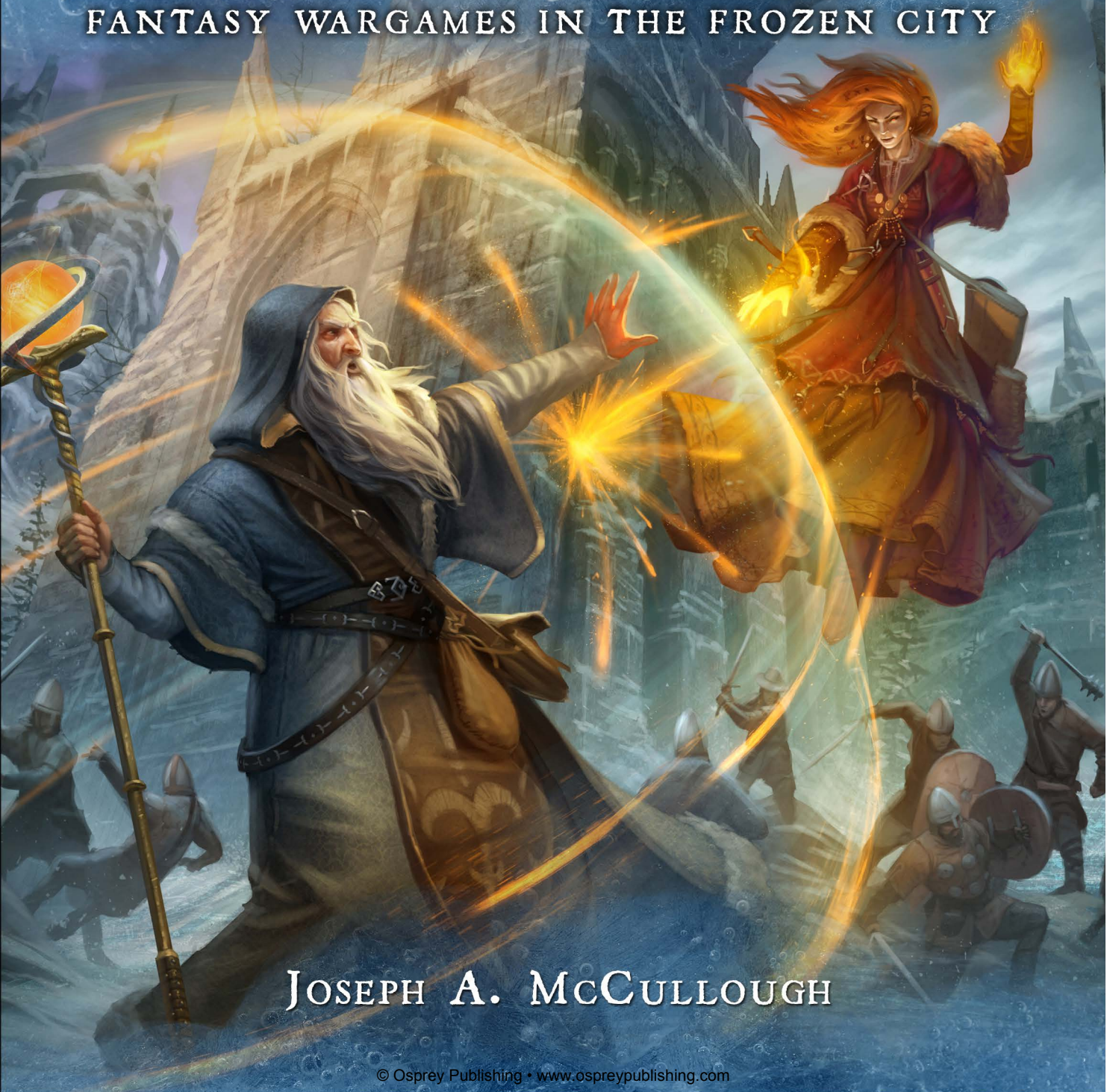


FROSTGRAVE

FANTASY WARGAMES IN THE FROZEN CITY



JOSEPH A. McCULLOUGH

FROSTGRAVE

FANTASY WARGAMES IN THE FROZEN CITY

JOSEPH A. McCULLOUGH



CONTENTS

Foreword	5	The Turn	28
CHAPTER ONE		<i>Initiative</i>	28
Wizards and Warbands	7	<i>Phases</i>	29
Introduction	7	The Wizard Phase	29
What You Will Need to Play	8	The Apprentice Phase	29
Creating a Wizard	10	The Soldier Phase	30
<i>Wizard Type</i>	11	The Creature Phase	30
Chronomancer	11	Activation	30
Elementalist	12	<i>Group Activation</i>	30
Enchanter	13	Movement	32
Illusionist	13	<i>Obstructions</i>	33
Necromancer	14	Rough Ground	33
Sigilist	14	<i>Movement Into Combat</i>	33
Soothsayer	15	Forcing Combat	34
Summoner	16	<i>Movement by Spell</i>	34
Thaumaturge	17	<i>Moving Off the Board</i>	34
Witch	17	<i>Jumping</i>	35
<i>Choosing Spells</i>	18	<i>Falling</i>	35
<i>The Stat-Line</i>	18	Combat	35
Split Stats	19	<i>Multiple Combats</i>	36
<i>Items</i>	19	<i>Optional Rule: Critical Hits</i>	38
Assembling a Warband	20	Shooting	38
<i>The Apprentice</i>	20	<i>Modifiers to Shooting</i>	40
Apprentice Stats	20	<i>Shooting Into Combat</i>	41
Apprentice Spells	22	Damage	41
<i>The Soldiers</i>	22	<i>Optional Rule: Wounded</i>	41
<i>Weapon Descriptions</i>	24	Spellcasting	42
CHAPTER TWO		<i>Success and Failure</i>	43
Playing the Game	26	<i>Empowering Spells</i>	43
Setting Up The Table	26	<i>Resisting Spells</i>	44
		Collecting Treasure	44
		Creature Actions	45
		Ending the Game	47

CHAPTER THREE

The Campaign 48

Injury and Death 48

Soldiers 50

Wizards and Apprentices 50

Permanent Injuries 51

Experience and Level 54

Experience 54

Level 56

Improving a Stat 56

Improving a Known Spell 56

Learning a New Spell 56

Counting Treasure 57

Gold Crowns 57

Potions 58

Scrolls and Grimoires 59

Magic Weapons and Armour 62

Magic Items 63

Spending Treasure 68

New Soldiers 68

New Apprentices 68

New Wizards 69

Buying Grimoires and Magic Items 69

Establishing a Base 70

Base Resources 71

CHAPTER FOUR

Spells 72

Note on Definitions 72

Spell Descriptions 72

Name 74

School 74

Base Casting Number 74

Category 74

The Spells 75

Optional Rule: Transcendance 95

CHAPTER FIVE

Scenarios 96

The Mausoleum 98

Genie in the Bottle 99

The Silent Tower 100

The Library 101

The Living Museum 102

The Worm Hunts 104

The Haunted Houses 104

The Well of Dreams and Sorrows 105

The Keep 106

The Complex Temple 107

CHAPTER SIX

Bestiary 108

Optional Rule: Random Encounters 108

Undead 110

Animals 113

Constructs 116

Demons 117

Miscellaneous Creatures 118

Spell Cards 120

The Wizard Sheet 131

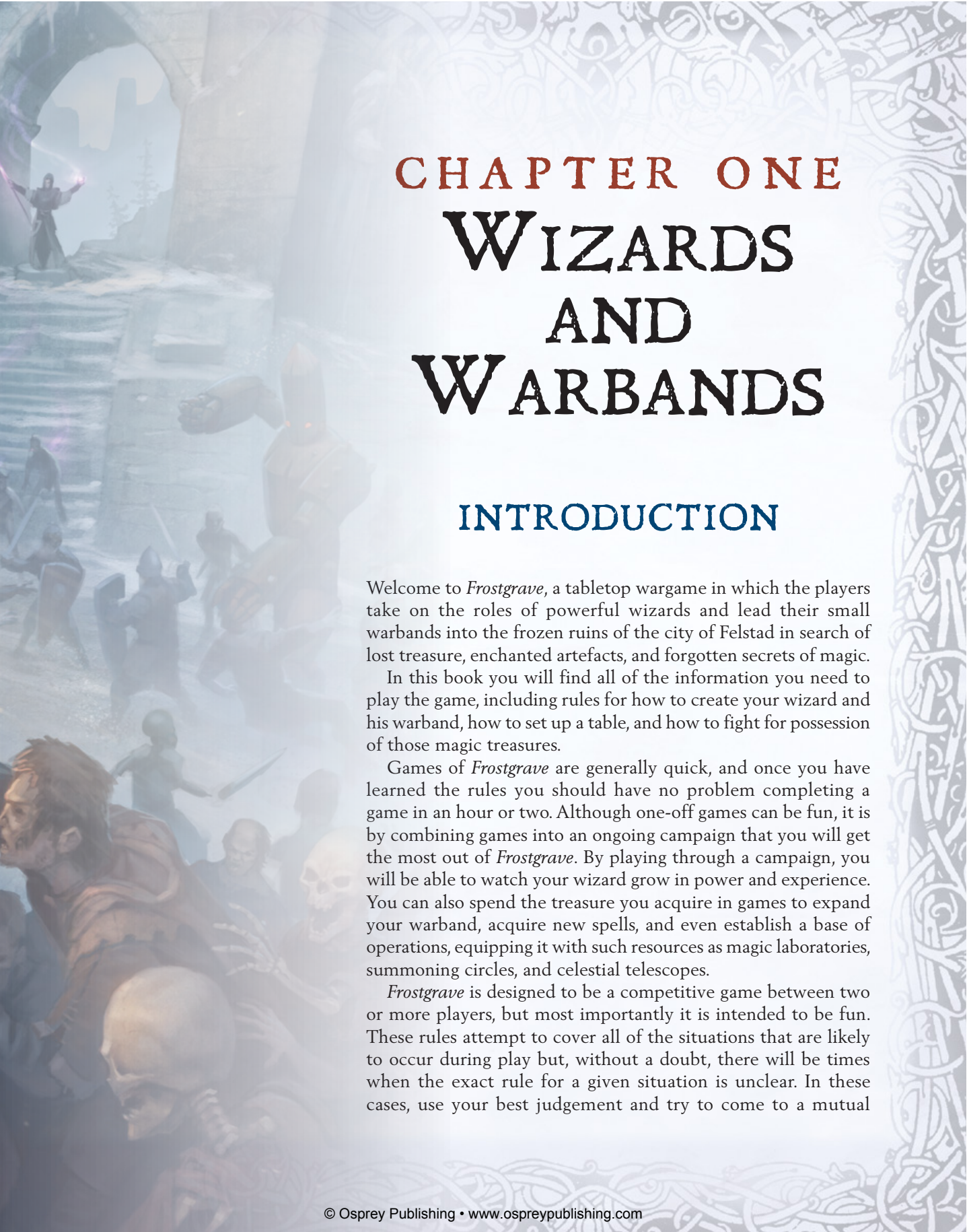
FOREWORD

Long ago, the great city of Felstad sat at the centre of a magic empire. Its towering spires, labyrinthine catacombs, and immense libraries were the wonder of the age and potions, scrolls, and mystical items of all descriptions poured forth from its workshops. Then, one cataclysmic night, a mistake was made. In some lofty tower or dark chamber, a foolish wizard unleashed a magic too powerful to control. A storm rose up – an epic blizzard that swallowed the city whole, burying it deep and leaving the area as nothing more than a vast, frozen wasteland. The empire was shattered and its magic faded. As the centuries came and went, Felstad passed from history to legend and on into myth. Only a few wizards, clinging to the last remnants of magic knowledge, still believed that the lost city had ever actually existed. But their faith was rewarded.

After a thousand years, the fell winter has passed. The snows have receded, and Felstad has been uncovered. Its buildings lie in ruins, overrun by undead creatures and magic constructs, the legacy of the empire's experiments. It is an evil, dangerous place. To the few hardy souls who inhabit the nearby villages, the city has acquired a new name – 'Frostgrave' – and is shunned by all right-thinking people. For those who seek power and riches, however, it is an unparalleled opportunity, a deadly maze concealing secrets of knowledge long forgotten...







CHAPTER ONE

WIZARDS AND WARBANDS

INTRODUCTION

Welcome to *Frostgrave*, a tabletop wargame in which the players take on the roles of powerful wizards and lead their small warbands into the frozen ruins of the city of Felstad in search of lost treasure, enchanted artefacts, and forgotten secrets of magic.

In this book you will find all of the information you need to play the game, including rules for how to create your wizard and his warband, how to set up a table, and how to fight for possession of those magic treasures.

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

Frostgrave is designed to be a competitive game between two or more players, but most importantly it is intended to be fun. These rules attempt to cover all of the situations that are likely to occur during play but, without a doubt, there will be times when the exact rule for a given situation is unclear. In these cases, use your best judgement and try to come to a mutual

agreement with your opponent. If you can't agree, each player should roll a die and go with the interpretation of whichever player rolls highest. You can discuss the situation further after the game and decide how you will handle the situation next time.

Finally, think of this book and these rules as a starting point. If you think of ways to make your games of *Frostgrave* more fun and interesting, then do it – it is *your* game, after all.

WHAT YOU WILL NEED TO PLAY

To play *Frostgrave* you will need several things besides this book: a table, miniature figures, a tape measure or ruler in inches ("), a couple of twenty-sided dice, a copy of the Wizard Sheet from the back of the book, and a pencil. Ideally, you will also have a selection of terrain pieces to recreate the ruins of the city on your tabletop. If you are new to the world of tabletop wargaming, some of these items might not be immediately obvious and are explained below.

Miniatures

Miniatures, or figures, are basically toy soldiers, made out of metal or plastic. Official *Frostgrave* miniatures are available from North Star Figures (www.northstarfigures.com), and provide options for all the wizards and warband members in the game. Other ranges can be found at most gaming stores or ordered online, so you should have little trouble finding miniatures to represent your wizard and his warband. Most miniatures are supplied unpainted, and many players find that painting their miniatures is their favourite part of the hobby.

Frostgrave was designed for use with 28mm miniatures, which is the most common size. Larger and smaller miniatures are available and it is perfectly acceptable to use those instead (as long as your opponent does so as well!), but you might want to adjust the game's measurements accordingly.

While you are shopping for miniatures, you might also consider getting some treasure. Many manufacturers also produce scenery items such as treasure chests, piles of ancient scrolls, or magic books that are great as objectives and really enhance the look of your games.

Dice

Like many games, *Frostgrave* uses dice to determine the outcome of actions. While most games use a six-sided dice, *Frostgrave* uses a die with twenty sides (sometimes referred to as a d20). At minimum, you really want two twenty-sided dice to play. Again, these dice are easily obtainable at gaming stores or online.