

SPELLCASTER

THE FROSTGRAVE MAGAZINE



RETURN OF THE RANGIFER

ISSUE **3**

ULTERIOR MOTIVES IN THE GHOST ARCHIPELAGO





SPELLCASTER

THE FROSTGRAVE MAGAZINE

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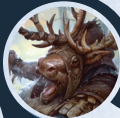
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Editorial

It likely comes as no surprise to *Frostgrave* fans that I have a deep and abiding fascination with the creative process, the act of turning nothing, or nearly nothing, into ‘something’. Creativity, I believe, is part skill, part magic. The more you practice creativity, the better you become at wielding it, and while you can temporarily exhaust your supply of creativity in one area, you can never truly use it up. It is like the Ouroboros, the dragon consuming its own tail. Creativity feeds itself.

A couple of months ago, I had a chance to read the manuscript for Matthew Ward’s new *Frostgrave* novel, *Oathgold*. It’s a darker tale than his first, but still thoroughly enjoyable. In the course of that novel, the main characters have an important encounter with the rangifer, the ‘reindeer-men’ who first appeared in *Thaw of the Lich Lord*.

In truth, I only vaguely remember inventing the rangifer. They first sprang into existence while I was working on the artist notes for that book. I was searching for another monster to add a bit of colour to the book. Later, when I came to include them in a scenario, I realized that rangifer weren’t ‘monsters’ in the same sense as most of the *Frostgrave* bestiary. Instead, they were natural inhabitants of the areas around the Frozen City. Like people, they are not inherently good or evil, but capable of acts in either direction. Their most defining feature, their hatred of the undead, grew out of the needs of the scenario. After finishing that scenario, I didn’t give the rangifer much thought.

When I met the rangifer again in *Oathgold*, it set my creativity alight. I wanted to know more about these strange creatures; furthermore, I wanted to be able to play them on the tabletop. Not as adversaries, or even as





pseudo-allies, I wanted my own little warband of reindeer-men that could go on their own adventures and fight their own battles. I needed rules for rangifer!

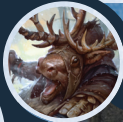
So the creative wheel turned, and the feature article for this issue was born. In these pages you'll find out more about the rangifer, including rules for creating a rangifer shaman and his loyal bodyguard, new rangifer soldier types, and even a rangifer-specific treasure table. To get your shaman started on his adventures, I've also created a two-scenario solo campaign, wherein your shaman tracks a vampire to its lair for a final showdown.

Issue 3 isn't all about the antlers, however. Nor is it all about my own creativity. For the first time, *Spellcaster* contains significant contributions from other people. Philip Smith returns with optional rules for making deals with the thieves' guilds in and around Frostgrave. The readers of *Spellcaster* have helped me out with a bunch of new unique magic items for sale at a Frostgrave Auction. And, to complete the circle, Matthew Ward appears with his new short story, *Unfinished Business!* For *Ghost Archipelago* fans, this issue also contains rules for using *Ulterior Motives* in the Lost Isles, including eight brand-new, ulterior motive cards.

In closing, I want to thank everyone who helped out with this issue, the authors, artists, photographers, and designers. Many thanks as well to everyone who has supported me in my own creative endeavours, by playing *Frostgrave* and *Ghost Archipelago*, introducing them to friends, and, of course, through purchasing *Spellcaster*. I hope this magazine provides a bit of fun, and I hope it sparks your own creativity, however you choose to express it.

Until next time,
Joseph A. McCullough





RANGIFER

First appearing in *Thaw of the Lich Lord*, the undead-hating rangifer quickly became one of my most popular creations. A form of human-reindeer hybrid, these sentient, but primitive, creatures roam the hills and mountains around the Frozen City, often venturing into the ruins for purposes of their own. Despite being one of the most numerous species to live in and around Frostgrave, there is very little information about them in the game. This article addresses that situation by greatly expanding upon the rules for rangifer. It takes a closer look at rangifer society, presents new troop types that can be used for either soldiers or random encounters, and includes rules for rangifer shamans who have their own distinct spell-list.

Rangifer Society

Not everyone who journeys to the Frozen City comes looking for treasure or ancient magic. Some come specifically to meet the strange denizens that live in the ice and snow, to study their ways, learn their languages



and customs, and perhaps convert or recruit them to a specific cause. It is no secret that most of these ‘philosophical explorers’ end up dead, either brutally killed by the very creatures they came to study or, just as often, murdered by the desperate cutthroats that inhabit the boomtowns around Frostgrave. A few, however, have survived long enough to share some of the knowledge they have gained.

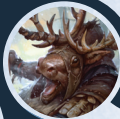
The rangifer have attracted more attention from these explorers than any other group, partly because of their mysterious culture and partly because most rangifer tribes are not immediately hostile to humans who present themselves as friends. In the years since the rediscovery of Frostgrave, a few explorers have spent significant time in the company of the rangifer and committed what they have learned to writing. These texts include the famous, scholarly work *The Book of the Rangifer* by Trendus Mone, and the less academic, but more generally popular, *A Year with the Antlered-Men* by Prentella Lucas.

Not all of the writings about the rangifer agree on every point, and likely there is significant cultural variation from tribe to tribe, but, through wide reading, it is possible to establish a few consistent truths about these mysterious creatures.

The rangifer live in tribes that usually number between 50 and 100 individuals. There are thought to be at least twenty distinct tribes living within the area around Frostgrave, but there could very easily be more. Tribes are usually lead by a shaman, assisted by a council of elders, although in times of war a temporary war-leader generally takes charge. In a few cases, these war-leaders have become the permanent head of a tribe.

All rangifer tribes claim specific territories as their own, but tend to be nomadic within that territory, moving their camps from location to location. The reasons behind these movements are not completely clear. It has something to do with ‘defending the land’, but whether that is defending it from other tribes, other races, or from something else entirely is unknown. Within a camp, rangifer live in hide tents of various designs, with family groups of up to twenty individuals sharing a single tent.

Rangifer society is generally paternalistic; only males can be shamans or serve as council elders. Males also make up all of the warriors and hunters. Females are expected to produce young and tend to the camp.



The first edition of *A Year with the Antlered-Men* included several recipes for potions supposedly brewed by rangifer shamans. Perhaps these recipes worked for rangifer, but when drunk by humans they produced a range of maladies, including sickness, insomnia, and hallucinations. These recipes were removed from later editions, making the first edition a highly sought-after collector's item.

That said, there are a few tribes that appear to be more egalitarian. While males and females mate for life, all children are raised communally, and twins and even triplets are much more common than amongst humans.

The rangifer language is deep and guttural and punctuated with grunts, barks, and occasional snorts. Humans cannot fully form all of the sounds necessary to become fluent in their language, but it is possible to mimic it well enough

that simple communication is possible. On the other hand, rangifer are capable of vocalizing human languages, at least the common tongue, although very few bother to learn it.

Rangifer religion varies greatly from tribe to tribe. In all cases, it is very ritualistic, involving frequent ceremonies that take the form of communal dances, songs, and storytelling, and places a huge emphasis on death and the passing to the next world. This religious focus may be connected to what is probably the most famous fact about the rangifer – their cultural hatred for undead of any kind. While rangifer will avoid answering any questions on the matter, what is clear is that they will go out of their way to slay undead creatures whenever they are encountered.

In battle, rangifer fight with a variety of flint weapons, favouring spears, swords, and axes. They do not use shields or wear any armour (although the thick leather clothing worn by many provides some protection), or use bows or crossbows. Their only ranged weapons are thrown spears and axes. Rangifer will also use their antlers in battle, and antler-wrestling is a popular pastime. The rangifer rarely employ complicated tactics and will tend to charge head-first at an enemy, with the shaman, or shamans, remaining in the rear to provide magical support. If they outnumber their enemies, rangifer will attempt to encircle the foe before attacking from all sides.



Rangifer magic is highly ritualized and tends to involve numerous fetishes, components, and often even a blood sacrifice – usually the shaman's own blood, although some powerful magic will demand other sources. Despite this, rangifer shamans do possess a small arsenal of magic that can be called upon quickly in need.

Rangifer Cultural Abilities

All rangifer, regardless of tribe, gender, age, or position possess the following special abilities.

Hate Undead

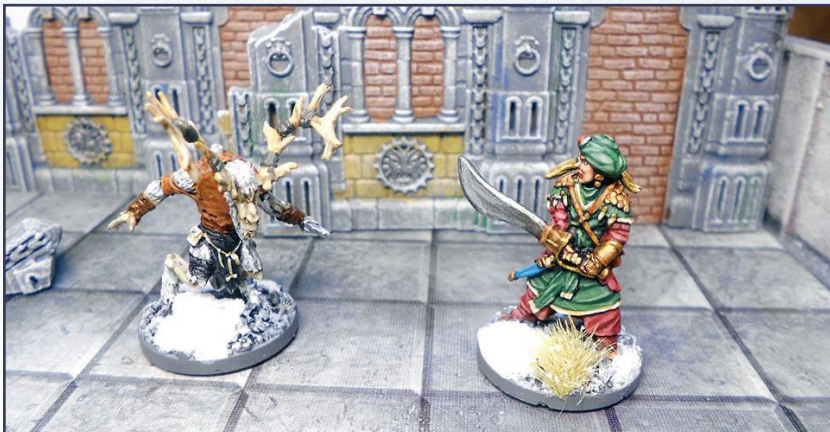
When making Fight Rolls against undead creatures, rangifer gain +1 Fight, and all of their attacks count as magic. Rangifer only gain this bonus if they are armed with only their antlers or with weapons of flint or wood.

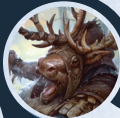
Antlers

Rangifer never count as unarmed as they can use their antlers in battle. If antlers are their only weapon, however, they suffer -1 Fight.

Flint Weapons

The Rangifer are capable of crafting flint weapons that are just as deadly as the metal-forged weapons employed by humans. These weapons are brittle,





however, and have a tendency to shatter in battle. Whenever a rangifer using a flint weapon rolls a 1 in combat, the weapon it is using is destroyed.

Rangifer Shamans

Rangifer shamans are not 'wizards' in the conventional sense. They have no interest in reading human books or learning human magic. Instead, they develop their spells through deep mediation and communion with nature. While shamans use all of the same rules for magic as wizards do, they can only learn spells from the Rangifer Spell List below.

To build a rangifer shaman, use the Starting Rangifer Shaman stat-line.

Starting Rangifer Shaman					
M	F	S	A	W	H
7	+2	+0	12	+3	12



Next, select four starting spells from the Rangifer Spell List below. A shaman has five items slots and starts with either a wooden staff or flint hand weapon at no cost. Most shamans share their tent with a select group of warriors, which is known as the Shaman's 'hide'. A starting shaman can spend 200gc on his 'hide', which can have a maximum of five figures (six, if you count the shaman).

Rangifer Shaman Experience and Levels

Rangifer shamans have their own experience points table, given below.



This is in addition to any experience granted by a specific scenario. Shamans can only earn experience for events that happen during a scenario, unless another rules specifically says otherwise. Shamans can gain a maximum of 300 experience points per scenario.

Achievement	Experience
Taking damage from a failed spellcasting attempt	+5
Casting a spell with a casting number above 6	+10
Each undead creature personally killed	+10 (to a maximum of +50)
Each scenario in which the shaman participates	+40
Each treasure token recovered	+40

Shamans can convert every 100 experience points into a level, in the same manner as wizards. For each level, they can choose to improve a stat, improve a known spell, or learn a new spell. To increase a stat, simply add +1 to the chosen stat, up to the maximum shown in brackets: Fight (+5), Shoot (+5), Will (+8), Health (18). To improve a known spell, select a spell and decrease its casting number by 1 to a minimum of 5. To learn a new spell, simply select a new spell from the Rangifer Spell List. Rangifer shamans do not need to possess a grimoire to learn a new spell.

Rangifer Spell List

Antler Shard

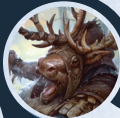
Rangifer / 10 / Line of Sight

This spell projects a small antler-tip of bone at deadly velocity. The shaman makes a +4 magic shooting attack against any figure within 18" and line of sight.

Briar

Rangifer / 8 / Line of Sight

A thick vine, covered in thorns, bursts from the ground and wraps itself around the target. Each time the target is activated, it must make a Fight



Roll with a Target Number of 14. If it fails, it takes 1 point of damage and is reduced to a maximum of one action during this activation, which cannot be movement. Large creatures get +4 to their Fight Roll and suffer no damage if they fail. Once a figure succeeds with a Fight Roll, the spell is negated.

Command Soul

Rangifer / 12 / Line of Sight

This spell may be cast on any animal, rangifer, or soldier. The target must make a Will Roll to resist. If it fails, the shaman may immediately cause it to take one action. If the target is not currently in combat, this must be a move action. This can be any legal move, provided it does not cause the target to automatically take damage (such as from falling). If the creature is in combat, the shaman can make it attack any figure with which it is in combat, or may cause it to use a movement action to move out of combat if it is only in combat with the shaman's allies.





Darkness

Rangifer / 12 / Area Effect

Maximum line of sight for the scenario is decreased to 16" (if it was greater than that to begin with). A second casting of this spell decreases the maximum line of sight to 12". Further castings of this spell have no additional effect. One casting of Dispel or Spell Eater will cancel all currently active castings of Darkness.

Shamans do not have 'apprentices' as such. Instead, selected rangifer children are invited to attend special gatherings where the secrets of rangifer magic are revealed. These gatherings are optional, and over the years, many children quit attending until only a few remain. When a rangifer shaman dies, his spirit chooses his successor and floods his body with the mystical essence necessary to perform spells.

Fire Spice

Rangifer / 10 / Out of Game

This spell can only be cast directly before a game. The Shaman prepares a herbal mixture which he may either take himself, or give to a member of his hide. The chosen figure receives +1 Fight and -1 Will in the coming scenario.

Mend

Rangifer / 10 / Line of Sight

This spell can only target a rangifer or animal and has a maximum range of 8". If this spell is successfully cast, divide the Casting Roll by 3 and round up. The target of the spell regains that many points of lost Health.

Nature's Cloak

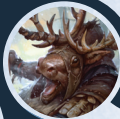
Rangifer / 10 / Touch

The target of this spell blends in with its surroundings and is very difficult to target at any distance. All shooting attacks against the target suffer -2 Shoot.

Pyre

Rangifer / 12 / Area Effect

Every undead figure on the table must make a Will Roll or suffer 3 points of damage. Additionally, any attempts to cast any spell that would summon or create an undead creature (such as Create Zombie) suffers -4



to the Casting Roll for the rest of the game. If this spell is cast within 6" of a fresh corpse, this corpse can never be animated. The shaman takes 1 point of damage every time this spell is successfully cast.

Shattering Blow

Rangifer / 10 / Line of Sight

This spell can target one non-magic weapon within 10". The next time the target weapon causes damage, it does +5 damage but is destroyed. It is replaced for free after the game.

Sunder

Rangifer / 8 / Line of Sight

This spell can only target undead creatures. The target of this spell must make a Will Roll. If it fails, it suffers damage equal to twice the amount by which it failed the roll. This spell has no effect on undead spellcasters or undead that are immune to non-magic weapons.

Rangifer Soldiers

Presented here are the most common rangifer soldier types. A wizard that possess a Book of the Rangifer (*Thaw of the Lich Lord*, p.47), may hire any of the soldiers listed below (except a boar) as his one rangifer. In that case, however, he must pay the cost listed below +80gc. If a wizard hires a War

Leader, this rangifer takes the place of the wizard's captain.

Gold

Rangifers have no currency and place no particular value on 'precious metals'. The use of gold crowns in these rules is for the sake of ease and compatibility with the rest of the system. In the case of rangifer, it actually represents a combination of influence, standing, and valuable items of a practical or artistic nature.

Boar

Rangifers do not raise livestock, nor do they keep pets; however, some tribes do keep a small number of boar. They use these animals to search for edible roots and tubers growing beneath the icy tundra. Because of the tough, vicious nature of these creatures, they are sometimes employed in battle as well.



Soldier	M	F	S	A	W	H	Cost	Notes
Boar	6	+2	+0	12	+2	8	10gc	Animal, Cannot Carry Items or Treasure Tokens

Rangifer Ambusher

These rangifer are practiced at setting traps, as well as identifying those set by the enemy.

They have all of the special abilities of the trap expert in *Into the Breeding Pits* (p.34).

Soldier	M	F	S	A	W	H	Cost	Notes
Rangifer Ambusher	7	+2	+0	12	+3	12	20gc	Hate Undead, Antlers, 2 Flint Daggers

Rangifer Charger

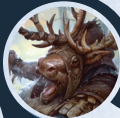
Many of the largest rangifer learn to fight exclusively with their antlers, sharpening them to razor points, and focusing on dispatching their enemies in a single rush. Such chargers do not suffer a Fight penalty when armed only with their antlers.

Soldier	M	F	S	A	W	H	Cost	Notes
Rangifer Charger	7	+3	+0	12	+4	12	30gc	Hate Undead, Antlers (no penalty)

Rangifer Herdsman

The herdsman include most adult male rangifer. They are practiced hunters and fighters who will fight with the tribe in time of need, but who generally perform other duties for the tribe. It costs 20gc to hire a herdsman.

Soldier	M	F	S	A	W	H	Cost	Notes
Rangifer Herdsman	7	+2	+0	12	+3	12	20gc	Hate Undead, Antlers, Flint Hand Weapon



Rangifer Hewer

When hunting large prey, it is the hewers who have the dangerous task of rushing in to finish off a wounded creature. Armed with large flint axes or swords, they are a terrifying sight to behold.

Soldier	M	F	S	A	W	H	Cost	Notes
Rangifer Hewer	7	+4	+0	12	+4	14	60gc	Hate Undead, Antlers, Flint Two-Handed Weapon

Rangifer Hurler

The best hunters within a rangifer tribe are known as hurlers, and are responsible for casting the first spears at any prey, either bringing it down or softening it up for the hewers to finish off.

Hurlers carry one short flint-headed spear. They can use this spear once per game to make a single shooting attack with a maximum range of 12".

Soldier	M	F	S	A	W	H	Cost	Notes
Rangifer Hurler	7	+2	+2	12	+3	12	30gc	Hate Undead, Antlers, Flint Throwing Spear, Flint Hand Weapon

Rangifer Packdeer

Although they are competent fighters, packdeer serve the tribe by carrying heavy loads whenever the tribe is on the move.

They have all of the special abilities of the pack mule in *Thaw of the Lich Lord* (p.37).

Soldier	M	F	S	A	W	H	Cost	Notes
Rangifer Packdeer	7	+1	+0	12	+3	12	20gc	Hate Undead, Antlers, Flint Hand Weapon, 3 Item Slots

Rangifer War-Leader

The war-leader is generally the most accomplished warrior in a tribe, although some tribes may elect an individual based on the needs of the battle to be fought – for example, a mission demanding stealth might

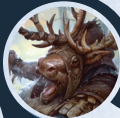


see the tribe's preeminent hunter named as war-leader. In any case, any rangifer named as war-leader will be a dangerous, experienced fighter.

To hire a war-leader, use all of the rules for Captains found in *The Frostgrave Folio* (p.18), with the following changes. The stats presented here are the war-leader's 'base stats'. For its equipment, a war-leader receives a free flint hand weapon and may additionally purchase a flint dagger, a flint two-handed weapon, and a single flint throwing spear for 5gc each. A war-leader may never carry a shield or wear armour. A war-leader may never increase its Move above 7. It costs 100gc to hire a war-leader.

Soldier	M	F	S	A	W	H	Cost	Notes
Rangifer War-Leader	7	+2	+0	12	+3	12	100gc	Hate Undead, Antlers, Stat Increase, Additional Equipment, Group Activation, Tricks of the Trade, Experience and Treasure, Survivor, Share of the Treasure.





Rangifer Treasure

Rangifers do not value the same objects as humans, especially human wizards. Thus, they have a very different concept of 'treasure'. If a Shaman's warband recovers treasure tokens, they should roll on the Rangifer Treasure Table below, instead of the treasure table in the main rulebook. Rules for new treasures are listed below. If the rules for a specific treasure are not listed, refer to the main rulebook.

Die Roll	Treasure	Purchase Price
1	30gc	—
2	50gc	—
3	D20 x 5gc	—
4	D20 x 10gc	—
5	Potion	—
6	Potion	—
7	Superior Flint Hand Weapon (+1 Damage)	80gc
8	Superior Flint Hand Weapon (+1 Fight)	120gc
9	Superior Flint Two-Handed Weapon (+1 Damage)	80gc
10	Superior Flint Two-Handed Weapon (+1 Fight)	120gc
11	Superior Flint Throwing Spear (+1 Damage)	80gc
12	Staff of Power (1)	200gc
13	Staff of Power (2)	350gc
14	Staff of Power (3)	500gc
15	Talisman of Will	300gc
16	Amulet of Resistance	300gc
17	Blessed Charms	150gc
18	Iron Cauldron	100gc
19	Crystal Pendant	150gc
20	Life Ward	300gc



Blessed Charms

A rangifer wearing these stone charms on its antlers gets +1 Fight when in combat with demons, and can damage demons that are immune to non-magic weapons. This item does not take up an item slot.

Crystal Pendant

While wearing a crystal pendant, rangifers can see invisible creatures.

Iron Cauldron

This is an iron cauldron - simple, but hard for the rangifer to obtain. A shaman with an iron cauldron in his vault receives +1 to his Casting Roll when casting Fire Spice.

Life Ward

Any rangifer that wears this carved stone charm is immune to the effects of the Strike Dead spell.

Potion

Roll once on the Dark Alchemy Potion Table (*The Frostgrave Folio*, p.44) if it is available, or the Potion Table in the main rulebook if it is not.

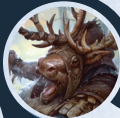
Superior Flint Weapons

In addition to the benefit listed in the Rangifer Treasure Table, if the wielder rolls a 1 in combat, their weapon only shatters if their opponent rolled a 16+ in the same round of combat as well. Otherwise, the weapon is unharmed.

Talisman of Will

Treat as a Ring of Will from the main rulebook.

Rangifer are extremely knowledgeable of the benefits and properties of certain plants that can be found growing in the frozen north. If a shaman rolls a potion on the Rangifer Treasure Table, they may choose to roll on the Potion and Herb table found in the *Ghost Archipelago* rulebook if available. The names of the various herbs found in the north will be different, but their effects will be the same.



ETERNAL REST

A Solo Frostgrave Campaign for Rangifer

Eternal Rest is a two-scenario campaign designed for one player using a level 0 rangifer shaman and his hide. The two scenarios are designed to be played back-to-back, so that after the first game, the shaman player should roll for injuries and treasure, but is not allowed to hire any new hide members.

For the purposes of this campaign, there are no phases. Each turn, the rangifer player should activate all of his figures, in any order he chooses. Once that is done, all of the uncontrolled creatures should activate.

Scenario One—Keeper of the Keys

Fresh blood and matted fur covers the snow. The scent of death is everywhere. The fresh death of your herdsmen and the ancient, musty



death of your enemy – corpse dust and candle wax. The scent of the blood-drinker. You've smelled it before and fought and destroyed its minions. Is this its revenge? To have killed your herdsmen is crime enough, but to take their flesh? That cannot be forgiven – or ignored.

You have summoned your hide and followed the trail of death. There has been no attempt at concealment. Does it bait you? Or hold you in contempt? Either way, you shall be its end. The



trail leads to the outskirts of the dead city. A broken cave-mountain stands before you, its entrance dark. The scent of corpse dust and candle wax is strong within. This is where your herdsman have been taken. This is where the blood-drinker will end...

Set-Up

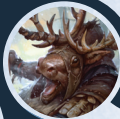
This scenario is played on a 2x2' table. Place one doorway in the centre of one table edge, to serve as the starting point for your hide. Place another doorway in the centre of the table edge to the right of your starting point. This is the exit door. Take seven small markers and place them so that they form a line across the table, 4" away from, and parallel to, the table edge containing the exit. The seven markers should be equally spaced, and thus divide the line into eight 'sections' – a section being the part of the line between two markers or a marker and a table edge. Place four treasure tokens on the table. Each treasure token should be 3" from one of the table corners, on a line running to the centre of the table. Place the Keeper of the Keys (see below) in the far left corner from your starting point. Place a zombie (*Frostgrave*, p.112) in each of the other three corners.

The rest of the table should be sparsely covered in rubble, rocks, and broken furniture.

Finally, place your shaman and his hide within 3" of your starting point.

Special Rules

The Keeper of the Keys holds the key to the exit door. If the Keeper of the Keys is killed, leave the figure on the table to mark his fall. At this point, any figure in contact with the Keeper of the Keys may spend an action to recover the key for the exit door. This key does not count as an item or treasure token, and the figure carrying it suffers no penalties. The key may be moved from figure to figure, with either the figure currently holding the key, or the figure wishing to take the key, spending an action to make the transfer. If a figure holding the key moves into contact with the exit, the scenario ends immediately. The player secures any treasure that his figures are currently holding, all other treasure is lost. The player should proceed to Scenario Two.



The creatures in this scenario follow the standard rules for uncontrolled creatures, with the following exceptions:

- The Keeper of the Keys will only move in order to force combat.
- All other uncontrolled creatures will always move directly towards a ranger that is holding the key, if they are free to do so. If no ranger is holding the key, they will move toward the closest ranger figure, regardless of distance or line of sight.

At the end of each turn, two things happen. First a new undead creature appears on the table. Randomly determine a table corner, and then roll on the Keeper of the Keys Encounter Table below.

Keeper of the Keys Encounter Table

Die Roll	Creature(s) Encountered	Experience Reward
1–2	Skeleton	+5
3–4	Skeletons (2)	+5 each
5–6	Armoured Skeleton	+5
7–8	Armoured Skeletons (2)	+5 each
9–10	Zombie	+5
11–12	Zombies (2)	+5 each
13–14	Ghoul	+5
15–16	Frost Wraith*	+10
17–18	Zombie Troll*	+20
19–20	Wraith	+20

Rules for these creatures can be found in the *Frostgrave* rulebook (p.111–112), with the exception of the Frost Wraith (*Thaw of the Lich Lord*, p.56) and the Zombie Troll (*Thaw of the Lich Lord*, p.58). If that volume is not available, replace the Frost Wraith with Ghouls (2) and the Zombie Troll with a Wraith.

After this, randomly determine one of the sections created by the markers. A wall of fire suddenly flares up in this section and should be marked on the table. The section of the wall of fire includes both of the markers that define it. This wall of flame remains until the end of the game. A new section of the



line should burst into flame each turn, so reroll any random results of a section that already contains a wall of fire. In this way, by the end of turn 8, the entire line will be one continuous wall of fire.

Undead creatures may move through the wall of fire as though it were not there. Any rangifer wishing to move through the wall of fire must make a Will Roll with a Target Number of 14. If they fail, their activation ends immediately.

If they succeed, they may move as normal, but will take damage – roll a die and halve the result, rounding up, to see how much damage is suffered (between 1 and 10 points). Use this same method of calculating damage if a rangifer is ever caught in the middle of a wall of fire when it flares up.

If the Shaman player wishes, they may attempt one casting of Mend (if they have it) as an Out of Game spell directly after playing Keeper of the Keys. However, if the player takes this option, add an additional skeleton standing in front of Xantes in the set-up for Cauldron of Blood.

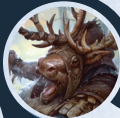
Treasure and Experience

Treasure should be rolled for as normal after this scenario (using the Rangifer Treasure Table above). Shamans do not gain the normal +40 experience points for participating in the scenario. Otherwise, experience is earned as normal with the following additions:

- +20 experience points if the Keeper of the Keys is killed.
- +20 experience points if the exit door is opened.
- +X experience points, where X is equal to the total experience reward for the undead creatures killed during the scenario, as listed on the Keeper of the Keys Encounter Table, to a maximum of +100.

Campaign Notes

It is important to make note of the current Health of all rangifer at the end of this scenario. Each figure will begin Scenario Two with either this Health, or half of their normal starting Health (rounded up), whichever is higher. Any figure that was reduced to 0 Health during the scenario, but survives and is able to participate in Scenario Two, starts with half of their normal starting Health (rounded down).



Scenario Two—Cauldron of Blood

The scent has changed. It is blood mixed with fire and ash. The dead echo. As you push through the barrier, blood-red light washes over you. The stones lead down to a perfectly crafted cave. The walls curve inwards as they rise, meeting in an arc overhead. In the midst of this place, a pool of dark fluid bubbles and boils, throwing its diseased light all about. Behind the pool stands the blood-drinker. A pair of dark souls lurk nearby, ready to defend it...

Set-Up

This scenario is played on a 2x2' table. A doorway should be placed in the middle of one table edge. This doorway serves as the rangifer entry point. A pool of dark liquid, approximately 6" in diameter, should sit in the exact

If players wish, *Cauldron of Blood* can be played as a two-player scenario, with one of the players taking on the role of Xantes. In this case, players should roll for initiative each turn. The Shaman and Xantes will act in the Wizard Phase and may activate up to 3 other figures within 3". All of the other figures will activate in the soldier phase.

In this game, Xantes is free to move about and cast spells. However, if he uses more than one action a turn (which can be any action), the cauldron of blood will not make its attack at the end of the turn. The attack bonus for the cauldron of blood will never go above +2 in the two-player version.

Playing the scenario this way will make it more challenging for the rangifer player.

centre of the table. The vampire, Xantes, stands midway between the pool and the wall opposite the rangifer entry point. One wraith knight (see *Thaw of the Lich Lord*, p.58; if this book is unavailable use standard Wraiths – *Frostgrave*, p.112 – instead) stands halfway between the pool and the table edges to the left and right of the rangifer entry point. Place one treasure token on the left and right edges of the pool, in line with the wraith knights.

The rest of the table should be sparsely covered in rubble and broken furniture.

Special Rules

It is important to keep track of the turns in this scenario. At



the end of every turn, the pool spits a stream of boiling liquid at the nearest rangifer. Make a shooting attack against the figure with a bonus equal to the turn number. So, at the end of turn 1, make a +1 shooting attack; at the end of turn 2, make a +2 shooting attack, etc. This continues until Xantes' body is thrown into the pool. At the end of any turn in which there are fewer than two wraith knights on the table, roll once on the Keeper of the Keys Encounter Table from the previous scenario and place these undead in a random table corner.

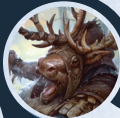


Xantes will take no actions during this scenario, though he still fights as normal if attacked. His focus is on controlling the magic pool. If Xantes is killed, leave his body on the table. The body may now be picked up and moved in the same way as a treasure token. If a figure is standing next to the pool while holding Xantes' body, it may spend an action to toss the body in the pool. As soon as that is done, the scenario ends. The rangifer player secures any treasure tokens currently held by members of his hide, otherwise these treasures are lost. Note that Xantes can be pushed into the pool while still alive, although, in this case, the scenario continues until he is killed.

The wraith knights and any other undead encountered follow the normal rules for uncontrolled creatures.

Treasure and Experience

Treasure should be rolled for as normal after this scenario (using the Rangifer Treasure Table above). Experience is earned as normal with the following additions:



- +5 experience points for each full turn that the shaman is on the table.
- +20 experience points for each wraith knight killed by the shaman or his hide.
- +30 experience points if Xantes is killed by the shaman or his hide.
- +50 experience points if Xantes' body is thrown into the pool.
- +X experience points, where X is equal to the total experience reward for the undead creatures killed during the scenario, as listed on the Keeper of the Keys Encounter Table, to a maximum of +100.

New Monsters

The Keeper of the Keys

The Keeper of the Keys is an undead troll created by Xantes to serve as the guardian of his lair.

The Keeper of the Keys						
M	F	S	A	W	H	Notes
4	+4	+0	14	+6	16	Undead, Large, Two-Handed Weapon

Xantes

One of the lesser vampires that haunts the Frozen City, Xantes is nevertheless a dangerous foe. Having spent the time since the thaw creating a small army of undead, Xantes is now experimenting with several new forms of blood magic and has found rangifer blood to be particularly potent. Xantes knows several spells, but he is too busy commanding the pool of blood to use any of them in this campaign.

Xantes						
M	F	S	A	W	H	Notes
7	+4	+0	12	+4	14	Undead, Immune to Normal Weapons, Spellcaster

Spells: Bone Dart (7), Control Undead (6), Stealth Health (8), Raise Zombie (5)



FRIENDS IN LOW PLACES

Underworld Favours in Frostgrave

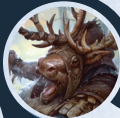
By Philip Smith

Not everyone exploring the ruins of Frostgrave is searching for the mysteries of the ancients or tomes of arcane power. For many, simple financial gain is a far more immediate (not to mention less risky) reward. Some of these mercenaries will hire out to a wizard and join his warband, but there are a few who have found a profitable niche, despite being neither mage nor minion...

A number of thieves' guilds, shifty mercantile consortiums, and brokers have established a presence in and around the city, thriving off the greed and desperation of spellcasters by acting as go-betweens and middlemen, and providing a variety of services... in exchange for appropriate reimbursement, of course!

An Offer You Can't Refuse

Wizards should be careful about getting involved with Frostgrave's Underworld, for it is a literal den of thieves, and while alliances may be mutually profitable and enduring, trust is in short supply. Still, the



resources offered by one of the gangs can tip the balance from failure to success, not to mention from brutal, ignominious death to survival!

One Underworld Favour may be claimed by any wizard before a game. The Favour may be freely chosen from the list below, and the benefit is immediately applied for that next game. There is no cost involved at this stage – the Underworld is canny, and recognises that there's more profit in what comes out of Frostgrave than in what goes in...

Rather, the wizard should add the appropriate number of Underworld Markers (see the Underworld Favours Table, below) to his Vault. This represents the debt owed to the guild or syndicate, and will remain until it is paid off or the favour is returned – the more Markers a wizard has, the more he owes! The maximum number of Underworld Markers a wizard may take on at any time is equal to his Level. So a Level 3 wizard with 3 Underworld Markers could not benefit from any more Underworld Favours until some of his existing debt has been repaid (see 'In Over Your Head', below, for details on repaying debts).

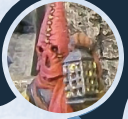
Underworld Favours

There are three different types of Underworld Favour, summarised in the table below – Loans, Intimidation, and Muscle.

Underworld Favours Table		
Favour	Cost	Notes
Loans	1 Underworld Marker per 100gc (or part thereof)	Minimum loan: 100gc. Maximum loan: 1,000gc.
Intimidation	1 Underworld Marker	+1 modifiers (to a maximum of +3) may also be purchased at the cost of 1 Underworld Marker per modifier. Failure sees return of half the Underworld Markers (round up) spent on the attempt.
Muscle	As Hired Muscle Table	Maximum of 2 permitted in a warband.

Loans

The simplest of the Favours, the wizard borrows a sum of money from 100 to 1,000gc, and adds 1 Underworld Marker for each 100gc (or part thereof).



So, a loan of 350gc would generate 4 Underworld Markers. This money goes straight into the wizard's coffers, and may be spent immediately, in exactly the same way as money earned from any other means.

Intimidation

The gang attempts to threaten and scare off one model from an opposing warband. Wizards and apprentices may not be targeted – they're far too obsessed to be scared by mere thugs! Once the target has been selected, the wizard adds an Underworld Marker to his vault. Further Underworld Markers may be taken in order to add a bonus to the intimidation attempt (one per +1 modifier, up to a maximum of three/+3). Both players roll a D20 – the player attempting the intimidation adds the modifiers he's purchased, the defending player adds the target model's Will stat.

If the scores are tied, or the target model's roll is higher, the intimidation attempt has failed, and the wizard may remove half (round up) of the Underworld Markers generated in this attempt. For example, if an intimidation attempt with a +2 modifier is made and fails, 2 of the 3 Underworld Markers acquired would be removed ($3/2 = 1.5$, round up to 2). A wizard always receives a minimum of one Underworld Maker.

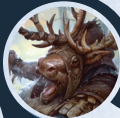
If the intimidating player's roll is higher, the target model must miss the next game. It remains with the warband, taking up a slot as normal, but may not be fired from the warband until the game has concluded.

Muscle

A thieves' guild may not always attract the best and brightest, but most will include some talented individuals amongst the enforcers and leg-breakers. While they are not particularly trustworthy allies, some may be hired by a wizard to provide some specialist skills or some extra muscle to their warband.

A wizard may recruit up to two models as hired muscle, by taking the required number of Underworld Markers (see the Hired Muscle Table, below) and adding the appropriate model(s) to his warband for the next game. Hired muscle does not count against the warband's usual size limit.

If any hired muscle is taken down during the game, test for survival as you would for a soldier. If the hired muscle dies, the guild demands further reimbursement – the wizard takes one additional Underworld Marker.



Hired Muscle Table		
Hired Muscle	Cost	Notes
Thug	1 Underworld Marker*	<i>Frostgrave</i> , p.23
Thief	1 Underworld Marker*	<i>Frostgrave</i> , p.23
Trap Expert	1 Underworld Marker*	<i>Into the Breeding Pits</i> , p.34
Assassin	2 Underworld Markers*	<i>Forgotten Pacts</i> , p.30
Barber-Surgeon	2 Underworld Markers*	As Apothecary, <i>Frostgrave</i> , p.23
Burglar	2 Underworld Markers*	As Treasure Hunter, <i>Frostgrave</i> , p.23. May climb at full speed (i.e. not halving movement).

* Add a further Underworld Marker at the end of the game if the model dies.

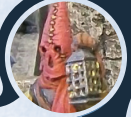
In Over Your Head

While the price of these Underworld Favours may not be paid immediately, only foolish wizards forget that it will most certainly be paid eventually! Any wizard with Underworld Markers may find them called in sooner, rather than later...

Paying Your Debts

The easiest way to remove Underworld Markers is to pay them off. It costs 150gc to remove 1 Underworld Marker from your Vault. Once paid, it's gone – simple as that (who said that crime doesn't pay?).



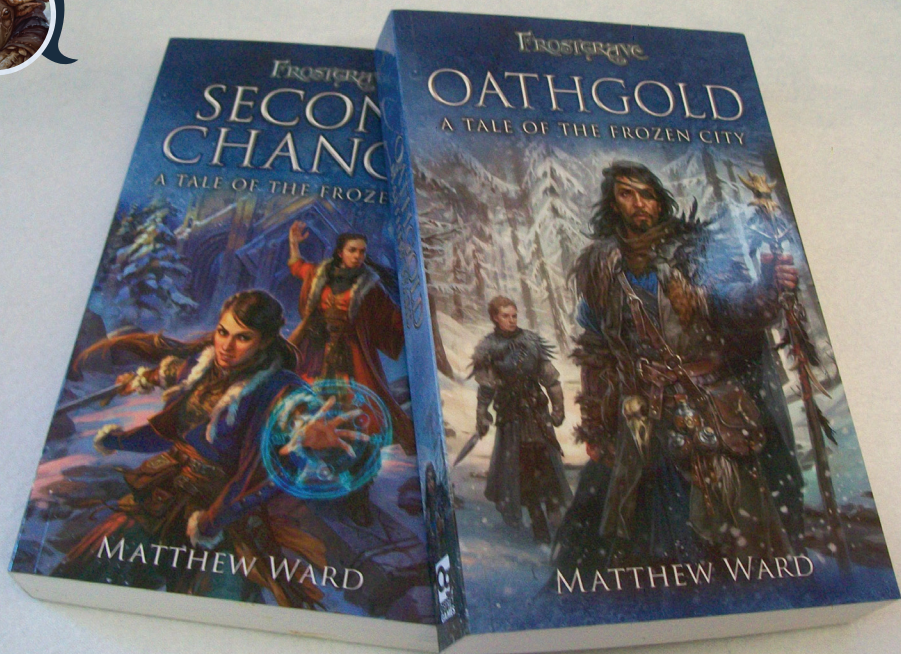
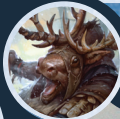


Calling in a Marker

At the end of every game, before spending any treasure (you do not want to cheat these guys...), a wizard with Underworld Markers in their Vault must roll a die. If the roll is equal to or less than the number of Markers they're holding, their debt (or part of it, at least) has been called in!

When this happens, roll on the Underworld Debts table, below, to see what is being demanded:

Underworld Debts Table		
Die Roll	Demand	Effect
1–6	"Pay what you owe"	The gang needs cash NOW. The warband must immediately pay off as many Underworld Markers (at 150gc each) as possible with the gold in its Treasury. If no Markers can be removed in this way, treat this as a result of 7–12 "Goods in lieu" instead.
7–12	"Goods in lieu"	The gang demands goods instead of money. The warband must immediately raise enough gold through the sale of magic weapons/armour/items, potions, scrolls, and/or grimoires (following the usual rules for selling items) to pay off at least 1 Underworld Marker (at 150gc each). If no Markers can be removed in this way, treat this as a result of 13–18 "A little assistance..." instead.
13–18	"A little assistance..."	The gang demands your warband's help in a certain... enterprise. Excluding the wizard, select any number of warband members to miss the next game. Total the base costs (e.g. 50gc for an archer, 200gc for an apprentice) of the models selected and remove 1 Underworld Marker for each full 50gc of this total (e.g. if the archer and apprentice were chosen to miss the next game, 5 Underworld Markers could be removed).
19–20	"Set an example..."	The gang have decided to send a message, and you're the unfortunate messenger... Roll a die to identify the poor victim of a vicious beating: 1–5, the wizard, 6–20, the apprentice. The unfortunate individual receives a permanent injury (<i>Frostgrave</i> , p.51). Note that this injury is in addition to any suffered in the game itself.



Frostgrave Fiction: *Unfinished Business*

Last year, Osprey Games released the first *Frostgrave* novel, *Frostgrave: Second Chances* by Matthew Ward. While I played a part in the editorial process for this novel, all of the characters, plot, and prose are the inventions of Matthew, and I honestly can't express how pleased I am with his efforts. He brought the Frozen City to life in a new way, and invented some really fun and memorable characters. I am delighted to report that Matthew has been commissioned to write a second novel, *Frostgrave: Oathgold* that is due out later this year, but even that is not enough for me.

So, with the blessing of Osprey Games, I approached Matthew Ward about writing a short story for *Spellcaster*. Delightfully, after giving his arm only a little twist, he agreed.

Warning: this story does contain some spoilers for *Frostgrave: Second Chances*.



Unfinished Business

By Matthew Ward

Serene spat a gobbet of blood onto the floor and glared up at her captors through her one good eye. Not that there was much to see in the flame-lit gloom of the ruined temple. She sat at the centre of a circle of light, surroundings lost to the darkness. The wind howling beyond the walls belonged to another world.

‘Really?’ she gasped. ‘That’s all you’ve got’

The bearded man lurched forward, fist clenched and eyes suffused with an angry gleam. A head taller than Serene and twice as broad, he rumbled towards her with an avalanche’s unstoppable intent.

His sallow-cheeked companion grabbed at his arm. ‘Easy, Torvik. Boss wants answers, not a body.’

Torvik shrugged off the restrained hand, but he came to a halt. ‘I’ll get answers.’

Serene shifted in her chair as much as the bonds would allow, and winced at the chafing of bruised flesh. Behind her back, out of her captors’ sight, wiry fingers pried at the fraying knots, searching for that beautiful, almost imperceptible slackening that promised freedom. Free hands were infinitely better than hands bound.

‘And how’re you gonna do that? Your mother should’ve taught you how to throw a proper punch.’

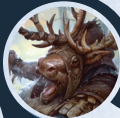
Torvik growled and started towards her a second time.

The smaller man scurried to block his companion’s path. ‘Hey! Were you not listening to what I just said?’

Torvik came to a lumbering halt once again. ‘Fine. But if she doesn’t talk, it’s on you.’

‘She’ll talk. They always do.’

Serene didn’t care for his tone, nor for the gleam that came into his eye as he spoke. Torvik had the build of a snow gorilla and the brains to match. She could work with that. And if that meant taking a beating in the meantime...? Well, wasn’t anywhere she hadn’t been before. But the little guy? What was his name? Naimov? He showed all the signs of someone who didn’t have an ego to bruise. Who’d not lose his composure so easily.



Not that it changed much. She still had to endure whatever the pair threw at her – and preferably remain in as few pieces as possible.

Naimov crossed to the altar where Serene's confiscated possessions sat in an unceremonious heap. His fingers brushed the moth-eaten hem of her greatcoat, then closed around one of her daggers. With a thin chuckle, he slid the weapon from its sheath, and stared across the crackling flames at Serene.

'She'll talk. It's just a matter of finding the proper... motivation.' He held up an admonishing hand. 'I'm not saying there isn't charm to your refreshingly straightforward approach, Torvik. But it's not always about the number of fingers you break. Sometimes, it's about how you work them afterwards.'

No, Serene decided. She really didn't care for Naimov's attitude. Not one bit. And still the ropes wouldn't budge. Hardly fair. Served her right for playing at hero. She hadn't been put on this rotted world to play at being a hero.

'If you want answers,' she said. 'You might want to ask some questions.'

Naimov crouched and thrust the dagger's point into the glowing coals. 'You see, Torvik? Already, she's more cooperative.'

Torvik grunted and leaned against a pillar.

'We'll start with a name,' said Naimov.

Well, there was no harm in that. Especially as they probably already knew. 'Serene.'

'Serene what?'

'Just Serene.'

Naimov shrugged. 'As you wish. So tell me, Serene. Where is the Mask of Belsanos?'

Still the ropes wouldn't give. Whatever his other failings, Torvik knew how to tie a knot. She needed more time. Unfortunately, it seemed likely she'd only have until the dagger had taken the fire's heat.

'Beats me.'

He tilted his head. 'You can do better than that.'

'No, honest. I don't know anything about this mask of yours. Just wanted a cheap score.' She allowed bitterness to blossom. 'Someone beat me to it. Looked like a tornado had gone through the place.'

'The watch-golem was a touch... enthusiastic,' Naimov allowed. 'Tell me, how did you destroy it?'

Serene glanced over her shoulder at the golem's remains, scattered across



the equally devastated remnants of the temple's wooden pews and wooden panelling. There was broken timber everywhere, piled deep against pillars.

'I didn't. Like I said, it happened before I arrived.' Serene's straining fingers slipped. The ropes did not. Swallowing a grimace, she tried again. 'I had time for a quick look around. Then that ape of yours got the drop on me...'

Torvik growled. Naimov's slitted glance silenced him.

'...and I woke up in this chair,' Serene finished. 'Nothing more to tell.'

Naimov sighed and straightened. 'I don't believe you.'

He left the fire and advanced on Serene, his pace neither fast nor slow, but a measured stride practiced to fuel hope and apprehension in equal measure. The dull red gleam of the dagger-point only heightened Serene's creeping sense of dread. Confidence was one thing. Stupidity was another. Gods damn those ropes, anyway.

'You were seen,' said Naimov. 'How do you think Torvik and I got here so quickly?'

'I tell you, that wasn't me.'

'Come now. Your accomplice took the mask from the altar and abandoned you. I want to know which squalid little hovel they fled off to.'

He really didn't know. That was good. It'd be nice if something about the plan was working out as intended. Especially as the rest was definitely slipping away from her.

'Are you deaf? I didn't have an accomplice.'

Naimov sighed and twirled a pointed finger in a slow double-circle.

'How did you lose your eye, by the way?'

Serene swallowed. 'A moment of stupidity.'

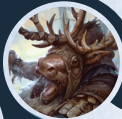
'I see.' The red hot dagger came up, the point level with Serene's remaining eye. 'I fear history is due to repeat itself.'

'No!' The rush of fear was as sudden as it was overwhelming. Serene thrashed against her bonds. The chair skittered half a pace back across the cracked tiles. 'You won't take my eye'

'Torvik?'

At Naimov's gesture, the big man lumbered over and seized the uprights of the chair, pinning Serene in place.

The dagger came forward again, close enough that Serene's skin prickled from the heat – that she could smell the rich tang of hot steel. She forced



herself to something approaching calm. There was too much at stake. Under other circumstances, she might have admired Naimov's instincts. Broken bones mended. Bruises healed. But blindness? A lifetime forever in the dark. Helpless. Useless. Dependent on the charity of others. Charity she in no way deserved. She'd rather be dead.

'I work for the Gilded Rose,' she breathed.

Naimov held his pose an agonising heartbeat longer, then withdrew.

'You were right,' he called.

The creak of an opening door echoed across the temple. The shadows behind the altar parted, and a woman stepped into the firelight.

She didn't look like she belonged in Frostgrave. Too much silk and velvet. Too many gemstones glittering at her throat. She couldn't have walked into Rekamark like that, not without an armed guard. Especially not looking so frail as she did. But first appearances were deceptive. Serene recognised the signs that others might miss. The purple glint to eyes just visible through the lace veil. The long, black gloves. And the smell most of all. Now the woman was closer, it overwhelmed the bitter scent of the flames – dry as dust, and hollow as an empty tomb. The stink of old places and forgotten magic.

'The Gilded Rose doesn't exist.' Her words bore the precise inflection of a Karamasz noble. 'It died with Cavril Magnis.'

Serene let out a sigh of relief. It was easier to think straight without the dagger in her face. More than that, the woman's presence meant that the plan wasn't quite so badly astray as she'd feared. It might even be working. Fancy that.

'Ever wonder if that's what he wants you to think?' she asked. 'Wouldn't be the first time, would it? Can't trust an illusionist. Especially about life and death.'

The woman sneered – an expression Serene suspected came as second nature. 'So this is another of Cavril's little games? Petty theft? I thought he was better than this. Thankfully, I don't judge myself by the quality of my enemies.'

'Nothing petty about it,' said Serene. 'We were offered a good price for the mask. Too good to refuse.'

Naimov chuckled. 'Bet you wished you had now, eh sweeting?'

The soft rumble of Torvik's laughter rippled across the chamber. The woman's expression grew frostier. 'Tell me where it is, or I'll strip your



spirit from your bones.'

Serene shook her head. 'You were doing better with the dagger. I know what you think you are, lady. I'm not impressed. I've seen the real thing.'

'You have no idea what I am.'

'Never stay in one place that long, do you? The living don't much like the half-dead loitering next door. Especially if they've not got the good sense to stay in the ground. Cavril warned you about that ritual. About the mask? You should've listened. But you didn't listen, did you Lady Garazin? You wanted to live forever. How's forever working out?'

Garazin drew closer in a flurry of black robes. A bony hand grasped a hank of Serene's hair and yanked back her head. A halo of darkness suffused Garazin's clenched fist, icy tendrils dribbling across Serene's brow and mildewed eyepatch. The fire's warmth faded to nothing.

'Last chance.' Desperation shrieked through the words. Desperation and need.

'Where is my mask?'

'Gone,' gasped Serene. 'But you're here. Right where we wanted you.'

'What?'

'You've so many boltholes across Frostgrave, but we knew that if the mask was here, you wouldn't be far away – you're bound to it now. But we had to be sure.' She managed a dry laugh. 'After all, you were out when we called.'

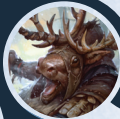
Pinned between Torvik and Garazin, Serene couldn't see the wreckage of the pews erupt, but she heard it. Better still, she witnessed the sudden uncertainty glimmer across Garazin's eyes as Kain heaved aside her makeshift hiding place of shattered wooden panels. Naimov had been half-right. Serene hadn't been alone, but nor had her companion left. Instead, she'd been waiting patiently in the hope that Garazin would deign to take a personal hand in the thief's interrogation.

'Let Serene go.' Kain spoke the words flatly. 'Only the corpse-twitcher has to die today.'

Something twitched beneath Garazin's veil. Fear? Kain always knew how to make an entrance.

'I'd do as she says,' breathed Serene. 'She's downright unbearable when she's angry.'

'Torvik!' Garazin snapped.



The weight vanished from the back of Serene's chair. An unseen sword scraped free of its scabbard. Steel chimed, the sound quickly drowned out by the echo of Torvik's pained bellow.

Naimov loped past, the dagger still in hand. Hair still tight in Garazin's grasp, Serene tucked her knees to her chest, and slammed her boots into Garazin's legs. An affronted screech, a tearing sound, a raw pain in her scalp. The chair toppled backwards.

Aged fixings shattered on impact. Hands still bound behind her, Serene rolled free of the wreckage and to her feet. As she did so, Torvik howled and fell away in a spray of blood, leaving a triumphant Kain face to face with Naimov.

Kain's face was filthy, her heavy armour was spattered with dust, and her dark hair thick with spiderwebs. But only the sword mattered. Four feet of steel gleamed beneath the spatter of Torvik's blood. And Naimov had only Serene's plundered dagger.

He never had the chance to use it.

Serene's lowered shoulder took Naimov in the spine the heartbeat after Torvik's body hit the floor. Momentum slammed him into the pillar. Bone cracked, and Naimov dropped, the dagger skittering away. He moaned once, then fell silent as Serene's boot stomped down.

Garazin still stood beside the fire, arms frozen in an outstretched pose of almost comical outrage as she gathered the magics of some dark enchantment. Then without warning her halo of shadows faded. Her hand opened, wisps of Serene's hair scattering from gloved fingers, and she fled for the door.

Kain's sword spun end over end across the room. Garazin shrieked as the point took her in the back, then pitched sideways into the fire.

A piercing, mournful wail echoed about the chamber as the flames took hold, the fires greedily gobbling up tinder-dry clothes and drier flesh. Garazin thrashed wildly, scattering ash and burning coals from the fire pit as her screech reached new heights. Then scream and motion ended as one.

'They always try to run.' Kain spat on Torvik's corpse. Then she reclaimed Serene's dagger and slit her bonds. 'Nearly came up when I heard you screaming about your eye.'

Serene threw her a sour gaze and snatched the dagger from Kain's hand. 'I never scream.'



'Uh-huh.'

Kain dropped to one knee and retrieved something from beneath the shattered remains of a timber panel. A black leather mask, its bestial features chased in gold.

'It's still intact?' asked Serene.

Kain nodded.

'Good. Worth a fair bit to the right buyer.'

'That it is,' said Kain.

Her elbow twitched and sent the Mask of Belsanos spinning into the fire. The flames roared with joy, and hastened to the feast.

'Kain!' Serene uttered the protest with a sinking heart, knowing it was already too late.

'We weren't here for coin.'

'No, I suppose not. Just how far down the list of Cavril's unfinished business does this take us?'

'Not far enough.'

Kain stepped across the unconscious Naimov. Apparently oblivious to the flames, she stepped into the fire, planted a foot on Garazin's back, and wrenched her sword free. Pausing only to sprinkle the remains with a fistful of silver and salt – just in case – she stomped free of the fire, ashes trailing in her wake.

Serene sighed. 'I hope he's grateful.'

Kain shrugged. 'Wouldn't hold your breath.' Naimov moaned with returning consciousness. 'What about him?'

Serene considered. 'I've a powerful urge to put his eyes out.'

Kain arched an eyebrow. 'But you won't.'

'Won't I?' She shook her head. 'No, perhaps I won't. I'm getting soft.'

The realisation hastened a spark of anger. She channelled it into a heavy kick at Naimov's forehead. The moaning fell silent.

'Better?' asked Kain.

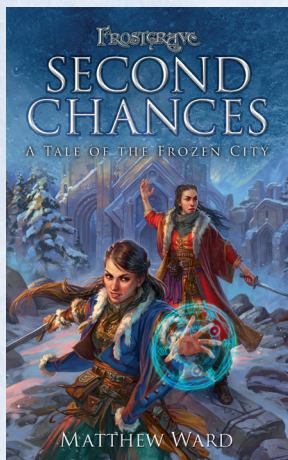
'Much.' With a last glance at Garazin's blazing corpse, Serene crossed to the altar and reclaimed her possessions. 'You know, this was a terrible plan.'

'It was your plan.'

Serene snorted. 'That should have been the first clue. Come on. I'll buy you a drink.'



If you enjoyed ‘Unfinished Business’, check out these *Frostgrave* novels from Matthew Ward!



Frostgrave: Second Chances

Time is running out for Yelen and Mirika Semova. Though the sisters have earned an enviable reputation amongst their fellow explorers of the Frozen City, their lives are haunted by a curse — the more Yelen uses her magic, the closer the demon Azzanar comes to claiming her, body and soul. But Azzanar is not the only one manipulating Yelen and Mirika...

When catastrophe separates the Semova sisters, it falls to Yelen to save them both. But in a city shrouded in deceit, who can she turn to for help... and what price will she pay to get it?

Frostgrave: Oathgold

(Coming in June!)

Kazran is a pursuer, a member of an ancient bounty-hunting order. Wielding the magics of the mythical Court of Crows, he has lived a life dedicated to bringing justice to the wronged, without fear or favour.

But when circumstance forces him to accept commission from a notorious crime lord, Kazran becomes entangled in a web of deception and betrayal. As he scours Frostgrave’s ruins in search of a young woman and her stolen magical treasure, he finds more questions than answers. Who is she? What did she steal? Why did she run? And just where does Kazran’s mysterious benefactor stand on the matter?

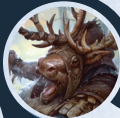
In the end, the greatest question remains — does justice have any place in the Frozen City?





The Auction

Two years ago, I wrote an article entitled ‘The Frostgrave Auction’ that appeared in *Wargames: Soldiers & Strategy* #83. The article presented six unique magic items that could only be obtained through bidding in a special auction. Since such auctions are a semi-regular occurrence in the towns around Frostgrave, I figured it was high time for another one. This time, however, I thought it would be fun to let the readers of *Spellcaster* submit items to appear in the auction. I announced a contest on the *Frostgrave: Fantasy Wargames in the Frozen City* Facebook group and on a couple of forums, and soon received more than fifty submissions. From these, I picked the six that I thought were the most interesting, best fit the setting, and included the most playable, balanced rules. It wasn’t an easy task, as almost every submission had something going for it. Still, I had decided ahead of time that I would choose no more than six, and I held myself to that number. I did edit some of the entries, with permission, so that they would fit better into the article, or to present them in a more standard fashion, but all of the ideas, and most of the words, belong to the creator named alongside the item.



So, once again, it is time to head to the market with a bag of gold and get ready for an auction filled with unique and wonderful treasures. The introduction to the auction is taken from the original article, but the items are all new, and all submitted by readers of *Spellcaster*.

Shall We Start the Bidding...

Several miles south of the ruins of Frostgrave is a string of boomtowns that have risen up and expanded to serve the needs of the endless stream of adventurers who make their way to the Frozen City. Even though most wizards abide by an unspoken agreement not to wage magical duels in the towns, they are still dangerous, lawless places, where gold is plentiful, crime is rife, and nearly anything can be bought and sold. Most of the buying and selling, of course, involves the magic items that come out of the ruined city. All magic items are expensive, but some are common enough that average prices have developed. There are some rare and unique treasures, though, that are hardly ever offered up for sale. In these cases, the items are usually sold at the irregular auctions that are held in the towns. When one of these auctions is announced, wizards will gather from all of the towns and from inside the city itself to see what is available.

Presented here are the items that were offered at one of these auctions. If players wish to work this auction into their campaign, they should wait until the wizards in the campaign average at least level 12. At that point, all of the players should gather together (or perhaps online) and hold the auction. The items should be presented in the order they are listed here. Every player may bid on every item provided they have the money and their bid is over the minimum. The lowest-level wizard always has the opportunity to start the bidding.

These items are unique magical treasures and can only be purchased during the auction. They cannot be bought at any other time. If a wizard ever wishes to sell an item bought at auction, it may be sold for half of its reserve price.

Deafening Crossbow

By Matt Napolitan

Reserve Price: 550gc

First up, we have this exceptionally crafted crossbow which was enchanted by



none other than the great Oliphus Glartheek himself. Its limbs and bowstring have been imbued with exceptional strength, allowing the bowstring to be drawn tight enough to sing when shot. Of course, the song it sings is one of pain and suffering. The bidding starts at 550gc...

When this magic crossbow is shot, it creates a painful sonic wave. All figures within 6" of the shooter must make an immediate Will Roll with a Target Number of 13 or suffer 2 points of damage. Because the shooter is within the sonic wave's origin sphere, the shooter is immune to this effect.

Amulet of Repelling

By Andres Villaseca

Reserve Price: 400gc

Don't let the crude craftsmanship of the next article deceive you, the green gemstone in the centre of this bone amulet holds enough power to keep even a foulhorn at bay. It's believed to have belonged to a long-departed chieftain of the northern steppes, as it was unearthed in some ruins recently freed from the grip of the ice. Shall we start the bidding at 400gc...

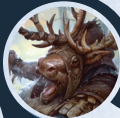
If the wearer of this amulet is in combat, they may spend an action to activate it. Select one figure in combat with the wearer of the amulet. That figure must make a Will Roll with a Target Number of 18. If they fail, they are immediately pushed back 1" as though they had lost the combat. The amulet wearer is no longer considered to be in combat and can use his second action normally. This amulet may only be used once per game.

The Dreadstone of the Fallen Mind

By Tim Liskauskas

Reserve Price: 500gc

Now, my lords and ladies, friends and gentle-beings – avert your eyes! Do not look upon the next item up for bid, for to do so is to invite madness! In my hand, under this sable cloth, is one of the only known dreadstones to have survived the tyranny of the Lunatic Sorcerer! I am told by sources I trust that this fell artefact was torn from his crown mere moments after he was righteously struck down. I dare not look at it myself, but I have heard that even the slightest glance at its glossy black surface is enough to drive a mind into unbridled terror. Will anyone bid a mere 500gc...



The dreadstone may only be used by a wizard or apprentice. To use the stone, the bearer must spend an action and nominate any figure within line of sight. Both the bearer and the target should make Will Rolls. These Will Rolls can be empowered by spellcasters, though any empowerment should be noted in secret after the Will Rolls are made and then simultaneously revealed. If the bearer of the dreadstone has the higher Will Roll, then the target is afflicted by dread and terror of the bearer. For the rest of the game, the target cannot move into combat with the bearer of the dreadstone. Furthermore, whenever the target activates it may not move closer to the bearer if it either begins its activation within line of sight or would end its activation in line sight. The dreadstone has no effect on undead or constructs.

Earthquake Staff

By Louis Napolitan

Reserve Price: 500gc

This gnarled old staff may appear as though its best days are behind it, but do not judge this book by its cover. No, ladies and gentlemen, for this staff has the power to move the earth upon which its bearer stands. Just how this staff was given such a magical property is still a mystery but rest assured, your foes will be shaking in their boots. The bidding starts at 500gc...

When the bearer of this magic staff uses an action to slam its end into the earth, it causes the ground to shudder and shake all around it. All figures within 8" of the bearer when it strikes the ground suffer a +3 non-magic attack. In addition, if any character within 4" takes damage from this attack they are knocked off their feet and must spend one action to stand up before taking any other actions (this counts as a Move action). This staff may only be used once per game.

Wandering Stones

By Richard Coulson

Reserve Price: 400gc

I assume we've all heard the stories about Albrecht Stoheim? No? At one time he was one of the most respected academics in the great Collegium, but he was also known to be a bit soft and lazy. Even the mere thought of going out 'into the field'



to perform his experiments filled him with disgust. Instead, he decided to use his students to undergo any hardship or exertion, and thus invented a set of stones, his 'Wandering Stones', that let his students do the walking, while he could just teleport wherever he was needed once they arrived. Well, Albrecht isn't walking anywhere these days... but the stones have been safely packed in ice for the last thousand years. Today, we are offering them to the highest bidder. Do I hear 400gc...

The Wandering Stones are a set of two items. Each stone must be carried by a different member of your warband, and each takes up an item slot. Once per game, a figure that is carrying one of the stones may spend an action to switch places with the figure that is carrying the other stone. If a figure carrying a treasure token switches places with one that isn't, this figure teleports 1–10" in a random direction from the spot previously occupied by the other figure, as the enchantment expects the users to be of a similar mass and may under- or over-correct. If this moves the figure off of the table, something has gone wrong – the treasure token is secured, but the figure counts as either Badly Wounded (if a spellcaster or captain) or Seriously Injured (if a standard soldier).

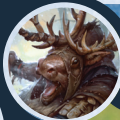
Ice Staff

By Dave McClumpha

Reserve Price: 400gc

Last up, we have an interesting item – a staff containing a rare and mysterious magical gemstone. It is said that the gem was pulled from the Ice Throne of the legendary Giant Kings of the north. From that throne the giants could supposedly seal off entire mountain ranges with snow and ice, to prevent their enemies invading or to cut off their retreat. Now, I don't know about any of that, but whatever its origin, the gemstone certainly contains some powerful elemental magic. Shall we start the bidding at 400gc...

This magic staff may only be carried by a wizard or apprentice. The wielder may spend an action to strike the ground with the staff, creating a 3" diameter circle of ice centred on the wielder. Any figure attempting to enter the circle must make a Move Roll with a Target Number of 16. A figure already within the circle that moves must also make a Move Roll but with a Target Number of 14. If a figure fails, they slip on the ice – their current activation ends immediately and they take 2 points of damage. The circle lasts until the start of the wielder's next activation.



ULTERIOR MOTIVES IN GHOST ARCHIPELAGO

Unlike the explorers of the Frozen City, the Heritors who brave the dangerous islands of the Ghost Archipelago have one, shared, overarching purpose – to find the Crystal Pool. That doesn't mean that all of their time is devoted to that quest, though. The Archipelago contains many great treasures and numerous places of power that could aid a Heritor on his journey. In fact, more often than not, Heritors are only searching for the Crystal Pool indirectly, following up some rumour of lost ruins or an isolated tribe that might help point the way. Thus, each Heritor is often pursuing some immediate, closely guarded personal agenda. You might even say that each Heritor has some ulterior motive...

Ulterior Motives is an expansion for the original *Frostgrave: Fantasy Wargames in the Frozen City* that consists of a few rules modifications and 40 Ulterior Motive cards. Each of these cards gave the player a little side-quest or special mission to accomplish during the game, while still attempting to grab as much loot as possible. These cards both increase the tactical interest



during a game, but also significantly aid in the narrative feel by giving players somewhat different, and not always directly-opposed, goals during the game. This idea, and the basic rules of that expansion could be ported over to *Ghost Archipelago*. So, presented here are rules for using ulterior motives in *Ghost Archipelago*, including eight new Ulterior Motive cards.

Using Ulterior Motive Cards

Set up the table in the normal fashion, including placing treasure. Although the table should contain a central treasure, this token is treated just like a normal token and gives no special bonus to either experience points or rolls on the treasure table. After players have determined their starting table edges, but before any figures are placed, each player should draw a single Ulterior Motive card and read it in secret. Then, starting with the player with the highest level Heritor and moving down to the lowest, players should place any additional terrain or creatures as instructed by their card. At this time, players may also place any Red Herrings permitted by their card.

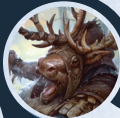
Each Ulterior Motive card gives the player a specific task to accomplish and lists any rewards that completing it will bring. Each reward may only be earned once, unless the card specifically states otherwise, and can only be earned by the player who drew the card. Some cards may also affect other players, but these will only come into play if the card is revealed. Each card will state when it should be revealed.

Red Herrings

Most Ulterior Motive cards contain a short list of Red Herrings at the bottom of the card. These are additional creatures or items of terrain that may be placed on the table at the same time as any required by the card. The purpose of these is to conceal your true motivation from your opponents. Red Herrings may be placed anywhere in the half of the table opposite your starting table edge. Creatures deployed in this way follow the standard rules for uncontrolled creatures.

Terrain and Creatures

The following bits of terrain and creatures are commonly listed on Ulterior Motive cards, either in the main text or as a Red Herring.



Arcane Disk – A flat disk of stone, about 2" in diameter, covered in runes or arcane symbols.

Gateway – Any kind of doorway, archway, or gateway that is large enough for a figure to pass through. It may be freestanding, or a part of a small terrain piece.

Pit – A hole in the ground, about 2" in diameter. Pits are 3" deep.

Runic Stone – Any kind of standing stone, from a grave marker to a monolith that is covered in runes.

Sarcophagus – Any kind of coffin, sarcophagus, or burial container. It should be about 1" wide by 2" long and about 1" high.

Statue – A stone statue, between 1" and 2" tall and on a base 1" to 2" in diameter. Most will depict some great warrior from the past, although the specific depiction is not important.

Trap Door – a small door that sits on the ground, about 1" square.

Zombie – A single zombie. It uses the stats for swamp zombies found in the main rulebook, and follows all of the standard rules for creatures.

Sets of Ulterior Motives Terrain can be purchased from North Star Military Figures.



The Forgotten Tomb

Secret

According to the ship's log recovered from the ancient wreck, the crew buried their captain, along with his magic sword, in a stone coffin they found near the centre of the island...

Place a sarcophagus at least half way across the table from your starting table edge. Any figure in your crew that is in contact with the sarcophagus, and not in combat, may spend an action and make a Fight Roll with a Target Number of 16. If they fail, nothing happens, though further attempts can be made. If successful, the sarcophagus is opened – reveal this card. A horrible wail comes from the open tomb and all figures within 12" of the sarcophagus must immediately make a Will Roll with a Target Number of 14. If they fail, they lose their next activation.

Any figure in contact with the open sarcophagus can spend an action to retrieve the magic sword. This does not count as an item or treasure token, and cannot be used during this scenario. If the figure that retrieved it exits the table, or reaches the end of the game without being reduced to 0 Health, the player receives their choice of either a magic hand weapon or two-handed weapon with +1 Fight. The Heritor also receives +20 experience points if his crew opened the sarcophagus, regardless of whether or not they retrieve the sword.

Red Herrings

- Gateway
- Pit

The Golden Pool

Secret

According to the captured Drichean, there is a pool, deep in the jungle, that bubbles with liquid gold. This pool is inhabited by a demon that allows a single cupful of gold to be taken each month...

Place a pit at least halfway across the table from your starting table edge. Any figure in your crew (except animals) that is in contact with the pit, and not in combat, may spend an action to retrieve a cupful of liquid gold. Note this down on the crew sheet. This gold does not count as an item or a treasure token, and the figure suffers no penalties for carrying it. As soon as a figure has retrieved the gold, reveal this card. Any other figure, from either crew, may now attempt to retrieve a second cupful of gold. This time, they must spend an action and pass a Will Roll with a Target Number of 18. If they fail, place a 'golden demon' in combat with this figure. This figure uses the stats for a spirit warrior (*Frostgrave: Ghost Archipelago*, p.137) except that it is a demon instead of being undead. This figure follows all of the rules for uncontrolled creatures. Once either a second cupful of gold has been retrieved, or the demon appears, no more gold may be retrieved from the pool.

A Heritor receives +20 experience points and 75gc for every figure in his crew that has a cupful of gold and either exits the table or makes it to the end of the game without being reduced to 0 Health.

Red Herrings

- Statue
- Arcane Disk

The Broken Map

Secret

The natives know nothing about the Ghost Archipelago beyond the geography of their own island, but they claim there is a stone map, set in the earth, up in the dark hills. However, they warn that the dead walk amongst those hills...

Place an arcane disk at least halfway across the table from your starting table edge. As soon as a member of your crew is standing upon the disk and not in combat, reveal this card. Immediately place four swamp zombies (Frostgrave: Ghost Archipelago, p.138) on the table, one at the centre point of each table edge. Any figure standing upon the arcane disk may spend an action and make a Will Roll with a Target Number of 16. Wardens and Heritors receive +5 to this roll.

If successful, they have managed to take a rubbing of the map, or at least make some quick notes from it, and the player gains +40 experience points that may be divided between his Heritor and his Warden at the end of the scenario. Furthermore, he may add +2 to all treasure rolls for any treasure tokens recovered during the scenario. Any Heritor whose crew kills a swamp zombie gains +5 experience points per swamp zombie.

Red Herrings

- Swamp Zombie
- Runic Stone

The Ancestral Gate

Secret

The natives tell of an ancient stone gateway that their bravest warriors visit in order to speak with their ancestors. From them they learn great secrets of the islands...

Place a gateway at least halfway across the table from your starting table edge. As soon as either your Heritor or Warden is standing in the gateway, but not in combat, reveal this card. The figure in the gateway must make a Will Roll with a Target Number of 18. If they fail, they take damage equal to the amount by which they failed the roll and one island shade (Frostgrave: Ghost Archipelago, p.137) appears on the table at the centre point of a randomly determined table edge. The island shade follows the standard rules for uncontrolled creatures. If the figure is successful or survives without being reduced to 0 Health, they may choose one reward from the following list to receive at the end of the game:

- +50 experience points divided between the Heritor and Warden in any fashion the player chooses.
- One roll on the Treasure Table with an optional +4 modifier.
- One free specialist soldier joins the crew. This may not take the crew over its normally allowed number of specialists.

Red Herrings

- Sarcophagus
- Trap Door

Death Do Us Part

Secret

While fighting off the horde of swamp zombies, you saw one creature that was wearing an exquisite, gem-encrusted golden ring. Unfortunately, it seems to have wandered off during the swirling mêlée. Once the rest of its kind were dispatched, you set off in pursuit...

Place a swamp zombie at least halfway across the table from your starting table edge. As soon as this zombie is killed, reveal this card, and leave the zombie figure on the table to mark where it fell. If one of your figures is in contact with the zombie, it may spend an action to recover the ring. This ring does not count as an item or treasure token, and the figure suffers no penalties for carrying it. If this figure exits the table, or reaches the end of the game without being reduced to 0 Health, it has secured the ring.

The Heritor gains +20 experience points and should roll one die to determine the nature of the ring:

- 1–5: Non-magic, but worth 250gc
- 6–10: Ring of Will
- 11–15: Ring of Slowfall
- 16–20: The ring contains a Fate Stone

Red Herrings

- Statue
- Arcane Disk

Weapons Cache

Secret

Eventually, you let the wounded Drichean go, but not before he had given you detailed directions to the hidden weapons cache...

Place a trapdoor at least halfway across the table from your starting table edge. If a figure is standing on, or adjacent to, this trap door, and is not in combat, it may spend an action and make a Fight Roll with a Target Number of 14 to open the trap door. If successful, reveal this card, and replace the trap door with a special treasure token. This treasure token follows the normal rules for treasure tokens, but, if secured, the player must exchange it for one roll on the Weapons and Armour Table. As soon as the trap door is opened, place two Drichean warriors (Frostgrave: Ghost Archipelago, p.133) on the table, one in the centre of a randomly determined table edge and the other in the same spot on the opposite edge. If these Drichean warriors are ever called upon to make a random move, they will instead move directly toward the special treasure token if it is on the table.

The Heritor earns +20 experience points if a member of his crew opens the trap door. Any Heritor whose crew kills a Drichean warrior gains +10 experience points per Drichean warrior.

Red Herrings

- Runic Stone
- Gateway

The Boundary Stone

Secret

The natives are a strange people, but they have promised gold if you help them. All you have to do is remove a stone from the ground; a stone carved with intricate mystic symbols...

Place a runic stone at least halfway across the table from your starting table edge. If you have a figure in contact with this stone, and not in combat, they may spend action to try and rip it from the ground. The figure must make a Fight Roll with a Target Number of 18. If successful, reveal this card. Immediately place 4 island shades (Frostgrave: Ghost Archipelago, p.1.37), equally spaced, along your starting table edge. During each creature phase, these island shades will use both actions to move directly towards the other side of the table, unless they are within one move action of a crewmember, in which case they will move into combat. They will always force combat.

The Heritor receives +20 experience points if his crew removes the boundary stone. He receives an additional +10 experience points for each island shade that either makes it to the other side of the table (where it will exit), or that is still on the table when the scenario ends. The opposing Heritor(s) receives +10 experience points for each island shade killed by a member of his crew.

Red Herrings

- Pit
- Sarcophagus

The Forgotten Saint

Secret

In the last treasure haul was a small prayer book that spoke of an island, where a statue of a great saint stood alone in the wilderness. Offerings to this saint were often rewarded with miracles. Since the island in question is in the direction you were heading anyway...

Place a statue at least halfway across the table from your starting table edge. If your Heritor or Warden is in contact with this statue, and not in combat, they may reveal this card and spend an action to place a tribute of gold. This tribute should be between 1gc and 100gc. If the Heritor has this money, immediately cross it off their crew sheet. If they do not, it will be deducted from all money received by the Heritor until the debt is paid. The player should then roll one die and add +1 for every full 10gc pledged. If the result is 12+ the player may choose one of the following:

- Heal one permanent injury to either the Heritor or Warden.
- Gain +30 experience points which may be divided between the Heritor and Warden.

If the result is 20+ the player may choose any of the above options or:

- The next time either the Heritor or Warden rolls a 1 on their Survival Roll, they may take a permanent injury instead.

Red Herrings

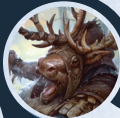
- Trap Door
- Zombie

GHOST ARCHIPELAGO

ULTERIOR MOTIVES
CARDS

GHOST ARCHIPELAGO

ULTERIOR MOTIVES
CARDS



PREVIEW: RANGERS OF SHADOW DEEP

Along with all of the projects I am working on for *Frostgrave*, this summer I will also be self-publishing a new solo and co-operative 'Tabletop Adventure Game', entitled *Rangers of Shadow Deep*. In this game, which uses the core *Frostgrave* mechanics, the players take on the

role of rangers who must venture into the dark and deadly

world of the Shadow Deep in a desperate attempt to save their kingdom from annihilation.

Rangers of Shadow Deep is not a wargame in the traditional sense. First, all of the players, if there are more than one, are on the same side. This is a game of good versus evil, where the players are making a desperate stand against the forces of darkness. Furthermore, while there is plenty of fighting – and probably dying – it is also a game of story-building, exploration, and even a bit of problem-solving.

Each player starts by creating their character – their ranger.

These look a little bit like captains in *Frostgrave*, except that they have many more options. Each





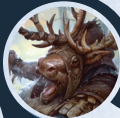
ranger can choose from a wide variety of Heroic Abilities, including limited spellcasting abilities. They must also select their skills, which play a big part in the outcome of most scenarios. When that is done, they must choose a few companions to accompany them into the shadows – the exact number depends on both the ranger and the number of players in the game.

Once the players all have their rangers, they will need to select a mission. Each mission consists of a number of interconnected scenarios. Some of these will be short, such as the two-scenario starter mission, where the rangers investigate an abandoned village. Others will be complex affairs with eight or more scenarios, where players have some freedom to play the scenarios in the order of their choosing, and where the results of each scenario can have a major impact on the next. This is the case in *Burning Light*, the first supplement that I have decided to include as part of the main rules so that players have several missions to try out and can get the full Shadow Deep experience!

Now, I know people are going to ask me why I am releasing another game, using similar mechanics, but not set in the world of *Frostgrave*, and not published through Osprey or another traditional publisher. Well, there are many answers to this question. First, I am writing another game because I just can't help myself. I have these ideas, and I just have to get them out. It is fun for me to create them, and I think other people will enjoy playing them.

I decided to self-publish this game for a variety of reasons. First and foremost, I wanted complete creative freedom. While Osprey has never tried to impinge on my creative freedom in any way, they are as a major book and game publisher, forced to conform to certain systems. Deadlines must be hit. Contracts must be formalized. I have no problem with any of this, but, I would also like to have a game where I can choose to write and release exactly what I want for the game, when I want.

Another major reason to self-publish was the opportunity to work with one of my oldest, and best, friends, Barrett Stanley. Barrett has made a splash in recent years in the independent comics scene with his comic *Heartbreak Quadrant*. Years ago, Barrett and I spent many hours roleplaying in fantasy worlds of our own creation. When I first started work on *Rangers of Shadow Deep*, I asked Barrett if he would share another



adventure with me and provide the artwork for the game. Happily, he agreed, and you can see an example of his work here. I think his dark, sketchy style sets the perfect tone for the game.

As *Rangers of Shadow Deep* is not set in the world of *Frostgrave*, I don't intend to cover it in future issues of *Spellcaster*. That said, since it uses similar mechanics, and is created using some of the same core game design philosophy, I thought readers would be interested in hearing about it.

THE MAIL BOX

If you would like to submit a question pertaining to the world of *Frostgrave*, please send it to me at frostgraveowg@gmail.com

Will we ever see new schools of magic in Frostgrave? (Thomas)

Check out *Frostgrave: The Maze of Malcor* coming in June. This includes rules for the five lost schools of magic known as the Pentangle. These aren't specifically meant to be used as new wizard types, but they could be! Beyond that, I'm not sure. I think I would rather go back and modify and expand the existing schools before tackling new ones.

Will there be an issue 4, 5, and 6 of Spellcaster? (Several)

Hopefully. Right now I'm taking *Spellcaster* one issue at a time. That said, I plan to continue producing the magazine as long as it is fun and sells just enough copies to justify my time!

In Ghost Archipelago, what happens if a figure falls more 3" but lands in water? (Anonymous)

Good question! I would play it this way... If they land in shallow water, they take damage as normal. If they land in deep water, make a Swimming



Roll with a Target Number of 12. If they succeed, they take no damage, but their current activation ends immediately. If they fail, they take falling damage as normal for the full distance fallen.

Is there a list anywhere of all of the rules and scenarios you have written for Frostgrave? (Coen)

I keep a list on my blog: therenaissancetroll.blogspot.co.uk/p/frostgrave.html

Do you receive any money when people buy official Frostgrave figures? (Steve)

Yes, I do. It's not a huge amount, but it certainly contributes to the viability of my current job as a games writer. So, thanks to everyone who has bought figures! That said, I don't think anyone should see this as a reason to buy the official figures. Buy them because they are cool!



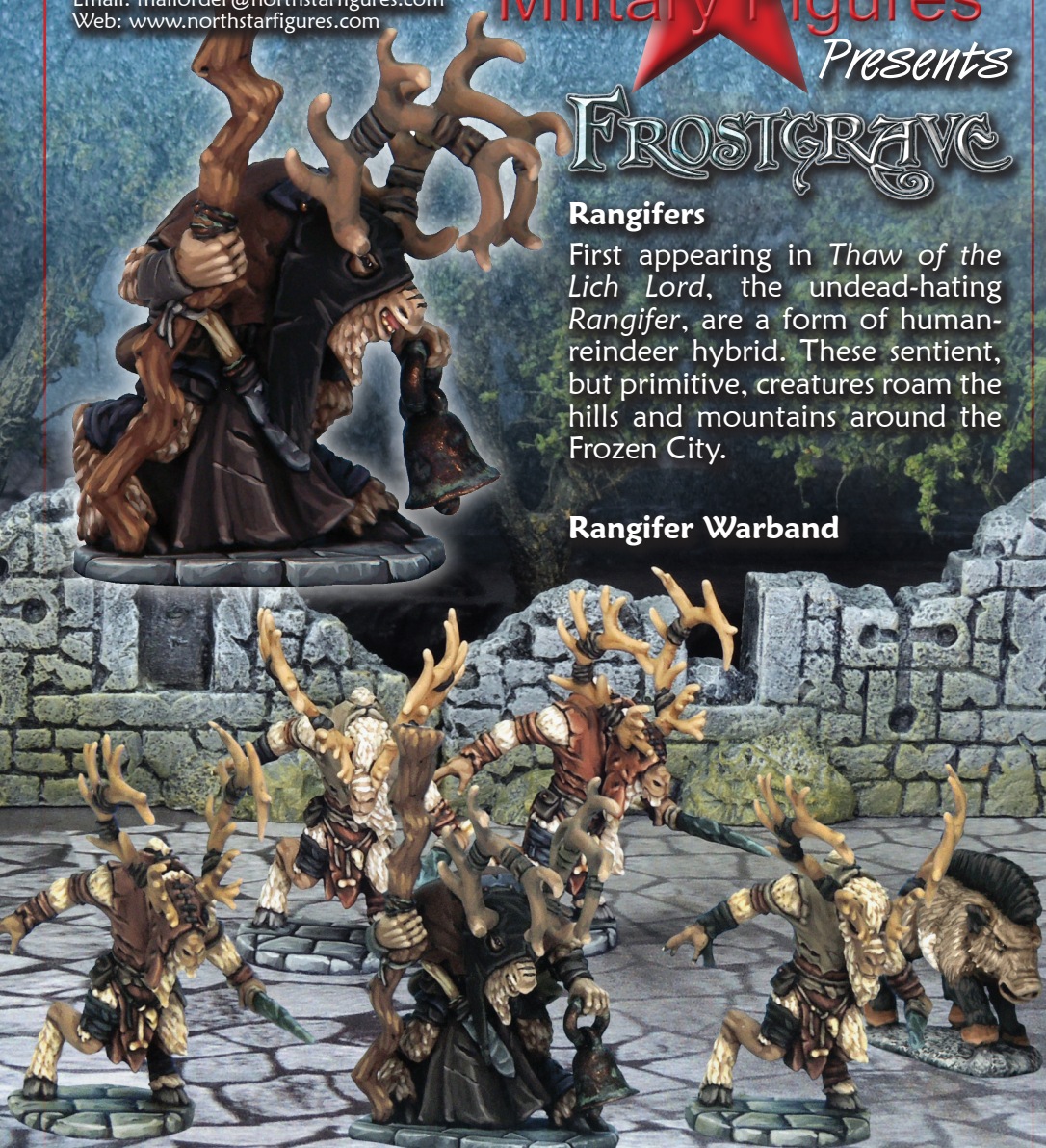
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