

Emberverse: An Unofficial Frostgrave Expansion

by Commissar Danno

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The Setting

The Change: On Tuesday, March 17th, 1998 the world as we knew it changed forever. In a blinding flash of light all electronics, fire arms and steam powered devices ceased to function. In the first day alone millions died and in the months that followed billions. Taking the place of gun the crossbow returned, replace the car the horse rode again and in place of democracy, tyranny was the rule of the land. But in addition to what was lost there was something gained, magic had returned to the world. Though subtle at first it is becoming evident that magic is here to stay. Now these new spell casters hear a call, for ancient knowledge and artifacts from when magic first ruled the world. But to find these artifacts they must travel to dead cities where these artifacts reside. But they are not alone and must fight against both the feral residents and their fellow spell casters. Now come adventurer, it is time you explore The Emberverse.

Wizard Restriction

Due to this setting taking place in a world which has only recently gained back it's magic, wizards and spell casters are new to their powers and are only just beginning to understand what potential they have. To represent this the wizard starting at level zero can only select 1 spell to use from his-her's school of magic. When the wizard reaches level 3 they are able to act as full fledge wizards from the main Frostgrave rulebook. This is because the wizard has spent some serious and dangerous time learning through combat what it takes to cast a spell, so by that level they fully understand what they are capable of and what other spells they would be able to cast relating to other schools.

New Wizard Type

The world of the Emberverse was ours till The Change. In the early days following The Change the strong were the ones who survived, where warlords roamed and raided, or mercenaries plied their trade. Eventually some of these warlords became aware and were able to harness magic for their own ends, or gain magical weapons and artifacts. To represent this type of character follow the rules below.

The Martial Wizard

The Martial Wizard is a spellcaster who is notable in that he is more focused on combat than on casting spells. The Martial Wizard may then at his creation sacrifice any +(n) to Will and move that to any of his other stats to improve them. In addition the Martial Wizard will only start with 3 Martial Spells (see page 2), he can only use and learn spells from his spell selection until he reaches level 5 at which point he may start selecting spells from other houses (see below).

Also Known As: Heroes, Warlords, Badasses

Symbols: Swords, axes, other martial weapons

<i>Martial Wizard</i>		
Aligned	+2	Elementalist, Witch, Illusionist
Neutral	+4	Summoner, Necromancer, Enchanter, Soothsayer, Chronomancer, Thaumaturge
Opposed	+6	Sigilist

Martial Wizard Spells

<p style="text-align: center;">Encouraging Shout Martial Wizard/ 9/ Area Effect or Self</p> <p>The spell caster lets out an encouraging shout to his soldiers. The spell caster increases his own will for the rest of the game by +1. The spell caster may try to increase this to all friendly models in 3", at -4 to his roll.</p>	<p style="text-align: center;">Exercise Martial Wizard/ 8/ Out of Game</p> <p>The spell caster has spent time preparing for the coming battle and has gotten into shape. The spell caster increases one of his stats by +1 for the rest of the game.</p>
<p style="text-align: center;">Butcher Martial Wizard/ 12/ Self</p> <p>The spell caster has become proficient over how the body works and how to stop it. The spell caster increases his damage roll by +1 for the rest of the game. The wizard may cast this up to a maximum of 2 more times onto himself.</p>	<p style="text-align: center;">Dead Eye Martial Wizard/ 11/ Self</p> <p>The spell caster has the ability to hit easier in range combat, the world seemingly to slow down around him as he shoots. The spell caster increases his Shoot by +2 for the rest of the game.</p>
<p style="text-align: center;">Camouflage Martial Wizard/ 12/ Out of Game</p> <p>The spell caster has prepared for the coming fight and understands that it's better to be somewhat hidden rather than to be out in the open. When an enemy model shoots at the spell caster then that shot is at -2 Shoot.</p>	<p style="text-align: center;">First Aid Martial Wizard/ 12/ Self or Touch</p> <p>The spell caster has undergone some training in first aid. The spell caster either can restore 3 points of health to himself or a soldier in base to base contact with the spell caster.</p>
<p style="text-align: center;">Mass Training Martial Wizard (wizard only)/ 15/ Out of Game</p> <p>The Wizard whips his soldiers in shape. The Wizard's entire warband increases its Fight, Shoot and Will by +1 for only one game.</p>	<p style="text-align: center;">Indoctrination Martial Wizard/ 14/ Touch</p> <p>The spell caster instills a lesson about war and fighting into one of his soldiers. A model which has increased at least one of its stats can have one of it's stats increased permanently increased by the stat raising spell used on it, this can only be done once per model per game.</p>

Notes on Items

Gold Goins: For the purposes of ease Gold Coins are still the main currency of the land. Gold being quite as valuable as food.

Potions

As in regards to certain potions, there should be noted a difference of names and effects between Frostgrave and the Emberverse. This is because as much as there are magical items, potions are not as prevalent in our world. At one point there was but given a few thousand years they have since dried up or have already been consumed. In our era instead we have drugs and other items taking the place of potions. So instead resort to this table instead.

Potion Table			
D20 Roll	Potion	Effects	Purchase Price
1-5	Medical Kit	Restores up to 5 lost Health	50gc
5-7	Adrenaline	+2 Fight for the rest of the game	50gc
8-10	Improvised Armor	+1 Armor for the rest of the game	50gc
11-13	Speed	+1 Speed for the rest of the game	50gc
14-16	Molotov Cocktail	As the Grenade spell, no casting roll needed	50gc
17-18	Bath Salts	Drinker cannot be damaged until after it's next activation	100gc
19	Demon in a Bottle	When smashed, summons and binds a minor demon to fight for the warband until the end of the game.	200gc
20	Sorcerer's Stone	As a Restore Life spell, no casting roll needed	500gc

Upgrading Models

In addition to the normal equipment that wizards, apprentices and even soldiers may purchase.

Spell casters in your warband may purchase one of the following.

Armor	Effects	Purchase Price
Leather Armor	+1 to users Armor	10gc
Mail	+2 to users Armor	20gc
Plate	+3 to users Armor	30gc

In addition to the armor that a spell caster can take, a spell caster purchase a Shield for 5gc, which increases the models armor save by +1.

Any model in the warband may take one of the following so long as they are not an animal.

Upgrade	Effects	Purchase Price
Bike	The model movement is increased to 10, but can't climb up buildings with it equipped. If discarded or destroyed in the game the model moves at normal.	20gc
Horse	The model movement is increased to 10, but can't climb up buildings with it equipped. Furthermore the model gains +2 Health so long as it is mounted on the horse. If discarded or destroyed in the game the model moves at normal. After the game and if the model survives the model keeps the horse, the beast returning to it's master.	40gc

Emberverse Soldiers

The Emberverse is close to our world in many of soldiers available to warbands but still it is a world closer to ours than to a fantasy universe. To represent this refer to the following when purchasing soldiers for this expansion.

Soldier	Move	Fight	Shoot	Armor	Will	Health	Cost	Notes
K-9	8	+1	+0	10	+2	8	10gc	Animal, cannot carry treasure or items
Gang Member	6	+2	+0	10	-1	10	20gc	Hand Weapon
Convict	6	+1	+0	10	+0	10	20gc	Dagger
Hunter	6	+1	+2	10	+0	10	50gc	Bow, Dagger
Crossbowmen	6	+2	+2	11	+0	10	60gc	Crossbow, Leather Armor, Dagger
Halberdier	6	+3	+0	11	+0	10	50gc	Two Handed Weapon, Leather Armor
Brigand	7	+2	+2	11	+1	12	80gc	Bow, Staff, Leather Armor
Armsman	6	+3	+0	12	+1	12	80gc	Handed Weapon, Shield, Leather Armor
Knight	5	+4	+0	13	+1	12	100gc	Handed Weapon, Shield, Mail Armor
Bruiser	5	+4	+0	12	+1	12	100gc	Two Handed Weapon, Mail Armor
Ranger	7	+2	+2	11	+2	12	100gc	Bow, Leather Armor, One Handed Weapon
Berserker	6	+4	+0	10	+3	14	100gc	Two Handed Weapon
Medic	6	+0	+0	10	+0	12	100gc	Hand Weapon, starts each game with a Medical Kit
Warden	5	+2	+3	12	+1	12	100gc	Crossbow, Hand Weapon, Mail Armor
Grenadier	6	+1	+1	10	+1	12	100gc	Hand Weapon, starts the game with a Molotov Cocktail

Creatures (optional)

Given that the world of The Emberverse is in flux, moving from that of our world to one of magic, the monsters featured in Frostgrave are generally allowed for random encounters. Instead the players may rely on a Dungeon Master or may create scenarios with the allowed creatures below, or if you want to challenge yourself use the Frostgrave Book.

Allowed creatures from Frostgrave: Bears, Boars, Giant Rats, Snow Leopards (count as Mountain Lions), White Gorillias (count as Gorilla's), Wild Dogs, Wolves.

The Human Threats

Note: It would be suggested that these enemies come in groups or as individual enemies.

The world of the Emberverse maybe one of where billions died, but there were survivors. Not all these survivors are friendly and most are willing to rip your heart out or enslave you if they have a chance.

There is no reasoning with these creatures and your better off killing them as quickly as possible.

Human: These creatures will try to fight as hard as possible against you, if they can charge into combat then they will do so. If armed with a ranged weapon and can't get into combat then they will attempt to shoot your character.

Husks: Humans in the Emberverse either lived or died in the first few days by the skin of their teeth, most hardly had any food to live on and if they didn't they died rather quickly. But some lived inbetween, they were rail thin and traveled in groups of other refugees and when they smelled food they reacted with violence but were so weak they couldn't do much.

Husk						Notes
M	F	S	A	W	H	
6	-2	+0	10	-2	6	Human, Unarmed

Eaters: Eaters are men who have given into their basest need for food and have committed the taboo of the eating of human flesh, giving up their humanity in the process.

Eater						Notes
M	F	S	A	W	H	
6	+1	+0	10	-1	10	Human, Dagger, Rocks (treat as bow with range of 6")

Biker: Bikers are the men of the road, they traveled in gangs and were some of the first to organize after the change. Little better than the eaters these creatures want to create and expand their fiefdoms. Your in their way.

Biker						Notes
M	F	S	A	W	H	
6	+1	+0	11	+0	10	Human, Hand Weapon, Leather Armor

Bandit: Bandits are exiles from civilization, they are rather solitary though they join up with other bandits and raid for food, loot and booty.

Bandit						Notes
M	F	S	A	W	H	
6	+1	+2	11	+0	10	Human, Staff, Leather Armor, Bow

Neo Mongol: As the modern world fell, in its place took a form of mix of pre-industrial and modern. Indeed it's now common to see barbarians with compound bows and flak armor.

Neo-Mongol						Notes
M	F	S	A	W	H	
6	+1	+2	11	+0	12	Human, Hand Weapon, Leather Armor, Bow, Horse