, any Warden that attempts to cast a spell while standing on the disk, receives +4 to their casting roll. In addition, the Warden receives +20 experience points for each spell cast while on the disk (to a maximum of +100 experience for casting spells for the game).

Red Herrings

- Sarcophagus
- Runic Stone

The Cursed Stone

Secret

"The stone knows many things and can answer many questions' said the old witch doctor, 'but it is also cruel and will punish those that approach it in the wrong way. Only with the left hand should you touch it and only for as long as you need to ask your question.'

Place a runic stone at least halfway across the table from your starting table edge. You may reveal this card at any point after the card is revealed, if your opponent has a figure in base contact with the stone, that figure suffers an immediate +5 attack. If the figure survives the attack, move it 1" directly away from the stone.

If one of your figures moves into base contact with the stone, it does not suffer this attack. Instead, it may spend an action to make a Will Roll (TN14). If successful, you immediately gain +30 experience points. In addition, after the game, you may reroll the results of any one roll on the treasure table (except for the Central Treasure). If the Will Roll is failed, nothing happens, but it may be attempted again on future turns or by other figures.

Red Herrings

- Gateway
- Statue

GHOST ARCHIPELAGO

ULTERIOR MOTIVES

CARDS

The Towers of Khordaire

By Brent Sinclair

'The Towers of Khordaire' is a multi-player 'big game' Frostgrave scenario designed by Brent Sinclair and run at Adepticon last year. It features 6-8 players and is played on two different tables simultaneously. It is designed to be run with a game master, so that some of the secrets of the towers are only revealed during play. So, if you think you might want to play the scenario, stop reading now! If you think you might want to run the game for some of your friends – read on!

At the end of this scenario, there is a hand-out which should be printed out and given to each player before the game, as it contains vital information for the scenario. This scenario was designed for experienced wizards. It is recommended that all wizards be level 10 or higher.

Khordaire was a renowned Illusionist from the days of Old Felstad, said to be one of the most paranoid and eccentric wizards of his time. He had several workshops scattered throughout the great city and the surrounding lands, all of which he put under powerful enchantments which hid them

from view. Even those workshops that stood in the heart of the city just seemed to not be there. Now, some thousand years later, those enchantments have failed, and the towers have reappeared. Untouched for centuries, who knows what treasures might still be contained within their ancient walls…

Set-up

This scenario is played simultaneously on two 4' x 4' tables. These tables should share the broadly similar set-up described here. Place a multi-level tower in the exact centre of the table. The tower should feature a sphere on top level. Three small orbs should be placed a few inches away from the tower, so that they form the points of an equilateral tringle. Four small wells should be placed on the table, so that one is in the centre of each table quadrant. Two sky gondolas (see *The Maze of Malcor* p.26) should be placed near the centre point of two opposite table edges. The gondolas should be labelled as 'red' and 'blue' to distinguish them.

Twenty 'Well Markers' should be scattered around the table. Six of these markers should be secretly marked on the bottom: 2 should be marked blue, 2 red, and 2 yellow.

After everything else is set-up, each player should place two treasure tokens, following the normal rules, except that one treasure token must be placed within the perimeter formed by the orbs.

Once set-up is complete, each player should be assigned a random corner on one of the two tables. Each table should feature the same number of players. Players should set up all of the figures in their warband within 6" of that table corner.

Finally, the game master will need a special treasure token representing the Vault of Khordaire, but this isn't placed on the table at the star of the scenario.

Special Rules

Since the Towers of Khordaire was originally designed as a one-off convention game, there are a few deviations from the normal *Frostgrave* rules. These are also covered in the player handout.

Collecting Treasure

The treasure tokens placed by the players are collected as per the normal rules.

Well Markers

The Well Markers scattered across the table represent magical flasks or vials that can only be used in conjunction with the Wells of Living Waters found near the Towers of Khordaire. Any figure that ends its activation in base contact with a well marker, acquires that marker. No action is required. These markers should be collected and held by the player off the table; they are not carried by the figure. Players should collect these tokens as they can be used to access the Wells of Living Water (see below).

A few of the markers have red, blue, or yellow marks on the bottom. These provide an additional bonus along with their ability to access the wells. The blue and red markers contain magical keys that can power a sky gondola of the same colour. This should be explained in secret to a player that finds one. Keys acquired in this fashion can be used by any member of your warband at any time. The yellow tokens contain a scroll of Telekinesis. Scrolls can be used by any spellcaster. Neither of these items are carried by a specific figure and do not take up item slots.

Wells of Living Water

If a player has well markers, they may spend them to heal their figures. Any time a figure is in contact with a well, that figure may spend an action to

heal. The player must spend one well marker, and the figure immediately regains d20 lost Health (up to the figure's normal maximum). Treat any roll of 1-4 as a 5, so that the minimum Health recovered will always be 5. In addition to recovered Health, drinking from the well also removes poison and/or disease.

Alternatively, a model in contact with a Well may purchase a Potion of Regeneration for a cost of 3 makers. This potion must be used immediately to bring back any member of the warband that was previously reduced to 0 Health. The regenerated model should immediately be placed adjacent to the figure that just purchased the potion. This figure will not activate until the next turn. In addition, the regenerated figure suffers a -2 Health penalty for the duration of the game (this penalty is cumulative if multiple Potions of Regeneration are used on the same figure). These Potions of Regeneration must be used in this game and cannot be saved for future games.

Protection of the Tower

While the Towers of Khordaire are not locked, they do have many magical protections. These can be a hindrance to those trying to gain access, but a boon to those inside.

Any figure either inside or within 2" of a tower may not be controlled or compelled by any spell. Any figure targeted by a shooting attack generated by a spell receives +5 Fight when rolling against the attack

No treasure tokens within 2" of the tower can be targeted by spells.

If a spellcaster attempts to use Teleport or Leap to move a figure onto some portion of the tower, they must first cast the spell and then make a second roll with a Target Number of 15 (Do not reveal this number to the players). If they fail the second roll, the model being Teleported or Leaped falls directly to ground at the spot nearest to their intended landing point. They suffer damage from this fall as normal.

None of this information should be revealed to a player until they try. So if someone casts Mind Control on a figure within 2" of a tower, let them roll to cast, and then tell them that the spell fails (although let them have the experience points for successfully casting the spell).

Accessing the Vault of Khordaire

The treasure vault of Khordaire is never in one place. It constantly shifts from tower to tower, and cannot be contained. The only way to stop the Vault from vanishing is the use of an incantation that was known only to Khordaire. However, Khordaire's enchantment can be broken by destroying the orbs within the proximity of the tower, thus freezing the vault in place within a single tower. An orb can only be destroyed by attacking it in hand-to-hand combat. Treat the orbs as having Fight +2, Armour 10, and Health 6. If an orb wins a fight, it will cause damage as normal and push its opponent back.

Whenever an orb is destroyed, all of the remaining orbs, including those on the other table, immediately release a magical pulse of energy. Make a +5 elemental magic shooting attack against all figures within 6" of an orb. The magical protection provided by the Tower of Khordaire does not apply to these attacks. (Again, none of this information should be revealed to the players before it occurs.)

When the last of the three orbs on a single table are destroyed, the Vault is placed at the top of the tower on that table. All of the orbs on the other table are immediately removed.

The Sphere of Sight

As a final layer of protection, Khordaire has empowered a magical sphere in each of his towers to act as a Wizard Eye across to the other towers. In game terms, any spellcaster can draw line of sight from *any* point on the surface (inside or out!) of *any* Tower of Khordaire for the purposes of spellcasting. This powerful artefact allows a spellcaster on one table to cast a spell with a target on another.

In addition, any model in base contact with a sphere can spend an action to teleport to the sphere on the other tower. At the start of the next turn, the model should be placed at any point adjacent to the other sphere, including directly into combat. This figure will then activate as normal during the turn.

All of the rules of the Sphere of Sight should be privately revealed to each player when they first have a figure reach the top level of a tower.

The Vault of Khordaire

Once the Vault of Khordaire has been placed on the table, any figure adjacent to it may spend an action to pick it up, so long as there is no

enemy figure within 1". The vault has been enchanted to be easy to carry, so there is no movement or fight penalty for carrying the vault. However, because of these enchantments, it is also hard to hold onto. Even when being carried, the Vault may be the target of a Telekinesis spell. In this case, the model carrying the Vault may make a Will Roll against the Casting Roll. If successful, the model retains the vault and it is not moved. Otherwise, it is moved following the normal rules for Telekinesis moving a treasure token.

The Lost Sky Gondolas

There are two lost sky gondolas on each game board. Unfortunately, the magical keys to unlock these gondolas were lost among the ruins. There are two tokens with blue or red marks on the bottom. These tokens contain the necessary magical key to take control of the sky gondola.

Once a sky gondola is unlocked, it may be used by a spellcaster using the rules from *The Maze of Malcor.* (This information should only be given to a player when they find a key).

Treasure and Experience

The Towers of Khordaire is a complicated scenario and offers many ways to accumulate treasure and experience. No experience is awarded for securing standard treasure tokens; however, each treasure token may still be exchanged for a roll on the treasure table after the game as normal. The wizard whose warband secures the Vault of Khordaire is rewarded with the experience below as well as the three rolls on the treasure table!

In addition to the standard experience table, each Wizard will receive experience for completing the following actions:

- +50 experience points for claiming the Vault of Khordaire
- +10 experience points for each orb destroyed
- +10 experience points for finding a key to sky gondola
- +25 experience points for flying a sky gondola
- +25 experience points for each spellcaster reaching a Sphere of Sight
- +5 experience points for each well marker a player has unspent at the end of game.

Player Information Sheet

Khordaire was a renowned Illusionist from the days of Old Felstad, said to be one of the most paranoid and eccentric wizards of his time. He had several workshops scattered throughout the great city and the surrounding lands, all of which he put under powerful enchantments which hid them from view. Even those workshops that stood in the heart of the city just seemed to not be there. Now, some thousand years later, those enchantments have failed, and the towers have reappeared. Untouched for centuries, who knows what treasures might still be contained within their ancient walls…

Special Rules of Note

This game uses several special rules.

Treasure and Markers

Treasure tokens follow the standard rules. Also scattered around the table are numerous 'well markers' that can be collected and may contain something useful. These are collected automatically when a model ends its activation in base contact with the marker. This does not require an action. These markers should be collected by the player and kept off of the table. They are not carried by a figure. Some of these markers provide special items which will be explained by the game master.

Wells of Living Water:

If a player has well markers, they may spend them to heal their figures. Any time a figure is in contact with a well, that figure may spend an action to heal. The player must spend one well marker, and the figure immediately regains d20 lost Health (up to the figures normal maximum). Treat any roll of 1-4 as a 5, so that the minimum Health recovered will always be 5. In addition to

recovered Health, drinking from the well also removes poison and/or disease.

Alternatively, a model in contact with a Well, may purchase a Potion of Regeneration for a cost of 3 makers. This potion must be used immediately to bring back any member of the warband that was previously reduced to 0 Health. The regenerated model should immediately be placed adjacent to the figure that just purchased the potion. This figure will not activate until the next turn. In addition, the regenerated figure suffers a -2 Health penalty for the duration of the game (this penalty is cumulative if multiple Potions of Regeneration are used on the same figure). These Potions of Regeneration must be used in this game and cannot be saved for future games.

The Tower of Khordaire

The Tower of Khordaire has magical protections which can benefit those inside and prevent unwelcome thieves.

Spellcasters may find it difficult to use spells such as Teleport and Leap to access the Tower. They may attempt to use these spells but might suffer some consequences.

There may be other magical artefacts within the Tower of Khordaire, so it is likely well worth the risk of trying to explore the tower!

Khordaire's Vault

No one knows the location of the treasure vault of Khordaire. Perhaps the orbs surrounding the tower offer some clue. However, the purpose and effects of these enchanted orbs are unknown.

Sky Gondolas

Two sky gondolas from the ancient collegium have been uncovered; however, the power to operate these gondolas remains a mystery.
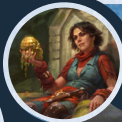
THE FAILED BREED

A Breeding Pits Scenario

Frostgrave still felt like a young game when I wrote this scenario. I had just finished work on the second supplement, Into the Breeding Pits, *and was looking to promote it. Rob Burman, who was the editor of* Tabletop Gaming Magazine *at the time, said he would love to print a 'Breeding Pits' scenario, and so I wrote 'The Failed Breed' for him. It first appeared in TTGM #6. Although the scenario owes a lot to the movie,* Aliens, *I am still very fond of it. In many ways, it fits better into the theme of the* Breeding Pits *than some of the scenarios in the book. Plus, I just loved the name 'barbed-thrasher'!*

Beneath the streets of the ancient city of Felstad, the secretive group of wizards known as the Beastcrafters laboured to create new strains of hybrid creatures to use as servants, gladiators, soldiers and guards. The development

of a popular new type of monster meant wealth and reputation to the Breeding Pit that produced it, and rivalry between the different Breeding Pits, and even between different wizards supposedly working together, was rife. For every 'gnoll' or 'hyrda' that hit it big on the market, there were numerous failures, produced in limited quantities and either sold off cheaply or scrapped before they even reached market.

One such creature was the barbed-thrasher. Designed to be a vicious new form of guard dog, it proved impossible to train and unable to recognize anyone as a friend. The whole batch of creatures was slated for destruction; however, before the process could be completed, the great storm struck the city. The Beastcrafters were wiped out, leaving their experiments frozen in place. This included one last batch of barbed-thrashers, still floating in their preservative tanks...

Set-Up

This scenario is designed for two players to play on a 3' x 3' table. The scenario opens with the two warbands having become lost and separated in the endless tunnels beneath the Frozen City. Eventually, they all reunite in a large chamber dominated by a bank of preservative tanks.

In the centre of the table place 9 preservative tanks (any kind of small cylinder will do). These should be arranged in a 3 x 3 grid. The centre tank should be placed on the exact centre of the table. The tanks above and below, and to either side of this tank should be 6" away from the centre tank. The remaining four tanks should be placed so as to form a perfect square grid of tanks (they should be exactly 6" away from the nearest two tanks). The rest of the table should be filled with ruins as per a standard game of *Frostgrave*.

Players should place treasure tokens as normal, with the additional rule that at least one token from each player must be placed completely within the perimeter formed by the tanks.

Before deployment, each player should secretly divide their warband into two groups. The two groups must contain an equal number of figures (one group can have one more figure if the warband contains an odd number of figures), and a player may not put his wizard and apprentice in the same group. Each player should then roll a die. The player with the higher result
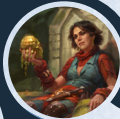
picks one corner of the table. The player should place one of his groups within 3" of that corner, and then place his other group within 3" of the opposite corner. The other player should now place one of his two groups within 3" of each of the two remaining corners.

Special Rules

Since the table represents once large chamber, each corner operates as a doorway. A figure may only exit the table through a corner, though it may exit through any of the four corners, not just the ones from which they entered.

Each of the tanks is a glass preservative tank containing a sleeping barbed-thrasher. Players can attempt to break the tanks by attacking them, with either a melee or shooting attack. Roll for the attack as normal. Treat the tank as having a Fight +0, Armour 5, and Health 1. If an attack 'kills' the tank, then the glass is shattered. Immediately remove the tank from the table and replace it with a barbed-thrasher. This creature will activate as normal in the next creature phase. Players must also roll an attack against a tank if it is within the radius of an attack spell such as Grenade or Scatter Shot.

This scenario should use the rules for traps and secret passages presented in *Frostgrave: Into the Breeding Pits*. A secret passage can be used to exit the table.

Treasure and Experience

Players should roll for treasure as normal after the scenario, and may trade any one treasure token recovered for a roll on the Into the Breeding Pits Treasure Table.

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

- +10 Experience if either the wizard or apprentice destroys one or more preservative tanks.
- +10 Experience for each barbed-thrasher killed by a wizard or his warband.

Barbed-thrasher

Barbed-thrashers are a failed breeding pit experiment that attempted to create a better guard dog. In appearance they look like a horrible mash-up between a hairless dog and an octopus. They have four, dog-like

legs, connecting to a long, headless torso, ending in two little eyes and a toothy mouth. Four octopus tentacles grow out of the creature's back, except instead of suckers, the tentacles have little hooked barbs on their undersides.

Barbed-thrashers follow all of the normal rules for uncontrolled creatures with one exception. If more than one figure is within 10" and line of sight when the barbed-thrasher activates, roll randomly between the figures to see which one the barbed-thrasher moves towards.

Because of the hooked tentacles, barbed-thrashers are very difficult to escape once a figure is In Combat with them. A figure that wins a fight against a barbed-thrasher can only push the creature back, or step back out of combat, if damage is inflicted. If the figure wins the combat without inflicting damage, it must remain In Combat.

Barbed-thrasher

M	F	S	A	W	H	Notes
8	+2	+0	10	+0	6	Random Target, Hooked Tentacles

Acknowledgements

SPELLCASTER

THE FROSTGRAVE MAGAZINE