

FROSTGRAVE

HOUSE RULES

The Weirdwood

By Crittersmasher



The forest floor below the ancient tree is littered with treasure, but there is a growing sense of hostility the closer you get....

Set- Up

Place a large tree model or terrain representing a tree in the center of the board. Four special treasure tokens should be placed around the tree and within 1" of it. Place terrain on the rest of the board as you see fit. Place two normal treasure tokens according to the normal rules.

Special Rules

The tree is guarding the treasure, using its roots and branches to trap any who try to pick it up. It has the same stats as a large construct, but it has no move stat as it cannot move, and no health stat as it cannot die. Whenever someone tries to pick up one of the special treasure tokens, make a will roll of 12+. If failed, the tree will trap you as with the 'bones of the earth' spell. You can fight and defend yourself from all sources, but in order to tear away you need to win a fight roll against the tree in your next activation. If you lose you take damage as usual. If you fail the initial will roll, the treasure is still on the ground and you need to make a new will roll to pick it up again. The trapping is not considered a spell so it cannot be dispelled. The tree is also surrounded by a null field so no spells can be cast within 2" of it. The tree will not attack in the creature phase, only when someone tries to get out of its grasp.

Treasure and Experience

An additional 50 gc and 20 xp for the special treasure tokens.

Below are some "trapped" tokens. In order to avoid any creative rights claims I made the tokens myself in paint- hence the mind blowing quality.

