SPELLCASTER

THE FROSTGRAVE MAGAZINE

DOUBLE-SIZED
SPECIAL ISSUE!

ISSUE 6

# SPELLCASTER
THE FROSTGRAVE MAGAZINE

Editorial

Many thanks for picking up this new issue of *Spellcaster* magazine! It's been a long-time in coming and has ended up looking completely different than I originally envisioned it. As it turns out, almost all of the articles in this issue were first written for other purposes, but most of them only reached a very limited audience. To understand how this came about, I have to go all the way back to 2019, and then jump right back to the present.

Last year proved an intense one for work on the Frozen City. I started that year by working on *Perilous Dark*, the final supplement for the first edition of the game. I really enjoyed writing and developing it, as it presented a lot of new challenges, but it also took a lot more playtesting, and a lot more rewriting, than the supplements that proceeded it. Once I finished that, I went straight into work on *Frostgrave: Second Edition*. While most of this work consisted of transcribing notes I'd made over many years of playing and watching games, it proved an exhausting task. I went through the manuscript more times than I care to remember, tightening language and making other little tweaks for clarity and gameplay. I think it was worth the effort, but I hope to never have to do it again!

I finished the main work on *Second Edition* around mid-October, and happily turned it over to the editors at Osprey. While I had spent nearly the whole year working on wargames, I actually felt slightly disconnected from gaming. So, instead of launching into another major project, I decided to set-up some games! I talked to my buddy, Brent Sinclair, who has run some amazing *Frostgrave* games at Adepticon and GenCon. I talked to the guys from the Hackney Area Tabletop Enthusiasts club in London. I talked to Teras Cassidy who runs Geek Nation Tours and who set-up the *Frostgrave* Immersion Tour. I worked with each of them to set-up an event that I'd be able to take part in, an event where I could actually play!

Well, as these things often do, having games scheduled to play fired my imagination. I wrote a bunch of scenarios for the *Frostgrave* Tour. I wrote a *Ghost Archipelago* campaign for Brent to run at Adepticon, and I wrote a *Frostgrave* mini-campaign for a *Frostgrave* Event in London. Working on these small projects refreshed me, and once again allowed me to revel in the creative freedom of *Frostgrave*.
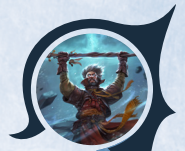
Between those three events, I wrote more scenarios than I usually write for a *Frostgrave* supplement, but even if you added all three events together, less than 60 people were actually going to get to see them. I love giving people the chance to show up to an event to play some completely new scenarios, but I also like to ensure that all of the fans of the game eventually have access to all of the material I have written. The plan, then, was to gather them all together in this issue of *Spellcaster*.

Of course, like so many plans lately, not all of it has come to pass. Heartbreakingly, Adepticon was cancelled due to 'the virus', and the *Ghost Archipelago* campaign was shelved until next year. Since it hasn't yet been played, I have pulled it from this issue.

Thankfully, I had a lot of other material waiting to get in the magazine. I had already planned in this issue to include the two *Warriors of Athena* articles I had originally written for *Wargames, Soldiers & Strategy* magazine. These articles take the *Frostgrave* rules and use them for a bit of solo gaming in the world of Greek Mythology. So if you've got some hoplites and harpies, you'll hopefully enjoy these five scenarios you can play on your own.

Finally, I had a few items that I originally published on my blog presenting rules for 'Eye Demons' in *Frostgrave* and Giant Tortoises in *Ghost Archipelago*. However, these pieces seemed a little light on their own, so in each case I have written a brand-new scenario to go with them.

When the dust finally settled on this issue, I realized I had gathered together 18 different scenarios: 12 for *Frostgrave*, 5 for *Warriors of Athena,* and 1 for *Ghost Archipelago*. It's not quite the twenty I was hoping for, but it is still more than appear in most official supplements.

I'd like to end as I always do, by thanking everyone for their continued support. By purchasing this issue, you are helping me to develop this strange fantasy world, to tinker and add to the ruleset, and to use it to spin-off into completely new areas! Also, the fun, enthusiasm, and creativity you show online, and even more when I get to play with you in person, keeps me going, even through the difficult projects!

Until next time,
Joseph A. McCullough

Swords Against the Slime Lord!

A 4-Scenario Frostgrave *Mini-Campaign*

This campaign was originally written for a *Frostgrave* campaign day run by the Hackney Area Tabletop Enthusiasts (HATE), a popular London gaming-group. I first encountered the HATE guys when they were running demonstration games of *Frostgrave* at Dragonmeet some three or four years ago. Since then, I have had the chance to hang out with them at several shows. They have been big supporters of my games, have done a lot to introduce them to other people, and, most importantly, have always played the games in the fun-first spirit in which I wrote them.

When I first started talking to the group about doing a special '*Frostgrave* Campaign Day', I got really excited at the opportunity to just kick-back and play in the event. I said that I didn't want to get involved in writing the scenarios. Then we got chatting about possibilities, and slime got

mentioned, and pretty soon the fun ideas were coming thick and fast. So, in the end, I couldn't help myself. I got greedy. I wanted not only the fun of playing, but also the fun of writing the scenarios.

The campaign day has come and gone, but the legend of the slime lord lives on. If you think your wizards are ready to face his strange, deadly, and sticky machinations, read on! I have presented these rules as I wrote them for the campaign day, in case anyone would like to run it themselves. Otherwise, players can just play the scenarios as normal.

Check List
[ ] Warband
[ ] 3 Treasure Tokens
[ ] Slimes (2 small / 1 Large)
[ ] Slime Lord
[ ] Spell Effects (if present on the table)
[ ] 1d20, 1d6
[ ] Measuring Device
[ ] Roster Sheet
[ ] Pencil

Warband Construction
Wizard and warband construction follows the normal rules with the following exceptions:

1. Wizards receive 650gc to start.
2. A maximum of 4 figures in the warband may carry bows or crossbows.
3. All soldiers, in any of the official supplements, may be included in a warband.
4. No new soldiers can be recruited during the campaign, though dead ones can be replaced (see below).
5. Wizards who have the Animal Companion or Animate Construct spell automatically pass one casting of this spell before the start of the campaign. However, they may only cast the spell again in an attempt to replace that figure if it is killed.
6. We will be using the Experience Table II found in *The Maze of Malcor*.

Figure Death

During the course of the campaign, players should roll for figure survival after each game as normal. However, in the case of wizards and apprentices, treat 'Dead' results as 'Permanent Injury'. In the case of soldiers who roll either Dead or Badly Wounded, the player has a choice. They may replace the soldier with an identical figure by simply paying the figure's cost. Alternatively, they may keep the figure, and it may participate in the next game, but it suffers a permanent -3 Health and loses any items it was carrying. This penalty is cumulative, so a soldier that dies in the first two scenarios, may participate in the third, but at -6 Health.

If a creature such as an animal companion or construct is killed, the player may attempt one Out of Game casting of the appropriate spell after each game in an attempt to replace it. Otherwise, it may return for the next game at a permanent -3 Health.

Spending Treasure

Treasure may not be spent to hire new soldiers, unless replacing one that has died as mentioned above. Wizards may not establish a base during this campaign, and thus may not buy any upgrades. No items may be sold during the campaign, nor may magic items be bought. However, a figure may spend 500gc to receive one roll on either the Magic Item or Magic Weapon and Armour Tables.

The Hackney Area Tabletop Enthusiasts put on a great game day for Swords Against the Sime Lords. We had about twenty players, representing every different school of magic, and covering a wide-variety of playstyles. The overall winner was determined by a combination of treasure and experience. In the end, I finished 14th out of 18 – but only because time got called during game 3! If I'd had one more turn to pick up some treasure, I'd have moved up two places to number 12!

Creatures

Apart from their warband, each player will need to bring 2 small slimes, 1 large slime, and a Slime Lord. Small slimes should be on 25–32mm bases. Large slimes on something bigger. Slime Lords – whatever you like. No other creatures will be needed during the campaign.

Scenario 1: Slime Time

As you move deeper into the Frozen City, the silent ruins begin to take on an eerie, sinister feel. The ice all around is tinged with a green that shimmers and almost moves when the light strikes it. Just then, one of your men cries out. You look over and see that they've stepped in a pool of… something. The substance looks like green tar, and clings tightly to the man's boot. You are just about to cast a spell when another lot of the green goo drops down next to you with a disgusting 'plop'.

Set-Up

Set up the table as per a standard game. Place one special treasure token in the centre of the table with one large slime adjacent to it. Players should then take turns placing two additional treasure tokens. Each treasure token should be within 6" of the centre of the table, but no closer than 4" to any other treasure token.

Each player should take two small slimes and place them just off the table by their warband's deployment area.

Special Rules

The special treasure token in centre of the table is stuck to the floor by slime and may not be moved by any means until it has been pulled free. To pull it free, a figure must be adjacent to the treasure token, have no enemy

figures within 1" of either it or the token, and spend an action. The figure should then make a Fight Roll (TN14). On a success, the token is pulled free and the figure may pick it up as a free action. Otherwise it may now be picked up and moved as normal. Spellcasters get +5 to their Fight Roll as they use magic to aid in freeing the treasure.

Starting with the second turn, whenever a player rolls an even number for their priority roll, they may place one small slime anywhere they wish on the table. After it is placed, it should be moved 1–6" in a random direction. Each player may place a maximum of two slimes in this fashion during the course of the game.

Slimes follow the normal rules for uncontrolled creatures, except that if they are ever called upon to make a random move, they will move towards the closest treasure token whether or not it is within line of sight.

Treasure and Experience

Treasure should be rolled for as normal after the scenario; however, if the player recovered the special treasure token, they have the additional option of rerolling their first roll on the treasure table. If they do this, the second roll must be kept.

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

- +10 experience points for each slime killed by the wizard or his warband.
- +25 experience points if the wizard or a member of his warband pulls the special treasure token free.

Scenario 2: Slime Control

Having battled your way through the disgusting ooze, you now realize you are cut off from your route home. Towering ruins, packed with snow and ice, loom on every side, leaving only a few avenues to proceed. The ice still reflects a nasty, green glow, and the more you look at it, the more you can feel it playing at the corners of your mind, almost luring you closer…

Set-Up

Set up the table as per a standard game. Place one special treasure token in the centre of the table with one large slime adjacent to it. Players should then take turns placing two additional treasure tokens. Each treasure token should be within 6" of the centre of the table, but no closer than 4" to any other treasure token. Finally, place one small slime adjacent to each of these treasure tokens.

Special Rules

At the end of any turn, if there is one slime or less on the table, place a small slime in the middle of the table. Then roll one die and move it that many inches in a random direction, ignoring all terrain.

All of the slimes in this scenario have been enchanted by the Slime Lord in an attempt to take control of the intruders. Any figure that fights against a slime, and loses, regardless if any actual damage is inflicted, must immediately make a Will Roll (TN16). If the Will Roll is passed, there is no additional effect. If the Will Roll is failed, then the slime takes control of the figure's mind. Leave the two figures adjacent to one another, but only treat the warband member as actually on the table (the slime is just serving as a marker at this point). If this figure is carrying treasure it immediately drops it. This figure now follows the rules for an uncontrolled creature. This continues until this figure is damaged in any way. Once this happens, the player who normally controls the figure should move the slime 1" away in any direction. The mind control has been broken; the figure now activates as normal, as does the slime. Wizards and apprentices are immune to slime mind control.

No treasure token may be moved by any means while there is a slime adjacent to it.

Slimes follow the normal rules for uncontrolled creatures, except that if they are ever called upon to make a random move, they will move towards the closest treasure token whether or not it is within line of sight. If they are already adjacent to a treasure token, they will not move.

Treasure and Experience

Treasure should be rolled for as normal after the scenario; however, if the player recovered the special treasure token, they have the additional option of rerolling their first roll on the treasure table. If they do this, the second roll must be kept.

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

- +5 experience points for each slime killed by the wizard or his warband. (to a maximum of +25)
- +25 experience points if a member of the wizard's warband is ever mind-controlled by a slime.

Scenario 3: Projectile Slime

As you continue to battle your way through the dripping, sticky passages, you cannot escape the feeling that you are being herded, that some malevolent intelligence is guiding these gelatinous monstrosities. Finally, you reach a clearing that seems strangely free of the oozes. You tell your men to be on their guard, for surely this is some kind of trap…

Set-Up

Set up the table as per a standard game. Place one special treasure token in the centre of the table. Players should then take turns placing two additional treasure tokens. Each treasure token should be within 6" of the centre of the table, but no closer than 4" to any other treasure token.

After the starting table edges have been selected, each player should take 1 large slime and 2 small slimes and place them adjacent to, but just off, the table edge to the right of their starting table edge. Slimes may be placed anywhere along this edge, provided that they are at least 6" apart. The exact placement of these slimes is important, as seen in the special rules.

Special Rules

The special treasure token in centre of the table is stuck to the floor by slime and may not be moved by any means until it has been pulled free. To pull it free, a figure must be adjacent to the treasure token, have no enemy figures within 1" of either it or the token, and spend an action. The figure should then make a Fight Roll (TN14). On a success, the token is pulled free and the figure may pick it up as a free action. Spellcasters get +5 to their Fight Roll as they use magic to aid in freeing the treasure.

At the end of each turn, beginning with the player that won priority, each player should select one of their slimes that is sitting off of the table. They should place a marker next to this slime indicating a direction that would move it onto the table, then roll a d20. The slime should then be moved that many inches onto the table ignoring all figures and terrain. If this would land the slime within 1" of any figure, move it into combat with the closet figure. That figure suffers an immediate +3 shooting attack. After this, the slime will activate in the next creature phase as normal.

Players should continue to launch slimes for the first three turns, after which there should be no slimes remaining along the table edges.

Treasure and Experience

Treasure should be rolled for as normal after the scenario; however, if the player recovered the special treasure token, they have the additional option of rerolling their first roll on the treasure table. If they do this, the second roll must be kept.

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

- +5 experience points for each slime killed by the wizard or his warband.
- +20 experience points if the wizard or his warband pulls the special treasure token free.
- +20 experience points if the wizard or his warband ever suffers a shooting attack from being hit by a slime 'on the fly'.

Scenario 4: The Source of the Slime

The deeper you travel into this part of the city, the thicker the green slime becomes. It drips from the ruins all around, slithering like little snakes and worms on the ground. These little ones are easily crushed with a boot or staff end, but you've learned to be wary about the larger ones. Then, faintly, you hear a strange, burbling noise, like thick stew boiling in a cauldron. Up ahead, you see several steaming wells, with dark green slime trickling out over the top. At the same time, a wet, gurgling laugh echoes off the walls…

Set-Up

Place one special treasure token in the centre of the table. Place four wells so that they form a square with 6" sides around the central treasure. If you don't have wells, you can use upside-down treasure markers instead. Place the Slime Lord and two large slimes in the centre of the square adjacent to the central treasure. Place four small slimes outside of the square so that each one is adjacent to a different well.

The rest of the table should be crowded with terrain as per a standard game.

Special Rules

A figure that is adjacent to a well and not in combat may spend an action to try and destroy a well. The figure should make a Fight Roll (TN14). If successful, the well is destroyed and should be replaced by a treasure token. This treasure token now follows the standard rules.

The central treasure may not be moved by any means until all four wells have been destroyed. After this, it follows the standard rules.

At the start of each creature phase, both players should roll a die and subtract 8 for each spellcaster they still have on the table. The player with the higher total gets to choose the actions of the Slime Lord that turn. Each turn, the Slime Lord must attempt to cast one spell, and may optionally make one move. The player in control may decide the order of these actions, which spell is cast, and the target of that spell if appropriate. The Slime Lord may never be moved into combat, and will never force combat. No figure may force combat against the Slime Lord. If a figure moves into combat with the Slime Lord, it must attack as part of the

same activation. If it does not, it is moved 1" directly away from the Slime Lord. If the Slime Lord fights a round of combat, and wins, it will push its opponent back 1". If the Slime Lord loses the fight, its opponent must either push him back or step back. Essentially, the Slime Lord is never in combat. If, somehow, he activates while in combat, immediately move all figures in combat with him 1" directly away. Then activate the Slime Lord.

> Probably the best part of the whole Slime Lord experience was seeing the strange and wonderful slimes people came up with. There were slimes made from hot glue-gun glue, melted plastic, random figure bits, foam, plaster, and green stuff. I made a set myself out of green stuff, which I primed black, and painted in four shades of green... then realized they looked almost exactly like they did before I had primed them! So, if you are going to play the campaign, have fun making some slimes out of whatever you can.

The two large slimes are guarding the Slime Lord. Any time the Slime Lord is the target of a shooting attack, and there is a large slime within 3", the attack is redirected onto the closest large slime. These large slimes activate with the Slime Lord and move with him so that they will always remain in contact if they can. Otherwise they will use all of their moves to try and get back into contact with the Slime Lord. These slimes will force combat as normal.

The four small slimes follow the standard rules for uncontrolled creatures.

Treasure and Experience

Treasure should be rolled for as normal after the scenario; however, if the player recovered the special treasure token, they have the additional option of rerolling their first roll on the treasure table. If they do this, the second roll must be kept.

Experience is gained as normal with the following additions:

- +20 experience points for each well destroyed.
- +5 experience points for each slime killed by either the wizard or his warband.
- +50 experience points if the wizard or his warband kills the Slime Lord.

Bestiary

Slime Lord

Although his name has been forgotten, the Slime Lord was once a wizard who journeyed to the frozen ruins in a quest for magical secrets. He learned many of those secrets one day when a floor gave way beneath him and plunged him into a small lake of magical green slime. The thing that arose from the slime had no memory of its former existence.

Since the Slime Lord's internal structure has been replaced with pure slime he is immune to critical hits. By the same token, his is immune to all bow, crossbow, and javelin attacks as well, unless those attacks are magical. Magical attacks will harm him as normal. The Slime Lord is immune to all damage from slimes, including slimes that explode due to elemental magic.

The Slime Lord is a spellcaster who follows the normal rules for spellcasting, with two exceptions. The Slime Lord can never spend his Health to empower either a Casting Roll or a Will Roll. However, he does receive a bonus on each of these rolls equal to the number of slime wells that are on the table (so +4 at the start of Scenario 4). The Slime Lord has four spells which are detailed below. As a spellcaster, the Slime Lord is immune to Mind Control.

Spells

Create Slime (8) – Place a small slime on the table, either adjacent to a slime well or any table edge (This spell may only be cast if a suitable slime miniature is available).

Slime Ball (8) – Make a +3 shooting attack against a target figure in line of sight. Make an additional +1 shooting attack against any figure within 1" of the target. Any figure that suffers damage from this attack also loses one action in their next activation, due to sticky slime.

Slime Mind (8) – The target slime gains the power to take over a figure's mind, following the same rules as presented in Scenario 2.

Transport Slime (8) – Move one slime that is within line of slight to any other point in line of sight. This may move a slime out of, or into, combat.

Slime Lord						
M	F	S	A	W	H	Notes
3	+5	+0	14	+8	18	Immune to Critical Hits and Mind Control, Immune to Bow, Crossbow, and Javelin attacks. Immune to Slime Damage. Spellcaster

Slimes

These 'creatures' do not fall neatly into any category as they are clearly not an animal, a plant, or even a fungus. They do not seem to have a brain, organs, or any kind of internal structure at all. In general, they tend to lie dormant, sticking to a ceiling or lying on a floor, and at these times look like nothing more than a shallow puddle of toxic liquid. However, when awoken, they move along in a sort of inchworm fashion, flowing around any obstacles and reforming their body into whatever shape is necessary. Slimes never suffer any movement penalty for rough ground.

Slimes can be killed, but this can generally only be accomplished by tearing them apart and separating their pieces enough that they cannot reform. Since they have no organs, no weak points, they are immune to critical hits. By the same token, they are immune to all bow, crossbow, and

javelin attacks as well, unless those attacks are magical. Magical attacks will harm them as normal; however, if a slime is ever reduced to 0 Health by an elemental magic attack, it will explode, and every figure within 3" immediately suffers a +3 shooting attack. Slimes have no minds and are thus immune to Mind Control.

Fighting a slime in hand-to-hand combat is a tricky affair, as their slippery secretions make it difficult to hold onto weapons. Any figure that rolls a natural '1' while fighting a slime loses its weapon inside its gelatinous mass. The weapon is lost for the game, but replaced afterwards.

There are two varieties of slime – small and large, the only difference being that the larger ones are more dangerous and tougher to kill.

Small Slime						
M	F	S	A	W	H	Notes
3	+2	+0	18	+0	1	No Movement Penalty for Rough Ground, Immune to Critical Hits and Mind Control, Immune to Bow, Crossbow, and Javelin attacks, Explosive Demise to Elemental Magic, Absorb Weapon

Large Slime						
M	F	S	A	W	H	Notes
3	+3	+0	20	+1	1	No Movement Penalty for Rough Ground, Immune to Critical Hits and Mind Control, Immune to Bow, Crossbow, and Javelin attacks, Explosive Demise to Elemental Magic, Absorb Weapon

Frostgrave Immersion Tour Scenarios

In early 2020, I boarded a plane and flew to Tallinn, the capital city of Estonia. The city features a gorgeous, and incredibly well-preserved, medieval old-town, and if you go there in February, it is very likely to be covered in snow and ice… The first time I visited the city, it planted seeds in my imagination. Now, I returned to glorify in the fruit of those seeds.

This time, I was travelling as part of the Geek Nations *Frostgrave* Immersion Tour. Along with a dozen other gamers, I toured the city, ate some great food, but mostly, I played a lot of *Frostgrave*! As part of that tour, I wrote a special 'Tour Pack' with some of the special rules we would be using, and containing 6 unique scenarios that were tied to the places we visited or the events we experienced.

I am presenting that tour pack here, so that every *Frostgrave* fan can get a little taste of that tour, and have fun trying out these unique adventures. All of the scenarios assume four players, but can be converted for more or less.

Warbands

Due to the unusual conditions of our campaign, several rules modifications are in effect:

1. Wizards start with 650gc, instead of the usual 500gc. This will allow us to start with some slightly better soldiers, which makes the recruitment of new soldiers later on less awkward.
2. No warband may contain more than 4 figures carrying bows or crossbows.
3. *Frostgrave* has never used WYSIWYG, but has encouraged players to use figures that are at least appropriately armed. These rules will be relaxed even more than usual, so that players can upgrade their thief to a treasure hunter or archer to a ranger without switching figures. Just make sure your opponents are aware of this before the game begins. (If you know you are going to want to upgrade your warband in certain ways, feel free to bring extra figures if you have them!)
4. We will be using the *Maze of Malcor* Experience Table to calculate the experience points our wizards gain each game.

Hobby Challenges

Each of the six scenarios I have written specifically for this tour includes a 'Hobby Challenge', which entails painting a specific figure or piece of terrain. The terrain pieces are all small, and players should feel free to either buy something appropriate or hand-craft it. In truth, the specifics of the piece won't be important so long as it is recognizable. These little pieces will be necessary for the given scenario, but also should give us a nice pool of scatter terrain that we can use in the other scenarios to make our tables even more crowded.

Scenario 1: The Arrival

The exploration of the manor house had proven a dismal failure. Apparently, some other wizard must have been there already and picked it clean. You were just about to give up when one of your men found a strange doorway in one of the upper floor rooms. You were sure it hadn't been there a moment ago. It was magically locked, but the cantrip was simple and easily dispelled.

As the door swung open, it revealed a small library crammed with books. Unable to contain your excitement, you rushed through the doorway… and found yourself in a completely different part of the Frozen City!

Hobby Challenge

A free-standing doorway or gateway. Optional – a snow troll.

Set-Up

Before the scenario begins, each player should divide their warband into three groups. One group must contain the wizard, another the apprentice, and the third a captain if you have one. The groups must contain an equal number of figures, or as near to that as is possible.

Set-up the table as per a normal game of *Frostgrave*, including the placement of treasure. Each player should select a starting corner and place a doorway 6" in from that starting corner.

No warband members are placed on the table at the beginning of the game.

If this scenario is being played with less than 4 players, then 4 doorways should still be placed on the table. Place one snow troll in front of any doorway that will not be used by a player. This snow troll will take no actions during the game until a warband member moves within 4" of it, at which point it will follow the normal rules for uncontrolled creatures.

Special Rules

After the players have rolled for priority, they should randomly select one of their three groups. On the first turn, this group will be placed on the table at the beginning of the phase in which that group would have activated (so in the Wizard phase if it includes the wizard, Apprentice phase if it includes the apprentice, etc.). All figures must be placed within 3" of the doorway. Each figure may take 1 action on the turn it arrives on the table.

Repeat this process for the second turn, with each player again randomly selecting between their two remaining groups. In the third turn, the final group will enter the table following the same rules.

Figures may exit the table off any edge as normal. However, if they do so while carrying a treasure token, that treasure token is lost. The only way to secure a treasure token is for the figure carrying it to move through a doorway. This cannot be the doorway via which they entered the table.

Treasure and Experience

Roll for treasure after the game as normal. Experience is gained as normal for this scenario with the following additions:

- +20 experience points if the wizard appears on the second turn of the game.
- +30 experience points if the wizard appears on the third turn of the game.
- +10 experience points for each warband member that exits the table through a doorway or that is still on the table when the scenario ends.

Scenario 2: The Doppleganger

Normally, you don't trust 'outsiders' who claim to know some great secret of the Frozen City, but there is something about this old potion master in the silly hat that makes you want to trust him. Something in the eyes. Also, if what he says about a vast potion store is true… well, that is an opportunity worth investigating.

Of course, he does warn that some of the old potions are extremely volatile…

Hobby Challenge

A Potion Master (the Albert Magnus figure is perfect for this). Ravenous beast.

Warband

Every warband should add a Potion Master to their roster. (See the rules for Potion Masters in the bestiary). This is a free addition to the warband roster, and it does not take up a soldier slot.

Set-Up

The terrain should be set-up as per a standard game of *Frostgrave*. Place one additional treasure token on the table for each player (so a total of three per player, plus the central treasure), following the standard rules for treasure placement.

Special Rules

Whenever a treasure token is picked up for the first time in the game, roll a die. On a 16+ the treasure explodes. Remove the treasure token from the table, and a make a +4 magical attack against every figure within 2". This rule does not apply to Potion Masters who can pick up treasure tokens without having to make this roll.

At the end of each turn, starting with the player that lost the priority and proceeding in backwards order, each player should select one Potion Master on the table, and roll a die. On an 18+, the Potion Master is revealed to be a doppleganger. Replace the Potion Master figure with a ravenous beast (see Bestiary). The ravenous beast drops any treasure tokens it was carrying and follows the standard rules for uncontrolled creatures. Once there is only one Potion Master still on the table, no

further rolls are made to reveal dopplegangers. The last Potion Master is the real one.

Treasure and Experience

The warband that contains the revealed, real Potion Master may add this figure to their warband at no cost, and ignoring the normal rules for Legendary Soldiers. The Potion Master still takes up a roster spot as normal.

When rolling for treasure after this scenario, the player may also roll for one potion for each treasure token recovered in addition to whatever is rolled on the treasure table. Experience is gained as normal with the following additions:

- +10 experience points for each explosion triggered by the wizard or his warband.
- +25 experience points if the Potion Master in your warband is revealed to be a doppleganger.
- +20 experience points if your wizard or a member of his warband kills a ravenous beast.

Scenario 3: The Unquiet Garden

The continued hunt for lost treasure has brought you to an unusual place in the Frozen City, a large garden, filled with leafless and seemingly dead trees. It is an eerie, quiet place. As you advance further – through the lifeless branches, and around the ruins of small buildings, fountains and statues – you see that many of the trees have small marker stones at their base. Most of these are cracked and unreadable, but you are sure, as you take a closer look at one, that you can just make out the words 'Ghost Archipelago'…

Hobby Challenge

Two trees and one scarbark (see bestiary, page xx).

Set-Up

Set-up the table as per a standard game, including placing all treasure tokens, with the exception that all treasure tokens must be placed on the ground level. Then place one tree next to each treasure token except the central treasure.

Special Rules

No treasure token may be moved by any means until it has been picked up at least once during the game. The central treasure is held tight under a thick tangle of roots and must be cut or ripped free. To pick up the central treasure, a figure must be adjacent to it, have no enemy figures within 1" and spend an action. They must then make a Fight Roll (TN16). If successful, the figure picks up the central treasure. If unsuccessful, the action is lost, the treasure remains, but further attempts may be made.

Any time a normal treasure token is picked up for the first time in the game, the player must roll a die. On a 12+, the tree adjacent to the treasure token is replaced with a scarbark. This scarbark immediately forces combat with the figure that just picked up the treasure token. The total number of scarbarks that appear during the game can never be greater than the number of players.

At the end of each turn, every player is allowed to nominate one enemy figure on the table (except scarbarks) and one tree (not a scarbark). The nominated figure must make an immediate Move Roll (TN18) or a root bursts out of the ground and pulls them 6" directly towards the nominated tree. The figure is then released. This can move a figure out of combat. Wizards and Apprentices receive an optional +5 to this roll. No figure may be nominated more than once in the same turn.

Treasure and Experience

Roll for treasure as normal after the game. Experience is gained as normal with the following additions:

- +20 experience points for each scarbark revealed when the wizard or a member of his warband picked up a treasure.
- +10 experience points for each scarbark killed by the wizard or his warband.

Scenario 4: It Rose from the Bog!

Your plan to skirt the city and enter from the north-east sounded wise, but is currently proving a nightmare. For whatever reason, the thaw has been much greater in this region, turning the ground into a mushy, boggy morass. The legs of all of your band are soaked at least to the knees in freezing water, and parasitic insects, so long denied fresh blood, are constantly attacking. If it weren't for the untapped riches that supposedly reside in this corner of the city, you'd have turned back hours ago.

Hobby Challenge

Bog Monster and one boggy pool about 3" in diameter.

Set-Up

Set-up the terrain as per a standard game. Once that is done, each player should place one boggy pool anywhere on the table and place a treasure token in the centre of it. The central treasure, and one additional treasure token per player should then be placed following the normal rules.

Special Rules

The treasure tokens sitting within boggy pools cannot be moved by any means until they have been first picked up by a figure. These tokens may be picked up following the normal rules.

The boggy pools count as rough ground. In addition, any time a figure moves into a boggy pool, or activates while touching one, that figure must make an immediate Move Roll (TN18). If the roll is failed, the figure is reduced to a maximum of one action for that activation.

At the end of the turn, the player that had the lowest priority roll for that turn, may place a bog monster anywhere on the table that is touching a boggy pool. This continues at the end of each turn until there are a number of bog monsters on the table equal to the number of players. Once this occurs a new bog monster will only appear if the number has been reduced below the number of players.

Treasure and Experience

Roll for treasure as normal after the scenario. Experience is gained as normal with the following additions:

- +20 Experience points for each time the wizard or a member of his warband is the first to pick up a treasure in a specific boggy pool.
- +10 experience points for each bog monster killed by a wizard or a warband (to a maximum of +40).

Scenario 5: Barbarian Fetish Markers

Having fought your way through the bogs outside, you finally reach the broken walls of the city. However, as you climb through into the city

proper, you immediately feel a strange tug in your guts, like something is trying to sap the magic from your body. Some kind of veil is being drawn between this world and the mystical energies you need for your spells. Up ahead, one of your men has stopped to examine something. As you step up beside him, you see a small tripod, constructed out of rough-hewn branches, festooned with small skulls, bits of bones, and leather pouches – a barbarian fetish marker. You kick the thing over in disgust, and immediately feel a little of the mystical energy return… still, there must be more of these things close by.

Hobby Challenge
One barbarian and one barbarian fetish marker.

Set-Up
Place four barbarian fetish markers so that they form a cross in the centre of the table, with each fetish marker being about 5" from the centre point. Layout the terrain for the rest of the game as per a standard a game. Place treasure markers following the standard rules.

   Each player should select a starting corner and place all of the figures in their warband within 6" of the corner.

Special Rules
After rolling for priority on the first turn, each player should place one barbarian on the table, in priority order. A barbarian may be placed adjacent to either a fetish marker or a treasure token. While a barbarian is next to its starting fetish marker or treasure token it will not take any actions until a warband member gets within 6". Once this has occurred, the barbarian follows the normal rules for uncontrolled creatures.

   All attempts to cast spells during this scenario suffer a penalty to the casting roll equal to the number of fetish markers that are on the table. A figure standing next to a fetish marker, with no enemy figures also within 1" of either the figure or the fetish, may spend an action to try and destroy it. The figure should make a Fight Roll (TN12). If successful, the fetish is destroyed and should be removed from the table.

No treasure token may be picked up or moved by any means while a barbarian is adjacent to it. The central treasure may not be picked up or moved by any means if there are any fetish markers on the table.

Treasure and Experience

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

- +20 experience points for each fetish destroyed by a wizard or his warband.

Scenario 6: Bury It With the Dead

Finally battling through the barbarians, you have reached your true goal, a private graveyard that once belong to a wealthy and influential wizarding family. What makes the family so interesting, however, is that the matriarch of each generation is said to have been buried with her greatest magical treasure!

Hobby Challenge

Wraith and a grave marker.

Set-Up

Set-up the table as per a standard game. Do not place a central treasure in this game. Instead place four grave markers within 4" of the centre point of the table, but no closer than 3" to one another. Then place one treasure token for each player within 8" of the centre point, but again no closer than 3" to either another treasure token or a grave marker.

Each player should select a starting corner and place all of the figures in their warband within 6" of the corner.

Special Rules

Each of the gravemarkers represents a grave with buried treasure. If a figure is adjacent to a gravemarker, they may spend an action and make a Fight Roll (TN18) to dig it up. If successful, a special treasure token should be placed next to the gravemarker. The figure that dug it up, may

pick it up as a free action. Spellcasters receive +8 to their Fight Rolls when attempting to dig up treasure as they use magic instead of shovels and picks.

At the end of the turn, every player should roll a die, and subtract five for each spellcaster they still have on the table. The player that rolls highest gets to place a wraith on the table. The wraith may either be placed at the centre point of any of the four table edges, or exactly 6" in any direction from any of the gravemarkers. There may never be more wraiths on the table than there are players.

Treasure and Experience

Roll for treasure as normal after the game, except that any player who recovered a special treasure token receives an extra roll on the treasure table. Each player can only claim one extra roll, no matter how many special treasures they recovered.

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

- +20 experience points for each treasure token dug-up by a wizard or his warband.
- +10 experience points for each wraith killed by a wizard or his warband.

Bestiary

Bog Monster

In many ways, the thaw that is coming to Frostgrave is causing as much destruction as the freeze that originally wiped out Felstad. One example is the appearance of bog monsters. These creatures are formed when various plant-matter is merged together through the power of magical elixirs that have leaked into the water-system. Given a semblance of sentience, these creatures continue to do what they did as plants, attempting to extract nutrients from the world around them. Unfortunately, they have figured out that enveloping other living creatures is a much swifter, more efficient, form of feeding that filtering bits from the soil.

Bog monsters have no 'minds' or 'organs' as humans understand the terms, thus they are immune to both Mind Control and critical hits. While they take on a vaguely humanoid shape, their bodies are extremely malleable, and they sort of flow across the ground, instead of truly walking, thus they do not suffer any penalties for rough ground (though they do for climbing). Bog monsters are very powerful, and like to attack by driving their foes into the ground. All attacks from a bog monster do +2 damage.

Bog Monster						
M	F	S	A	W	H	Notes
4	+4	+0	16	+5	10	Immune to Mind Control and Critical Hits, Powerful (+2 Damage), No Move Penalty for Rough Ground

Potion Master

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

Potion masters can drink a potion as a free action during their activation. Potion masters have four item slots, but three of them can only be used

to carry potions. A potion master may spend an action to apply a potion to any figure within 1" that is not in combat. If a wizard has a potion master in his warband, he may reroll any one roll on the potions table he is entitled to make after each game.

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

Ravenous Beast

A horrible mangle of tentacles and mouths, the ravenous beast lives only to feed!

Ravenous Beast						
M	F	S	A	W	H	Notes
6	+3	+0	12	+5	10	Powerful Jaws (+2 damage)

Scarbark

A few of the native tribes of the Ghost Archipelago, most notably the ones led by Cortiki, use ritualized magic to summon and bind demons. For reasons unknown, a few tribes bind demons into dead, or dying, trees. These demon plants can theoretically look like any type of tree, but, more often than not, appear as gnarled, black trees with few or no leaves, broken branches, and bark covered in ritual blazes. Unsurprisingly, the demons trapped within this wooden flesh are filled with rage. How any of the demon trees made it to Frostgrave is a long-forgotten secret.

Because scarbaks are able to send their roots deep into the ground, they can never be pushed back in combat (unless its opponent is using a magic item that increases the normal distance pushed back). However, a figure that wins combat may choose to move back up to 2" instead of the usual 1". Because of the long reach of their branches, Scarbarks may force combat with any figure that moves within 2" instead of the normal 1".

Since scarbarks usually inhabit old or dying trees, their wood is highly susceptible to fire. Any figure in combat with a scarbark may declare they are attempting to set it on fire. They must make this declaration before any dice are rolled. If the figure wins combat, they do no damage, however, they may make a Will Roll with a Target Number of 14. If successful, the scarbark has been set alight. Once set alight, the scarbark will take 5

points of damage from the flames every time it activates. A figure that sets a scarbark alight may still move away the normal 2" for winning the fight. Once lit, a scarback can only extinguish the flames by moving into deep water, which extinguishes the flames automatically.

As plants, scarbarks are very difficult to damage with missile weapons. The maximum damage a bow, crossbow, or javelin can do to a scarbark is 2. Scarbarks are immune to poison and critical hits and will never force combat with an undead creature.

Scarbarks are slow, methodical walkers and never suffer any penalties for rough ground or climbing. Some scarbarks actually grow in swampy water, as such they are amphibious.

Scarbark						
M	F	S	A	W	H	Notes
2	+0	+0	16	+0	20	Plant, Demon, 2" Force Combat, Never Pushed Back, Amphibious, Maximum Missile Weapon Damage, Set On Fire, Methodical Walkers, Immune to Critical Hits and Poison
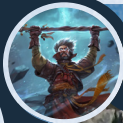
Standing in the Eye

*A Frostgrave **Scenario***

This scenario originally appeared on my blog as part of a Charity Project to raise £500 for Save the Children. I asked everyone who printed off the scenario, or who played it, to please donate £1 to the cause. Although it took a while, I did make it to my goal.

While you can still find the scenario on my blog, I thought it would be nicer to give it a permanent home in print. That said, if you do play the scenario, consider giving £1 to your favourite charity. Remember, the dice gods smile upon such acts!

Also, the similarities between the terrain described in this scenario, and a similar piece of terrain released by a certain large gaming company based in Nottingham is somewhat coincidental.

The Standing in the Eye Scenario

Over a thousand years ago, a wizard named Grodek Humphrizes built a walled house in the southwest corner of Felstad. In the centre of his house, he created a unique spherical chamber called the Rondure. He linked the Rondure to four permanent wizard eyes which he installed at the corners of his walls so that he could spy on his neighbours. He also linked it to the two security constructs that patrolled his grounds.

Grodek Humphrizes died in the great storm that buried Felstad, and much of his house was destroyed. However the Rondure survived, mostly intact, as did the two constructs...

Set-Up

Place the Rondure in the centre of the table. The Rondure can be any small chamber which is mostly made up of windows or open walls. Alternatively, just designate a small rooftop as the Rondure. Next, place four 'wizard eye' markers on the diagonals between the Rondure and the four corners of the table. Each marker should be 12" away from the Rondure. Fill the rest of the table with ruins and rubble as per a standard game of *Frostgrave*. Place treasure as normal. Finally, place two 'security constructs' next to the two treasures that are closest to the Rondure.

Special Rules

Any spellcaster standing within the Rondure at the start of a turn immediately takes 2 points of damage. A spellcaster standing in the Rondure may use any of the four wizard eye markers to draw line of sight for the purposes of casting spells. Unlike normal wizard eyes, these have 360-degree vision. Additionally, any spell from the Soothsayer school cast while standing in the Rondure gains +3 on the casting roll.

A spellcaster standing in the Rondure may sacrifice one action (which may be his required movement action) to take control of and activate one of the security constructs. Take the actions for this construct at the end of the current players phase. This construct will not activate again this turn. The spellcaster loses control over this construct immediately after the phase. A spellcaster may not take control of a construct currently under the control of another player. A security construct cannot leave the table for any reason.

Treasure and Experience

Roll for treasure as per a normal game of *Frostgrave*. Calculate experience as normal with the following additions:

- +25 Experience if either the wizard or his apprentice begins a turn standing in the Rondure.
- +10 Experience for each security construct killed by the wizard or his warband.

Security Constructs

Security Constructs look like empty suits of armour carrying large weapons, usually a battleaxe or warhammer. They were a popular 'budget' option for wizards looking for a bit of household security.

Security Construct						
M	F	S	A	W	H	Notes
6	+2	+0	12	+0	14	Construct. Treat as using a two-handed weapon
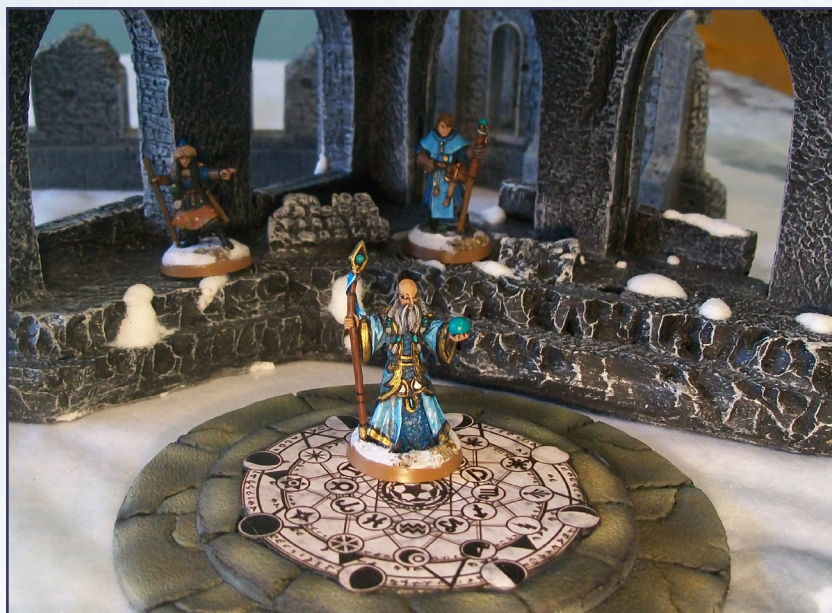
Warriors of Athena

Written about four years ago, *Warriors of Athena* is sort of a missing link in the history of my game design. I had recently added 'captains' to *Frostgrave* and was interested in developing this idea and seeing if I could use it for solo play. Also, I have always been obsessed with the heroes of Greek mythology, and this gave me an excuse to buy a few figures. Eventually, the tinkering I did for *Warriors of Athena* would have a major impact on my solo game, *Rangers of Shadow Deep*.

This game originally appeared as an article in *Wargames, Soldiers & Strategy* magazine. While there are many changes I would make now, I have left the game in its original form, and only made a few small changes for grammar, flow, or clarity.

Introduction

Warriors of Athena is a solo wargame set in the world of Greek Mythology, where the player creates a hero, recruits a warband to support him, and then sets out on quests given to him by the goddess Athena. The rules for the game have been developed from my own *Frostgrave* system. You will

need the main *Frostgrave* rulebook to play. Along with the rules for creating a hero and his warband, this article also includes two linked adventures to get you started. If the game proves popular, hopefully there will be more in the future.

Creating a Hero

All heroes start with the following stat line which is then modified by their parentage and by a limited number of stat increases.

Starting Hero Stat Line					
M	F	S	A	W	H
6	+3	+1	10	+3	14

Almost all Greek Heroes had some form of unusual parentage. Often one parent was a god, a nymph, or a king, and these parents usually bestowed special gifts upon their offspring. Players should begin by rolling on the parentage table and applying any stat bonuses they receive.

Parentage Table		
Die Roll	Parent	Parental Gift
1–3	Zeus	+1 Fight or + 1 Armour
4–6	Poseidon	+1 Fight or +2 Health
7–9	Apollo	+1 Shoot
10	Hephaestos	+2 Health
11	Ares	+1 Fight
12	Hermes	+1 Move
13	Aphrodite	+1 Recruitment Point
15	Boreas	+1 Move
16	Muse	+2 Will
17	Nymph	Once per game the hero can spend an action to heal 5 points of damage to himself or a figure in base-to-base contact.
18–20	King	+1 Recruitment Point

After applying the results of the parentage table, the player can now select five items from the Advancement List below which includes both stat increases and skills. A player may only select each of these items once, except for Divine Favour, which may be taken 3 times.

Advancement List

+1 Fight
+1 Shoot
+2 Will
+2 Health
+1 Recruitment Point

Furious Attack: Once per game the hero may add +3 to his attack roll. This skill must be used before the dice are rolled.

Deadly Strike: Once per game the hero may add +3 Damage to any hand-to-hand attack that has dealt at least 1 point of damage.

Steady Hand: Once per game the hero may add +3 Shoot for one attack roll. This must be declared before the roll is made.

Dodge: Once per game the hero may add +2 Armour for one attack roll. This may be declared after the roll is made.

Nerves of Steel: Once per game the hero may add +4 Will to one Will roll. This must be declared before the roll is made.

Sprint: Once per game the hero may add +2 Movement for the rest of the turn.

Evade: Once per game, when the hero activates while In Combat, he may make an immediate 2" move out of combat. No enemy figure can Force Combat during this move.

Healing Hands: Once per game the hero may spend one action to heal 5 points of damage to himself or a figure in base-to-base contact. (This ability may not be taken by heroes who rolled Nymph for parentage).

Spear Thrower: Once per game a hero armed with a hand weapon and shield may make one Shooting attack up to a range of 12". This attack causes +2 damage.

Divine Favour: Once per game a hero may reroll any one die. This can be any die roll in the game and does not have to be directly related to the hero. This advancement may be taken three times.

Equipment

Finally, a hero must choose his starting equipment. A hero may select any and all of the following, with the provision that he can only wear one type of armour, and he may carry only one of a shield, a bow, or a two-handed weapon.

Leather Armour: +1 Armour

Metal Armour: +2 Armour, -1 Move

Shield: +1 Armour

Hand Weapon: This can be any type of hand weapon and confers no special bonus.

Bow: Allows the hero to make shooting attacks.

Two-Handed Weapon: Does +2 damage.

Forming a Warband

Your hero is now ready to go. All he needs is a few brave companions to aid him on his journey. Each hero has 10 recruitment points (RP) to assemble his warband (plus any bonuses). A hero may select a maximum of 5 companions, though he may have less if he so chooses.

Companion	M	F	S	A	W	H	RP	Notes
Hoplite	5	+4	+0	13	+3	12	3	Hand Weapon, Metal Armour, Shield
Warrior	6	+3	+0	12	+2	10	2	Hand Weapon, Shield, Leather Armour
Archer/Slinger	6	+1	+1	10	+1	10	2	Bow, Dagger
Recruit	6	+0	+0	10	-1	10	1	Hand Weapon or Staff
Centaur (Heavy)	7	+3	+0	13	+2	12	3	Hand Weapon, Metal Armour, Shield
Centaur (Light)	8	+1	+1	10	+0	10	2	Bow, Dagger
Satyr/Faun	6	+0	+2	10	+0	10	2	Bow, Dagger
Hound	8	+0	+0	10	+0	8	1	Animal

Any figure that is armed with a hand weapon and a shield may swap both for a two-handed weapon. This will reduce his Armour by 1, but give him a +2 damage bonus. It is worth noting that Centaurs have certain movement limitations. They can never climb any terrain that ascends at more than a 45-degree angle (although they are allowed to jump up 1"), and there may be certain scenarios in which they cannot participate, or places on a table where they are not allowed to go.

Playing the Game

Warriors of Athena uses all of the basic rules of *Frostgrave*, with a few exceptions. The biggest of these is the phases of the turn. *Warriors of Athena* has three phases every turn. The first is the Hero phase, in which the player activates his hero and up to three other figures who are within 3" of the hero. The hero can use Group Activation. The second phase is the creature phase, in which all creatures activate one at the time, starting with the creature with the highest current health and descending in health order. Creature actions are usually dictated by the scenario, but where they are not, they follow the default activation priority in the *Frostgrave* rulebook. The third and final phase is the warband phase where the player activates all of his warband members that have not previously activated in that turn.

Playing a Campaign

It is perfectly acceptable to play each *Warriors of Athena* scenario as a one-off game, but it is more fun to chart the progress of your hero from game to game. In each scenario, heroes are awarded experience points based on their actions; the exact awards are listed in each scenario. When a hero has accumulated 100 experience points, he may trade these in for another selection from the Advancement List above.

If the unfortunate happens and your hero is taken to 0 health during a game, the player should roll on the Survival Table. If a hero dies, then the player should end the campaign there and create a new hero. Permanent Injury results should be rolled for as normal, although Niggling Injury and Smashed Jaw results should be treated as Psychological Scars. Both the Badly Wounded and Close Call results should be treated as Full Recovery.

A hero's warband is never a fixed group and he can select a new one after each game using however many recruitment points he is entitled to. Thus, a warband member who is killed in the game can be replaced (or the player can view them as only wounded but ready to come back for the next game).

Some games may allow heroes access to special treasures that impart special bonuses. A hero may carry up to three of these treasures, all other warband members may carry one. If a figure carrying a treasure is killed during a game they must make a roll after the game for each treasure. On a result of 1–4 the treasure has been lost.

Apollo's Bow

As the hero walks along the shore, he is greeted by a young woman carrying flowers. Somehow, he knows this woman to be the goddess Athena. She tells the hero that her brother, Apollo, foolishly lent his bow to one of his mortal sons, and the young man lost it, along with his own life while trying to kill a gorgon. The bow now lies in a deep cave out on a rocky island in the Aegean, guarded by the monster. Athena tasks the hero to kill the gorgon and bring her the bow. When the hero asks how he will find the island, the goddess tells him about a group of pirates camped nearby. The pirates have taken several prisoners. The prisoners have seen the island of the gorgon and can give directions to the hero...

Scenario 1: Rescue the Prisoners

The hero and his warband have located the pirate camp and have been watching them from a nearby hill. They can see four prisoners tied to stakes. In the late afternoon, most of the pirates leave camp, possibly to gather supplies, or probably to raid nearby livestock. Whatever the reason, this is the warband's chance. They will have to be swift.

Set-Up

This scenario is played on a 2' x 2' table. In the centre of the table, four stakes should be placed so that they form the corners of a 6" square. One prisoner is tied to each stake. In the exact centre, a fire burns. Three guards should be placed randomly inside the square, though no guard should be within 3" of another. The rest of the table should contain a generous scattering of rocks and vegetation.

Finally, the player should place his warband on the table. All of the figures must be touching the table edge, but can otherwise be placed wherever the player sees fit.

Special Rules

To rescue a prisoner, a figure must get into base contact and spend one action cutting them free. This cannot be done if there is an enemy figure within 1" of either the prisoner or the warband member. Once free, prisoners must be escorted off the table. While escorting a prisoner, a warband member's Move is reduced to 3. Once off the table, via any table edge, the prisoner is considered rescued, but the escorting figure is out of the game. A figure may escort more than one prisoner at one time.

The guards follow their own special priority order, which is given here:

1. If the figure is In Combat it will spend its first action to attack. If it wins, it will push back its opponent and end its activation.
2. If there is a warband member within line of sight and 10", they will throw a spear at the closest warband member (+0 shooting attack) and end their activation.
3. If there is a warband member within line of sight, but further than 10" they will use their first action to move towards the closest warband member. They will now throw a spear if within 10" or move again in the same direction if further than 10".

4. If there are no warband members in line of sight they will make one move towards a random prisoner (regardless of whether that prisoner is in line of sight or being escorted). If this brings a warband member into line of sight they will throw a spear if in range or move again if not.

At the end of every turn, roll 1 die. On a 1–10 nothing happens. On an 11–18, one pirate arrives in the centre of a random board edge. On a 19–20, two pirates show up in the centre of two different random board edges. These pirates follow the standard rules for creatures except if they are called on to make a random move, they will instead make a move toward one random prisoner.

Figure Type	M	F	S	A	W	H	Notes
Guard	6	+0	+0	10	+0	10	Spears
Pirates	6	+1	+0	11	+0	10	Hand weapon, Leather Armour

Experience

A hero gains the following experience for this scenario:

- +25 experience points for each prisoner rescued.
- +20 experience points for making it off the table if at least 2 prisoners are rescued.
- +10 experience points for each guard or pirate killed.
- -15 experience points for each warband member (including the hero) that is killed.

Scenario 2: The Gorgon

It took a long time, and a good bit of gold for the hero to find a boatman willing to take them to the island of the Gorgon, but eventually a deal was made. The crossing took several hours, but the seas were calm and the sky was blue. In the far distance the white peak of Mt. Olympus could be seen, seemingly floating amongst the clouds. The island itself was a bare, rocky pile, with little vegetation and no sign of any other life. However, a trail of grim, stone statues led the hero and his followers directly to the mouth of cave.

Set-Up

This scenario is played on a 2' x 2' table. The table should be crowded with large rocks and broken statues. The hero and his band enter through a doorway in the centre of one table edge. This entrance is also the only exit from the table. The Gorgon should start in the centre of the opposite board edge.

Special Rules

At the start of every creature phase, a large snake appears from one of the four corners of the table. This snake acts immediately in the turn it appears. Snakes follow all of the normal rules for creature actions, with one exception. If they are ever called upon to make a random move, they will move directly towards one randomly determined corner of the table.

The Gorgon follows her own special priority list for determining her actions, which are listed after her profile below.

Because it is so dark down in the Gorgon cave, the maximum line of sight for the hero and the warband members is 12". The Gorgon and the snakes, who are used to life underground, have no limitation to their maximum line of sight.

Large Snake						
M	F	S	A	W	H	Notes
6	+0	+0	10	+0	5	Poison

Gorgon						
M	F	S	A	W	H	Notes
6	+3	+3	12	+8	16	Hand Weapon, Bow, Poison, Stone Gaze

The Gorgon was once a woman who was cursed by Aphrodite. She is now a hideous combination of a woman and a serpent, with a twisting mass of snakes for hair. She is so foul and repulsive that her gaze alone can turn people to stone.

The Gorgon follows its own action priority list, given below:

1. If the Gorgon is In Combat, it will Fight. If it wins, it will push back whoever it is fighting with. For its second action, it will moved directly away from the figure.
2. If the Gorgon is within Line of Sight of a warband member, it will make a shooting attack at the closest warband member. It will then move directly away from this figure.
3. If the Gorgon is not In Combat or Line of Sight of a warband member, it will make one move towards a randomly determined table corner. If a warband member is now in Line of Sight, it will make a shooting attack at the closest warband member. If no warband member is in Line of Sight, it will take no second action.

If a member of the warband activates while within 12" and Line of Sight of the Gorgon, it must immediately make a Will Roll. The figure Receives a +3 to the roll if it is more than 6" away. Compare the final roll to the chart below:

0–5: The figure is turned to stone. It is dead and all treasure it was carrying is lost. Heroes turned to stone do not get to roll on the survival chart. They are just dead.

6–8: The figure can take no actions this turn.

9–10: The figure loses one action this turn.

The Gorgon will never Force Combat. All of the Gorgon's attacks are poisonous, even shooting attacks.

Experience and Treasure

A hero gains the following experience for this scenario:

- +10 for each large snake that is killed.
- +100 for killing the Gorgon.
- +50 if the hero is still alive when the Gordon is killed.
- -20 for each Warband member that is turned to stone.
- -10 for each Warband member that is killed by not turned to stone.

Hidden among the rubble and wreckage of the liar of the Gorgon, the warband finds the Bow of Apollo. The Gorgon apparently didn't like the sight of it. This must be turned over to Athena. They also find an iron sword, forged by some divinely inspired craftsman. This sword does +1 damage and can be carried by anyone who could normally carry a hand weapon.

Closing Thoughts

I hope everyone enjoyed this little foray into the world of Greek Myth, or at least a Hollywood inspired version of it. Hopefully the scenarios above include enough inspiration for you to create your own scenarios and adventures if you want to take you hero on further quests. The world of Greek Myth is full of great monsters to defeat and strange treasures to be discovered!

Heroes of Olympus

My own love of Greek Myth comes from two sources. The first is the original, 1981 film, *Clash of the Titians*, which I watched way too many times when I was a kid. The other was the game *Heroes of Olympus* by Task Force Games which also came out in 1981. Billed as a 'role playing game' the box set came with loads of hex maps and cardboard counters which made it feel more like a board wargame. The rulebook itself is a dense treasure trove of ideas for gaming in the world of Greek Myth. It includes its own, more extensive charts for determining the parentage of a hero. It is the best purchase I ever made in a $1 shop.
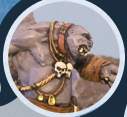
The Witch of Mount Gramos

A Warriors of Athena Campaign

About six-months after writing the original *Warriors of Athena* rules, I returned with this three-scenario campaign. Like the rules, this campaign first appeared in an issue of *Wargames, Soldiers & Strategy*.

The one difference between the previously presented rules, and those used in this campaign, regards the hero's warband. In the original rules, a hero could reorganize his warband after every game, including replacing lost warband members, up to his full Recruitment Point score. Because the scenarios in this campaign occur one right after the other, the hero doesn't have much time to reform his warband from one game to the next. So, before a hero plays his first game, he must select the warband that is going to support him throughout the campaign. Additionally, for each warband member that is killed during a scenario, his Recruitment Point total is reduced by one for the rest of the campaign. In other words, if a hero starts with 10 Recruitment Points worth of companions in scenario 1, and two of them are killed, his warband in the second scenario cannot be worth more than 8 Recruitment Points. Additionally,

those 8 Recruitment Points can only be used to purchase figures that were part of the original warband. In some cases, this may mean a hero cannot spend all of his Recruitment Points.

Thus, as the campaign progresses, the hero's warband will potentially grow smaller and smaller. It is even possible that the hero will be on his own by the end...

Introduction

On the top of Mount Gramos, in the far north-west corner of Greece, a witch of Hecate has taken residence in a ruined temple. From this lofty perch, she sends her spells far and wide, afflicting the nearby villages with plague and death. Her activities are an affront to the gods of Olympus, but even mighty Zeus himself is wary of directly striking against a follower of the triple-headed goddess. What is needed is a hero, with a loyal band of followers, to make the dangerous ascent of the mountain to slay the witch and free the people from her depredations.

As you were walking beside a gently flowing river, the goddess Athena came and walked with you in the form of a long-dead friend. She told you about the witch who dwells upon the top of Mount Gramos, and the suffering she causes the people that live in the region. Father Zeus has tasked her to find a hero that will accept the challenge to scale the mountain and destroy the witch.
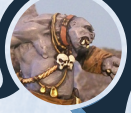
Before you can agree, she explains that the challenge is even greater than that, for the witch has summoned others to come and defend her mountain. On the lower slopes lives a giant, named Lithobolos, who is famed for crushing intruders by hurling boulders down upon them. He also keeps a pair of giant rams with him. Further up the mountain, perched on a steep precipice, is a nest of vicious harpies, who snatch people in their talons and drag them to the cliff side to drop them onto the jagged rocks far below. Only if the hero and his companions can overcome these two groups will they make it to the top of Mount Gramos to challenge the witch.

For those looking for a fun and easy introduction to Greek Myth, I strongly suggest two books written by Stephen Fry: *Mythos* and *Heroes*. The second of these (which can be read independently) is especially good for getting excited about gaming the period. If you are more into film, I suggest *Clash of the Titans* (1981 – not the remakes), *Jason and Argonauts* (1983), and *Hercules* (2014). Otherwise, the genre is pretty weak overall.

Scenario 1: Lithobolos

As the hero and his companions start up the slopes, a large boulder comes hurtling down from the heights above and smashes into the rocks nearby. Then, just ahead, a pair of mighty rams appear, stamp their hooves, and charge down the slope!

Set-Up

This game is played on a 3' x 2' table. The table represents the lower slopes of Mount Gramos and should be sparsely covered in rocks and a few small plants or trees. Mostly it is open ground. The hero and his companions should start within 3" of one of the short table edges. The two rams should be set up on the centre line running between the two long table edges, each 6" from the centre point of the table (thus they should be 12" apart). Finally, the giant, Lithobolos, should start on the centre point of the table edge opposite the hero.

Special Rules

To win this scenario, the hero must exit the opposite short table edge from the one he entered upon, or two of his companions must do the same. If he fails, he may play the scenario a second time, using a reduced warband as explained above. If he fails in both instances, he has lost the campaign, and the slaying of the witch must be left to some other hero.

The two rams will always move directly toward the closest warband member in line of sight, regardless of the distance to that figure, attacking if possible. Whenever a member of the hero's warband loses a fight to one of the rams, whether or not damage is done, the rams butt the warrior down the mountain slope. Move the figure 4" directly back towards his starting board edge.

If Lithhobolos activates while in combat, he will use his first action to fight. If he wins, he will push his opponent back and then end his activation. If he loses, he will just end his activation. If he's not in combat, Lithobolos will always use his first action to hurl a boulder at the closest warband member within 24" and line of sight. Lithobolos uses his shoot stat for this, with any hit causing +2 damage. He will not take a second action. If Lithobolos has no target, he will make one move 6" towards the closest warband member, regardless of whether or not he
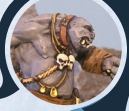
can see him. If he then has a target, he will hurl a stone, if not, he will not take a second action.

Rewards

If the hero successfully completes the scenario and kills one of the rams, he may cut off the ram's horn and turn it into a signal horn which will be useful in the next adventure. A hero gains the following experience for this scenario:

- +50 experience points for completing the scenario successfully.
- +40 experience points for killing Lithobolos.
- +20 experience points for each Ram killed.
- -10 for each warband member, including the hero, reduce to 0 Health.

Scenario 2: The Eyrie

Having made it past the giant, you continue up the increasingly steep slopes of the mountain. Soon, dark specs appear in the sky overhead, circling. Heeding advice given by the goddess, you stop to light torches in preparation for facing the harpies.

Set-Up

This scenario is played on a 2' x 2' table. Once again, the table should be sparsely covered in rocks. The warband begins within 4" of one of the table corners. In the opposite corner, build a nest about 4" in diameter out of logs and branches to represent the harpies' eyrie. Choose one table edge, adjacent to the eyrie, to represents a steep cliff. Any warband member who moves off this table edge is automatically killed. Place 3 harpies on the table; one in each corner not occupied by the warband.

Special Rules

To win this scenario, the hero has to set the harpies' eyrie on fire, and thus drive them off of the mountain. To accomplish this, one member of his warband must be in contact with the nest and not In Combat. The figure may then spend one action to try and start the fire. Roll one die and add the figure's Fight stat. If the total is 18+, the eyrie has been set alight, and

the hero has won the scenario. If the hero loses this scenario, he may make one more attempt, following the rules for a reduced warband above. If he loses a second time, he has lost the campaign.

If the hero has the ram's horn from the last scenario, he may spend an action to blow the horn once during the scenario. As soon as he blows it, all harpies on the table immediately move 4" directly away from the hero, even if this means leaving combat. They will stop at the edge of the table. At the end of every third turn (so turns 3, 6, 9 etc.) place another harpy in the nest.

Harpies are assumed to always have line of sight on any warband member on the table. They will always move directly towards the closest warband member each turn and attack if they have enough actions. If a harpy ever wins a combat, move the harpy and its opponent 3" directly toward the cliff edge of the table. If this moves the figures off the edge, leave the harpy at the edge of the table, but the warband member is automatically killed.

Because the table in this scenario represents the steep slope of the mountain, all Centaurs have -3 Move for this game.

Rewards

The hero gains the following experience for this adventure:

- +50 experience points for burning the eyrie.
- +10 experience points for each harpy killed.
- -10 experience points for each warband member, including the hero, killed.

Scenario 3: The Witch's Temple

As you draw near the top of the mountain, the skies begin to darken, and you can hear an evil voice whispering in the wind. Slowly, a bitter chill sinks into your skin, sapping your will, and making it difficult to put one foot in front of the other.

Then, up ahead, you see the ruins of a once great temple. Most of the columns have fallen and chunks of marble lay scattered about. Still struggling against the witch's foul magics, you draw your sword and prepare for the final battle.
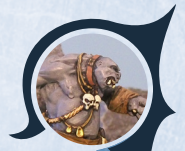
Set-Up

This scenario is played on an 18" x 18" table. The centre of the table should be dominated by the ruins of a temple. The rest of the table should have rocks scattered about. Place the hero and his remaining warband within 3" of one table corner. Place the witch and her two corpse warriors 3" in from the opposite corner.

Special Rules

Before either the hero or any of his warband activate, they must make a Will Roll with a Target Number of 14. If they fail this roll, they receive no actions this turn. Each figure should make this roll individually regardless of what phase they are activated in or if they are group activated.

The two corpse warriors will always move directly towards the warband member who is closest to the witch, regardless of line of sight, or proximity of other warband members. If they have any actions remaining, they will attack. If a corpse warrior is killed, do not remove it from the table, just lay it on its side instead.

The witch will never move during this scenario, unless forced to do so. In fact, the only action she will take each turn is to attempt to cast Reanimate Dead if one of her corpse soldiers has been killed. She can cast this spell even while In Combat. If successful, stand up the closest corpse warrior and return it to its starting Health. It will activate immediately.

This scenario ends as soon as the witch has been killed. If the hero fails to kill the witch, there are no second chances in this scenario. The campaign is a failure.

Rewards

If the hero successfully kills the witch, he gains the thanks of Olympian Zeus. The hero immediately gains a Divine Favour advancement. If the hero already has three Divine Favour advancements, he may pick any other advancement. The hero also gains the following experience:

- +5 experience for each time during the scenario a corpse warrior is 'killed'.
- +20 experience for each member of the hero's warband, apart from the hero himself, who is still on the table if the scenario is won.

Bestiary

This campaign features a number of monsters with unique stats and abilities.

Lithobolos

This giant is a son of Poseidon who cursed his father and sold his services to the witch. His favourite tactic is to hurl huge rocks while his pair of large rams keep would be intruders busy.

Lithobolos						
M	F	S	A	W	H	Notes
6	+4	+2	14	+2	16	Large, Hurl Rock (+2 damage on Shoot attacks)

Rams of Lithobolos

A pair of extremely large, excessively bad-tempered rams who enjoy charging in and butting people down the side of the mountain.

| Rams						
M	F	S	A	W	H	Notes
6	+2	+0	12	+2	8	Horns (+2 Fight if they move into combat and attack the same turn)

Harpies

Hideous combinations of women and birds, these creatures despise humans, and only serve the witch for the chance to cause chaos and suffering.

Harpies						
M	F	S	A	W	H	Notes
8	+1	+0	10	+1	8	Flying (ignore terrain for movement)

Corpse Warriors

The animated corpses of the last two heroes who attempted to killed the witch. These poor souls have no will left of their own.
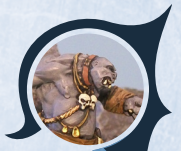
Corpse Warrior						
M	F	S	A	W	H	Notes
6	+2	+0	12	+0	6	Undead

The Witch of Mount Gramos

Schooled in the magics, poisons, and potions of the goddesses Hecate, the witch is an ancient woman who appears young and beautiful. Why she delights in causing such misery, or has the affront to challenge the gods themselves, will likely never be known.

Because of her magical protections, the witch gains +4 Fight when rolling against shooting attacks. She knows the spell reanimate dead which she can cast while in combat.

The Witch						
M	F	S	A	W	H	Notes
5	+2	+0	12	+6	12	Magical Protection, Reanimate Dead (CN14)

Giant Tortoises

Most of the islands of the Ghost Archipelago are so small, and so filled with difficult terrain, that mounts are generally useless, and boats work better for transportation. On a few of the larger, more open islands, tribal groups have domesticated riding beasts. One popular choice, especially on more arid islands is the giant tortoise. These slow, gentle creatures may not be an obvious choice for either a mount or a pack animal, but on closer examination they do have several desirable features.

Giant tortoises are incredibly long-lived, and most manage at least a couple of centuries. Thus, the work that is spent in the raising and training is paid off over many, many generations of users. Although slow, giant tortoises are capable of carrying significant weight over long distances. They can manage this work in the punishing heat of the Ghost Archipelago and still only need to drink every few days. Finally, while they are of no particular use in battle, they are incredibly tough, and can survive nasty wounds, even when their thick shell is penetrated.

Acquiring a Giant Tortoise

There are Tribal groups willing to sell giant tortoises, if they can be found. After any game, a Heritor may make a Will Roll (TN20). If successful, he or she has located a tribe that is willing to sell a single giant tortoise for a cost of 300gc. If a Heritor wishes to purchase additional giant tortoises at a later date, he must make modifications to his ship to keep these animals. The cost for these modifications is 250gc, per tortoise. These modifications can be made while in the Ghost Archipelago.

Giant Tortoises in a Crew

Giant tortoises do not count against the number of figures in a crew. That said, a crew may contain a maximum of five. Tortoises never activate on their own. Instead, they can activate with, and move with, any crewmember that is adjacent to them, with the limitation that they can only activate once per turn, and they can move a maximum of 4.5". If a figure is riding a tortoise, see below.

If a giant tortoise is killed, roll for its survival after the game as though it were a specialist crewman.

Giant Tortoises as Mounts

It takes one action to either mount, or dismount, a giant tortoise. While serving as a mount, giant tortoises follow most of the same rules as small boats, with the following exceptions:

- They move on land, not water.
- They may carry a maximum of three figures (see below)
- Giant Tortoises may make two move actions (for a total of 4.5") each turn.
- Giant Tortoises can be directly attacked under the normal rules, but still never count as in combat.
- A figure riding a giant tortoise can spend an action to attack any figure that is in base contact with the tortoise, and does not suffer -1 Fight.
- Shooting modifiers, and rules for 'boarding a small boat' are handled as normal.

Giant Tortoise Carrying Capacity

A giant tortoise is capable of carrying up to 15 items. Alternatively, they can be used as mounts with every human-sized figure replacing 5 items worth of carrying capacity.

Any member of the same crew that is on or adjacent to a giant tortoise may take, or exchange, any one item carried by the tortoise.

Giant Tortoise Stats

The gentle creatures known as giant tortoises can grow up to the height of a man. Although they are slow and unaggressive, they are also difficult to kill. Their armoured shell is nearly impenetrable to most hand weapons, and even when struck in their softer parts, it takes a grievous wound to put them down.

When shooting at, or fighting against, a giant tortoise, a player has a choice to make. They can either attack as normal, or they can state they are aiming to hit an unarmoured part of the creature. If this option is chosen, the player suffers -2 Shoot or -2 Fight as applicable. If they hit the giant tortoise, though, treat it as armour 12 instead of 16.

Giant tortoises may never jump, climb a vertical surface more than about 1" high, or pick up treasure. They may never use items, but may carry up to 15.

Giant Tortoise						
M	F	S	A	W	H	Notes
3	+0	+0	16	+3	14	Animal, Armoured Shell, No jumping, high climbing, or picking up treasure tokens. Carrying capacity 15 items. May serve as mount.

Just for the Money
A Solo Ghost Archipelago Scenario

It is unfortunate, but true. Exploring the Ghost Archipelago is an expensive endeavour, and sometimes you are forced to lay your quest aside in order to acquire funds for a new expedition. It was just as your coffers were nearing empty that you met the fat merchant. He had a large supply of some spice or other that he wanted to deliver to an isolated monastery. Unfortunately, the path crosses through jungle inhabited by a vicious tribal group. While it feels beneath your station to serve as a caravan guard, sometimes needs must…

Crew

In addition to your normal crew, you will also control the merchant and his two giant tortoises. The merchant uses the stats of a standard crewman armed with a hand weapon. Treat all of these figures as members of your crew.

Set-Up

This scenario is played on a 2' x 2' table. One table edge should be designated the 'starting edge', and the opposite side the 'exit edge'. The table should be covered with plants, rocks, and maybe a small ruin or two. Place six spawn points on the table, numbered 1–6 (so 6 six-sided dice will work perfectly). Place spawn point 1 in one corner of the exit edge, number 2 in the centre of the exit edge, and number 3 in the other exit corner edge. Place spawn points 4–6 so that they mirror the first three, but on the line running through the middle of the table, midway between and parallel to the starting and exit edges.

Place treasure tokens next to spawn points 4 and 6.

Place one tribal warrior and one tribal hunter next to each spawn

Originally this issue was going to feature another 8 *Ghost Archipelago Ulterior Motives* cards, but I wasn't happy with the ones I had written. Thus I decided to skip this issue and return with a double-set in Issue 7. In fact, I don't want to make too many promises, but the next issue should contain a lot of material for *Ghost Archipelago* fans!

point. (You may replace archers with darters at your own discretion). Place a tribal savage next to spawn points 4 and 6.

Place all of the crew members adjacent to the starting edge.

Special Rules

At the end of each turn, roll on the Just For the Money Encounter Table to see what new creatures appear. Then roll a six-sided die, and place the creatures adjacent to that spawn point.

Creatures follow the standard rules, except if they are ever called upon to make a random move, they will instead move directly towards the closest giant tortoise, even if it is not in line of sight. If there are no giant tortoises on the table, use the closest crew member instead. Creatures will always attempt to attack the unarmoured part of a giant tortoise.

Figures may only exit the table via the exit edge.

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

The two giant tortoises are carrying a significant amount of cargo, and only have room for one rider each.

This scenario continues until the player has no figures left on the table.

If the player wishes, they may roll up a random tribe, using the rules found in *Gods of Fire*, and apply the tribal attributes to all of the Tribals in the scenario.

Higher-Level Heritors

For each 4 levels a Heritor has, replace one of the tribal warriors with a tribal savage and add +1 to each roll on the Encounter Table, each turn, to a maximum of +5.

Just For the Money Encounter Table	
Die Roll	Encounter
1–2	1 Tribal Hunter
3–4	1 Tribal Warriors
5–6	2 Giant Wasps
7–8	2 Tribal Warriors
9–10	2 Tribal Hunters
11–12	1 Scarbark
13–14	1 Tribal Savage
15–16	2 Tribal Savages
17–18	2 Tribal Scouts
19–20	1 Tribal Chieftain & Tribal Savage
21	1 Anaconda
22	1 Island Troll
23	1 Armourback
24	1 Sailback
25	1 Monarch

Treasure and Experience

Roll for treasure after the scenario as normal. In addition, the player receives 100gc for each giant tortoise that exits the table, and 120gc if the merchant exits the table. Experience is gained as normal with the following additions:

- +5 experience points for each crewman that exits the table, including the Heritor and Warden.
- +30 experience points for each giant tortoise that exists the table.
- +40 experience points if the merchant exits the table.

Eye Demons in Frostgrave

The wild magic that swirls around the Frozen City often opens cracks to other planes of existence, and occasionally something truly horrific slips through. Although they are extremely rare, the monsters dubbed 'eye demons' are some of the most dangerous and feared of all extra-planar entities.

All eye demons have the following demonic attributes (as found in *Frostgrave: Forgotten Pacts*): Demonic Strength, Levitation, Magic Sink, Mind Lock, Petrifying Stare, True Sight, Two Heads.

Eye demons are all spellcasters. Every eye demon knows three spells: Elemental Bolt, and two more, rolled randomly on the table below. The casting number for each spell is 6. Whenever an eye demon activates, it automatically attempts to cast all three of its spells as one action if there are targets in line of sight. It will cast these spells even if it is in combat and does not have to roll randomly for the target of any shooting attacks generated. It will cast Elemental Bolt at the closest warband member in line of sight. It will cast its second spell at the second closest warband member in line of sight, and its third spell at the third closest. If there are less than three legitimate

targets, it will start over with the closest. Eye demons never suffer any damage from failing to cast spells, but they may not empower them either.

Casting these spells counts as the eye demon's first action. Eye demons follow this priority order:

1. Cast spells if a warband member is in line of sight. Use second action to fight if in combat, or move directly away from nearest warband member if not in combat.
2. If no warband members are in line of sight, make a random move. If a warband member is now in line of sight, use second action to cast spells. Otherwise, end activation.

A wizard receives +25 experience points if a member of his warband kills an eye demon.

Eye Demon						
M	F	S	A	W	H	Notes
5	+5	+0	12	+8	24	Elemental Bolt (6), Spell II (6), Spell III (6), Demonic Strength, Levitation, Magic Sink, Mind Lock, Petrifying Stare, True Sight, Two Heads

Eye Demon Random Spell Table	
Die Roll	Spell
1–2	Blinding Light
3–4	Curse
5–6	Glow
7–8	Mind Control (target becomes an uncontrolled creature)
9–10	Petrify
11–12	Push
13–14	Reveal Death
15–16	Slow
17–18	Steal Health
19–20	Strike Dead

I'll Be Watching You
A Frostgrave Scenario for Experienced Warbands

The death of the Ghoul King during the events of the Lich Lord left a power vacuum in the ghoul crypts beneath the centre of the city. While a new boss, of some sort, eventually took control, this seemed of little import to the wizards exploring the ruins. Recently though, a strange variety of wizard eyes have been popping up all over the Frozen City. At first, the wizards thought little of them, as they didn't seem to do anything but watch, but lately, everywhere these eyes spot something interesting, ghouls have been appearing, and in large numbers. Already you have lost numerous treasures to these ghouls, and your patience is growing short. So, assembling your warband, you decide to descend into the depths to teach this new boss a lesson and to take back the treasures that are rightfully yours.

Set-Up

The entire table represents the former throne-room of the ghoul king. It should feature a large dais with a throne on top in the exact centre of the table. The rest of the table should be crowded with small ruins and rubble. Place a doorway in the centre of each table edge. Place one ghoul in each of the four corners. Place one floating orb at each of the four corners of the dais, and one on the throne.

Instead of starting table edges, players should select starting doorways. All members of the warband must be placed within 6" of the selected doorway.

No treasure tokens are placed in this scenario.

Special Rules

The ghouls are now ruled by an eye demon named Orobos. In order to force Orobos to reveal himself, and his treasure, the warbands must first destroy all of his floating orbs. The floating orbs behave as creatures, with the following exceptions. When they activate, they make one random move and then end their activation. They make this move even if they are currently in combat. Orbs will never attack, nor force combat. Orbs can be destroyed the same way that creatures are killed.

Each of the floating orbs counts as a wizard eye for Orobos, except that they have 360-degree vision. At the start of the creature phase, Orobos attempts to casts each of his three spells through the floating orbs. He always casts Elemental Ball at the figure with the highest Fight Stat in line of sight. He always casts Mind Control at the figure with the highest Health (that isn't currently mind controlled or a spellcaster), and he always casts Steal Health against the warband member with the weakest Will. In each case, roll off for ties.

As soon as all five floating orbs have been destroyed, place Orobos in a random table corner and follow the normal rules for eye demons. Place one treasure token at each corner of the dais and a central treasure on the throne.

Ghouls follow the standard rules for creature actions. Place one ghoul in a random table corner at the end of each turn.

Warband members may only exit the table through one of the four doorways.

Treasure and Experience

Players should roll for treasure as normal after the game. Experience is gained as normal with the following additions:

- +10 experience points for each floating orb destroyed.
- +50 experience points for killing Orobos.

Bestiary

Floating Orb

These glass orbs are a little bigger than a human head and appear to hold a giant eyeball. While these orbs are unaggressive, they will defend

themselves and give off painful electric shocks. An orb never does more than 2 points of damage, no matter what its final combat score. Orobos has found a way to make his floating orbs immune to damage from his own spells, so he can cast Elemental Ball right on top of them.

Floating Orb						
M	F	S	A	W	H	Notes
6	+2	+0	16	+0	1	Construct, Levitate, Maximum Damage (2), Immune to Mind Control, Stealth Health, and any spell cast by Orobos.

Orobos

No one knows where Orobos came from, or what his goals are in the Frozen City, but his power has grown great in a very short time. If he's not stopped soon, he'll become a major threat to all of the wizards who explore the ruins.

Orobos						
M	F	S	A	W	H	Notes
5	+5	+0	12	+8	24	Spell Caster: Elemental Ball (6), Mind Control (6), Stealth Health (6), Demonic Strength, Levitation, Magic Sink, Mind Lock, Petrifying Stare, True Sight, Two Heads.

Acknowledgements

SPELLCASTER