

## *The Continuum Sphere*

- Secret -

*The Sphere was one of the greatest expressions of Chronomancy in ancient Felstad – a building in which you could live an entire lifetime in a single moment. If you can find even a fragment of the Sphere still standing, perhaps you could tap into its power...*

Place a gateway at least halfway across the table from your starting table edge. If either your wizard or apprentice activates while standing in the gateway, you may reveal this card and immediately make a Will Roll with a target number of 12. If successful, gain experience points equal to five times your Will Roll (e.g. a roll of 12 would gain you 60 experience points). If you roll a natural 1 on your Will Roll, the wizard or apprentice gains the Psychological Scars permanent injury (*Frostgrave*, p.53) and the Sphere shuts down – activating in the gateway yields no further effect for the rest of the game. On any other result, nothing happens, but the Sphere remains active, and your spellcasters may continue attempting Will Rolls by activating while standing in the gateway.

### **Red Herrings**

- Statue
- Runic Stone

## *Comet Strike*

- Reveal -

*The Astromantic texts were right! Last night, a comet crashed down in the Frozen City, somewhere in the Hallowed. If you can obtain a sample of that comet, its rare metals could prove valuable in certain enchantments...*

Place a pit at least halfway across the table from your starting table edge. If either your wizard or apprentice is in contact with the pit, they may spend an action to take a sample of the comet and gain 50 experience points. Additionally, if this figure survives the battle, they may add a single 'comet sample' to their wizard's vault. This item can be used to add +5 to any Casting Roll for an Enchanter spell that is cast Out of Game. Discard the comet sample after the roll, regardless of its success or failure. Other players may obtain a comet sample in the same way, but these are of lesser quality – they do not gain any experience points for acquiring one, and the sample is good for just a +2 Casting Roll bonus. There are as many comet samples as there are warbands in the game, and each warband may only obtain one comet sample.

