

FROSTGRAVE

SELLSWORD

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FOREWORD

Sellsword is a mini-expansion for *Frostgrave: Fantasy Wargames in the Frozen City*. This expansion gives wizards the option to hire a captain, a special type of soldier, to help lead their warbands. Unlike other soldiers in the game, captains may choose their own weapons, have a few special abilities known as ‘tricks of the trade’, and gain experience. Of course, such experience and versatility comes at a price, so captains are going to want more than the retainer given to most soldiers – they want a cut of the treasure!

Including captains in your games of *Frostgrave* introduces new tactical possibilities and variation. It also, however, adds a bit more complexity and book-keeping, which may not be for everyone. Before a player hires a captain, they should discuss it with their regular opponents or gaming group and make sure that everyone is happy to use these rules. The rules for captains are optional and, as such, you should assume they are not being used unless everyone has agreed to do so beforehand.

Also included in this expansion are three new scenarios designed to give soldiers more of a chance to shine. All feature some type of limitation or obstacle to spellcasting that will hopefully force wizards to think a bit more about how much they rely on their magic.

Finally, as with all *Frostgrave* material, use what you like, discard what you don’t, and feel free to change the game in any way that makes it more fun for you!

INTRODUCTION

A life devoted to magic leaves little time for anything else. So, while most of the wizards who explore the ruins of Frostgrave recognize the need to hire soldiers, they tend to have little time or inclination to oversee the organization and day-to-day running of their warbands. For that reason, many wizards hire captains, to lead their men. These experienced warriors, usually veterans of many battles, are dangerous fighters who have learned a few tricks over the course of their careers...



THE CAPTAIN

A wizard may hire a captain to lead his warband. He may hire a captain when constructing his initial warband or after any game. A wizard may dismiss his captain after any game and hire another one, but he may never have more than one captain in his warband at any time.

Captain							Notes
M	F	S	A	W	H	Cost	
6	+2	+1	10	+3	12	100gc	Stat Increase, Additional Equipment, 5 item slots, Group Activation, Tricks of the Trade, Experience and Levels, Survivor, Share of the Treasure

STAT INCREASE

When a wizard hires a captain, he may choose one of the following stat increases for him: +1 Move, +1 Fight, +1 Shoot, +1 Will, +2 Health. The captain's stat line should be changed accordingly.

ADDITIONAL EQUIPMENT

A captain is experienced in the use of a variety of weapons, and a wizard may pay before or after any game to equip him from the **Captain Equipment Table**, below. A captain armed with a staff or two-handed weapon may not be equipped with a shield or any other weapon except a bow or crossbow. A captain can have either a dagger or a shield, but not both, and may wear either leather or mail armour, but not both. Each weapon or piece of armour so purchased counts as one item for the purposes of carrying items.

Captain Equipment Table		
Equipment	Cost	Notes
Hand Weapon	Free	
Leather Armour	Free	+1 Armour
Dagger	5gc	+1 Fight if used in conjunction with a hand weapon
Bow	5gc	
Crossbow	5gc	
Two-Handed Weapon	5gc	
Staff	5gc	
Mail Armour	5gc	+2 Armour, -1 Move
Shield	5gc	+1 Armour

5 ITEM SLOTS

A captain may carry up to 5 items, including any of the standard weapons and armour purchased as above.

A captain may be given any type of magic weapon, provided none of the equipment combination rules above are violated. Unlike other soldiers, any magic items given to a captain are considered to be his personal equipment, and may not be taken back by a wizard or redistributed to another member of the warband. A wizard may order his captain to switch any of his current items for new ones, but any items so replaced are considered lost for campaign purposes. If a captain is dismissed from the warband, he takes whatever items he is carrying with him.

GROUP ACTIVATION

Captains activate just like any other soldier with one exception. If the captain is activating in the Soldier Phase, he may declare a Group Activation with one other soldier within 3" of him who has not yet been activated in the turn. The captain and this soldier may both move and then both take their second actions.

TRICKS OF THE TRADE

Unlike other soldiers, captains have unique abilities known as 'tricks of the trade'. A starting captain has two different tricks, which must be chosen from the table below when he is hired.

Each trick may be used once, and only once, during a game, so it is important to keep track of which tricks have been used.

Using a trick does not require a special action to be taken – a player simply declares that it is being used at the appropriate moment, as noted in the **Tricks of the Trade Table**, below. There is no limit to the number of tricks that may be used with a single action or in any one turn. A captain may use a trick even if he is not currently being activated (e.g. he may choose to employ a Furious Attack in response to being attacked by an enemy model), and if two captains are duelling, both may employ as many tricks as they feel are needed to carry them to victory.



Tricks of the Trade Table		
Trick	Effect	When to Declare
Furious Attack	+3 Fight for one attack	Before the rolls are made
Riposte	+1 Fight for one attack	After the rolls are made
Coup de Grâce	+2 Damage to any hand-to-hand attack that has dealt at least 1 point of damage	After damage is calculated
Steady Hand	+3 Shoot for one attack	Before the rolls are made
Dead Eye	+1 Shoot for one attack	After the rolls are made
Brace	+3 Armour for one attack	Before the rolls are made
Dodge	+1 Armour to one attack	After the rolls are made
Nerves of Steel	+4 Will for one Will roll	Before the roll is made
Iron Heart	+2 Will for one Will roll	After the roll is made
Sprint	+2 Move for the rest of the turn	Upon activation
Leadership	If using a Group Activation, the captain may activate up to three soldiers within 3" who have not already been activated in the turn	Upon activation

EXPERIENCE AND LEVELS

Like wizards, captains gain experience and can exchange experience for levels. Captains earn experience during games as follows:

Captain Experience Table	
Experience	Achievement
+10	For each game in which the captain takes part
+10	For finishing the game without being reduced to 0 Health
+10	For each enemy soldier or neutral creature the captain takes out of the game
+20	For each enemy spellcaster the captain takes out of the game

Like a wizard, when a captain reaches 100 experience he may convert it into a level. All captains start at level 0 and may reach a maximum of level 10. Every time a captain gains a level, he may select a new trick. This must be a trick he does not already have. Alternately, he may increase his Health by +1 (this advance may be chosen up to two times) or his Will by +1 (this advance may be chosen only once).

SURVIVOR

If a captain is knocked out of a game (i.e. reduced to 0 Health or less), he rolls on the Survival Table for wizards and apprentices instead of checking for survival as with other soldiers. All results are handled exactly as they are for spellcasters, with one exception.

If a roll on the Permanent Injury Table ever results in the captain suffering a Smashed Jaw, the following effect is applied instead:

SMASHED JAW (CAPTAIN)

A captain with a Smashed Jaw may not use group activation, even if he has the Leadership trick. A captain can only receive this injury once. Any further Smashed Jaw results must be re-rolled.

SHARE OF THE TREASURE

In addition to the 100gc retainer a wizard must pay to gain the services of a captain, he must also promise him a share of all gold that is found or acquired during their exploration of Frostgrave.

A wizard must pay his captain a percentage equal to the **captain's level + 10**, rounded down, of all gold acquired by the wizard by any means, including the sale of items. So, for example, a level 3 captain must be given 13% of all gold acquired.

A captain does not take a share of magic items unless they are sold or given to him (see above). If a captain is dismissed after a game, he must still be paid his share of the gold for the previous game.

Note: An Illusionary Soldier cannot be a captain.



SCENARIO ONE

THE STARS ARE WRONG

The exact nature of the relationship between magic and the movement of heavenly bodies is a much-debated topic in magic academia. For the most part, the alignments of the planets and stars are only important when attempting the most powerful spells and have little impact on day-to-day magic. Still, anyone who has used magic consistently has occasionally felt a slight push or pull on their spellcasting at certain times.

Sometimes though, when venturing into the ruins of the Frozen City, wizards just end up in the wrong place at a very wrong time...

Set-Up

Set up the table as per a standard game of *Frostgrave*. Once this is done, take six pylons or pillars and place them within 1" of the board edge. One pillar should be placed on the board edge from which each warband enters. Each of the other two board edges should have two pillars. The exact placement of the pillars does not matter, but no pillar should be placed within 6" of a corner, nor within 8" of another pillar. It is best if none of the pillars are directly across from each other.

Special Rules

Before the game starts, each player should take a slip of paper and write down the name of one school of wizardry. Immediately before the first initiative roll of the game (thus after any out of game spells have been cast), each player should reveal their chosen school of wizardry. For the duration of the game, no spells may be cast by any player from the chosen schools of wizardry, including through the use of scrolls. This special rule has no effect on spells that have already been cast.

During the course of the game, if any player rolls a 1-4 for their initiative, a bolt of eldritch energy immediately fires between two of the pillars (limit this occurrence to a roll of 1-3 if there are three players, 1-2 if there are four or more). Randomly determine two of the pillars, then draw an imaginary line between them. Any figure is within 1" of that line, is struck by a +3 attack. If the initiative rolls of two (or more) players qualify, then two (or more) bolts of eldritch energy will fire – the pillars are still determined randomly for each bolt, but multiple bolts may fire to or from the same pillar. If a figure is in contact with one of the pillars when it fires, it suffers a +3 attack regardless of whether or not it is on the line between the two pillars.

Treasure and Experience

Treasure is determined as per a normal game of *Frostgrave*.

Experience is also determined as normal with the following changes:

- 20 experience points if a wizard is struck by at least one bolt of eldritch energy.
- 5 experience points for each bolt of eldritch energy that fires during the game (to a maximum of 10 bolts / 50 experience points).

SCENARIO TWO

WITH MAGNETIC FORCE

The warbands have stumbled into the ruins of an ancient magic factory. Very little remains except broken walls and crumbling towers, but under the snow and ice is a solid metal floor that used to be part of a complex magnetic transportation system. Unfortunately for the wizards and their warbands, it malfunctioned long ago and now flickers on and off, creating chaos for both metal and magic.

Set-Up

Set up the board as for a standard game of *Frostgrave*.

Special Rules

When the game begins, the giant magnets under the floor are off. They will switch on the first time a player rolls a 19–20 on any roll. The next 19–20 rolled will switch them back off, and so on, until the end of the game.

Every time the magnets switch on, every treasure token that is not being carried by a figure will move 3" in a random direction, stopping if it hits any intervening terrain or figure. If a treasure token moves off the board, it is lost and cannot be claimed by any player.

While the magnets are on, figures wearing mail armour have -1 Move and all shooting attacks (including magic shooting attacks) are at -4. Additionally, any time a spellcaster rolls to cast a spell, he immediately takes 1 point of damage. This is in addition to any other results from the casting roll.

Treasure and Experience

Treasure is determined as per a normal game of *Frostgrave*.

Experience is also determined as normal with the following addition:

- 5 experience points for each spell that is successfully cast while the magnets are on. This is in addition to the normal 10 experience points for successfully casting a spell.



SCENARIO THREE

THE PITS OF NULL

Back in the days of Felstad, when great magic universities were common, a few eccentric wizards experimented with a mysterious force known as 'null' or 'anti-magic'. Although the story is now long forgotten, one of those experiments went badly wrong and unleashed a small army of 'nullmen' upon the city. Immune to almost all forms of magic, these strange creatures killed dozens of wizards before they were finally contained by an improvised force of demons, constructs, and undead. After this incident, the city banned all research into null, but a few wizards carried on regardless.

As the wizards explore the ruins of the city, they come across the shell of a once great house. Its former owner, however, was one of those underground null researchers, and a few of his experiments have survived...

Set-Up

First, place a small pit or well (2–3" across) in the centre of the table. Then place four identical pits on the diagonals between the central pit and the four corners of the table. If the table is 2' x 2', these pits should be 6" away from the central pit. Add a further 6" to this distance for each additional foot squared of table size (so 12" for a 3' x 3' table, 18" for a 4' x 4' table etc.). Place four nullmen (see below) on the table, one at each mid-point between the central pit and the other pits.

Cover the rest of the table in ruins as normal and place treasure as per the standard rules.

Special Rules

At the start of every Creature Phase from the second turn onwards, place an additional nullman on the table at the centre point of a randomly determined pit. This nullman may act as normal right away.

The pits themselves are null fields and prevent the operation of all magic. A figure inside or in base contact with one of the pits may not:

- Cast a spell.
- Be targeted by a spell.
- Be the subject of an active spell – any active spell effect (e.g. Elemental Shield, Strength, Beauty) is immediately dispelled.
- Use a magic item, potion or scroll.
- Benefit from any bonus associated with a magic weapon or armour – any magic weapon or armour is treated as if it were a mundane item of the same type.

Demons, constructs and the undead do not suffer any additional effects beyond those listed above. So, for example, a zombie subject to a Control Undead spell would not crumble into dust, although the wizard's control over it would be broken; a demon being controlled by a wizard would not be banished, but the Bind Demon spell would be dispelled.

Treasure and Experience

Players who recovered treasure during the scenario may exchange one of their rolls on the treasure table for 50gc and The Book of Null. Players must make this decision before they roll on the treasure table. A player may only ever have one copy of The Book of Null, and it may never be bought or sold.

For this scenario, players should ignore the normal rules for gaining experience and use the one below.

- 50 experience points for each treasure recovered by the wizard's warband.
- 20 experience points for each different spell successfully cast by the wizard or apprentice during the scenario (to a maximum of 5 spells / 100 experience points).
- 10 experience points for each pit contacted by the wizard during the scenario.
- 5 experience points for each nullman killed by the wizard's warband.



THE BOOK OF NULL

A wizard who owns this book may spend some time after each game running experiments drawn from the text. In this case, roll a die. On a roll of 1, the wizard temporarily forgets one spell that he knows. Randomly select this spell from those known by the wizard. Neither he, nor his apprentice, may cast this spell in the next game. On any other result, the wizard gains 10 experience points.

BESTIARY

Nullmen

Nullmen are infrequently encountered and poorly understood. They do not fit well into any traditional category and are certainly not undead, demons, constructs or animals. In terms of appearance, they are nearly featureless humans who glow slightly with an unearthly grey light. They display no signs of intelligence and never attempt to communicate. If there is any purpose to their movements, it has never been determined. Among wizards they are loathed for their complete immunity to magic.

Nullmen						
M	F	S	A	W	H	Notes
6	+1	+0	12	+10	5	Drawn to Magic, Immune to Magic

DRAWN TO MAGIC

Nullmen follow all of the normal rules for creatures with one exception. If a nullman is called upon to make a random movement, it will instead make one move in a direct line to the highest-level wizard within 18" (or the closest if multiple wizards within this range are of the same level). If there are no wizards within this radius, the nullman will move towards the apprentice to the highest-level wizard, provided that apprentice is within 18" (again, going for the closest in the case of a tie in levels). If there are no spellcasters at all within 18", the nullman will move randomly.

IMMUNE TO MAGIC

Nullmen are completely immune to magic. They may not be the target of any spell. They will never take damage from any kind of magic attack. A figure in combat with a nullman may not use any magic item, and any magic items being carried will temporarily lose all bonuses or effects. A figure may fight with a magic weapon, but treat it as a mundane example of the weapon.

THE WIZARD SHEET

Wizard:						School:	
M	F	S	A	W	H	Level:	Experience:
						Current Health:	
Items (max 5):						Notes:	

Apprentice:						
M	F	S	A	W	H	Current Health:
Items (max 4):						Notes:

Chronomancer				Elementalist			
<input type="checkbox"/> Crumble	<input type="checkbox"/> Petrify	<input type="checkbox"/> Call Storm	<input type="checkbox"/> Elemental Hammer	<input type="checkbox"/> Decay	<input type="checkbox"/> Slow	<input type="checkbox"/> Destructive Sphere	<input type="checkbox"/> Elemental Shield
<input type="checkbox"/> Fast Act	<input type="checkbox"/> Time Store	<input type="checkbox"/> Elemental Ball	<input type="checkbox"/> Scatter Shot	<input type="checkbox"/> Fleet Feet	<input type="checkbox"/> Time Walk	<input type="checkbox"/> Elemental Bolt	<input type="checkbox"/> Wall
Enchanter				Illusionist			
<input type="checkbox"/> Animate Construct	<input type="checkbox"/> Enchant Weapon	<input type="checkbox"/> Beauty	<input type="checkbox"/> Invisibility	<input type="checkbox"/> Control Construct	<input type="checkbox"/> Grenade	<input type="checkbox"/> Fool's Gold	<input type="checkbox"/> Monstrous Form
<input type="checkbox"/> Embed Enchantment	<input type="checkbox"/> Strength	<input type="checkbox"/> Glow	<input type="checkbox"/> Teleport	<input type="checkbox"/> Enchant Armour	<input type="checkbox"/> Telekinesis	<input type="checkbox"/> Illusionary Soldier	<input type="checkbox"/> Transpose
Necromancer				Sigilist			
<input type="checkbox"/> Bone Dart	<input type="checkbox"/> Reveal Death	<input type="checkbox"/> Absorb Knowledge	<input type="checkbox"/> Furious Quill	<input type="checkbox"/> Bones of the Earth	<input type="checkbox"/> Spell Eater	<input type="checkbox"/> Create Grimoire	<input type="checkbox"/> Power Word
<input type="checkbox"/> Control Undead	<input type="checkbox"/> Steal Health	<input type="checkbox"/> Draining Word	<input type="checkbox"/> Push	<input type="checkbox"/> Raise Zombie	<input type="checkbox"/> Strike Dead	<input type="checkbox"/> Explosive Rune	<input type="checkbox"/> Write Scroll
Soothsayer				Summoner			
<input type="checkbox"/> Awareness	<input type="checkbox"/> Reveal Invisible	<input type="checkbox"/> Bind Demon	<input type="checkbox"/> Planar Tear	<input type="checkbox"/> Combat Awareness	<input type="checkbox"/> Reveal Secret	<input type="checkbox"/> Imp	<input type="checkbox"/> Plane Walk
<input type="checkbox"/> Forget Spell	<input type="checkbox"/> Will Power	<input type="checkbox"/> Leap	<input type="checkbox"/> Possess	<input type="checkbox"/> Mind Control	<input type="checkbox"/> Wizard Eye	<input type="checkbox"/> Plague of Insects	<input type="checkbox"/> Summon Demon
Thaumaturge				Witch			
<input type="checkbox"/> Banish	<input type="checkbox"/> Heal	<input type="checkbox"/> Animal Companion	<input type="checkbox"/> Familiar	<input type="checkbox"/> Blinding Light	<input type="checkbox"/> Miraculous Cure	<input type="checkbox"/> Brew Potion	<input type="checkbox"/> Fog
<input type="checkbox"/> Circle of Protection	<input type="checkbox"/> Restore Life	<input type="checkbox"/> Control Animal	<input type="checkbox"/> Mud	<input type="checkbox"/> Dispel	<input type="checkbox"/> Shield	<input type="checkbox"/> Curse	<input type="checkbox"/> Poison Dart

Vault	Home Base
	The Treasury (gc)

Captain:							
M	F	S	A	W	H	Level:	Experience:
						Current Health:	
Items (max 5):						Tricks of the Trade:	
Notes:							

Soldier:							Type:	
M	F	S	A	W	H	Current Health		
Items (standard equipment + 1):							Notes:	

Soldier:							Type:	
M	F	S	A	W	H	Current Health:		
Items (standard equipment + 1):							Notes:	

Soldier:							Type:	
M	F	S	A	W	H	Current Health:		
Items (standard equipment + 1):							Notes:	

Soldier:							Type:	
M	F	S	A	W	H	Current Health:		
Items (standard equipment + 1):							Notes:	

Soldier:							Type:	
M	F	S	A	W	H	Current Health:		
Items (standard equipment + 1):							Notes:	

Soldier:							Type:	
M	F	S	A	W	H	Current Health:		
Items (standard equipment + 1):							Notes:	

Soldier:							Type:	
M	F	S	A	W	H	Current Health:		
Items (standard equipment + 1):							Notes:	

Soldier:							Type:	
M	F	S	A	W	H	Current Health:		
Items (standard equipment + 1):							Notes:	

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