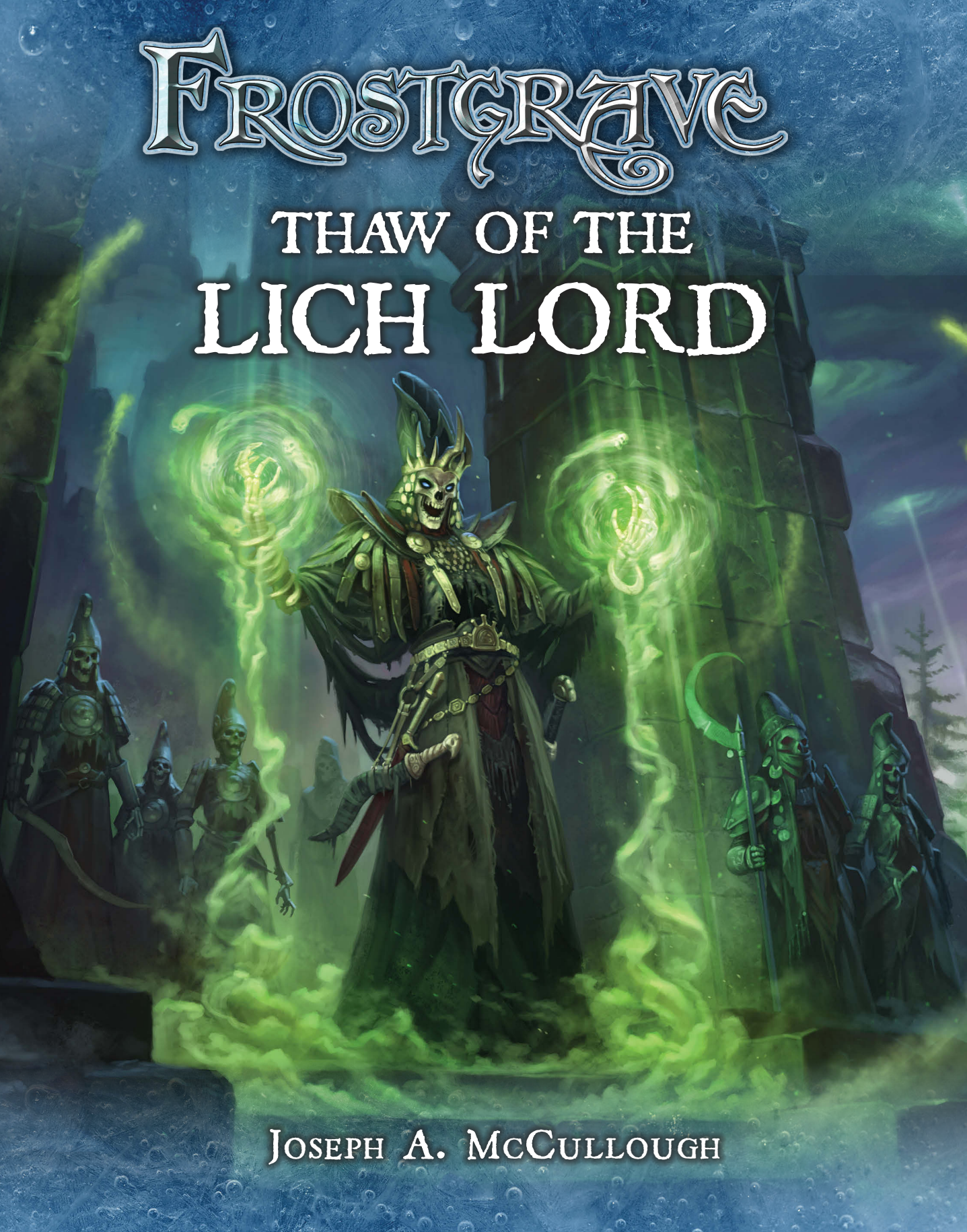

FROSTGRAVE
THAW OF THE
LICH LORD
JOSEPH A. MCCULLOUGH

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OSPREY GAMES

This electronic edition published 2015 by Bloomsbury Publishing Plc

First published in Great Britain in 2015 by Osprey Publishing,
PO Box 883, Oxford, OX1 9PL, UK
PO Box 3985, New York, NY 10185-3985, USA
E-mail: info@ospreypublishing.com

Osprey Publishing, part of Bloomsbury Publishing Plc

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A CIP catalogue record for this book is available from the British Library

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ISBN (print): 978-1-4728-1409-8
ISBN (ePub): 978-1-4728-1411-1
ISBN (ePDF): 978-1-4728-1410-4

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Osprey Publishing is supporting the Woodland Trust, the UK's leading woodland conservation charity, by funding the dedication of trees.

ACKNOWLEDGMENTS

Artwork: Dmitry Burmak
Official Frostgrave figure design: Mark Copplestone, Mike Owen, Mark Sims, Nick Collier, Giorgio Bassani and Bob Naismith
Figure painting: Dave Woodward, John Treadaway, Steve Maguire and Kevin Dallimore
Scenery: John Treadaway, Steve Maguire, Karl Perrotton and Kevin Dallimore
Photography: Kevin Dallimore
Other figures from: North Star Military Figures, Crusader Miniatures, Copplestone Castings, Wargames Foundry, Wargames Factory, Fireforge Games and Mantic Games
Scenery manufacturers: Gale Force 9, Pegasus Hobbies, Fenris Games, Ainsty Castings, Cigar Box Battles and Frontline Gaming

Official figures available from:

Nick Eyre's NORTH STAR Military Figures

www.northstarfigures.com

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Introduction

Welcome to *Thaw of the Lich Lord*, the first supplement for *Frostgrave: Fantasy Wargames in the Frozen City*. In this book, players will find ten new scenarios set during one of the most dangerous times in the history of Frostgrave, a period when an undead wizard from before the great cataclysm escapes from his imprisonment and attempts to take control of the city. While the scenarios presented here can be played in any order or used for one-off games, if they are played in the order in which they are presented, they can provide a full campaign that tells the story of the Lich Lord's attempted rise to power. The players' wizards and warbands can then become major characters in the battle to thwart the Lich Lord and, of course, grab his treasure.

The scenarios in this book are ordered so that they become more challenging and more dangerous as the campaign progresses. It would probably be unwise to take a newly generated wizard and throw him into the action in Scenario 10. Additionally, some scenarios have such a high threat level that the players may even make temporary alliances with each other in order to defeat the Lich Lord or his minions. That's fine – just remember that any such alliance is only as good as the word of your opponent.

To assist the players during the campaign, this book also includes four new soldier types that their wizards can hire. There are also new treasures that can only be found during this campaign, some of which are unique items to be won during specific scenarios. Several new spells are also presented, including the horrific Lichdom, which allows a wizard to escape his mortal flesh and become a nigh-immortal lich. A bestiary provides new threats for players to overcome, and includes many of the Lich Lord's undead servants. Finally, a new random encounter table is given for those who wish to create their own scenarios set during this tumultuous period in the history of Frostgrave.

As always, the rules, scenarios, creatures, and treasures found in this book are meant merely as the beginning. Players are encouraged to make up their own scenarios and monsters, and take their games wherever their imaginations lead them.



The Campaign

More than one thousand years ago, during Felstad's glorious age, a great wizard turned his mind to dark places. Seeking knowledge from forbidden books and the writings of madmen, he experimented in a soundless dungeon and discovered a horrific secret – immortality through undeath. Drawing upon the greatest necromantic powers, he ripped his soul from his body, then forced it back into his own lifeless corpse. In that instant, he became a creature of death, a lich of vast magic powers. Casting aside his old name, he dubbed himself the Lich Lord, and vowed to rule over all of the undead.

The new lich had little time to put his plans into action. Mere days after his transformation, the great storm arose and swept over the city. Caught off-guard by the cataclysm, the Lich Lord retreated into an indestructible sarcophagus, where he planned to wait for the storm to pass. The blizzard, however, did not pass – it raged for days and weeks. Although the Lich Lord remained safe in his sarcophagus, the terrible storm froze it solid, sealing him inside, and buried him with the entire city under incalculable tons of snow.

> ...It looked like a pool of clear water. I could even see my reflection. But beneath it was just a bottomless pit...



SCENARIO ONE

Total Eclipse

For centuries, the Lich Lord has dwelt beneath the ruined city, trapped in the frozen prison of his sarcophagus, waiting for a precise conjunction of celestial bodies to give him the power to break free.

As the warbands move through the city on their hunt for lost treasures, a darkness slowly falls on Frostgrave. Those that look up see the black shadow of the moon slowly passing across the sun. Spellcasters feel a strange tingle in their fingertips, a sense of untapped power. In the instant that the moon fully blocks out the sun, a shudder runs through the entire city…

Set-Up

The board should be set up as per a standard game of *Frostgrave*.

Special Rules

The eclipse has already started as the game begins. Due to the failing sunlight, the maximum line-of-sight on the first turn of the game is 16". No shooting attack or spell may have a target beyond this distance. At the beginning of each turn, the city grows darker, and the maximum line-of-sight is reduced by 1". This continues until the moon fully blocks the sun in a total eclipse, which occurs when the maximum line-of-sight reaches 12" (the fifth turn of the game). After this turn, the maximum line-of-sight will increase by 1" every turn for the rest of the game.

On the fifth turn, when the eclipse is total, there is a massive surge of magic throughout the city. Any spellcaster attempting to cast a spell on this turn receives +6 on his casting roll.

Treasure and Experience

Treasure for this scenario follows the rules for a standard game of *Frostgrave*.

Experience should be calculated normally with the following addition:

- 50 experience points for any wizard who is on the board during the total eclipse.



SCENARIO TWO

BATTLE ON THE RIVER

Back in the time of Felstad, the mighty Meregile River ran through the heart of the city, allowing the magic devices crafted in the city to be shipped all over the world. Every day, hundreds of boats and river craft of all descriptions would crowd the water from bank to bank. When the cataclysm struck, the river froze nearly instantly, trapping all of the boats in the ice and dooming their crews. Now that the thaw has come and the snows have begun to recede, the river has been revealed again, stretching like a frozen highway through the ruins. Numerous boats still lie trapped in the ice, preserved by the freeze. Most of these craft held rather mundane cargos, but a few might just contain rare magic treasures. It's a possibility that the wizards leading their warbands have decided is worth investigating.

Unknown to any of the warbands, the Lich Lord has dispatched a young mage in his service to retrieve a specific magic treasure located on one of the boats. When the warbands reach the river, this mage has just discovered his objective.

Set-Up

Most of the table represents the wide, icy expanse of the Meregile. Mark two opposite table edges as the banks of the river (this should be the two on which the warbands begin in a two player game). The first 6" in from these table edges represent land, everything else is solid ice. A few small ruins can be placed along the river banks, while the rest of the table should be cluttered with ruined ships. One large ship should be placed in the centre of the board.

Players should place four treasure tokens on the board, following the normal rules for placement.

This scenario can also be played with just normal ruins if ships are unavailable. In that case, just assume that the section normally covered by the river is just covered by a thick sheet of ice instead.

Special Rules

Footing on the ice is treacherous. Any time a figure wants to move for a second (or third) time in the same activation, it must first roll a die and add its Fight value. If the result is 10 or more, the figure moves as normal. If the total is less than 10, however, the figure slips on the ice. It immediately takes one point of damage and has to spend the rest of the action getting back to its feet (essentially, the action is lost).

At the beginning of the creature phase in turn three, the mage servant of the Lich Lord emerges from the wreck of the ship in the middle of the river, carrying his treasure. He will appear right next to the wreck, facing towards one of the board edges that is not lined by the riverbank (roll randomly to see which one). Unless in combat, the mage will always spend his first action to move toward the board edge he is facing. For his second action, he will try to cast Elemental Bolt at the closest target within 12". If there is no target within 12", he will spend his second action moving. The mage is wearing crampons and thus not subject to the moving on ice rules above. If the mage is in combat, he will attack. If he wins, he will push his opponent back and will then use his second action to move. The mage will never empower his spell. If the mage is killed, immediately replace the mage with a special treasure marker.

Human Mage, Servant of the Lich Lord						
M	F	S	A	W	H	Notes
6	+2	+0	12	+5	14	Sword, Elemental Bolt (12)



Treasure and Experience

The four treasure tokens placed on the board at the beginning of the game follow the normal rules for treasure. If the treasure carried by the mage is recovered, the recovering player should roll twice on the Lich Lord Treasure Table after the game to determine what he was after. This is an exception to the normal rule that only allows one roll on that table after each game.

Experience for this scenario should be calculated normally with the following additions:

- 25 experience points for any wizard that stepped onto the frozen river and survived the battle.
- 50 experience points for the wizard whose warband kills the mage.

SCENARIO THREE

LOOT THE CART

Rumours have been circulating throughout the Frozen City that a new player has come to Frostgrave. Details are vague, but most people agree that a powerful necromancer has established a base somewhere in the city. He is served by a ragtag group of death cultists that have been seen wearing cloth sacks over their heads and adorned with chains and bones. While no-one yet suspects the influence of the Lich Lord, most wizards would be happy to bring this necromancer down a peg or two – all the more so if there was some profit in it.

As it happens, word reaches the warbands that a group of death cultists was spotted out in the ruins trying to fix a broken wheel on a cart full of treasure and supplies. It sounds like too good an opportunity to miss…

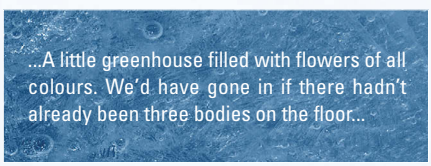
Set-up

Set up the board as per a normal game of *Frostgrave*, except that the players should only place one treasure token each. In the centre of the board, place a broken-down wagon or cart containing four treasure tokens. Place four death cultists (see Bestiary, p.55) in contact with the wagon, one facing each board edge.

Special Rules

The death cultists do not follow the normal rules for creatures. Instead, they will remain standing next to the cart and will not move except to force combat or move into combat with someone in contact with the cart. A cultist will always move and attack the closest figure that is touching the cart. If a death cultist wins a combat, they will push back the opposing figure and not take a second action if one is left.

The cultists are playing for time, waiting for reinforcements. Keep track of how many turns have passed. During the creature phase of the third turn, four ghouls (*Frostgrave*, p.112) appear on the board, in the centre of one of the board edges not used for player entry. These ghouls follow all of the standard rules for creatures.



Treasure and Experience

The wagon is loaded with valuable items. In addition to rolling for treasure normally, a wizard receives a bonus of 20gc for each treasure token recovered during this scenario.

Experience is gained as normal for this scenario with the following addition:

- 10 experience points for each death cultist or ghoul killed by a wizard's warband.

SCENARIO FOUR
The Storm of Undeath

In the weeks since the Lich Lord escaped from his prison, he has tried to keep his presence quiet, employing various agents and undead minions to gather the materials and equipment necessary for his plans. Slowly, his powers have grown. Now, he is ready to begin summoning his army of the undead. The Lich Lord knows that such a move will reveal his presence to some of the more powerful wizards that roam the ruins, but he sees these spellcasters as little more than scavengers and pirates who will soon be driven from his city.



As the warbands once again make their way into the city, the snow starts to fall and a heavy wind picks up. The sky is shot through with streaks of green light. Those with keen ears begin to hear whispers on the wind – a dry, hissing voice, speaking in an unknown language. Suddenly, green lightning splits the sky, striking the ruins. Then the dead begin to rise…

Set-Up

Using four pillars or pylons, mark out a one-foot square in the centre of the board. No other terrain should be inside the square or within 1" of the imaginary lines drawn between the pillars. The rest of the board should be crowded with the ruins of Frostgrave as per a standard game.

Six armoured skeletons (*Frostgrave*, p.111) should be placed randomly inside the square. At the start of the game, these figures should be lying down as they are not yet animated.

Four of the six treasure tokens should be placed inside the square. The other two can be placed anywhere on the board provided they follow the normal rules for placement.

Special Rules

This scenario takes place in a magically charged snowstorm. Due to the falling snow, the maximum line-of-sight in the scenario is 16". Additionally, due to the wind and poor visibility all ranged attacks, magic or mundane, are at -4.

At the end of the third turn, one player should roll a die. On a roll of 11+, a bolt of green lightning strikes each of the four pillars making up the square. Any model that is in base contact with one of the pillars when the lightning strikes, immediately suffers a +10 attack. As soon as the lightning strikes, stand up the armoured skeletons – they are now animate and follow all of the rules for creatures from this point on.

If any model (excluding wizards, apprentices, undead, demons and constructs) is killed inside the square after the lightning has struck, it must make an immediate survival roll (just as they would following a game – *Frostgrave*, p.50). If the model recovers or is badly wounded, simply remove it from the board, and consider its post-game survival roll complete (i.e. he does not have to make another roll after the game). If the soldier is 'dead', he immediately re-animates as a revenant under the control of the Lich Lord (see p.43). This revenant will behave as a standard creature for the rest of the scenario.

If the roll is 10 or less, continue to roll at the end of each turn until the lightning strikes.

Treasure and Experience

Treasure for this scenario follows the rules for a standard game of *Frostgrave*.

Experience is gained as normal for this scenario with the following additions:

- 50 experience points if the wizard is inside the square when the lightning strikes.
- 20 experience points if the wizard enters the square for the first time after the lightning strikes.
- 10 experience points for each armoured skeleton killed by the wizard's warband.
- 20 experience points for each revenant killed by the wizard's warband.

SCENARIO FIVE
Run of the Rangifer

While most of the creatures that wander the ruins of Frostgrave are of little concern to the Lich Lord, there is one group that troubles him. Prior to his escape, the rangifer had for years unwittingly thwarted his plans by destroying or interfering with his various undead agents. It was for this reason, more than any other, that the Lich Lord started employing human servants as well. Now, as the Lich Lord's power is growing rapidly, he has decided to strike back at the rangifer and make sure that they are not in a position to oppose his conquest of Frostgrave. To that end, he has sent out a handful of his most powerful servants, the wraith knights, to find and exterminate as many rangifer as possible.

During their exploration of the city, the warbands unwittingly become involved in one of these battles and encounter yet another chance to foil the Lich Lord's plans.

Set-Up

The table should be set up following the rules for a standard game. After placing the six treasure tokens, six rangifer figures should also be placed on the table, one in base contact with each of the six treasure tokens.



Special Rules

The rangifers (see Bestiary, p.57) follow the standard rules for creatures with two exceptions. If a move action would cause a rangifer to move off of the board, remove this creature from the game. Also, a rangifer will move towards and attack a wraith knight if it is the closest non-rangifer model on the table.

During the first creature phase, a wraith knight (see Bestiary, p.58) appears on the battlefield in the centre of a random board edge that was not used as a starting edge by one of the warbands. The wraith knight will always move towards the closest rangifer. This rangifer does not have to be in line-of-sight – the wraith knight can sense its presence. The wraith knight will only enter into combat with a non-rangifer model if that model is standing directly between the wraith knight and the closest rangifer. Once in combat with a non-rangifer model, the wraith knight follows the standard rules for creatures, until he is no longer in combat.

This scenario goes against the common rule that creatures not under the control of a warband will not attack other creatures. In the case where a wraith knight is fighting a rangifer, nominate one player to make the Fight roll for each model.

Treasure and Experience

Treasure for this scenario follows the rules for a standard game of *Frostgrave*. Experience is gained as normal for this scenario with the following additions:

- 50 experience points for the wizard whose warband kills the wraith knight.
- 20 experience points for each wizard for every rangifer that moves off the board.
- If the wraith knight has been killed, 20 experience points for each wizard for each rangifer that is still on the board when the games ends.



SCENARIO SIX

The House of Longreach

Just hours ago, a terrified man stumbled into one of the many taverns in the little boomtowns surrounding the Frozen City. He claimed to be running away from an undead wizard, a Lich Lord plotting to take over the whole of Frostgrave. While most of the tavern's patrons weren't interested in that, they were intrigued to hear that this Lich Lord was dispatching some of his underlings to recover a valuable treasure from the treasure room in the House of Longreach, a legendary mansion that once stood somewhere in the city. It was said that some of the doors in the house were magic portals that allowed people in the house to step into a room that could be hundreds of miles away. The treasure room was one such room and, as the name suggests, was said to contain vast wealth. As soon as the terrified man had revealed the location of the house, the tavern cleared out. The chance to find the House of Longreach was too great an opportunity to miss.

Set-Up

To play this game requires two separate tables, or two distinct areas on a single table. The first should be a standard size for a game of *Frostgrave*, typically 3' x 3'. The second should be a small 1' x 1' area.

The larger area represents the vast ruins of a great mansion that used to boast many towers and spires, staircases, halls, rooms and cellars. It should be set up as for a normal game of *Frostgrave* with a few exceptions. Before treasure tokens are placed on the board, the players should place six doorways, following the same rules as for placing treasure. These doorways are the few magic portals that have survived the destruction. They may either be parts of walls or completely freestanding archways. After the doorways have been placed, four treasure tokens should be placed as per the normal rules.

The smaller area represents the treasure room, which is located nearly a mile underground directly below the house. It can only be reached by magic teleportation through one of the doorways. It should have only minimal terrain in it, perhaps a few broken and collapsed columns or scattered pieces of furniture. One wall should have a doorway in it – the only way in or out of the room. Two treasure tokens should be placed against the wall opposite the doorway. One of these treasure tokens should be marked as being 'special' in some fashion. Two frost wraiths (see Bestiary, p.56) should be placed on either side of the treasures.

Special Rules

Each of the six doorways placed in the set-up is actually a magic teleportation field. In ages past, they were each keyed to transport someone walking through them to a specific room somewhere. Today, however, the magic has decayed and now the results of walking through a doorway are random.

Whenever a figure moves through a doorway, it should immediately roll on the table below to see what happens. It does not matter which way a figure moves through the doorway.

Magic Portal Table	
d20 roll	Effect
1–10	The figure is immediately transported to one of the other five doorways on the main table. Roll randomly to determine which. The figure may use whatever remaining movement it has and take any remaining actions.
11–13	The figure takes 2 points of damage, but nothing else happens.
14–15	The figure takes 2 points of damage, but any spell it casts in this turn or the next receives a +5 bonus to its casting roll. Otherwise, nothing else happens.
16	The figure is transported to a building in another part of Frostgrave. It takes no further part in this game, though it makes it back to its home base in time for the next game.
17–20	The figure is transported to the treasure room. Remove the figure from the board. During its next activation, it may use an action to move into the treasure room from the doorway. It does not have to take this action and may remain 'in limbo' until it chooses to step into the room.

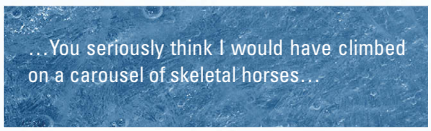


The doors only affect living creatures, so any undead or constructs that step through them do not roll and suffer no effects, continuing to move as normal.

A figure that is already in the treasure room that steps into that doorway is immediately transported to a random doorway back on the main board.

At the beginning of the creature phase on the third turn, four death cultists (see Bestiary, p.55) and a zombie troll (see Bestiary, p.58) enter via the centre point of a random board edge that wasn't used as one of the starting edges for one of the players. These creatures follow all of the normal rules for creatures except that, should these creatures be in a position to roll for random movement, they will instead use all of their movement to move to the nearest doorway. Any death cultists who reach the doorway will be transported through to the treasure room, as the Lich Lord has provided them with a magic key that will ensure they travel to the right place. As undead, the zombie troll cannot use the doors. Once he reaches a doorway, he will behave like a normal creature for the rest of the game.

Death cultists that reach the treasure room will move into the centre of the room and wait there to attack any members of a warband that might follow them. Essentially, once they reach the centre of the room, they follow the normal rules for creatures for the rest of the game. The cultists have been given a magical protection that makes them invisible to the frost wraiths, so will not be attacked by them. Otherwise, the frost wraiths also follow the normal rules for creatures.



Treasure and Experience

Five of the treasure tokens in this scenario follow the standard *Frostgrave* rules. The sixth, the special treasure token, is treated as a normal treasure for the purpose of this scenario, but if a warband makes it off the board with this token, the player immediately receives the Fire Heart Gemstone (see p.48), a rare artefact, instead of rolling on the treasure table as usual.

Experience is gained as normal for this scenario with the following additions:

- 10 experience points for each magic doorway on the main board through which the wizard passes.
- 20 experience points for any wizard that makes it to the treasure room.
- 10 experience points for each death cultist killed by the wizard's warband.
- 40 experience points if the wizard's warband kills the zombie troll.

SCENARIO SEVEN

LAIR OF THE GHOUL KING

The scavenger wizards and their little packs of mercenaries have proven more of a nuisance than the Lich Lord expected. Already he has lost time, treasure, and warriors to their constant interference. Although his plans are still proceeding, he has decided to make an example of some of these amateurs. To that end, the Lich Lord has called upon the services of one of his allies, the so-called Ghoul King.

For several weeks, the warbands have been hearing rumours of a large treasure horde concealed in a chamber beneath one of the ruined monasteries in the south-west quarter, of a vault overflowing with gold and silver reliquaries, and of a library filled with ancient texts. So persistent are the rumours that the warbands decided to investigate.



After a quick search of the area, a curious trail is found through the ice and snow, leading down a cracked and broken staircase. At the bottom of the staircase, the warband stops to light torches, before venturing deeper into the underground chamber. Then, as they take their first steps into the darkness, a large stone slab crashes down behind them, blocking their exit, and a rasping, laughing voice echoes through the darkness...

Set-Up

This scenario takes place in a vast underground chamber. At one time, the chamber was divided into numerous small rooms and cells, but many of these walls have crumbled away, turning the area into a confusing labyrinth. Set up the board as per a normal game of *Frostgrave*, but all of the terrain should either be walls, ruined walls, or piles of stone and debris. None of the terrain should have a second level.

Once all of the basic terrain has been set up, place a throne or some kind of low pedestal in the exact centre of the board. The Ghoul King (see Bestiary, p.57) should be placed on this throne. Before placing the treasure tokens, four trapdoors should be placed on the board following the same rules as for treasure. Next, two treasure tokens should be placed in base contact with the throne, on opposite sides. The other four treasure tokens should be placed following the normal rules.

Finally, each player should take two ghoul figures (*Frostgrave*, p.112), keeping them off of the board for the present.

Special Rules

The players have fallen into a trap set by the Ghoul King. When the game begins, there is no way off the board. The edges of the board count as impassable terrain in this scenario. To open up an exit, one of the players must move a figure onto the Ghoul King's throne and then spend an action to pull one of the levers he finds there. As soon as this is done, a 2"-wide doorway is opened up in the centre of a random board edge. A figure may continue to spend actions to keep pulling levers until a doorway is opened in all four board edges. Each action spent will open a door, so four actions will always open them all.

Due to the darkness of the chamber, the maximum line-of-sight for this scenario is 12".

The Ghoul King will not move from his throne until a warband figure gets within line-of-sight. Regardless of the actual terrain piece, the Ghoul King has line-of-sight in every direction while seated on his throne. After he sees a warband member, he follows the standard rules for a creature for the rest of the game.

At the beginning of each creature phase, a ghoul crawls up out of one of the trapdoors. Roll randomly to determine which one. On the turn in which it appears, a ghoul only has one action. On all subsequent turns, it has the normal two. A ghoul will not come out of a trapdoor that has a member of a warband standing directly on top of it. In this case, re-roll to see from which trapdoor the ghoul emerges.



At the end of the creature phase, a player may declare that a ghoul has dropped from the ceiling. The player may take one of the two ghouls he set aside at the beginning of the game and place that ghoul anywhere on the board. His opponent may then move the ghoul up to 2" in any direction that is clear of intervening terrain. If he has more than one opponent, the others should roll a die, with the highest roll getting to move the ghoul. This ghoul takes one action this turn, following the standard rules for creatures. On all subsequent turns, the ghoul has the normal two actions. A player may only declare one ghoul as dropping from the ceiling each turn, and only two in total over the course of the scenario.

Treasure and Experience

Treasure is determined normally for the scenario with the following addition. If a figure manages to kill the Ghoul King, it immediately gains the Amulet of the Ghoul King (see p.46). This item may take the figure over its normally allotted item slots until the end of the scenario at which point items may be rearranged amongst members of the warband as normal. This item does not count as 'treasure' for the purposes of movement or experience. It may be handed to another member of the warband within 1" with either the giver or receiver spending an action to make the exchange. If the Ghoul King is killed outside of hand-to-hand combat, leave the figure's body on the board. The first warband member to come into base contact with the body takes the amulet.

Experience is determined normally for this scenario with the following additions:

- 25 experience points if the wizard manages to exit the board.
- 75 experience points for the wizard whose warband kills the Ghoul King.
- 10 experience points for each door opened by a member of the wizard's warband.
- 10 experience points for each ghoul killed by a member of the wizard's warband.



SCENARIO EIGHT

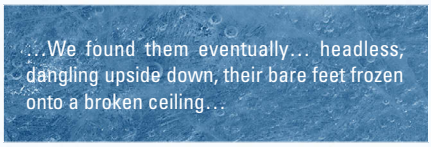
THE DARK CAULDRON

For the last couple of days a sense of doom and dread has hung over the city. Fog and mist have been constant and the ruins seem to absorb all noise. Men have been disappearing at an alarming rate. Not just the usual casualties of the ruins, but actually disappearing, dragged off into the gloom to some unknown fate. Some of the less bold wizards have already left the Frozen City, deciding to take their quest elsewhere. But nowhere else holds the promise of power and great secrets that Frostgrave does, so a few hardy souls still venture into the ruins.

While exploring some forgotten corner of the city, the warband hears a strange scraping and the jangle of a harness. Taking cover, they spy an old, rag-covered mule, pulling a heavy sledge piled high with bodies. Three rough-looking cultists, servants of the Lich Lord, guard the sledge.



For nearly an hour, the warband follows the sledge through the swirling mists, their footsteps crunching softly in the fresh snow. Then, through the broken walls, they see the glow of a fire, and then the outline of a large cauldron sitting above it. As they creep nearer, they see the sledge pull up beside the cauldron. Two more cultists appear to join the three with the sledge in lifting bodies and dumping them into the cauldron. The contents of the cauldron bubbles and crackles and, a moment later, a hand reaches up from the boiling liquid to grab onto the rim.



Set-up

In the centre of the board, set up an area, about 8" square, bordered by broken walls with lots of holes and access points. In the centre of this square, place a large cauldron, surrounded by five death cultists (see Bestiary, p.55). The rest of the board should be set up as normal. Treasure and starting warband placement follow the rules for a standard game of *Frostgrave*.

Special Rules

At the beginning of every creature phase place one zombie on top of the cauldron. It will move as normal in the turn it appears. If a figure is in base contact with the cauldron it may spend one action to tip it over. The figure can use this action as an attack against any other figure within 1" of the cauldron. This counts as a +8 shooting attack, but does no damage to undead or constructs. Once a figure has tipped over the cauldron, it will not produce any more zombies.

Because of the persistent fog, line-of-sight is reduced to 16" for this game.

Treasure and Experience

Treasure is handled as per a normal game of *Frostgrave*. However, if the game ends with one warband left on the table, and all five of the death cultists dead, the victorious warband may choose to either load up the cauldron on the abandoned sledge and take it back to their base, gaining the Dark Cauldron magic item (see p.48), or to simply destroy it.

Experience is earned as per a standard game, with the following additions:

- 10 experience points for each zombie or death cultist killed by a wizard's warband.
- 25 experience points if a member of the wizard's warband tips over the cauldron.
- 50 experience points if a wizard chooses to destroy the cauldron.

SCENARIO NINE

THE BONE WHEEL

All across the Frozen City, the Lich Lord has arranged a series of sacrifices to power some great spell. Whether by design or chance, the wizards and their warbands have stumbled across such a ritual. Through the ruins, they see a gigantic wheel, sitting some eight feet off the ground on a central axle, slowly turning in the freezing breeze. As they get closer, it becomes clear that the wheel is constructed of human bones, bound together with old leather straps. Chained and hanging from the edge of the wheel are six people, slumped and unconscious, each with a small, exquisitely jewelled bag dangling from their neck.



Set-Up

Place some sort of circle or wheel in the middle of the table. The wheel should be approximately 6" in diameter. Six treasure tokens should be placed evenly around the edge of the wheel. The rest of the board should be covered in terrain as for a normal game of *Frostgrave*.

The warbands should set up in opposite corners of the board, each deploying within 8" of its starting corner. One banshee (see Bestiary, p.54) per warband is then placed on the board, 6" away from the edge of the wheel on a direct line with the warbands' starting corners.

Special Rules

The banshees follow their normal rules as described in the Bestiary, but will never move further than 12" from the wheel. If a random move would take them beyond this distance, halt the move at the 12" mark.

Due to the magical nature of the wheel, it is impossible to climb on it. It also blocks all line-of-sight. At the end of each turn, the wheel rotates 60 degrees clockwise, essentially moving each treasure token one place clockwise. For all practical purposes, there is no point in moving the wheel until at least one treasure token has been taken.

Treasure and Experience

Players should roll for treasure as normal after the game. However, for each treasure secured, the warband also has the option to add one thug to its roster, free of charge, to represent some poor soldier saved from the Bone Wheel. This cannot take a warband over its maximum size – it must have open slots in order to add any of these thugs.

Experience should be calculated in the normal way with the following additions:

- 20 experience points for each banshee killed by the wizard's warband.
- 20 experience points for any wizard who comes into base contact with the Bone Wheel.



SCENARIO TEN

THE FINAL BATTLE

With the wizards of Frostgrave thwarting his every move, the Lich Lord summons his most powerful magic in a last bid to overawe the city and establish his dominion. In an instant, the skies above the Frozen City turn from day to night. Green lightning flashes down, blasting the ruins and creating a storm of ice and rock. Then, for a moment, the world goes silent. The storm ceases. The earth begins to shudder and groan. A screech fills the air, followed by a horrendous crack of stone. Everyone and everything in the city looks up and sees a vast slab of earth, bearing the ruins of a once-mighty fortified manor, slowly ascending

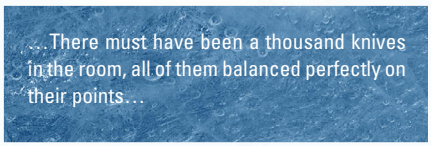


into the air. Four massive iron chains hang from it, the links thunderously clanking as they are slowly pulled skyward. In less than a minute, the chains are pulled taut, holding the floating castle over the city, just above the highest of the broken spires.

On the ground, all of the wizards amongst the ruins are hit by an ethereal shockwave as the dark magic of the Lich Lord washes over them. This is power on a level that no living mage has ever experienced. In that moment, each wizard makes a decision. Although the Lich Lord has raised his fortress above the city, he will now be at his weakest as he recovers from the efforts of casting such powerful spells. Now is the time to fight or flee. Many wizards are already gathering their magical libraries and leaving the city. A few heroic individuals know that this is the one chance they have to possibly stop a great evil from overwhelming Frostgrave and spilling out into the world at large. Some, however, have seen the power of the Lich Lord and want it for themselves.

Heroic or self-serving, a few wizards have gathered their warbands and headed for the floating fortress. The ruined streets are teaming with undead, skeletons and zombies, but for the moment they are milling around, confused and directionless. As the warbands reach the great chains that hold the fortress in place, they realize there is only one way to win the day. They will have to climb the chains and attack the castle.

This scenario is by far the most challenging in the campaign, and it is unlikely that warbands concerned with fighting each other will survive. It is recommended (though not required) that the warbands form an alliance, however temporary, while attempting to take down the Lich Lord.



Set-Up

The tabletop for this game represents the Lich Lord's floating castle. It should still be covered in ruins much like a normal game, but the entirety of one board edge should be a single long wall. Eight treasure tokens should be placed against this long wall, equally spaced. In the centre of the wall, place the Lich Lord (see Bestiary, p.60), and place two wraith knights (see Bestiary, p.58) against the wall 8" away from him, one on each side.

In the centre of the board, place six death cultists (see Bestiary, p.55). In the centre of the board edge opposite the long wall place a dozen armoured skeletons (*Frostgrave*, p.111). If your collection of miniatures doesn't include twelve armoured skeletons, zombies can be included as well.

In this scenario, warbands enter the game from the corners opposite the long wall. All of a warband's figures should be placed within 8" of the corner to start the game. If more than two players are participating in the scenario, then all players should roll a die before the game begins. The two highest-rolling players will place their warbands first. The third highest- rolling player will then set up

his warband in either corner he chooses, at the end of the first turn. He may not place any figure directly into combat with another, but he may place them as close as possible without actually touching. If there is a fourth player, he will enter through the opposite corner at the same time. Should there be more players, they will enter in the same way at the end of turn two.

If there are more than two players in the scenario, one wraith knight should be added for each additional player. These begin the game against the long wall, standing 6" away from one of the other wraith knights.

Special Rules

Because the Lich Lord is such a powerful wizard and all of the creatures on the board are either directly or indirectly under his control, it is suggested that an additional player be recruited to take on his role in this final scenario. Assuming that is not possible, creatures follow the normal rules for creature actions, with the following exceptions:

- The Lich Lord has a hierarchy of actions he will attempt to perform on every turn (see p.60).
- Any other creature will always move towards the closest member of any warband that is in line-of-sight, regardless of distance.
- If no warband member is in line-of-sight, the creature will make a single move in the direction of the nearest warband member, taking the quickest path to reach that figure.
- The wraith knights will not move until the first member of any warband gets within 12" of the long wall, at which point they will follow the same rules as other creatures in this scenario.



As the board represents a slab of earth that is floating above the city, figures are only permitted to exit the board by the great chains in each corner – from any edge within 8" of a corner point. They may exit via the corners on either end of the long wall only if the Lich Lord has been destroyed.

Unlike a normal game of *Frostgrave*, it is possible to be forced off the board by being pushed back in combat. This is the only way to involuntarily exit the board. Should this happen, any figure is treated as killed for the purposes of the game. In a campaign, any soldier or creature that falls off the board is also killed in the campaign with no post-game roll necessary. If a wizard or apprentice falls off the board, the player should roll on the survival table after the game, but any result other than 'dead' counts as a permanent injury, and a roll on the permanent injury table should be made as normal. Any figure that is pushed off the table while wearing a Ring of Slow Fall is out of the game, but otherwise unharmed.

If, at any point, the Lich Lord is killed, start a countdown at the end of the turn. The turn on which the Lich Lord was killed is 10, the end of the next turn is 9, and so on. When the countdown hits zero, the magic that is holding the castle in the air fails and it plummets to earth. Any figure still on the board at that point is treated as killed and subject to the same rules as a figure pushed off the board.

Treasure and Experience

Every treasure token recovered in this scenario is worth an extra 30gc in additional to whatever is rolled on the treasure table. Also, players may choose to roll on the Lich Lord treasure table for any, all, or none of their treasures (as opposed to the one roll that is normally allowed). Finally, a player may exchange one of his treasures for a Grimoire of Lichdom (he still receives the 30gc bonus, though). This decision must be made before rolling on any of the treasure tables.

Experience for this scenario is calculated as normal, with the following additions.

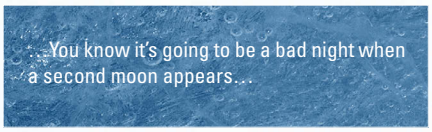
- 100 experience points for any wizard who takes part in the scenario.
- 50 experience points if any member of a wizard's warband causes damage to the Lich Lord.
- 75 experience points if any member of a wizard's warband kills the Lich Lord. This is on top of the experience reward for damaging the Lich Lord.
- 50 experience points for each wraith knight killed by a member of the wizard's warband.
- 10 experience points for each armoured skeleton or death cultist killed by a member of the wizard's warband.

Ending the Campaign

If the Lich Lord is defeated in the final scenario, then the city of Frostgrave, and perhaps the whole world, has been saved from a potential undead apocalypse. Slowly, the Frozen City will return to 'normal' and the number of undead wandering the ruins will return, more or less, to their pre-Lich Lord level. Wizards that have participated in the campaign may be eligible for the 'Death of the Lich Lord' reward (see below).

If the Lich Lord is not defeated in the final scenario, the players have a choice. They can, if they want, end the campaign on this grim note. More likely, they'll want another chance to defeat the Lich Lord. In that case, it is up to the players to create their own new scenario. Perhaps it could involve some kind of ambush, luring the Lich Lord to some pre-planned site. Whatever the scenario, the Lich Lord should always be accompanied by a pretty strong retinue, including at least a couple of wraith knights, some death cultists, and some armoured skeletons.

In theory, it is possible to continue exploring the ruins of Frostgrave with the Lich Lord floating above it while he continues to grow in power. In this case, all scenarios should feature a wandering undead creature or two. This can only last so long, however, until the Lich Lord will be too powerful and will begin using his seemingly limitless supply of undead to slowly exterminate every living thing in the Frozen City.



Optional Rule: Death of the Lich Lord

Any wizard who participates in and survives all ten scenarios in the *Thaw of the Lich Lord* campaign receives a special reward as a badge of honour – add 'Reputation – Death of the Lich Lord' to the notes on their Wizard Sheet. This represents the wizard's increased prestige amongst the ruins of Frostgrave. Soldiers are more willing to join the warband of such a legendary employer, and apprentices will actively seek out such an experienced wizard. Wizards with 'Reputation – Death of the Lich Lord' pay 5gc less whenever they hire any soldier and 10gc less when recruiting a new apprentice.





New Soldiers

Bard

Not everyone who comes to Frostgrave is searching for gold or magic. A few come in search of stories – ancient tales that were lost when the city fell or new stories of bold adventurers fighting hideous monsters. These tale-tellers and song-masters are commonly known as bards, and some have been known to join a wizard's warband to venture into the ruins. Although bards are not great fighters, they are inspirational companions, and occasionally their mere presence in a warband has been known to make the difference in a tough situation.

Any soldier in the same warband as a bard gains a +1 to all Will rolls while he is within 6" and line-of-sight of the bard. This bonus can only be gained once, no matter how many bards are in a warband. Bards do not receive this bonus to their own Will rolls, nor can they receive this bonus from another bard.

Soldier	M	F	S	A	W	H	Cost	Notes
Bard	6	+2	+0	11	+4	12	100gc	Hand Weapon, Leather Armour

CROW MASTER

While falconry is a common skill in the settlements south of Frostgrave, there are a few men who specialize in taming and training the large blood crows which have flocked to the ruins. These men are rarely good fighters themselves, but have learned to use their birds as a weapon, allowing them to strike from a distance.

To hire a crow master, a wizard must have an established base inside of Frostgrave. He must then have spent 100gc to acquire a Crow Roost upgrade for his base. Each Crow Roost so purchased allows the wizard to hire one crow master.

The crow master counts as one soldier for the purpose of the warband limit. Each crow master, however, also brings one blood crow (see Bestiary, p.54) with him, which can move and fight independently. This blood crow may not pick up treasure or carry items. If the blood crow is killed, it is replaced between battles. If the crow master is killed, a new one must be hired.

The crow master can pick up treasure, but he may not carry any other items.

Soldier	M	F	S	A	W	H	Cost	Notes
Crow Master	6	+0	+0	11	+2	10	100gc	Hand Weapon, Leather Armour, Blood Crow, Cannot carry items

JAVELINEER

The Javelineer is a soldier who goes into combat carrying a cache of javelins or short spears which he both throw and use in hand-to-hand combat. Javelineers are not overly skilled combatants, but they are the cheapest way to recruit soldiers with a ranged attack.

Javelins are treated as hand weapons when used in hand-to-hand combat. They can also be thrown up to 10". A thrown javelin is treated as a standard shooting attack and follows all of the rules for bows and crossbows. Any spell or special affect that causes a penalty to bow and crossbow attacks will also affect attacks with thrown javelins.

Javelineers carry a cache of javelins and are assumed to have enough that they will not run out during the course of a game.

Soldier	M	F	S	A	W	H	Cost	Notes
Javelineer	6	+0	+0	10	+0	10	25gc	Javelins

PACK MULE

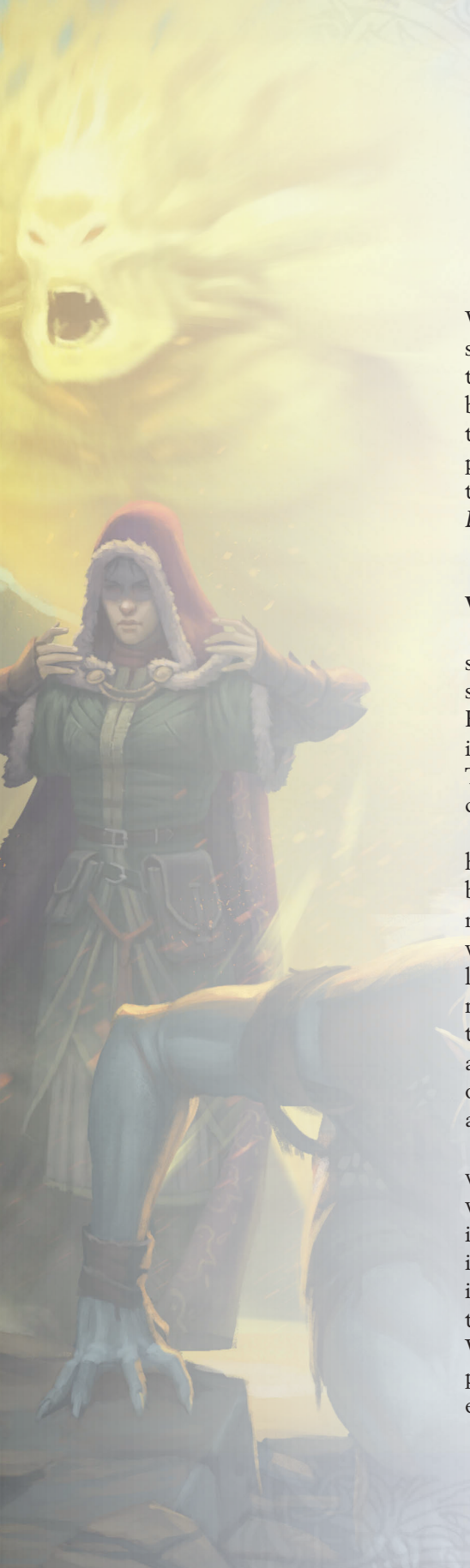
Beasts of burden are uncommon in the ruins of Frostgrave due to the broken, treacherous terrain and the general lack of fodder. Instead, many wizards have found it easier and more economical to employed unskilled labourers to carry extra gear. Nicknamed 'pack mules' by other soldiers, these overburdened henchmen normally follow close behind a wizard or apprentice in case the spellcaster should require a specific item.

Unlike other soldiers, pack mules may carry up to three items. A pack mule may spend an action to give one of the items he is carrying to another member of his warband who is within 1" and who has an open item slot. Alternatively, any warband member with an open item slot within 1" may spend one action to take an item carried by the pack mule, or to exchange an item if they prefer (for example, if they have no open item slot).

Soldier	M	F	S	A	W	H	Cost	Notes
Pack Mule	6	+0	+0	10	+0	10	20gc	Dagger, 3 item slots







New Spells

When the great blizzard overwhelmed Felstad, many magical secrets were lost. While some of those spells, including many of those listed in the *Frostgrave* rulebook, were relatively common before the cataclysm, others, such as Lichdom, were rare even then. Thus, finding a grimoire containing one of these spells is proportionately less likely. In game terms, this rarity is the reason that these spells may only be found while playing *Thaw of the Lich Lord* scenarios.

HOMUNCULUS

Witch / 14 / Out of Game

This spell may only be cast by a wizard. Before casting this spell, the wizard must spend 50gc on materials. This money is spent whether the casting roll is successful or not. A successful Homunculus spell takes a sliver of the wizard's soul and places it in a miniature clone to serve as insurance against injury and death. This clone, the homunculus, is generally stored in a jar or similar container in the wizard's vault.

While the wizard has a homunculus, he begins each game with his Health reduced by 2 (write as a split stat). He may not heal beyond this effective stat, while the homunculus exists, though he may destroy the homunculus between games if he wishes. If the wizard is ever killed during the post-game survival check, his soul leaves his body and possesses the homunculus, which rapidly matures to full size. The wizard does not gain any experience from the game in which he dies, immediately loses 2 levels and suffers a permanent reduction of 2 points to his actual Health stat, but is otherwise alive and free to participate in the next game (and may attempt to create another homunculus).

A homunculus will always represent a copy of the wizard at the very start of the first turn of a game. If the wizard goes into a game with a permanent injury, the homunculus will have that same injury. A wizard with a homunculus who suffers a permanent injury during a game may choose to commit suicide after a game in order to activate his homunculus, thus allowing him to return to life in a state that predates the injury. If he does so, however, his Will is reduced by 1 and he loses a further level in addition to the penalties above (so, a total of -3 levels, -2 Health, -1 Will and no experience from that game).

LICHDOM

Necromancer / 20 / Out of Game

This spell may only be cast by a wizard. It is a dramatic and horrifying process wherein the wizard tears his soul from his body, animates his own lifeless corpse, and then returns his soul to his new undead form. It is an agonising experience that can go catastrophically wrong, and is only practised by the most insane or foolhardy wizards. A wizard that successfully casts Lichdom immediately becomes a lich. Failure to cast this spell results in special penalties outlined in the table below.

Lichdom Spell Failure Table	
Amount By Which Casting Roll Failed	Effect
1–5	-1 level, -1 Health stat
6–10	-3 levels, -2 Health stat, -1 Will stat, 1 random permanent injury (*Frostgrave*, p.51)
11–15	-5 levels, -3 Health stat, -2 Will stat, 2 random permanent injuries (*Frostgrave*, p.51)
16–20	-8 levels, -6 Health stat, -2 Will stat, 3 random permanent injuries (*Frostgrave*, p.51)
21+	The wizard's soul is lost, and he may not be restored to life by any means.



Assuming the spell is successfully cast, the new lich is subject to the following special rules:

- Liches are undead and subject to all rules concerning undead, except as noted below.
- Liches still gain experience, but each new level costs 150 experience points.
- Liches may not increase their Fight or Shoot stats when gaining a level.
- The stat maximum for Will increases to +10; the maximum for Health increases to 25.
- Liches are immune to the Control Undead, Poison Dart and Restore Life spells, and to the effects of an Elixir of Life.
- Liches cannot cast either the Familiar or Transcendence spells.
- Liches may cast the Heal, Miraculous Cure and Restore Life spells, but they only affect undead.
- Liches casting Animal Companion receive undead versions of the animal with otherwise identical stats.
- Liches may never have rangifers in their warbands.

Except for these special rules, a lich is treated just like a living wizard. A lich may have an apprentice, either retained from prior to casting Lichdom or purchased in the normal way, who will be human and not subject to any of the special rules for liches. A lich will recruit soldiers as normal, although they will probably be an even more unsavoury bunch of fanatics, murderers and madmen.





REVENANT

Necromancer / 14 / Out of Game

A revenant is a relatively common undead creature, created when a fragment of a person's soul remains trapped in their own corpse. While the revenant retains some of the intelligence it had in life, it loses all personality, purpose, and drive, becoming a slave to the spellcaster who created it.

This spell may be cast after any game in which a soldier in the spellcaster's warband has been killed. After selecting a dead warband member, the spellcaster makes the casting roll. If the spell succeeds, the soldier is reanimated as a revenant and may fight in the next battle. The revenant has all of the same stats it had in life, with the exception of Will, which becomes +0. The revenant is undead and is subject to all spells, magical items, or other rules that target or affect the undead. It continues to wield the same weapons and wear the same armour that it did in life, even if these items were magic.

If the revenant's health reaches zero during a game, it rolls for survival just like any other soldier. However, if this results in death, the spellcaster may attempt to cast Revenant again after the game. If successful, the soldier returns to the warband at full Health, ready to fight in the next game. Each revenant continues to count as a soldier in the warband, but there is otherwise no restriction on the number of revenants that can be included in a warband. Revenant may not be cast on undead (except Revenants), constructs, or demons.







New Treasure

After playing a *Thaw of the Lich Lord* scenario, a player that has acquired treasure may exchange one roll on the regular treasure table for a roll on the **Lich Lord treasure table** below. Players may only make one roll on this table after each game, unless otherwise stated by a specific scenario.

Lich Lord Treasure Table		
d20 roll	Item	Purchase Price
1	Wraithbottle	200gc
2	Magic Spectacles	250gc
3	Sword of Undead Slaying	300gc
4	Horn of Hellfire	400gc
5	Vampire Blade	300gc
6	Quiver of the Soul Seeker	300gc
7	Boots of Leaping	250gc
8	Eyes of Amoto	300gc
9	Ring of Life	400gc
10	Unbreakable Orb	300gc
11	Ivory Scroll	–
12	Scarf of Obscurance	350gc
13	Vial of Starlight (10)	600gc
14	Crystal Rose	400gc
15	Club of Battering	300gc
16	Book of Bones	500gc
17	Book of the Rangifer	300gc
18	Grimoire of the Revenant	–
19	Grimoire of the Homunculus	–
20	Grimoire of Lichdom	–



AMULET OF THE GHOUL KING

This is a rare artefact that may only be obtained by playing the Lair of the Ghoul King scenario, or by trading for it from a player who got it by those means. It may not be purchased, but it may be sold for 500gc. The Amulet of the Ghoul King gives the wearer a +1 to all Will rolls. Furthermore, it grants a +2 to the casting roll when casting Control Undead on a ghoul. Finally, if the wearer successfully casts a Raise Zombie spell Out of Game, then a ghoul may be added to his warband in place of a zombie. The warband may still only have one zombie or ghoul in the warband at any one time.

BOOK OF BONES

Only a wizard may use this magical text. Following the instructions contained within this volume, a wizard may use the Raise Zombie spell to create an animated skeleton instead. The wizard simply casts cast Raise Zombie in the normal way, but instead of a zombie, a skeleton is added to the warband. If this spell is successfully cast Out of Game, the wizard has the option of paying 30gc to upgrade the skeleton to an armoured skeleton. The warband may still only contain one zombie, skeleton, or armoured skeleton at any one time. The wizard does not need to be carrying the book to use this ability, it may be stored in his vault.

BOOK OF THE RANGIFER

This non-magical book is the most complete text ever written about the rangifer and covers their physiognomy, culture, and what little of their history is known. It also includes a large section on their language, providing the basics for human–rangifer communication. A wizard that possesses a Book of the Rangifer may include one rangifer (see Bestiary, p.57) in his warband at a cost of 100gc. The rangifer takes the place of a soldier and is treated in all respects as a soldier and not as a creature. As rangifers hate the undead, they will not serve in a warband that includes these creatures. A wizard with a rangifer in his warband may take temporary control of an undead creature during a game, but if any undead are a part of the warband either before or after a game, the rangifer will leave and should be removed from the warband. A wizard does not have to actually carry the Book of the Rangifer in order to have a rangifer in his warband – it may be stored in his vault.

> ...It was a perfect cube, five stories high. No doors or windows, just hundreds of these holes about the size of your fist. Out of some of the holes, honey was dripping...

BOOTS OF LEAPING

A figure wearing these magical boots may use an action to make one special 'leap' move per turn. The distance of this leap will be equal to the figure's normal available movement for any given action (so a model that leaps on a first action could travel up to his Move, while one that moves and then leaps would only be able to cover a distance of half his Move). A leap ignores any penalty for rough terrain, and may be used to jump across gaps, without any run up. It can also be used to move vertically, either to scale terrain or to clear it. If climbing, the usual half-movement penalty is not applied. The boots, do not, however, provide any help with landing. Any character that leaps and lands on a surface more than 3" lower than their start point will be subject to damage for falling.

CLUB OF BATTERING

This large mace counts as a two-handed weapon. It gives the wielder +1 Fight in hand-to-hand combat. In addition, should the wielder win a fight, he may choose to push his opponent back 3" instead of the usual 1".

CRYSTAL ROSE

Back in the days of Felstad, healers used to leave Crystal Roses on the bodies of those who had been critically injured, in the hopes that these magical flowers would absorb their wounds. Today, they are extremely rare. A figure that is carrying a Crystal Rose may re-roll his survival roll after a game, but the second roll must stand, and the Crystal Rose is destroyed. Undead, constructs, and demons may not use a Crystal Rose.

DARK CAULDRON

Although listed as a magic item here, the Dark Cauldron really functions as an addition to a wizard's base. A wizard must have an established base to use the item. The Dark Cauldron provides a +1 to all Create Zombie and Revenant spells cast Out of Game. The Dark Cauldron cannot be purchased but may be sold for 250gc.

EYES OF AMOTO

This is a set of two amulets, one to be worn by a spellcaster, and one to be worn by any other member of the warband. Each amulet takes up an item slot for the models carrying them. Once per game, the spellcaster wearing one of Eyes of Amoto may use the line-of-sight of the other bearer when casting a spell. If two spellcasters are wearing the amulets, either may cast a spell using the other to draw line-of-sight, but the Eyes of Amoto can still only be used once per game. An amulet only works when used with its specific mate – if one amulet is lost, the other becomes useless. If a warband has more than one set of Eyes of Amoto, it must indicate which models have which set.

FIRE HEART GEMSTONE

This rare, magical gemstone can only be obtained by playing the The House of Longreach scenario or by trading for it from a player who obtained it by those means. It cannot be purchased but may be sold for 400gc. If the gemstone is carried by a spellcaster, he may transfer to the gemstone up to 3 points of damage he suffers from an attack, and must declare that he is doing so as soon as the damage is taken. The spellcaster may use the gemstone as many times as he wishes during a game, but must keep track of the total damage transferred – if, at any point, 5 or more points of damage are transferred to the gemstone in a single game, the gem is destroyed.

GRIMOIRE OF THE HOMUNCULUS

This grimoire contains the spell Homunculus (see p.39). A wizard in possession of the grimoire may learn the spell in the normal way. A Grimoire of the Homunculus may not be purchased – it must be discovered by rolling on the Lich Lord treasure table. Surplus copies of the grimoire may be sold as usual (*Frostgrave*, p.69).

GRIMOIRE OF LICHDOM

This grimoire contains the spell Lichdom (see p.40). A wizard in possession of the grimoire may learn the spell in the normal way. Most people consider such books to be extremely evil tomes, and a player may choose to destroy the grimoire and immediately gain 50 experience points. A Grimoire of Lichdom may not be purchased – it must be discovered by rolling on the Lich Lord treasure table. Surplus copies of the grimoire may be sold as usual (*Frostgrave*, p.69).

GRIMOIRE OF THE REVENANT

This grimoire contains the spell Revenant (see p.43). A wizard in possession of the grimoire may learn the spell in the normal way. A Grimoire of the Revenant may not be purchased – it must be discovered by rolling on the Lich Lord treasure table. Surplus copies of the grimoire may be sold as usual (*Frostgrave*, p.69).

HORN OF HELLFIRE

This small ivory horn is covered in arcane sigils that glow faintly as though lit by an internal fire. Once per game, the bearer may use an action to blow the horn and make a +5 magic shooting attack against one target in line-of-sight and within 24".



IVORY SCROLL

This is a flat piece of ivory, about the size of a man's hand, with a spell etched into its surface. When it is found, roll randomly to see what spell is holds (*Frostgrave*, p.60). The Ivory Scroll functions as a scroll with the following exceptions. It may be used once per game. After it is used, roll a die. On a 19 or 20, the Ivory Scroll cracks and is destroyed. On any other result, it survives the casting and can be used again the next game. An Ivory Scroll may be sold for 200gc, but can never be purchased.

MAGIC SPECTACLES

These Magic Spectacles appear to be a normal set of eyeglasses. The lenses offer no magnification, but they do allow the wearer to see things that are otherwise invisible. For game purposes, a figure that is wearing Magic Spectacles can see any figure currently under an Invisibility spell and may target that figure as any other. Should a figure with Magic Spectacles ever roll 'Lost Eye' on the permanent injury table, the Magic Spectacles are destroyed.

QUIVER OF THE SOUL SEEKER

This is a magic quiver that imbues any arrows it holds with the power to strike down ethereal undead and other restless spirits. Any bow or crossbow attack made by a model carrying this quiver counts as a magic attack.

RING OF LIFE

A figure wearing this ring receives +1 Fight and +1 Armour whenever he is in combat with an undead creature. In addition, all of his hand-to-hand attacks against undead creatures are considered to be magic attacks, even if the figure is not armed with a magic weapon.

SCARF OF OBSCURANCE

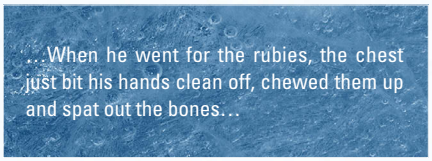
This long scarf, which can be found in a variety of colours, makes the wearer less distinct when viewed from a distance, and thus harder to target. The wearer receives +1 to his Fight rolls when rolling against any form of shooting attack.

SWORD OF UNDEAD SLAYING

This magic sword grants a bonus of +3 Fight to its wielder when fighting an undead creature. It offers no bonus against other creatures, but does count as a magic weapon.

UNBREAKABLE ORB

This is a small glass orb, filled with swirling colours. Once per game, a figure may activate the Unbreakable Orb, which surrounds the figure in an invisible, impenetrable shield. Activating the orb can only be done during the bearer's activation, but does not require the expenditure of an action. The shield lasts until the figure's next activation, and while it lasts the figure may not move, attack, shoot, force combat, cast spells, or draw line-of-sight to anything. It can pick up treasure if it is already in base contact with it. At the same time, no other figure may move into combat with the figure, nor target it with any kind of shooting attack or spell. Line-of-sight may not be drawn to a figure with an active shield. A figure may activate an Unbreakable Orb while in combat. In that case, this figure is no longer considered to be in combat, nor is any other figure considered in combat with it, though the figures remain in base-to-base contact. The figures will revert to being in combat if they are still in base-to-base contact when the figure with the orb is next activated.



VAMPIRE BLADE

This magic sword gives no bonus to Fight or damage. However, whenever the wielder damages a living opponent in combat (i.e. causes any amount of Health loss) he regains 2 points of lost Health. This may not take the wielder over his starting Health. Undead and constructs do not count as 'living opponents'.

VIAL OF STARLIGHT

This small glass vial contains a silver liquid that glows faintly at all times. The vial can be used to empower spells from the Thaumaturge school. It has 10 points of power that can be used at different times, but once they are all used the vial becomes worthless. Contrary to the normal rules for empowering spells, the Vial of Starlight can be used to empower Thaumaturge spells Out of Game.

WRAITHBOTTLE

The Wraithbottle is a small bottle containing a swirling black mist. By spending an action, a figure may throw the bottle at any target within line-of-sight and 10". The bottle breaks on impact and a wraith is released (*Frostgrave*, p.112). This wraith follows all of the normal rules for creatures. If the wraith is still around at the end of the game, it vanishes into the ruins of Frostgrave. This item is destroyed when used.

Bestiary

The rise of the Lich Lord is a unique time in the history of Frostgrave. More undead than usual wander the ruins, including some creatures that were previously only rarely encountered. To represent this, the time of the Lich Lord has its own, unique random encounter tables. These tables should be used for any scenarios created by players that are supposed to take place during this time period.

Lich Lord Random Encounter Table			
First d20 roll	1–12	13–18	19–20
Second d20 roll	Level 1 Encounter	Level 2 Encounter	Level 3 Encounter
1	Skeleton	Armoured Skeletons (2)	Armoured Skeletons (3)
2	Skeletons (2)	Ghoul	Death Cultists (4)
3	Armoured Skeletons (2)	Ghouls (2)	Ghouls (3)
4	Zombies (2)	Frost Wraith	Ghouls (3)
5	Zombies (3)	Wraith	Rangifers (3)
6	Ghouls (3)	Bear	Wraith
7	Frost Wraith	Spectre	Vampire
8	Boar	Boar	Zombie Troll
9	Giant Rat	Ice Spider	White Gorilla
10	Giant Rats (2)	Death Cultists (4)	Spectre
11	Rangifer	Snow Leopard	Large Construct
12	Ice Spider	Rangifers (2)	Minor Demon
13	Snow Leopard	Banshee	Frost Wraiths (2)
14	Zombie Troll	Medium Construct	Banshee
15	Wild Dogs (2)	Minor Demon	Snow Troll
16	Wolf	Ice Toad	Wraith Knight
17	Wraith	Wraith Knight	Snow Trolls (2)
18	Small Construct	Zombie Troll	Werewolf
19	Imp	Worm	The Ghoul King & Ghouls (4)
20	Wraith Knight	The Ghoul King & Ghouls (4)	The Lich Lord & retinue (see p.60)



Banshee

Banshees are the ethereal spirits of women who suffered some great wrong in their life and were unable to fully escape this plane of existence. While banshees will never willingly directly attack a living creature, their constant soul-shattering wail can harm and even kill the living. During a game, banshees don't follow the normal rules for creatures. Instead, if they can, they will always make a random movement for their first action, regardless of their distance or line-of-sight to any other figures. If they have a second action, they will use their wail. When a banshee wails, every non-undead and non-construct model within 6" must make a Will roll against a target of 10. Any model that does not succeed with this roll takes damage equal to the amount by which they failed.

Banshee						
M	F	S	A	W	H	Notes
9	+0	+0	10	+5	10	Undead, Immaterial (can move through terrain), Immune to non-magic weapons, Wail

Blood Crow

Ever since Frostgrave was uncovered, more and more crows have flocked to the ruins. These birds have found ready meals in the long-frozen corpses and wandering zombies. The consumption of undead flesh has made these birds large and aggressive, so that they now barely resemble their southern cousins.

Blood Crow						
M	F	S	A	W	H	Notes
9	+0	+0	14	+3	1	Animal, Flying (ignore all terrain and movement penalties)



Death Cultists

Death cultists are mortal men and women who have sworn their service to an undead master, usually in the hope of achieving some form of immortality. They normally come from the lowest rung of society and have few useful skills and little combat training. What they lack in ability, however, they make up for in fanaticism and fearlessness in the face of death. When sent out by their masters, death cultists generally conceal their identities behind masks and hoods, but proclaim their allegiances by adorning themselves with bones, chains and other symbols of death.

Death Cultist						
M	F	S	A	W	H	Notes
6	+0	+0	10	+5	10	–





Frost Wraith

Frost wraiths are a peculiar form of undead only found in the ruins of Frostgrave. Although they are ethereal undead, they have somehow have become partially frozen. Because of this semi-material form, they cannot move through terrain like other ethereal undead, and are vulnerable to normal weaponry. Their icy grasp is, however, extremely painful for living creatures.

Frost Wraith						
M	F	S	A	W	H	Notes
6	+2	+0	10	+3	6	Undead, Icy Grasp (+2 Fight when fighting living creatures)

The Ghoul King

Despite his title and appearance, the Ghoul King is a revenant, not a ghoul. How he escaped his necromantic master and rose to lead a pack of ghouls will likely never be known. The Ghoul King has been a minor power amongst the ruins since the city's rediscovery, though few wizards actually know of his existence. The Lich Lord has gained his services through a variety of promises, most of which involve vast quantities of human flesh.

The Ghoul King						
M	F	S	A	W	H	Notes
8	+4	+0	12	+6	14	Undead, Immune to Control Undead, Savage (treat as if armed with a two-handed weapon)

Rangifer

Rangifers appear to be hybrids of reindeer and man, and display some intelligence – they use and manufacture simple tools, often wear simple clothing, and possess a rudimentary language. Whether they are natural creatures or some creation of the ancient breeding pits of Felstad is no longer known but, regardless, they now represent one of the largest populations of living creatures in and around the ruins. For reasons unknown, the rangifer have an inherent hatred of the undead and will often attack such creatures on sight. They have even demonstrated an ability to defeat more powerful undead that typically require magic to vanquish.

Rangifer						
M	F	S	A	W	H	Notes
7	+2	+0	12	+3	12	Hate Undead (+1 Fight and attacks count as magic when fighting undead creatures)



Spectre

Spectres are a relatively uncommon form of ethereal undead, and resemble ghosts that glow with a faint greenish light. Unlike ghosts, however, they do not tend to haunt one particular location or area, but roam freely. Compared to other forms of ethereal undead, they are generally considered less dangerous, but are extremely quick and notoriously difficult to control.

Spectre						
M	F	S	A	W	H	Notes
9	+0	+0	10	+10	8	Undead, Immaterial (can move through terrain), Immune to non-magic weapons

Wraith Knight

Wraith knights are the most powerful creations of the Lich Lord. They appear to be suits of heavy armour containing nothing but a black emptiness and a pair of burning eyes. Although capable of some independent thought, they are unfailingly loyal to the Lich Lord and are thus immune to control by any other spellcaster. Protected by the Lich Lord's magic, wraith knights can only be harmed by magic attacks.

Wraith Knight						
M	F	S	A	W	H	Notes
6	+3	+0	10	+5	10	Undead, Immaterial (can move through terrain), Immune to non-magic weapons, Immune to Control Undead, Drain Life Force (all attacks do double damage)

Zombie Troll

Theoretically, the corpse of any living creature can be turned into a zombie but, for whatever reason, most necromancers find humanoid subjects to be far easier to reanimate. Thus, trolls are a popular choice for a death mage looking to add a little strength to his forces. While not quite as tough as their living counterparts, zombie trolls are still creatures to be feared.

Zombie Troll						
M	F	S	A	W	H	Notes
4	+4	+0	14	+2	10	Undead, Large, Huge Weapon (treat as if armed with a two-handed weapon)



The Lich Lord

If the Lich Lord has a proper name, it is now known only to himself. Long ago, he was an important figure in the city of Felstad, but slowly gave in to the lure of the darker side of magic, embracing the path of the necromancer, before finally trading his own humanity for immortality.

When the cataclysm overwhelmed Felstad, the Lich Lord had just enough time to seal himself into an ancient sarcophagus which kept him safe from the storm, but was frozen shut, keeping him trapped for a thousand years, with nothing but brief glimpses of the frozen wastes of his former home to focus his mind.

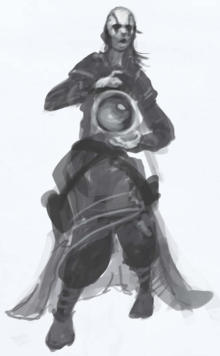
Freed at last from his long imprisonment, the Lich Lord now has one overriding desire: to reclaim his once-great city and use it as a base for his conquest of the world.

If using the Lich Lord outside of the climactic scenario of the campaign, he should always be accompanied by a sizeable bodyguard: two wraith knights, four armoured skeletons, and four death cultists is a typical retinue for him.

Ideally, any game involving the Lich Lord would have an additional player to take on the role of this evil character. If this is the case, the Lich Lord will activate in the wizard phase, and any wraith knights on the table will activate in the apprentice phase. That said, if there is no player available to take on the role of the Lich Lord, use the following rules:

> ...Look, I don't know if spiders have skeletons, and I don't care. I'm just saying that this skeleton had eight arms, or legs, or whatever...

- When the game begins, assume that the Lich Lord has already successfully cast the following spells: Elemental Shield, Time Store, and Raise Zombie (using the Book of Bones, he will have raised an armoured skeleton).
- All undead on the table that are not part of a player's warband, will be under the control of the Lich Lord. Although they still use random movement, they will not make any move that takes them away from enemy figures.
- During each of the Lich Lord's activations, he will perform as many of the following actions as he can, following this priority order:



Lich Lord Reaction Table		
Priority	Situation	Action
1	Invisible spellcaster within 12"	Cast Reveal Invisible
2	Spellcaster in line-of-sight	Cast Elemental Bolt at nearest spellcaster in line-of-sight
3	Below 12 Health	Cast Steal Health on nearest legitimate target
4	Major demon within 12"	Cast Bind Demon on nearest major demon
5	Group of enemy soldiers in line-of-sight	Cast Elemental Ball at soldier with most allies within 1.5"
6	Individual enemy soldier in line-of-sight	Cast Elemental Bolt at nearest soldier
7	No enemy in sight, starting armoured skeleton has been destroyed	Cast Raise Zombie to create a normal skeleton
8	No enemy in sight, no Elemental Shield up	Cast Elemental Shield
9	None of the above applicable	Random movement (as *Frostgrave*, p.47)

- The Lich Lord will never choose to enter combat, including forced combat. If the Lich Lord fights and wins a combat, he will push his opponent back and not follow up. If he still has an action at this point, he will use it to move as far away from any enemy figure as he safely can.
- The Lich Lord will never empower any of his spells. He will empower any Will roll he is forced to make, if he can resist the spell by empowering 5 points or fewer. He will use the three points from his Staff of Power before using his own Health. He will never empower a Will roll if doing so would take him to 10 Health or less, unless not doing so would result in his death.

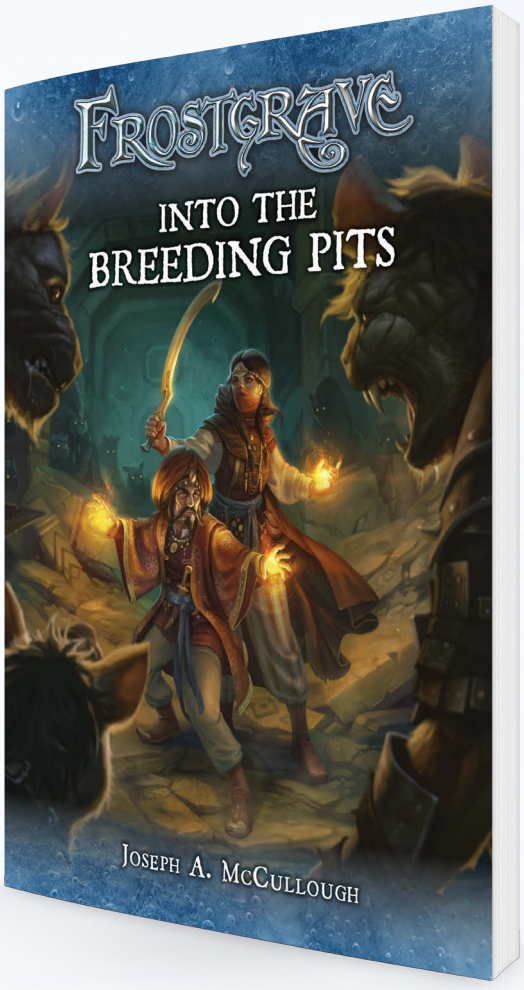
The Lich Lord						
M	F	S	A	W	H	Notes
6	+4/+5	+2	14	+5/+6	25	Undead, Immune to Control Undead
Spells	Bind Demon (10), Bone Dart (5), Bones of the Earth (6), Control Animal (12), Control Undead (6), Crumble (8), Curse (10), Decay (10), Destructive Sphere (12), Elemental Ball (10), Elemental Bolt (8), Elemental Shield (8), Fog (10), Petrify (10), Raise Zombie (6), Reveal Death (10), Reveal Invisible (10), Spell Eater (10), Steal Health (8), Strike Dead (16), Time Store (10)					
Equipment	Book of Bones, Magical Sickle (+1 Fight, already incorporated into Stats), Ring of Slow Fall, Ring of Will (+1 Will, already incorporated into Stats), Robes of Arrow Turning, Staff of Power (3)					


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UK: £9.99
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