

# WRATH OF THE OVERSEER



## Intro



Wrath of the Overseer is a fan-made, mini-supplement for *Frostgrave*. This supplement follows a short campaign, and introduces a new form of magic, as well as an alternative option for warband members. This supplement has many themes that centralize around constructs, and brings new elements to an Enchanter warband. However, there are many things in this supplement beneficial to wizards of all kinds, and would serve plenty use for any player. But these new treasures do not go unguarded, the Overseer is a powerful new foe, and has no interest in letting its resources falter. Can you match the ancient tyrants ambition?

## Background



Back in the ancient days of Felstad, there once was an organization of master tinkers, who studied artifice, a more intricate level of enchantment. Artifice focuses less on the imbuelement of magic into material, and more on the structure and function of the artificial, to better utilize the energy. Artifice was often considered a waste of time to Enchanters, so the organization was very small, and often publicly detained. However, the few wizards managed to create an underground factory, to further their studies without persecution. This factory had the goal to create a new society of perfect mechanical beings. But one wizard in particular began to rise to power, and sought to rule this new world as its true king. He would hide his movements even from his colleagues, preparing machinations for absolute control of the factory. But eventually, one of the other wizards discovered his plans, forcing him to murder his colleague. It became clear that his peers were

nothing more than a threat to his work, and saw the quickest way to power was to eliminate his competition. With the preparations he had in place, he used a small army of clockwork soldiers to kill off the other wizards. With his position, he began to mobilize the factory to create soldiers instead of automaton people, and sought to conquer the city. The wizard hand-crafted a golem, to function as his right hand in the upcoming revolution. His masterpiece was built for commanding the army he was building, and was imbued with the magical ability to run the factory, and continue the creation of his army. But, in the last few moments of the golem's creation, as the wizard was pouring his energy into its animation, a massive and mysterious wave of magic poured into the room, freezing his body. The two figures were frozen in the act of animation, and slowly, but endlessly, the energy of the wizard poured into the golem, until the ambitious artificer was no more.

Now, ages later, as the ruins of Frostgrave began to thaw, the golem has awoken. Having lost its memories, the only thoughts it retained, were the objective of conquest. Naming itself the Overseer, as its master had intended, the golem began to continue the artificer's work, and prepared for war. The old records had a list of places and groups that posed a threat to the school of artifice, and it became clear that the first steps to creating a new utopia of perfection, was to annihilate those that could stand in the way. The Overseer is preparing for war, and with the ambition of its creator, it has no intention of surrender.

# Artificer Magic

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Artificer Magic is a new school of magic, that originated from a small group of clockwork fanatics in the ancient days of Felstad. Artificer Magic is considered neutral to all schools, and is available to any and all wizards that study the craft of Artifice, however the most use would come of it with certain Enchanter spells.

## Artificer I

A spellcaster with this trait has a better sense of the mind and layout that makes up constructs, and feels a sort of attunement to the artificial. They begin to grow a bit more, technical in their mentality, and focus more efficiently. However, this gives the spellcaster a very cold and insensitive personality, making the soldiers a bit more wary of working with them.

Must be level 5

Gains:

+1 to all rolls to cast Control Construct

Once after each game, they may reroll any roll on a treasure table, but must take the new roll

All soldiers cost an additional 5gc to hire (this does not apply to Soldier Replicas)

## Artificer II

A spellcaster with this trait now understands the full layout and configurations that make up constructs, and can naturally create a functioning construct of virtually any form. They also begin to give off a small magnetic force, and give a sort of uncomfortable tension to any armour wearing individual nearby, losing their social integrity even more.

Must be level 10

Gains:

+1 to all Animate Construct spells

May learn the Reconfigure spell from an appropriate grimoire

All soldiers cost an additional 10gc to hire (This amount includes the 5gc from Artificer I and does not apply to Soldier Replicas)

## **Artificer III**

The spellcaster now takes on a more mechanical form, parts of their body actually being replaced with animated construct parts, rendering them into a sort of partial-construct. They lose a bit of their humanity, yet retain all of their being, and truly understand how to manipulate the inanimate through magic.

Must be level 15

Gains:

May learn the Install Magic Item spell from an appropriate grimoire  
Wizard and Apprentice may target themselves and each other as though they were a construct\*

All soldiers cost an additional 20gc to hire (This amount includes the 10gc from Artificer I and Artificer II and does not apply to Soldier Replicas)

## **Spells**

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### **Install Magic Item (Artificer/18/Out of Game)**

This spell cannot be cast unless the user has a viable construct and a magic item. If successfully cast, the chosen magic item is embedded into the construct. The construct then gains all properties it normally would if it was holding the magic item, however the construct still has an item slot. However, if it is a magic item that the construct would not normally be able to use, such as a scroll or a crystal rose, it is a bit redundant to install. Furthermore, if it is a use item, like a fate stone, the construct may use the ability once, as if it were equipped. If the construct should be destroyed for any reason, roll on the survival table again. If the second time results in death as well, the item is lost. If the second roll results in anything else, the item is recovered from the constructs remains. Small and Medium

constructs may only ever have one item embedded into it, while Large constructs may have up to two. For each item embedded into a Construct, they receive -2 Health

### **Reconfigure (Artificer/12/Out of Game)**

This spell reconfigures the structure of a construct to take a different form. If successfully cast, the spell caster may choose to **permanently** increase the construct's Move, Armour, or Fight by +1. Whichever is selected, the spell caster must also choose to **permanently** decrease the construct's Move, Armour, or Fight by -1. A figure may only ever have this effect once, and it is not affected by spells such as Dispel.

## **Items**

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### **Artificer's Codex**

This surprisingly light tome contains the instructions necessary to create the Scroll of Artifice using the Write Scroll spell. A wizard must have this tome in his vault in order to create the scroll.

### **Scroll of Artifice**

The Scroll of Artifice is a powerful scroll that can never be found or purchased. It can only be created by a wizard who has a copy of the Artificer's Codex. To write the scroll, a wizard must spend 50gc on materials, then successfully cast Write Scroll. If the spell fails, the ingredients are lost. If the spell succeeds, it creates a Scroll of Artifice. The scroll does not have to be used immediately and can be stored in the wizard's vault. To use the elixer, a wizard must have 100 unspent experience points ready to convert into a new level. Additionally, he must have reached the minimum level requirement for any trait he would gain from using the scroll. If those requirements are met, the wizard and his apprentice may use the scroll. If the Apprentice is to use the scroll as well, it **MUST** be at the same time as the Wizard. The Wizard immediately goes

up a level, but instead of picking an advancement as normal, both he and his apprentice gain a new trait: Artificer I. This should be listed in the notes on his or her Wizard sheet. If this trait is already possessed, upon using the scroll, the wizard and apprentice gain Artificer II. If this second trait has already been attained, they gain Artificer III. Subsequent uses of the scroll provide no further advantage beyond this third trait. In the event a wizard with Artificer traits dies, and his apprentice is promoted, the apprentice does not have to meet the minimum level requirements of any trait already obtained. He must, however, meet the minimum level requirement as normal to gain any new Artificer traits. If a wizard with one or more Artificer traits hires a new apprentice, this apprentice will come with the same Artificer traits as the wizard that hired him.

### **Grimoire of Embed Magic Item**

(May not learn this spell without Artificer III)

### **Grimoire of Reconfigure**

(May not learn this spell without Artificer II)

### **Stone of Fire**

A figure holding this item may fling a fireball from the stone at a nearby enemy. On any activation, the figure may spend an action to make a +3 Elemental shooting attack at a figure within 6", but may not move at all during that activation.

### **Rings of Transposition**

This is a set of two rings, both to be worn by two different figures. Once per game, either figure may spend an action, to switch positions on the board with the other figure. Both figures must be within 10 inches of each other, as well as on the board.

### **Mask of Contradiction**

Any spellcaster wearing this item gets a +2 to all rolls on spells of the opposed school. (Example, if an Elementalist holds this item, they get +2 to all rolls on Illusionist spells). A spellcaster may only ever get this bonus once, no matter how many masks they have.

### **Crystal Lense**

Once per game, a spellcaster holding this item may draw line of sight through any and all terrain within 8 inches until the end of the activation. After using this item, the Crystal Lense is destroyed.

### **Gloves of Charging**

A spellcaster holding this item may spend both of their existing actions to prepare for a spell. The next spell they cast gets a +5 to their casting roll. However, if the caster should move, be attacked, or be affected by another spell before casting that spell, they break their focus, and lose the +5.

### **Gem of Energy**

A spellcaster holding this item may use it once per game to recharge another magic item. This would permit them to use that item once more. This cannot bring back items that are destroyed when used up, nor can it fill up items like *Vial of Starlight* or *Ring of Power*.

### **Cloak of Invisibility**

Once per game, the wearer may use this magic cloak to turn invisible. They then are treated as though they are subject to the *Invisibility* spell.

### **Blade of Corrosion**

This sword counts as a magic weapon, and when equipped, all constructs within 8 inches get a -2 Fight and -1 Move. If the wielder is a spellcaster, they also gain a +1 to all rolls on Decay and Crumble spells. If at any point you should roll a 5 or lower on initiative, place a Corrosion Spirit within 1 inch of the figure holding this sword. This creature behaves in all respects as a creature, and spends its first activation to move towards and attack the

holder. This is a special item that may never be purchased or found normally, and it may never be sold.

### **Replicators Keystone**

This stone grants the Wizard and their warband access to an ancient underground factory that creates clockwork soldiers. It appears as though it is still running, with ancient golems still tending to it. With access to this factory, the Wizard may purchase Soldier Replica's for their warband. A Soldier Replica has all of the same stats for any chosen soldier that may normally be hired, except for all respects it counts as a Construct, has 0 Will, and costs 150% of the soldier type to hire. (For example, a Treasure Hunter costs 80gc, while a Treasure Hunter Replica costs 120gc). The Wizard may keep this in their vault and still access the factory. This is a special item that may never be purchased or found normally, and it may never be sold.

## **Creatures**

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### **Clockwork Soldier**

M	F	S	A	W	H
6	+2	+0	10	+0	10

#### **Notes:**

Construct, Soldier

### **Corrosion Spirit**

M	F	S	A	W	H
8	+0	+0	8	+0	1

#### **Notes:**

Immaterial, Immune to Non-Magic items, Corrosive (+2 Fight against Constructs)

### **The Overseer**



M	F	S	A	W	H
5	+4	+0	12	+4	20

### **Notes:**

Construct, Large, Immune to Control Construct, Metallic Leadership (+1 armor for each Clockwork Soldier on the board)

## **Scenarios**



### ***Reflections***

While scavenging the frozen ruins per normal, the wizards come upon what appears to be another warband. However, upon closer examination, the soldiers appear to be less human than they seem...however their desire for treasure is no less.

### **Set-Up**

Set up a standard game, but put all treasure tokens near the center of the board. Then, replace each treasure token with a Clockwork Soldier.

### **Special Rules**

Whenever a Clockwork Soldier is defeated, place a treasure token in its place. All Clockwork Soldiers when given a random direction, should move towards the nearest edge of the board. Should a Clockwork Soldier make it to the edge, they may walk off, removing themselves from the game entirely.

### **Treasure and Experience**

Treasure and Experience is treated as normal except:  
20 extra experience for any Wizard that personally destroys a Clockwork Soldier.

## ***The Rust in the Stone***

In searching for an explanation for this strange mechanical faction, many wizards have begun to research and track these clockwork soldiers. The wizards manage to trace their movements to what appears to be a ritual den. A brown mist fills the air, and in the center of the ruins, a blade sticks bound to a stone by a ritual circle. But the seal seems to have faded, allowing the curse to seep out, and it appears some more these metal soldiers have been here, many fallen, rusted on the ground.

### **Set-Up**

The terrain should depict a large room in the center of the board, with columns and a circle in the center. If not, then set up like a standard game, but when placing treasure tokens, one should be marked as special, and placed directly in the center of the board. Then, randomly place three Corrosion Spirits within 2 inches of the center of the board.

### **Special Rules**

The special Treasure Token in the center is the cursed sword. All constructs within 6 inches of the treasure token get a -1 Fight. At the beginning of the Creature Phase on the third turn, and on each subsequent Creature Phase, place a Clockwork Soldier on a random edge of the board. These Clockwork Soldiers behave differently than normal Creatures. When it comes a point to choose a random direction, Clockwork Soldiers will always move towards the special treasure token. All Corrosion Spirits always move towards the closest Construct if given the chance.

### **Treasure and Experience**

All but one of the treasure tokens in this scenario follow the standard rules. The special treasure token is treated as a normal treasure for the purpose of the scenario, but instead of rolling on the treasure table, if a warband makes it off the board with this token, the player immediately receives the Blade of Corrosion, a rare, cursed artifact. Other than that, Treasure and Experience is treated normally except:

- 10 extra experience points for each Clockwork soldier defeated by that wizards warband.
- 25 experience for each Corrosion Spirit personally defeated by that wizards warband.
- 10 experience for each wizard that comes within 6 inches of the special Treasure Token.

## ***Like Clockwork***

After much research and thorough investigation, the wizards find records of an ancient factory that designs constructs. Not an uncommon site in the frozen ruins, but unlike the most places in Frostgrave, this factory is still running. This is the place where these strange metal soldiers are coming from, and a large, sub-sentient Golem is commanding them. This Golem appears to be running the entire factory, and is using it to eliminate all threats to its army. The end objective is not clear, but if this is not stopped now, their power will only grow, and could potentially take Frostgrave.

### **Set-Up**

Although the site itself is a factory, the board should be set up almost like a standard game. If possible, a 12 inch by 12 inch sort of structure should be apparent, and placed on an edge of the board, halfway between each player. Then, randomly place The Overseer in the structure, as well as six Clockwork Soldiers. Place treasure as normal, but two of the tokens should be placed within the structure.

## **Special Rules**

In this scenario, the Clockwork Soldiers behave like normal creatures. The Overseer however, does not move for the first two Creature Phases, then behaves as normal creatures. Should The Overseer be defeated, all remaining Clockwork Soldiers collapse, and should be removed from the board.

The Overseer's power comes from it's metal army...quite literally. For each Clockwork Soldier still on the board, the Overseer gains +1 armour.

## **Treasure and Experience**

Treasure and experience is treated as normal, with the bonuses of:  
50 experience for any Wizard whose warband took out The Overseer  
50 additional experience if the Wizard personally took out The Overseer  
10 experience for each Clockwork Soldier taken out by the Wizards warband.

For each Treasure Token captured in this scenario, the Wizard may roll on this treasure table instead:

### **Treasure**

- 1-2:** Gloves of Charging (400gc)
- 3-4:** Crystal Lense (400gc)
- 5-6:** Mask of Contradiction (500gc)
- 7-8:** Rings of Transposition (300gc)
- 9-10:** Gem of Energy (400gc)
- 11-12:** Cloak of Invisibility (400gc)
- 13-14:** Stone of Fire (400gc)
- 15-16:** Artificers Codex (500gc)
- 17-18:** Grimoire of Install Magic Item (700gc)
- 19-20:** Grimoire of Reconfigure (700gc)

Should The Overseer be defeated, its core shatters, leaving behind shards of a glowing purple stone. All players still on the board when this happens

may choose to pick up one of the shards. This is treated as a Replicators  
Keystone item.