



[www.bad-karma.net](http://www.bad-karma.net)

## Frostgrave Rules Changes

Version 1.2 – 27/07/2015

### Rule Change Scope

Whilst house rules are never ideal in a game with a defined ruleset, we feel that some changes are necessary for an enjoyable campaign game in Frostgrave. To this end, we have attempted to create rules changes that follow the “path of least resistance”; rules changes have only been suggested where we felt it necessary, new rules have been avoided where possible, and existing mechanics have been used where possible.

### Rule Change Types

The changes to rules in this document are split into two types; recommended changes and optional changes.

**Recommended Changes** are changes that we feel are required for the most enjoyable Frostgrave game and campaign experience; they are essentially “balance fixes”. We would highly suggest that you use these rules in your Frostgrave Campaigns.

**Optional Changes** are changes that are more personal and whilst we think they will add value to your game, are designed as true house rules rather than recommended balance fixes.

### Recommended Changes

1. Ending The Game (pg 47)
  - a. In the event of one player having no figures remaining on the board, the player with figures remaining no longer collects all remaining treasure.
  - b. Add “The game ends immediately at the end of the fifth turn” [note: this assumes a “standard 3x3 ft table]
  - c. Add “When the game ends, all treasure still remaining on the board (whether carried or not) awards experience to each Wizard as per the experience tables”
2. Experience (pg 54)
  - a. Remove the +40, +80 and +150 experience awards for your Wizard removing any figures
  - b. Increase the +10 experience award for the Wizard or Apprentice casting a spell to +20 experience.
  - c. Add +25 experience for unclaimed treasure as detailed in 1c.
3. Between Games
  - a. The “Between Games” section in the Frostgrave rulebook is replaced by the sequence described in this document.

## Between Games

After each game, each player should complete a single Out of game turn.

### Out of Game Turn Sequence

1. Roll for Treasure
2. Roll for Injuries
3. Optional: Cast **Out of Game** Spells [may only be performed once per Out of Game turn]
4. Roll for and apply Base effects (such as Library or Laboratory)
5. Level Up Wizard if necessary
6. Perform Wizard and Apprentice Actions
7. Optional: Cast **Out of Game** Spells [may only be performed if option 3 was not used]

### Wizard and Apprentice Actions

During the Out of Game phase, the Wizard and his Apprentice may each take one Out of Game action. This is not affected by their current injury status (such as missing the next game) or any other game rule. Both actions must be declared before they are resolved.

The options are as follows:

- Visit a Vendor
- Oversee Improvements
- Recruit Soldiers
- Scour the Ruins

The following activities may be performed freely and do not consume an action:

- Dismiss Soldiers
- Wizard Healthcare
- Buy/Sell Mundane Items (weapons and armour)
- Transfer items between warband members

### Visit a Vendor

The spellcaster chooses one of the following vendors:

- Potion Vendor
- Scroll Vendor
- Grimoire Vendor
- Magic Item Vendor
- Magic Weapons/Armour Vendor

When visiting a vendor, you should roll 3 times on the appropriate table for that vendor. These items are the only items available during this visit, and may be purchased at their purchase price as per the table. Items are **not** freely available as described in the Frostgrave rulebook.

You may also sell items of the same type as the vendor whilst visiting that vendor (ie, only items that could usually be bought at a vendor may be sold to that vendor). For example, you may sell potions

only at a potion vendor, or scrolls only at a scroll vendor. This is the **only** way that items may be sold – they may no longer be sold freely as described in the Frostgrave rulebook.

#### Oversee Improvements

The spellcaster may oversee the building of a single base resource, at the cost listed in the Frostgrave rulebook. The cost must be paid, and the improvement may be added to the Warband's record sheet.

This is the **only** way that base resources may be constructed.

#### Recruit Soldiers

The spellcaster may recruit any number of soldiers by paying their costs as per the Frostgrave rulebook.

This is the **only** way that new soldiers may be recruited.

#### Scour the Ruins

*You may only perform this action once per Out of Game Turn, and only if you captured zero treasure counters in your previous game.*

Roll once on the treasure table, halving any gold gains. Your Wizard gains 25xp.

#### Optional Changes

1. Wizard Injuries (pg 50)
  - a. If the Wizard receives the **Lost Eye** injury chart result (pg 53) for a second time, it must be re-rolled.
  - b. Replace the 1-2 result of "Dead" with the following for a Wizard only:

Left for Dead: The wizard is so badly injured he is thought to be dead. His warband head back to their base to regroup. Through force of will the wizard overcomes his near-fatal injuries and manages to somehow crawl back to his base, but not before he has been picked clean by vagabonds and ne'er-do-wells. Roll once on the **Permanent Injury** table for the wizard and also apply the effects of **A Close Call**. Due to the trials and danger that the wizard overcomes, he is left stronger and more determined to succeed. The wizard gains d20 x 5xp.

2. Add the following option to Wizard and Apprentice actions:

### Visit the Temple

Spellcasters with Permanent injuries may head to the temple to ask for a blessing from their patron god to restore what once was. They must pay 100g in tithes to the temple and roll a d20. On the result of a 12+ the spellcaster's god reaches out and blesses his worshipper, which counts as if a **Miraculous Cure** spell was cast on him. However, on a roll of a 1, the gods are furious with the presumptuousness of the spellcaster, and he begins the next game suffering from the spell **Curse** as if cast on a casting roll 15.

3. Change the Base Resource **Carrier Pigeons** (pg 71) to the following
  - a. This Base Resource allows the Wizard to recruit a single soldier during the Out of Game phase without taking the **Recruit Soldiers** Wizard and Apprentice action.
  - b. The cost of this Base Resource is increased to 250gc.