FROSTGRAVE

ARCANE LOCATIONS

JOSEPH A. McCULLOUGH

OSPREY GAMES

Contents

FOREWORD

Welcome to *Arcane Locations*, the fourth, and last, in a planned series of digital mini-expansions for *Frostgrave: Fantasy Wargames in the Frozen City*. Next year, all of these expansions, along with some new material, will be collected into a print anthology called *The Frostgrave Folio*.

The heart of this expansion is a set of three unconnected scenarios set in very specific places within the Frozen City. The greatest advantage to having a ruined city of magic as a setting is that almost anything is possible. With this expansion, my aim was to take full advantage of that freedom by creating new adventures with unusual table set-ups or rules that would be out of place or nonsensical in other games. So, be prepared for scenarios with moving staircases, revolving floors, and a table with uncertain edges! Hopefully, these scenarios will stir players' imaginations into creating even weirder, and more elaborate, adventures that can only be found in *Frostgrave*.

After the scenarios, there is a section detailing several new resources that wizards can purchase to upgrade their bases. In truth, I created most of these new options as an excuse to purchase some of the cool dungeon furniture pieces that are available from a variety of miniatures manufacturers. Of course, there is no specific reason in the game to model your wizard's base, but it sure is fun!

As always, if you have any comments about this book, or anything else to do with *Frostgrave*, drop by one of the Facebook groups, the forum on **lead-adventure.de**, or my own blog, **therenaissancetroll.blogspot.co.uk**.

WALENTON MANOR

There is a story that has survived from the ancient days of Felstad about a general and his daughter and the great and confusing manor house that they built. Although no one knows exactly when he lived, it is remembered that Lord Walenton was one of the greatest military commanders in the history of the Empire. Over several decades of service, he led wars of conquest that added huge provinces and vast wealth. When his days of war were finally through, the grateful citizens of Felstad awarded him a tract of land in the heart of the city and enough money to build a palace.

Work on Walenton Manor soon began, but the old general did not live to see its completion. Two years after the first ground was broken, he died in unusual circumstances. He was found in his bed, his body locked in twisted agony, and his face a frozen mask of fear. Lord Walenton's body, draped in cloth, was cremated in a public funeral. All of his wealth, including the incomplete manor house, passed to his only living relative – his daughter.

The new Lady Walenton quickly gained a reputation as an odd recluse. She lived in the incomplete manor house and continued to pay for is construction, but often interfered with the work, requesting numerous changes, and frustrating the architects' careful plans. Masons quit on a regular basis, calling the Lady impossible to work for, but her wealth always ensured a ready stream of replacements.

Soon, rumours began to spread about Lady Walenton. Apparently, she believed that her father had been murdered by the ghosts of his enemies, and that those same ghosts now haunted her. As time passed, she became increasingly convinced of the ghosts' murderous intentions, and further altered the manor's plans in the hopes of confusing the spirits. She added shifting hallways, moving stairways, and doorways that lead nowhere.

The final fate of Lady Walenton is unknown, and no-one today knows if the manor house was completed before the fall of Felstad, but the ruins of the manor still stand near the centre of the city, and Lady Walenton *was* fantastically rich...

Set-Up

This scenario requires two different table areas of equal size. The exact table size does not matter, but 3' x 3' should work well. Both of these table areas represent the floors

of Walenton Manor and should be filled with lots of low walls, rubble, furniture, and other small pieces of scenery. None of this scenery should be more than 2–3" high.

Once the scenery is set up, each player should roll a die. Starting with the player with the highest roll, each player should take a model of a free-standing staircase and place it on the same table section. Each staircase must be placed within 8" of the centre point of the table, and no closer than 6" to any other staircase. The table area with the staircases is the lower floor.

After all of the staircases have been placed, the players must take turns placing trap doors on the other table area. This table area is the upper floor. Players should place trap doors using the same rules as for the staircases, except that the players should reverse their order, so that whoever rolled lowest on the original die roll places first. Note that the trapdoor placed by each player corresponds to the staircase placed by that player, and there must be an easy way of telling which staircase corresponds to which trapdoor during the game – a couple of counters in a different colour for each staircase and trapdoor pair, for example.

There should be at least three staircases and three trapdoors in any game, so if only two players are playing, place one staircase and a corresponding trap door in the exact centre of both floors.

Players should then proceed to place treasure. Each player should place three treasure tokens following the standard rules with the exception that a player may only place one treasure token on the lower floor; the other two must be placed on the upper floor.

Warbands must begin the game within 2" of their table edge on the lower floor.

Special Rules

Moving up or down a staircase does not count as climbing and a figure suffers no movement penalty for doing so. If a figure reaches the top of a staircase, immediately transfer them to the corresponding trap door on the upper floor. A figure standing on a trap door may move onto the staircase as part of a movement action.

A figure only ever counts as being on one floor at a time. No figure may attack, cast a spell on, or otherwise affect a figure on a different floor.

A figure may exit off any board edge on the lower floor. No figure may exit the board from the upper floor.

At the end of each turn, after all figures have taken their actions, each player must move either one staircase or one trap door. Players make their selection one at a time, in reverse order of initiative – so, the player whose wizard activated first that turn is the last to move a staircase or trapdoor. A player may choose any staircase or trapdoor that has not previously been moved this turn – no one staircase or trapdoor may be moved twice in the same turn. The staircase or trap door must be moved 4–6" in any direction. The player may also change the facing of a staircase while moving it. This movement ignores all other terrain, except that staircases and trapdoors should not be placed on top of another piece of terrain. A figure that is on a staircase when it moves

is moved along with it. A figure that is on a trap door does not move with the trap door.

Treasure and Experience

Roll for treasure as normal for this game. Experience is also gained as normal with the following addition:

- 25 experience points if either the wizard or his apprentice reaches the upper floor.

BRYCHO'S CELESTIUM

Although his name is all but forgotten, Brycho Tarran was once the grand master of Astromancy, a minor, and now extinct, school of magic. In his heyday, Brycho constructed a great machine that charted the movement of heavenly bodies, and used their specific patterns and alignments to further his mystical research. He named the machine his 'Celestium', and devoted the rest of his life to honing and perfecting it. Unfortunately, Brycho's obsession with his creation, and his unwillingness to share its secrets, led directly to the decline of Astromancy. By the time of Brycho's death, the school had only a few adherents, and none had any idea how to use the great machine.

Since Brycho had no heirs, the machine, and the building that housed it, passed to the city. Unwilling to destroy such an obviously powerful creation, but unsure what to do with it, the council had the building sealed. And so it stayed, until the great ice-storm buried the Celestium along with the rest of the city. Although the storm hid the Celestium for a thousand years, it also cracked the seals, both mystical and mundane, that had been placed upon it. Now that the thaw has come, the Celestium is operational once again, powered by some unknown force from the heavens.

Set-Up

To play this scenario, the players will need to construct their own Celestium. The Celestium is a three-tiered, circular step pyramid. Each of the tiers is circular, centred on the one below it, and should be approximately 1" tall. The bottom tier is 18" in diameter, with six evenly spaced markings along its circumference (i.e. one every 60 degrees). The second tier is 12" in diameter, with four evenly spaced markings along its circumference (i.e. one every 90 degrees). Finally, the top tier is 6" in diameter, with two markings on its circumference directly opposite each other (i.e. one every 180 degrees). Each tier should be able to rotate freely of the ones above or below it.

The Celestium should be placed in the exact centre of the table. Five pillars or pylons should also be placed on the board – one in the centre of the top tier, the other four 1" away from the bottom tier, forming a square around it. The rest of the board should be covered with ruins as normal.

Each player should place three treasure tokens on the board following the normal rules, with the following addition: one treasure token must be placed on the second tier

of the Celestium, one must be placed on the bottom tier, and one should be placed so that it is not touching the Celestium at all. Finally, one special treasure token should be placed on top of the Celestium, in contact with the top pillar.

Players must deploy their warbands within 2" of their starting table edge.

Special Rules

At the end of each turn, two things occur. First, the Celestium moves. Start by rotating the bottom tier 60 degrees clockwise. Next, move the second tier 90 degrees anti-clockwise. Finally, move the top tier 180 degrees clockwise. Each of these moves should be independent of one another (i.e. while the bottom tier is rotating, the second and top tiers do not rotate with it and maintain their orientation).

After the Celestium moves, a starfire elemental (see Bestiary) appears adjacent to one of the five pillars. Roll randomly to determine which pillar. The starfire elemental appears adjacent to the side of the pillar that is facing the Celestium or, in the case of the central pillar, on the side of the pillar that faces the closest warband member (measure actual distance, ignoring all intervening terrain). The starfire elemental will activate in the next creature phase.

Treasure and Experience

If a player makes it off of the board with the special treasure token, he receives a Scroll of Shape Starfire Elemental (see New Treasure). No experience is gained for recovering this treasure. Otherwise, follow all of the standard rules for treasure and experience points, with the following additions:

- 10 experience points if either the wizard or his apprentice stands on the bottom tier of the Celestium.
- 15 experience points if either the wizard or his apprentice stands on the second tier of the Celestium.
- 25 experience points if either the wizard or his apprentice stands on the top tier of the Celestium.

THE ARENA WITHOUT WALLS

Perched right next to the river, the Millennial Circus was one of the most recognizable buildings in the ancient city of Felstad. Better known by its nickname, the 'Arena Without Walls', it attracted tens of thousands to its great games. Most of these games were gladiatorial contests, often featuring beasts and monsters imported from far-off realms. Even after the ancient statute that banned human gladiators, this arena continued to thrive using hybrid gladiators created in the Breeding Pits.

What made this arena special, however, and what gave it an advantage over its rivals, were the complex spells that had been cast upon its walls. These spells caused the entire structure to float some ten feet above the ground, hovering around the arena floor. Patrons reached their seats via a series of staircases that were rolled away before the contests began. This meant that the arena itself appeared to have no walls at all. However, as many gladiators discovered in their last few minutes of life, this was not actually the case. The mystical architects had designed the arena floor so that it was a small sub-pocket of reality, one that folded back on itself at the edges. The ancient guide to the Circus described the arena floor as a "...sphere that just happens to appear flat". The practical upshot of this confusing twisting of reality was that a gladiator running off one side of the arena floor immediately appeared on the opposite side, which gave rise to a host of unusual tactics and situations.

The Millennial Circus had one other claim to fame in those ancient times; it was the only arena that consistently used foulhorns in its games. These extremely deadly, and thus hugely popular, creatures were hunted down and imprisoned in huge blocks of ice before being transported to the Circus, where they would be thawed out just before being released into the arena. Ironically, many of these creatures were already frozen in ice inside the Circus when the great storm hit Felstad. Now that the thaw has come, these foulhorns are free once more.

Set-Up

Set-up the table as per a normal game of *Frostgrave*. After table sides have been selected, players should set up their warbands at least 4" away from their table edge.

Special Rules

The entire table represents the floor of the Arena Without Walls. During the game, any figure that attempts to move off a table edge should roll a die. On a 15+ they successfully move off the table as per the standard *Frostgrave* rules. If they roll less than a 15, however, they appear at the same point on the opposite table edge. This completes their move action, no matter how much movement they have remaining. They may take any further actions to which they are entitled, but they may not attempt to exit the board again this activation – a figure may only ever attempt to exit the board once per activation. No figure may attempt to exit the board on the first turn. Figures cannot draw line of sight through the table edges.

This scenario uses the rules for traps found in *Frostgrave: Into the Breeding Pits* (p.12), including the optional rules for treasure traps (p.14). It also uses the new rules for Random Encounters found in that book (p.11). Anytime there is a randomly encountered creature during this scenario, it will be a foulhorn (see Bestiary).

Treasure and Experience

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

- 10 experience points for a wizard that manages to successfully exit the board.
- 20 experience points for each foulhorn killed by a wizard or his warband.

BESTIARY

Foulhorn

Despite looking like something that crawled up out of the Breeding Pits, foulhorns are natural, if somewhat rare, creatures that live in the mountains to the north of Frostgrave. They are solitary hunters that will spend hours, sometimes even days, stalking their prey. With their four arms, including two that end in heavy, sword-like appendages, they are extremely dangerous in close combat, and are also exceedingly fast, tough, and vicious. They possess a rudimentary intelligence and are capable of communication, and have occasionally been known to ally with barbarian tribes.

Thanks to the foulhorn's horns, it receives +2 Fight any time it attacks during the same activation that it moved into combat.

Foulhorn							
M	F	S	A	W	H	Notes	
7	+4	+0	12	+5	12	Horns	

Starfire Elemental

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

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

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

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

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

Starfire Elemental						
M	F	S	A	W	H	Notes
5	+7	+0	6	+5	1	Levitate, See Through Terrain, Immune to Normal Weapons, Destroyed if Inflicts Damage, Limited Spell Immunity

NEW TREASURE

SCROLL OF SHAPE STARFIRE ELEMENTAL

This scroll contains the Shape Starfire Elemental spell from the lost Astromancy school of magic (see New Magic). A Scroll of Shape Starfire Elemental has a purchase price of 300gc.

NEW MAGIC

Lost Spells

SHAPE STARFIRE ELEMENTAL

Astromancer / 12 / Line of Sight

This spell comes from the lost school of magic known as Astromancy, which counts as aligned with the Elementalist and Sigilist schools and neutral towards all other schools. This spell may never be learned, and may only be cast from a scroll. This spell creates a starfire elemental (see Bestiary). The spellcaster may place a starfire elemental anywhere within 6" and line of sight. This elemental is under the control of the spellcaster and moves during the soldier phase. Any effect that cancels magic, such as a Dispel spell, can cancel the control of the elemental, in which case it would become an uncontrolled creature.

NEW BASE RESOURCES

The following new base resources may be bought by any wizard who establishes a base. As with the standard rules for base resources, there is no limit to the number of resources that may be added to a base, but each resource may only be purchased once.

New Base Resources		
Resource	Effects	Purchase Price
Alchemical Cupboard	Reduces the cost of potion components by 20gc whenever attempting to create a potion with component costs (see *Dark Alchemy* for full rules	150gc

	on creating potions).	
Enchanted Clock	Grants 10 experience points to the wizard if he successfully casts at least one Chronomancer spell in the game. Note that this is not 10 experience points for each Chronomancer spell cast.	200gc
Homunculus Jar	Confers a +1 on all Homunculus spells.	50gc
Lectern	Confers a +1 on all Absorb Knowledge spells.	100gc
Protected Bookcase	Grimoires may be sold for +10gc.	100gc
Protected Scrollcase	Scrolls may be sold for +10gc.	100gc
Recovery Room	A recovery room may only be used if the warband includes an apothecary. The recovery room allows one figure that is missing a game due to injury to be temporarily replaced on the warband roster with a new soldier. A wizard must still pay the normal cost of hiring a new soldier and when the injured soldier has recovered after the game, the wizard must return to the normal maximum size for his warband, although he may freely choose which soldiers to keep or dismiss. If another figure has been injured, and is due to miss a game, the wizard may immediately place him in the recovery room – this decision may be made before any hiring or dismissing takes place. An apothecary may only be placed in the recovery room if the warband contains a second apothecary.	200gc
Sacrificial Altar	Confers a +1 on all Revenant spells.	200gc
Shrine	Confers a +1 on all Miraculous Cure and Restore Life spells.	200gc
Weapons Rack	Non-magic weapons may be bought or replaced for free.	50gc

First published in Great Britain in 2016 by Osprey Games (part of Osprey Publishing),

PO Box 883, Oxford, OX1 9PL, UK
1385 Broadway, 5th Floor, New York, NY 10018
E-mail: info@ospreypublishing.com

This electronic edition published in 2016 by Bloomsbury Publishing Plc

Bloomsbury is a registered trademark of Bloomsbury Publishing Plc

Osprey Publishing, part of Bloomsbury Publishing Plc

© 2016 Joseph A. McCullough

ISBN: 978-1-47281-848-5 (ePDF)
ISBN: 978-1-47281-847-8 (eBook)

www.ospreygames.co.uk

To find out more about our authors and books visit www.ospreypublishing.com. Here you will find our full range of publications, as well as exclusive online content, details of forthcoming events and the option to sign up for our newsletters. You can also sign up for Osprey membership, which entitles you to a discount on purchases made through the Osprey site and access to our extensive online image archive.