

A COLLECTION OF
WIZARDS

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INTRODUCTION

This book contains a series of wizards for Frostgrave Second Edition. If you're not familiar with it, Frostgrave is a miniatures wargame published by Osprey Games where each player controls a warband led by a wizard that is exploring the ancient ruins of the city of Felstad in search of treasure. The material originally appeared on my blog, [Scott's Game Room](#).

The wizards and warbands in this book represent starting warbands with level 0 wizards and only 400 gold coins spent hiring warband members. Most of the wizards and warbands require only material in the Frostgrave Second Edition rulebook, but a few make use of material from expansions that have been released by Osprey Games. When something mentioned is from an expansion, its source will be noted.

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VINZENT THE TIMELOST

Chronomancer

Vinzent was conducting an experiment with his master when he was knocked out by a blast of uncontrolled magical energy. When he woke up, his home city of Felstad was unrecognizable. Even the ruins that he could see didn't match the buildings of his memories. He was lost and had no idea how many centuries he had been displaced by his accident.

Since awakening, he has begun to explore what is left of the city and seek out its long-lost treasures. He has taken on an apprentice of his own now and hired a band of mercenaries to help him in his search for the secrets of what happened to his home and perhaps the power to return to his own time.

SPELLS

Vinzent's magic is focused on the manipulation of time. Before venturing into the ruins, he casts Awareness to get a glimpse of what the future holds. If trouble is encountered, he will cast Time Store early to allow him to use those stored moments at a critical point later in the skirmish. Then he focuses on speeding up his followers with Fleet Feet and hindering his enemies with Slow. If he feels endangered, he can protect himself with Elemental Shield. He is happy to draw upon his own health when casting spells and then use Steal Health to heal his own wounds at the expense of his opponents. If he needs to move quickly, he can Teleport to jump around the battlefield. After recovering new treasure, he can cast Absorb Knowledge to speed up his own studies.

- Absorb Knowledge (Sigilist 16)
- Awareness (Soothsayer 14)
- Elemental Shield (Elementalist 12)
- Fleet Feet (Chronomancer 10)
- Slow (Chronomancer 10)

- Steal Health (Necromancer 12)
- Teleport (Illusionist 14)
- Time Store (Chronomancer 14)

APPRENTICE

Vinzent's apprentice Aurel originally served under another wizard. Aurel's original master met his fate exploring the city's ruins leaving Aurel and a few other survivors to fend for themselves. When Vinzent arrived, Aurel was impressed by his tales of ancient Felstad and began to study under him. During battles, Aurel tends to focus on casting Slow and Fleet Feet to aid Vinzent's soldiers.

SOLDIERS

Vinzent prefers to work with soldiers who can move quickly. His magic can then widen the speed gap between them and any enemies to let them grab the lost treasures of the city and then escape.

- Thief × 3
- Thug × 2
- Tracker × 2
- Treasure Hunter

TRANSCENDENCE

When Vinzent casts Transcendence, he unravels time in order to return to his own time in Felstad. Using his knowledge of the city's future, he is able to amass vast personal power and perhaps prevent the catastrophe that froze his city for a thousand years.



VIVIAN FLAMEBORN

Elementalist

Vivian Flameborn lives for adventure. When she heard tales of an ancient city thawing and treasure-hunting wizards dueling in its streets, she gathered her friends, hired a few mercenaries, and journeyed northward to seek fortune and glory.

SPELLS

Vivian specializes in fire magic. In combat, she prefers a direct approach of unleashing heat rays, fireballs, and raging infernos to incinerate her enemies. When a target isn't immediately available, she'll use Explosive Rune to leave a trap to burn them later. If she needs to tie up an opponent, she can conjure an imp as a distraction. She also has a few spells to aid her allies, but she prefers to have her apprentice cast Fleet Feet and Enchant Weapon so that she is free to fight her enemies head on.

- Combat Awareness (Soothsayer 16)
- Destructive Sphere (Elementalist 12)
- Elemental Ball (Elementalist 12)
- Elemental Bolt (Elementalist 12)
- Enchant Weapon (Enchanter 10)
- Explosive Rune (Sigilist 14)
- Fleet Feet (Chronomancer 12)
- Imp (Summoner 12)

APPRENTICE

Abigail has adventured at Vivian's side for years. Where Vivian prefers to dive headfirst into the action, Abigail takes a more cautious approach. In battle, she

prefers to make use of support magic, but can still throw destructive blasts of fire across the battlefield when threatened.

SOLDIERS

Vivian's core followers are a set of close allies who each fill a different role in her warband. A treasure hunter leads her warriors into battle, an archer provides covering fire, a trap expert seeks out treasure, and an apothecary stays close to Vivian to help heal her inevitable injuries. She has then hired a mix of thieves and thugs to fill out her band of followers.

- Apothecary
- Archer
- Thief × 2
- Thug × 2
- Trap Expert (Into the Breeding Pits)
- Treasure Hunter

TRANSCENDENCE

When Vivian casts Transcendence, she takes her band of friends to a new plane of existence offering fresh adventures, new luxuries, and more things to burn.



ELIAS THE RECLUSE

Enchanter

Elias has never really liked humanity. It's not that he hates other people, he just dislikes being around them and they remind him that he is stuck in a fragile and aging body. Magical constructs on the other hand fascinate him. He has studied them for years in hopes of mastering their creation.

When rumors reached Elias that the ruined city of Felstad had been rediscovered, he knew that he needed to travel there. He had read countless tomes talking about enchanters from the ancient city who had a level of mastery over constructs that had been lost to the world since the city's destruction. This was his chance to unlock those ancient mysteries and reach true mastery over artificial life.

SPELLS

Elias hopes to master the magic of creating and controlling constructs. Before his first excursion into the ruins of Felstad, he and his apprentice will both attempt to create medium constructs to serve them. When in a battle, his first priority is seizing control of other constructs. He can also hinder opponents by casting Curse on them or forcing them to drop treasure with Fool's Gold. When a more direct approach is needed, he can use Grenade to attack enemies. For defense, he can cast Wall to cut off routes through the city's narrow streets and use Heal when he or one of his human companions is injured. After battles, he is able to cast Absorb Knowledge to accelerate his research into constructs.

- Absorb Knowledge (Sigilist 14)
- Animate Construct (Enchanter 10)
- Control Construct (Enchanter 12)
- Curse (Witch 10)
- Fool's Gold (Illusionist 14)

- Grenade (Enchanter 10)
- Heal (Thaumaturge 12)
- Wall (Elementalist 12)

APPRENTICE

Elias is accompanied by his apprentice Mia. She has studied under Elias for years and serves him loyally. She assists in his attempts to create new constructs and helps his warband when they encounter trouble in the ruins. She favors casting Curse, Grenade, and Heal in battle.

SOLDIERS

Elias has hired a motley assortment of mercenaries for his expeditions into the ruins of Felstad. A man-at-arms, infantryman, and crossbowman form the core of his fighting force. An apothecary meanwhile stays close to Elias to provide a healing potion if the enchanter is injured. A pack mule, a thief, and a pair of thugs fill out the band. The thugs are first in line to be dismissed when Elias and Mia successfully animate some constructs.

- Apothecary
- Crossbowman
- Infantryman
- Man-at-Arms
- Pack Mule (Thaw of the Lich Lord)
- Thief
- Thug × 2

TRANSCENDENCE

When Elias casts Transcendence, he moves his soul into a specially prepared construct body so that he can leave behind his mortal form. From then on he can study in isolation without interruption or worry that his body will fail him.



ZELLE THE TRICKSTER

Illusionist

Zelle began her study of the arcane arts at a prestigious academy. A few years later, she was expelled when one of her teachers opened the day's lessons to an explosive rune. Uninterested in returning home, she ran away and started living on the city's streets. She eventually fell in with thieves and outlaws – they offered her protection and riches in exchange for her magical support.

When rumors reached her that a city full of lost treasure had been found to the north, she gathered up a band of thieves and set off for the ruins of Felstad. She's confident that her magical tricks will let her find and steal enough treasure to pay off her debts and let her learn even more magic.

SPELLS

Zelle likes spells that are fun to cast on others. Whether that's Curse that causes an opponent to fumble with their sword, Fool's Gold to make someone drop valuable treasure, or Dispel to cause a rival wizard's spell to unravel. She'll generally cast Illusionary Soldier before venturing into Felstad's ruins to create a knight. Then during battle, she casts whichever spell causes the most mayhem for her enemies while her band of thieves claims as many valuable treasures as possible.

- Curse (Witch 12)
- Dispel (Thaumaturge 14)
- Explosive Rune (Sigilist 12)
- Fool's Gold (Illusionist 10)
- Illusionary Soldier (Illusionist 12)
- Mind Control (Soothsayer 14)
- Telekinesis (Enchanter 14)

- Transpose (Illusionist 12)

APPRENTICE

Johannes was a pickpocket on the city streets, but Zelle recognized a spark of magical power in him. She took him as an apprentice and has been training him in increasingly advanced techniques.

SOLDIERS

Zelle's band of followers are fellow thieves and outlaws. Knowing the danger that mental tricks can pose, she also has hired a bard to accompany the band and bolster the thieves against illusions and other mental dangers.

- Bard (Thaw of the Lich Lord)
- Thief × 5
- Tracker
- Treasure Hunter

TRANSCENDENCE

When Zelle casts Transcendence, she pulls her greatest trick and disappears from the world. Every once in a while, her laugh is heard as something improbable, hilarious, and possible quite dangerous happens to some unlucky person.



AVROGEN THE DARK

Necromancer

Avrogen wants power. He sees magic as the fastest route to it. He journeyed across the continent seeking lost lore that would increase his abilities. With the thawing of Felstad, he has now come to the city to find secrets that will make him even more powerful.

SPELLS

Avrogen has learned a variety of dark magic during his studies. Before venturing out from his stronghold, he prefers to use Familiar to gain a raven companion. When a battle begins, he attempts to cast Summon Demon first to bolster his forces with an imp or minor demon, and he is more than willing to burn his own life force to acquire a more powerful servant as long as it doesn't leave him badly wounded. He'll then use a mix of offensive spells such as Bone Dart, Elemental Ball, Mind Control, and Steal Health to try to weaken and eliminate opposing soldiers. If an opposing spellcaster manages a spell that is having an ongoing effect on battle, Avrogen will cast Spell Eater to remove the effect.

- Bone Dart (Necromancer 10)
- Decay (Chronomancer 14)
- Elemental Ball (Elementalist 16)
- Familiar (Witch 12)
- Mind Control (Soothsayer 16)
- Spell Eater (Necromancer 12)
- Steal Health (Necromancer 10)
- Summon Demon (Summoner 14)

APPRENTICE

Gerant foolishly entered into a blood pact with Avrogen that has bound him to the dark mage's service. Gerant knows that he can only be freed from the pact by Avrogen's death, but is unable to work against him due to the magical bond forged by the pact. The apprentice serves his master begrudgingly by flinging bone darts across the battlefield and sacrificing his own life force to break apart spells cast by Avrogen's enemies.

SOLDIERS

Avrogen likes to keep a knight nearby to serve as his bodyguard. The rest of his mercenaries have been hired to attack his enemies and retrieve treasures from the ruins.

- Crossbowman
- Infantryman × 2
- Knight
- Thief
- Thug × 3

TRANSCENDENCE

When Avrogen casts Transcendence, he sheds the limits of his mortal form and ascends as a demonic lord.



ILIAN THE ARCHIVIST

Sigilist

Ilian has always been interested in history. He's fascinated by the passage of time, how one event leads to another as cause and effect ripple across the eons. He also recognizes that how history is recorded is just as powerful as what actually happened.

When he heard of the thawing of Felstad, Ilian knew that the city could be pivotal to the world's future. He felt a need to journey to the city to observe what happens there and ensure that it is recorded in the most favorable ways.

SPELLS

Ilian prefers being well prepared for his excursions into the frozen city. Before heading into danger, he can cast Familiar to conjure an owl and Reveal Secret so that his warband can recover more valuable treasure. Then after outings, Absorb Knowledge helps him learn more than normal from each outing and Write Scroll lets him be better prepared for his next outing with more reliable spellcasting during battle.

When in battle, Ilian uses his spells primarily to assist his hired soldiers. Telekinesis allows him to move treasures to more advantageous positions for his soldiers to retrieve them. With Furious Quill, he can distract enemy soldiers – especially archers and crossbowmen. Then he can use Heal to help any of his soldiers that are injured.

- Absorb Knowledge (Sigilist 12)
- Familiar (Witch 14)
- Furious Quill (Sigilist 10)
- Heal (Thaumaturge 10)
- Reveal Secret (Soothsayer 16)

- Telekinesis (Enchanter 12)
- Teleport (Illusionist 12)
- Write Scroll (Sigilist 12)

APPRENTICE

Pelana has been studying under Ilian for several years. She appreciates his devotion to his studies, and she works diligently to support him. During excursions into the city, she focuses on casting Telekinesis to help secure valuable treasures and Heal to keep their hired soldiers in fighting condition.

SOLDIERS

Ilian has hired a somewhat motley assortment of mercenary soldiers. He keeps an apothecary and a templar near him at all times to ensure his own safety. A treasure hunter meanwhile is tasked with quickly snatching the most valuable treasures. The remainder of the warband is a collection of thieves and thugs that fill whatever role is needed for a given skirmish.

- Apothecary
- Templar
- Thief × 2
- Thug × 3
- Treasure Hunter

TRANSCENDENCE

When Ilian casts Transcendence, he leaves the world behind and becomes an extraplanar observer who can see anywhere and anywhen as history unfolds. He gleefully skips around the timeline of the world watching cause and effect and finally having a chance to see how all the pieces of history fit together.



THE GREY WIZARD

Soothsayer

The Grey Wizard is a mysterious wanderer who has long meddled in the affairs of the western nations. His coming often signals the beginning of times of trouble and turmoil, even if he seems to conveniently avoid the blame for such events. With the ancient ruins of Felstad revealed, the Grey Wizard has gathered a party of heroes to venture into the frozen north.

SPELLS

The Grey Wizard prefers subtle magic. He knows that the fate of the world can be changed by the smallest of events, so he has no need to throw fireballs or conjure dazzling secrets. Instead, he focuses on using his magic to know how his band can best accomplish their goals and then aiding his allies by improving their abilities. Before the group ventures out into the ruins, he casts Awareness and Reveal Secret so that they are prepared for what the expedition holds and able to retrieve the most valuable artifacts. Then during battle, he can bolster his soldiers' minds with Mind Lock, improve their speed with Fleet Feet, or bring treasure to them with Telekinesis. When he is in danger, he can use Push, Beauty, and Dispel to deal with various threats.

- Awareness (Soothsayer 12)
- Beauty (Illusionist 12)
- Dispel (Thaumaturge 14)
- Fleet Feet (Chronomancer 12)
- Mind Lock (Soothsayer 12)
- Push (Sigilist 12)
- Reveal Secret (Soothsayer 12)
- Telekinesis (Enchanter 14)

SOLDIERS

The Grey Wizard's warband is lead by a captain who is rumored to be descended from the ancient nobles of Felstad. The captain has the Leadership and Furious Attack tricks of the trade. They are joined by a proud knight from the kingdom just to the south of Felstad, a gruff man-at-arms from the mountain realm, and a flashy tracker from a forest nation. Those heroes are accompanied by a handful of thieves they picked up in a rural town on their journey towards the north.

- Captain (The Frostgrave Folio)
- Knight
- Man-at-Arms
- Thief × 4
- Tracker

TRANSCENDENCE

When the Grey Wizard casts Transcendence, he is able to purge the malevolent force lurking in the depths of Felstad. This act dispels the remnants of the ancient curse keeping the city frozen, and opens a way for the ancient nation of Felstad to be reborn. He, of course, will serve as the new king's most trusted advisor.



LAURANA THE DEMONBINDER

Summoner

Laurana knows firsthand the danger of demons. When she was a young girl, her village was attacked by a band of them. She managed to survive, but many other villagers were not as lucky.

That experience gave Laurana the motivation to study demons and the planes of existence that they call home. She knows that ancient Felstad had many ties to powerful demons, so she has travelled to its ruins in order to uncover more demonic lore.

SPELLS

Laurana has focused her studies on learning to bind demons to her will. She believes that summoning demons must wait until she is certain that they will not break free from her control. Towards that end, she has learned Control Demon, Circle of Protection, and Planar Tear that give her various options for dealing with demons. She can also bind a demon to one of her followers with Possess to make the soldier more powerful. Her other spells give her a range of utility options that can be used as needed.

- Brew Potion (Witch 16)
- Circle of Protection (Thaumaturge 16)
- Control Demon (Summoner 10)
- Elemental Shield (Elementalist 12)
- Planar Tear (Summoner 12)
- Possess (Summoner 12)
- Spell Eater (Necromancer 14)
- True Sight (Soothsayer 14)

APPRENTICE

Where Laurana has a healthy fear of demonic power, her apprentice Emri is drawn to them. He enjoys binding demons into others so that he can witness the effects and their glorious power. He pushes on Laurana to learn how to conjure demons in their normal unbound state, but so far she has avoided that branch of summoning magic.

SOLDIERS

Laurana has chosen her soldiers to be aggressive and take the fight to anyone who gets in her way. The men-at-arms and thugs charge forward to engage enemies in hand-to-hand combat, often while possessed by demons. The apothecary stays close to Laurana to allow her to empower her more difficult spells with her own life force. The archer is mostly on hand to deal with targets that stay at range and to try to pick off rival wizards when they show themselves.

- Apothecary
- Archer
- Man-at-Arms × 2
- Thug × 4

TRANSCENDENCE

When Laurana casts Transcendence, she binds a major demon to herself, subjugating its will and gaining power beyond what a mortal was meant to wield. Never again will she fear demonic power because now she wields it for herself.



EDWARD THE HUNTER

Thaumaturge

Edward has seen the darkness and danger of other realms. He knows the world is under constant danger from demonic influence, and he has sworn to protect the world as a member of a holy order of demon hunters.

From Edward's point-of-view, Felstad's thawing ruins are a weak point in the boundaries between worlds. The ancient demonic rituals that occurred in Felstad have made it easier for demons to cross over into the world. He has gathered together several other demon hunters to explore the ruins, recover useful artifacts, and find a way to strengthen the barrier between planes of existence.

SPELLS

Edward's magical training has focused primarily on spells that aid his hunt for demons. If demons are present, he will try to cast Power Word to empower Banish and then use Banish and Circle of Protection against the dark creatures. He can also use Enchant Weapon, Fast Act, and Mind Lock to assist the other demon hunters accompanying him. He can also cast Teleport and Dispel when the need arises.

- Banish (Thaumaturge 10)
- Circle of Protection (Thaumaturge 12)
- Dispel (Thaumaturge 12)
- Enchant Weapon (Enchanter 12)
- Fast Act (Chronomancer 12)
- Mind Lock (Soothsayer 14)
- Power Word (Sigilist 16)
- Teleport (Illusionist 12)

APPRENTICE

Edward's apprentice Rachel began her career as a warrior before beginning her study of magic under Edward's tutelage. She still carries her great axe and crossbow with her even though she is now more focused on casting spells than using her weapons.

SOLDIERS

Edward has gathered three other demon hunters to accompany Rachel and himself. While these hunters are not spellcasters, they are adaptable soldiers who specialize in fighting against fiends. Thieves and thugs hired from local settlements make up the remainder of his warband.

- Demon Hunter × 3 (Forgotten Pacts)
- Thief × 2
- Thug × 3

TRANSCENDENCE

When Edward casts Transcendence, he repairs the boundary between this world and other planes of existence. Demons will no longer walk as easily between worlds, and the Hunter can rest.



VARDHA THE SHAMAN

Witch

Unlike many of the wizards prowling through the ruins of Felstad for treasure, Vardha traveled south to reach the city. He was born amongst the barbarian tribes of the north and trained as a shaman to serve his tribe.

In recent years, great change and turmoil have come to the northern lands. The thawing city now known as Frostgrave has endangered his people with its spreading blight. Some tribes have fallen prey to newly thawed undead and other monstrosities. Others have sworn themselves in service to demonic powers drawn to the ruins. Vardha hopes to find a way to use Frostgrave to his tribe's advantage.

SPELLS

As a tribal shaman, Vardha learned a mix of spells. He can use the terrain against his opponents by conjuring thick clouds of fog or turning the ground into sticky bog mud. He can attack his enemies with poisonous quills and exploding rocks. He can both heal his tribe members and grant them the power of a raging demon. When facing a spellcaster, he can devour their magic. This range of spells makes him an adaptable wizard who has an answer for almost any situation.

- Fog (Witch 8)
- Grenade (Enchanter 12)
- Heal (Thaumaturge 12)
- Mud (Witch 10)
- Poison Dart (Witch 10)
- Possess (Summoner 14)
- Spell Eater (Necromancer 14)
- Write Scroll (Sigilist 16)

APPRENTICE

Vardha has been training Brea to serve as his tribe's next shaman when he is inevitably claimed by the gods of death. She recognizes her duty as a servant of her people and is willing to give her life to serve Vardha in his quest to use Frostgrave's power to their advantage.

SOLDIERS

Vardha has travelled to Felstad with several members of his tribe. They are fierce warriors who are used to the harsh conditions of the frozen north. A barbarian and five thugs are the main muscle of the warband. Then a tracker and an archer use their bows to harass Vardha's enemies.

- Archer
- Barbarian
- Thug × 5
- Tracker

TRANSCENDENCE

When Vardha casts Transcendence, he channels the latent energy of Felstad's ruins into the lands and people of his tribe. Their farmlands grow more bountiful, the people grow heartier, and many are blessed with magical talents. Over time, this allows them to gain power over the neighboring tribes and conquer the region.