

SPELLCASTER

THE FROSTGRAVE MAGAZINE



ISSUE **4**

LEGENDARY SOLDIERS
IN **FROSTGRAVE**

NEW SOLO SCENARIOS FOR *RANGIFERS* AND *GHOST ARCHIPELAGO*!





SPELLCASTER

THE FROSTGRAVE MAGAZINE

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Editorial

When I first began work on *Frostgrave*, those many years ago, I had a lot of ideas that didn't make the final cut, either because they were too complex, or because I just didn't have the time or space to fully develop them. Some of those ideas went into the official supplements that have since been released, while others have continued to simmer away in the back of my mind. Well, when it came time to work on this issue of *Spellcaster*, a couple of those old ideas came to the fore and demanded to be written.

Leading off this issue are new rules for including 'Legendary Soldiers' in your *Frostgrave* warband. These are rare, specialist troops, all of whom have one or more special abilities. They are also, in general, a bit tougher than normal soldiers, and likely to survive longer. For this reason they are both significantly more expensive than normal soldiers and can only be added to your warband in limited numbers based on the level of your wizard. These Legendary Soldiers don't work for nobody wizards.

The other old idea that is presented here for the first time is Casting Roll Criticals. *Frostgrave* is already a game that achieves a lot of its dramatic impact through the wild nature of magic, and these new rules ratchet that up a notch. This article is for all of the players who have rolled a natural '20' on a Casting Roll and been just slightly disappointed that it didn't result in a bigger explosion, more powerful push, enhanced construct, etc. Of course, it would not be fair to make magic potentially more powerful without increasing the risks, so things just got a little worse whenever you roll that '1'...

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As it turns out, I had so much fun working on Issue 3, that I have expanded a couple of the items presented in that issue here. First, there is a new solo scenario for those that have created rangifer warbands. This time, for added challenge, it's not the undead that threaten the shaman, at least not directly. Also, having presented 8 Ulterior Motives cards for *Ghost Archipelago* last month, I have written 8 additional cards for inclusion in this issue. It's amazing the strange situations that a Heritor can get into!

On that note, this issue also contains a new scenario for *Ghost Archipelago* that can be played either solo or co-operatively with another player. I just hope you guys can outrun the fire!

Finally, the issue rounds out with a special 'Big Game' scenario written by Brent Sinclair. Brent has been running *Frostgrave* events at conventions in the Great Lakes region since the game was released. Earlier this year, I got to participate in one of those games, and I had so much fun, I asked Brent if I could publish the scenario here. It's not a scenario for the faint of heart, but there is something really special in seeing those frost giants fall!

I hope you like all of the new rules and scenarios, and try a few of them out in your games. As always, please let me know if there is anything you specifically like, don't like or would like to see in future issues. Many thanks for your support in my continued explorations of this strange fantasy world. If you want to keep up with everything *Frostgrave*, and all of my other projects, please check out my blog at <https://therenaissancetroll.blogspot.com/>

Until next time,
Joseph A. McCullough





LEGENDARY SOLDIERS

When wizards first come to the Frozen City, they generally have little money and even less experience in hiring the kind of soldiers that are most useful when exploring the ruins. As such, most newcomers end up with a warband full of thugs, thieves, and other undesirables, as these are the only 'soldiers' willing to work for the loose change of a no-name spellcaster. Should a wizard survive and thrive in his explorations, however, he may find that both his reputation and his gold attract a better class of warrior. In fact, he might even be able to hire soldiers with rare and magical abilities...

Hiring Legendary Soldiers

Unlike normal soldiers that can be hired after any game if a wizard has the money, Legendary Soldiers can only be hired in limited quantities, based on the wizard's level. A wizard can have one Legendary Soldier in his



warband, plus one more for every 10 full levels the wizard has gained. This is expressed in the table below.

Legendary Soldier Limit Table	
Wizard Level	Maximum Number of Legendary Soldiers
0–9	1
10–19	2
20–29	3
30–39	4
40–49	5
50–59	6
60–69	7
70+	8

A warband can never contain more than eight Legendary Soldiers, no matter what other rules apply to the warband size, nor may it contain more than one Legendary Soldier of each type. Otherwise, a wizard may hire a Legendary Soldier after any game, provided he has the money and space in his warband to do so.

In those cases where a wizard's level is reduced (for whatever reason, including an apprentice taking over the warband from a wizard), the maximum number of Legendary Soldiers available to the warband can also go down. In these situations, the wizard may keep all the Legendary Soldiers currently in his warband, but may not hire any more, including replacing those that are lost, until he has regained the necessary levels.

Legendary Hero Survival

Aside from the restrictions on when they can be hired, and any special rules listed for each specific type, Legendary Soldiers differ from normal soldiers in only one way. When rolling for survival for a Legendary Soldier, use the Wizard and Apprentice Survival Table (Rulebook, page 50). If a Legendary Soldier suffers a permanent injury, adjust its stats accordingly. Re-roll any results of 'Smashed Jaw'.



Legendary Soldier Types

Bookhound

Even with all of the wondrous magic treasure recovered from the Frozen City, it is still books that command the most attention and the highest prices. Bookhounds are experts in all things relating to books, from locating them amongst the ruins to appraising and selling them. They are not wizards but are fluent in magical languages and often act as librarians, assisting a wizard in his research.

While not natural fighters, bookhounds have learned a few skills to help them survive in Frostgrave and are masters of the art of 'rolling with the punch'. Bookhounds are immune to Critical Hits and can never take more than 10 points of damage from a single attack (this does not apply to damage from falling or other scenario-specific sources of damage).

Bookhounds will never trigger an explosive rune, although they can still take damage from it if they are within 2" when it explodes.

If a wizard has a bookhound in his warband, he may re-roll any result on the Random Spell Table (Rulebook, page 60) when rolling to identify what grimoire has been found (this does not apply for scrolls, however). The wizard also receives 270gc for selling a grimoire, instead of the normal 250gc.

The bookhound provides an optional +1 to the Casting Roll of any one Out of Game spell before or after each game. A spellcaster must declare he is taking advantage of this bonus before rolling to cast the spell.

Bookhounds typically carry a selection of useful items they have found over the course of their explorations and have three item slots.

Bookhound

M	F	S	A	W	H	Cost	Notes
6	+2	+0	10	+5	14	300	Hand Weapon, 3 Item Slots, Roll with the Punch, Does Not Activate Explosive Rune, Re-roll Grimoire, Sell Grimoire Bonus, Casting Roll Boost



Captain

Captains (*The Frostgrave Folio*, page 18) are now considered Legendary Soldiers and are thus subject to the hiring restrictions presented above. Otherwise, their rules are unchanged.

Dire Hound

These gigantic dogs are a by-product of the wild magic set loose in the Frozen City.

While generally feral and

extremely dangerous, puppies can be reared and trained to work for human masters. Dire hounds are extremely intelligent, comparable to a two- or three-year-old child and can understand simple words and phrases, count to ten, and work out simple logic puzzles.

Dire hounds are expert leapers and may, whenever taking a move action, use up to 6" of its movement as a leap. Move the dire hound in any direction, including straight up.

The powerful jaws of a dire hound make for a terrifying weapon – a dire hound's attacks do +2 damage.

Dire Hound							
M	F	S	A	W	H	Cost	Notes
8	+3	+0	12	+4	12	200	Animal, Leap, Powerful Jaws (+2 damage), Cannot carry items or treasure tokens

Elemental Archer

There are a few individuals whose archery skills are so well-developed that further mundane improvement is impossible. A select few from amongst these master bowmen turn to the arcane arts to take their skills to the next level.



All shooting attacks made by an elemental archer count as magic attacks, even when using mundane bows and arrows.

Elemental archers may spend an action to 'steady their aim' (this may replace their mandatory movement action). If they do this, and then immediately follow that action with a shooting action as part of the same activation, their target suffers -1 Fight when defending against the shot.

Elemental archers have two item slots and, additionally, may carry up to three magic arrows without taking up an item slot.

Elemental Archer							
M	F	S	A	W	H	Cost	Notes
6	+2	+3	11	+4	12	300	Hand Weapon, Bow, Leather Armour, Magic Shooting Attacks, Steady Aim, 2 Item Slots, May Carry 3 Magic Arrows

Graverobber

Within the confines of the Frozen City, the term 'graverobber' is applied to those soldiers who are experienced in breaking into ancient tombs and dealing with any undead that might be found there. They also tend to demonstrate at least a passing familiarity with many of the facets of necromancy and prove a useful source of spell components and raw materials.

Graverobbers receive +2 Fight when making combat rolls against undead. Furthermore, any attack a graverobber makes against an undead target counts as magic.



Graverobbers are immune to Drain Life Force, Reveal Death, and Strike Dead.

If a spellcaster has a graverobber in their warband when they cast Raise Zombie as an Out of Game spell, they may add a ghoul (Rulebook, page 112) to their warband instead of a zombie.

Graverobbers receive +5 when rolling against a Trap Number (*Into the Breeding Pits*, page 14). Graverobbers are not beyond looting the graves they find, and always have space for a trinket or two – a graverobber has two item slots.

Graverobber							
M	F	S	A	W	H	Cost	Notes
6	+3	+0	11	+4	14	300	Hand Weapon, Two-Handed Weapon, Leather Armour, +2 Fight vs Undead, Magic Attacks vs Undead, Improve Raise Zombie, Immune to Drain Life Force, Immune to Reveal Death, Immune to Strike Dead, 2 Item Slots

Shadow-Walker

Those that advance far enough in the ranks of the ancient orders of assassins may be taught the mystical art of shadow-walking, becoming masters of stealth and concealment. Such individuals are in high demand as spies, infiltrators, and killers.

If a shadow-walker activates out of the line of sight of any other figure, apart from those in his own warband, it may move to any other point on the table that is also out of the line of sight of any other enemy figure. This special move takes up the shadow-walker's entire activation, regardless of how many actions it has. The shadow-walker cannot use this special ability if it is carrying a treasure token.

Shadow-walkers are trained in the arts of using shadows and other camouflage to avoid being seen. No figure may draw line of sight to a shadow-walker if it is more than 12" away.



These stealthy soldiers display an unnatural talent for dodging missile weapon fire and receive +2 Fight whenever they are the target of a shooting attack from another figure or generated by a spell (but not from other special effects).

Shadow-walkers use poisoned weapons and are themselves immune to poison.

Shadow-Walker

M	F	S	A	W	H	Cost	Notes
7	+4	+0	10	+5	12	300	Hand Weapon, Shadow-Walk, Stealth, Dodge, Poison, Immune to Poison

Telekinetic

With the ability to move things with only the power of their mind, telekinetics are mysterious, mistrusted, but highly sought-after individuals. Some have come to Frostgrave in the hopes of finding lost wisdom or an explanation for their abilities. Others have come simply for the money.

Once per activation, a telekinetic can use an action to move one treasure token that is in line of sight up to 3" in any direction. The entire path of the token must be in the telekinetic's line of sight. This ability cannot be used on a treasure token carried by another figure, or a token that has any kind of special rule concerning how it can be picked up. Alternatively, once per activation, the telekinetic can use one action to move itself up to 4" in any direction, including straight up, or across a gap. Both of these actions may replace the mandatory move action.

With their powerful mental powers, telekinetics are immune to Mind Control.

Although they rely on their mental powers, few telekinetics are so foolish as to go unequipped into Frostgrave – a telekinetic has two item slots.

Telekinetic

M	F	S	A	W	H	Cost	Notes
6	+3	+0	11	+7	12	300	Hand Weapon, Leather Armour, Telekinetic Ability, Immune to Mind Control, 2 Item Slots



Whip-Master

While the whip is only rarely encountered by explorers of the Frozen City, in the hands of an expert it is a versatile and dangerous weapon.

A whip-master may make shooting attacks with a whip. This has a maximum range of 3" and can only ever have a maximum bonus of +2, regardless of the whip-master's Shoot stat or any other positive modifiers.

If the shooting attack hits and causes at least 1 point of damage, the target drops any treasure tokens it was carrying and must make a Move Roll with a Target Number of 18. If the target fails this roll, the whip-master may choose to reel it in—move the target 2" directly towards the whip-master.

If a whip-master ever falls a distance greater than 3", it may make a Move Roll with a Target Number of 16. If successful, the whip catches a secure piece of terrain and halts the fall – move the whip-master 3" down. If this leaves the whip-master next to terrain, it may climb down as normal; if it is left dangling in the air, the whip-master may climb back up the whip, using the normal rules for climbing.

Although focused on particularly specialist weapon, whip-masters are practical individuals – a whip-master has two item slots.



Whip-Master

M	F	S	A	W	H	Cost	Notes
6	+3	+2	11	+3	14	300	Whip, Hand Weapon, Leather Armour, 2 Item Slots



DEMON TIDE

A Solo Scenario for Rangifer Warbands

The scent was too strong, that should have been your first clue; but so desperate were you to find the missing does that you led your hide down into this dim, miserable man-cave. The thick stone walls are covered in frost, and the ground is littered with bones. Numerous large sacks, all reeking of doe-scent are scattered about. Beneath the doe-scent, there is something else – dead flesh, the rot of the grave. Suddenly, a laugh fills the chamber, a laugh of the living dead. You know that sound; you have met the Ghoul King before. Now, though, you are trapped in his den. You prepare a spell to counter the undead, when suddenly a new scent assaults your nostrils – something unfamiliar, unearthly, like pain mixed with ash. Then hidden doors open, and the demons pour through...



Warband

The player should use a standard Rangifer hide for this scenario, following the rules presented in Issue 3 of *Spellcaster*.

Set-Up

This scenario is played on a 2.5' x 2.5' table. The table represents one large underground chamber, with the table edges being walls. There should be one door in the centre of each table edge. The table should also contain 4 trap doors, one in each table corner. The rest of the table should be covered in rocks, small ruined walls or buildings, and other random detritus.

The table should contain eight large 'sacks'. These should be randomly scattered about the table, but no closer than 12" to the centre of the table, and no closer than 6" to one another. Try to spread them out so that two are in each quadrant of the table. Place two imps and two minor demons on the table, each on one of the trap doors. The two imps should be on trap doors in opposite corners.

Special Rules

In this scenario, the rangifers are trying to rescue a pair of kidnapped does. The does are tightly bound in a couple of the sacks scattered about the chamber. Whenever a figure is in contact with a sack, they can use an action to search it. They should immediately roll on the 'sack' table below. Each item on the sack table can only be generated once, so cross it off after it is found, and re-roll any results that have been crossed off. If the sack contains a doe, it is immediately freed. Exchange the sack with a figure representing the doe. The doe counts as a member of the warband for the rest of the scenario, with the stats listed below. If the roll on the sack table comes up as a treasure token, the player may immediately roll on the Rangifer Treasure Table. The items found may either be given to the figure that found the treasure, or immediately placed in the wizard's vault. Figures will never carry treasure tokens during this scenario.

The only way to exit the table in this scenario is to find a door to the surface. Whenever a figure is in contact with a door, it may spend an action to open it. Immediately roll a die. On a 15+, the door leads to the surface and may be used to exit the table. Otherwise the door leads deeper



underground and is useless for escape. If three doors have been opened without any leading to the surface, then the fourth will automatically lead to the surface with no die roll required.

At the end of each turn, two things happen. First, a random demon on the table that is not in combat makes a +2 elemental magic shooting attack at the nearest warband member in line of sight. Second, roll on the Demon Generator Table. This demon appears on a randomly determined trapdoor. If there are multiple demons, roll for a random trap door for each one. Some of the demons have demonic attributes which should be rolled randomly from the tables found in *Forgotten Pacts*, pages 14 and 18. If this book is unavailable. Give these demons +1 Fight instead.

Sack Table

Die Roll	Result
1–3	Poison Gas. The figure must immediately make a Will Roll with a Target Number of 14 or count as poisoned.
4–6	Ghoul. Place a ghoul in combat with the figure that opened the sack.
7–8	Treasure Token
9–10	Doe 1
11–13	Ghoul. Place a ghoul in combat with the figure that opened the sack.
14–16	Explosion. Every figure within 2" takes a +2 shooting attack.
17–18	Treasure Token
19–20	Doe 2

Demon Generation Table

Die Roll	Result
1–4	Imp
5–6	Imps (2)
7–8	Imps (3)
9–10	Minor Demon
11–14	Minor Demon with Minor Demonic Attribute
15–16	Minor Demon with 2 Minor Demonic Attributes



17–18	Minor Demons (2)
19	Greater Demon
20	Greater Demon with Major Demonic Attribute

Treasure and Experience

Treasure is found during the game following the rules presented above. The wizard also gains an extra 30gc for each doe that exits the table. Experience is gained as normal with the following additions.

- +5 experience points for each demon killed (maximum +60).
- +10 experience points for each sack opened.
- +10 experience points for each door opened.
- +40 experience points for each doe that exists the table.

Doe

These are young, female rangifers, inexperienced in fighting and very frightened.

Rangifer Doe						
M	F	S	A	W	H	Notes
7	+0	+0	12	+0	8	Hate Undead, Antlers

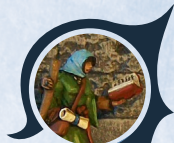




CASTING ROLL CRITICALS

Despite the complex rituals and incantations that often accompany magic, when it comes right down to it, spellcasting is an art, not a science. A wizard can't just follow a formula and expect to get the exact same results each time. Magic is wild and always dangerous. Skilful hands can shape and guide it, but even the most powerful wizard cannot truly be said to control it. Those that believe otherwise lead short lives, and often die in spectacular ways.

When I first wrote *Frostgrave*, I tinkered with rules for Casting Roll Criticals. These criticals, both good and bad, would mirror the critical hit rule in combat. However, the more I worked on it, the more I realized that each spell was so individual that I would have to include specific critical success and critical failure rules for each one. While this would take the chaos and drama of the game up another notch, it would also greatly increase the complexity of the rules. So in the end, with a little regret, I dropped the idea, except in one instance. The critical failure result for



Summon Demon survived, as anyone who has rolled a 1 while casting the spell has discovered.

Now that *Frostgrave* has been out for several years, and players have had plenty of time to get familiar with the system, I thought it was time to resurrect this idea. So, for those who think magic should be even wilder, with bigger explosions, bigger risks, and less predictable results, I give you Casting Roll Criticals!

Critical Success and Critical Failure

Whenever a spellcaster rolls a natural '20' on his casting roll, he has rolled a critical success. Conversely, if the spellcaster rolls a natural '1' on his casting roll he has rolled a critical failure. In either case, the player should look up the specific spell being cast on the list below to see the result of this critical. When a spellcaster rolls a critical failure, they do not take damage for failing to cast the spell. If a critical failure results in the spell being cast, treat the Casting Number as 14.

Criticals are never used when a spellcaster is using a scroll, except as regards to the rules presented under 'Write Scroll'. And, if a spellcaster is attempting to cast a spell he knows, and rolls a '1', he may not use a scroll, even if he has one available. A wizard who rolls a critical failure on a Casting Roll receives +10 experience points.

Many of the critical results involve random distances; in all cases this cannot move a figure, or select a point, off of the table. If this would be the case, stop measuring at the edge of the table and move the figure there or use that point as the randomly selected point.

For now these rules only cover the spells in the main rulebook. If they prove popular they will be developed to cover all spells.

If fantasy and fairy-tales have taught us anything, it is that apprentices often fail at magic with frequently spectacular results. If you want to bring this idea of the bumbling apprentice to your games, trying having the apprentices critically fail their Casting Roll on a roll of 1 or 2.

As a corollary, this rule could only apply if the apprentice is more than 6" away from the wizard, as normally the wizard would stop his apprentice from doing anything so foolish!



Absorb Knowledge

Critical Success: The wizard gains 60 experience points (instead of 50) and gains +2 to his first Casting Roll in his next game.

Critical Failure: The wizard absorbs a huge amount of meaningless gibberish. He suffers -1 Will in his next game.

Animal Companion

Critical Success: The spellcaster can choose to either gain a White Gorilla as his animal companion or one of the creatures normally allowed, but with a permanent +1 Health.

Critical Failure: In the next game, one random opponent may select a bear, wolf, snow leopard, or ice toad to add to his warband for that game only. This animal does not count against the player's normal warband limit.

Animate Construct

Critical Success: The power feeding into the construct enhances its abilities. The spellcaster may select one of the following permanent stat increases for it: +1 Move, +1 Fight, +4 Will, +2 Health.

Critical Failure: In the next game, one random opponent may take a construct of the type you were attempting to animate as part of his warband for that game only. This construct does not count against the player's normal warband limit.

Awareness

Critical Success: For the rest of the game, the spellcaster adds +6 to his warband's initiative rolls and gains +1 Fight whenever rolling against shooting attacks

Critical Failure: For the rest of the game, the spellcaster subtracts -3 to his warband's initiative rolls.

Banish

Critical Success: All demons on the table must roll a natural '20' on a Will Roll or be removed from the game. The wizard receives +5 experience points for each demon removed (to a maximum of +30).

Critical Failure: One random opponent may place an imp anywhere on the table, provided it is no closer than 4" to any warband member.



Beauty

Critical Success: So powerful is the aura of beauty surrounding the caster that the effects of the beauty spell also applies to animals.

Critical Failure: For the rest of the game no other warband members may activate in the same phase as the spellcaster.

Bind Demon

Critical Success: If the demon reaches the end of the game without being Banished or reduced to 0 Health. The caster can choose to extract information from the demon after game and gain +20 experience points or have the demon join his warband for the next game as well. In the latter case, the demon does not count against the usual warband limit, but the spellcaster cannot attempt to bind another demon while it is on the table.

Critical Failure: The spellcaster may not attempt to cast this spell for the rest of the game.

Blinding Light

Critical Success: The caster can choose to make a +5 magic shooting attack against the target in addition to the normal effects of the spell.

Critical Failure: The caster is blinded, suffering all of the effects of the spell, until his next activation.

Brew Potion

Critical Success: The spellcaster creates two doses of the same potion.

Critical Failure: The mixture explodes. The spellcaster starts the next game at -3 Health.

Bone Dart

Critical Success: Instead of the normal attack for this spell, the caster may make an immediate +6 magic shooting attack against one target within line of sight. This does not have to be the originally declared target.

Critical Failure: A piece of the caster's own bone tears through his skin. He takes 3 points of damage and suffers -1 to all Casting Rolls for the rest of the game.



Bones of the Earth

Critical Success: Instead of the normal rules for this spell, the caster can chose to place a skeleton in combat with the target figure. This skeleton counts as part of the caster's warband for the rest of the game.

Critical Failure: The caster successfully casts the spell on himself.

Call Storm

Critical Success: All bow and crossbow attacks are at -2 for the rest of the game. In addition, the caster may make one +2 elemental magic shooting attack against any one figure on the table.

Critical Failure: Make an immediate +2 elemental magic shooting attack against the caster.

Circle of Protection

Critical Success: As part of his activation, the spellcaster may move the circle of protection up to 6" in any direction, so long as it does not end up covering a demon.

Critical Failure: All uncontrolled demons on the table that are not in combat, must make an immediate 6" move directly towards the caster.



Combat Awareness

Critical Success: The target also receives a +1 damage modifier.

Critical Failure: The target suffers a -1 Fight for the rest of the game and may not be the target of further castings of Combat Awareness.

Control Animal

Critical Success: If the target animal fails its Will Roll, it does not count against the spellcaster's limit of controlling one animal at a time.

Critical Failure: The caster may not attempt to cast this spell on this animal for the rest of the game.

Control Construct

Critical Success: If the target construct fails its Will Roll, it does not count against the spellcaster's limit of controlling one construct at a time.

Critical Failure: The caster may not attempt to cast this spell on this construct for the rest of the game.

Control Undead

Critical Success: If the target undead fails its Will Roll, it does not count against the spellcaster's limit of controlling one undead at a time.

Critical Failure: The caster may not attempt to cast this spell on this undead for the rest of the game.

Create Grimoire

Critical Success: This Greater Grimoire turns out to be one of the great works on this application of magic. As long as the wizard keeps this grimoire in his vault, he will gain +5 experience in any game in which he casts the spell contained within the grimoire. This bonus may only be claimed once for each spell, so multiple Great Grimoires containing the same spell offer no additional bonus.

Critical Failure: The caster temporarily forgets the spell he was trying to place in the grimoire. Randomly select one spell known by the caster. The spellcaster may not cast this spell in the next game (or after the next game in the case of Out of Game spells).



Crumble

Critical Success: If being used to create a door, the caster may create a door 6" wide by 3" tall, or completely remove any terrain piece smaller than that. If being used to collapse a section of floor, the figure only avoids falling if they roll a natural '20' on their Will Roll. If they fail, in addition to any falling damage, they also suffer an immediate +3 attack.

Critical Failure: If the caster is standing within 1" of any terrain piece over 1" high, it crumbles down on them. The caster suffers an immediate +1 attack. In addition the caster suffers -2 on all future Casting Rolls for this spell for the rest of the game.

Curse

Critical Success: If the target fails their Will roll, they suffer -2 to Fight, Shoot, and Will for the rest of the game.

Critical Failure: The caster successfully cast the spell on himself, with no Will Roll allowed.

Decay

Critical Success: The spell destroys all of the target's weapons and their shield if they have one (subtract -1 Armour for the loss of the shield). This still can't effect magic weapons.

Critical Failure: The spell destroys one randomly determined weapon carried by the caster. If the caster has no weapons that can be destroyed, then they suffer -2 on all Casting Rolls for this spell for the rest of the game.

Dispell

Critical Success: The spellcaster may cancel the effects of up to two ongoing spells.

Critical Failure: The caster suffers 1 point of damage and may not cast this spell for the rest of the game.

Destructive Sphere

Critical Success: Every attack generated by the spell does an additional +2 damage.

Critical Failure: The caster suffers a +5 attack.



Draining Word

Critical Success: This casting does not count against the spellcaster's limit of having one Draining Word active, though multiple castings of Draining Word against the same spell are not cumulative.

Critical Failure: Randomly select one spell known by the caster, the caster is at -3 to cast this spell for the rest of game (or between this game and the next for Out of Game spells).

Elemental Ball

Critical Success: All figures that suffer attacks from this spell should also be moved 4" directly away from the target point. They will move over any other figure, or obstruction less than 1" high. Any higher obstruction and they will stop.

Critical Failure: Roll a die. The ball travels that many inches in a random direction. All figures within 1.5" of the new target point suffer a +5 shooting attack as normal.

Elemental Bolt

Critical Success: The caster may choose to make an additional +3 shooting attack against up to 2 figures that are within 1.5" of the target.

Critical Failure: Make a +8 shooting attack against the closest member of your warband that is within line of sight, not counting the caster.

Elemental Hammer

Critical Success: The next two times this weapon causes at least 1 point of damage, it inflicts an additional 5 points of elemental magic damage.

Critical Failure: The target weapon is destroyed. If it is a magic weapon, it is not destroyed, but it loses all bonuses and special powers until the end of the game, though it still counts as a magic weapon.

Elemental Shield

Critical Success: The shield absorbs the next 5 points of damage done to the caster.

Critical Failure: The caster may not cast this spell for the rest of the game.



Embed Enchantment

Critical Success: You learn something valuable about the technique of enchanting. The next time this figure casts Embed Enchantment, it receives +3 to the casting roll.

Critical Failure: You permanently damage the item you were trying to enchant and must pay 5gc in repair costs.

Enchant Armour

Critical Success: The spell not only increase the effectiveness of the Armour, but lightens it as well. Increase the Move score of the figure wearing the armour by +1 (to a Maximum of 7) for the rest of the game. This extra bonus cannot be embedded.

Critical Failure: The spell damages the target armour. Reduce the figure's Armour score by -1 for the rest of the game.

Enchant Weapon

Critical Success: The target weapon receives a +1 damage modifier in addition to the normal effects of the spell. This extra bonus cannot be embedded.

Critical Failure: The target weapon is damaged by the spell and does -1 damage for the rest of the game.

Explosive Rune

Critical Success: When this rune explodes, make a +5 attack against every figure within 2" (as opposed to a shooting attack). In addition, this Explosive Rune does not count against a spellcaster's maximum of three runes in play.

Critical Failure: Roll a die. Place an explosive rune that many inches away from the caster in a random direction.

Familiar

Critical Success: The spellcaster attracts an unusual familiar that also grants the caster +1 Will along with the +2 Health. This lasts until the spellcaster is reduced to 0 Health.

Critical Failure: The spellcaster attracts a rather pathetic example of the species. This familiar provides no health bonus and cannot be gotten rid of until the spellcaster is reduced to 0 health.



Fast Act

Critical Success: The target figure gains +1 Move and will act first each turn for the rest of the game

Critical Failure: The target figure suffers -1 Move for the rest of the game. In addition, if it is a soldier, it cannot activate in either the wizard or apprentice phases.

Fleet Feet

Critical Success: In addition to the normal results, the target gains an extra action next time it activates (to a maximum of 3).

Critical Failure: The target figure suffers -2 Move for the rest of the game.

Fog

Critical Success: The line of fog is 10" long and may include one 90 degree angle.



Critical Failure: A random opponent of the caster may place the fog, following the normal rules.

Fool's Gold

Critical Success: The caster may place two additional treasure tokens before the start of the game, both of which are fool's gold.

Critical Failure: One random opponent of the caster counts as having successfully cast Fool's Gold.

Forget Spell

Critical Success: In addition to the spell chosen by the caster, the target must make a second Will Roll or temporarily forget how to cast one other randomly determined spell.

Critical Failure: Randomly select one spell known by the caster, he may not cast this spell for the rest of the game.

Furious Quill

Critical Success: The quill actually stabs at its target. Every time the target figure is activated with Furious Quill still active, it takes 1 point of damage. If the quill ever reduces a spellcaster to 0 Health, do not roll for survival after the game, instead the spellcaster automatically receives the Lost Eye permanent injury.

Critical Failure: This spell is cast against a randomly determined friendly figure within line of sight. If there are no friendly figures in line of sight, the spell is cast on the caster.

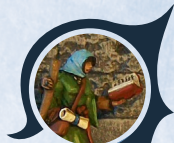
Glow

Critical Success: The glow is so bright, the target of the spell has trouble seeing and suffers -1 Shoot and -1 to any Casting Rolls for the rest of the game.

Critical Failure: The spell is cast on a randomly determined friendly figure within line of sight of the caster, including the caster himself.

Grenade

Critical Success: Every figure within 3" of the target point suffers a +3 shooting attack.



Critical Failure: Roll a die. The grenade explodes at a point that many inches from the caster in a random direction.

Heal

Critical Success: The target of the spell is returned to their starting Health and is cured of one permanent injury if it had any.

Critical Failure: The target of the spell counts as wounded for the rest of the game, regardless of any healing of any kind that it may receive.

If you are using the mounted rules from *Spellcaster: Issue 1*, then a wizard who critically casts Illusionary Soldier may choose to mount his illusionary soldier on an illusionary steed. The Illusionary soldier gains all of the bonuses from being mounted, but can never dismount. Mounted Illusionary soldiers do not need to roll when moving through rough ground.

Illusionary Soldier

Critical Success: The Illusionary Soldier gains a bit of solidity. The caster gains a soldier of any type, except the soldier only has 1 Health. Otherwise it follows all of the rules for a normal soldier except that it does not count against your warband limit. It vanishes at the end of the game.

Critical Failure: One randomly selected opponent counts as having cast Illusionary Soldier before the game.

Imp

Critical Success: The first time this imp is activated, the caster may decide its actions. After that, it becomes an uncontrolled creature.

Critical Failure: Roll a die and divide the result by 2, rounding down. Place an imp that many inches from the caster in a random direction.

Invisibility

Critical Success: The caster may change the target of the spell to any figure within 12". This figure can pick up treasure tokens and remain invisible.

Critical Failure: Choose a random enemy figure within line of sight. This figure is rendered invisible. If there are no enemy figures within line of sight, then the closest enemy figure becomes invisible.



Leap

Critical Success: The target may immediately take one action after the Leap is completed. It may then take no other actions this turn.

Critical Failure: The target figure leaps 10" in a random direction and takes 3 points of damage because of a hard landing. (The figure takes no other damage for falling).

Mind Control

Critical Success: The figure joins the caster's warband for the rest of the game and may not make Will rolls to shake off the effect.

Critical Failure: The caster is shocked by a wave of physic feedback, suffers 2 points of damage, and may not cast Mind Control for the rest of the game.

Miraculous Cure

Critical Success: In addition to the normal effects, the target receives +3 Health in its next game.

Critical Failure: The target immediately suffers another permanent injury. Roll on the permanent injury table immediately.

Monstrous Form

Critical Success: In addition to the normal benefits, figures also suffer a -2 when making shooting attacks against the target of this spell.





Critical Failure: All friendly figures within 8" and line of sight of the caster must make an immediate Will Roll with a Target Number of 14. If they fail, they lose their next activation.

Mud

Critical Success: The mud is boiling hot. Any figure that moves into the mud, or activates while in the mud, suffers 1 point of damage.

Critical Failure: The spell is successfully cast with the caster treated as the target point.

Petrify

Critical Success: The target is petrified for its next three activations, instead of the next one, although it may attempt another Will Roll before the second and third.

Critical Failure: The spell is successfully cast on the caster. The caster may attempt a Will Roll as normal.

Plague of Insects

Critical Success: In addition to the normal effects. The spell also summons one giant insect. The caster may place this insect anywhere in combat with the target figure. The giant insect has the same stats as a blood crow (*Thaw of the Lich Lord*, page 54) and follows all of the normal rules for uncontrolled creatures.

Critical Failure: One random opponent may place a giant insect anywhere within 3" of the caster, including in combat with him.

Planar Tear

Critical Success: The rift is so large that an imp crawls out of it. Place this imp on the target point for the spell. This imp counts as a member of the caster's warband for the rest of the game, but does not affect the spellcaster's ability to summon or control other imps or demons.

Critical Failure: Determine a random direction then roll a die. A rift is created at that point. For the rest of the game, at the beginning of each turn, a new imp appears at that point. These imps are uncontrolled creatures.



Plane Walk

Critical Success: The caster, and up to one figure within 3", may immediately move to any point on the table that is not occupied by another figure. If moving two figures, the figures must still be within 3" of one another after they move. All of the other effects of the spells apply to both figures until their next activation.

Critical Failure: The caster is attacked by an extra-planar entity while attempting to walk, and drags this creature back to this reality. Move the caster 1–10" in a random direction and place a minor demon in combat with it. This minor demon follows all of the rules for an uncontrolled creature.

Poison Dart

Critical Success: Make a +5 shooting attack against the target figure. This attacks causes damage in the same way as a normal attack, and if any damage is done, the target is also poisoned.

Critical Failure: The spellcaster fires the dart into his own foot. He takes no damaged, but is poisoned.

Possess

Critical Success: In addition to the normal results of this spell, roll once on the Minor Demonic Attribute Table (Forgotten Pacts, page 14) and apply this to the target figure as well.

Critical Failure: The spell is successfully cast, but the demon manages to take control of the target figure. For the rest of the game, this figure counts as an uncontrolled creature. In addition, roll once on the Minor Demonic Attribute Table and apply this to the target figure as well.

Power Word

Critical Success: The effects of this spell only apply to spellcasters of the casting player's choosing. In addition, this spellcaster can cast a second Power Word, if they so choose.

Critical Failure: The figure manages to cast Draining Word instead, effecting the same spell that Power Word would have. This spell last until the end of the game, unless it is dispelled.



Push

Critical Success: If the target of the spell was an enemy, the target also suffers a number of points of damage equal to half the number of inches they were pushed. If the target of the spell was a friendly figure, the caster can choose to modify the length of the push by +/- 3".

Critical Failure: Roll a die. The caster manages to push himself that many inches directly away from the target of the spell as though he himself were the target of a Push spell.

Raise Zombie

Critical Success: The caster may add one ghoul to their warband instead of a zombie.

Critical Failure: If cast Out of Game, the spell fails, and the caster may not cast this spell during the coming game. If cast in game, the spell creates an uncontrolled zombie. One random opponent may place this figure anywhere within 3" of the caster, but at least 1" away.

Restore Life

Critical Success: The wizard gains a bonus +50 experience points.

Critical Failure: The wizard immediately suffers a permanent injury.

Reveal Death

Critical Success: If the target is a spellcaster or captain, and they fail their Will Roll, they immediately gain the Psychological Scars permanent injury. If it is a soldier, the spell causes them to miss their next three activations, although they may make an additional Will Roll before the second and third activations.

Critical Failure: The spellcaster sees a vision of his own death. He must make an immediate Will Roll with a Target Number of 14 or immediately gain the Psychological Scars permanent injury.

Reveal Invisible

Critical Success: All invisible figures on the table are immediately revealed. In addition, no figure may count as invisible for the remainder of the game, no matter the source.



Critical Failure: The caster may not cast this spell for the rest of the game. In addition, he clouds his own vision and may not draw line of sight to anything over 12" away for the rest of the game.

Reveal Secret

Critical Success: The extra treasure may be placed within 6" of the casting player's table edge.

Critical Failure: After all figures have been set-up on the table, one random opponent may select one treasure token and move it up to 6" in any direction.

Scatter Shot

Critical Success: The spellcaster makes a +1 shooting attack against every enemy figure within 12", additionally, any figure that suffers damage from this attack is moved 2" directly away from the caster.

Critical Failure: Every member of the caster's warband within 12", including the caster himself, immediately suffers a +0 shooting attack.

Shield

Critical Success: In addition to the normal effects of the spell, the target also receives +2 Fight when rolling against shooting attacks for the rest of the game.

Critical Failure: The caster may not cast this spell for the rest of the game.

Slow

Critical Success: In addition to the normal effects of the spell, the target also suffers -2 Move.

Critical Failure: The spell is successfully cast upon the caster.

Spelleater

Critical Success: This spell cancels the effect of up to two spells currently in play, and the caster takes no damage.

Critical Failure: The spell cancels the effects of all of the caster's own spells that are currently in play. In addition, the caster takes 2 points of damage.



Stealth Health

Critical Success: In addition to the normal effects of the spell, the caster gains +1 Fight for the rest of the game, while the target suffers -1 Fight for the rest of the game.

Critical Failure: The caster takes one point of damage, while the target regains one lost point of Health.

Strength

Critical Success: In addition to the normal effects of this spell, the target also does +1 damage in hand-to-hand combat for the rest of the game.

Critical Failure: The target suffers -1 Fight for the rest of the game.

Strike Dead

Critical Success: The caster takes no damage for casting this spell. If this spell takes the target to 0 Health, and the target is a spellcaster or captain, they must roll for a permanent injury on top of any other results for their roll on the survival table.

Critical Failure: The spell is successfully cast against the caster. (So the caster immediately suffers 1 point of damage for casting the spell, and then must make a Will Roll against the spell with a Casting Roll of 14).





Summon Demon

Critical Success: The spell generates a major demon. Roll once on the Major Demonic Attributes Table (*Forgotten Pacts*, page 18).

Critical Failure: Place a demon on the table in combat with the caster. To determine the type of demon roll a die: 1–5 imp, 6–15 minor demon, 16–20 major demon.

Telekinesis

Critical Success: The caster may move the treasure up to 10". If it is moved into contact with a member of the caster's warband, they may pick up the treasure as a free action.

Critical Failure: Move the treasure 6" directly away from the caster.

Teleport

Critical Success: After teleporting, the caster may take one more action this activation. This can be any action the figure is normally able to perform, including casting a spell.

Critical Failure: Roll a die. Move the caster that many inches in a random direction.

A critical failure on a teleport spell is a wonderful chance for a little narrative building. Perhaps the wizard teleported into another dimension, or into some previously unexplored part of Frostgrave. If you want, have them teleport into the 'Alone in the Crypt' solo scenario in *Spellcaster: Issue 1* and see if they can survive! (In that case, they don't get the magic arrows—they've got spells!).

Time Store

Critical Success: The caster may still take their second action for the turn as normal.

Critical Failure: The caster receives a maximum of one action in their next activation.

Time Walk

Critical Success: Casting this spell does not count as one of the figure's actions during this activation.

Critical Failure: Remove the caster from the table, but mark the



spot. At the end of every turn, roll a die. On a 6+ they return to the table at the exact spot they left it.

Transpose

Critical Success: The caster may change the targets of this spell. Target figures receive no Will Roll to resist this spell.

Critical Failure: The caster switches places with a random member of his own warband.

Wall

Critical Success: The spell generates a wall of fire. In addition to the normal effects of this spell, any figure that moves into contact with the wall, or activates while in contact with it, suffers 2 points of elemental magic damage.

Critical Failure: Any walls the caster currently has on the table are immediately removed. The caster may not cast this spell again for the rests of the game.

Will Power

Critical Success: The target of the spell will automatically pass any Will Rolls it is required to take for the rest of the game, with no die roll required

Critical Failure: Both the caster and the target (if they aren't one in the same) suffer -2 Will for the rest of the game.

Wizard Eye

Critical Success: The wizard eye may be placed on top of a piece of terrain and gains a 360-degree field of vision.

Critical Failure: The caster may not cast this spell for the rest of the game.

Write Scroll

Critical Success: When this scroll is used, the spell is cast as though a Critical Success has been rolled.

Critical Failure: The caster starts a fire in their scriptum. Choose one scroll currently in the wizard's vault. This scroll is destroyed. If the wizard has no other scrolls, there is no effect.



INCINERATOR

A Solo or Co-op Scenario for Ghost Archipelago

The last thing you remember is the green gas pouring through the cracks in the ruined temple... Now, you and your crew are in some vast, dark chamber. As your eyes adjust, you see you are not alone. All around the chamber are little groups of men, pirates and adventurers, but all are marked with boils and rashes, oozing sores, and weeping eyes. They shuffle listlessly across the stone floor. Then, at the far end of the chamber, up on a high ledge, a pair of torches flair to light, revealing a doorway between. It appears to be the only exit to the chamber. You are just about to order your men that way, when the door opens, and a pair of snake-men carrying wicked looking polearms step through. They take positions in front of the door and glare down with their soulless eyes. Just as your crew are getting to their feet, there is a horrible, grinding sound, and a piece of the floor just behind where you are standing drops away. Below the floor a glowing lake of fire bubbles and spits. Suddenly, madness grips the imprisoned, plague-eaten crews, and a riot breaks out in the chamber as the floor continues to drop away...



Set-Up

This scenario should be played on a table 2' wide and 2.5' long. One short side is designated the crew side, the other short side is the snake-man side. On the snake-man side, there is a 2" wide ledge, running the length of the table edge, 6" above the floor. In the middle of this ledge is a doorway. One snake-man infantryman stands on either side of the door.

Directly in front of the ledge is a line of ten plague-marked crewmen. These should be equally spaced across the chamber. These crewmen have the same stats as standard crewmen except that they all only have 1 Health. They are armed with whatever weapons the model is armed with.

One treasure token should be placed in the centre of the table. Place two additional treasure tokens, each 8" away from the central treasure in a random direction.

All crewmen should be set-up within 2" of the crew side.

Special Rules

The only way to survive this scenario is to escape through the doorway on the snake-man side of the chamber. The ledge can be climbed as normal. The door is locked. It can only be opened if a figure spends an action and makes a Fight Roll with a Target Number of 15.

The plague-marked crewmen follow all of the standard rules for uncontrolled creatures. When determining the order of actions of creatures in





this scenario, have all creature currently in combat activate first, then activate all creatures that are not in combat. In both instances, always activate the creature that is furthest to the left (when viewed from the player's starting table edge) that has yet activate in the turn. The snake-men will maintain their post beside the door until a crewmen reaches the top of the ledge. Once a figure is on the ledge, they will follow the standard rules for uncontrolled creatures, but only take into account figures on the ledge when determining their actions.

At the end of the first turn roll a six-sided die; all of the floor within that many inches of the crew side drops away. So if you roll 4, 4" of floor drops away. Any figures standing on this floor are dropped into the fire. If a figure is left so that part of their base is on solid ground and part on the floor that dropped away, that figure should make an immediate Move Roll with a Target Number of 10. If successful, move them fully onto the solid ground. If they fail, they drop into the fire. At the end of turn two, roll the six-sided die again, and again that many inches of floor drops away. This should continue at the end of each turn, until there is no floor left on the table except the ledge. The ledge will not drop away; however, at the end of any turn when there is no floor left but the ledge, every figure on the ledge must make a Move Roll with a Target Number of 10 or fall into the fire. Any figure that falls into the lake of fire is immediately reduced to 0 Health.

Figures suffer no movement penalties for carrying treasure tokens in this scenario.



Co-Operative

This scenario can be played with two players working together. In this case, each player should select five members of their crew to participate in the scenario. The number of plague-marked in the cavern should be increased to 12 and the number of snake-men on the ledge should be increased to 4.

A total of five treasure tokens should be placed in the chamber. One in the central spot, the others each 6" away from the central treasure token so that they form an X around it.

Treasure and Experience

Treasure is rolled for as normal after the game, including the central treasure. Experience is gained as normal with the following additions.

- +10 experience points for each snake-man killed by the Heritor or his crew.
- +10 experience points for the Heritor whose crew opens the door.
- +5 experience points for each crewman that exits through the door, except the Heritor and Warden.
- +15 experience points if the Heritor exits through the door.

Wardens may also gain bonus experience points in this scenario.

- +15 experience points if the Warden exits through the door.



Vampire Island

Secret

According to an old story, the last time the Archipelago appeared, a vampire from the east travelled to the islands. During one excursion, the vampire became trapped and desperate and began to suck the life from his own crew. The last of the crew managed to trap the vampire in his own sarcophagus, along with his ancient medallion. According to the story, the sarcophagus rests in the shadow of a mountain, just like the one on the horizon.

Place a sarcophagus at least halfway across the table from your starting table edge. Any time a member of your crew is in contact with the sarcophagus, you may reveal this card, and the figure may spend an action to make a Fight Roll with a Target Number of 14. Every member of the crew may make one attempt to open the sarcophagus. If successful, gain 20 experience points.

Immediately give the figure that opened the sarcophagus a treasure token and place a vampire (*Frostgrave* rulebook, page 113) on the table. The vampire will not activate this turn, but will activate in the turn after it is placed. It follows the standard rules for an uncontrolled creature.

If the vampire is killed, the Heritor whose crew killed it gains 20 experience points.

Red Herrings

- Pit
- Gateway

The Warrior in Stone

Secret

According to the journal fragment you recovered from the chest, the crew was moving through the jungle near here when they encountered a gorgon. Although they managed to kill the demon, their best warrior was turned to stone. Your warden says that such magic could now be undone, if you could find the stone warrior. Such a warrior would owe you the greatest debt...

Place a statue at least halfway across the table from your starting table edge. If your Warden is in contact with this statue, you may reveal this card. Once the card is revealed, the Warden can make a Will Roll with a Target Number of 14. If successful, gain 25 experience points and replace the statue with a specialist crewmember of your choice (from any book). This specialist counts as part of your crew for the rest of the scenario. If the Warden fails the roll, she may make two additional attempts, spending an action for each attempt.

At the end of the scenario, the specialist crewmember may be added to your crew without cost, but subject to the normal limits for specialists.

Red Herrings

- Arcane Disk
- Swamp Zombie

The Lost Treasury

Secret

According to the Dricheam talesinger, a wizard once travelled to this island and established a secret treasury that could only be reached by standing on a specific stone and shouting the magic word. He knows both the location of the stone and the command word, but no one has ever dared to use them, for a horrific monster guards the treasury.

Place an arcane disk at least halfway across the table from your starting table edge. You may reveal this card at any point. Once it is revealed, any figure (of either crew) standing on the arcane disk may speak the command word. Immediately set up a new 12" square table with a statue in the centre and treasure tokens in each corner. Place a spirit warrior adjacent to the statue.

Whenever a figure speaks the command word, move it to this new table placing it 3" away from the statue in a random direction. Any figure in this room that moves into contact with the statue may return to the main table (carrying any treasure tokens it has) anywhere within 8" of the arcane disk.

A Heritor or Warden who enters the treasury gains 15 experience points. The Heritor whose warband kills the spirit warrior gains 10 experience points.

Red Herrings

- Sarcophagus
- Trapdoor

The Wishing Well

Secret

According to the natives, there is a dark well, hidden in the hills above the village. People who make an offering of gold to the well often have their wishes granted. While this is likely native superstition, you've already encountered several more unlikely things in the Ghost Archipelago...

Place a pit at least halfway across the table from your starting table edge. If your Heritor or Warden are in contact with this pit, you may reveal this card. Once the card is revealed, either the Heritor or Warden may spend an action to make an offering to the well. Mark off either 50gc from your treasury or an item worth 50gc or more, and roll on the table below. Only one offering may be made.

- 1-5: Nothing happens.
- 6-10: The Warden or Heritor gains 25 experience points.
- 11-15: Give this figure a treasure token.
- 16-18: The Warden or Heritor gains 40 experience points.
- 19-20: Gain a map stone of your choice (and the normal experience point bonus)

Red Herrings

- Runic Stone
- Statue

Heart of the Island

Secret

When your warden eventually translated the writing in the sea cave, it spoke of a small locked door, set in the earth. Underneath the door was 'The Heart of the Island', a giant, blood-red gemstone. And there was something about a curse, but the warden couldn't quite make out that part...

Place a trapdoor at least halfway across the table from your starting table edge. If you ever have a figure in contact with the trapdoor, you may reveal this card and attempt to open the door. The figure may spend an action and make a Fight Roll with a Target Number of 12. If successful, the door has been opened. This attempt can be made as many times as desired. Once opened, replace the trapdoor with a treasure token. If this token is secured, do not roll on the treasure table. Instead, the Heritor gains a gemstone worth 500gc when sold on the mainland.

At the start of every turn after the trapdoor has been opened, there is an earthquake. Every figure should make a Move Roll with a Target Number of 12 or be reduced to one action for that turn.

Red Herrings

- Runic Stone
- Arcane Disk

Zombie of Life

Secret

After the battle, your warden told you that one of the zombies had a small cluster of lingle berries, dangling from its matted hair. Figuring that such a rare herb was worth taking out one zombie, you set-off in pursuit.

Place a swamp zombie at least halfway across the table from your starting table edge. If the swamp zombie is ever reduced to 0 Health, reveal this card, and leave the zombie's body on the table. Any figure from your warband that is in contact with the zombie, may spend an action to retrieve the lingle berries. For the purposes of this game, the berries do not take up an item slot. If this figure exits the table, or survives to the end of the game, the Heritor may add 2 doses of lingle berries to his ship's hold. He also gains +25 experience points.

Red Herrings

- Statue
- Trapdoor

The Lightning Stone

Secret

According to the witch doctor, those that touch the lightning stone and speak the ancient words will be filled with the raw power of the Archipelago. Of course, to touch it, one has to face the lightning...

Place a runic stone at least halfway across the table from your starting table edge. At the end of turn two, reveal this card.

From this point on, at the end of every turn, including this one, make a +0 elemental magic shooting attack at the two figures that are closest to and within line of sight of the stone.

If your Heritor or Warden is in contact with the stone, they may spend an action to make a Will Roll with a Target Number of 12. If they succeed, they gain +40 experience points. Once a figure has gained these experience points, they will not be targeted by the stone's attack for the rest of the game. Heritors and Wardens may attempt this Will Roll a maximum of three times, but they may only gain the experience points reward once each.

Red Herrings

- Gateway
- Pit

Return, Warrior

Secret

The inscription in the ruined temple spoke of an ancient arch on the hill above. When the moon was full, as it is today, then one could speak the spell and summon a powerful warrior to fight for him...

Place a gateway at least halfway across the table from your starting table edge. If your Heritor or Warden is adjacent to the gateway, you may reveal this card. Either figure may spend an action and make a Will Roll with a Target Number of 14.

This roll may be attempted as many times as the player wishes. If successful, place a Spirit Warrior within the gateway (or as close to this point as possible). This spirit warrior joins your crew for the rest of the game. After the game, the spirit warrior may remain in the crew, counting as a specialist soldier, and subject to the normal crew restrictions. If the spirit warrior is every reduced to 0 Health, roll for its survival as normal.

Only one spirit warrior may be summoned. If the Heritor or Warden successfully summons the spirit warrior, that figure gains +20 experience points.

Red Herrings

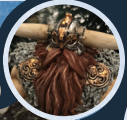
- Sarcophagus
- Swamp Zombie

GHOST ARCHIPELAGO

ULTERIOR MOTIVES
CARDS

GHOST ARCHIPELAGO

ULTERIOR MOTIVES
CARDS



FURY OF THE FROST GIANTS

By Brent Sinclair

Ravaged warbands who have survived expeditions into the Frozen City are whispering that the frost giants have been spotted again near the healing wells of the Temple of Ervaden. It's been more than a hundred years since the frost giants ruled the frozen wasteland outside the ruins of the Felstad. No one knows what drove the giants away, but their return threatens everyone who seeks fame and fortune in the Frozen City. Can you forge alliances with rival wizards to drive the giants back into the frozen wasteland?

Warbands

This scenario is design to be played with at least 4 players with experienced warbands. It is suggested that wizards be at least level 10. While temporary alliances during this scenario are allowed, and perhaps even advisable to take on the giants, players still gain experience points and secure treasure independently. While it is not required, it might be useful to have one player acting as 'games master' during this game to handle set-up, control the frost giants, and keep the game moving.



Set-Up

This scenario should be played on a large table, at least 4' x 4'. The entire table should be crowded with terrain, including significant amounts of multi-level terrain if available. Five wells should be placed on the table. One should be placed in the exact centre of the table, the other four should be placed so that each one is approximately in the centre of one of the quadrants of the table. Warbands should be deployed within 12" of a randomly determined corner.

At least 28–32 treasure markers are needed for this game. These should be identical, or at least indistinguishable, when seen on the table. Prior to game, four of these treasure markers should be marked with a blue bottom and four should be marked with a red bottom. After these special treasure tokens are marked they should be mixed in with the rest of the treasure tokens. The players (or games master if one is available) should randomly deploy all of the treasure tokens throughout the playing surface. Try to keep markers at least 4" from one another, taking advantage of the vertical terrain features as well

Special Rules

During the game, any figure in contact with a treasure token may spend an action to pick it up. The player should immediately check to see if it is a special token. If not, the treasure contains d20 x 10 gold. This gold should be tracked separately for this scenario and the treasure token should be discarded. Figures will never carry treasure tokens during this scenario. The red and blue treasure tokens do not contain gold, but trigger special events.





Red markers contain special magic items for use against the giants. Whenever a red treasure marker is uncovered, the player should be given one of these four items at random. Note each magic item is unique and can only be found once.

Wand of Fireballs (5): Only useable by a spellcaster. Allows the caster to spend an action to Cast Elemental Bolt with a Casting Value of 5. Damage from this wand ignores the giant's elemental magic resistance. This wand has 5 charges and will be rendered useless after the last charge.

Giantsbane Weapon: A hand weapon that is +3 Fight when the wielder is making combat rolls against giants.

Giantslayer Weapon: A 2-handed weapon that causes +6 Damage to any frost giant.

Quiver of Giant Hunter Arrows: A quiver containing 8 single-use arrows that give +3 Shoot when the target is a frost giant.

Blue markers trigger the appearance of a frost giant. Once the treasure marker has been claimed, a frost giant appears in the centre of a random table edge. The giants appear in the following specific order:

- 1st: Frost Giant Warrior
- 2nd: Frost Giant Warrior
- 3rd: Frost Giant Queen
- 4th: Frost Giant King

The wells can be used to heal any model that comes in base contact with it. Spending an action will heal d20 HP (up to the model's starting maximum). Treat any result of 1–4 as if it was a 5. This means that the minimum health received will be 5. In addition to the increased health, drinking from a well will remove any effects of poison or disease.

When a model is in base contact with a well, a Potion of Regeneration may be purchased for the cost of 200 gold. Purchasing a potion requires an action but can be given to a wizard or apprentice at any time. The regenerated spellcaster will start their next turn in base contact with one member of their warband. Regenerated models suffer a permanent -2 Health Penalty for the remainder of this game. This penalty is cumulative if multiple regenerations are undertaken.



Experience

The wizard that accumulates the most experience is considered the winner of the scenario. No experience points are gained for claiming treasure in this scenario. Otherwise, wizards gain experience as normal for this scenario, with the following additions:

- +25 experience points for participating in the scenario.
- +25 experience points if the wizard survives to the end of the scenario without using a Potion of Regeneration.
- +10 experience points if the wizard drinks from one of the wells.
- +5 experience points for every wound their warband causes on the Frost Giant King or Queen.
- +25 experience points if a member of the wizard's warband strikes the killing blow on a Frost Giant Warrior.
- +50 experience points if a member of the wizard's warband strikes the killing blow on the Frost Giant King or Queen.

Frost Giant Profiles

	M	F	S	A	W	H	Special Rules
Frost Giant Warrior	6	+5	+0	15	+4	25	Large, Huge Weapon, Immune to Critical Hits
Frost Giant Queen	7	+7	+0	13	+10	30	Extra Action, Large, Huge Weapon, Elemental Resistance, Immune to Poison, Immune to Mind Control, Immune to Critical Hits
	Spells: Slow (10), Call Storm (12), Destructive Sphere (10), Elemental Ball (10), Beauty (8), Control Undead (12), Push (8), Banish (10)						
Frost Giant King	7	+8	+0	15	+12	35	Extra Action, Large, Huge Weapon, Elemental Resistance, Immune to Poison, Immune to Mind Control, Immune to Critical Hits
	Spells: Petrify (10), Elemental Shield (8), Elemental Bolt (10), Monstrous Form (8), Push (8)						

Extra Action: Receives a third action each turn. With the exception of movement, no action may be repeated during the same turn.

Large: Receives -2 Modifier when targeted by shooting.

Huge Weapon: Treats attacks as if using a two handed weapon (+2 Damage).

Elemental Resistance: +3 Armor against elemental magic attacks.



Immune to Poison: Poison based attacks do not reduce the number of actions.

Immune to Mind Control: Mind Control spells have no effect on the Frost Giants.

Immune to Critical Hits: Frost Giants do not take double damage for critical hits.

Special Notes for integrating the Fury of the Frost Giants into an ongoing campaign

Any model that consumes a Regeneration Potion would still be considered “dead” and will need to roll on the Survival Table after the game. However, the model can re-roll the result to see if the model has been killed or injured. If you chose to re-roll the first result, you must accept the results of the second roll.

When played as part of the campaign, the gold collected during this game should be exchanged for rolls on the treasure table. For every 100 gold coins remaining at the end of the game, the wizard can make one roll on the Treasure table. The maximum number of rolls allowed is 4 treasure rolls. Any leftover gold from the scenario is lost.



The last time I attended Adepticon, I was fortunate enough to participate in one of the Fury of the Frost Giants ‘big games’ run by Brent Sinclair. I had such a great time, I asked if I could share the scenario with readers of *Spellcaster*. Brent has been a big supporter of *Frostgrave* and a huge help to me over the last few years, organizing and running *Frostgrave* games at Adepticon, GenCon and other conventions.



THE FROSTGRAVE TOUR!

Have you ever wanted to play *Frostgrave* in an actual frozen medieval city? Well, now is your chance. I have teamed up with Geek Nation Tours for the first ever, Frostgrave Tour of Tallinn, Estonia! For those brave enough to come along, we'll be going to Estonia in the dead of winter to explore the frozen city of Tallinn, to walk through creepy forests at night, and to take part in a Viking re-enactment. We will also be eating some great food, visiting a spa, getting personal tours, and, of course—playing a LOT of *Frostgrave*!

Now, if this seems a surprising turn of events – just imagine how I feel! About six years ago, I surprised my wife with tickets to Estonia, not realizing that Baltic States in the month of February are a little bit cold. As it turned out, it was an amazing trip, and incredibly inspiring. In fact, that trip went a long way to creating the Frozen City of Frostgrave in my mind. I wrote about all of this in the introduction to the first *Frostgrave*



fiction collection, *Frostgrave: Tales of the Frozen City*, and then didn't give it a lot of thought.

Then one day I got an email from Teras, owner and head-geek of Geek Nation Tours. Teras is a *Frostgrave* fan and a friend of Osprey Publishing, and we've had a chance to talk occasionally at shows. We even once got to play *Frostgrave* together in the epic *Fury of the Frost Giants* game at



Adepticon! It turns out Teras had read the *Tales of the Frozen City* introduction, and it got a plan formulating in his mind. What if a group of people got together for a week of touring Tallinn and playing *Frostgrave*...

Well, in 2020, we are going to find out. Teras did a huge amount of research about the opportunities for fun and adventure in and around Tallinn, and, of course, he quizzed me about what I had done during my own exploration. He's found a nice hotel, some great restaurants, and numerous cool experiences. He hasn't skimped on the wargaming side either. He's got mats and terrain to set-up in the hotel. He's convinced me to write some new, specially-themed scenarios, and he's even commissioned a unique miniature for tour participants based on a famous medieval Estonian alchemist!

It's going to be cold, so bring your boots and cold weather gear, but it is also going to be a unique adventure. I'm seriously looking forward to it, and hope some other people might join us! The trip is limited to just 15 places, though, so if you want in, book soon.

You can find complete details on the Geek Nation Tours website: <http://geeknationtours.com/>





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