FROSTGRAVE

DARK ALCHEMY

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FOREWORD

Welcome to *Dark Alchemy*, the third mini-supplement for *Frostgrave: Fantasy Wargames in the Frozen City*. This supplement is divided into two main sections. The first is the Dark Alchemy Campaign, a set of three scenarios which is designed for either a solo player or two people playing cooperatively. Writing a set of adventures where the players essentially play against the scenario is something I have wanted to do ever since *Frostgrave* was first published. I believe it is a rare and, perhaps, neglected area of wargaming. It is also an extremely difficult one for a scenario writer – each scenario has to be carefully balanced so that it provides an interesting and challenging game without feeling either too easy or completely impossible to the player. This is even more difficult in a game like *Frostgrave* where wizards can have wildly different capabilities. In this campaign, some wizards will have an easier (or tougher!) time in specific scenarios but, over the course of the campaign, I think it should more or less balance out.

The second half of this supplement is devoted to potions. I have always been a little disappointed with the potions table in the main rulebook, so I have taken this opportunity to present a new, expanded table for the potions that can be found in the ruins. There are also a few new rules, especially for those who want to brew the more powerful potions.

So, grab a wizard sheet, pick your spells, and head off on a new adventure in the Frozen City, even if you are going solo! And, if you get the chance, jump onto one of the *Frostgrave* forums or Facebook groups and let me know what you think of the new campaign and if you would like to see more solo material for *Frostgrave*.

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