It is the holiday season and Santa's coming to Felstad.
Starting this October till January 2018 you will have a chance to prove your mettle in the ruins of our favourite snow-covered city, as a very special Frostgrave-campaign will take place this winter.

This campaign is a bit different than previous campaigns, as it consists of a special series of linked scenarios. Each scenario you earn experience and gold, and after playing all the way through the campaign, your score is added to the overall scoreboard.

The campaign will follow the rules laid down in the Frostgrave rulebook, with the additions and exceptions detailed in the Frostgrave Holiday Season Campaign Rules Pack below.
The scenarios for the campaign will be published at the start of the campaign.

To take part, send an email to the organizer (Onno Maat: onnomaat@hotmail.com) with the following information:

- Your name
- Your Wizard's Name and School of Magic
- (optional) A short bit of background story for your Wizard.

After each game, please inform the organizer about the result of your game, and of the progress your wizard has made in terms of his Wizard level. If you would like to share some of the highlights of your games, I will try to give a regular update on the Murphy's Heroes website. All other information required to keep track of your warband's progress should be recorded by the participating players themselves. This includes any upgrades to your base, your treasury, and your stash of potions/scrolls/magic items.
Highest scorer wins off course, but there are several categories to win in!

The categories are:

Arch Wizard	For the player with the highest total experience.
Grand Mogul	For the player with the most gold in the bank (more on that later).
The Rincewind Award	For the player with the worst luck. (by election)
Golden Brush	For the player with the best painted warband. (by election)

The campaign will start October 21st and you have until January 6th (3-koningen) to hand in your final scores. The announcement of the winners and award ceremony will be on Saturday January 13th 2018.

Have fun roaming the ruins of Felstad!!

Holliday Seasons Frostgrave Campaign Rules Pack

Unless stated otherwise, all the normal rules in the Frostgrave rules book and its official expansions apply.

This rules pack contains, rules for playing the campaign, new action: looting fallen soldiers, new rules for recruiting soldier, new rules to count xp, new after game sequence: raiding, new out of game action: The Bank, new base resources and new rules for levelling and spending gold.

1. New, optional and expansion rules

We will be using the following optional rules from the Frostgrave rulebook, expansions, and Onno's Imagination:

- "Wounded" optional rule (p.41 of the Frostgrave rulebook):
  When any figure is reduced to 4 Health or less, regardless of their starting health, they are considered **wounded**. Wounded figures are reduced to a single action per turn. This one action can be any the figure could normally take and does not have to be movement. Wounded figures also suffer a -2 to all die rolls.
- Thaw of the Lich Lord expansion:
  All new soldier types from the Thaw of the Lich Lord campaign can be bought for your warband, according to the rules in the campaign book and the rules for recruiting soldiers mentioned in this rules pack.
- Into the Breeding Pits expansion:
  All new soldier types from the Into the Breeding Pits expansion may be bought for your warband, according to the rules in the expansion and the rules for recruiting soldiers mentioned in this rules pack.
  The rules for Beastcrafters and Reaction Spells from the expansion are also used in this campaign.
- Hunt for the Golem expansion:
  All rules in the Hunt for the Golem expansion can be used.
- Sellsword expansion:
  Captains may be bought for your warband, as detailed in the Sellsword expansion.
- Dark Alchemy expansion:
  We will ignore the section on Potions in the main Frostgrave rulebook (p.58 of the rulebook). This section is replaced by the Potions rules from the Dark Alchemy expansion.
- Forgotten Pacts expansion:
  All new soldier types from the Forgotten Pact expansion may be bought for your warband, according to the rules in the expansion and the rules for recruiting soldiers mentioned in this rules pack.
  The expanded rules for Summoning are used in our campaign.
- Ulterior Motives:
  Feel free to make use of the Ulterior Motives cards when playing this campaign.
- Miscasts and Irresistible Force:
  Casting spells is a risky business, and sometimes things get a little out of control, even for the most experienced mages... If you roll a natural 1 on your casting roll for any spell, roll on the Miscasts table below to see which unfortunate side effects your wizard suffers.

  On the other hand, sometimes the risk pays off, and you get an unexpected bonus to your

result! If you roll a natural 20 on your casting roll for any spell, roll on the Irresistible Force table below to find out what happens.

Miscast Table:

d20 + Caster's Will	Result
0 – 5	**Booom!** *The magical energy is too much for the caster to contain and unleashes itself in a huge explosion centered on the unfortunate caster.* Every model within 3″ of the caster (friend or foe) suffers a +5 magic attack.
6 – 10	**Ouch!** *Control of the magical power gets away from the caster, leaving him somewhat singed around the edges…* The caster suffers a +5 magic attack.
11 – 15	**Uh-oh!** *The caster manages to get things under control just in time, but will need some time to catch his breath.* The caster may only take one action next turn. The one action can be any action he could normally take and does not have to be movement.
16+	**Phew!** *Some quick thinking saves the caster from more serious effects, but he will be more careful next time!* The caster suffers a -4 penalty on his next casting attempt.

Irresistible Force Table:

d20 + Caster's Will	Result
0 – 10	**Powerrr!** *The magical energy surrounding the caster leaves him leaving especially powerful.* The caster receives a +4 bonus on his next casting attempt.
11 – 15	**Aha!** *The caster gains new insights into the working of magic.* The caster receives an additional +25 xp.
16 – 20	**Easy-peasy!** *The caster executes the spell with such skill and swiftness, that he has time to consider other options.* The caster gains an additional action this turn, which may be used to move, cast spells, or fight as normal.
21+	**Eureka!** *The caster has an epiphany and learns some valuable tricks to getting the most of this particular spell.* The casting value for the spell the caster has cast with irresistible force is permanently reduced by 1, exactly like improving a spell when gaining a new level.

New action: Looting a body.

Ever ran across an enemy soldier that had that one item you've wanted to have for so long, but just never was in store? Well here's a chance to get your hands on it!

Whenever one of your warband members comes across a body of an enemy soldier, they can spend one action to search the body and loot it. In doing so they can acquire gold and items the fallen soldier may be carrying.

Off course it's not as easy as just picking up the item from a shelf; the enemy soldier may still be conscious and fit enough to prevent you from taking their stuff, the items may be hidden on the body or scattered in the snow on the ground where they fell, it even might be broken.

When looting a body, there's always a chance you might not find what you are looking for, or even anything at all, and some of your warbands members might be more adept at finding things on a body than others.

The rules for looting

- When a member of you warband reaches 0 health and would be removed from play, instead replace it with a 'body-marker' to indicate the spot where it fell.
- Any model in base contact with a body-marker can spend one action to loot this body.
- To loot a body, spend an action and roll a d20 on the table below

D20	Result
1 - 10	You find .... nothing, any items are lost or broken and there is no gold. Remove the body-marker.
11 - 18	Any items there may have been are lost, but you manage to find some valuables on the body, worth d20 gold. Remove the body-marker
19 - 20	You find d20 worth of gold and one item. In case of multiple items (i.e. mule, apprentice etc.), randomise and roll again. Otherwise, remove the body-marker.

- A model can equip or use a looted item if it was normally able to do so. If it does, the item no longer counts as loot, but as a regular equipped item. You do however collect the experience for recovering a looted item after the game.
- A model can replace an equipped item with the looted item, the previously equipped item then counts as a looted item for all purposes, unless it was a standard item, then it just counts as equipping an item as above.
- A looted item occupies a slot, if no more slots are available it counts as a treasure for carrying purposes, including the penalties for fight and moving.
- Any loot that is dropped is lost and cannot be recovered.
- A model carrying loot, can't also carry a treasure.
- Soldiers can exchange looted items as per the normal rules for exchanging items.
- A model carrying a looted item that is reduced to 0 health, can in turn be looted to recover the item.
- A model has to equip the looted item, store it on a mule, or move it off the board before the end of the game to recover it, otherwise the item is lost and no experience can be earned for it.
- You cannot loot a body whilst in combat.
- A soldier that normally cannot carry items, can't loot. (i.e. war hound, constructs etc.)
- After the game, any models that were successfully looted, have lost the looted items, but keep other items they may have been carrying.... if they've survived.
- After the game players can distribute or sell any looted items as they wish, observing the normal rules for the items. Captains are the exception; they keep any items they loot.
- After xp is collected, looted items no longer count as loot, they are now your items (duh).

(The following rules only apply if the specified soldier is doing the looting.)

Thief – add 3 to the dice roll when rolling on the looting table.
Treasure hunter – may reroll a 1, 2 or 3 on the looting table.
Bard – on a roll of 11 - 18, do not remove the body marker. The bard (and only a bard) may roll on the looting table again in his next activation. Remove the body-marker after his next activation, even if the bard did not loot again and even if he rolled a 19 or 20 on his second roll.
Thug – must always loot after combat, if possible.
Captain – always keeps the loot for himself. Can't sell his loot.
Barbarian – can only loot bodies carrying 2-handed weapons.
Monk & mystic warrior – cannot carry weapons as looted items.
Knight & Templar – cannot loot, it is beneath them.
Wizard & apprentice – each roll of 19 or 20 on the looting table also grants 10xp

2. Playing the game

This campaign consists of 8 special scenarios which have to be played in a fixed order.
Each scenario offers a unique challenge and a fitting reward.

You can play a scenario for a second time, it will not earn you extra xp but it can earn you extra gold: If one of your opponents plays the scenario for the first time, you will not earn xp and can't level up, but you can keep any gold, treasure and items you find or loot in the game.

After each scenario you can use one treasure to roll on any of the treasure tables in the expansions. All other treasures are rolled on the regular treasure table in the rulebook.

The normal rules for "Ending the Game" on p.47 are followed, with the following exceptions:

- If one player no longer has figures remaining on the table at any point, the other player no longer automatically collects all remaining treasure on the table. You will have to walk over to each piece of treasure and pick it up with one of your models to be able to claim it.
- Although Felstad is thawing, its weather is still treacherous and can turn bad at any time. To represent this in our games and add a sense of urgency, all games will have a random game length, instead of going on until all treasure is claimed. The game length is determined as follows:
  - at the end of turn 6, roll a d20. The game ends immediately if you roll 15 or more. Otherwise, continue playing turn 7 as normal
  - at the end of turn 7, roll a d20. The game ends immediately if you roll 7 or more. Otherwise, continue playing turn 8 as normal.
  - at the end of turn 8, the game ends.
- Any treasure carried off the table by any of your models at the end of the game is claimed by your wizard. If one of your models is carrying a treasure when the game ends, but has not made if off the board yet, it depends on how determined he is to bring the treasure home whether he actually does: At the end of the game, roll a Will

test for any model still carrying a treasure against a target number of 10. If you manage to pass the will roll, your model has managed to make it to your base, and the treasure is yours. If you fail the will roll, he has decided that it is not worth carrying that heavy thing through the snow storm, and has dropped it somewhere.

If you roll a natural 1 on the d20 roll, your soldier is even greedier than you suspected, and he has kept the treasure for himself! You cannot claim the contents of the treasure, and your soldier permanently leaves your warband, taking with him any items he may have been carrying along with the treasure...

3. Experience

The table detailing how much experience is gained by your wizard during a game (see p.54 of the rulebook) is replaced with the following table:

Experience	Achievement
+20	For each spell successfully cast (by either the wizard or his apprentice), that you have not successfully cast earlier in the game.
+1	For each spell successfully cast by the wizard, that you *have* successfully cast earlier in the game.
+5	For each spell successfully cast by the apprentice, that you *have* successfully cast earlier in the game.
+5	For any looted item recovered by the wizard or a member of his warband.
+25	For each enemy apprentice or captain the wizard or a member of his warband takes out of the game
+50	For each enemy wizard the wizard or a member of his warband takes out of the game
+50	For each treasure recovered by the wizard of any member of his warband
+5	For each member of your warband that survived the game *and* is properly painted in a holiday season theme. (note that a crow is not a separate member and so can't collect 5xp)

Some scenarios will provide other ways in which experience can be acquired. This can be done as normal.

4. Between Games

The section of the rulebook explaining the actions you need to take between games is replaced by the rules detailed below.

Out-of-Game Turn Sequence

After each game, each player that took part in it should complete a single Out-of-Game turn. During the Out-of-Game turn, follow the steps below:

1. Roll for injuries (as per the normal rules), replacing the 1-2 result of "Dead" with the following for a Wizard only:

> <u>Left for Dead</u>: The wizard is so badly injured he is thought to be dead. His warband heads back to their base to regroup. Through force of will the wizard overcomes his near-fatal injuries and manages to 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 dangers the wizard overcomes, he is left stronger and more determined to succeed. The wizard gains d20 x 5 xp.

2. (optional) Cast Out-of-Game spells. This action may only be performed once during the Out-of-Game turn.
3. Roll for the treasure collected during your game (as per the normal rules).
4. Roll for and apply any Base effects (e.g. for a Library or Laboratory).
5. Level up your Wizard if necessary.
6. Declare a raid. (see below)
7. Perform Wizard and Apprentice Actions (see below).
8. (optional) Cast Out-of-Game spells. This action may only be performed once during the Out-of-Game turn, so cannot be used if action 3 was taken.

Raiding

You might have withdrawn from Felstad, but that does not mean the fight for spoils is over; you have one of your followers track a rivals warband to find out where they make camp and under cover of darkness you raid their base. But beware, the raid can go wrong.

After the game you can declare you wish to raid. If two or more players declare a raid, all players roll a d20, the player with the highest roll is the raiding player and the player with the lowest roll is the defending player. Add +1 to this roll for every Tracker in your warband.

If only one player declares a raid, he is automatically the raiding player and can choose which warband to raid.

- After a raid is declared, both players determine their Warband Might (WM), to do this they add up the fight value off all the members in their warband, <u>not</u> counting any modifiers from previously cast spells. You can make a note on your wizard sheet to keep track of your WM.
- The defending player then rolls a d20 and adds his WM.
- If he wishes, the raiding player can now abort the raid. If he does, he loses d20 x 10gc to appease his disgruntled warband members. If the raiding player continues the raid, he rolls a d20 and adds his WM.

- The player with the highest total is the winner, the difference between the two totals is his result on the Raid Table.
- There can be only one raid after each game.

Raiding Result Table

difference	result
1 - 5	*Retreat, every man for himself! The enemy was aware of your approach and you only managed to get away with your life and a handful of coins. Maybe there's a traitor in your ranks…* The losing player loses d20 gold to the winning player.
6 - 15	*Grab what you can lads! That didn't go as planned, you managed to get some trinkets before you were discovered, but nothing of real value.* The losing player loses d20 x 10 gold to the winning player.
16 - 19	*To the victor go the spoils! In and out like real professionals, it could've gone better, but you managed to get a lot of good stuff.* The losing player loses 50% of his gold to the winning player. The winning player may pick one item from the losing players vault.
20+	*We caught them with their pants down boys! You really took them by surprise and were gone before they even noticed what was happening.* The losing player loses all his gold to the winning player. The winning player may pick up to d6 items from the defending players vault.

Wizard and Apprentice Actions

During step 6 of 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 Wizard and Apprentice have the following options:

- Visit a Vendor
- Visit the Bank
- 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

Each available action is described below:

Supplies are limited in remote places like Frostgrave, but some vendors brave the dangers to make a profit. Your wizard can go shopping for needed supplies, but which items will be available to buy is never certain.

The spellcaster can choose **one** of the following vendors to visit:

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

Items are not freely available to buy and sell as described in the Frostgrave rulebook. Instead, when you visit a Vendor selling Scrolls or Grimoires, roll **three** times on the item table in the Frostgrave rulebook appropriate for that vendor. Only these 3 items are available for purchase at the Vendor during this visit, and may be purchased at the price indicated in the Frostgrave rulebook.

Potions are a bit more common, and the Potion Vendor will always have the following potions in stock: Potion of Healing, Potion of Toughness, Elixir of Speed and an Explosive Cocktail. They can be freely bought in any number at the Potion Vendor. In addition to these common potions, he may have a rarer potion for you to buy: roll three times on the Lesser Potion table on p.10 of the Dark Alchemy expansion. These potions may be bought at the price indicated in the Dark Alchemy expansion.

If you are willing to pay a premium, Grimoire Vendors may be able to acquire a Grimoire containing a specific spell you are looking for. When you visit a Grimoire Vendor, you may select the spell in one of the Grimoires from the list of available spells in the Frostgrave rulebook. This comes at a price! This Grimoire will cost 800 gc, instead of the normal 500 gc. The spells contained in the other two available Grimoires must be rolled up as normal, and cost the normal 500 gc. You do not have to select the spell for one Grimoire; you may always randomly generate three Grimoires as normal.

Magic Items, Magic Weapons and Magic Armour are rare items, and are indeed the main reason most Wizards seek out Felstad. Some Vendors are known to sell Magic Items occasionally, so you might get lucky. When you visit a Magic Item Vendor or Magic Weapons/Armour Vendor, only roll **once** on the appropriate table. You may buy the available item at the price indicated in the table in the Frostgrave rulebook.

You may also sell items in your inventory to the appropriate vendor, at half the price indicated in the Frostgrave rulebook. So you may only sell potions at a Potion Vendor, Scrolls at a Scroll Vendor, etc. This is the only way items may be sold. As per the normal Frostgrave rules, Grimoires may only be sold if the wizard already knows the spell. Please note that as per the rules in the Dark Alchemy expansion, Potion Vendors are not easily parted with their coin, and will pay a maximum of 100 gc for a potion, no matter how rare it is!

The spellcaster may oversee the building of a single base resource, at the cost indicated 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.

The entry for the Base Resource **Carrier Pigeons** (see p.71) is replaced with the following:
- When your base is upgraded with Carrier Pigeons, your wizard is allowed to recruit a single soldier during the Out-of-Game phase without taking the Recruiting Soldiers Wizard or Apprentice action.
- The cost of the Carrier Pigeons Base Resource is increased to 250 gc.

New Base Resources

Resource	Effects	Purchase Price
Steward	A visit to the bank no longer takes up a Wizard or Apprentice action. You can still visit the Bank only once after each game. Add +2 to your WM.	400gc
Ramparts	When defending against a raid, any warband member equipped with a ranged weapon also adds their shoot-value to your WM. This also includes your Wizard and Apprentice if they don't have a ranged weapon, but do know a ranged damage spell. (scrolls don't count)	300gc
Engineer's workshop	When preforming a raid, any warband member equipped with a ranged weapon also adds their shoot-value to your WM. This also includes your Wizard and Apprentice if they don't have a ranged weapon, but do know a ranged damage spell. (scrolls don't count)	500gc
Livery	When recruiting soldiers, add +4 to your will roll. The livery has to be shown on your painted models in some way.	150gc
Hearth	Add +3 to the will-roll for soldiers carrying treasure when the game ends.	250gc

Visit the Bank

More and more warbands have found out it is more lucrative, and safer, to raid a returning warband than to venture into Felstad for themselves. As a result, the Bank in, Ruhburg the largest city near Felstad, is flourishing.

After each game your wizard or apprentice can transfer any amount of gold or items from their vault to the Bank, where it will be completely safe from raiding warbands.
Off course they can also visit the Bank to transfer items back to their vault, but this costs 25 gc per withdrawal.
Items and gold in the Bank are completely safe from raiding, but cannot be used by the wizard or any member of his warband as long as it is in the Bank. Spells on grimmoires in the Bank cannot be learned and gold in the Bank cannot be used to recruit soldiers.
You can visit the Bank only once after each game.

At the end of the campaign, only the gold you have deposited in the Bank counts towards the 'Grand Mogul' award. (In case of a tie, the items stored in the Bank will also be counted according to their selling value)

Recruiting soldiers (new rules)

Fellstad is getting more and more crowded with roaming warbands, so soldiers have taken to offering their services to the highest bidder these days and off course some type of soldiers are more in demand than others, so prices may vary, and some might not even be available at all.

When you start a new warband, purchase soldiers as normal, following the regular rules.
After the first game and onward, use the following rules:

When recruiting new soldiers, the first soldier of a given type in the warband is always hired at normal price. For any following soldier of that type, make a will roll against the target number of 16 + the will of the soldier you wish to hire. If passed, your wizard's reputation impresses the soldier and you can hire him for the normal price. If failed, the soldier is not impressed by you and raises his price to the amount indicated below on the recruitment table.
If you fail the test and can't (or won't) pay the higher price, you do not have to hire that soldier, but you cannot recruit that type of soldier until after the next game. You can instead try to recruit another type of solder. (Remember that you cannot use money in the Bank to recruit soldiers)
Make this will roll separately for each soldier you wish to hire beyond the first.
Only your wizard can try to impress soldiers to lower their price. Apprentices always pay the full price as they fail to impress anyone.

	1st in the warband		2nd in the warband		3rd in the warband		4th or more in the warband	
War hound	10	gc	10	gc	10	gc	10	gc
Thug	20	gc	20	gc	20	gc	20	gc
Thief	20	gc	40	gc	80	gc	150	gc
Pack Mule	20	gc	20	gc	20	gc	20	gc
Javelineer	25	gc	25	gc	25	gc	25	gc
Archer	50	gc	50	gc	80	gc	100	gc
Crossbowman	50	gc	80	gc	100	gc	150	gc
Infantryman	50	gc	50	gc	80	gc	100	gc
Trap Expert	50	gc	50	gc	50	gc	50	gc
Tracker	80	gc	80	gc	80	gc	80	gc
Man-at-arms	80	gc	80	gc	80	gc	100	gc
Treasure Hunter	80	gc	100	gc	150	gc	200	gc
Assassin	80	gc	100	gc	150	gc	200	gc
Tunnel Fighter	80	gc	80	gc	80	gc	80	gc
Knight	100	gc	150	gc	200	gc	300	gc
Templar	100	gc	200	gc	300	gc	400	gc
Ranger	100	gc	150	gc	200	gc	250	gc
Barbarian	100	gc	200	gc	300	gc	400	gc
Apothecary	100	gc	150	gc	200	gc	300	gc
Marksman	100	gc	150	gc	200	gc	300	gc
Monk	100	gc	100	gc	150	gc	150	gc
Mystic Warrior	100	gc	150	gc	200	gc	300	gc
Bard	100	gc	100	gc	150	gc	150	gc
Crow Master	100	gc	150	gc	200	gc	300	gc
Demon Hunter	100	gc	150	gc	225	gc	350	gc

Scour the Ruins
Sometimes, your Wizard is down on his luck, and has to resort to scouring the Ruins of Felstad to find anything of value...

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 coins gains. In addition, your Wizard gains 25 xp.