

FROSTGRAVE

THE MAZE OF MALCOR



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INTRODUCTION

The Maze of Malcor is the sixth expansion I have written for *Frostgrave: Fantasy Wargames in the Frozen City*, but it is a first in many ways. It is the first of a new size of supplement, fifty percent longer than the books that have preceded it. This has allowed me greater freedom to design a more complex campaign, featuring a number of unique characters, and more room to include marginal, but fun, items such as the sky gondolas. It is also the first campaign to include new schools of magic – five of them, in fact. These aren't really designed for players to use when creating wizards, but players will hopefully find them a fun addition to the game. Finally, this book is the first that proposes several significant changes to some of the core rules of *Frostgrave*. This is not something I have taken lightly, and if some players think that some of these alterations are overdue, I can only say that I didn't want to rush to make changes until I was sure that they made the game more enjoyable, and were thus the right ones to make! Players can, of course, make up their own minds about whether to use these changes or not.

I started work on *The Maze of Malcor* just as I was making a major change in my life. After eleven years living in the wonderful city of Oxford, my family and I decided to move down to the coast to be closer to relatives and to the sea. While I believe this was the right decision, it is with some regrets that I left Oxford behind. In many ways, the campaign presented here is about my time living in the old university city. That wasn't my intention when I started, but I think it has helped bring the whole campaign together in ways I never expected.

Actually, the campaign itself is also a first. It is the first time that a significant portion of the scenarios are designed so that a player can play the 'bad guys'. This isn't necessary – all of the characters can be used with their own unique priority systems – but I think it makes for a more compelling (and much, much harder) adventure if the forces of Malcor have a guiding intelligence.

There is a lot of new material in this expansion. As usual, players are encouraged to take what they want, use it how they wish, and discard the rest. The only way you can really be playing wrong is if you are not having fun.

I hope you have better luck in the maze than most of my playtest wizards did. Either way, stop by the *Frostgrave* Facebook page or the Lead Adventure forum page and let me, and all of the other players, know how it went. And, if you want to keep up with everything that is going on with my writings, and the world of *Frostgrave*, check out my blog: therenaissancetroll.blogspot.co.uk.







RULES UPDATE

Since *Frostgrave* was released, I have played, watched, and read reports of hundreds of games. In that time, I have been loath to tinker with the rules. Except for a few mistakes and clarifications that were addressed as errata, I didn't think there were any problems so major that they required changing. At the same time, I wanted the core rules of the game to be contained in that original rulebook, not spread over a number of supplements. In that way, new players could buy that rulebook and feel confident that they were playing the same core game as everyone else.

Now, however, with the benefit of time and study, I believe there are a number of changes that could be made to those core rules to make the game more consistent, fair, and tactically interesting. In short, to make the game more fun.

The rules presented here are all optional, and it is up to individual players or gaming groups to decide if they wish to implement some, all, or none of them. Just make sure that everyone knows which of these rules are in effect before starting a new campaign.

PLACING TREASURE TOKENS

Before players roll to determine their starting table edges, they should place treasure tokens. To begin, one treasure token should be placed in the exact centre of the table, or as near to that point as is feasible. 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. Remember to count vertical distance when checking how far treasure tokens are from one another.

SECURING TREASURE

A player secures treasure tokens by having a figure under their control exit the table while carrying the token. At the end of the game, a player also secures any treasure tokens that are currently being carried by members of their warband or figures under their control. If there are unclaimed treasures on the table when

According to the rusted plaque, the courtyard had been left as a memorial to the students who died when a rain of burning-hot copper coins mysteriously fell from the sky...

the game ends, and one player still has figures on the table, that player may roll one die for each treasure token. On a 15+ the player secures that treasure token. On any other result, the treasure token is lost.

STAT ROLLS: AUTOMATIC SUCCESS AND FAILURE

Whenever a figure is called upon to make a Stat Roll with a Target Number and they roll a natural 20 on the die, the Stat Roll is automatically successful. This is true even if the Target Number was mathematically impossible for the figure to achieve. Conversely, any roll of a natural 1 is an automatic failure.

This rule does apply to Will Rolls to resist spells or to break their effects.



EXPERIENCE

This new experience table assumes players are using the new treasure placement rules presented above. If they are using the original treasure placement system where each player places 3 treasure tokens, then wizards do not gain the +40 experience points for each game in which they participate.

The rewards listed in the table only apply to actions that take place during the game. No experience is earned for casting Out of Game spells.

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

Experience Table II

Experience Points	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.
+50	For each treasure token secured by the wizard or his warband.
+5	For each uncontrolled creature killed by the wizard or his 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 the scenario, nor to creatures specifically created or summoned by a member of your own warband.



CASTING ROLLS

Whenever a spellcaster successfully casts a spell, treat the Casting Roll as either the actual die roll (plus any empowerment and bonuses) or 14, whichever is higher.

SCROLLS

Scrolls can be used in two ways. If a spellcaster has a scroll of a spell he doesn't know, he may use it to cast that spell. In this case, he simply spends an action, the scroll is destroyed, and the spell is successfully cast. Treat the Casting Roll for the spell as 12, regardless of the spell's Casting Number.

Alternatively, if the scroll contains a spell the spellcaster already knows, he may use it as a form of spellcasting insurance. The spellcaster may attempt to cast the spell as normal. If he fails his Casting Roll, he may use the scroll. The scroll is discarded, and the spell is successfully cast. Treat the Casting Roll for the spell as 12, regardless of the spell's Casting Number. In this case, the spellcaster takes no damage from failing his Casting Roll.

When using a scroll, always treat the Casting Roll as having exactly matched the Casting Number for spells where this difference is important (e.g. Summon Demon).

Spellcasters never earn experience points for spells cast using scrolls.



UNCONTROLLED CREATURE ACTIONS

This updated creature action priority list takes into account creatures that have missile weapons or ranged attacks. For each creature, the players should go through the following steps to determine its actions.

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.

NO

Proceed to Step 2.

2. Is There a Figure within Line of Sight?

YES

If the creature is armed with a missile weapon, and there is a member of a warband within range and in line of sight, 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 figure, climbing obstacles as necessary.

NO

Proceed to Step 3.

3. Random Movement

The creature will take an action to move. Use any method you like (e.g. a spinner or direction die) to 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.

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 facing 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 and clever use of spells. Also, multiplayer games tend to be inherently balancing with weaker warbands 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 5 levels or less, play the scenario as written. If the difference is 6 levels or more, consult the table below.

Level Difference Encounter Level Table	
Level Difference	Random Encounter Level
6–8	Level 1
9–13	Level 2
14+	Level 3

Identifying the Creature

Using the Random Encounter Level indicated by the table above, the player with the lower-level wizard rolls on the Random Encounter Table in the main rulebook to identify what kind of creature is roaming the ruins in this scenario. If this roll indicates more than one creature, a single example of that type is present. If the roll indicates multiple creature types, the player with the lower-level wizard may choose which type is present.

Controlling the Creature

The player with the lowest-level wizard gains control of the creature for the duration of the game. After treasure is placed, but before starting table edges are determined, that player may place the creature anywhere on the table, provided 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.

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.

After each game, if a player wishes to purchase magic items, they must first roll four times on the Treasure Table, ignoring the gold crowns in any result. The results of these four rolls are all of the magic items that are currently available to

purchase from their black market contacts. Each player should roll separately to see which items are available to them.

Why would you keep that many barrels of poisoned beer?

CREATING EXPERIENCED WIZARDS

If players wish to create a wizard with a starting level that is greater than 0, they should follow these steps.

1. Select Wizard Level. This is also the total number of advancements that can be taken.
2. Roll a number of times on the Treasure Table equal to the wizard level. Place all of this treasure, along with 500gc, in the wizard's vault.
3. Select advancements one-by-one as normal, with the following limitation: each different advancement (except learning a new spell) may only be selected once for every 3 full levels the wizard has. So, for example, if you are creating a level 12 wizard, you may give him a maximum of +4 Health, or decrease the Casting Number of any one spell by 4. A wizard may learn any new spell for which he has the grimoire.
4. The wizard may select a base.
5. The wizard may now spend his treasure in any way he wishes, including selling and buying magic items, buying base upgrades, and, of course, hiring an apprentice and warband. In this instance, hiring an apprentice only costs 200gc, regardless of the wizard's level.
6. Before the wizard's first game, he and his apprentice may attempt to cast all of their Out of Game spells with a one-time-only bonus of +5 to their Casting Rolls.



A background illustration of a wizard in a purple robe with a white fur collar, standing in a large, dimly lit library or museum. The room features tall wooden shelves filled with various magical artifacts, including a large golden chalice and several ornate vases. The architecture is grand, with high ceilings and stone walls. The overall atmosphere is mysterious and ancient.

THE CAMPAIGN

A thunderous crack echoed throughout the Frozen City as a giant shelf of ice and snow tore free from the mountainside above Frostgrave, crashing down into the city in an avalanche of death and destruction. When the torrent finally halted, and the snow cloud dissipated, all eyes turned to the mountain. For there, revealed for the first time in a thousand years, was the great Collegium of Artistry. Part magical university, part museum, part tourist attraction, the Collegium had flourished in Felstad's final days. Under the leadership of the seemingly immortal Malcor the Mad, the vast complex expanded, with new wings being built wherever they would fit, including up and down the rock face, and even deep within the mountain itself. Visitors called it one of the architectural wonders of the world. The students, who often got lost in its endless tunnels, simply called it 'The Maze'.

To the wizards exploring the ruins, the Collegium has a special attraction. Not only is it likely to be filled with lost treasures, but it was also the stronghold of the five extinct schools of magic known as the Pentangle, and the repository of all their knowledge.

The Collegium almost certainly contains unexpected dangers, and any wizard rushing to the school is taking his life

The book was nearly as big as me, and the pages were bound together with chains. The boss wanted to take it with us but, even with the six of us pulling and pushing, we couldn't move it an inch.

in his hands. The alternative, however, to wait while others discover the secrets of lost magic, is unthinkable.

PLAYING THE CAMPAIGN

The Maze of Malcor campaign consists of 12 scenarios that chart the warband's explorations of the great Collegium of Artistry, and their eventual showdown with the former headmaster, the Wraith of Malcor. The campaign has been designed to be played through in the order in which the scenarios have been presented. The first six scenarios are presented in the normal manner, with 2 or more players competing against one another. Scenarios 7–12 are handled a bit differently. Although it is possible to play them in the standard way, they have been designed so that, if the players wish, an additional player can control the forces of Malcor and the Wizard Shades. This will make for significantly more dangerous and challenging scenarios for the players, but may not be to everyone's taste. Either way, the intent is to have fun, and players should select whichever campaign style most appeals to them.

The Maze of Malcor campaign assumes that players are using the treasure placement rules presented in the Rules Update chapter of this book. If not, they may need to slightly alter some of the scenarios to work under the old system.



SCENARIO ONE

THE RELIC ROOM

Despite its size, the Relic Room was one of the least popular parts of the Collegium museum. It was established as a place for professors to store and display the treasures brought back from their far-flung journeys and explorations but, over the years, became a general dumping ground for the weird, esoteric, or just incomprehensible items acquired by the Collegium. Each item was catalogued, enchanted with spells of preservation, and placed in glass cabinets for display. With time, any semblance of order in or amongst these cases was lost, and golden jewellery could be found alongside roughly-crafted mud cups. Since the Relic Room is near the centre of the Collegium, it has survived mostly intact. The cases are now filled with a thousand years' worth of cobwebs, which makes identifying their contents nearly impossible without breaking in.

Set-Up

The entire table represents the Relic Room. There should be four doorways, one in the centre of each table edge. These are the only entry and exit points. A figure can exit through any one of the four doors for the purposes of securing treasure.

Four display cases per player should be arranged in the centre of the table. Display cases should be approximately 6" long, 1" wide, and 1" tall. These cases should be bunched in the centre, but each case should be at least 3" from any other case. The rest of the table should be covered in small ruins. The room once contained an elevated walkway, so visitors could look down on the collection, but this has mostly collapsed.

Do not place any treasure tokens on the table. Place two Collegium porters (page 80) on the table. Each one should be 6" from the centre of the table in a random direction, or as near to that point as is possible without having them standing on a display case.

Special Rules

The display cases were originally designed to slowly rotate around the room, so that visitors could sit on a bench and watch the whole collection slowly drift past them. This system no longer works as it is supposed to. On each turn, the player who made the lowest initiative roll may move one display case up to 4" in any direction. The display case will stop if it encounters any other terrain or a figure.

Display cases that have been smashed (see below) can no longer be moved.

All of the treasure in this scenario is inside the display cases, and the only way to get at it is to smash them open. To smash a display case, a figure must either move adjacent to it and attack it or cast a spell against it that results in an attack. The case is Fight +0, Armour 10, and counts as smashed if it takes 1 point of damage. Note that it is not possible to smash a case using a bow, crossbow, or javelin. Whenever a display case is smashed, roll on the Smashed Display Case Table below.

Smashed Display Case Table		
Die Roll	Item	Effect
1–6	Treasure Token	The player who smashed the case may place a treasure token anywhere in contact with it.
7–12	Treasure Token	A random opponent of the player who smashed the case may place a treasure token anywhere in contact with it.
13–15	Bog Man	Place a bog man (page 79) in contact with the figure that smashed the display case. If it cannot be placed in contact with this figure, then place it touching the cabinet, as close to the figure as possible.
16–17	Bloodwave	Place a bloodwave (page 78) in contact with the figure that smashed the display case. If it cannot be placed in contact with this figure, then place it touching the cabinet, as close to the figure as possible.
18–19	Shrieking Wolf	Place a shrieking wolf (page 85) in contact with the figure that smashed the display case. If it cannot be placed in contact with this figure, then place it touching the cabinet, as close to the figure as possible.
20	Music Box	The destruction of the case has triggered the music box inside. Painfully beautiful music echoes through the room, before being silenced forever.

Treasure and Experience

Every treasure token recovered during this scenario can be exchanged for a roll on the Maze of Malcor Treasure Table, instead of the usual limit of two per game. Experience is gained as normal for this scenario with the following additions:

- +5 experience points for each display case smashed by the wizard or his warband.
- +5 experience points for each bog man killed by the wizard or his warband.
- +15 experience points for each bloodwave killed by the wizard or his warband.
- +15 experience points for each shrieking wolf killed by the wizard or his warband.
- +25 experience points if either the wizard or apprentice is on the table when the music box plays.

SCENARIO TWO

THE GREAT HALL

The Great Hall of the Collegium was once infamous for its gluttonous feasts and wild celebrations. The hall itself was infused with powerful illusions and enchantments that made food appear more delectable, wine more potent, and conversation more witty than it truly was. Inevitably, this eventually led to brawls, with magic flying freely, and people got hurt. The great architects who originally built the hall were recalled to redesign it on an ethereal level, in order to dampen the effects of any magic that might lead to bodily harm. After that, although the occasional fireball still flew, most of the problems were more conventional fistfights.

Set-Up

The entire table represents the great feasting hall, which has survived in near-perfect condition. Each table edge should contain two doorways, equally spaced along the edge. Three, or more, long dining tables should be placed near the centre of the table, while the rest of the table should be crowded with furniture and statues. The central treasure token should be placed on top of the most central table. The other treasure tokens should be placed as normal, except that each player must place at least one treasure token on a dining table.

Place one glass spider (page 82) in each table corner.

Instead of starting table edges, each player should select a starting doorway and place all of their warband members within 6" of that doorway.

Special Rules

Figures may only exit the table through one of the doorways, but they may use any one, even the starting doorway of another warband.

The entire chamber is infused with powerful illusions and thus the area is more in tune with certain magic. Any figure that attempts to cast a spell from the Illusionist school receives +2 to their Casting Roll. Any figure that attempts to cast a spell from any other school receives -2 to their Casting Roll. In addition, all spells that generate an attack roll of any kind, suffer an additional -2 damage modifier.

Any figure that activates while within 2" of one of the dining tables must make an immediate Will Roll with a Target Number of 10. If they fail, they can't

stop themselves from grabbing a tasty morsel from one of the tables and popping it into their mouth. Unfortunately, despite the illusions, the food really is one thousand years old. The figure immediately takes 1 point of damage, and must make a Health Roll with a Target Number of 12 or lose its activation as it spends the rest of the turn vomiting. Undead and constructs are not tempted by the food and do not have to make a Will Roll. Demons will happily eat the ancient food with no ill effects and also don't need to make the Will Roll.

The glass spiders follow the normal rules for uncontrolled creatures, except, if ever called upon to make a random move, they will instead move directly towards the closest treasure token.

The blackness just rose up and swallowed him whole, like a blanket wrapping him up. For the next two days we heard him screaming from shadowy corners wherever we went...

At the end of each turn, place another glass spider in a randomly determined table corner. If there are more than two players, place two glass spiders in randomly determined table corners instead.

Treasure and Experience

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

- +15 experience points for each non-Illusionist spell cast during the game (instead of the usual +10 experience points).
- +10 experience points if either the wizard or apprentice eats ancient food at any point.
- +10 experience points for each glass spider killed by a wizard or his warband.



SCENARIO THREE

THE AVIARY

While most of the more opulent buildings in the ancient city contained a garden of some kind, few could compare with the Aviary of the Collegium. More akin to a small jungle than a garden, the Aviary was originally constructed specifically to house one creature – the rare and beautiful tatakaka bird. This colourful songbird, found only on a few remote islands, is hugely valuable to wizards. Feathers that have fallen naturally from a tatakaka bird can be used as potent magic enhancements for delicate and complex spellcasting.

Since the Collegium had built this large aviary, but never had more than two tatakakas at any time, the room was slowly filled with other rare birds from places far and wide. At its height, the room was an almost overwhelmingly colourful place, filled with the cries and songs of dozens of rare species. Over the centuries, many of the birds have survived, trapped in their own little magic ecosystem. Unfortunately, not all of the birds are quite the same as they were a thousand years ago...

Set-Up

The entire table represents the Aviary of the great Collegium. There should be four doorways, one in each corner of the table. Warbands should begin within 6" of a chosen doorway. The only way to exit the table is through one of these doorways.

The entire table should be crowded with jungle terrain – lots of trees, plants, and shrubbery. It would also be appropriate for the table to contain statues, fountains, benches, and similar garden decoration.

Treasures should be placed as normal for this scenario. Even if players are generally using the old rules for treasure placement, they should use the new rules for this specific scenario.

The central treasure in this scenario is a tatakaka bird.

Finally, after the warbands have set up on the table, place two acrisbirds (page 75) on the table. Each bird should be placed 6" in a random direction from the central treasure.

Special Rules

The Aviary is incredibly hot and humid, especially compared to the rest of Frostgrave, and most adventurers are going to quickly find themselves ill-dressed for fighting in such conditions. As such, any time a figure rolls a 1 on any Fighting, Casting, or Stat roll, they suffer 1 point of damage from fatigue. Undead, constructs, demons, and animals are immune to this effect.



At the end of the creature phase, roll one die for the tatakaka. It will move half that many inches in a random direction. It will fly over or around any terrain features, but will stop at the edge of the table. If it flies directly through one of the four doorways, then it has escaped the Aviary and is lost. To make use of the tatakaka bird, it must be captured alive. To capture the bird, a figure must move into contact with it and then spend an action to make a Fight Roll with a Target Number of 20. If successful, it has captured the tatakaka – treat the bird as a normal treasure token, until it is dropped, at which point it will once again start moving randomly. Note that the tatakaka is never considered to be in combat and will always move unless it has been captured.

Spells that affect treasure tokens have no effect on the tatakaka.

If a figure picking up treasure results in a random encounter, do not roll on the random encounter table, instead place one acrisbird on the table – roll one die and place the bird that many inches from the central point on the table in a random direction, or as near to that point as is practical.

Treasure and Experience

The warband that secures the tatakaka may add this bird to their wizard's vault (see page 70 for details). Other treasure tokens should be rolled for as normal. Experience is gained as normal with the following additions:

- +15 experience points if either the wizard or apprentice comes into contact with the tatakaka during the scenario.
- +10 experience points for each acrisbird killed by the wizard or his warband.

SCENARIO FOUR

THE FURNACE

Even before the great cataclysm, the winters in Felstad were bitterly cold and large, draughty, and sprawling buildings such as the Collegium were difficult to heat, even with the aid of magic. For its main source of heating, the Collegium relied on a vast furnace, deep in one of the sub-basements, which pumped warmed air through an impossibly complex series of hidden pipes and steam tunnels. Thanks to the vast supply of extremely efficient fuel, and a diligent, tireless work force in the form of the specialized constructs known as coal men, the furnace has continued to burn throughout the passing centuries, even if most of the heat generated is now uselessly vented into the freezing air. Apart from providing warmth, the great furnace was also used as the Collegium's primary means of dealing with waste. A series of chutes from all over the complex led down into the furnace room, where the coal men quietly collected the waste for incineration.

Set-Up

The table represents the giant furnace room deep beneath the Collegium. There is one doorway in each of the four corners of the room, and these are the only entry and exit points for the table. The centre of the table should be dominated by a large furnace, around 6" square. The furnace should have four doors, one facing each of the four table edges. Place one treasure token 2" directly in front of each door. Place one coal man (page 79) next to each of these treasure tokens. Place the rest of the treasure tokens (up to the number usually needed for a scenario with the given number of players) in random locations all within 12" of the furnace. The rest of the table should be filled with machinery in varying states of repair, bins filled with coal, and large piles of rubbish.

Special Rules

The furnace is extremely hot. Any figure that activates within 3" of the furnace immediately suffers 1 point of damage. Any figure that moves into contact with the furnace immediately suffers 3 points of damage, and any figure that is pushed through one of the doors of the furnace is immediately reduced to 0 Health. Coal men are immune to this damage.

Any time a coal man wins a fight, it will drag or push its opponent towards the closest furnace door in an attempt to dispose of the rubbish. Move the warband member and the coal man 3" towards the closest furnace door, and move the coal man around so that the warband member is between it and the

furnace door. If the coal man was in combat with multiple figures, it will pull the figure it was fighting 1.5" towards the closest door. All other figures in the combat may choose to move with them and remain in combat or stay where they are.

Do not roll for random encounters during this scenario. Instead, any player that rolls a 5 or less on their initiative roll, may place 1 giant rat (*Frostgrave* rulebook, page 114) anywhere on the table that is not within 3" of a warband member or the furnace. Giant rats will never move within 3" of the furnace.

According to ancient tradition, students attempted to leap the fire chasm as part of some ancient holiday. Most of them made it...

Treasure and Experience

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

- +10 experience points if the wizard takes damage from the furnace.
- +10 experience points if the apprentice takes damage from the furnace.
- +10 experience points for each coal man killed by a wizard or his warband.
- +5 experience points for each giant rat killed by a wizard or his warband.



SCENARIO FIVE

THE GONDOLA DOCKS

Once upon a time, there were numerous roads that led up to the Collegium, although, in truth, only one of those was an actual road, and it was a narrow, ill-maintained, treacherous foot-path full of switchbacks and fallen rocks. Instead, the staff, students, and visitors used various magic methods to reach the heights, by far the most popular of which was the sky gondolas. These enchanted boats could float through the air, never more than a few feet from the earth, but including going straight up the mountainside upon which the Collegium perched. When not in use, the gondolas were berthed in a small building that abutted the main Collegium structure. The Docks, as this building was called, had a wall that could be moved aside to grant access down to the city. When the great landside revealed the Collegium, it tore off this wall, leaving the Docks open to the freezing air of the Frozen City.

Since the gondolas were also used to bring up supplies and equipment, there is a good chance that treasure might be found there. Unfortunately, sometime during the last millennium, something else found the Docks and settled in for a long sleep...

Set-Up

Choose one table edge to represent the open side of the Docks. No warband may enter or exit from this edge. In the centre of the table, place three gondolas arranged in a row facing the open table edge. Each gondola should be about 4" from any other gondola. If there are more than two players, add an additional gondola per player. The rest of the table should be filled with rubble, crates, barrels, and other small bits of scatter terrain.

Place one treasure token in each of the gondolas. Each player can then place one additional treasure token at least 9" from any table edge except the open one.

Special Rules

The gondolas are currently floating 1" above the ground. Any figure may climb into a gondola using 2" of movement. Whenever a figure moves into a gondola or activates while standing in one, roll a die. On 11+, a mantodeus (page 83) breaks out of its cocoon beneath the gondola. The player whose figure caused the mantodeus to awake, must place it on the table in contact with the gondola.

The mantodeus will activate in the creature phase as normal.

If any figure leaves the table via the open edge, it falls down the mountainside and is immediately reduced to 0 Health. If that figure was carrying treasure, that treasure is lost. Contrary to the normal rules, figures can be pushed off the table via the open table edge.

Treasure and Experience

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

- +5 experience points for each mantodeus that the wizard or his warband awakens.
- +10 experience points for each mantoedus killed by the wizard or his warband.

SKY GONDOLAS

In the basic rules for this scenario, sky gondolas are treated as terrain pieces and nothing more. Some players, however, may wish to add a level of complexity to the scenario, and thus, full rules for sky gondolas are presented here. In fact, if players wish, any warband that makes it off the table with a sky gondola is allowed to keep the boat, store it at their base, and optionally use it in future scenarios. Sky gondolas can significantly alter how some scenarios are played, so make sure all players are in favour of their usage.

Structure: A sky gondolas is 5" long and 2" wide. It has a flat bottom and short sides. The boat curves up at both ends, often with long ornamental projections. On the back end they have a slightly raised platform, which is called the pilot seat (even though pilots generally stand).

Control and Movement: Gondolas can only be controlled by a spellcaster. If a spellcaster activates while standing on the pilot seat, he may use his own movement actions to move the gondola instead. The gondola moves at the same rate as the spellcaster piloting it. The gondola must always be at least 1" from the ground or other solid terrain. In this way, it may float up the sides of buildings. The gondola never suffers any movement penalties due to terrain. If there is no spellcaster in the pilot seat, a figure adjacent to the gondola may push it along at half his movement rate.

Embarking, Disembarking, and Capacity: It takes 2" of movement for a figure to climb into a gondola or 1" of movement to jump out. A gondola is designed to carry a maximum of four figures, including the pilot. Creatures with the 'Large' descriptor take up two spaces.

Combat: A figure adjacent to a gondola and within 1" of an enemy figure in the gondola may spend an action to attack that figure. The figure in the gondola receives +1 Fight for being at a higher elevation and partially shielded by the vessel. Figures in gondolas can never be pushed



back from losing a fight. However, any figure in a gondola that takes damage for any reason, must make a Move Roll with a Target Number of 12. If this roll is failed, the figure falls out of the gondola. Place the figure on the table at the nearest point, suffering falling damage as normal.

If a figure outside of the gondola wins the fight, it may board the gondola, even if this takes the number of occupants up to five. Note that five is the absolute maximum number of figures a gondola can hold. If the result of a combat would allow a sixth figure to board a gondola, it may do so, but the figure it defeated in that combat is considered to automatically fail its Move Roll and fall out of the gondola as above.

Regardless of the outcome of any fight, a figure inside of a gondola is never considered to be in combat with a figure outside of a gondola. They are free to move or take other actions, and the gondola itself is also free to move.

If the pilot of the gondola activates while in combat with another figure that is also in the gondola, the gondola moves 3" in a random direction. This does not count as one of the pilot's actions.

Any figure in a sky gondola suffers a -1 to any shooting attacks they make, but may claim the gondola as intervening terrain (not cover) if shot at.

It is possible to attack a sky gondola itself. In this case, treat the sky gondola as though it has Fight +0, Armour 14, Health 30. A gondola will function perfectly right up until it reaches 0 Health at which point it breaks apart, dropping all passengers to the ground (taking falling damage if appropriate). A sky gondola can only be repaired in a special workshop (see New Base Resources, page 71) but otherwise carries its damage from game to game until repaired or destroyed.

Buying, Selling, and Stealing: A sky gondola can be sold for 500gc if in perfect condition. Subtract 10gc for each point of damage it has suffered. A new sky gondola can be purchased for 1000gc. If a warband manages to take control of a neutral or enemy sky gondola, and pilots it off of the table before the end of the game, they have stolen it. It is removed from the original owner's wizard sheet and added to that of the new owner. Otherwise, a sky gondola returns to the original owner after the game.





SCENARIO SIX

THE CLOISTER

Situated near the centre of the Collegium, the large, open-air Cloister served as a crossroads and gathering point for students as they moved between their classes or sought some place to relax in the sun. Planted in the lawn were six ancient trees to provide shade. Like most things within the Maze, however, these trees were more than just decoration, and were specifically chosen for the spell components that could be harvested from their leaves, fruit, and berries. Now, the Cloister is wrecked and its trees are frozen over, but the cold may have preserved some of those useful components. Yet even as the warbands venture into the ruins of the cloister, a swirling breeze begins to blow, bringing chills that have nothing to do with the cold...

Set-Up

The table represents the ruins of the Cloister, and should have the ruins of a covered walkway running around its edge. Two doorways should be placed on each table edge. Near the centre of the table, six trees should be placed in haphazard fashion. Treasure tokens should be placed as normal.

Special Rules

Each warband should deploy within 6" of one of the doorways. These doorways provide the only means to exit the table, and any figure may exit through any doorway.

A wizard or apprentice that is in base contact with a tree may spend an action to grab a sample of leaves or berries, which should be noted on the wizard sheet. This action can replace their otherwise compulsory move action. Both the wizard and apprentice can grab samples, but cannot do so from the same tree. Samples do not count as an item or treasure token, nor do they cause any encumbrance penalty.

It is important to keep track of the turns in this scenario. At the start of the creature phase of turn 3, the Wraith of Malcor (page 90) and his Advisory Council (page 75) appear on the table. Each figure appears 1–10" from the centre point of the table in a random direction. These creatures follow the standard rules for uncontrolled creatures, except for Malcor, who follows his own priority list as found in the Bestiary. Malcor will not summon any wizard shades in this scenario, and will use his Call Wraith spell to call a normal wraith. At the end of turn 4, the Wraith of Malcor and his Advisory Council vanish from the table.

Treasure and Experience

Treasure is gained as normal for this scenario. However, any wizard or apprentice that managed to collect a sample of leaves and berries may add these to the wizard's vault. Each sample can later be used to empower an Out of Game spell by 1. This consumes the sample. Experience is gained as normal for this scenario with the following additions:

- +25 experience points if the wizard or apprentice is on the table when the Wraith of Malcor appears.
- +25 experience points for each member of the Advisory Council killed by the wizard or his warband.
- +50 experience points if the Wraith of Malcor is killed by the wizard or his warband.

CAMPAIGN NOTE

Any member of the Advisory Council that is killed during this scenario will have been brought back by Malcor in time for Scenario Twelve. If Malcor is killed during this scenario, he will have reconstituted himself in time for Scenario Twelve, but will start at -5 Health.

THE FORCES OF MALCOR

The first six scenarios represents the warbands' initial explorations of the Collegium of Artistry. Although they faced numerous dangers, these threats were merely from remnants and relics that had survived the Collegium's burial, and become dangerous due to time, neglect, and damage. Only by entering the Cloister, did the warbands come to the attention of the Wraith of Malcor.

The final six scenarios in this campaign cover Malcor's active attempts to kill the wizards that dare to invade and plunder his Collegium. These scenarios can be played in two different ways. Either the players can continue to play them as normal, with Malcor's forces all being run as uncontrolled creatures, or a new player can be recruited to take control of Malcor and his minions. In many ways, this second option works better as many of Malcor's servants are powerful spellcasters who are more dangerous when guided by a human intelligence. The

scenarios will almost certainly be more risky and challenging if a player does take control of Malcor's forces, but this typically leads to more tense games and better stories to tell afterwards!

The view from the two windows was exactly the same, except for the second sun in one of them...

SCENARIO SEVEN

THE WHEEL

In one corner of the Collegium, sat the squat, round tower that served as the centre for the study of Fatecasting. Because of the strange, often disorienting, way that objects and people sometimes moved at random around the tower, it was nicknamed 'The Wheel', and avoided by anyone prone to motion sickness.

Sometime in the distant past, the Wheel became infested with mice and a load of cats were brought in to deal with the problem. The cats eventually became a permanent feature of the Wheel, and each generation that was born, lived, and died inside its circular walls, became more attuned to the strange magic of the room, until the cats could be seen teleporting around the Wheel as they hunted their prey.

Set-Up

Ideally, this scenario would be played on a round table, about 4' in diameter. If this is impractical, it can be played on a normal table around 3' square. Either way, six doorways should be evenly spaced around the table edge(s).

Place four columns so that they form a cross, centred on the central point of the table, with each column being 4" from the central point. Place four additional columns so that they form an 'X' (relative to the cross) centred on the central point, with each column 10" from the central point. The rest of the table should be crowded with small piles of rubble, including broken furniture, strange statues, and fallen masonry.

One phase cat (page 85) should be placed adjacent to each of the columns. Treasure should be placed as normal.

Instead of rolling for starting table edges, players should roll for starting doorways. All members of a warband must begin within 6" of their starting doorway.

Special Rules

Figures may only exit the table through one of the six doorways.

At the end of every turn, each player should randomly determine one soldier from his warband. These soldiers now switch locations with the selected soldier of the player to the right or left (determine randomly each turn). This includes soldiers in combat.

Whenever a warband member makes any roll while standing within 1" of one of the columns, they must roll two dice and take the lowest result. If the player rolls the same result on both dice, the figure regains 5 points of lost Health (this

may not take them above their starting Health). Ordovacer and the phase cats do not suffer from this effect.

At the end of Turn 1, the shade of Ordovacer Nords (page 84) appears. Put the figure in the centre of the table, then roll a die and move Ordovacer that many inches in a random direction, stopping at the table edge if it is reached. Ordovacer follows his own action priority list as given in the Bestiary. If this scenario is being played as part of the campaign, it is important to note down if Ordovacer is killed.

If there are ever fewer than 5 phase cats on the table at the end of a turn, another phase cat appears on the table at the central point.

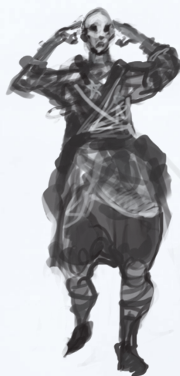
The Forces of Malcor

If a player is playing the forces of Malcor in this scenario, then he may choose the soldier from each warband that is teleported each turn (though not which direction, in the case of more than two players). Additionally, he may control the actions of Ordovacer and the phase cats, including whether or not to use the phase cats' special ability to teleport into combat with figures carrying treasure tokens.

Treasure and Experience

For each treasure token recovered during this scenario, the player may choose one scroll containing any Fatecaster spell instead of rolling on the Scrolls of Lost Magic table. Each player may only take one scroll for each specific spell. Experience is gained as normal with the following additions:

- +5 experience points for each phase cat killed by a wizard or his warband (to a maximum of 30).
- +20 experience points if either the wizard or apprentice makes a Casting Roll while standing within 1" of one of the columns.
- +50 experience points if the wizard or his warband kills Ordovacer.





SCENARIO EIGHT

THE ECHODROME

The Echodrome is one of the oldest parts of the Collegium. Designed to be both a small concert hall and a classroom for teaching the mysteries of the Sonancer school, its walls are imbued with reflective magic that bends both magic and sound back at the creator. Since the death of Florissa Undine, several centuries before the cataclysm, however, the Echodrome has become a melancholy place, and all who enter it feel a sense of emptiness and loss.

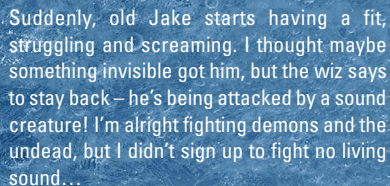
Set-Up

The entire table represents the Echodrome. There should be eight doorways, equally spaced along the edges of the table. One table side contains the stage, which should run the length of that edge, and project 8" into the table. The stage should be 1" in height. Across from the stage should be a pair of broken towers, 2 or 3 stories high. The rest of the table should be crowded with broken furniture, musical instruments, and other rubble.

Treasure tokens should be placed as normal for this scenario.

Instead of selecting starting table sides, players should select starting doorways. All members of a warband must start within 6" of their doorway.

After all warband members have been placed on the table. Place a major demon (*Frostgrave* rulebook, page 118) adjacent to one randomly determined treasure token, a minor demon (*Frostgrave* rulebook, page 118) adjacent to a second randomly determined treasure token, and an imp (*Frostgrave* rulebook, page 117) next to each of the remaining treasure tokens.



Suddenly, old Jake starts having a fit, struggling and screaming. I thought maybe something invisible got him, but the wiz says to stay back – he's being attacked by a sound creature! I'm alright fighting demons and the undead, but I didn't sign up to fight no living sound...

Special Rules

Every figure except undead and constructs suffer -4 to each Will Roll they make during this scenario.

Any time a figure (other than Florissa Undine) casts a spell that causes a shooting attack of any kind, that figure also suffers an immediate +1 magic shooting attack.

All of the demons in this scenario are also considered to be undead. At the end of any turn in which a demon was killed, a new demon will enter the table through a random doorway. To determine what type of demon it is, count the number of spellcasters on the table (do not count Florissa Undine) and compare that number to the Demon Generation Table below.

Demon Generation Table	
Number of Spellcasters	Demon Type
0–1	Imp
2–4	Minor Demon
5+	Major Demon

At the end of Turn 1, the shade of Florissa Undine (page 80) appears. Put the figure in the centre of the table, then roll a die and move Florissa that many inches in a random direction, stopping at the table edge if it is reached. Florissa follows her own action priority list as given in the Bestiary. If this scenario is being played as part of the campaign, it is important to note down if Florissa is killed.

Figures may only exit the table through one of the eight doorways.

The Forces of Malcor

If a player is playing the forces of Malcor in this scenario, then they may control the actions of Florissa Undine and the demons. Furthermore, the player may choose through which door any new demon enters the table. Finally, whenever any figure (other than Florissa) casts a spell that generates a shooting attack, the player may choose which figure suffers the +1 magic shooting attack – it does not have to be the caster of the spell.

Treasure and Experience

For each treasure token recovered during this scenario, the player may choose one scroll containing any Sonancer spell instead of rolling on the Scrolls of Lost Magic table. Each player may only take one scroll for each specific spell. Experience is gained as normal with the following additions:

- +5 experience points for each imp killed by a wizard or his warband.
- +10 experience points for each minor demon killed by the wizard or his warband.
- +20 experience points for each major demon killed by the wizard or his warband.
- +50 experience points if the wizard or his warband kills Florissa.

A wizard may gain a maximum of 50 experience points for killing demons of all types.

SCENARIO NINE

THE ASTRACARNUM

Technically a separate building, perched atop a rocky outcrop on the same ridge, the Astracarnum was connected to the rest of the Collegium by a series of twisting tunnels. Some claimed that these tunnels aligned with the paths of various heavenly bodies through the sky, but most people assumed they were the result of poor workmanship. The Astracarnum itself was a squat building with a domed roof and a single room. This room, filled with telescopes and other devices for studying the heavens, was both a classroom and a workshop. At night, the various devices could be used to project the stars onto the walls so that they could be closely studied.

Set-Up

The table represents the entirety of the Astracarnum. Place a doorway in each of the four corners. Place six telescopes in the centre of the table so that they form a rough circle with a diameter of approximately 14". The rest of the room should be crowded with chunks of broken masonry, ruined furniture, and various large apparatus for studying the stars.

Treasure tokens should be placed as normal for this scenario.

Warbands should set up within 6" of a chosen doorway. After all of the warbands have set up, place two large constructs (*Frostgrave* rulebook, page 117) next to two randomly determined telescopes.

Special Rules

At the end of every turn, each player may nominate one figure that is in line of sight of one of the telescopes. This figure immediately suffers the effects of a Blinding Light spell with a Casting Number of 14. Any figure may attack a telescope to which it is adjacent, or by using a magic shooting attack. Treat the telescopes as Fight +0, Armour 14, Health 1. If the telescope is reduced to 0 Health it is destroyed and removed from the table.

At the end of Turn 1, the shade of Tuvith Reginold (page 88) appears. Put the figure in the centre of the table, then roll a die and move Tuvith that many inches in a random direction, stopping at the table edge if it is reached. Tuvith follows his own action priority list as given in the Bestiary. If this scenario is being played as part of the campaign, it is important to note down if Tuvith is killed.

Figures may only exit the table through one of the four doorways.

The Forces of Malcor

If a player is controlling the forces of Malcor in this scenario, that player gets to choose which figures are struck by the Blinding Light. The number of figures struck each turn is equal to the number of warbands taking part in the scenario. The player may also choose exactly where Tuvith appears on the table at the end of Turn 1. Finally, at the end of each turn, the player may choose to heal 5 points of damage to one of the large constructs.

For a second they were there, two men and one woman, as tall as the sky, staring down at us with frowns. Then they were gone. If it was an illusion, it was the biggest, most impressive one I've ever seen...

This can be used to heal a construct even if it has been reduced to 0 Health (the constructs should be left on the table, even with 0 Health). This healing can only happen if there is at least one telescope still on the table.

Treasure and Experience

For each treasure token recovered during this scenario, the player may choose one scroll containing any Astromancer spell instead of rolling on the Scrolls of Lost Magic table. Each player may only take one scroll for each specific spell. Experience is gained as normal with the following additions:

- +10 experience points for each telescope destroyed.
- +50 experience points if the wizard or his warband kills Tuvith.



SCENARIO TEN

THE BENDER

When Kalish Kareen became the Master Distortionist in the years leading up to the cataclysm, she completely restructured the teaching of the subject. Doing away with a conventional classroom setting, she rebuilt the hall into a moving maze. Instead of teaching from books, she would drop students into the maze and assign them specific tasks – sometimes just getting out to get to their next class. During these ‘tests’, students were only allowed to use Distortionist spells. Sometimes Kalish helped her students; sometimes she worked against them. Occasionally, she would release an imp or minor demon into the maze to cause mischief.

The students nicknamed this new hall ‘The Bender’, because of the often nauseating effects of the moving walls and shifting floors. Nearly half of all students who began a term in her class quit before the end, but Kalish just said that getting rid of the weak made the whole class stronger. Somewhere in the Bender, Kalish apparently kept an office, but no student ever found it.

Set-Up

The entire table represents the hall known as the Bender. There should be four doorways, one in the centre of each table edge. The rest of the table should be crowded with short wall sections. These should be between 4–8” long and at least 2” high. These should be laid out in a haphazard manner so as to create a maze.

Near the centre of the table, there should be a small office, which can be represented by a desk or table. The central treasure token should be placed upon the desk. The other treasure tokens should be placed as normal.

Two imps (*Frostgrave* rulebook, p.117) per player should be placed within 4” of the office. Two minor demons (*Frostgrave* rulebook, p.118) per player should be scattered throughout the maze. These should be placed in the same way as treasure tokens before any warband members are placed on the table.

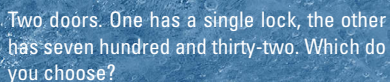
Players must set up all of the members of their warband within 6” of one of the doorways.

Special Rules

Figures may only leave the table through one of the four doorways. Imps and minor demons are attuned to the movements of the maze, and trained to hunt for spellcasters. If an imp or minor demon is ever called upon to make a random move, they will instead move directly towards a randomly determined wizard or apprentice. At the beginning of each turn, one random imp or minor demon that has been killed reappears on the table at a randomly determined doorway.

At the end of every turn, each player, in initiative order, is allowed to move one wall section. The wall section may be moved up to 6" and rotated on its central point in any way the player chooses. A wall may not be moved on top of a figure, but can be move around them. A wall that has a figure on it, can be moved in the normal way, taking the figure with it. A player may not move any wall section that was previously moved by another player that turn.

At the end of Turn 1, the shade of Kalish Kareen (page 82) appears. Put the figure in the centre of the table, then roll a die and move Kalish that many inches in a random direction, stopping at the table edge if it is reached. Kalish follows



Two doors. One has a single lock, the other has seven hundred and thirty-two. Which do you choose?

her own action priority list as given in the Bestiary. If this scenario is being played as part of the campaign, it is important to note down if Kalish is killed.

The Forces of Malcor

If a player is controlling the forces of Malcor in this scenario, then they may decide on the actions of all imps and demons. Instead of rolling for a random imp or demon to come back on the table, the player may instead choose from amongst those that have been killed and also choose which doorway from which they enter. The Malcor player may also choose the spot that Kalish Kareen appears on the table and control all of her actions.

Instead of each player moving a wall, at the end of each turn, the Malcor player must nominate one warband player to move one wall. The Malcor player may also then move a number of walls equal to the number of warband players, minus one. So, if there are three players, the Malcor player would nominate one other player to move a wall, and then move two himself.

Treasure and Experience

For each treasure token recovered during this scenario, the player may choose one scroll containing any Distortionist spell instead of rolling on the Scrolls of Lost Magic table. Each player may only take one scroll for each specific spell. Experience is gained as normal with the following additions:

- +5 experience points for each imp or minor demon killed by a wizard or his warband.
- +50 experience points if a wizard or his warband kills Kalish.

SCENARIO ELEVEN

THE NECROPOLIS

Down in the lowest level of the Collegium, lit only by the soft glow of magic lanterns, is a vast crypt, filled with ornate tombs, small mausoleums, and massive sarcophagi. It is here that all of the great and the good of the Collegium are laid for their final rest – headmasters, teachers, even a few students who went on to achieve greatness (and made a sizable donation to the school). To visitors, the crypt looked like a small city devoted to the dead, and for that reason it was named ‘The Necropolis’. It was a place that few in the Collegium wanted to visit, for the silence was oppressive, and the tenebrous shadows danced and writhed like the trapped souls of the departed.

On occasion though, a brave – or drunk – student would venture down into the depths to cast a coin into one of the five bottomless wells found in the Necropolis. Each coin was accompanied by a wish that should never be spoken.





Set-Up

The entire table represents the vast crypt of the Necropolis. There should be eight doorways, evenly spaced along the edges of the table. Five small wells should be placed on the table, one right in the centre of the table, the others 10" away from the central well in line with the corners of the table, forming an 'X'. The rest of the table should be crowded with tombs, sarcophagi, statues, and small mausoleums.

Place one banshee (page 77) adjacent to the central well. Place one ghoul (*Frostgrave* rulebook, page 112) adjacent to each of the other four wells.

Treasure should be placed as normal for this scenario. Players must set up all of the members of their warband within 6" of one of the doorways.

Special Rules

At the beginning of the scenario, each wizard is subject to a Nightmare spell cast by Alentha Lemedes.

Figures may only leave the table through one of the eight doorways. If a figure is ever pushed into a well, either through combat or magic means, they must make an immediate Move Roll with a Target Number of 12. If they succeed, they stop at the edge of the well. If they fail, they tumble into the well and are immediately reduced to 0 Health. Ethereal figures, or figures that can fly, cannot fall into a well.

At the end of each turn, place a banshee on top of a randomly determined well.

At the end of turn 1, place one ghoul in front of each doorway. At this time, the shade of Alentha Lemedes (page 76) also appears. Put this figure in the centre of the table, then roll a die and move Alentha that many inches in a random direction, stopping at the table edge if it is reached. Alentha follows her own action priority list as given in the Bestiary. If this scenario is being played as part of a campaign, it is important to note down if Alentha is killed.

The Forces of Malcor

If a player is controlling the forces of Malcor in this scenario, they may control the actions of all creatures on the board. They may also select the well at which a banshee appears each turn. Finally, the player may choose where on the table Alentha appears and control all of her actions.

Treasure and Experience

For each treasure token recovered during this scenario, the player may choose one scroll containing any Spiritualist spell instead of rolling on the Scrolls of Lost Magic table. Each player may only take one scroll for each specific spell. Experience is gained as normal with the following additions:

- +5 experience points for each ghoul killed by a wizard or his warband.
- +10 experience points for each banshee killed by a wizard or his warband.
- +25 experience points if either the wizard or apprentice makes contact with the central well at any point.
- +50 experience points if the wizard or his warband kills Alentha Lemedes.



SCENARIO TWELVE

THE HEADMASTER'S OFFICE

Soon after his appointment, Malcor moved the Headmaster's Office from its traditional small, but scenic, location atop one of the towers to a large, disused hall on one of the lower levels. In the midst of this hall, Malcor erected a dais, upon which he placed his desk, several book cases, and other pieces of office equipment. The rest of the room he filled with strange cast-offs from throughout the Collegium. Thus, anyone who visited the Headmaster in his office was forced to walk through a poorly lit dungeon filled with the stuffed bodies of dead animals, statues of long-forgotten gods, unique but inactive constructs, and oddly impractical furniture that appeared to be designed for non-human users. Very little has changed in the last one thousand years.

Set-Up

The centre of the table should contain a raised dais, around 10" square and 2" high. On this should be placed a desk, several book shelves and a few other pieces of furniture (chairs, shelves, etc.). The rest of the table should be crowded with esoteric bits including statues, furniture, ornamental vases, etc.

Malcor (page 90) should be placed in the centre of the dais, while his Advisory Council (page 75) should be evenly spread out around the edges of it. At ground level, a Collegium porter (page 80) should be placed 2" from the centre point of each side of the dais. Place a glass spider (page 82) 6" in from each corner of the table.

Treasure should be placed as normal for this scenario. After the treasure is placed, a 'fire rune' should be placed adjacent to each treasure. Six additional fire runes should be placed about 3" away from the dais, forming a ring around it.

One doorway should be placed on the table edge for each warband participating in the scenario. These doorways should be as evenly spaced as possible. Players must set up all of their warband members within 6" of their starting doorway.

If there are four or more players in this scenario, double the number of porters and spiders.

Special Rules

As long as Malcor is on the dais, all shooting attacks that are made against him that originate from off the dais suffer a -4 modifier.

While Malcor is on the table, the Collegium porters will attack spellcasters as though they were any other warband member.

At the end of each turn, up to two fire runes that have a warband member within 2" will explode. If more than two fire runes have warband members within 2", roll randomly to see which ones explode. When a fire rune explodes, remove it from the table. All figures within 3" suffer a +4 elemental magic shooting attack, with the attack originating from the rune. Malcor and his Advisory Council are immune to damage from the fire runes.

At the end of each turn, a Collegium porter or glass spider (determined randomly) emerges from a random point along the side the dais. If there are four or more players in this scenario, one Collegium porter and one glass spider emerge each turn.

The only way to exit the table is through one of the doorways.

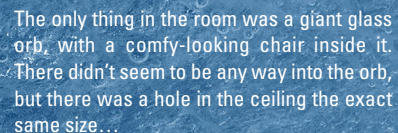
If Malcor is killed, the scenario ends immediately. Each player receives the treasure tokens they have secured, and any that are currently held by members of their warband. If there are any unclaimed tokens on the board, these are divided equally among the players. Any treasure tokens that cannot be divided equally are lost.

The Forces of Malcor

If a player is controlling the forces of Malcor in this scenario, then that player is allowed to place all of the treasure tokens, wherever they wish, provided no more than two are on the dais, and no treasure token is closer than 6" to another treasure token. The player may also choose where to place the ten fire runes (+2 for each wizard player above two). He may place the fire runes anywhere that is at least 10" away from a doorway. He may also choose where to place the Collegium porters and the glass spiders, with the same limitation.

At the end of each turn, the player may choose up to two fire runes to explode. He must still roll to see if a Collegium porter or glass spider emerges from the dais, but he may choose at which point to place it.

If Malcor casts Call Wraith, the player may choose one of the five wizard shades to appear on the table. He may choose the point at which they appear. If that wizard shade was killed in an earlier scenario, it begins this scenario with only half of its normal starting Health.



The only thing in the room was a giant glass orb, with a comfy-looking chair inside it. There didn't seem to be any way into the orb, but there was a hole in the ceiling the exact same size...

Treasure and Experience

Every treasure token recovered during this scenario can be exchanged for a roll on the Maze of Malcor Treasure Table, instead of the usual limit of two per game. Furthermore, no matter which Treasure Tables are being rolled on, players may roll twice for each treasure token, and choose which result to take. Experience is gained as normal for this scenario with the following additions:

- +5 experience points for each glass spider killed by a wizard or his warband.
- +25 experience points if either the wizard or apprentice stands on the dais during the scenario.
- +40 experience points for each wizard shade killed by the wizard or his warband.
- +100 experience points for every wizard that participates in the scenario if Malcor is killed.

The maximum number of possible experience points gained in this scenario is increased to 500.

THE AFTERMATH

If the Wraith of Malcor is killed, the Collegium becomes a much safer area to explore. If players wish to keep playing scenarios set in the Collegium, they should ignore any results of the Wraith of Malcor, Advisory Council, or any of the Wizard Shades, when rolling for random encounters.

If Malcor is not killed, he will continue to plague the wizards as they explore the Collegium, possibly even conjuring up more wizard shades from the past.

Either way, the great Collegium of Artistry contains numerous weird and wonderful chambers, filled with loot, traps, and strange creatures. Enough for any wizard to spend most of an adventuring career trying to battle through all of it!





THE SCHOOLS OF THE PENTANGLE

Even in the glory days of Felstad, magic was dominated by the ten great schools, known collectively as the Inner Circle. Together, these schools dominated the politics of the city and used their influence to ensure their continued pre-eminence. They were not, however, the only schools of magic, despite what many proud wizards may claim. There were, in fact, many 'lesser schools', each with its own focus, interests, and politics. As the centuries passed, and Felstad neared its doom, most of these lesser schools faded into obscurity, commanding ever-declining numbers of practitioners, before disappearing altogether. A few, though, managed to survive and linger on the fringes.

One of the great Collegium of Artistry's many claims to fame was that it boasted the last teachers of the magic of the Pentangle – five lesser schools that radiated out from the Inner Circle like the five points of a star. Each of the Pentangle schools combined the knowledge of two schools from the Inner Circle to create new spells. For most, their magic was too specialized, random, or dangerous, but every year a few students would show up at the Collegium hoping to learn their secrets. And so, for several centuries, the schools of the Pentangle stayed alive by the slimmest of margins, always teetering on the verge of extinction. Then, on the night of the great cataclysm, the last teachers of these schools were wiped out, and their magic was lost.

Now that the Collegium has been revealed, the knowledge of these lost schools draws enterprising wizards to explore its labyrinthine ruins. It is beyond the hope (if not the ambition) of these wizards to revive those schools or to truly master their spells, for such would take a lifetime of research and experimentation. Yet, amongst the ruins must be scrolls or volumes containing

He's fine. Sure, his skin is invisible, but as long as he keeps everything but his eyes covered, it doesn't bother us...

just a little of this forgotten knowledge. To have access to some of those spells, however limited, could be just the advantage that most wizards are seeking.

THE PENTANGLE

Listed below are the five schools of magic that make up the Pentangle. These schools are not designed to be used as new wizard types. Rather, they exist to bring new spells into the game in the form of scrolls, and thus offer new tactical options to the wizards. Unlike the schools of the Inner Circle, the schools of the Pentangle are not closely related to one another. In fact, they all count as neutral to each other. Instead, they are grouped together because of their similar relationships to the Inner Circle.

Astromancer

Astromancers draw their magical powers from the positions of the heavenly bodies and have learned how to use the various alignments and conjunctions of planets and stars to affect reality. They combine the precise nature of Sigilists with the raw power of Elementalists. Astromancers tend to wear heavy robes, adorned with astromantic symbols, and typically spend so long gazing towards the stars that they forget about day-to-day life, letting their hair grow long, barely eating, and washing infrequently. They will almost certainly be found carrying a telescope, sextant, and charts of various types.

Also known as: Stargazers.

Symbols: Four-pointed stars, constellations, planetary orbits.

Astromancer		
Aligned	+2	Elementalist, Sigilist
Neutral	+4	All Others
Opposed	+6	None



Distortionist

Distortionists are mages at their most wildly creative. Drawing power and inspiration from other planes of existence, they create temporary changes or distortions in their own reality. To other wizards they often seem like chaos incarnate, with little purpose to their actions and little concern for collateral damage. Distortionists tend to favour loud, garish clothes, often incorporating asymmetrical designs. In combat they tend to favour heavy, brutal weapons, and seem to take more interest in physical endeavour than most wizards.

Also known as: Chaos mages.

Symbols: None – no two Distortionists would wear the same symbols.

Distortionist		
Aligned	+2	Illusionist, Summoner
Neutral	+4	All Others
Opposed	+6	None



Fatecaster

Fatecasters manipulate probability in order to make unlikely events occur. It is a delicate and difficult form of magic that must be approached with patience (and, some would say, fatalism). Fatecasters usually carry several items with which they can generate random results, such as dice and decks of cards, but rarely bear weapons beyond the tools of magic, trusting to fortune to provide whatever is necessary when it is needed. Fatecasters rarely sport beards, tend to look younger than their actual age, and invariably dress either extraordinarily elegantly or improbably shabbily.

Also known as: Lucksters, Fortunists.

Symbols: Infinity symbol, Ouroboros, dice, playing cards.

Fatecaster		
Aligned	+2	Soothsayer, Witch
Neutral	+4	All Others
Opposed	+6	None

Sonancer

Sonancers practice magic through the manipulation of sound and vibration. They can capture and hold noise, enhance it, redirect it, and even destroy it. The one thing they can't do magically is create noise. For that reason, they always carry numerous means of creating sound, principally musical instruments, from simple clackers to the notoriously difficult nine-stringed cerute. Sonancers are often craftsmen as well as magicians, and will devote themselves to the enhancement of existing designs or the creation of one-of-a-kind marvels. They tend to dress practically and, to the untrained eye, it is not always immediately obvious that they are wizards. While no more martially inclined than the next wizard, Sonancers typically favour light, one-handed weapons, which leave them a hand free to make noise.

Also known as: Tune weavers.

Symbols: Musical notation, wavy lines.

Sonancer		
Aligned	+2	Chronomancer, Enchanter
Neutral	+4	All Others
Opposed	+6	None

Spiritualist

Spiritualists see beyond this reality into the next. Unlike Necromancers who generally deal with corpses, bones, and other earthly remains, Spiritualists are interested in the souls of the deceased. They can speak with the dead, call upon ghosts, and send spirits to haunt their enemies. Spiritualists can often be identified by their eyes, which slowly turn pure white the more they practice their magic. They tend to wear thin, light robes that flutter in the slightest breeze, and long, tight gloves. In battle, Spiritualists favour smaller weapons, generally razor sharp blades.

Also known as: Mediums, Deathspeakers.

Symbols: Hexagons, Saltire

Spiritualist		
Aligned	+2	Necromancer, Thaumaturge
Neutral	+4	All Others
Opposed	+6	None



LOST SPELLS

The following list contains all of the spells from the Pentangle, ordered by school. These spells can never be learned, and a wizard will never find a grimoire containing them. However, they do exist on numerous scrolls scattered throughout the Collegium, giving wizards access to them on a very temporary basis.

Astromancer

ALIGNMENT

Astromancer / 12 / Self Only

Every time the caster of this spell successfully casts a spell, including this one, he regains 1 lost point of Health.

METEOR STRIKE

Astromancer / 14 / Line of Sight

Pick a target point within 20" and line of sight and place a marker. At the start of the spellcaster's next activation, all figures within 3" and line of sight of this point suffer a +7 shooting attack. Figures receive cover as though line of sight were drawn from the target point. All figures that suffer this attack are also thrown 3" in a random direction, even if they are currently in combat. If the spellcaster leaves the table before his next activation, this spell is cancelled.

MISALIGNMENT

Astromancer / 10 / Area Effect

Whenever any figure on the table successfully casts a spell, including this one, that figure takes 1 point of damage, in addition to any other damage that would normally be taken for successfully casting the spell.

SHAPE STARFIRE ELEMENTAL

Astromancer / 12 / Line of Sight

The spellcaster may place a starfire elemental (page 86) anywhere within 6" and line of sight. This elemental is under the control of the spellcaster and moves during the soldier phase. Any effect that cancels magic, such as a Dispel spell, can cancel the control of the elemental, in which case it becomes an uncontrolled creature.

STARFALL

Astromancer / 12 / Area Effect

Place three starfall tokens on the table within line of sight of the spellcaster. Any figure that moves within 2" of a token, or activates while within 2" of a token, takes 1 point of damage. A spellcaster may not cast this spell if he already has starfall tokens on the table.

STARFIRE BOLT

Astromancer / 14 / Line of Sight

Draw a straight line from the spellcaster to any point on the table. Make a +4 elemental magic shooting attack against any figures along that line that are not completely concealed by cover.

Distortionist

BREAK ARMOUR

Distortionist / 10 / Line of Sight

This spell destroys a target figure's armour. If the target was wearing leather armour, it suffers -1 Armour for the rest of the game. If it was wearing mail armour it suffers -2 Armour for the rest of the game. Furthermore, the target must make a Will roll or take 5 points of damage. The figure's armour is replaced for free after the game. This spell has no effect on a figure wearing magic armour.

COLLAPSE

Distortionist / 8 / Line of Sight

The spellcaster selects a point on a terrain feature that is within line of sight and at least 1" in height. Make a +4 non-magic attack against all figures that are within 1.5" of the target point.



FRACTURE

Distortionist / 12 / Self Only

This spell overrides the normal rule that a spell may not be cast when a figure is in combat – it may only be cast when the spellcaster is in combat. The spellcaster receives a free Fight action that must be used immediately. The spellcaster receives +4 Fight during this action.

IMPLODE / EXPLODE

Distortionist / 12 / Line of Sight

Declare if you are casting Implode or Explode, then pick a target point within line of sight. All figures within 8" of that point must immediately make a Will roll. For Implode, all figures that fail their Will roll immediately move 6" directly towards that point. For Explode, all figures that fail their Will roll immediately move 6" directly away from that point. Ignore other figures and terrain when making this move.

MISSTEP

Distortionist / 10 / Out of Game

This spell may only be cast immediately before a game. After the warbands have been placed on the table, the spellcaster may pick one opposing soldier and move it up to 18". The figure must still be placed in a legal deployment area for his warband.

WHIPLASH

Distortionist / 12 / Self Only

Casting this spell can take the place of a movement action. Place a marker where the spellcaster is currently standing, then move the spellcaster to any point within 12" and line of sight. This includes moving into combat, if so desired. The spellcaster may now use any remaining actions (e.g. fighting, picking up treasure, casting another spell etc.). At the end of the turn, return the spellcaster to the marker, or as near to that point as is possible.

Fatecaster

BLOOD WAGER

Fatecaster / 10 / Self Only

If this spell is successfully cast with an even-numbered die roll, then the spellcaster is restored to their full starting Health. If the spell is successfully cast and the die roll is an odd number, the spellcaster loses half of his remaining current Health rounded up. If this spell is cast from a scroll, a die roll should still be made to determine whether it is cast with an even or odd roll.

FICKLE FINGER

Fatecaster / 12 / Line of Sight

This spell may be cast on any figure within 6" of the spellcaster. Whenever this figure is activated, roll a die: on a 1–5 the figure receives one action fewer (to a minimum of 0), on a 6–15 nothing happens, and on 16–20 the figure receives one additional action (to a maximum of 3). On a roll of 1 or 20, the spell ends after the figure's activation. Otherwise, the spell remains until the end of the game. Multiple castings of this spell on the same figure have no effect.

MISCHANCE

Fatecaster / 8 / Line of Sight

The next time the figure that is the target of this spell has to roll a die for any reason, roll two dice instead and take the lower roll. If a 20 is rolled on both dice, the target figure gains +1 to all die rolls for the remainder of the game.

SCATTER

Fatecaster / 8 / Line of Sight

This spell targets either an unclaimed treasure token or a figure carrying a treasure token. The spellcaster may move the token up to 6" in a randomly determined direction. The distance can be decided after the direction is determined. If a figure is carrying the token, it may make a Fight Roll with a Target Number of 20 to hold onto it – if unsuccessful, the figure drops it, and the token is moved in the same manner as above.

SERENDIPITY

Fatecaster / 8 / Line of Sight

The next time the figure that is the target of this spell has to roll a die for any reason, roll two dice instead and take the higher roll. If a 1 is rolled on both dice, the target figure takes 10 points of damage.

TRUE GOLD

Fatecaster / 10 / Out of Game

The spellcaster may attempt to cast this spell before rolling for treasure. If successful, the spellcaster may roll two dice and choose which one to keep when making the first roll to determine what treasure has been found. If both dice roll the same number, however, the token is lost – experience is still gained, but no treasure is found.





Sonancer

CHARM

Sonancer / 8 / Area Effect

All animals within 12" of the spellcaster must make a Will roll or lose their next activation. Furthermore, any animal that has lost its next activation will not force combat with any figure until the next turn.

IMBUE INSTRUMENT

Sonancer / 10 / Self Only & Out of Game

This spell temporarily enchants a musical instrument to play louder and more clearly than before. Only a spellcaster may use such an enchanted instrument (maximum one per figure), and gains +2 Will while doing so. This enchanted instrument does not take up an item slot, and the enchantment lasts until the end of the game. After the game, however, a spellcaster that successfully cast this spell during the game may make one further attempt to cast it as an Out of Game spell. If successful, a permanent magic item is created – it grants a +2 Will bonus to the bearer, takes up an item slot, and may be used by a spellcaster or bard, subject to all the regular rules for magic items.

HUMMING BLADE

Sonancer / 8 / Line of Sight

This spell can be cast on a melee weapon or one piece of ammunition for a missile weapon. If a figure hits with this weapon, treat its opponent as having Armour -4 (to a minimum of 10).

STEAL VOICE

Sonancer / 12 / Line of Sight

This spell only affects spellcasters. The target of the spell may not activate any other figures during their activation phase. Additionally, they receive a -2 to all casting rolls. The target may attempt to resist this spell by making a Will roll.

SOUND CLOUD

Sonancer / 10 / Self Only

All enemy figures within 2" of the spellcaster receive -2 Fight.

SOUND WAVE

Sonancer / 12 / Line of Sight

Make a +4 non-magic shooting attack against the target figure. If it hits, the target immediately suffers -2 Armour (to a minimum of 10) for the purposes of this attack only. Furthermore, in addition to any damage taken due to this attack, move the target figure back in a straight line away from the spellcaster a number of inches equal to the damage taken or until the figure hits a terrain feature more than 0.5" tall.

Spiritualist

CALL WRAITH

Spiritualist / 12 / Line of Sight

The spellcaster may place a wraith (*Frostgrave* rulebook, page 112) on the table anywhere within line of sight. After the wraith is placed, roll a die and immediately move the wraith that many inches in a random direction. If this would take the wraith off the board, then it is lost and is out of the game. Otherwise, it activates in the next creature phase as normal. This wraith is an uncontrolled creature.

COMMAND ETHEREAL

Spiritualist / 12 / Line of Sight

This spell may only be cast on ethereal undead creatures. The spellcaster may immediately cause the target to take one action. If the creature is not currently in combat, that action must be movement. The spellcaster may force the creature to make any legal move, so far as that movement does not cause the creature direct harm. If the creature is in combat, the spellcaster can make it attack any figure with which it is in combat. If the creature is in combat with figures who are all part of the spellcaster's warband, then the creature may take a Move action to leave combat. This spell has no effect on creatures that are immune to Control Undead.

ETHEREAL FORM

Spiritualist / 10 / Self Only

The spellcaster becomes ethereal until the start of his next activation. He may move through terrain as though it were not there and ignores all movement penalties for terrain, including climbing. The figure may not pick up treasure and drops any treasure it was carrying. Only another ethereal figure may force combat with the figure. The figure still fights as normal, but can only cause damage if it is using a magic weapon. The figure is immune to non-magic weapons. If a spellcaster successfully casts this spell again the following turn, they gain the above benefits as normal, but automatically suffers 5 damage.

INHABIT

Spiritualist / 8 / Line of Sight

This spell may be cast on a construct that is not immune to Control Construct or a non-ethereal undead that is not immune to Control Undead. A spirit takes possession of the construct or undead. That figure immediately becomes an uncontrolled creature. If it is carrying treasure, it immediately drops it. The target creature may make a Will roll with a Target Number of 20 to resist. It may attempt this roll at the end of each of its activations. The inhabiting creature is susceptible to the Command Ethereal spell, but not Control Undead.



NIGHTMARE

Spiritualist / 12 / Out of Game

This spell may only be cast directly before a game. The spell targets a wizard from one of the opposing warbands in the game about to be played. When experience is calculated after the game, the target loses 20 experience points from the amount earned during the game. This cannot take the experience earned below zero. The effects of this spell continues in every subsequent game which includes both the spellcaster and the target. This spell cannot be cancelled with Dispel or Spelleater, nor is it affected by any kind of null energy. The only way to end the effects of this spell is for the target to play in a game in which the spellcaster is reduced to 0 Health. As soon as this happens, the spell is cancelled. If this occurs in the game immediately following the spell being cast, the target suffers no experience penalty.

SPEAK WITH THE DEAD

Spiritualist / 12 / Out of Game

The spellcaster adds +4 to his next attempt to cast an Out of Game spell, provided that it is before the next game.

PLAYING WIZARDS FROM THE PENTANGLE

Although they are not specifically designed for it, if all of the players in a campaign or gaming group agree, then the schools of magic of the Pentangle can be used by players for their wizards. This should work well enough in the short term, but over a very long campaign, these wizards will be at a slight disadvantage due to having fewer spells in their school and fewer aligned schools of magic.

When creating a wizard from a Pentangle school, follow the normal rules for wizard creation – with one exception. When selecting the wizard's starting spells, three spells must be selected from the wizard's school, two spells must come from one of the aligned schools and one spell from the other, and the remaining two spells can come from any of the neutral schools, including other schools in the Pentangle.

Whenever a wizard from a Pentangle school finds a grimoire, they may choose to roll on either the normal grimoire table, or on the Scrolls of Lost Magic Table found later in this book. In the latter case, treat the result as a grimoire instead of a scroll. A wizard cannot learn Transcendence by knowing all of the spells in a Pentangle school. They must still know all of the spells in one of the Inner Circle schools. This is one of the reasons these schools of magic never achieved the same degree of popularity.

NEW TREASURE

After playing a game set in the Collegium of Artistry, a player that has acquired treasure may exchange up to two rolls on the regular Treasure Table for an equal number of rolls on the Maze of Malcor Treasure Table below. In addition, every time a player rolls on the Maze of Malcor Treasure Table, they also receive one roll on the Scrolls of Lost Magic Table. So, each roll will net the player one treasure and one scroll.

Maze of Malcor Treasure Table			
First Die Roll	Second Die Roll	Result	Purchase Price
1–10	1	Scroll Case	150gc
	2	Potion Bag	150gc
	3	Wand of Casting (10)	400gc
	4	Firehelm	400gc
	5	Construct Crossbow	250gc
	6	Wand of Lost Magic (3)	400gc
	7	Mind Lock Ring	500gc
	8	Timelash Ring	400gc
	9	Miracle Stone	500gc
	10	Lycanthrope Serum	400gc
	11	Arrow Magnet	100gc
	12	Belt of Blade-breaking	300gc
	13	Gem Hammer	100gc
	14	Eye of Malcor	300gc
	15	Invisible Wire	200gc
	16	Troll Shackles	500gc
	17	Bearclaw Pendant	250gc
	18	Ring of Fog Form	350gc
	19	Boots of Standfirm	300gc
	20	Sky Gondola	1000gc

First Die Roll	Second Die Roll	Result	Purchase Price
11–20	1	Bloodstone Amulet	100gc
	2	Sickle of the Crowmaster	300gc
	3	Construct Varnish	250gc
	4	Karmic Belt	250gc
	5	Leash Arrow	100gc
	6	Bracers of True Flight	300gc
	7	Black Pipe	250gc
	8	Sandalwood Brace	200gc
	9	Gloves of the Paladin	200gc
	10	Backpack of Hefty Haulage	300gc
	11	Porter Control Rod	300gc
	12	Ring Chain	250gc
	13	Amulet of True Paths	300gc
	14	Partially Gnawed Grimoire	300gc
	15	Tookroot (5)	100gc
	16	Bladed Staff of Fire	350gc
	17	Book of Murders	350gc
	18	Flicker Stone	400gc
	19	Book of Charity	350gc
	20	Book of the Pentangle	1000gc



AMULET OF TRUE PATHS

If the players are using the rules for secret passages, and a player has a tunnel fighter equipped with this item on the table, then the player may treat any initiative roll of 17–18 as a 19 for the purposes of the tunnel fighter discovering a secret passage.

ARROW MAGNET

A figure with an arrow magnet may use it as a free action. From this point until this figure next activates, all non-magic shooting attacks (against any target, not just this figure) are at -4. A figure may only use an arrow magnet once per game.

BACKPACK OF HEFTY HAULAGE

This enchanted backpack may only be worn by a pack mule. It does not take up one of the pack mule's three item slots, and grants the figure +1 Move, +1 Fight, and +2 Armour.

BEARCLAW PENDANT

If this enchanted pendant is worn by a tracker, he gains +2 Fight when fighting an animal, and +2 Shoot when shooting at an animal.

BELT OF BLADE-BREAKING

Any time a figure wearing this belt is damaged in hand-to-hand combat by a figure using a melee weapon, the wearer may roll one die. On 12+ the weapon used to cause damage is destroyed, and the figure counts as unarmed unless it is carrying an additional weapon. The weapon is replaced for free after the game. This item has no effect on magic weapons.

I have really mixed feelings about fighting a construct made of gold crowns...





BLACK PIPE

The black pipe may only be used by a spellcaster. While smoking the black pipe, a spellcaster receives -1 Will, but +1 Fight when rolling against any shooting attack.

BLADED STAFF OF FIRE

This magic bladed staff may only be carried by a monk. It does an additional +2 damage (so, a total damage modifier of +3 and -1 damage to enemy attacks).

BLOODSTONE AMULET

A figure wearing this amulet receives +1 Health. If they are ever reduced to 0 Health, however, roll a die. On 15+ the Amulet is destroyed.

BOOTS OF STANDFIRM

Once per game, if the figure wearing these boots is pushed back in combat, or hit by a Push spell, they may choose to remain where they are standing.

BOOK OF CHARITY

Before any game, a wizard with at least one Thaumaturge spell may read from the Book of Charity. The wizard gains +5 experience points after the game if he donates 20gc to a charitable cause. A wizard may not keep a Book of Murders and a Book of Charity in his vault at the same time.

BOOK OF MURDERS

Before any game, a wizard with at least one Necromancer spell may read from the Book of Murders. The wizard starts the game at -1 Health, but gains +5 experience points after the game. A wizard may not keep a Book of Murders and a Book of Charity in his vault at the same time.



BOOK OF THE PENTANGLE

If a wizard has a Book of the Pentangle in his vault, whenever he uses a scroll containing a Lost Magic spell, treat the Casting Roll of the spell as 13 instead of the normal 12. Additionally, every time the wizard sells a Lost Magic scroll he receives an extra 10gc.

BRACERS OF TRUE FLIGHT

These enchanted bracers can only be worn by a javelineer, and grant +1 Fight, +1 Shoot, and +1 Move.

CONSTRUCT CROSSBOW

This is a non-magic mechanical device that can be fitted to a construct. It is a special upgrade and does not count as an item. The construct may make one +2 shooting attack per game as though it were carrying a crossbow (i.e. the attack has 24" range and does +2 damage).

CONSTRUCT VARNISH

This is a one-use item that may be applied to any construct. That construct gains Elemental Resistance 2, meaning that its Armour is increased by 2 for the purposes of determining damage any time it is struck by an elemental attack. A construct can only benefit from one application of construct varnish.

GEM HAMMER

This is a small, enchanted jeweller's hammer. It is useless as a weapon. If it is carried by a thief during a game, and that thief reaches the end of the game without being reduced to 0 Health, the warband gains an additional 20gc.

GLOVES OF THE PALADIN

While wearing these gloves, any hand weapon wielded by the figure counts as magic for the purpose of damaging creatures that are immune to normal weapons.

EYE OF MALCOR

This magic glass eye can only be used by a character that has suffered the Lost Eye permanent injury. While equipped with the Eye of Malcor, the figure suffers no effects from this permanent injury and gains +1 to all Shoot rolls. It does, however, begin each game with -1 Health.

FIREHELM

This magic helm may only be worn by a figure capable of wearing mail armour. This figure receives +1 Health.

FLICKER STONE

Once per game, a figure carrying a flicker stone may force combat with any figure that moves within 3" of it.

INVISIBLE WIRE

If the players are using the rules for traps, and a player has a trap expert carrying this item on the table, then the player may treat any initiative roll of a 2–4 as a 1 for the purposes of springing a trap. This does count as the one use per game of the trap expert's special ability.

KARMIC BELT

If this magic belt is worn by a mystic warrior, it grants +1 Move.

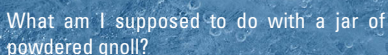
LEASH ARROW

When this item is found or bought, the player may choose if it is an arrow or a crossbow bolt. This choice, once made, is permanent. When the figure equipped with this arrow/bolt chooses to use it and successfully hits its target, regardless of whether or not it does damage, the target must make an immediate Fight Roll with a Target Number of 18. If it fails, it is immediately pulled 8" directly towards the shooter.

LYCANTHROPE SERUM

A figure that drinks this potion is immediately replaced with a werewolf (*Frostgrave* rulebook, page 120). This werewolf still counts as part of the player's warband for all intents and purposes, except that it can neither pick up nor secure treasure. The figure cannot use or be given items, and any it was carrying prior to its transformation are returned to it at the end of the game. After the

game, the figure reverts to normal. If the figure was not reduced to 0 Health during the game, it must still make a survival roll, but with a +2 modifier.



What am I supposed to do with a jar of powdered gnoll?

MIRACLE STONE

Whenever a figure carrying a miracle stone takes damage, they may choose to roll a die. On a 20, the stone absorbs all of the damage and is destroyed, with the bearer suffering no damage. On any other result, the figure takes the damage as normal, but the stone is unharmed.

MIND LOCK RING

This magic ring makes the wearer immune to Mind Control spells. It cannot be worn by undead or demons.

PARTIALLY GNAWED GRIMOIRE

If the wizard chooses to try and study this grimoire, he may roll four times on the Random Spell Table, and choose the result he wants. The item now counts as a grimoire for that spell. If two of the rolls are the same, however, the partially gnawed grimoire is destroyed and the wizard learns nothing. If three or more rolls are the same, the grimoire is destroyed and the wizard suffers an immediate permanent injury.

PORTER CONTROL ROD

If a wizard has a porter control rod in his vault and ends a game with a Collegium porter under his control, he may add it to his warband. The porter takes the place of a soldier.

POTION BAG

A potion bag takes up one item slot, but can hold two potions. This allows a figure to carry two potions using one item slot.

RING OF FOG FORM

Once per game, the wearer of this ring may activate it as a free action during their activation. For the rest of that activation, they may ignore movement penalties for terrain, including climbing, and no figure may force combat with them. However, the wearer may not attack any other figure or pick up treasure, and if the figure was carrying treasure, it is dropped at the point at which the ring was activated.

RING CHAIN

This small chain allows a figure to wear two magic rings, instead of the one normally allowed. The ring chain itself does not take up an item slot, but should be listed after the rings in the item slots. A figure wearing a ring chain may not also wear an amulet.

SANDALWOOD BRACE

A figure wearing this brace suffers no movement penalty from having the Smashed Leg permanent injury. In addition, should a figure wearing this brace roll Smashed Leg on the Permanent Injury Table, that result is ignored and no permanent injury is suffered.



SCROLL CASE

A scroll case takes up one item slot, but can hold two scrolls. This allows a figure to carry two scrolls using one item slot.

SICKLE OF THE CROW MASTER

This is a magic hand weapon that grants +1 Fight. It only be carried by a crow master, despite the normal prohibition against crow masters carrying items.

SKY GONDOLA

See page 26 for complete rules for sky gondolas.

TATAKAKA

This is a beautiful and magic songbird, whose feathers can be used as powerful magic enhancers, but only if they are shed naturally. If a wizard has a tatakaka in his vault, he may roll a die after each game. On 19–20, a feather has fallen from the bird. Every time a 20 is rolled, a second roll must be made. If this second roll is a 1, then the tatakaka has died and should be removed from the wizard's vault.

A tatakaka feather can be used by a spellcaster to add +1 to the Casting Roll of any one Out of Game spell. The player must decide to use the feather before the Casting Roll is made, and the feather is consumed in the process. Only one feather can be used per Casting Roll. A tatakaka feather can be sold for 25gc; A tatakaka bird for 500gc. Neither can be bought, save from another player.

TIMELASH RING

This ring may only be worn by a spellcaster. Once per game the spellcaster can spend an action to automatically cast Whiplash. After the spell is completed, roll a die. On a 1, the ring explodes. The ring is destroyed and the wearer suffers the Lost Fingers permanent injury.

TOOKROOT

This powdered root is designed to be smoked in a pipe. If a figure smokes a dose of tookroot before a game, then it does not suffer any Will penalties as a result of having the Psychological Scars permanent injury. If this treasure is rolled on the table or purchased, 5 doses are received, and may be stored in the wizard's vault.

TROLL SHACKLES

If a figure carrying these shackles ever reduces a troll to 0 Health in hand-to-hand combat, he may choose to use the troll shackles. The troll is captured and may be carried off the table as though it were a treasure token. The troll may be fielded in a future game as part of your warband, taking up a soldier slot. If the troll ever rolls a 1 for any roll during a game, it breaks the shackles and becomes an uncontrolled creature. Should a shackled troll ever be reduced to 0 Health, the shackles are destroyed.

WAND OF CASTING

This wand comes with 10 points of power which can be used to empower one specific spell. When the wand is found or purchased, roll on the Random Spell Table in the main book to determine which spell it can be used to empower. No more than two points of power may be used on any one casting.

The wizard translated the inscription on the archway. Apparently to take a book out of the library, you had to leave a piece of your soul as a deposit...

WAND OF LOST MAGIC

This wand functions in the exact same way as a scroll, except that it can be used three times. When a wand of lost magic is found or bought, roll once on the Scrolls of Lost Magic table to see what spell it contains.

Scrolls of Lost Magic Table				
First Die Roll	1-6	7-12	13-18	19-20
Second Die Roll	Spell	Spell	Spell	Re-Roll
1-2	Alignment	Nightmare	Fracture	
3-4	Meteor Strike	Speak with the Dead	Implode / Explode	
5-6	Shape Starfire Elemental	Blood Wager	Misstep	
7-8	Starfall	Fickle Finger	Whiplash	
9-10	Starfire Bolt	Mischance	Charm	
11-12	Misalignment	Scatter	Imbue Instrument	
13-14	Call Wraith	Serendipity	Humming Blade	
15-16	Command Ethereal	True Gold	Steal Voice	
17-18	Ethereal Form	Collapse	Sound Cloud	
19-20	Inhabit	Break Armour	Sound Wave	

NEW BASE RESOURCES

New Base Resources		
Resource	Effects	Purchase Price
Gondola Repair Shop	After any game, a wizard may repair up to five points of damage to any sky gondola he owns.	500gc

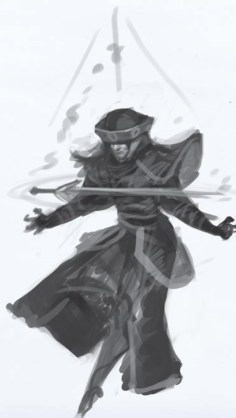




BESTIARY

Due to its isolated nature, and the fact that many creatures were unique to the Collegium, the Maze of Malcor has its own encounter list to better represent the creatures that might be encountered. For that reason, players should use the tables below for determining random encounters when playing scenarios set in the Collegium.

Maze of Malcor 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	Acrisbird	Acrisbirds (2)	Glass Spiders (4)
2	Giant Rat	Collegium Porters (2)	Mantodeus (4)
3	Bloodwave	Mantodeus (2)	White Gorilla
4	Bog Man	Ghouls (2)	Snow Troll
5	Giant Rat (2)	Glass Spiders (2)	Frost Giant
6	Collegium Porter	Imps (2)	Werewolf
7	Collegium Porter	Minor Demon	Giant Worm
8	Coal Man	Minor Demon (2)	Banshees (2)
9	Coal Man (2)	Phase Cats (2)	Large Constructs (2)
10	Mantodeus	Large Construct	Major Demon
11	Mantodeus (2)	White Gorilla	Major Demon
12	Phase Cat	Snow Leopard	Wraiths (2)
13	Glass Spider	Snow Troll	Vampires (2)
14	Glass Spider (2)	Werewolf	Alentha Lemedes, Spiritualist (Wizard Shade)
15	Shrieking Wolf	Giant Worm	Florissa Undine, Sonancer (Wizard Shade)
16	Ghoul	Banshee	Kalish Kareen, Distortionist (Wizard Shade)
17	Imp	Banshee	Ordovacer Nords, Fatecaster (Wizard Shade)
18	Imp	Wraith	Tuvith Reginold, Astromancer (Wizard Shade)
19	Banshee	Wraith	Advisory Council
20	Wraith	Vampire	The Wraith of Malcor and Advisory Council



Acrisbird

This six-foot tall flightless bird resembles a mangy combination of an ostrich and a vulture. Originally from the southern islands, in their natural habitat these birds are generally peaceful and pass their days eating large bugs and small lizards. Unfortunately, the acrisbirds that have survived the thousand-year imprisonment in the Collegium have had to find new food sources to survive and have, from generation to generation, become indiscriminate carnivores and brutal hunters. For reasons unknown, acrisbirds are immune to Mind Control, although Control Animal spells work against them as normal.

Acrisbird						
M	F	S	A	W	H	Notes
6	+3	+0	12	+0	8	Animal, Immune to Mind Control

Advisory Council

At the time that the cataclysm struck, Malcor was directly assisted by three senior members of his staff whom he labelled his 'Advisory Council'. Most people saw these three ancient administrators as a trio of toadying yes-men. When Malcor awoke in his new undead form, one of his first acts was to bring back his advisors as a group of wraiths. While these wraiths are capable of independent thought and action, they almost always accompany Malcor and will respond instantly to any of his commands. In fact, such is their devotion to their headmaster that they are immune to Control Undead or any form of Mind Control.

Members of the Advisory Council will never make a random movement – if called upon to do so, they will instead move toward the closest warband member, even if it is not in line of sight.

If the Wraith of Malcor is killed, the Advisory Council immediately vanish.

Advisory Council						
M	F	S	A	W	H	Notes
6	+3	+0	10	+3	12	Undead, Immaterial (can move through terrain), Drain Life Force (all attacks do double damage), Immune to non-magic weapons, Immune to Mind Control, Immune to Control Undead



Alentha Lemedes, Spiritualist (Wizard Shade)

Alentha was one of the great academic wizards of her age, respected both in the Collegium and amongst the upper echelons of Felstad society. She was also the only other candidate when Malcor was named as the new headmaster. According to the official history of the Collegium of Artistry, Alentha resigned her post following Malcor's appointment and left Felstad to pursue her academic interests in the great empires to the south. According to the rumours spread by her students, however, Alentha went down into the great necropolis on the lowest level of the Collegium, and entombed herself in one of the great sarcophagi reserved for deceased headmasters.

This theory is given some credence now that Malcor has been able to recall Alentha's shade back to the mortal world in order to fight for him.

If Alentha is being used as an uncontrolled creature, she will follow this priority order:

We were just about to kick in the door to the little chapel, when Sven noticed that each of the gargoyles looking down on us had our faces...

1. If Alentha is in combat, she will use her first action to Fight. If she wins, she will push back her opponent, then use her second action to move as far from any enemy as possible.
2. If there are no warband members in line of sight, Alentha will cast Shield if she doesn't already have a Shield spell active. She will not take a second action.
3. If there is construct or undead within line of sight that is under the control of one of the warbands, Alentha will cast Inhabit on the closest such target. She will then use her second action to move out of the line of sight of any warband members if possible.
4. If there is an enemy spellcaster in line of sight, she will cast Bone Dart at the closest such target. She will then use her second action to move out of the line of sight of any warband members if possible.
5. If there is an enemy warband member in line of sight, she will cast Bone Dart at the closest such target. She will then use her second action to move out of the line of sight of any warband members if possible.
6. If there are no enemy figures in line of sight, Alentha will cast Call Wraith, and take no second action.
7. Alentha will take no actions.

Alentha Lemedes, Spiritualist (Wizard Shade)						
M	F	S	A	W	H	Notes
6	+3	+0	10	+3	12	Undead, Immaterial (can move through terrain), Magic Attacks, Immune to non-magic weapons, Immune to Mind Control, Immune to Control Undead, Immune to critical hits
Spells	Call Wraith (5), Command Ethereal (6), Ethereal Form (5), Inhabit (5), Nightmare (5), Speak with the Dead (5), Bone Dart (6), Control Undead (6), Heal (6), Shield (5)					





Banshee

Banshees are the ethereal spirits of women who have suffered some great wrong in their lifetime and are unable to fully escape this plane of existence. While Banshees will never willingly attack a living creature directly, their constant, soul-shattering wail can harm and even kill the living.

During a game, Banshees don't follow the normal rules for creatures. Instead, they will, if able, always make a random movement for their first action, regardless of their distance or line of sight to any other figures. If they have a second action, they will use this to wail. When a Banshee wails, every non-undead or non-construct creature within 6" must make a Will Roll against a Target Number of 10. If the roll is failed, the figure suffers damage equal to the amount by which they failed. Banshees can wail while in combat.

Banshee						
M	F	S	A	W	H	Notes
9	+0	+0	10	+5	1	Undead, Immaterial (can move through terrain), Immune to non-magic weapons, Wail (see description)

Bloodwave

A form of semi-sentient liquid, bloodwaves are generally found in deep dark caverns. Despite their name, they are not actually made of blood, but are often mistaken for such due to their colouration, which runs from deep red through to orangey-brown. Bloodwaves are predators, and kill their prey by suffocation. They are extremely hard to kill as they are immune to most weapons, apparently have no vital organs, and their 'bodies' can even divide and act independently for short periods of time and over short distances before reforming. In the old city, a few wealthy and eccentric wizards kept bloodwaves in sealed jars to use as a form of decoration, giving the jar a shake from time to time to rile up the bloodwave and get it nicely thrashing about.

When in combat with a bloodwave, a figure uses its Will Stat instead of its Fight Stat when making Fight Rolls. Additionally, if the bloodwave wins, it treats all enemies as though they were Armour 10.

Bloodwave						
M	F	S	A	W	H	Notes
5	+3	+0	10	+6	6	Immune to Non-magic weapons, Immune to Mind Control, Immune to Poison, Immune to critical hits, Never Wounded, Opponents use Will when fighting, Treats all enemies as Armour 10

Bog Man

A rare form of undead only found in soft bogs, bog men are essentially bags of flesh filled with peat, dirt, and marsh gas. They have no skeletons and flap and flop in an unsettling manner as they walk. For a while, it was quite the rage in necromantic circles to attempt to discover the process of creating a bog man – the theory being that removing the skeleton from the skin, then animating both, would maximise the potential of a necromancer's raw materials. As it turned out, no one mastered the process, and the attempts petered out.

The most threatening aspect of bog men is that some release a noxious cloud of marsh gas when killed. Whenever a bog man is killed, immediately roll a die. On a 15+, a cloud of gas is released. Every figure within 3" of the bog man must make a Will Roll with a Target Number of 12, taking damage equal to the amount by which they failed the roll. Undead, constructs, and creatures immune to poison are immune to this damage and do not have to make the Will Roll.

Bog Man						
M	F	S	A	W	H	Notes
5	+0	+0	10	+0	6	Undead, Potential Marsh Gas Cloud

Coal Man

Made of stone, roughly-hewn into human form, coal men were a common, if rarely seen, type of construct in ancient Felstad. Slow, robust, and built to withstand extreme heat, they worked the furnaces in many large buildings, especially governmental offices, schools, and libraries. While coal men are naturally a stone grey, they quickly become blackened by the coal dust that coats them. It is not uncommon for sparks or heat to start small fires on the coal men, but these cause no damage and the constructs just ignore them until they burn out.

Due to this natural resistance, coal men receive +4 Armour whenever they take damage from elemental magic attacks or any fire-based attack.

Coal Man						
M	F	S	A	W	H	Notes
4	+3	+0	13	+0	14	Construct, Large, Armour Bonus vs Elemental Magic or Fire

Collegium Porter

Back when the Maze was a functioning Collegium, the staff were supported by a small army of ‘porters’. These constructs, unique to the Collegium, served as door guards, messages carriers, manual labourers, and low-level security. Although each porter was a unique construction, most resembled fancy types of furniture with short legs and long arms. Desks, bureaus, wardrobes, and apothecary cabinets were the most common forms. Many porters have survived to the present day, although with no staff to give orders, they’ve gone a bit feral.



Collegium porters follow the standard rules for uncontrolled creatures with one exception. Because they assume any spellcaster to be either a teacher or a student, they will never force combat with a spellcaster. If they are in combat with a spellcaster, and win a fight, they will do no damage, but will step back from the combat. This prohibition remains, even if the porter is under the control of a spellcaster or becomes a member of a warband.

A wizard can never receive any experience points from killing a porter.

If an uncontrolled porter is killed, leave the figure on the table. Any figure in contact with the dead porter can spend an action to search its body. Roll a die. On 11+ they find one Scroll of Lost Magic (roll on the table in the New Treasure chapter). Once a porter has been searched, remove it from the table.

If a porter ever becomes a member of a warband, it has three item slots. These item slots can only be used to carry potions or scrolls. Any member of the porter's warband within 1" of the porter may spend an action to take one of these items, provided that figure has empty item slots.

The statue was made of marble, but the heart in its hand was still dripping blood...

Collegium Porter						
M	F	S	A	W	H	Notes
5	+4	+0	13	+3	14	Construct, Never Attacks Spellcasters, Possible Scroll, 3 Item Slots



Florissa Undine, Sonancer (Wizard Shade)

The tragic tale of Florissa Undine was already part of the lore of the Collegium by the time Malcor came to power. Some three centuries previously, she had been the Collegium's most famous teacher. Not only was she adored by the students and popular with the rest of the staff, but she was also famous throughout Felstad and beyond for her musical gifts. Her frequent concerts at the Mal Dreath were always sold out, and little music boxes that played her tunes were the most popular item in the Collegium gift shop.

Then came the Day of Demons, the bloodiest day in the history of the school. A summoner, whose name has been forgotten (or purposely expunged) accidentally unleashed a tide of demons into the Collegium. For the next 24 hours students and teachers fought a running battle through the halls. Florissa gathered as many students as she could in the Echodrome, and for hours she held the demons at bay until, finally, one hulking monster tore through the doorway, seized Florissa's hands, and crushed them to a pulp before being driven off by several students. Following the eventual defeat and banishment of the demons, Florissa was much honoured for her bravery, but her hands, crushed and burnt by magic fires, were beyond all healing. She would never play a musical instrument again. The Collegium gave her a permanent place on staff, but her days as a teacher were just as lost as her days as a performer. For a couple of years she wandered the halls, singing softly to herself until, one day, she ascended the belfry and leapt to her death.

If Florissa Undine is being used as an uncontrolled creature, she follows this priority order:

1. If Florissa is in combat, she will use her first action to fight. If she wins she will push her opponent back, then move as far away from any warband members as possible.
2. If there is a spellcaster within line of sight, Florissa will cast Steal Voice at the closest such target (assuming that spellcaster isn't already suffering from the effects of the spell). She will use her second action to move as far away from any warband members as possible.
3. If there are warband members in line of sight, she will cast Sound Wave at the closest such target. She will use her second action to move as far away from any warband members as possible.
4. If there are no warband members in line of sight, she will cast Sound Cloud, and take no other actions.
5. Florissa takes no actions.

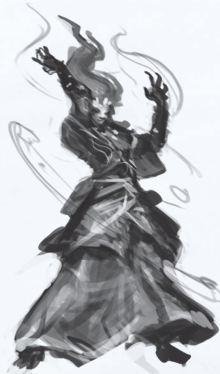
Florissa Undine, Sonancer (Wizard Shade)						
M	F	S	A	W	H	Notes
6	+3	+0	10	+2	14	Undead, Immaterial (can move through terrain), Magic Attacks, Immune to non-magic weapons, Immune to Mind Control, Immune to Control Undead, Immune to critical hits
Spells	Charm (5), Imbue Instrument (5), Humming Blade (5), Steal Voice (6), Sound Cloud (5), Sound Wave (6)					

Glass Spider

Designed by Malcor himself, the glass spiders were a small construct used to refill wine-cups during the fabulous feasts held in the Great Hall. These constructs can actually be found all over Frostgrave as they became a popular gift-shop item among the many who toured the Collegium and museum back at its height. About the size of a house cat, glass spiders consist of a hollow glass orb surrounded by eight wooden and metal legs. Normally these little constructs are harmless. However, the Wraith of Malcor has taken the ones still operating in the Collegium and filled them with various acids and magic corrosives.

Whenever a glass spider hits its opponent in combat, its opponent receives -2 Armour (to a minimum of 10). Whenever a glass spider is killed, it shatters, spilling its contents – make a +0 shooting attack against every figure within 1”.

Glass Spider						
M	F	S	A	W	H	Notes
5	+0	+0	11	+0	8	Construct, Acid Attack, Explosive Demise



Kalish Kareen, Distortionist (Wizard Shade)

The last staff appointment made by Malcor before the fall of Felstad, Kalish was arguably the last great practitioner of Distortionist magic. A violently unstable woman, many within the Collegium thought that Kalish more properly belonged in a prison than a school, but, despite numerous protests, Malcor ensured that she kept her position. Kalish died on the night of the cataclysm, but her spirit remained strong, and Malcor was easily able to summon her shade back to the Collegium.

If Kalish Kareen is being used as an uncontrolled creature, she follows this priority order:

1. If in combat, Kalish will cast Fracture and use her free attack. If she is still in combat, she will attack again. Otherwise she will end her activation.
2. If there are more than 2 warband member within 6" she will attempt to cast Explode, then make any move that takes her out of line of sight of spellcasters or figures with missile weapons.
3. If there is a warband member in line of sight that is wearing mail armour, she will cast Break Armour, then make any move that takes her out of line of sight of spellcasters or figures with missile weapons.
4. If there are warband members within 6" of a demon, she will cast Implode centred on that demon, then make any move that takes her out of line of sight of spellcasters or figures with missile weapons.
5. If there are warband members in line of sight, she will attempt to cast Break Armour at the nearest warband member.
6. If none of the above apply, Kalish will take no actions.

The strange thing is that in one corner of the room there was a giant anchor, bigger than any I'd ever seen. It was attached to the wall by a massive rope, and next to that was a door that opened up over the cliff side...

Kalish Kareen, Distortionist (Wizard Shade)						
M	F	S	A	W	H	Notes
6	+5	+0	10	+8	15	Undead, Immaterial (can move through terrain), Magic Attacks, Immune to non-magic weapons, Immune to Mind Control, Immune to Control Undead, Immune to critical hits
Spells	Break Armour (6), Collapse (5), Fracture (7), Implode/Explode (7), Misstep (6), Whiplash (6)					



Mantodeus

These large, predatory insects, are native to the lands far to the east. They were brought to the Collegium as zoological specimens. They escaped during the cataclysm and have survived through to the present by spending long periods hibernating in cocoons. When fully grown, mantodeus stand nearly five feet tall, and sport a pair of strong, barbed forelimbs which they use to disable prey before devouring them using their razor-sharp mandibles. Mantodeus have huge eyes and are able to turn their heads nearly all the way around – this exceptional vision makes it nearly impossible to sneak up on one.

A figure never gains a bonus for supporting figures when fighting a mantodeus. While these insects can move quickly, and even fly, when necessary, they prefer to hunt by stealth, waiting patiently for prey to move within striking distance.

Mantodeus						
M	F	S	A	W	H	Notes
5	+4	+0	12	+4	6	Animal, Powerful (treat as using two-handed weapon), Flying (ignore terrain for purposes of movement), No Supporting Bonus

Ordovacer Nords, Fatecaster (Wizard Shade)

At the time that Malcor became headmaster, Ordovacer Nords had been teaching the mysteries of Fatecasting at the Collegium for more than a decade. Dramatic, dynamic, and mischievous, Ordovacer was extremely popular with students, especially as he would often urge them to try to cheat in his class. He always claimed that Fatecasting was essentially the magic of cheating, so if any student could manage to fool their teacher, then they had earned their marks. Ordovacer was less popular amongst the faculty, most of whom found his methodology worrisome, his ethics questionable, and his relationship with many of his students uncomfortable. The exception to this was Malcor himself, who promoted Ordovacer on several occasions, until he was the lead teacher for all of the schools of the Pentangle. Ordovacer Nords died tragically several years before the cataclysm, when a block of stone slipped from the ceiling above his bed, crushing him as he slept.

If Ordovacer is being used as an uncontrolled creature, he will follow this priority order:

1. If Ordovacer is in combat he will use his first action to fight. If he wins, he will push his opponent back and then move as far away from any enemies as possible, always attempting to get out of line of sight.
2. If Ordovacer is at 6 Health or less, he will cast Blood Wager, and then move as far away from any enemies as possible, always attempting to get out of line of sight.
3. If Ordovacer has an enemy soldier in line of sight, and no-one currently under Mind Control, he will attempt to cast Mind Control on the closest such target. He will then move as far away from any enemies as possible, always attempting to get out of line of sight.
4. If Ordovacer has an enemy spellcaster in line of sight, he will cast Mischance at the closest such target. He will then move as far away from any enemies as possible, always attempting to get out of line of sight.
5. Ordovacer will cast Serendipity on himself. He will then move as far away from any enemies as possible, always attempting to get out of line of sight.
6. Ordovacer will cast Serendipity on the nearest uncontrolled creature. He will then move as far away from any enemies as possible, always attempting to get out of line of sight.
7. Ordovacer will take no actions.

Ordovacer Nords, Fatecaster (Wizard Shade)						
M	F	S	A	W	H	Notes
6	+3	+0	10	+5	15	Undead, Immaterial (can move through terrain), Magic Attacks, Immune to non-magic weapons, Immune to Mind Control, Immune to Control Undead, Immune to critical hits
Spells	Blood Wager (5), Fickle Finger (6), Mischance (5), Scatter (5), Serendipity (5), True Gold (5), Mind Control (7)					

Phase Cat

These oversized house cats are unique to the Collegium and tend to stay in or around the Wheel. Over countless generations of breeding, these cats have become attuned to the magic of Fatecasting and can draw upon it to teleport short distances. Having been brought in to exterminate pests, these cats have become very territorial, and are likely to attack any intruders, especially ones that seem to be stealing.

When a phase cat activates, if there is any warband member within 10" that is carrying a treasure token, immediately teleport the phase cat into combat with the closest such target. The warband member does not have to be in line of sight. The phase cat will use its first action to attack this figure, and its second to move back into combat if it loses the fight. Otherwise, phase cats follow the standard rules for uncontrolled creatures.

Phase Cat						
M	F	S	A	W	H	Notes
6	+0	+0	8	+2	8	Animal, Limited Teleportation



Shrieking Wolf

In some of the far eastern kingdoms, houses, temples, and government buildings are often guarded by large, slow constructs called 'shrieking wolves'. These statues (which, despite the name, may depict any creature) are designed as alarms to scare away intruders. While not intended for combat, they are tough and tenacious, so fleeing is generally the best course of action.

Whenever any figure comes within 2" of a shrieking wolf, or the shrieking wolf activates with a figure within 2" of it, it will emit a painfully loud and high-pitched shriek. Every figure within 8" of the shrieking wolf should immediately make a Will Roll with a Target Number of 12. If a figure fails, it takes 2 points of damage and is reduced to 1 action during its next activation.

Shrieking Wolf						
M	F	S	A	W	H	Notes
1	+1	+0	15	+4	18	Construct, Shriek

Starfire Elemental

Semi-sentient balls of blue-white flame, starfire elementals are incredibly destructive creatures that thankfully cannot survive long within an atmosphere. Since the secret of their shaping has been lost, they are only very rarely encountered in the modern world.

Starfire elementals follow all of the standard rules for creature actions, with one exception. Nothing blocks the line of sight of a starfire elemental. So, when determining which figure a starfire elemental will move towards, it will always be the closest one, regardless of terrain.

Starfire elementals are completely immune to normal weapons, but are otherwise fragile creatures. They tend to hover a few feet above the ground, and for this reason their movement is never slowed by difficult terrain or climbing.

When in combat, a starfire elemental will use all of its living energy in an attempt to consume an opponent. If a starfire elemental damages an opponent in hand-to-hand combat, the starfire elemental is immediately removed from play (however, it does not count as killed for purpose of experience points or any other reason).

Starfire elementals are immune to the following spells: Mind Control, Beauty, Invisibility, Monstrous Form, Bones of the Earth, and Possess.

Starfire Elemental						
M	F	S	A	W	H	Notes
5	+7	+0	6	+5	1	Levitate, See through Terrain, Immune to non-magic weapons, Destroyed if Inflicts Damage, Limited Spell Immunity



Tuvith Reginold, Astromancer (Wizard Shade)

Tuvith Reginold was one of the last pupils of the great Brycho Tarran, the most famous practitioner of Astromancy. Tuvith became the head of Astromancy at the Collegium near the beginning of Malcor's term as headmaster, but the two never got along. After teaching for seven years, Tuvith was found dead in the Astracarnum, apparently having drunk a great quantity of poison. The entire matter was dealt with quietly and few ever thought of Tuvith again, until

Malcor summoned his shade back from the dead.

If Tuvith is being used as an uncontrolled creature, he will follow this priority order:

One hundred little coffins, each containing a misshapen little doll. Of course we burned the whole place down – this is Frostgrave!

1. If Tuvith is in combat, he will use his first action to Fight. If he wins, he will push his opponent back, then use his second action to move as far from any enemy as possible.
2. If there is an enemy in line of sight and within 6" he will cast Shape Starfire Elemental and move it towards the closest enemy. He will then use his second action to move as far from any enemy figure as possible.
3. If there are no enemy figures in line of sight, but more than 6" away, he will cast Starfire Bolt at the closest enemy figure. He will then use his second action to move as far from any enemy figure as possible.
4. If there are no enemy figures in line of sight, he will cast Starfall and place tokens either next to any treasure tokens he can see, or as close to the closest enemy figures as is allowed.
5. If none of the above apply, he will cast Alignment.
6. If none of the above apply, he will take no action.

Tuvith Reginold, Astromancer (Wizard Shade)						
M	F	S	A	W	H	Notes
6	+3	+0	10	+5	15	Undead, Immaterial (can move through terrain), Magic Attacks, Immune to non-magic weapons, Immune to Mind Control, Immune to Control Undead, Immune to critical hits
Spells	Alignment (5), Meteor Strike (7), Misalignment (5), Shade Starfire Elemental (7), Starfall (7), Starfire Bolt (7)					



The Wraith of Malcor

By the cataclysm, Malcor had served as Headmaster of the Collegium for a record 137 years. He was incredibly old, even for a wizard, and most accounts also held that he was completely mad. Despite this, the Collegium somehow continued to function. It will likely never be known exactly when Malcor became a wraith, but what is almost certain is that he is bound to the Collegium, and some part of him will probably haunt its halls even if his wraith form is destroyed.

If another player is controlling the Wraith of Malcor, he should roll for initiative and activate in the Wizard Phase. He may also activate any of his Advisory Council within 6" at the same time. Malcor carries a collection of magic wands which he can use at any time. If Malcor is being used as an uncontrolled creature, use the following priority list to determine his actions.

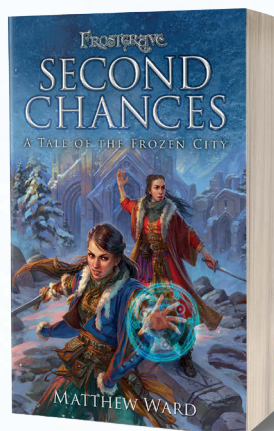
1. If Malcor is in combat, he will attempt to cast Fracture. Either way, he will attack and, push back his opponent if he wins, and move as far away from all enemies as possible.
2. If Malcor is not in combat, he will attempt cast Call Wraith. If successful, Malcor randomly summons one of the five wizard shades to appear instead of a Wraith. He will then move out of the line of sight of any enemy figures if possible, or just move farther away if not. Malcor will use this option to attempt to cast Call Wraith until all five wizard shades have appeared.
3. If there no enemy figures in line of sight he will cast Fleet Feet on himself and continue to move so as to stay out of line of sight and as far from any enemies as possible.
4. If there are no enemy spellcasters in line of sight, he will cast Starfire Bolt at the nearest such target. He will then move out of the line of sight of any enemy figures if possible, or just move farther away if not.
5. If there are enemy figures in line of sight, he will attempt to cast Starfire Bolt at the nearest enemy.
6. If there are no enemies in line of sight, Malcor will take no actions.

The Wraith of Malcor						
M	F	S	A	W	H	Notes
6	+3	+0	10	+5	15	Undead, Immaterial (can move through terrain), Drain Life Force (all attacks do double damage), Magic Attacks, Immune to non-magic weapons, Immune to Mind Control, Immune to Control Undead, Immune to critical hits
Spells	Decay (6), Fleet Feet (6), Petrify (5), Slow (5), Time Store (8), Time Walk (10), Meteor Strike (10), Starfall (8), Starfire Bolt (10), Call Wraith (8), Serendipity (6), Collapse (6), Fracture (8), Implode/Explode (10), Steal Voice (8)					
Items	Wand of Casting (10) [Call Wraith], Wand of Casting (6) [Implode/Explode], Wand of Casting (4) [Starfire Bolt], Wand of Casting (6) [Steal Voice]					



A TALE OF THE
FROZEN CITY...

TALES OF THE FROZEN CITY

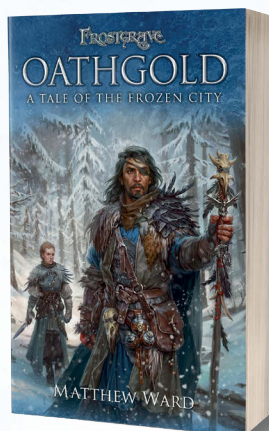


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