

# FROSTGRAVE

SECOND EDITION

## ERRATA AND FAQ

### ***Control Spells***

Control spells are: Control Animal, Control Construct, Control Demon, Control Undead & Mind Control.

If a control spell is successfully cast on a figure that is already under the effects of an active control spell, then the existing control spell is immediately cancelled. Thus, a figure may never be under the effects of multiple control spells.

If a figure is a temporary member of a warband and has a control spell cast on it, all links to its temporary warband are broken. If this control spell is subsequently cancelled, the figure becomes an uncontrolled creature.

If a figure is a permanent member of a warband and has a control spell cast on it, it remains linked to its original warband. If this control spell is subsequently resisted or cancelled, the figure reverts to its original warband. Note that, in this way, it is possible to use a control spell on a member of your own warband that is under the effects of an opponent's control spell. If successfully cast, this new control spell cancels the effects of the existing one and is then itself cancelled because it has no further effect.

### ***Page 100 - Ring of Transference***

The description for the Ring of Transference is missing. It should be: Ring of Transference – This ring may only be worn by a spellcaster. Once per game, the wearer of the ring can spend an action to transfer up to 5 points of their own Health to another member of their warband that is in line of sight, on a 1-for-1 basis. So, if the wearer spend 3 Health, they may transfer 3 Health to another warband member. This may not take the other warband member above their starting Health.

### ***Page 125 - Invisibility***

If an invisible figure makes any kind of attack, including a shooting attack, the spell is cancelled.

### ***Page 135 - Wizard Eye***

This can only be cast on a flat side of vertical terrain. (i.e. not the top). When the spellcaster casts the spell, the caster may use the eye as the origin point for any Line of Sight or Touch spell. (It cannot be used for Area Effect spells).

### ***Page 199 - Werewolf***

The Werewolf entry on the Supplemental Soldier Table should have *Perilous Dark* listed as its book. (The stats are in the main rulebook, but the means of getting one in your warband is in *Perilous Dark*.)

### ***Page 213 - Shield Spell Card***

The Shield Spell Card incorrectly lists the maximum Armour as 14. It should be 15.