

FROSTGRAVE

INTO THE BREEDING PITS



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INTRODUCTION

Welcome to *Into the Breeding Pits*, the second print supplement for *Frostgrave: Fantasy Wargames in the Frozen City*. With this book, players can lead their warbands into the vast network of catacombs, tunnels, sewers, and dungeons that run beneath the streets of Frostgrave. It was in these dark confines that the ancient wizards known as Beastcrafters experimented on living creatures, creating strange hybrids and deadly monsters, many of which still roam the forgotten passageways. It is a dark, deadly place, filled with traps both magic and mundane, and hideous creatures that rarely, if ever, venture to the surface.

This supplement is designed to present players with a host of new rules to bring more variety and tactical challenges to their games of *Frostgrave*. The first section presents guidelines for setting games underground, including rules for traps and secret passages. It also includes new rules for random encounters that represent how easily creatures that live in darkness can stalk their prey underground.

The book also contains many new options for wizards and their warbands. Rules are given for wizards who wish to explore the magic of the Beastcrafters, manipulating the forms of both animals and themselves. Also presented is a new category of spells – **Reaction Spells** – which add a greater tactical element to the back and forth nature of magic duels. Wizards can also hire two new soldier types that specialize in underground fighting and exploration.

Finally, the book includes several new scenarios and random encounter tables for games set underground, a treasure table filled with magic items, and an expanded bestiary cataloguing many of the weird and deadly denizens that crawled out of the ruins of the breeding pits.

As always, all of the new rules presented here are optional, and players should consult with their gaming group before adopting any of them. All of the ideas presented here are intended to make games of *Frostgrave* more fun and interesting – and if players can accomplish those goals by changing or ignoring any of these rules, they should do so.



UNDERGROUND EXPLORATION



It is perfectly possible to play games of *Frostgrave* set underground using only the rules found in the main rulebook. For players who want more variety, complexity, and a greater sense of adventuring in the dark chambers beneath the city, however, this chapter presents several optional rules that help capture this mood. Not all of the rules presented will be needed or desirable in all games, and players should feel free to pick and choose which ones they use, so long as they agree so before the game.

TABLE SET-UP

When playing games of *Frostgrave* set underground there are two main ways to set up the table. Players can either follow the guidelines presented in the main book (**Standard Set-Up**) or they can use special terrain, mats or card tiles to create a dungeon (**Dungeon Set-Up**).

Standard Set-Up

A Standard Set-Up assumes that the game is taking place in some vast cavern or chamber that is at least as big as the table itself. This chamber probably once held a number of buildings or structures that have now fallen to ruin. Or perhaps the chamber was once one giant ‘building’ itself, divided by many internal walls that are now broken or crumbling away. In either case, the table should still be packed full of ruins, with very few areas of unbroken line of sight. Players should note the rules for **Doors and Doorways** and **Ceilings**, and are otherwise free to select any of the other optional underground rules presented below.

Dungeon Set-Up

Some players may own special terrain, mats or card tiles that they can use to create a Dungeon Set-Up. This is a series of rooms connected by passageways, all of which are assumed to be fully enclosed by earth and rock. The main difference with a Dungeon Set-Up is the inclusion of **dead space** – areas of the table that represent solid earth or rock and are only accessible to certain figures (e.g. Immaterial or Burrowing creatures). Dungeon Set-Ups have a few special rules that are discussed in the **Ceilings** and **Secret Passages** sections below.

Furthermore, a Dungeon Set-Up affects certain spells as follows:

CRUMBLE

This spell has no effect on an area of dead space.

LEAP

Since all Dungeon Set-Ups are assumed to have ceilings, it is not possible to Leap over or through an area of dead space.

MUD

Dungeon Set-Ups are assumed to take place on hard stone or packed earth floors and thus the Mud spell is less effective. In Dungeon Set-Ups, Mud causes all ground within

1.5” of a target point to become rough ground for the rest of the game.

PLANE WALK

This spell can be used to pass through dead space. However, the spellcaster cannot end his move in dead space – if he did so, he would instantly die. Furthermore, a spellcaster cannot use this spell to walk through dead space to another area of a dungeon unless one of his warband is within line of sight of that area – essentially, the spellcaster has to know there is another area of the dungeon to walk to before setting forth.



WALL

In a Dungeon Set-Up, Wall spells are much less stable. All Walls cast in a Dungeon Set-Up vanish on a roll of 15+ instead of 17+. Furthermore, any figure standing next to a magically created wall may spend an action to attack it. The figure should roll a die and add its Fight. If the total is 12 or more, the Wall is immediately destroyed.

Doors and Doorways

When using a Standard Set-Up, players must decide whether the table represents one large chamber, or if it is just one section of an even larger underground space. If the latter, then treat all table edges as for a standard game of *Frostgrave*. If the table represents just one chamber, however, there will be a limited number of entry and exit points.

In this case, players should mark at least 8 different entry and exit points to the table – ideally two on each table edge. Players can use actual doorways to mark this, but experience has taught that these tend to get in the way while playing and that it is

better to just indicate them with a flat marker. Warbands must start with all of their figures within 6" of one of the doorways on their side of the table. Figures can only exit the table through doorways, although they are allowed to exit through a doorway used as an entry point by an opposing warband. Randomly encountered creatures may also use these doorways as their entry points (see **Random Encounters**, below).

Players may also use doors on any other table, whether above ground or in a Dungeon Set-Up. It takes either one action or 2" in a movement action to open or close a door. Closed doors block all line of sight. Since most of the doors in Frostgrave are old and partially ruined they cannot be locked or held against an enemy – even the weakest soldier can easily kick one down.

...It was a like a world turned upside down. A giant light was shining in the floor, and trees were growing down from the ceiling...

Ceilings

In standard games of *Frostgrave*, the sky is literally the limit in terms of vertical movement. Games set underground, however, have fixed ceilings. In games using the Standard Set-Up, the ceiling is 1" higher than the highest piece of terrain, to a minimum of 10". In games using the Dungeon Set-Up, the ceiling is 10" above the floor, unless otherwise stated in a scenario. No figure may exceed these limits during a game.

Treasure

Instead of alternating treasure placement, the players should nominate one player to place all of the treasure on the board. Taking turns, every other player can either move one piece of treasure, pass, or veto the whole set-up. If a player calls a veto, all of the treasures are removed from the board. The player who called the veto must now place all of the treasures and the process starts again. Once all of the other players have either moved a piece of treasure or passed, the positions of the treasures are fixed and players should randomly determine the board edges from which their warbands enter.



LIGHTING

No one ventures too deep into the ruins of Frostgrave without some form of light. Soldiers carry a mixture of torches, lanterns, and magic lights, while spellcasters of any school can conjure up enough light to walk safely. Such light, however, is a poor substitute for the sun, and the darkness is a major danger when exploring underground. Unless otherwise stated, all games set underground have a maximum line of sight of 20". Some scenarios that are set in particularly deep or dark places may call for a maximum line of sight of 16". No missile weapon may be fired, nor any spell cast, at a target beyond the line of sight. The one exception to this rule is figures under the effect of the Glow spell – these figures may be targeted by anyone who is within 24" and can otherwise draw line of sight.



RANDOM ENCOUNTERS

Numerous creatures live in the dark places beneath Frostgrave and, unlike humans, they are adapted to the lack of light. To represent this, the rules for random encounters in games set underground are different from those presented in the main rulebook.

The first time every treasure token is picked in a game, roll a die. On a 14+, a random creature appears on the board – roll randomly to determine the creature. After the creature has been identified, each player rolls a die and subtracts their wizard's level. The player with the highest score places the creature on the board, choosing one of the following placement options:

- Place the creature anywhere on the board that is not in line of sight of any member of any player's warband.
- Place the creature anywhere on the board that is 12" or more away from any member of any player's warband.
- Place the creature in the centre of one randomly determined board edge (or directly in front of a randomly determined table edge doorway if they are being used).

If the Random Encounter Table calls for more than one creature, the player may divide them into any number of groups, and may choose any combination of the above options when placing them.



Burrowing

Creatures with the Burrowing ability are capable of moving through the rocky walls and the ground beneath Frostgrave. If these creatures make a random move that would move them into a piece of terrain, they may pass through the terrain as though it were not there, provided they have enough movement to make it to the other side. Otherwise they stop at the terrain. In Dungeon Set-Ups, these creatures can also move through the dead space, so long as their movement is sufficient to reach another area of the board in the same activation. These creatures cannot draw line of sight through terrain and will never use this ability for anything other than random movement.



TRAPS

It is not just the wandering monsters and other wizards that make the Frozen City such a dangerous place – there are also numerous deadly traps. Some of these are ancient security measures set by the wizards of old to snare trespassers and thieves, but most are the result of magic run amok after the great cataclysm. Regardless of how they came to exist, these traps mean that any adventurer into Frostgrave would be wise to watch his step. This is especially true when delving beneath the city, where many ancient wizards kept their most precious artefacts and secret experiments.

...I don't know what Trigis stepped on, but there was a roar and a flash of light. For a second we thought that was it, but then she looked at her hands and started screaming. It wasn't until we knocked her out that we realized her hands were on the wrong arms...

Although the rules for using traps in *Frostgrave* are presented in the section for Underground Exploration, there is absolutely no reason that these rules cannot be used in standard, aboveground, games.

Springing Traps

When using traps, any time a player rolls a 1 on his initiative die roll, a trap has been sprung. This player should immediately select the target of the trap, and may select any figure on the board, regardless of who controls it. He may even select creatures that are not under anybody's control. After the target figure has been selected, the player should roll on the **Trap Table** (below) to identify the type of trap that has been sprung. Immediately apply the effects of the trap before any other actions are done in the turn.

If more than one player rolls a 1 for initiative, multiple traps have been sprung. Players should first re-roll to determine the order of initiative for the coming turn, and then follow the initiative order to select targets for the traps. After all targets have been selected, traps are rolled for on the Trap Table as normal, again following initiative order. Resolve the effects of each trap immediately before moving onto the next one.

Some traps call for the target figure to roll against a **Trap Number**. In this case, the target should immediately roll one die and add any modifiers called for in the trap description. A roll equal to or greater than the Trap Number means that the figure has avoided the trap at the last second and suffers no penalties from the trap. Furthermore, some figures are better than others at spotting and avoiding traps and receive a bonus to any roll against a Trap Number – see the **Trap Number Bonus Table**, below. So, for example, an Apprentice is forced to make a Will roll against a Trap Number of 12. She would roll one die and add 5 (+2 for her Will stat and +3 for being an Apprentice).

The bonuses listed in the Trap Number Bonus Table also apply to the target’s Fight roll if the trap calls for an attack against the target (e.g. a Thief who is the target of a Poison Dart trap will make his Fight roll at +4: +1 for his Fight stat and +3 for the Thief’s bonus against traps). Some traps call for a Move roll – in these instances, roll one die, add the target’s trap number bonus (if any) and then add their Move stat.

Trap Number Bonus Table	
Target	Bonus
Wizard, Trap Expert	+5
Apprentice, Captain, Thief, Tunnel Fighter	+3

The Trap Table below represents the most common traps found in the Frozen City. Players are encouraged to make up their own traps to either add to the table, or to create an entirely new table. Remember, however: any trap you devise might just get sprung on you!

As an optional rule, some players might want to play with ‘treasure traps’. If so, whenever a players rolls for a Random Encounter due to a treasure being picked up (*Frostgrave*, p.108), a result of 1 on the die roll means that the treasure was trapped. Roll for a trap immediately with the figure that picked up the treasure as the target.

Trap Table	
d20 roll	Trap
1	Mind Maze
2	Phosphorescent Spray
3	Pit Trap
4	Poison Dart
5	Teleport Pad
6	Explosive Rune
7	Wall of Force
8	Death From Above
9	Whispers
10	Time Slip
11	Caltrops
12	Spring-loaded Axe
13	Nullwave
14	Smoke Bomb
15	Pick Pocket
16	Cement Spray
17	Willsap
18	Siren
19	Disease
20	Personal Demon



CALTROPS

The target must make an immediate Move roll against a Trap Number of 14. If the roll is failed, the target steps on something very sharp and dangerous – caltrops, spikes, glass shards etc., and suffers -2 Move for the rest of the game or until it drinks a healing potion or has the Heal spell cast upon it. Creatures not subject to the Wounded rule (*Frostgrave*, p.41) are immune to this trap.

CEMENT SPRAY

The target must make an immediate Move roll against a Trap Number of 14. If the roll is failed, the target is sprayed on the hands with a thick goo that immediately hardens. This figure may not pick up treasure for the rest of the game. If this figure was already carrying treasure, it may not drop that treasure for the rest of the game unless it is killed.

DEATH FROM ABOVE

Immediately roll a Level 1 Encounter on the Random Encounter Table. This creature drops from the ceiling right above the target. The target must make a Move roll against

a Trap Number of 12. If it fails, place the creature directly in combat with the target. Otherwise, the target may place the creature up to 2" away, so long as the creature is in line of sight and not within 2" of another figure. This trap only ever generates one creature, even if the roll on the Random Encounter Table calls for multiple creatures – if the table calls for multiple creatures of different types, the player who controls the target of the trap may choose from among them.

...A giant glass cylinder, filled with solid ice. I don't know how, but I swear there were fish moving in there...

DISEASE

The target has been exposed to some nasty disease. The target must make an immediate Fight roll against a Trap Number of 14. Add +3 to this roll if the warband currently contains an Apothecary. If the target fails this roll, it must miss the next game while it recovers from the effects of the disease. Otherwise, it suffers no penalties in the current game.

EXPLOSIVE RUNE

The target has triggered an ancient, Explosive Rune. The target and every figure within 2" of the target immediately suffers a +5 magic shooting attack.

MIND MAZE

A glowing, hypnotic rune of swirling magical energy appears in the air in front of the target. The target must make a Will roll against a Trap Number of 12. Failure means that the target may not activate this turn. Any figure that is in combat with the target also becomes a target of the trap. A figure that moves into combat with the target during the turn must also make a Will roll with a Trap Number of 12 or lose any remaining actions. After one turn, the rune vanishes. Spellcasters of the Sigilist school are immune to this trap and are assumed to pass their Trap Number roll automatically.

NULLWAVE

This trap sends a massive shockwave of null energy tearing across the table. All spells currently in play are immediately cancelled. This will not unsummon creatures, including Familiars, but it will cancel any Control or Bind spells (including the Bind Demon inherent in a Summon Demon Spell). Additionally, all spellcasters on the table must make an immediate Will roll against a Trap Number of 14 or suffer 1 point of damage.



PERSONAL DEMON

They player who selected the target should place a minor demon on the table 2" from the target. This demon is only interested in attacking the target. When determining movement for this demon, only count the original target of the trap as being in line-of-sight. The demon will never make a random move. If a random move is called for, immediately move the demon along a straight line towards the target. This demon will not purposely enter combat with any other figure. This minor demon has a Will stat of +10.

PHOSPHORESCENT SPRAY

The target must make an immediate Move roll against a Trap Number of 16. If the roll is failed, the target is sprayed with a sticky, glowing liquid. For the rest of the game, any figure that targets the figure with a shooting attack receives a +3 to their attack roll. Additionally, any figure can draw line of sight to this figure up to a maximum distance of 24", even if the maximum line of sight for the game is less than this. Casting Glow on this figure will have no additional effect.



PICK POCKET

The target must make a Fight roll against a Trap Number of 12. If it fails, it is the victim of an unseen thief who snatches away his most valuable possession. If the target is carrying treasure that treasure token is lost. It is removed from the table and never seen again. If the figure is not carrying treasure, it loses one randomly determined item. Note that a soldier's standard equipment does not count as an item for these purposes. If a figure is carrying neither treasure nor items, then this trap has no effect.

PIT TRAP

The ground beneath the target's feet collapses into a deep, empty pit. The target must make a Move roll with a Trap Number of 14 or tumble into the pit. The pit is 4" deep and the target suffers failing damage as normal. Place a 2" square pit marker on the table. The target may climb out of the pit in the same way as climbing terrain. If the target is in combat, all figures in combat with it are also considered targets of the trap.

POISON DART

Make an immediate +5 shooting attack against the target. If the attack hits and beats the target's Armour, it causes no damage, but the target is reduced to one standard action per activation for the rest of the game or until healed by either a Heal spell or a healing potion. The remaining action does not have to be movement. Multiple poison attacks against the same target have no additional effect. Undead and constructs are immune to the effects of this trap.

SIREN

The target has triggered an ancient alarm that lets out a piercing wail. Immediately move all uncontrolled creatures that are not currently in combat 6" directly towards the target of the trap. If this move takes the creature within 1" of a figure from either warband, move the creature into combat with that figure.

SMOKE BOMB

A smoke bomb explodes under the foot of the target model. Place a 2" diameter, 2" high cloud of smoke on the table, centred on the target. The cloud blocks all line of sight. A figure inside the cloud has its maximum line of sight reduced to 2". The target must make an immediate Will roll against a Trap Number of 12. If it fails, it cannot activate in the coming turn due to choking (undead and constructs are immune to choking). The smoke cloud remains for the rest of the game, blocking line of sight but causing no further penalties to the target or anyone else entering the cloud.

SPRING-LOADED AXE

A heavy blade springs out of the wall, floor, or ceiling. Roll a +3 attack against the target. If the spring-loaded axe wins the combat, its weight means that it does an additional +2 damage.

TELEPORT PAD

The target is immediately teleported d20+5" in a random direction. If this would place the figure inside a piece of terrain, move him on top of the terrain. Otherwise, the target remains on the same horizontal plane and may fall if it was originally standing above the ground. The teleport pad will not move a figure off the table. If the random move would end with the figure off of the table, place the figure at the edge of the board instead.

...So we found this chamber, nothing in it except a stone lectern with a single book. My old boss, he walks right up to the lectern, grabs the book, and 'puff' – he's dust. Literally. Dust. My new boss, he says, "we're leaving". That's a leader I can follow...

TIME SLIP

The target must make a Will roll against a Trap Number of 12. If it fails, mark the figure's position on the table with some form of counter and then remove the figure

from the board. The figure is temporarily out of the game. At the beginning of each subsequent turn, the figure must make another Will roll against a Trap Number of 8. If the figure succeeds, it returns to the board exactly where it left. If that position is occupied, the figure returns as near to that point as possible with the controlling player deciding the exact position. A figure must continue to make Will rolls against a Trap Number of 8 every turn until it succeeds or the game ends. If the game ends with a figure still in the trap, it returns to its warband unharmed with any treasure it was carrying. Spellcasters of the Chronomancer school may choose to either automatically succeed or fail any Will roll caused by this trap.

WALL OF FORCE

The target must make a Will roll against a Trap Number of 14. If it fails, it walks into an invisible barrier that violently tosses it aside. The figure suffers an immediate +0 attack. Additionally, the figure is thrown 5" in a random direction. This movement will be halted by any terrain or another figure which is in the path of the thrown figure.

WHISPERS

The target hears the whispered voice of a loved one. The target must make a Will roll against a Trap Number of 14. If failed, a random opposing player may immediately move the figure up to 6" in any direction. This move may not bring the figure into combat with any other figure, nor within 1" of an enemy figure, nor into any other potentially damage-causing situation (e.g. off a high ledge). The target follows all of the normal rules for movement including penalties for carrying treasure and rough terrain.

WILLSAP

The target is pricked by a tiny needle or stinger and must make an immediate Will roll against a Trap Number of 14. If the target fails, its Will stat is reduced to +0 for the rest of the game. If its Will stat was already +0 or lower, it is reduced by -1 instead.

SECRET PASSAGES

Visitors to the ancient city of Felstad often commented on its narrow, twisting, labyrinthine streets and passageways, and frequently complained about the lack of a proper map. Wizards, though, like to keep their secrets, and many passages, especially those below ground, were constructed without any kind of city planning or approval, and it is unlikely that anyone could have produced an accurate map even if they had wanted to. Today, the ruins of Frostgrave are even more maze-like than before and are littered with hidden passageways, secret doors, and other magical means of transportation.

When using the Secret Passages optional rules, whenever a player rolls a 20 for initiative, it means that a member of his warband has discovered some kind of secret door or passageway. The player does not have to state which figure has found the secret passage until that figure is activated. When activated, the figure that discovered the secret passage may move *through* any vertical terrain as though it were not there. So for example, a thug who found a secret passage and decided to move for its first action could move 6", passing straight through a wall and a large pile of stones. He could then use his second action to move again, moving a further 3" and passing through a large statue. A figure using a secret passage is still hindered by movement penalties for purely horizontal rough ground such as mud or ice. A secret passage cannot be used to move through magically created terrain such as the wall produced by a Wall spell. Figures using secret passages are still subject to forced combat if they move within 1" of an enemy figure. A figure may never end its activation inside a piece of terrain. If the figure cannot move all of the way through a terrain piece during its activation, it may not enter it.

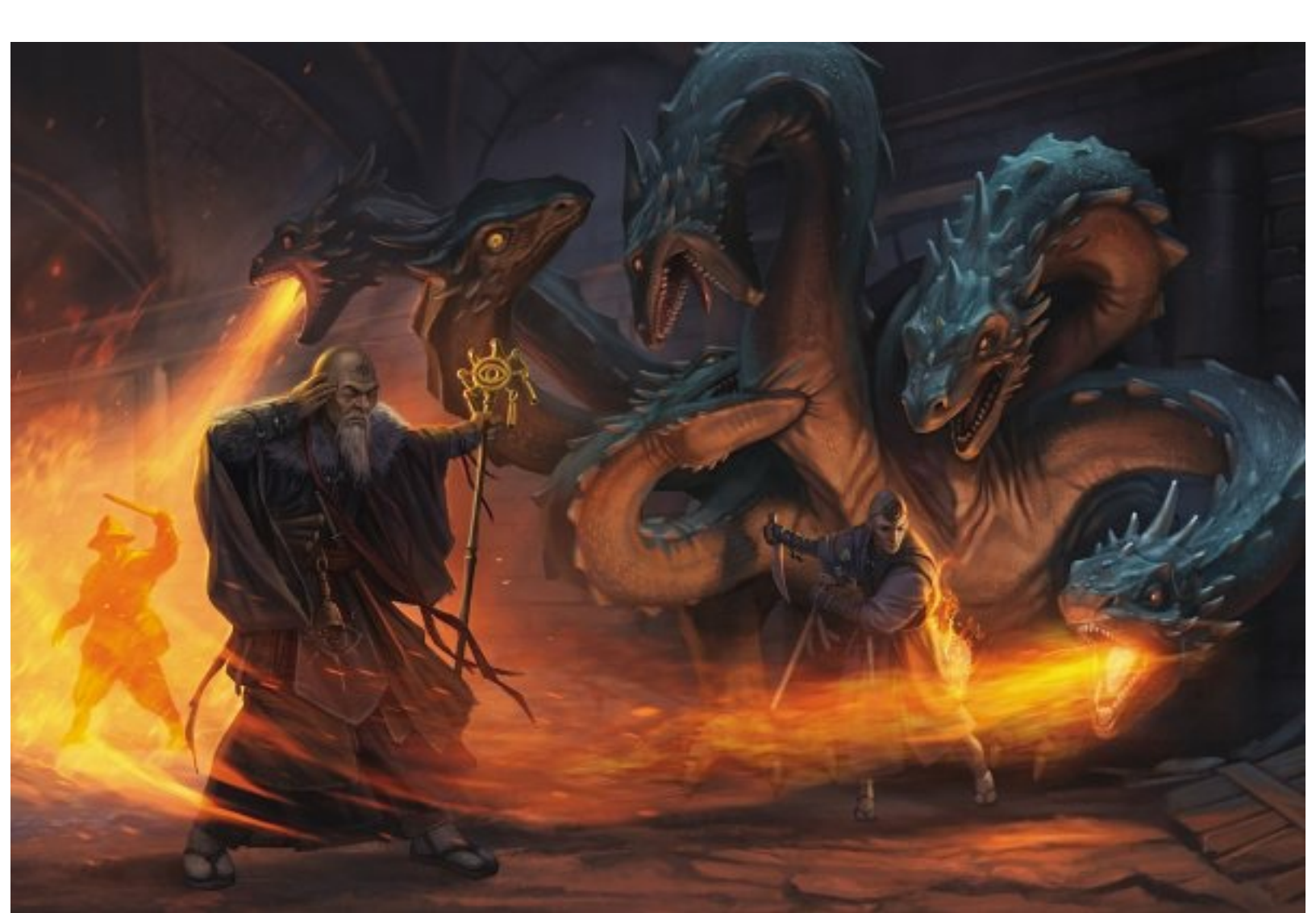
If a Dungeon Set-Up is being used, secret passages work slightly differently. A player may use a secret passage exactly as described above or he may use the secret passage to move through the 'dead space' between parts of the dungeon. In this case, a player may move his figure just as though he were on a normal tabletop, passing through walls and the dead space using his movement as normal. A figure may use all of his actions to move through dead space, but must end his activation back within the dungeon.

A secret passage is a one-off event – as soon as the figure using it completes its activation, the secret passage effectively vanishes and does not remain on the board (due to magic, cave-in or the exit being harder to find than the original entrance!). The same (or a very similar) secret passage may be discovered through the same terrain feature(s) the next time a 20 is rolled for initiative, however.

Normally, only one figure may use a secret passage, but if the figure that found the secret passage can initiate group activation (i.e. is a wizard, apprentice or captain), then all figures that activate as part of its group can use the secret passage. All figures that activate as a group and use a secret passage must end their move within 3" of the initiating figure. Otherwise, all other rules for moving through secret passages apply.

...So Jethrid fell down this pit in the floor. We heard him screaming into the darkness. Next thing we know, the screaming is coming from above us. We look up, and there's Jethrid falling through a hole in the ceiling, straight down into the same pit in the floor. He just kept falling and falling...







NEW MAGIC BEASTCRAFTERS

Amongst the most famous and feared of Felstad's underground residents were the Beastcrafters. Officially, the name belonged to a specific guild of magic, but in practice the term was applied to any wizard that worked in the breeding pits creating hybrid animals and other monsters. Most of their creations ended up in arenas or exported to foreign lands, but some were sold as guardians, mounts, or exotic pets.

Since the great cataclysm, most of the knowledge of the Beastcrafters has been lost, and even where the knowledge does still exist, the massive laboratories, vats, and animal-handling facilities demanded by their craft simply no longer exist. It would take the wealth of a kingdom and several decades of work to recreate even the smallest of ancient Felstad's breeding pits.

All of that said, there are a few remaining strains of Beastcrafter magic that tempt wizards into explorations beneath the Frozen City. The most sought-after is the formula for the Elixir of the Beastcrafter, a potion that the ancient wizards used to fuse their own blood with that of animals, allowing them a greater understanding of these creatures and also imbuing them with some of their bestial qualities. Prolonged use of the elixir also caused the imbiber to take on a more animalistic appearance, making them outcasts from polite society, and driving them to spend even more time underground with their monstrous creations.

...Next thing we know, we've stepped onto the floor of some ancient, underground arena. All around us are stands filled with people, all frozen in place, all with their thumbs pointed down...

The Elixir of the Beastcrafter

The Elixir of the Beastcrafter is a magic potion that can never be found or purchased. It can only be created by a wizard who has a copy of the Book of the Beastcrafter. To create the elixir, a wizard must spend 50gc on ingredients, then successfully cast Brew Potion. If the spell fails, the ingredients are lost. If the spell succeeds, it creates one dose of the elixir. The elixir does not have to be used immediately and can be stored in the wizard's vault.

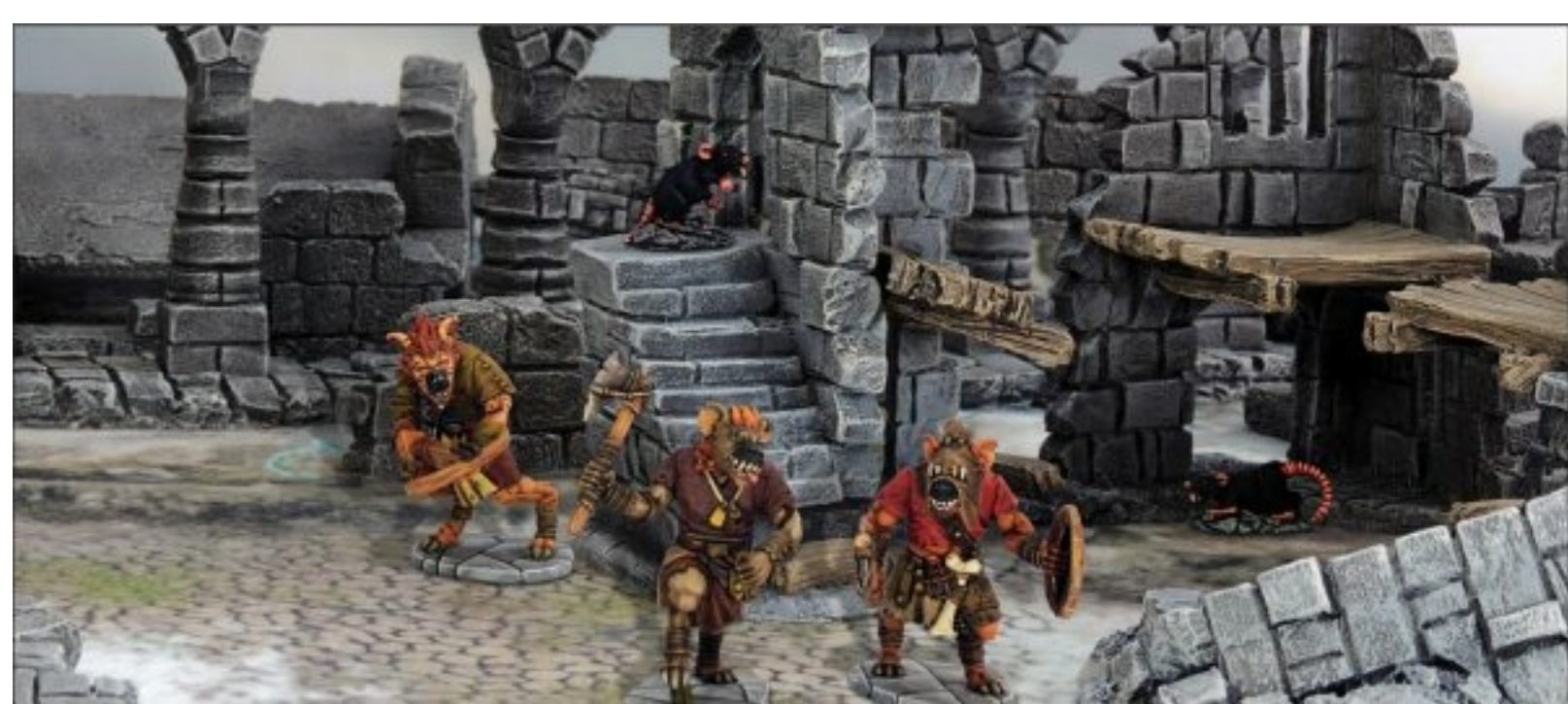
To use the elixir, a wizard must have 100 experience points ready to convert into a new level. Additionally, he must have reached the minimum level requirement for any

trait he would gain from drinking the elixir (see below). If these requirements are met, the wizard and his apprentice may drink the elixir. One dose of the elixir is enough for both spellcasters, and the apprentice *must* drink if the wizard does.

The wizard immediately goes up a level, but instead of picking an advancement as normal, both he and his apprentice gain a new trait: Beastcrafter I. This should be listed in the notes on his Wizard Sheet. If this trait is already possessed, upon drinking the elixir, the wizard and apprentice gain Beastcrafter II. If this second trait has already been attained, they gain Beastcrafter III. Subsequent doses of the elixir provide no further advantage beyond this third trait.

Each of these traits comes with special advantages and disadvantages that are outlined below.

In the event a wizard with Beastcrafter traits dies and his apprentice is promoted, the apprentice does not have to meet the minimum level requirement of any trait already obtained. He must, however, meet the minimum level requirement as normal to gain any new Beastcrafter traits. If a wizard with one or more Beastcrafter traits hires a new apprentice, this apprentice will come with the same Beastcrafter traits as the wizard that hired him.



BEASTCRAFTER I

A wizard must be at least **level 5** to acquire this trait

A spellcaster with this trait gains a better understanding of the minds of animals and how they can be manipulated and controlled. Additionally, he takes on a slightly bestial appearance – increased body hair, prominent fangs, feline eyes, a strange skin tone, etc. The exact nature of this appearance is unimportant in games terms and is left completely up to the player. This appearance gives the spellcaster an unsavoury look that makes most soldiers wary of working with him. A spellcaster with this trait gains the following advantages and disadvantages:

- +1 to all rolls to cast Control Animal.
- Adds boar and ice spider to their options when casting Animal Companion.
- All soldiers (except war hounds) cost an additional 2gc to hire.



BEASTCRAFTER II

A wizard must be at least **level 10** to acquire this trait.

A spellcaster with this trait can actually think in the language of certain animal types and has a much easier time forming friendships and gaining the trust of these creatures. He also takes on an even more bestial appearance. A spellcaster with this trait gains all of the advantages and disadvantages from the Beastcrafter I trait with the following additions:

- +1 to all rolls to cast Animal Companion.
- May have 2 Animal Companions at any one time (thus, a warband with a wizard and an apprentice could have 4 Animal Companions). Each spellcaster may still only attempt the spell once between games.
- May learn the Animal Manipulation spell from an appropriate grimoire.
- All soldiers (except war hounds) cost an additional 10gc to hire (this amount already includes the 2gc from Beastcrafter I).

BEASTCRAFTER III

A wizard must be at least **level 15** to acquire this trait.

The spellcaster now looks like a full hybrid of his natural form and that of some type of animal. Even his thought patterns are a strange mix of the two. A spellcaster with

this trait gains all of the advantages and disadvantages from the Beastcrafter I and II traits with the following additions:

- May learn the Animal Mutation spell from an appropriate grimoire.
- Selects one Animal Feature (see below).
- All soldiers (except war hounds) cost an additional 20gc to hire (this amount already includes the 10gc from Beastcrafter II).

ANIMAL FEATURES

Spellcasters that gain the Beastcrafter III trait must select one feature from the list below and add it to the notes on their Wizard Sheet. This trait must be selected upon acquiring the Beastcrafter III trait and, once chosen, can never be changed. Wizards and their apprentices must select the same trait.

Claws

The spellcaster gains claws, tusks, or some other weapon-like growth. The wizard always counts as being armed with a hand weapon even when otherwise unarmed.

Fast

The spellcaster gains heightened reflexes and speed. Increase his Move by +1.

Night Vision

The spellcaster gains +6" to his maximum line of sight in any scenario where darkness limits lines of sight.

Poison Resistance

If a spellcaster with this feature is poisoned (from any source - a Poison Dart spell, a trap, or a creature's venom), he may make a Will roll against a target number of 10 each time he is activated. No action is required to take this test. If he succeeds, he is no longer poisoned.

Scales

The spellcaster gains scales, a tough hide, or some other form of natural protection. Increase his Armour stat by +1.

Wings

The spellcaster gains wings of some description. Although not capable of true flight, the spellcaster can use them to slow a fall and to glide. The spellcaster never takes damage from falling, no matter the height. In addition, he may choose to move 1" horizontally for each full inch he falls.



NEW SPELLS

This section presents a selection of new spells that can be learned and used by the wizards in Frostgrave. Most of the spells presented here fall into two distinct categories, both of which have some fundamental differences to the spells presented in the main rulebook or the previous supplement.

Beastcrafter Spells

These spells do not fall into any of the traditional schools of magic and instead have 'Beastcrafter' listed as their school. These spells may only be learned by a wizard that has the appropriate grimoire and Beastcrafter trait. All wizards learn these spells at their base casting numbers, regardless of the wizard's school, and they may improve that number during a campaign as with any other known spell. Apprentices cast these spells at -2 as normal. It is never possible for a starting wizard to have Beastcrafter spells. Beastcrafter spells may be put onto scrolls and cast by any wizard as normal.

ANIMAL MANIPULATION

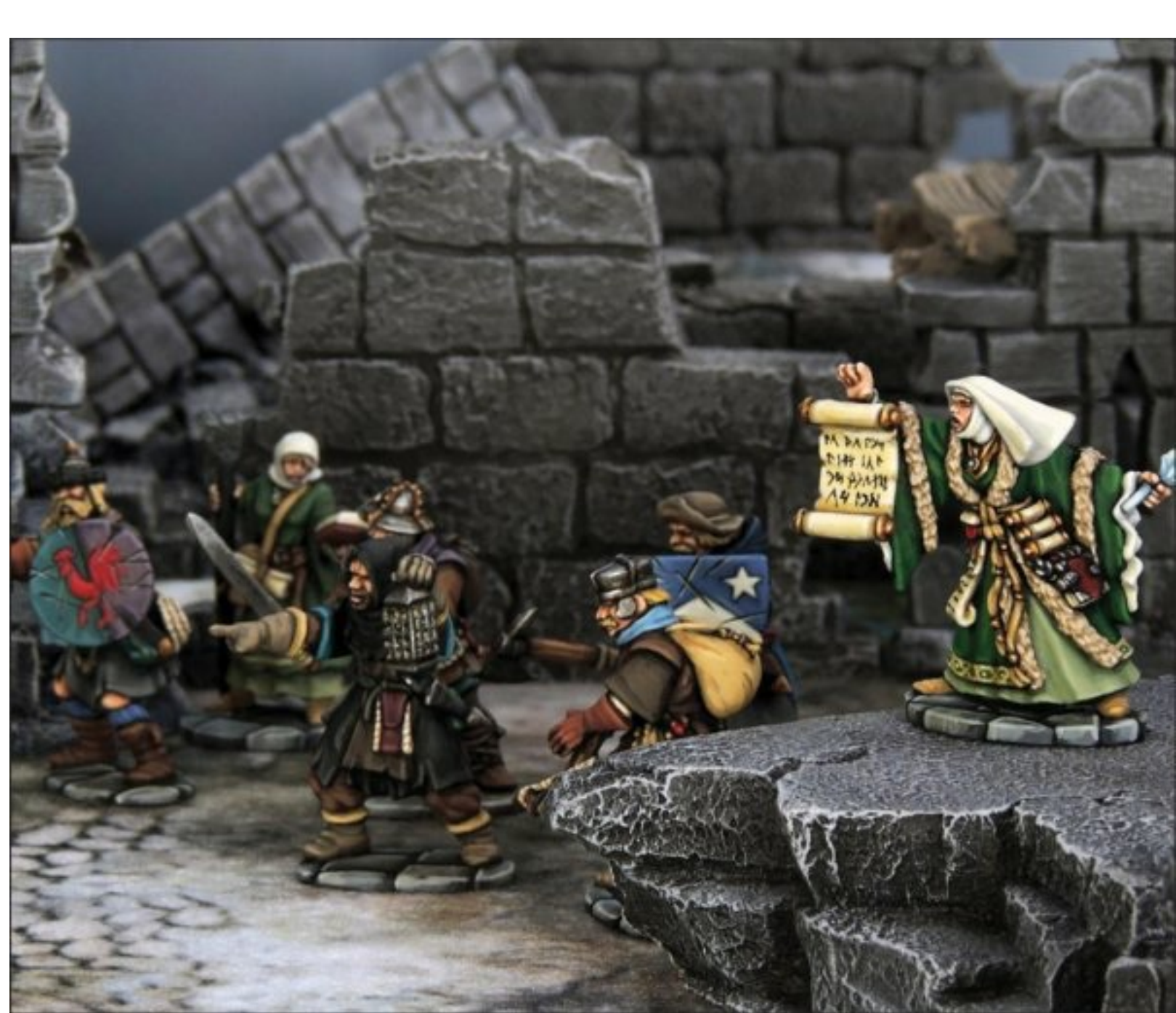
Beastcrafter / 10 / Line of Sight

The spellcaster may choose to give the target animal either +2 Fight or +2 Move for the rest of the game. When the spell is cast, the animal immediately takes 2 points of damage. If the animal is not part of the same warband as the spellcaster it can make a Will roll to resist the effects of the spell. Animals under nobody's control will always attempt this Will roll. This spell may only be learned or cast by a spellcaster with the Beastcrafter II.

ANIMAL MUTATION

Beastcrafter / 14 / Out of Game

This spell may be cast on any animal in the spellcaster's warband. The spellcaster may choose to **either** permanently increase the animal's Move, Fight, or Armour stat by +1 **or** to allow it to pick up and carry treasure just like any other soldier. Whichever option is selected, the animal also suffers a permanent -1 to Will. This spell may only be cast once upon any given animal. This spell may only be learned or cast by a spellcaster with the Beastcrafter III trait.



Reaction Spells

This is a new category of spells that are cast in a different way to the spells presented in the main rulebook. A Reaction spell may be cast at any point in the game, regardless of who is currently active in the turn, or whether or not the spellcaster attempting the spell has activated in the present turn, so long as the conditions listed within the spell are met and the spellcaster would be able to cast a spell on his next activation (e.g. he isn't suffering from a Petrify spell). If the conditions for the Reaction spell are met, the spellcaster may interrupt the turn and immediately attempt to cast the Reaction spell. The spellcaster rolls for spellcasting as normal and the results are immediately applied.

The next time a spellcaster that attempted to cast a Reaction spell activates, he is assumed to have already used one action to cast a spell. Thus, if he has only two

actions, all he may do is move. This is the case whether or not the Reaction spell was successfully cast. If the Spellcaster has three actions, he may move and take one other action.

A spellcaster that has attempted a Reaction spell may not attempt another until the end of his next activation.

If more than one player wishes to use a Reaction spell at the same time, resolve them in the same order as the current initiative sequence. In this situation, a player may change his mind after seeing the result of another player's attempt. 'Cancelling' a Reaction spell in this way does not use up an action in the next activation.

Reaction spells may never be cast from a scroll, but may be empowered as normal.

In all other ways, Reaction spells are handled as any other spell. These spells may be selected by a starting wizard, otherwise they must be learned from a grimoire as normal.



CAPTURE INCANTATION

Sigilist / 12 / Reaction

This spell captures the vocal power of a spell for later use. This spell may be cast whenever a spellcaster within line of sight of the caster declares that he is casting a spell. Before that spell is cast, roll to cast Capture Incantation. If Capture Incantation is successful, the targeted caster suffers a -5 to his casting roll. The targeted caster must continue the attempt to cast his declared spell, regardless of whether or not the Capture Incantation spell was successful. A target may only be subject to one

successful Capture Incantation spell at any one time.

Furthermore, if the caster of Capture Incantation also has Write Scroll he may, after the game, attempt to create a scroll using the last spell against which he successfully cast Capture Incantation.

For example: an Elementalist declares that she will cast Elemental Bolt at a Sigilist. The Sigilist declares she is casting Capture Incantation as a reaction. The Sigilist successfully casts the spell, so the Elementalist must now roll to attempt to cast Elemental Bolt with a -5. After the game, the Sigilist successfully casts Write Scroll and creates a scroll of Elemental Bolt even though she doesn't know that spell herself.

DEFLECT

Soothsayer / 12 / Reaction

This spell may be cast whenever the spellcaster is the target of a shooting attack generated by a spell, and allows the spellcaster to deflect that attack onto another target. For the spell to succeed, the spellcaster must roll equal to or over his casting number AND over the casting roll of the spell he is attempting to Deflect. If the spellcaster fails to cast Deflect, then the incoming attack strikes as normal. If the spellcaster succeeds in casting Deflect, he may select another target for the attack. This target can be anywhere within line of sight of the caster of Deflect and within the maximum range of the spell which generated the attack, as drawn from the caster of Deflect (so, in theory, a Deflected attack can travel up to twice its normal range – there and back again). Deflect can be used to redirect an incoming attack towards an enemy model, straight back at its original caster, or against a terrain piece or into the sky to render it ineffective. This spell may be empowered as normal. In the event that a spell generates multiple attacks against multiple figures (e.g. Elemental Ball, Scatter Shot), only the attack that would be suffered by the caster of Deflect is affected. Deflected attacks cannot subsequently be Deflected.

If the shooting attack is generated by an Explosive Rune spell, treat the casting roll as 10, unless Deflect is being cast during the activation of the spellcaster casting Explosive Rune. In that case, use the actual Casting Roll.

For example: an Elementalist casts Elemental Ball at a point 1" away from a Soothsayer. She rolls a 15 to cast the spell but declines to empower it. As the spell was a success, the Soothsayer, and any other figure within 1.5" of the target point, would suffer a +5 shooting attack. The Soothsayer, however, has Deflect with a casting number of 12 and declares that he is attempting to cast it. He rolls a 14, which beats his required casting number (12), but comes short of the Elementalist's casting roll (15). The Soothsayer spends 2 Health to empower his casting roll to 16, and the spell succeeds. The Soothsayer now selects the Elementalist as the target for the Deflected spell, and sends a +5 shooting attack back at her – she is within line of sight and 24", as per the Elemental Ball's maximum range. Any other figures within 1.5" of the Elemental Ball's original target point will still be hit, and must each suffer a +5 shooting attack as normal.

ELEMENTAL LASH

Elementalist / 12 / Reaction

This spell may be cast whenever an enemy figure comes within 1" of the spellcaster. The caster makes a +3 shooting attack against the target. If the spell does at least one point of damage, the target is moved 1" directly away from the caster, its movement ends, and any additional actions it had are lost.

FLASH

Illusionist / 8 / Reaction

This spell may be cast whenever a spellcaster is in combat. When cast, every figure in combat with the spellcaster must make a Will roll versus the casting roll of the spell. Any figure that fails this roll is reduced to one action during its next activation (or current activation if cast during an enemy activation). If ALL figures in combat with the spellcaster fail this roll, the spellcaster may immediately make a free 2" move. No figure may force combat with the spellcaster during this move, but otherwise all rules for movement apply.

...A giant hourglass, easily the size of a house, slowly running down to something. On the wall behind it was a map... Of the world I guess, but not all of the land seemed to be in the right place...

SLOWFALL

Chronomancer / 8 / Reaction OR Line of Sight

This spell allows the target to fall any distance and take no damage. This spell may be cast any time a figure falls within line of sight of the spellcaster (as with any Line of Sight spell, this includes the spellcaster himself). If the spell is successfully cast, the target falls as normal but takes no damage regardless of the distance fallen. Alternatively, this spell may be cast during a spellcaster's activation as a regular Line of Sight spell. In this case, the target of the spell may fall any distance during its next activation without taking any damage. In this case, however, the distance fallen by the figure counts against its movement allowance for the activation – if it exceeds the normal maximum movement for the activation, it must stop where it lands; if the fall is shorter than the maximum movement allowance, then the figure may, upon landing, continue to move.

Lost Spells

NIGHTMARE

Spiritualist / 12 / Out of Game

This spell comes from the extinct Spiritualist school of magic, which counts as aligned with the Necromancer and Thaumaturge schools, and neutral towards all other schools. This spell may never be learned. It may only be cast immediately before a

game. The spell targets a wizard from one of the opposing warbands in the forthcoming game. When experience is calculated after the game, the target of the spell suffers -20 experience points. This cannot take the experience earned in the game below 0. The effects of this spell continue in every subsequent game which includes both the caster and the target. This spell cannot be cancelled with Dispel or Spelleater, nor is it affected by any kind of null energy. The only way to end the effects of this spell is for the target to participate in a game in which the caster is reduced to 0 Health. As soon as this happens, the spell is cancelled. If this occurs in the game immediately following the spell being cast, the target suffers no experience penalty.





NEW SOLDIERS

TRAP EXPERT

The ruins of Frostgrave are so littered with traps that many wizards employ specialists to help navigate safely through its labyrinthine streets and passages. These trap experts are not only masters of identifying and disarming traps, but are also skilled at setting booby traps to catch unwary enemies.

To represent this, in a game where traps are being used (see [here](#)), if a player has a trap expert on the board and under his control, the first time he rolls a 2 for initiative, he may treat it as a 1 for the purposes of springing a trap (note that it is still a 2 for the purposes of initiative). A player may only use this special effect once per game, no matter how many trap experts he has in his warband.

Soldier	M	F	S	A	W	H	Cost	Notes
Trap Expert	6	+2	+0	11	+1	12	50gc	2 Daggers, Leather Armour



TUNNEL FIGHTER



Few soldiers, even hardened veterans, enjoy fighting underground. The close confines, the poor lighting, and the often treacherous footing make it a battlefield like no other. There are some, however, who excel in this environment. These tunnel fighters are generally small, tough, quick, and vicious. They favour sneaking up on opponents in the dark and dispatching them with quick brutality rather than protracted combats.

If players are using the Secret Passages rules, whenever a player rolls a 19 for initiative one of the tunnel fighters under his control on the table (player’s choice) has discovered a secret passage. Only that tunnel fighter, however, may use this secret passage.

Soldier	M	F	S	A	W	H	Cost	Notes
Tunnel Fighter	6	+3	+0	11	+1	12	80gc	2 Hand Weapons, Leather Armour

* * * *

Rules Clarification: Soldiers other than the captain who fight with a weapon in each hand already have the +1 bonus to Fight incorporated into their stat line. When determining damage, a figure uses whichever weapon has the better damage bonus – e.g. a treasure hunter always deals damage with his hand weapon instead of his dagger. A model may only ever use the magic bonuses of one weapon, even if it is allowed to

carry more than one. If a model with two weapons has one of them destroyed, it suffers a -1 Fight until the weapon is replaced, but can continued to fight with the other weapon. Only if both weapons are destroyed does the model count as unarmed.





SCENARIOS

While all of the scenarios presented in the main rulebook could be set underground, the five scenarios presented here have been written specifically for underground games. Players may select a scenario to play or roll on the table below.

Into the Breeding Pits Scenario Table	
d20 roll	Scenario
1–4	The Moving Maze
5–8	Here Comes the Flood
9–12	The Breeding Pit
13–16	The Rats in the Walls
17–20	Mating Season

THE MOVING MAZE

The warbands have wandered into a vast chamber filled with ruins and lit with a dim phosphorescent glow. Most of the ruins appear to be covered in various forms of strange fungus, some of which appear to be swaying slightly from side to side. In fact, as the warband moves closer, some of the ruins themselves actually seem to be moving...

Set-Up

Set up the board as per a standard game of *Frostgrave*. It is, however, advisable to use smaller, separate pieces of terrain, instead of large single piece elements (see below). It is also worth leaving a little more space between the terrain pieces than is normally encouraged.

Special Rules

In this scenario, the giant patches of fungus that cover the ruins are actually causing parts of them to slowly move around. To reflect this, at the start of each turn, the player who had the lowest, unmodified, initiative roll may select one piece of terrain and move it up to 4" in a straight line. The terrain piece must stop as soon as it touches another terrain piece or the edge of the table. If the terrain piece would move through a figure, that figure must be moved to the closest point so as to be out of the way of the movement of the terrain piece. Exact placement of the figure is determined by the figure's controller, but they may not move the figure into combat with a member of an enemy warband. If the terrain piece moves through multiple figures that are in combat, the placement of these figures is determined by the player who is *not* moving the terrain piece. If a figure is on the terrain piece when it moves, it is moved along with the terrain piece.

Do not roll for Random Encounters in this scenario. Instead, whenever each piece of treasure is picked up for the first time, a violent fungus enters play (see Bestiary). The violent fungus should be placed on the board following the rules for Random Encounters presented in the Underground Exploration chapter (see here). The violent fungus should be placed by a player other than the one whose warband member picked up the treasure. If there are more than two players, then all opposing players should roll a die and subtract their wizard's level – whoever scores the highest should place the violent fungus.

The maximum line of sight for this scenario is 20".



Treasure and Experience

Follow the rules for treasure as for a standard game of *Frostgrave*. Experience is gained as normal with the following addition:

- 20 experience points if either the wizard or apprentice is forced to make a Will roll against violent fungus spores.

...The air was still and dry, and the whole place should have been black as midnight, except there was a bright rainbow shining over that dark chasm...



HERE COMES THE FLOOD

The warbands have been wandering for hours, lost in the ancient sewer systems of Felstad. Instead of treasure, they have found nothing but rats and freezing cold melt water. Just as despair is about to overwhelm them, the tunnel through which they've been sloshing opens into a large chamber that used to house some form of waste processing plant. Although the plant has long been reduced to ruins, it makes a welcome change from the narrow, claustrophobic tunnels, and there might just be something of value to be found. As the warbands step into the chamber, they hear a distant crash and feel a blast of cold air rush down the tunnel they have just left...

Set-Up

This scenario should be played on a nearly square tabletop. Two perpendicular canals, both 3" wide, split the table into four equal quarters. Numerous small bridges should be placed over the canals connecting each quarter to its neighbouring quarters. Once the canals and bridges are in place, fill the rest of the table with ruins as for a standard game of *Frostgrave*. Place treasure using the guidelines presented in the Underground Exploration chapter (see here), but place one more treasure on the board than is called for in a standard game.

Special Rules

The canals are filled with freezing cold water and large chunks of ice. They are not, however, particularly deep. Figures suffer no falling damage from falling into a canal but may, however, suffer shock from the cold. Any figure that enters a canal, voluntarily or otherwise, must make an immediate Will roll against a target number of 10. If the figure fails, it takes 1 point of damage and is reduced to one action next turn. A figure must continue to make this roll every time it activates while inside a canal. Undead and constructs do not have to make this roll as they are immune to the cold. While in a canal, a figure moves at half movement and must spend 2" of movement to climb out. Furthermore, it suffers a -2 Fight (though this may not take a figure below +0).

Unfortunately for the warbands, the noise they heard just after they entered the chamber was the sound of a restraining wall collapsing in another part of the sewage system. Unknown to them, a massive wave of freezing water is rushing down the tunnels straight for them. At the end of turn three, roll a die. On a 12+, the flood bursts into the chamber. If it does not arrive, roll again at the end of turn four, with the flood hitting on a 9+. On turn five the roll drops to 6+. On turn six it becomes 3+. If it

hasn't arrived previously, the flood automatically hits at the end of turn 7.

When the flood hits, roll for a random board edge. This is the edge of the board from which the flood strikes. Immediately roll for every figure on the board as though it has been hit by a Push spell. Treat the origin of the spell as the nearest point along the flood entry board edge. Figures standing directly behind terrain receive a cover bonus as normal. Figures completely behind terrain receive a +5 cover bonus, but are still hit. Figures standing on terrain are also hit by the crashing wave of the flood. When moving a figure that has been 'pushed' by the flood, ignore intervening terrain. A figure is either washed over it or driven through it. Figures that are moved take 1 point of damage for every full 5" they are moved. Figures do not take any additional damage for falling if they are swept off a piece of terrain. In the turn following the flood, every figure caught in it (except for undead and constructs) is limited to a single action as they pick themselves up. Thereafter, they return to their normal number of actions.

If a figure is holding treasure when the flood strikes, the figure must also make a Will roll against a target number of 10. If the figure fails the roll, it has lost hold of the treasure. The treasure is moved 5" further along the path of the flood from where the figure ends up after being struck by the flood. If this places the treasure in a canal or off the board, then it has been swept away and lost. For every unsecured piece of treasure on the board when the flood strikes, roll one die. This is the number of inches the treasure is moved in a straight line away from the flood entry board edge. Ignore terrain for the purposes of this movement. Again, if the treasure ends up in a canal or off the board, then it is lost.

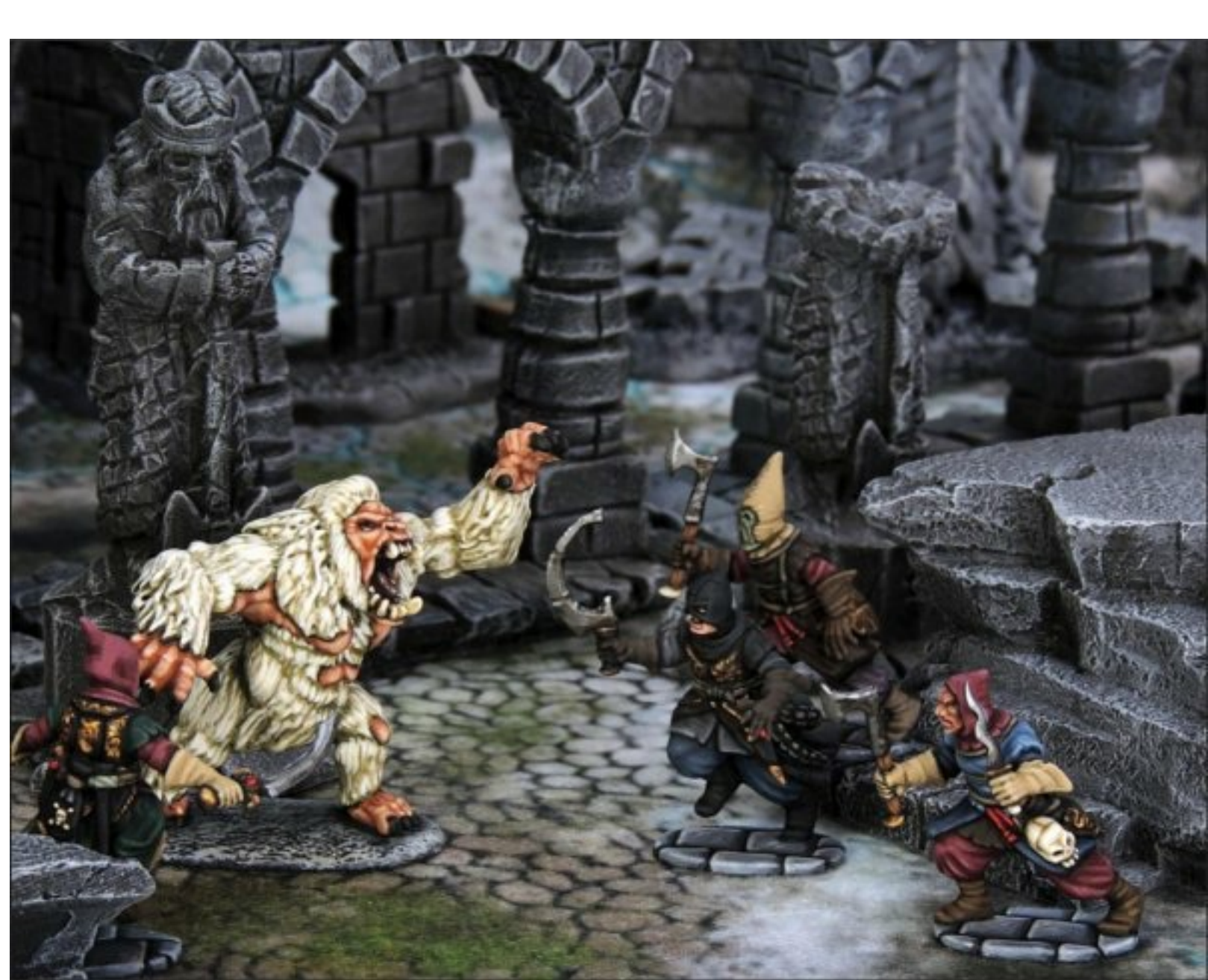
The maximum line of sight in this scenario is 20".

Treasure and Experience

Follow the rules for treasure as for a standard game of *Frostgrave*. Experience is gained as normal with the following additions:

- 20 experience points if the wizard is on the table when the flood strikes.
- 20 experience points if the apprentice is on the table when the flood strikes.
- Any captain that is on the board when the flood strikes receives an additional 10 experience points.

...The walls were covered in grey tiles, each with a rune painted on it. As we watched, the tiles slowly moved about, almost like they were working out some formula...



THE BREEDING PIT

After seemingly endless wandering, the warbands have finally discovered one of the ancient laboratories of the Beastcrafters! Who knows what scraps of knowledge were left behind, or what experiments might have survived...?

Set-Up

This scenario can be played with either a Standard Set-Up or a Dungeon Set-Up, and has no special terrain requirements.

Special Rules

Do not roll for Random Encounters when picking up treasure in this scenario. Instead, roll a Random Encounter at the end of every turn using the rules presented in the Underground Exploration chapter (see here).

The maximum line of sight in this scenario is 20”.

Treasure and Experience

Players may exchange any one treasure recovered during this scenario for the Book of the Beastcrafter. They must make this decision before rolling on the treasure table. Furthermore, the normal limit of one roll per game on the **Breeding Pits Treasure Table** does not apply after this scenario – a roll may be made on that table for every treasure recovered if a player so desires.

Calculate experience as normal for this scenario.

THE RATS IN THE WALLS

As the warbands advance through the tenebrous passageways beneath Frostgrave, they hear soft scrapings and scratching coming from the dark shadows all around. Dozens of red eyes gleam at them from the shadows, but quickly disappear if anyone approaches. Then, just as their torches catch the first hint of gold, the walls come alive in masses of black fur, and suddenly the rats are upon them...



Set-Up

This scenario can be played with either a Standard Set-Up or a Dungeon Set-Up, and has no special terrain requirements.

Special Rules

This scenario does not use the standard rules for Random Encounters. Instead, whenever a treasure is picked up for the first time in the game. Immediately place a

giant rat (*Frostgrave*, p.114) in combat with the figure that picked up the treasure. Alternatively, if a treasure is moved by some other means before it is picked up (e.g. Telekinesis), place a giant rat on the spot originally occupied by the treasure. This treasure may now safely be picked up without generating another giant rat. The giant rat follows the standard rules for creatures.

This scenario uses the rules for Traps found in the Underground Exploration chapter. However, when a player rolls for a trap, instead of selecting a target figure, the player should select a target warband and then roll randomly among the figures in that warband (including all figures under temporary control) to determine the target. Instead of rolling for a random trap, all traps in this scenario will be Death From Above and the creature will always be a giant rat.

Finally, at the end of each turn, a new giant rat should be placed on the board. The placement of this creature follows the rules for placing Random Encounters found in the Underground Exploration chapter (see here). Once placed, the giant rat follows all of the standard rules for creatures.

The maximum line of sight in this scenario is 20”.

Treasure and Experience

Roll for treasure as normal after the game but add 5gc for each soldier that made it through the game without being reduced to 0 Health. This represents loose change that they managed to scavenge from the refuse during the fight.

Experience is calculated as normal for this scenario.

MATING SEASON

Most explorers of the Frozen City never encounter a devourer as they are rare and solitary creatures. Once every few years, however, these dangerous beasts seek out one another to battle for mates. It is an epic spectacle, but one that most adventurers hope to never see...



Set-Up

This scenario can be played with either a Standard Set-Up or a Dungeon Set-Up, and has no special terrain requirements.

Special Rules

During the Creature Phase of the first turn, place one devourer (Bestiary) on the table edge in the exact centre of each warband's deployment zones. These creatures activate immediately. As long as these creatures remain at full health, they only use one action per activation to move directly towards the centre point of the table. If this causes a devourer to move into another figure, the controlling player must move the figure 1" to get out of its way. If a devourer moves through an uncontrolled creature, the player with the lowest-level wizard should move this creature 1" out of the way.

If, at any point, one of the devourers is at less than full health, treat all of the devourers on the board as though they were at less than full health for the purposes of determining their actions (Bestiary).

If, at any point, two devourers get within 6" and line of sight of one another (on a 2'x2' table), treat all devourers on the board as though they are at less than full health for the purposes of determining their actions. Adjust this distance to 10" for a 3'x3' table and 14' for a 4'x4' or larger table.

The maximum line of sight in this scenario is 20".

Treasure and Experience

Follow the rules for treasure as for a standard game of *Frostgrave*. Experience is gained as normal with the following addition:

- 50 experience points if either the wizard or apprentice is on the board during a turn in which a devourer is treated as having less than full health.

...We saw their torches first, of course, coming towards us down the passage. When they got closer we saw they were walking on the ceiling. Or maybe we were. We both decided to go back the way we had come and meet up later topside...





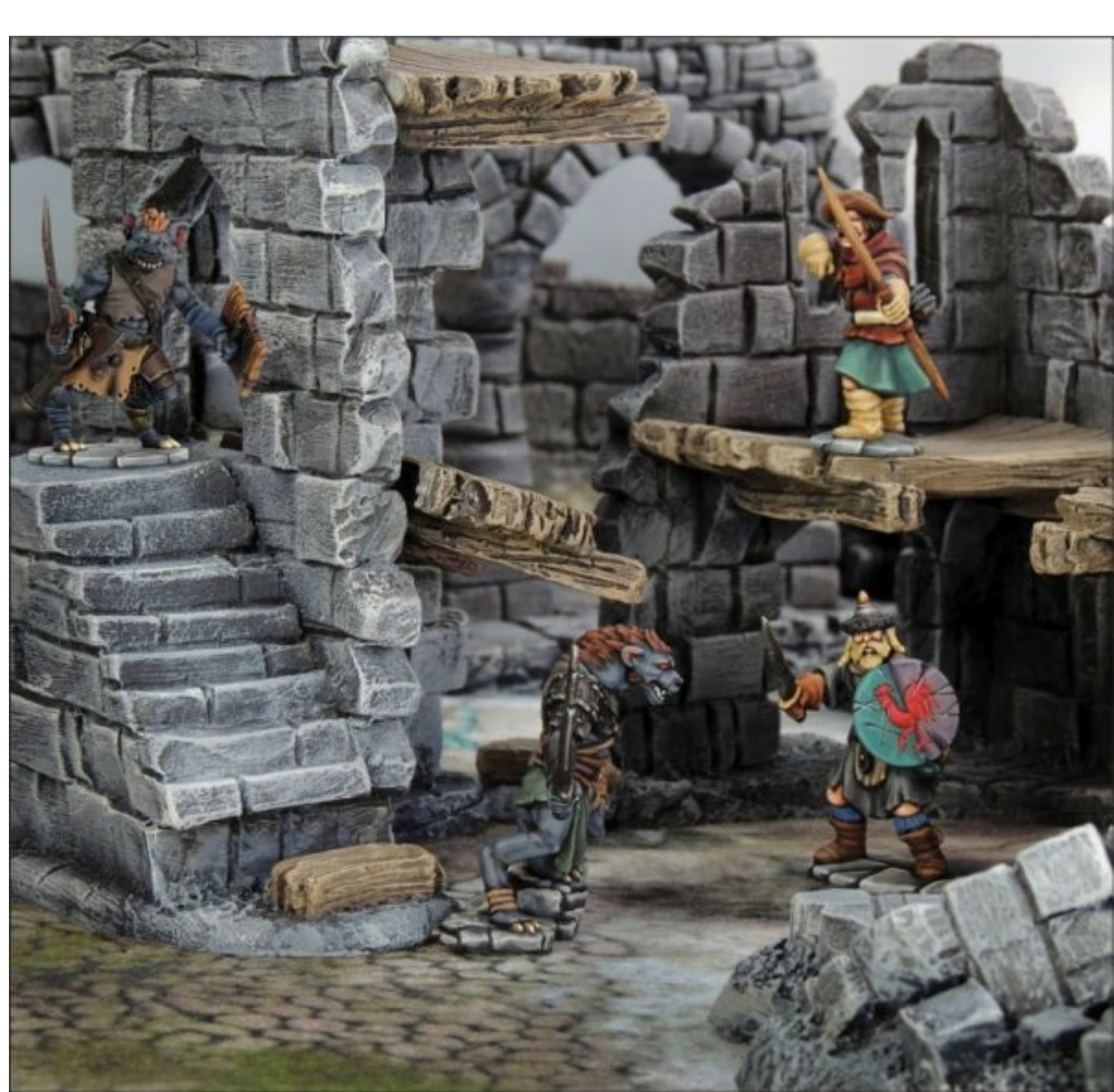


NEW TREASURE

After playing a game set beneath the city of Frostgrave, a player that has acquired treasure may exchange one roll on the regular treasure table for a roll on the **Breeding Pits Treasure Table**, below. Players may only make one roll on this table after each game, unless otherwise stated by a specific scenario.

Breeding Pits Treasure Table

d20 roll	Item	Purchase Price
1	The Iron Collar	400gc
2	Bear Armour	250gc
3	Wand of Mending	300gc
4	Flute of Fleeting Images	200gc
5	Armour of Elemental Absorption	400gc
6	Armour of Righteousness	600gc
7	Bottle of Time	500gc
8	Gloves of Runecasting	500gc
9	Spectral Blade	400gc
10	Scroll of Nightmare	300gc
11	Book of the Beastcrafter	500gc
12	Seeing Stone	300gc
13	Mirror of Foresight	250gc
14	Circlet of the Time Walker	600gc
15	Book of the Bone Binder	250gc
16	Staff of Defence	300gc
17	Thunderstrike Javelin	300gc
18	Grimoire (roll on the Breeding Pits Grimoire Table)	—
19	Grimoire (roll on the Breeding Pits Grimoire Table)	—
20	Grimoire (roll on the Breeding Pits Grimoire Table)	—



Breeding Pits Grimoire Table	
d20 roll	Spell
1-3	Elemental Lash
4-6	Deflect
7-9	Slowfall
10-12	Flash
13-15	Capture Incantation
16-18	Animal Manipulation
19-20	Animal Mutation

ARMOUR OF ELEMENTAL ABSORPTION

This suit of magic mail armour is especially effective against elemental magic. Any time the figure wearing this armour is hit by an elemental magic attack, it ignores the first three points of damage it would have otherwise taken. Elemental magic attacks include all attacks generated from spells in the Elementalist school and anything else specifically labelled as such.

ARMOUR OF RIGHTEOUSNESS

This magic mail armour may be worn only by spellcasters from the Thaumaturge school. A spellcaster wearing this armour receives +2 to his Armour, but may not cast any spells or use scrolls from the Necromancer, Elementalist, or Summoner schools.

BEAR ARMOUR

This non-magic suit of armour may only be worn by a bear, and may be given to a bear Animal Companion. This is an exception to the normal rule that these animals may not carry items. While wearing this armour, the bear receives +2 Armour and -1 Movement.

BOOK OF THE BEASTCRAFTER

This heavy tome contains the instructions necessary to create the Elixir of the Beastcrafter using the Brew Potion spell. A wizard must have this tome in his vault in order to create the elixir.

BOOK OF THE BONE BINDER

This necromantic volume teaches the secrets of creating more resilient undead. If a wizard possessing this book succeeds with an Out of Game casting of the Raise Zombie spell, the undead creature created is permanent and will stay with the warband until it is destroyed (reaches 0 Health). This creature does not count against the normal warband limit, although the warband is still limited to one creature created by this spell at a time.

...We thought we had hit the motherlode – gold coins as far as the eye could see. But when we

went to pick them up, they all sprouted little legs and scampered off through the cracks in the walls...

BOTTLE OF TIME

This magic elixir temporarily speeds up the drinker. If a figure spends an action to drink this elixir, it may then take two additional actions during this activation. One action in the activation must still be movement, but the other can be any of the player's choosing. This is a one-use item and is destroyed after use. A figure may only ever use one Bottle of Time per game.



CIRCLLET OF THE TIME WALKER

This magic circlet captures and stretches the energy produced by Chronomancy. A spellcaster who casts Time Walk while wearing this item, immediately gains one extra

action in the current activation. If a spellcaster wearing the Circlet rolls a 1 or 2 while casting Time Walk, the item is destroyed.

FLUTE OF FLEETING IMAGES

This magic musical instrument grants +1 when casting Illusionary Soldier. A spellcaster does not have to carry the Flute to gain this bonus – it can be stored in the vault.

GLOVES OF RUNECASTING

A spellcaster who casts Explosive Rune while wearing these magic gloves may place the explosive rune anywhere within 3" and line of sight.

IRON COLLAR

This magic collar may be given to either a warhound or a wolf Animal Companion. This is an exception to the normal rule that these animals may not carry items. While wearing the Iron Collar, the animal gains +2 Fight, +2 Armour, and +1 Will. Only one Iron Collar may be worn by an animal at any time.

MIRROR OF FORESIGHT

A wizard must have established a base to use this magic item. The wizard does not have to carry this item to use it – it can be stored in his vault. This magic mirror allows a wizard who knows the Awareness spell to cast it Out of Game. The wizard may attempt the spell immediately before a game – if successful, he starts the game with Awareness already active.

...He put on the helmet, closed the visor, and fought the rest of the battle like some kind of ancient hero. Then, after the last of them ran away, he just dropped dead. When we finally got the helmet off him, there was nothing inside...

SCROLL OF NIGHTMARE

This scroll contains the Nightmare spell from the extinct Spiritualist school of magic (see here).

SEEING STONE

This magic gemstone is usually worked into a piece of jewellery. If a spellcaster casts Awareness while wearing this stone, he gains +3 to his initiative rolls for the rest of the game (instead of the usual +1). This can be combined with the Mirror of Foresight.

SPECTRAL BLADE

When a figure wields this magic hand weapon, it treats all opponents not wearing magic armour as Armour 10. Opponents wearing magic armour use their normal Armour stat.

STAFF OF DEFENCE

This magic staff provides a -2 damage modifier to enemy's attacks in hand-to-hand combat.

THUNDERSTRIKE JAVELIN

This magic javelin may only be used by a Javelineer. It is carried in addition to her normal supply of javelins. Once per game, the wielder of the Thunderstrike Javelin may make one javelin attack with either +3 Shoot or +3 Fight.

WAND OF MENDING

A spellcaster who is carrying this wand and knows the Heal spell may cast Heal as a Line of Sight spell with a range of 12".





BESTIARY

Due to the lack of wind-chill and a few thermal vents, the world beneath Frostgrave is slightly warmer than the surface. For that reason, this underworld is slightly more alive than the dead city above. It is in these dark passages that many of the Frozen City's living inhabitants make their homes. Thus, adventurers below ground are more likely to encounter living creatures and should use the tables below for determining Random Encounters when playing scenarios set underground.

Breeding Pits 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	Amplipede	Gnolls (+2 on the Gnoll Table)	Gnolls (+3 on the Gnoll Table)
2	Amplipede	Gnolls (+2 on the Gnoll Table)	Gnolls (+3 on the Gnoll Table)
3	Skeletons (2)	Ghouls (2)	Gnolls (+3 on the Gnoll Table)
4	Hyena	Wraith	Minotaur
5	Zombies (2)	Minotaur	Werewolf
6	Ghoul	Sewer Slime	Wraith
7	Violent Fungus	Violent Fungus (2)	Vampire
8	Sewer Slime	Violent Fungus (4)	Minor Demon
9	Giant Rat	Ice Spider	White Gorilla
10	Giant Rats (2)	Ice Spiders (2)	Large Construct
11	Giant Rats (4)	Snow Leopard	Worm
12	Ice Spider	White Gorilla	Major Demon
13	Snow Leopard	Hyenas (2)	Basilisk
14	Vaplorhine	Medium Construct	Snow Troll
15	Wild Dogs (2)	Vaplorhine	Two-Headed Troll
16	Gnolls (roll on the Gnoll Table)	Ice Toad	Two-Headed Troll & Snow Troll
17	Gnolls (roll on the Gnoll Table)	Two-Headed Troll	Werewolf
18	Small Construct	Snow Troll	Hydra
19	Imp	Worm	Hydra
20	Minotaur	Basilisk	Devourer



Any time the Random Encounter table generates a ‘Gnolls’ result, the players should roll again on the Gnoll Encounter Table below to determine what is encountered. Players should add +2 to the roll if the result for a Level 2 Encounter and +3 for a Level 3 Encounter.

...The chamber was filled with stuffed creatures – gnolls, trolls, apes, everything. Every time we turned around, we hacked at one of those things, thinking it was alive. The way our torches flickered, it made everything look like it was moving...

Gnoll Encounter Table	
d20 roll	Gnoll Encounter
1	Gnoll Thug
2	Gnoll Thug & Hyena
3	Gnoll Thug & Hyena
4	Gnoll Infantryman
5	Gnoll Infantryman & Hyena
6	Gnoll Man-at-Arms
7	Gnoll Man-at-Arms & Hyena
8	Gnoll Treasure Hunter & Hyena
9	Gnoll Knight
10	Gnoll Treasure Hunter & Gnoll Thug
11	Gnoll Templar
12	Gnoll Templar & Gnoll Thug
13	Gnoll Barbarian & Hyenas (2)
14	Gnoll Barbarian & Gnoll Thugs (2)
15	Gnoll Treasure Hunter & Gnoll Thugs (2)
16	Gnoll Barbarians (2) & Hyenas (2)
17	Gnoll Knight, Gnoll Templar & Gnoll Men-at Arms (2)
18	Gnoll Barbarians (2) & Gnoll Treasure Hunters (2)
19	Gnoll Chieftain, Gnoll Barbarians (2) & Gnoll Men-at-Arms (2)
20	Gnoll Shaman, Gnoll Men-at-arms (2) & Hyenas (2)
21	Gnoll Shaman & Gnoll Knights (2)
22	Gnoll Chieftain & Gnoll Barbarians (4)
23	Gnoll Chieftain, Gnoll Shaman, Gnoll Barbarians (2), Gnoll Treasure Hunters (2) & Gnoll Infantrymen (2)

Amplipede

The origins of these arm-length creatures remain unclear. In appearance they resemble large centipedes, but naturalists say they are closer to rats than to true centipedes. They are never found above ground as the freezing, windy conditions are too much for them, but they thrive underground. Amplipedes would be considered little more than a nuisance if not for the powerful venom they release when they bite.

A figure that takes damage from an amplipede is treated as Wounded (*Frostgrave*, p.41) for the rest of the game, or until healed by either a Heal spell or a healing potion. Undead and constructs are immune to poison, and suffer no additional effects from it.

Amplipede						
M	F	S	A	W	H	Notes
5	-2	+0	7	+0	1	Animal, Poison

Basilisk

Basilisks are large, reptilian carnivores with a powerful hypnotic gaze. They normally have either six or eight legs and stand about a metre and a half tall. Many sport elaborate crests and fin-like spine ridges. In the ancient city, basilisks were used as a form of pest control, eating the giant rats and other small creatures that escaped from the breeding pits. Although generally slow, ponderous beasts, their hypnotic gaze allows them to freeze prey while they slowly walk up and kill them.

In game terms, whenever a figure within 6" and line of sight of a basilisk activates, it must make an immediate Will roll against a Petrify spell with a casting roll of 12. If the Will roll fails the figure is petrified and loses the activation. If it succeeds, it may take its actions as normal and is immune to the effects of the basilisk's gaze for the rest of the turn.

Basilisk						
M	F	S	A	W	H	Notes
4	+3	+0	13	+2	14	Large, Petrify (12)

Devourer

Devourers are one of the largest, deadliest, and – thankfully – most rare creatures in the world beneath Frostgrave. About the same size as a coach-and-horses, they resemble giant beetles with heavily armoured exoskeletons and giant mandibles. If its size and power aren't enough, a devourer is also capable of spitting a stream of its own acidic larvae, which it uses both to help burrow through the ground and as a defence mechanism. Devourers are generally peaceful creatures but, when injured, will become extremely aggressive and attack anything in sight.

If a devourer enters play, it follows its own set of activation rules. If a devourer is at full Health when it activates, it will make one random movement and be done for the turn. If it gets within 1" of a warband member, it will stop. A devourer at full Health will never force combat. If a devourer is at less than full Health when it activates, it follows the normal rules for creature actions with the following addition between 1 and 2 in the creature action priority list:

- If an enemy figure is within 12" and line of sight, the devourer will spit acid at it. Make an immediate shooting attack against the target. When calculating damage for the attack, treat all creatures not wearing magic armour (that is, any magic item that grants a bonus to Armour) as Armour 10. A devourer can only spit acid once per turn, so follow the priority list normally for its second action. A devourer at less than full Health will always force combat if it can.

Devourer						
M	F	S	A	W	H	Notes
4	+6	+6	15	+0	22	Burrowing, Large, Peaceful Until Hurt, Savage (treat as if armed with a two-handed weapon), Spit Larvae

Giant Worm

This is the same creature as the one found in the main rulebook (*Frostgrave*, p.119). It is listed again here as large specimens are commonly encountered underground where their ability to burrow makes them even more dangerous.

Devourer						
M	F	S	A	W	H	Notes
7	+4	+0	10	+5	20	Animal, Burrowing, Large

Gnoll

After an ancient law banned human fighters from the arenas, the Beastcrafters exploited a loophole and created numerous varieties of anthropomorphised animal hybrids. While many different species were exploited to this end, rats, dogs, and hyenas provided strong, reliable subjects and were amongst the most common hybrids. After years of Beastcrafter tinkering and manipulation, robust strains that drew from these three species were perfected. These gnolls, as these strains came to be collectively known, were bred in the thousands in the years before the cataclysm, and sold as slaves and gladiators to the arenas and as shock troops to the armies of foreign powers. When the great storm struck, several groups of the hardy gnolls survived, trapped in isolated colonies deep beneath the city. Over the next millennium, they multiplied, forming numerous tribes and packs, warring with each other in their underground warrens and hunting the great worms.

Today, gnolls form what is easily the most numerous group of living creatures inside the Frozen City. Most gnolls will belong to one of the many tribes, clans, or packs that claims large areas of the underground as their territories. While gnolls only rarely come to the surface, their hunting parties are occasionally encountered by explorers in the ruins.

Gnolls possess a low-level human intelligence. They are capable of limited human speech and can produce simple tools and weapons, though they prefer to steal or loot rather than create. Gnoll warriors include all of the same types found in human societies, though those that rely on specialized weapons or heavy armour such as knights and marksmen are uncommon.

A few wizards, mostly Beastcrafters, have convinced gnolls to join their warbands. While gnolls are naturally distrustful of humans, they can usually be persuaded if the price is right. When using gnolls in *Frostgrave*, they have the same stats as a

corresponding human soldier. Thus, a gnoll thug has the same stats as a human thug.

There are a few types of gnoll fighters that have no direct human equivalent and these are listed below. A gnoll chieftain is a powerful warrior, the leader of a warparty, if not of a whole tribe. The gnoll shamans are priests and advisors, and are known to make extensive use of poisons. A figure that takes damage from a gnoll shaman is treated as Wounded (*Frostgrave*, p.41) for the rest of the game, or until healed by either a Heal spell or a healing potion. Undead and constructs are immune to poison, and suffer no additional effects from it.

Gnoll Chieftain						
M	F	S	A	W	H	Notes
7	+4	+0	12	+5	14	Hand Weapon, Shield, Leather Armour

Gnoll Shaman						
M	F	S	A	W	H	Notes
6	+1	+0	11	+5	12	Poison, Inspiring (all gnolls within 6" gain +2 Will)



Hydra

‘Hydra’ is the catch-all name for a diverse group of large, artificially created reptiles with multiple snake- or dragon-like heads. Hydras were popular guard beasts at one time in Felstad, and numerous strains were created in the breeding pits, the most common strain of which was a bull-sized quadruped with between three and six long-necked heads.

Hydra						
M	F	S	A	W	H	Notes
5	+3	+0	14	+4	16	Animal, Large, Multiple Heads, Savage (treat as if armed with a two-handed weapon), Rare Strains (optional)

MULTIPLEHEADS

Fighting a creature with multiple heads is similar to fighting multiple opponents. If a hydra is in base contact with just one enemy figure, it receives +4 Fight. If it is in base contact with two enemy figures, it receives +2 Fight. If it is in base contact with three or more enemy figures, it does not receive a bonus. Conversely, no model fighting against a hydra can gain a bonus for supporting figures. These rules apply regardless of the number of heads possessed by a hydra.

RARESTRAINS

While all hydras are many-headed, some strains are more serpentine or bipedal than others, possess a poisonous bite, or have the ability to breathe fire. One or more of the following special rules may be chosen (or determined randomly) to depict one of these less common strains:

Serpentine/Biped

Some hydras move around on a bloated snake body or drag themselves forward by a single pair of limbs. In either case, such a hydra has a Move of 4.

Poison

About a fifth (1–4 on a d20) of hydras are poisonous. If a figure takes damage from a hydra, that figure is poisoned and is treated as Wounded (*Frostgrave*, p.41) for the rest of the game, or until healed by either a Heal spell or a healing potion. Undead and constructs are immune to poison, and suffer no additional effects from it.

Breathe Fire

About a tenth (1–2 on a d20) of hydras breathe fire. In this case, when determining the hydra’s actions, a new step should be added between 1 and 2 in the creature action priority list:

- If an enemy figure is within 6” and line of sight, the hydra will breathe fire at it. Treat this as an elemental magic +5 shooting attack. A hydra can only breathe fire once per turn, so follow the priority list normally for its second action.

Hyena

Originally imported into Felstad to serve as raw materials in the creation of one of the gnoll strains, some hyenas escaped during the cataclysm and have survived to the present day. Hyenas usually travel in small packs, but can be encountered individually. Some have been domesticated by gnolls and are used as guard dogs and trackers.

Hyena						
M	F	S	A	W	H	Notes
7	+0	+0	10	+3	6	Animal

Minotaur

One of the most common and popular creatures to feature in the underground gladiatorial arenas of Felstad, minotaurs combine the features of humans and bulls. Generally, they are extremely large with the heads and horns of bulls, although huge variety exists: some have hooves, others have feet; some are extremely hairy, others are mostly hairless. Regardless of their exact physical appearance, almost all minotaurs are bad-tempered, aggressive, and prone to extreme violence.

Minotaurs are especially dangerous if they are given the opportunity to ‘bull rush’ their opponents. If a minotaur moves into combat and attacks a figure in the same activation, it receives +2 Fight to that one attack roll.

Minotaur						
M	F	S	A	W	H	Notes
6	+3	+0	12	+4	14	Bull Rush, Large, Savage (treat as if armed with a two-handed weapon)

...Well this minotaur had four arms. Two regular ones and then two little ones growing out of his armpits, with talons like a bird...

Sewer Slime

Large, amorphous blobs of goo, sewer slimes can be found in a variety of different colours. Very little research has been done on slimes, but it is pretty clear that slimes are neither animal nor plant. Most slime attacks come when an unwary adventurer mistakes them for a pool of dark water. Whether this is an intentional hunting tactic or

just a fortunate result of their appearance is an ongoing debate. Due to their lack of any kind of internal organs or bone structure, they are extremely difficult to kill. Thankfully, they are rather slow, and the best policy is generally just to avoid them.

While sewer slimes are resistant to physical harm (Armour 20), they are vulnerable to magic – when hit by any magic attack their Armour drops to 12. Critical Hits do no extra damage against a sewer slime.

Sewer Slime						
M	F	S	A	W	H	Notes
4	+2	+0	20(12)	+6	10	Immune to Critical Hits, Magic Vulnerability

Two-Headed Troll

It is unknown if the first two-headed trolls were the result of Beastcrafter experiments, or if the mutation always existed in the species. Either way, they are still encountered from time to time. Unlike common trolls, which often form small communities, two-head trolls are shunned by others of their kind and are generally solitary creatures.

Because of their ability to look in two directions at once, it is extremely difficult to gang up on a two-headed troll in combat. A figure fighting a two-headed troll always counts as having one supporting figure fewer than it actually does. Thus, an attacking figure with one supporting figure receives no bonus, an attacker with two supporting figures receives +2, and so on. An attacking figure with no supporting figures fights as normal.

Two-Headed Troll						
M	F	S	A	W	H	Notes
4	+4	+0	14	+2	16	Large, Two Heads, Huge Weapon (treat as if armed with a two-handed weapon)



Vaplorhine

Many people have described a vaplorhine as “a hairless demonic monkey”. There is, perhaps, some truth to the description, as the creatures are most likely the result of Beastcrafters infusing primates with demon blood – although vaplorhines demonstrate no particular weakness towards spells or magic that targets demons. Regardless of their origin, these rare creatures are rightly feared in the tunnels beneath Frostgrave for their extraordinary speed.

Unlike most creatures, vaplorhines activate twice every turn. They take their first activation at the end of the Apprentice Phase, after all of the apprentices have activated. They will then activate again in the Creature Phase. Apart from this double activation, Vaplorhines follow all of the standard rules for creature activations.

Vaplorhine						
M	F	S	A	W	H	Notes
6	+1	+0	10	+4	8	Extremely Fast (activates twice per turn)

Violent Fungus

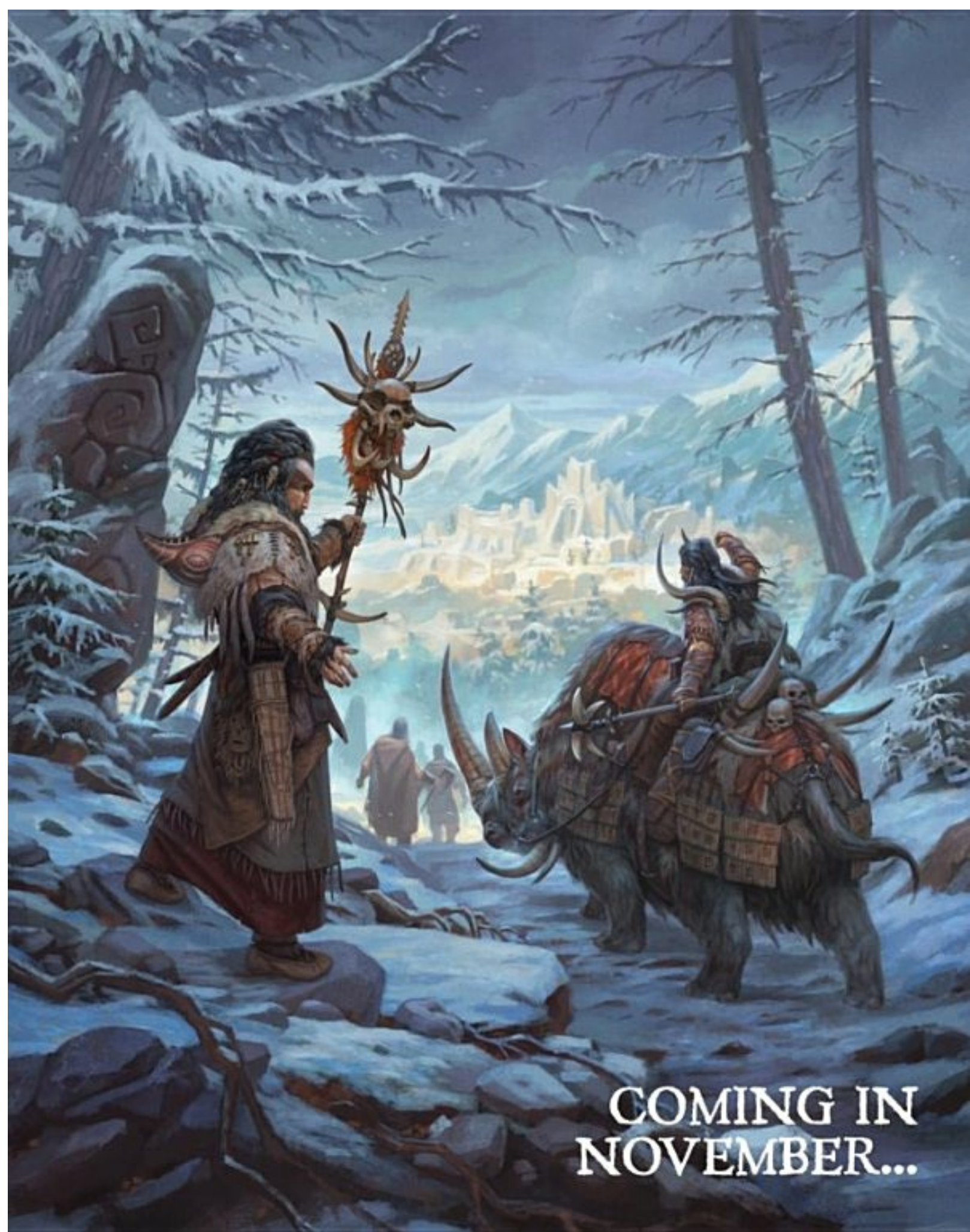
The warmer and more humid chambers beneath Frostgrave are home to numerous species of aggressive fungus. Although these fungi come in different shapes, sizes, and colours, the most common types look like a cross between man and mushroom, and

stand between four and five feet high. Although they tend to be slow and weak, these fungi are generally poisonous and thus extremely dangerous to even the most skilful warriors.

When a violent fungus takes damage in combat, it spews a small cloud of poisonous spores. Any figure in combat with the violent fungus when this happens must make an immediate Will roll against a target number of 10. If this roll is failed, the figure is poisoned and is treated as Wounded (*Frostgrave*, p.41) for the rest of the game, or until healed by either a Heal spell or a healing potion. Undead and constructs are immune to poison, and suffer no additional effects from it.

Violent fungi are immune to their poisonous spores and to all other varieties of poison. While possessed of some form of intelligence, they do not have ‘brains’ in the same sense that most creatures do and so are immune to the following spells: Beauty, Mind Control, Monstrous Form, and Reveal Death.

Violent Fungus						
M	F	S	A	W	H	Notes
4	+0	+0	10	+6	6	Fungus, Immune to Poison, Poisonous Spores, Spell Immunity



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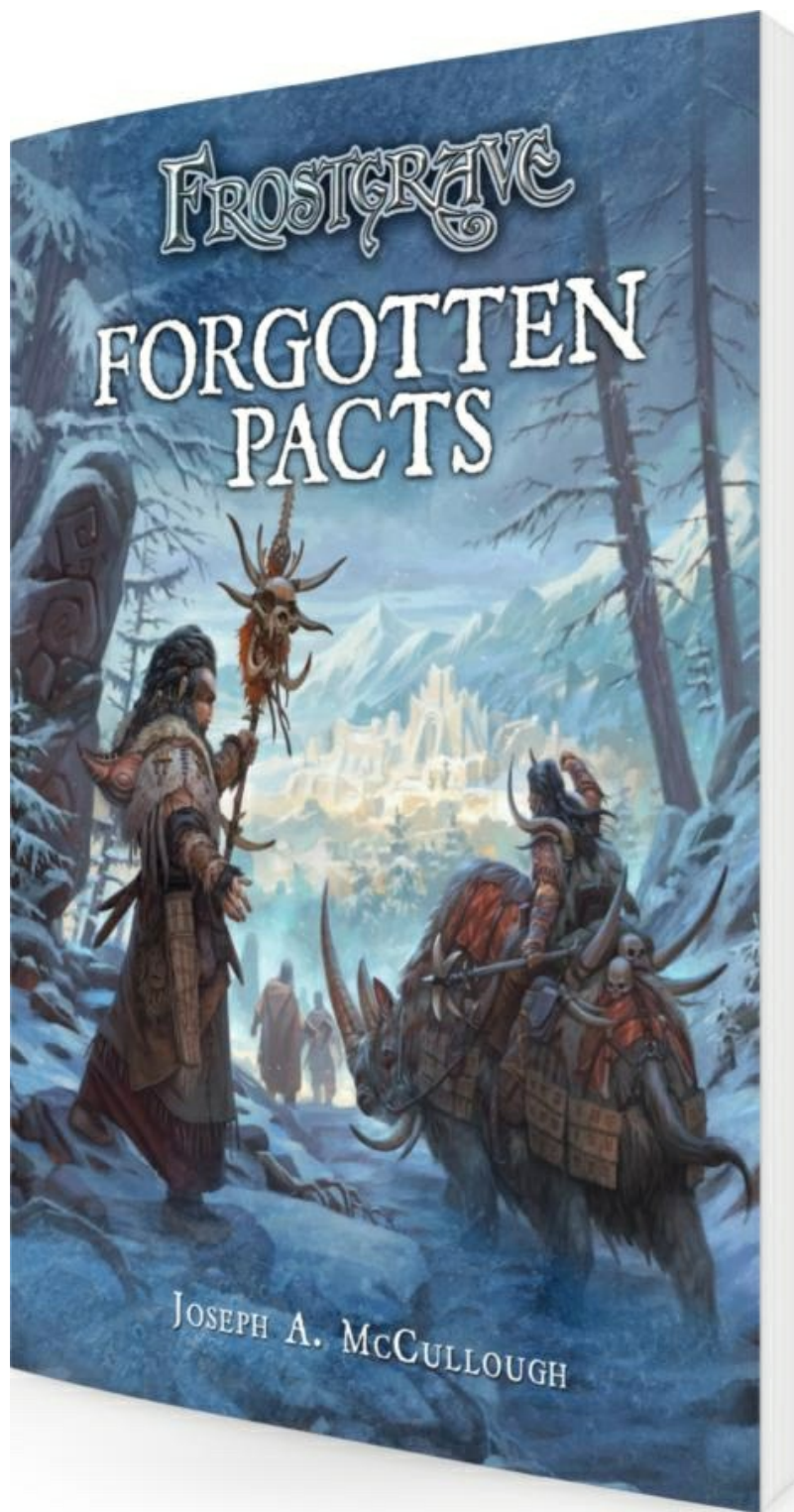
FROSTGRAVE

FORGOTTEN PACTS



In this expansion for *Frostgrave* players lead their warbands into the northern reaches of the city, exploring the ruined temples of the Frozen City to search for the lost secrets of evocation – the art of summoning demons. While the lure of such knowledge is great, few wizards have ventured into this region as it is overrun by barbaric northern tribesmen who have descended from the hills in their own search for treasure. Marking themselves with demonic sigils, many of these barbarians have aligned with ancient powers discovered amongst the temples.

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