# FROSTGRAVE

## THE WIZARDS' CONCLAVE

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OSPREY GAMES

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# INTRODUCTION

To my knowledge, the book you hold in your hands is something unique in the world of wargaming. The idea behind it grew out of a conversation I had a couple of years ago with Duncan Molloy, the man tasked with developing Osprey Games' board and card game line. Duncan was telling me about a company that had assembled an 'all-star team' of designers to work on a new expansion. I soon forgot about the game, but the underlying idea stuck with me. I began to wonder what an all-star team of wargame designers would look like.

Soon thereafter, I pulled out my notebook and jotted down a list of all of the industry's biggest designers and those whose works I personally found exceptional. When I had finished, I realized that years of working at Osprey had given me links to almost all of them. What if I could assemble this amazing team of designers to work on *Frostgrave*? After discussing the idea with my editor and receiving his blessing, I sent out a flurry of emails, asking everyone on my list if they would be interested in writing a scenario set in the Frozen City. Most had already played – or, at least, were aware of – *Frostgrave*, and responded with enthusiasm!

A few months later and the scenarios began trickling in. The variety was staggering. I received scenarios set in frozen sewer tunnels, destroyed multidimensional towers, a lost prison, an ice palace and a hall of mirrors; scenarios that featured magic swords, a magic casket, and animated furniture; solo scenarios; multi-part scenarios. I went through all of them, occasionally suggesting minor tweaks or revisions, usually just to bring the scenarios into the familiar *Frostgrave* format. One thing I did learn – most wargame designers are a lot less forgiving than I am. In several cases I did ask the designers to tone down the lethality of their scenario, pointing out that players do actually get attached to their wizards!

Now that the book is complete, I don't think there has ever been a greater gathering of wargame design talent in one work, and I am

incredibly honoured that all of these creators have come together to work on *Frostgrave*. Many of these designers are a major influence on my own creative output, and to see my name side-by-side with theirs is something I will always treasure. If you have a chance to speak with one of the writers in this book, please thank them for their contribution. Most of them, I know, did it purely for the love and fun of creation.

The scenarios in this book really do run the gamut in terms of style, complexity, and lethality. Not all of them are suitable for new players or new wizards. In most cases, this will be obvious from reading the scenario. Also, a couple of the scenarios feature new and powerful magic items which can be seized by the wizards for use in later games. Make sure you discuss this with your gaming group, or opponents, before using any of these unique treasures outside of the original scenario.

Hopefully, this book demonstrates the huge range and variety of games that can be played in the Frozen City and will get your own creativity fired up. Although this book contains some of the best writers in the business, it doesn't take a professional with years of writing experience to create fun scenarios. If you design a fun scenario, please share it with the rest of us – either at the *Frostgrave: Fantasy Wargames in the Frozen City* Facebook page, or on the *Frostgrave* forum on Lead Adventure.

One final note, all of the little rumour boxes that accompany each scenario are written by myself, inspired by the scenario.

As always, if you want to keep up with me, my various writing projects, and what is coming up for *Frostgrave*, you can find me at [therenaissancetroll.blogspot.com](therenaissancetroll.blogspot.com).

# CATCH ME IF YOU CAN

## By Alex Buchel

It was supposed to be a simple, uncomplicated expedition. Entering the abandoned laboratory of an old wizard, stealing some old scrolls, one or two dusty grimoires, some potions preserved from the ravages of time, and leaving as quickly as possible. So, when the air began to crackle as soon as the door of the workshop opened, you suspected that the whole mission was going out of control. This was quickly confirmed by the screaming crates, chests, and bags that were running around on small legs or floating in the air. The strange receptacles started to run throughout the complex, shouting out ancient magic. Getting your hands on these treasures isn't going to be easy…

## Set-Up

Set up the scenery as per a standard game of *Frostgrave*. Place 6 treasures tokens within 6" of the centre of the table, with at least 2" between each token. This scenario will always feature 6 treasure tokens, regardless of the number of players.

## Special Rules

Each treasure token is actually a mimic (see here) – inanimate objects brought to life by a powerful wizard through long-forgotten enchantments. These objects are programmed to avoid being caught and are able to defend themselves.

## Treasure and Experience

Treasure is gained as normal for this scenario, except that each player's first roll must be re-rolled unless it granted a scroll or grimoire. Experience is gained as normal with the following addition:

- +20 experience points for each mimic that was reduced to 0 hit points by the wizard or his warband.



# MIMICS

These strange magical creations can come in various shapes and types, as explained below, but they all share the same statline. Mimics do not follow the standard rules for uncontrolled creatures and will only teleport or fight when a warband member attacks them.

At the start of each creature phase, each mimic within 8" of an enemy teleports. Determine the table edge that is furthest away from

the mimic's current position and roll a die. Move the mimic that many inches towards the determined table edge, ignoring all models and scenery in the way. If the mimic would end this move on top of another model or within impassable terrain, it is moved the minimal distance to avoid that without ending in base-to-base contact with a warband member. This teleportation does not count as movement.

Once reduced to 0 Health, the mimic becomes a standard treasure token.

| Mimic | | | | | | |
|---|---|---|---|---|---|---|
| M | F | S | A | W | H | Notes |
| 3 | +3 | +1 | 13 | +8 | 8 | Magic Attack, Teleport, Animated Treasure Token, Construct |

## The Mimic Types

At the start of the game, if players want to spice up the scenario, they can give each treasure token/mimic a shape taken from the list below. Any way of determining each treasure token's shape should work. Each shape should only be used once during each game.

## Mimic Type Table

| Mimic Type | Special Rules |
|---|---|
| Chest | With its formidable mouth, a chest's bite is frightening. The chest does double damage. |
| Table | With its long legs, the table can dodge most attacks. When the table is the target of a shooting attack, treat its Fight stat as +6. |
| Desk | The desk is big and sturdy. It counts as a Large, is Armour 15, and has 12 Health. |
| Broom | The broom casts lightning bolts after teleporting. After the broom has been moved, determine the closest enemy figure within 24" and in line of sight of the broom, and resolve a +0 magic shooting attack against it. |
| Cabinet | The cabinet is big and sturdy. It counts as a Large, is Armour 15, and has 12 Health. The cabinet acts as a portal to another dimension. Before teleporting, it opens and releases an imp (*Frostgrave* rulebook, page 117), placed in contact with the cabinet. |
| Bag | The bag absorbs magic. Each time it is targeted or affected by a spell, roll a die. On a roll of 10+, the spell is cancelled, and the bag is restored to its starting Health if it has taken damage. |
| Alembic | The alembic is full of a dangerous and unstable liquid. Any figure that causes damage to the alembic in close combat is sprayed with acid and suffers 3 points of damage. |
| Chair | The chair is agile and fast, but does not strike hard. It has Fight +6, but only inflicts half the damage (round up) it would normally do in combat. |
| Grimoire | This large book floats in the air, surrounded by dancing, brightly coloured words that have drifted off its pages. The words are highly hypnotic. At the start of each creature phase, all models within 8" of the grimoire must pass a Will Roll with a Target Number of 12. All models that fail this test will be reduced to a maximum of one action in their next activation. |
| Bookcase | The bookcase has legs and arms made of the books, so that it has a vaguely humanoid appearance. The mimic bookcase's stats are as a large construct (*Frostgrave* rulebook, page 117) and it acts as such during the creature phase. It retains the mimic's special rules, with the exception of the ability to teleport. Any wizard or apprentice within 4" of the bookcase can spend an action to read the pages it |

sheds, gaining +20 experience points for doing so. This bonus can only be earned once per game.

# ABOUT THE AUTHOR

Alex Buchel's name might not be immediately recognized by many English-speaking wargamers, but it should be. As the head of Studio Tomahawk, Alex is responsible for creating *Saga*, one of the biggest historical wargame hits of the last decade. He is also the creator of the well-received *Muskets and Tomahawks* and *Jugula*.

While I have always been impressed by *Saga*, I didn't really connect Alex with the game until he contacted me a few years ago, inquiring about French translation rights for *Frostgrave*. Once I realized who I was talking too, I strongly encouraged Osprey to let Studio Tomahawk print *Frostgrave* in French! Since then, Alex and his team have done an amazing job presenting the game to the French market, and have even created a couple of extra 'house rules' for the game and given them away on their website.

When *The Wizards' Conclave* first got the go-ahead, I knew Alex would be one of the first designers I would ask to participate. I am so glad he did!

They call it the 'cannibal library' – bones strewn all over the floor, books with blood-soaked pages…

# ESCAPE FROM THE TOWER OF SARGOSH

## By Joseph McGuire

Before the cataclysm, the Metamage Sargosh the Changer was one of Felstad's foremost academics on the foundations of magic. His lofty stronghold, dubbed the Tower of Sargosh by those who lived beneath its expansive shadow, was home to many strange and unusual experiments. Those few who entered and were allowed to leave said that each floor of the tower was like a world unto itself – each having its own alien environment and arcane rules and properties.

The tower was designed to protect Sargosh from the mightiest of foes, but even it could not survive the frozen doom that claimed the city. Still, it was crafted by master masons and its structure was reinforced with some of the strongest enchantments known by wizard-kind. When the tower crashed to the ground, it remained mostly intact, though now horizontal. The interior was a different story. The delicately wrought experiments and sublimely balanced worlds were thrown into chaos, each a smaller disaster akin to the doom that claimed the city. When the damage was done, the tower had become a realm of chaos magic that only the most foolhardy would willingly enter. This presumes that the entrance could be located as the ruin seems to move about of its own accord, a peculiar side effect of the magic that destroyed it.

Recently, the tower has reappeared and multiple warbands have been drawn to it, each eager to learn Sargosh's secrets. Those that enter do so at great peril, but if they can make good their escape, they will do so with a much deeper understanding of the very nature of magic itself…

# Set-Up

This scenario uses a 4' x 4' table. The table is divided into four rectangular zones, each 1' wide and 4' long. It is helpful to mark the interior border of each zone with tumbledown walls or other pieces of linear terrain. The rest of the table should be set up in the normal fashion, though feel free to use some of your more unusual terrain pieces. Treasure tokens should be placed as normal, but try to spread them out equally among all zones.

Players should roll as normal to see who sets up first. That player should then choose one corner of the table in the left-most zone, deploying their entire warband within 8" of that corner. The other player will set-up within 8" of the other left-most corner. During the game, warbands will move left to right through the four zones.

## Special Rules

Each zone represents what was once a floor of the tower that the warbands must trudge through, and each one operates under its own rules. Note that effects do not cross boundaries, but players should use common sense when arbitrating the effects of the zones. Before the first turn, determine the effect of the first zone by rolling a die and consulting the Zones of Magic Table below. The first zone is the one in which the warbands have set up. When a model enters a zone for the first time, roll on this table again. Each zone will appear only once, so keep re-rolling duplicates until all zones are used:

| Zones of Magic Table | |
|---|---|
| Die Roll | Result |
| 1–5 | The Waves of Cruxix – The very air is infused with the primordial essence of magic, causing even the weakest mage to burst with raw magical power. Such power can be dangerous when tapped, however. Spellcasters gain a +2 to Casting Rolls, but any spell failure inflicts double damage. |
| 6–10 | The Compact of Thoseluem – The infinite emptiness of the universe compacts upon itself in this area. The wizard and their fellows feel as if their bodies double in density. All models in this zone gain +2 Armour, but suffer -1 Move. |
| 11–15 | The Maltron Velocity – The flow of time speeds up in a very unpredictable fashion. Men fall over themselves as their gait quickens unexpectedly and projectiles fly about haphazardly. All models in this zone gain +1 Move, but -1 Fight in close combat. Furthermore, all shooting attacks suffer a -2 modifier, but inflict +2 damage if they hit. |
| 16–20 | The Necrovortex of Shamans – Within the gloomy confines of this former floor, the power of necromancy waxes strong. While the spellcasters cannot tap into this energy directly, as the power of death is never subservient when convenient, the pain of death can manifest itself quite literally. When a model is killed in this area, one player should roll a die. On a 1–5, nothing happens. On a 6–19 a wraith (*Frostgrave* rulebook, page 112) appears if the model was a spellcaster, or a skeleton (*Frostgrave* rulebook, page 111) if it was not. On a natural 20 place a vampire (*Frostgrave* rulebook, page 113). These follow all of the rules for creatures as described in the *Frostgrave* rulebook. When placing a creature, they must be placed as close to the place of the original model's death, even if in base contact with the killer! |

There is only one way to escape the tower, so models may only exit the table via the table edge in the right-most zone. The game ends immediately if both wizards leave the right-most table edge.

# Treasure and Experience

Treasure is gained as normal for this scenario, with the addition that the first wizard off the table receives the Boon of Sargosh (see below). Experience is gained as normal with the following additions:

- +15 experience points if the wizard exits the table.
- +10 experience points if the apprentice exits the table.
- +5 experience points for each soldier that exits the table.

## THE BOON OF SARGOSH

Sargosh the Changer was a master of metamagic – the very essence of spellcasting. The boon is an icon worked into the shape of the sigil of the powerful wizard and placed atop a staff of hardened warpwood. The boon counts as a Staff of Casting (*Frostgrave* rulebook, page 66), with the exception that the player need not randomly determine which spell it benefits, but may choose it instead.

## ABOUT THE AUTHOR

Fifteen years or so ago, I had a part-time job working at Dream Wizards, a wonderful gaming store in Rockville, Maryland. Some weekends I was joined by another part-time guy named Joey McGuire. We spent many days behind the counter, drinking soda, talking games, and admiring various miniatures. Soon after, I left the store and set off on the journey that would eventually take me to England. Joey also went onto bigger and better things. For the next decade or so, I had no contact with Joey, until we bumped into one another at Historicon. Since then, we've seen each other about once a year at some gaming show or another.

It really is just a strange coincidence that, in the intervening years, both Joey and I have written successful wargames. In fact, I don't ever remember us talking specifically about writing games, although it is possible. Right now, Joey is the king of post-apocalyptic skirmish gaming with his game, *This is Not a Test*. If you like *Frostgrave*, there is a really good chance you'll like *TNT* as well.

Even after we got out, the stupid cloud followed us around for hours, dropping its rain of nails every few minutes.

# THE ABANDONED WORKSHOP

## By Andy Chambers

The alchemist who once lived in this place was renowned for her astonishing automata and potent potions. It's said her greatest work still stands guard over the ruins of her old workshop, but also that potions can still be scavenged if the guardian construct can be distracted for enough time…

## Set-Up

Place four walls to form an 18" square area at the centre of the table to represent the alchemist's workshop. Beyond these walls the usual rubble-choked streets and ruins cover the rest of the table. Place a 'control panel' (a plinth, dais, table, or similar feature will do) in the centre of the workshop. Players take turns to place one treasure token and two special potion tokens inside the workshop. Once all the tokens have been placed, position a single guardian construct (see below; this can be any large figure you have) so it is both inside the workshop and as close to as many of the treasure tokens as possible (i.e. it can be literally standing on them if they're all piled up like a dragon's hoard).

## Special Rules

If a wizard or apprentice is adjacent to the control panel, is not in combat, and there are no opposing figures also adjacent to the control panel, they may spend an action to give an order to the guardian

construct. The player immediately takes control of the guardian construct and forces it to take one action. This can be any legal action. In this way, the guardian construct can activate multiple times in one turn. These previous activations do not stop the construct from also activating as normal during the creature phase.

The construct will not leave the workshop for any reason. If the construct is destroyed, leave the figure on the table. At the end of each turn, roll a die for the construct. On a 13+ the guardian construct returns to life at its full starting Health.

## Treasure and Experience

Treasure tokens are rolled for as normal after the game, except that any rolls on the potion table may be re-rolled if the player desires, to reflect the potency of the alchemist.

The potion tokens are a different beast entirely. They are rolled for immediately during the game when they are picked up on the special Workshop Potion Table below.

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

- +50 experience points if a wizard or apprentice uses the control panel to control the construct. This award can only be earned once per warband.

## THE WORKSHOP'S POTIONS

If an ordinary potion is generated it may be used during the game and still counts as loot at the end of the game – so the potion can be used in a future game even if used during this one (SO potent, you see...), any deleterious effects occur immediately. Potions found during the game do not take up item slots, but do so in any future games.

Time and damage have made some of the more dangerous alchemical mixtures highly dangerous to handle. If a potion noted as Unstable! is rolled, it takes effect immediately with the model that

collected the potion token as the target. Minor demons summoned in this way are removed if the model they are targeting becomes a casualty. Unlike other potions, Unstable! ones are not retained for future games.

| Workshop Potion Table | |
|---|---|
| Die Roll | Potion |
| 1–2 | Explosive Cocktail (Unstable!) |
| 3–4 | Demon in a Bottle (Unstable!) |
| 5–6 | Potion of Healing |
| 7–8 | Potion of Strength |
| 9–10 | Potion of Toughness |
| 11–12 | Elixir of Speed |
| 13–14 | Potion of Invisibility |
| 15–16 | Potion of Invulnerability |
| 17–18 | Potion of Teleportation |
| 19–20 | Elixir of Life |

# THE GUARDIAN CONSTRUCT

This extra-large construct was created specifically to guard this workshop. It follows the standard rules for creatures with the following exceptions. It will move towards and attack any trespassers within the workshop in the following priority order:

• Models in contact with the control panel
• Models carrying a treasure token.
• Closest trespassing model

| Guardian Construct | | | | | | |
|---|---|---|---|---|---|---|
| M | F | S | A | W | H | Notes |
| 4 | +4 | +0 | 14 | +2 | 20 | Construct, Large, Huge Weapon (treat as if armed with a two-handed weapon) |

## ABOUT THE AUTHOR

Although most wargamers will know Andy for his work on many of the great Games Workshop games, I first really became aware of him with the release of *Starship Troopers* from Mongoose, back in 2003. This game contained some really clever and innovative mechanics, and remains one of my favourite science-fiction rulesets. When I first started approaching game designers to work on *The Wizards' Conclave*, I knew that I really wanted to get a scenario from Andy, despite the fact that we had never met. Thankfully, I was able to track him down without too much effort, and he was happy to help out.

Andy has recently made another big splash in the industry with the release of *Blood Red Skies*, a World War II fighter game from Warlord Games.

This construct must have had a dozen or more spikes sticking out of its chest. It just grabbed up poor Forik and gave him a big hug…

# THE BLADE OF BARAEL

## By Ash Barker

Although much of the great history of the Frozen City has been lost, even a thousand years later people still whisper the name of Barael the Bastard, the Battle-Mage.

This near-mythological figure was said to have accomplished great deeds in his time, slaying demon lords, spider-priests, and even one of the ancient Lor in his quest for knowledge. Alongside this legend were his followers, who had tales spun about them as well. The journeys of the Crow-Mage or the tribulations of the demonic Half-Breed that accompanied him have thrilled children at the fire-side for a thousand years or more.

When the cataclysm struck the City of Wizards, Barael was said to be amongst the many powerful mages lost to the ice. Time and erosion have, of course, hidden his compound, but it is his companions that may give clues to the location of his stronghold in the frozen city.

While this ancient fortress is sure to be filled with treasures and artefacts worthy of quests in-and-of themselves, foremost in the stories of Barael was the legend of the blade he wielded. A glittering black sword with a hand-and-a-half hilt, it was said to have been created from solidified shards of the night itself by an itinerant disciple of his and honed by his half-demon companion to such an edge that it could cut the threads of time…
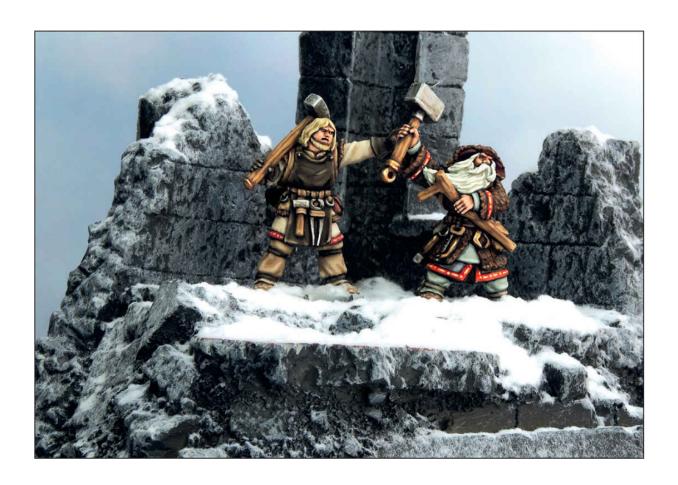
# THE LAIR OF THE CROW-MAGE

As the Warbands make their way up the rubble-strewn incline of an ancient road, they come across the remains of a great aviary. The fossilized skeletons of trees sit amidst the circular ruins of what were likely some form of massive cages. Central to these ruins sits the torn outline of an ancient hut, with the remnants of a long-cold forge jutting from one side.

Could this be the home of one of Barael's ancient companions? As the Warbands draw nearer, they notice that the skeletal trees are still home to dozens of black eyes, as the heads of a vast number of crows turn in unison to regard the interlopers invading their ancient territory. The light itself seems to dim as they approach, as if the whole hilltop on which the ruins were built is somehow sitting inside a cloud of dusk…

# Set-Up

The table should be set up with a central ruin at least 8" square to represent the hovel and forge of the Crow-Mage. There are four aviaries, two in each half of the table, each sitting 10" from the centre point of the table on a diagonal line to each corner of the board. They consist of a clump of twisted leafless trees surrounded by low walls.

Each player places three treasure tokens. Two must be within 2" of one of the trees in each of the aviaries on their deployment half of the board, and the third must be inside the central ruins. The treasure tokens within the central ruins may be placed anywhere in the ruin, so long as they are at least 3" away from any other treasure. Any other treasure tokens (such as from Fool's Gold or Reveal Secret) are placed on the table using the normal rules.

# Special Rules

Something about the odd darkness of this location continues to attract great numbers of crows to the ancient trees of the aviaries, despite there seeming to be nothing alive in the area for them to feed upon. It isn't until the warbands get closer that they see the foot of each tree is littered with the bones of the crows themselves. It seems that their desire to roost there has led to them feeding upon each other in addition to whatever else might wander by.

Any soldier moving within 6" of a tree within the aviary must make a Move Roll with a Target Number of 12 to avoid the swooping and cawing crows as they defend their roost. If they fail, they take a single point of damage but will lose either their second action for that turn (if they moved within 6" as their first action) or one of their two actions during their next activation. If they are wounded, this could mean they do not act at all as they thrash against the swarming murder of crows.

In addition, the strange dimness cloaking the area reduces the ranges of all spells and ranged weapons to a maximum of 12".

# Treasure and Experience

In addition to rolling for each treasure token at the end of the game, any wizard that manages to retrieve one of the treasures from within the central ruin will also discover that the floor of the forge is littered with what looks like obsidian, but actually thrums with magical energies. It is from these Shards of Darkness that the darkness is oddly flowing. While of no value seemingly on their own, they can be studied to try to unlock their secrets.

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

- +20 experience points for any wizard that acquires one or more Shards of Darkness.
- +10 experience points for any wizard that succeeds in a Move Roll to avoid the attacking crows at least once during the game.

- +20 experience points if a wizard enters the central ruin.

# THE HOWLING HALF-BREED

The encounter at the aviaries has led to more questions than answers. Every child could tell you the tales of the ancient blade carried by the Battle-Mage and here, in this decrepit ruin, the wizards had stumbled upon the very material from which it had been forged. Pieces of night seemingly calcified into a solid object. It stood to reason that somewhere in this district could lie the icy tomb of the legendary Barael himself.

Intrigued by this possibility, soldiers are sent to scout the area to try to discover more. Even as the search begins, however, the chill winds of the city bring the distant sound of demonic roars as something haunting the ruins has been disturbed by their presence. Unwholesome lights appear between the rocks, accompanying the noise…

## Set-Up

Set up the table and treasure tokens as normal.

In the centre of the table place the Tormented Half-Breed (see below), loose from its confines and hunting the ruins.

## Treasure and Experience

Roll for treasure tokens as normal. Experience is gained as normal for this scenario, with the following additions:

- +50 experience points if a wizard or a member of their warband 'kills' the Tormented Half-Breed.
- +10 experience points if a wizard or apprentice makes a successful Will Roll to resist the Tormented Half-Breed's Blinding ability during the game.

# BEHOLD! THE BASTARD'S BLADE

The howling form of the Half-Breed races away through the ruins, returning to a place of relative safety. The warbands give chase, knowing that there is a good chance it will lead them back to where it was imprisoned, hoping that this icy former tomb is also the fortress of ancient Barael. As the light begins to fade, the warbands arrive at a set of steps leading down beneath a huge collapsed complex. Could this be the fortress of legend?

## Set-Up

The table should be set up with low ruins and walls, none of which should have more than one level or floor. This represents the remains of an interior area – the ancient fortified manor of Barael. The centre of the table should contain a large throne or other suitably impressive dais… seated upon which is the millennia-dead Battle-Mage himself, still clutching his inky-black sword.

   As this is an interior area, it is shrouded in darkness, made worse by the gloom-casting qualities of the ancient sword. No model my draw line of sight beyond 12".

   Two treasure tokens should be placed by each player following the normal rules. A special treasure token should be placed at the foot of the throne or dais to represent the Bastard's Blade – the legendary Blade of Barael.

   Finally, place the Enraged Half-Breed (see below) 3" from the centre of the table in a random direction.

## Special Rules

Only a spellcaster may attempt to pick up the Blade of Barael (see below), following the normal treasure rules, but first they must wrestle with the ancient remains whose mummified hands still grasp at its hilt. Make a Fight Roll with a Target Number of 12. If successful, the Blade has been acquired and, unlike normal treasures, may be equipped immediately. If the spellcaster already carries the

maximum number of items, they must immediately choose one to drop. This item will be recovered automatically after the game and be returned to the warband's vault to be reassigned or re-equipped. If a figure with the blade dies, place a marker on the table where they fell. Any other adjacent to the marker may spend an action to pick up the blade.

## Treasure and Experience

With the exception of the special treasure token, the other treasure tokens should be rolled for as normal after the game. Experience is gained as normal for this scenario with the following additions:

- +60 experience points if a wizard or a member of their warband kills the Enraged Half-Breed.
- +20 experience points if the wizard or his apprentice retrieves the Blade of Barael.

# THE HALF-BREED

The Great Thaw has loosed what is left of the ancient Half-Breed from his icy confines in the Frozen City. The bastard offspring of a human and an incubus, the human half of this monster has long since gone mad as its body was forcibly held together by the demonic soul inhabiting it. Now the rotting carcass is nothing but a blackened, steel-taloned skeleton blazing from within with the unholy light of the burning demonic essence trapped within. One can barely look upon it without that ghastly radiance searing the eye as it howls and advances towards the warbands...

## The Tormented Half-Breed

The Half-Breed has spent thousands of years in torment, longing for a death impossible to achieve because of the demonic essence that has now burned through its time- and ice-ravaged body. It seeks solace from the Shards of Darkness its soul can sense which will absorb and quench the raging light within. As such, during each Creature Phase, it will move towards and attack the closest enemy wizard that found Shard of Darkness in the previous encounter. Otherwise it will behave normally.

To look upon the Half-Breed is almost impossible. Any soldier or wizard targeting the creature with a shooting attack or a spell must first make a Will Roll with a Target Number of 10. If they fail, they are blinded and reduced to Fight and Shoot +0 for the remainder of the turn and that action. In addition, the spell targeting the creature will automatically fail with no roll made, but no damage will be taken.

The Half-Breed is possessed of an unholy vigour and, if defeated, will not actually be destroyed. Rather, with a pained screech, the coalescence of light will lurch off into the ruins as its suffering reaches an intolerable peak.

| The Tormented Half-Breed | | | | | | |
|---|---|---|---|---|---|---|
| M | F | S | A | W | H | Notes |
| 6 | +3 | +0 | 11 | +4 | 16 | Demon, Immune to Bind Demon, Immune to non-magic attacks, Tormented, Blinding, Unholy Vigour |

## The Enraged Half-Breed

The Half-Breed has been driven to even greater depths of madness by the wounds inflicted on it by the warbands on top of its own constant agony. In the depths of its boundless fury, the immortal demonic essence of the Half Breed cannot be destroyed by conventional or even magical means. The utter quenching of its un-light will dissipate it forever, drawing it across to this plane of existence and extinguishing it. Only melee attacks made by a model wielding the

Blade of Barael may damage the Enraged Half-Breed. Other attacks may apply other effects but will never deal damage.

To look upon the Half-Breed is almost impossible. Any soldier or wizard targeting the creature with a shooting attack or a spell must first make a Will Roll with a Target Number of 10. If they fail, they are blinded and reduced to Fight and Shoot +0 for the remainder of the turn and that action. In addition, the spell targeting the creature will automatically fail with no roll made, but no damage will be taken.

| The Enraged Half-Breed | | | | | | |
|---|---|---|---|---|---|---|
| M | F | S | A | W | H | Notes |
| 6 | +4 | +0 | 11 | +4 | 1 | Demon, Immune to Bind Demon, Blinding, Boundless Fury |

# THE BLADE OF BARAEL

This hand-and-a-half sword may not be wielded with a dagger or shield. Its ancient powers mean it requires both the hand of a warrior and the mind of a wizard to be safely handled. It may only be carried by wizards or apprentices. The sword grants +1 Fight and deals +2 damage. In addition, the gloom cast by the blade means that the bearer may never be targeted by an attack or spell originating from more than 12" away whether friendly or enemy. Models using the Cordial of Clearsight (*The Frostgrave Folio*, page 46) may target this model as normal, but this model is immune to the effects of Glow. Finally, the vorpal edge of the blade is so keen that, on a Critical Hit (20), the bearer is momentarily sliced loose from time itself and may immediately take another action, which does not have to be a move.
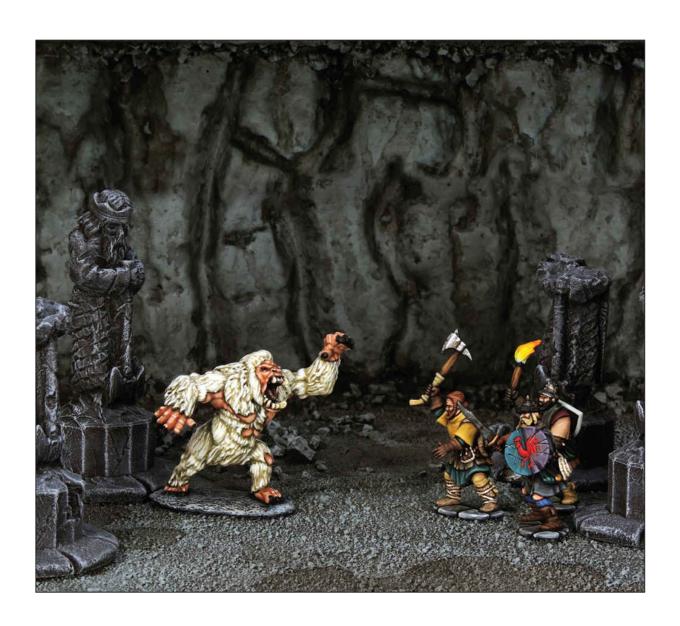
# ABOUT THE AUTHOR

Ash Barker was a nightmare to his teachers at school. At least that is what I assume, since I asked him for one scenario and he instead sent me a full mini-campaign! I first came across Ash Barker, and his seriously popularly video channel Guerrilla Miniature Games, while I was working in Marketing for Osprey. I have no doubt that his

coverage of *Frostgrave* has been a big part of the game's success, especially in North America.

We actually met for the first time at Adepticon two years ago, and I was glad to see that his videos were no act. He really is that enthusiastic about all things wargaming. I warn everyone – if you watch his videos – you will end up buying games and figures, so beware!

Ash's own wargame, *Last Days*, is now out from Osprey Games, so if you liked his scenarios here, you are sure to love it!

> After seeing that horrific undead face, every person I looked at for the next week had that same repulsive visage, even the dog!

# THE ALCHEMICAL CANAL

## By Alessio Cavatore and Chris Cæsar

Running deep beneath the Alchemist's District is a labyrinth of interlinking waterways. Some believe that, before the frost, it may have been a subterranean sewer consuming the magical overflow from the colossal vats on the surface. Whatever purpose it served, the once-raging central canal is now a glacier of churning black ice.

Countless wizards have ventured into the tunnels and gullies permeating the bowels of the city. Some survivors tell of great pipelines that defy gravity or packs of white rats, while others say nothing, simply staring blankly into their tankards. Those that return do so covered in rat bites and undiagnosable boils, and they are the lucky ones...

## Set-Up

This scenario uses the dungeon set-up covered in *Into the Breeding Pits*. The table should contain a central passage that runs from one end of the table to the other. It must be at least 10" wide so as to accommodate the large canal running down its centre, leaving walkways on either side. Connected to either side of this passage is a network of smaller canals and tunnels that lead to storerooms and abandoned storm drains. The frozen waterways are littered with crates and the wrecked frames of transport barges.

Ten treasure tokens are placed on the table following the normal rules; the identity of each, however, should remain unknown to all players until picked up. Three of these should be Unstable Containers, one is empty, and the remaining six are treasure.

A large number of skeletons and zombies should be placed in the waterways, while six envenomed rats (see below) should be placed at random on the table.

Each player places their warband as normal, within 6" of one of the auxiliary passageways that lead off the table. They may leave the table through any of these passageways, including the one by which an opposing warband entered. Before the game, the players may decide to designate certain places where ladders can be found. These ladders lead to the surface and may also be used as an exit.

# Special Rules

The undead on the table are frozen into the ice and cannot move far. They will never take any actions, but will force combat with any warband member that moves within 1" of them.

Envenomed rats are descended from the subjects of alchemical experiments and have become perfectly adapted to the toxic environment beneath Frostgrave. Use the stats for giant rats (*Frostgrave* rulebook, page 114), but count them as having poison (treat any human damaged by an envenomed rat as 'wounded').

When a treasure token is picked up, its identity should be revealed immediately. If it is an Unstable Container, the model that revealed it must immediately discard the token and roll on the table below. This figure is the target figure.

| Die Roll | Contents | Effect |
|---|---|---|
| | Unstable Container Table | |
| 1 | Volatile Ingredients | Two unlabelled bottles clink together and explode. Roll a die. Every figure within that many inches and line of sight of the target figure suffers a +3 Shooting Attack. |
| 2 | Lucky Escape | Nothing happens. |
| 3–4 | Unused Void | The chipped flask disintegrates violently. Every figure within 1" of the target figure suffers a +5 attack. |
| 5–6 | Vampiric Blood | A maroon substance flakes off the vial, hatching into a ghoul as it lands. Place one ghoul (*Frostgrave* rulebook, page 112) in combat with the target figure. |
| 7–8 | Custodian Oil | Three small constructs (*Frostgrave* rulebook, page 116) drop from the ceiling. Place them in combat with the target figure. |
| 9–10 | Escaping Genie | Freed from its bottle, place a minor demon (*Frostgrave* rulebook, page 118) 2" away from the target figure in a random direction. |
| 11–12 | Rat Pheromones | The target figure is covered in a thick yellow dust that attracts every envenomed rat on the table. Rats that are called upon to make a random move will instead move as fast as possible towards the model. This effect lasts until the model leaves the table, dies, or another figure is covered in rat pheromones. |
| 13–14 | A Moment in Glass | The target figure is frozen in time. The model's activation ends and it cannot be activated next turn. |
| 15–16 | Aether Frost | The cask is magically frozen to the hand of the target figure. The model counts as encumbered until the end of the game, and cannot pick up any further treasure tokens. |
| 17 | Transpositional Mercury | The target figure must immediately swap places with a random spellcaster on the table. |
| 18 | Dopple Gloop | The target figure finds itself confronted with its identical copy. Place a demon in combat with the target figure. This demon has the same stats and weapons as the target figure. It carries no other equipment, nor can it cast spells. |
| 19 | Ghost in a Jar | A wraith emerges through the decaying seal at the vessel's rim. Place a wraith (*Frostgrave* rulebook, page 112) 2" from the target figure in a random direction. |
| 20 | The Uncrucible | Randomly select another treasure token on the table (it can be one held by a figure). That treasure token crumbles to ash and is removed from the table. |

# Treasure and Experience

Treasure is rolled for as normal after this scenario, except that any results of potions grant an additional roll on the potions table (i.e. if a treasure token says 'Potions (2)' roll three times on the potion table, keeping all results).

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

- +60 experience points if a wizard or a member of his warband revealed an unstable container.

## ABOUT THE AUTHORS

Without a doubt, Alessio Cavatore is one of the biggest names in wargame design. As the chief designer of *Warhammer 40,000 5th Edition*, *The Lord of the Rings Strategy Battle Game*, *Wahammer Fantasy Battle 7th Edition*, and the co-designer of *Mordheim*, *Warmaster*, *Bolt Action*, and *Terminator: Genisys*, he has a resumé with which few can compare. Personally, I love *The Lord of the Rings Strategy Battle Game*, and think it contains the best mechanics for integrating heroes into a large battle game that I have ever encountered.

I first met Alessio when Osprey Publishing and Warlord Games teamed up to publish *Bolt Action: World War II Wargames Rules*. Since then, we have met many times at meetings between the two companies and numerous gaming conventions. I am thrilled that he has agreed to have a little play in the world of *Frostgrave*.

These days Alessio spends much of his time developing board games, such as the recent hit *Jim Henson's Labyrinth: The Board Game* for his own company River Horse Games, where he works with Chris Cæsar. When I first approached Alessio about writing a scenario, he asked if he could work with Chris, as Chris is a fan of *Frostgrave*, as well as a noted comic book and game illustrator in his own right.

Judging by the wild and fun nature of this scenario, it looks like Chris definitely has a future in game design!

> Every few minutes, the pit would belch up a load of that thick black goo. It would freeze in seconds, trapping anyone who got too close, like a fly in a web…

# THE STONE DEEP

## By Philip Smith

For all its splendour, ancient Felstad had a dark underbelly. Guilds, gangs, and syndicates ran protection rackets, smuggling rings, fighting pits, and more sinister operations, and no few wizards descended into this underworld. Some went willingly, lured by the prospects of illicit wealth and power, while others fell prey to one of its many perils. Criminals the authorities succeeded in bringing to justice were incarcerated deep below ground in a vast prison, guarded by means both magic and mundane. The Stone Deep, as this prison was known, housed murderers, thieves, rogue wizards… and worse. When the great cataclysm struck, the Stone Deep and its inhabitants escaped the fate of the rest of Felstad, but rapidly descended into anarchy as hope dwindled with the supplies of food and water. Magic wards failed, guards and inmates alike turned on each other, and war between petty chieftains and tyrants raged throughout the prison.

Now, the snow and ice has receded, the entrance to the Stone Deep has been revealed, and the prison is once again home to the evil and corrupt. Some nameless cult has made its lair in the upper levels, raiding out into the Frozen City to abduct victims to enslave or sacrifice in the name of the power they worship. The warbands were caught unawares, overrun as they slept, and those who were unlucky enough to be taken wake to find themselves imprisoned in the forbidding darkness of the Stone Deep…

# Set-Up

Players do not bring their full warbands to this scenario – instead, each player will field their wizard, apprentice, and a number of soldiers equal to the number of players plus one (for example, a two-player game will have three soldiers per player). If a player's warband does not include an apprentice, then the soldier with the highest base cost in gold crowns must be fielded instead (the player may choose in the case of ties). Players may choose which soldiers from their warband are fielded for this scenario.

The table is set up to represent a subterranean prison, and can vary according to the players' preferences and available terrain. It should consist of two large rooms, linked by a short corridor. Each room contains a number of windowless cells (three times the number of warband members in the game is a good, but feel free to add more if you like). One room also has a longer corridor leading to an exit. The prison is in a state of ruin similar to much of the Frozen City, and should have plenty of rubble, collapsed pillars, fallen statues, and so on to break up sight lines and obstruct movement.

Warband members start the game in a cell in the room furthest from the exit (assuming there is more than one room, of course). At the start of the game, players pair off their warband members, and randomly determine a cell in which each pair will start. No more than two figures may occupy any one cell – re-roll if the randomisation identifies an already-occupied cell. In some cases, there may be an odd number of warband members, leaving one figure per warband on its own. In this case, place the pairs before rolling to place the solitary figures. Figures from rival warbands may not share a cell at the start of the game.
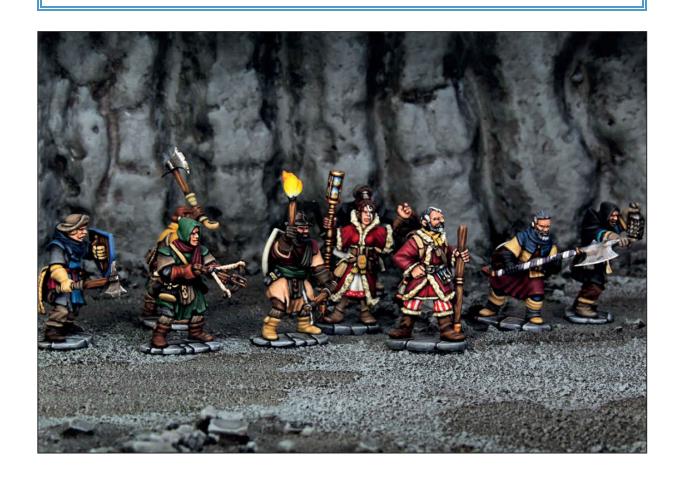
Place one guard figure (see below) in front of the exit.

Equipment is a valuable resource in this scenario, and in addition to keeping track of what each warband member is carrying, a few tokens or a notepad to keep track of 'unclaimed' equipment, that has been discovered but not picked up, may be helpful.

A ten-sided die (D10) is used to keep track of the Alarm, but a notepad could just as easily be used for this. A token or marker to note the source of the most recent noise is also useful.

# Special Rules

As the scenario takes place in an underground prison, the rules for playing with a Dungeon Set-Up, Ceilings, and Lighting (*Into the Breeding Pits*, pages 8–10) should be used. Doors and treasure placement are dealt with a little differently from the existing rules from *Into the Breeding Pits* in this scenario. If the players prefer, or do not have access to that supplement, a standard set-up may be used, but consider there to be a ceiling 10" from the floor, and see below for this scenario's special rules for doors and treasure placement.

Each warband member has been stripped of their weapons, armour, and any non-clothing items (boots, belts, robes etc. may be kept, rings, amulets etc. may not) for this scenario (for campaign games, consider them to be safe in the wizard's vault, ready to be used in the next game). Fortunately, spellcasters are still able to cast spells as normal. Until they manage to arm themselves, figures are considered to be unarmed (*Frostgrave* rulebook, page 25). To reflect missing armour, amend the affected figure's stats as per the Missing Armour Table. Should the figure find and equip themselves with some armour while exploring the prison, reverse the modifiers.

| Missing Armour Table | |
|---|---|
| Armour | Stat Modifiers (Cumulative) |
| Leather Armour | -1A |
| Mail Armour | -2A, +1M |
| Shield | -1A |

For example, a Thug would start the scenario unarmed, but with no modification to his stats; a Knight would be similarly unarmed, her Armour would drop to 10, and her Move increase to 6; while a Ranger would be unarmed and with an armour of 10. Should the Ranger subsequently find some leather armour, her Armour would increase to 11.

Cells in which warband members start the scenario are locked, while other doors are only locked on a roll of 11+. Unlocked doors

may be opened at the cost of one action. To open a locked door, a figure must use an action to attempt to break it down by succeeding with a Fight Roll with a Target Number of 10. When a cell door is opened (not including those behind which the warband members start the scenario), roll on the Cell Table to see what it contains.

| Cell Table | |
|---|---|
| Die Roll | Result |
| 1–4 | Empty |
| 5–11 | Equipment: Some form of weapon or armour. Roll on the Prison Equipment Table. The figure opening the cell door may immediately take this equipment. Should the figure not be willing or able to do so, place a token or keep a brief note – that equipment may be freely acquired by any figure entering that cell thereafter. |
| 12–17 | Prisoner: A captive… or the reanimated corpse of one. Roll on the Prison Encounter Table. |
| 18–20 | Treasure: Something that looks valuable and worth keeping… if you make it out alive. Place a single treasure token in the middle of the cell. This token is subject to all the usual rules. Only three may be found in this scenario – re-roll any further Treasure results. Treasure tokens not carried out of the prison are lost. |

Any warband member may use a dagger or hand weapon if they find one, even if they would not normally be armed with one. Otherwise, only figures that would usually be equipped with the item may use it. For example, our Knight would be able to make use of a dagger, hand weapon, and/or shield, but could not arm herself with a two-handed weapon or bow. Figures have their usual allowance of item slots (5 for a wizard, 4 for an apprentice, 1 for a soldier), but if a soldier picks up a piece of equipment they usually carry, this does not take up an item slot. Figures may spend an action to pass an item to another figure in base contact. Whenever a warband member is taken out of action, replace it with a token or leave it on the table – a figure can spend an action to loot the body, taking as many items as it wishes.

| Prison Equipment Table | |
|---|---|
| Die Roll | Result |
| 1–5 | Dagger |
| 6–10 | Hand Weapon |
| 11–12 | Leather Armour |
| 13–14 | Shield |
| 15–16 | Two-Handed Weapon |
| 17 | Bow |
| 18 | Crossbow |
| 19–20 | Hoard: Clearly, your captors have been using this cell as a dumping ground for equipment taken from their prisoners. The player may choose any three results (not including Hoard) from this table. |

The prison houses other inmates, some living, some (un)dead. Any time opening a cell door generates a Prisoner result, roll on the Prison Encounter Table to see what is in there. Creatures activate and behave as normal in the creature phase once they have been revealed. The Thieves and Thugs that might be encountered are also prisoners, and will join the warband of the figure that opened the door to their cell for the duration of the game. They may be activated that turn, and count as regular members of the warband in all respects.

| Prison Encounter Table | |
|---|---|
| Die Roll | Result |
| 1–9 | Skeleton (*Frostgrave* rulebook, page 111) |
| 10–15 | Zombie (*Frostgrave* rulebook, page 112) |
| 16–17 | Thief (as *Frostgrave* rulebook, page 23, but unarmed) |
| 18–19 | Thug (as *Frostgrave* rulebook, page 23, but unarmed) |
| 20 | Ghoul (*Frostgrave* rulebook, page 112) |

There are also guards out there… somewhere. With all the noise warbands are invariably going to be making, attempting to break down cell doors and fighting off the other inmates, there's a very good

chance that the guards will be alerted and come to investigate sooner or later. Every time a Fight Roll is made for any reason, by any figure (whether successful or not), the Alarm will increase by 1. So, for example, if two figures are engaged in combat, both will make a Fight Roll, so the Alarm would increase by a total of 2. Use a D10 (or a notepad) to keep track. At the start of the game, the Alarm is at 1; whenever it reaches 10, a guard (stats as Thief, *Frostgrave* rulebook, page 23) appears at the exit, and the Alarm resets to 1 (and keeps increasing, if necessary – for example, if the Alarm is 9, and a melee provides two Fight Rolls, one will increase it to 10, a guard will be placed, the Alarm will reset, and the second Fight Roll will increase the Alarm to 2). The guard is, for all intents and purposes, an uncontrolled creature, and will activate in the creature phase as normal, moving towards the source of the most recent Fight Roll instead of moving randomly. The easiest way of following this is to have a small token or counter placed alongside whichever figure (or figures in the case of combat) made the last Fight Roll. Note that the token doesn't move if the figure does – unless the guard can see a target, he will head for the noise, not the figure that made it!

The game ends as soon as one wizard escapes the prison through the exit.

# OPTIONAL RULE: MAXIMUM SECURITY

If you have high-level wizards, several players, or want to attempt a purely cooperative version of this scenario, try raising the difficulty by adding a weapon's damage modifier to the standard Alarm increase whenever a Fight Roll is made. For example, making an attack with a Two-Handed Weapon would increase the Alarm by 3 (+1 for the Fight Roll, +2 for the damage modifier). A Dagger would allow for silent attacks (+1 for the Fight Roll, -1 for the damage modifier)... though the opponent's Fight Roll would increase the Alarm as normal. If you do use this optional rule, be prepared to face a small horde of angry guards!

# Treasure and Experience (and Survival)

Any figure taken out of action during the game should roll for survival as per the normal rules in the *Frostgrave* rulebook. Figures left on the table at the end of the game must also roll for survival, to see the toll taken by their escape. In this case, roll on the Prison Survival Table below. Any warband that freed and recruited a Thief or Thug during the game should also roll for those figures, just as if they were a permanent part of their warband. Any surviving Thief or Thug can, should the player wish, be added to the warband for free, subject to the usual rules for warband size.

| Prison Survival Table | | |
|---|---|---|
| Die Roll | Result (Wizards, Apprentices, and Captains) | Result (Soldiers) |
| 1–5 | Permanent Injury | Badly Wounded |
| 6–10 | Badly Wounded | |
| 11–15 | Close Call | Full Recovery |
| 16+ | Full Recovery | |

For every treasure token a warband manages to get off the table, they may make three rolls on any treasure table (or combination of treasure tables, if players agree), and can choose two results to keep. Furthermore, the wizard that made it off the table is hardened by the encounter, and gains a Fate Stone (*Frostgrave* rulebook, page 64) – though this could be in the form of a chain link, a broken manacle, or similar reminder of the experience. Any equipment scavenged during the game may also be kept (provided it is not lost due to a Close Call survival result), and can be added to the Vault for later use.

Experience is gained as normal, with the following additions:

- +10 experience points for every creature killed by a member of the wizard's warband.
- +100 experience points for the wizard who escapes.
- +50 experience points if a wizard's apprentice escapes.

- +10 experience points for each member of a wizard's warband that escapes the prison.

## DESIGN NOTE

Warbands in this scenario will walk a tricky balance between exploring in order to scavenge equipment, and keeping Fight Rolls to a minimum so as not to alert the guards too much. This will usually necessitate an uneasy cooperation, but given the need to escape, it's generally a question of who breaks the truce first rather than whether or not the truce is broken! If players wish, however, it can work as a truly cooperative scenario – the game still ends when one wizard escapes, but the 100 experience points that wizard would normally gain for escaping are instead divided evenly between all the wizards who survived the game. All other experience gains are as above.

## ABOUT THE AUTHOR

Without Phil Smith, there would be no *Frostgrave*. It really is as simple as that. As Head of Osprey Games, Phil oversees both the wargame and board game operations, and has also served as the primary editor on most of the wargames that Osprey has produced. It was Phil who first challenged me to write a set of fantasy skirmish wargame rules for the Osprey Wargames series, and then later decided to take it out of that series and publish it as a standalone game. Before that challenge, I had never really considered writing a wargame. Since then, Phil has been closely involved with every step of producing *Frostgrave*, editing my writing, expanding on the notes to artists, and working closely with North Star on the production of figures.

Phil and I have worked together at Osprey for more than a decade, and this is not the first time we have teamed up. We co-wrote two books for the Osprey Adventures line: *Steampunk Soldiers: Uniforms and Soldiers from the Age of Steam* and *Steampunk Soldiers: The American Frontier*.

> According the prison log, there was a room, down on the lowest level, where they keep all of the demons, each one in its little bottle…

# THE ICE PALACE

## By Levi Bridges

As the storm finally calmed after centuries of raging, the ruins of Felstad have emerged in the thaw. Most of the structures are ancient, built in the heyday of the magical city. Recently though, adventurers have reported seeing a new building, one that was seemingly built overnight. Is it an elementalist creating a new base? A strange by-product of all the latent magic of the ancient city, possibly mixing with that of all the wizards casting spells in the ruins? No one knows for certain, but this new tower, apparently made of pure ice, stands proud in the midst of the city. Surely no sane wizard would dare enter such a fragile-looking tower. Then again, word has spread that this tower of ice has emerged on top of the great treasure horde of the Felstad Depository, one of the richest banks of the ancient city.

# Set-Up

The table should be set up in three sections, each one representing one floor of the tower.

    The bottom floor is 3' x 3', the middle 2' x 2', and the top is 1' x 1'. Each floor has two staircases in opposite corners. The top stairs only lead down, the bottom only up, and the middle you can climb either way. The bottom floor has four open doors, each located in the centre of a different table edge. Each floor should be covered with various interior terrain such as columns, blocking walls, rubble, etc.

    Players take turns placing treasure. Each player places one treasure per floor, and all treasures must be at least 4" from any staircases or doors.

    In secret, each player writes down which figures will start on which floor, with a minimum of one figure per floor. Once all players have decided, they reveal what they have written and place all of their

figures within 3" of one staircase on the appropriate floor. No opposing figures can start within 6" of each other.

In a three- or four-player game, increase the size of each floor by 6" in each dimension if possible. Treasure should be placed following the same rules as above.

## Special Rules

Figures may only exit the table through one of the four doorways on the ground level. Figures may move up and down staircases at their normal movement rate.

Whenever a figure rolls a 1 or 2 when fighting, shooting, or casting a spell on either the top or middle floors, the floor shatters, and that figure falls to the floor below. Approximate where the figure would land, then roll for a random direction and move the figure 6" in that direction. Figures that fall in this matter take an immediate 6 points of damage, unless that figure can fall without taking damage (i.e. it can fly or has a Ring of Slowfall). If a figure would fall on top of another figure, the figure on the ground may make an immediate Move Roll with a Target Number of 14. If they succeed, they may move 1" in any direction and the falling figure misses them. If the figure fails, the other figure falls on top of it, and both figures take 4 points of damage.

After a figure falls through the ice, the floor magically fixes itself so that no hole is left.

## Treasure and Experience

Treasure is rolled for as normal after this game. Experience is gained as normal with the following addition:

- +20 experience points each time a wizard or apprentice falls through the ice (maximum 80 experience points).

## ABOUT THE AUTHOR

Levi Bridges is a History teacher who lives in Illinois with his wife Sarah and their two kids, Ezra and Eamon. Though she is only five, Ezra is already a veteran *Frostgrave* player who likes "the wizard that blows things up".

Levi won the *Frostgrave: Ulterior Motives* Nickstarter contest and, as his prize, we worked together on this scenario for inclusion in *The Wizards' Conclave*. In truth, almost all of the ideas belong to Levi – my only real contribution was a little bit of wording and bringing it more into the style of other *Frostgrave* scenarios.

One of the best parts about the success of *Frostgrave* has been seeing all the wonderful scenarios that players have invented. As Levi proved here, you don't have to be a professional game designer to come up with a really fun, dramatic game with a great narrative hook!

> And then my torch just froze! Seriously – the flames were frozen solid. I touched a finger to it and burned the fool out of it – but whether the burn was hot or cold, I'm still not sure!

# A MAZE OF MIRRORS

## By Andrea Sfiligoi

The warbands stumble upon the unusual ruins of what was once a wizard's study. While the walls and furniture are all collapsed and covered in ice, six large mirrors, each as tall as a person, stand untouched by time. The catastrophe that doomed Frostgrave seems to have somehow ignored these fragile objects of metal and glass. The wizards immediately understand that these are the remains of a Speculomancer's sancta sanctorum, and the mirrors are the last testimony of an ancient, almost-forgotten occult discipline.

Speculomancy, also called Catoptromancy, is a form of divination through mirror-gazing which is almost completely forgotten in the present. After some accidents, scholars discovered that casting magic through mirrors not only allowed them to predict the future, see the past, and perceive the invisible, but it could also alter reality and create gateways to other realms of existence. Unfortunately, the creatures and spirits that lived on the other side of the mirrors were often malignant and dangerous…

*Set-Up*

The table should represent the scattered ruins of a building, with the possible addition of smashed furniture and collapsed book shelves. Players take it in turns to place mirrors, until each player has placed three. Each mirror should be at least 4" from any other mirror and at least 10" away from any table edge. Warbands should be deployed using the standard rules. Each player should then place one treasure token as per the normal rules, except that it must be at least 10" from a table edge.

## Special Rules

A figure in contact with a mirror may use one action to pick it up. However, due to the bulk and fragility of the mirrors, the carrier's Move is halved and he suffers -3 Fight. A figure carrying a mirror may spend one action to drop it, but every time this happens, the players should roll a die. On a 5+, the mirror is safe and nothing happens. On a 1–4, however, the mirror shatters, and the figure must roll on the Bad Luck Table below. If a figure holding a mirror is in a fight, and either figure rolls a natural 1 on their Fight Roll, that figure has broken the mirror and must roll on the Bad Luck Table. If both figures roll a 1, both figures should roll. A figure may not carry more than one mirror and may not carry a mirror and a treasure token at the same time. If a figure carries a mirror off the table, the mirror has been secured.

Any spellcaster within 1" of a mirror may spend an action to analyze its magic potential. When the character does so, roll on the Mirror Powers Table below. This action can replace the figure's mandatory move action.

A figure may decide to break a mirror on purpose by performing a melee attack, or using any ranged spell that causes damage. Consider each mirror as having a Fight +2, Armour 6, Health 3. The figure that breaks the mirror must roll on the Bad Luck Table.

## Treasure and Experience

Treasure is gained as normal for this scenario, with a wizard gaining a bonus 40gc for each mirror secured. Experience is gained as normal with the following additions:

- +25 experience points for each mirror secured.
- +20 experience points for each spell successfully cast through a mirror (instead of the normal +10)
- +20 experience points for each mirror a wizard or apprentice analyzes.
- +50 experience points if the wizard or his warband kills a mirror monster.



# THE MIRRORS

## The Nature of Mirrors

When a spellcaster analyzes a mirror, roll on this table to determine the nature of the mirror's powers. Once a mirror's powers are

determined, they will remain in effect until the end of the game. A spellcaster may not analyze a mirror that has been shattered or been previously analyzed by another figure.

| Mirror Powers Table | |
|---|---|
| Die Roll | Mirror Powers |
| 1 | Mirror Monster. A mirror monster appears from the mirror and attacks the spellcaster. Place the mirror monster in combat with the figure that analyzed the mirror. |
| 2 | Just a common mirror. It can still be secured to receive 40gc. |
| 3 | A small crack in the glass. The mirror has some power (roll again on this table, re-rolling any result of 1–3), but every time the power is used in the game, roll a die: on a 1–4 the mirror shatters (roll on the Bad Luck Table). |
| 4 | Reflect on your soul, wizard! The spellcaster analyzing the mirror must make a Will Roll with a Target Number of 12. If successful, the spellcaster gains +2 on his next Casting Roll. If the spellcaster fails, he suffers -1 Will for the rest of the scenario. |
| 5 | Reflections of Truth. All Illusionist spells within 12" of the mirror are dispelled. |
| 6–8 | Highly Polished Surface. Any spellcaster may use this mirror as though it were a Wizard Eye. A spellcaster carrying the mirror may use one action to cover the mirror thus preventing its use, or one action to uncover it to make it usable again. This action may replace a move action. |
| 9 | Mirror-gazing Secret. A spellcaster may use the mirror to cast Reveal Secret once during the game. This spell has a Casting Number of 6. If successful, place the treasure following the normal rules. |
| 10–13 | Mirror Walk. A spellcaster may enter into the mirror and re-emerge from any other intact mirror on the table, except mirrors that have been revealed to be just common mirrors. The spellcaster may also reappear from a mirror that is being carried by another character (place the figure 1" away from the figure carrying the mirror). |
| 14 | Your Eyes are Mine! The spellcaster may use the mirror to cast Mind Control with a Casting Number of 10 at any soldier or creature that is not carrying a mirror and is not within 1" of another intact mirror. |
| 15–16 | Mirror, Mirror on the Wall... The spellcaster immediately receives the effect of the Beauty spell with a Casting Roll of 16. The effect ends immediately if the mirror is shattered, otherwise it lasts until the end of the game. |
| 17 | Reflect Light. While carrying this mirror, the spellcaster is immune to the Blinding Light and Glow spells. This effect ceases immediately if the mirror is shattered, otherwise it lasts until the end of the game. |
| | |

| 18–20 | Reflect Magic. While carrying this mirror, the spellcaster may reflect any Elemental Ball, Curse, Elemental Bolt, Forget Spell, or Petrify spells back at the caster. A new Casting Roll must be made, using the original caster's Casting Number, to determine the spell's effect on the original caster. Every time the mirror reflects a spell, roll a die. On a 1–4, the mirror shatters, and – even if the reflection still takes effect – the wizard holding the mirror must roll on the Bad Luck Table. |
| --- | --- |

# Bad Luck

Every time a mirror is shattered, the character destroying it must roll on this table.

| Bad Luck Table | |
| --- | --- |
| Die Roll | Result |
| 1 | Chain Reaction. Roll a die for each mirror on the table: on a 1–3 it shatters. |
| 2–3 | Mirror Monster. A mirror monster appears out of the shattered mirror and attacks the figure that broke it. Place the mirror monster in combat with the figure that destroyed the mirror. |
| 4–7 | The figure that shattered the mirror suffers an immediate +3 attack. |
| 8–11 | The figure that shattered the mirror forgets a spell, chosen by a random opponent, until the end of the game. If the figure was not a spellcaster, it suffers a +3 attack instead. |
| 12–16 | The warband whose figure shattered the mirror receives 20gc less from all treasure rolls that include gold crowns when rolling for treasure after the game. |
| 17–18 | The figure that shattered the mirror immediately suffers 3 points of damage. |
| 19–20 | The figure that shattered the mirror immediately suffers a Permanent Injury (see *Frostgrave* rulebook, page 51). If the figure is a soldier, it is immediately reduced to 0 Health instead. |

# Mirror Monsters

The mirror monster is a demon that takes the form of its closest enemy, exactly as if it were a reflection of that person. When a mirror monster appears, it will take the shape of the figure that caused its existence – it will have the same stats, equipment, and special abilities. It cannot, however, cast spells. If the mirror monster kills the figure it is duplicating, then it gains +2 Fight for the rest of the game.

## ABOUT THE AUTHOR

Andrea Sfiligoi is best known to the wargaming community as the creator of the legendary *Song of Blades and Heroes* and its many spin-off games. As a game designer, what really impresses me about *Song of Blades* is how entertaining it is to play when you are controlling only two or three figures. Most wargames really suffer when playing with such small numbers, but that is where *Song of Blades* really shines.

One of the real pleasures of my time marketing games for Osprey was that I got to work on a whole series of Andrea's games including *Of Gods and Mortals*, *A Fistful of Kung Fu*, and *Rogue Stars*, each of which contains their own intriguing mechanics. Andrea is truly a designer who just can't help but tinker and create, as I think this scenario truly demonstrates.

There is something really unsettling about stabbing your own face…even if a monster is only wearing it temporarily…

# THE HOUSE OF TEMPESTS

## By Gav Thorpe

There is a street in the north of the city where the grand wizard Archamsas used to conduct powerful rituals, until one of her ceremonies went wrong and her house was devoured by the magic storm that she accidentally summoned. It is said never to appear at the same place for two days in a row, but those that can find it and dare the depths of the mystical tempest will find great rewards.

Pieces of the shattered building contain the essence of the storm and are known as Destiny Stones. They can be used to channel its power, though not without risk. The storm has strange cycles, which have been called the three winds – each represents either anger, sadness, or peace – said to be the moods of the trapped spirit of Archamsas. To harness the winds brings great power, but sometimes at a price...

## Set-Up

Set up the table as per a standard game of *Frostgrave*, except there must be a house or ruin in the centre of the table. Treasure is placed as normal, except that each player may place a maximum of one treasure with in the ruined house.

## Special Rules

Each wizard has a Destiny Stone that allows them to attempt to control the magic tempest. The stone can be attuned to one of three magical winds, represented by the colours red, yellow, and blue (or three other agreed symbols). Each player needs a set of three tokens

to represent the Destiny Stone and which wind it is aligned with. Beads work well for this, but you could use dice, coloured counters, etc.

At the start of each turn, before rolling for initiative, each player must decide if their wizard is going to activate their Destiny Stone and, if so, to which wind they will align it. To do this, they take the appropriate token *in secret* and hold it in their fist (or no token at all if they do not wish to use the Destiny Stone). Keep the other tokens hidden.

The player that last held the Initiative intones, "Have all wizards determined their destiny?", to which the opposing wizard replies, "Aye". Both players reveal their choice simultaneously and, depending upon their decisions, may gain some form of bonus to a single Casting Roll for that turn. This bonus can be used by either the wizard or apprentice, and must be declared before rolling any dice.

- If neither player uses the Destiny Stone, they each gain a +4 bonus.
- If both players use a Destiny Stone, they each gain a +2 bonus, but must compare the colour of the wind controlled to see which is more powerful. The wizard that loses this duel loses 2 Health. If the player has no wizard on the table, the apprentice loses 2 Health. A player with neither a wizard or apprentice cannot use a Destiny Stone. To find the winner, compare the colours: red beats yellow, yellow beats blue, blue beats red. If both players select the same colour, neither has to sacrifice their Health.
- If one player used a Destiny Stone and their opponent did not, they gain a +6 bonus. They must expend 2 Health, however, or the stone becomes defunct for the rest of the game at the end of the turn. The other player gains no bonus.

## Treasure and Experience

Treasure is rolled for as normal after the game, except that any treasure tokens recovered from the ruined house may be exchanged for two rolls on the treasure table instead of the normal one.

Experience is gained as normal, with the following addition:

- +50 experience points for any wizard that finishes the battle with their Destiny Stone still working as they take a glimpse at their future.

# ABOUT THE AUTHOR

These days, Gav Thorpe is probably best-known as a novelist, but I first became aware of him with the release of *Inquisitor* from Games Workshop, for which he was the lead designer. This game, which sort of straddled the line between a tabletop wargame and a roleplaying game, remains one of my all-time favourite releases from Games Workshop, and I suspect had at least a little influence on the development of *Frostgrave*. It's definitely a book worth searching out just for the sheer joy of reading.

I actually first spoke to Gav when I was searching for fiction writers for *Frostgrave: Ghost Archipelago: Tales of the Lost Isles*. Once I had his email, however, I knew I wanted to get him involved in *The Wizards' Conclave* as well. Thankfully, he was more than happy to help out!

"It is said that if you look deeply into the stone, you will see the final resting place of your body. What did you see?" "A troll."

# THE CABINET OF CALIXIA MALUS

## By Matthew Ward

Even in the doomed city of Felstad, where rumours are as common as snowflakes, there is one tale that stands out against the others. It concerns a cabinet, fashioned from bleakwood and encrusted with precious gemstones, crafted by one Calixia Malus, a courtly vizier who was determined to win favour with her lord through ever more ostentatious displays of sorcery.

Beautiful as it was to behold, this cabinet's true value lay in what it contained – a magical gateway to Calixia's personal menagerie. She would open the seemingly empty cabinet, and usher forth a beast from distant lands. Enslaved by mechanisms built into the cabinet, the creature would perform prettily until banished to its point of origin.

Alas, Calixia's apprentice, Jerith, grew jealous of his tutor, and conspired to claim the cabinet's secrets for himself. Fool that he was, he entered the box, and the door closed behind him. In panic, Jerith lashed out with his own primitive magics, succeeding only in separating the moorings of the cabinet's gateway. Jerith was never seen again, and the cabinet was quickly despatched to the palace vaults, for none could abide the mournful screams echoing from within.

Worse was to come. In his flailings, Jerith had set the far end of the gateway dancing across distant hills, drawing in all manner of unpleasant creatures. Calixia had long been banished by now – the death of one's apprentice never playing well at court – and no one knew how to control the beasts the cabinet brought forth.

Untrained for courtly performance, and possessed of ravenous hunger, the creatures emerged from the cabinet and rampaged through the palace, killing and consuming all they found before turning upon one another. Not long after, disaster struck Felstad, and both palace and cabinet were lost, surviving only in rumour. But while few sensible folk believe tales of magical gateways and tormented apprentices, the gemstones that laced the cabinet's facings have no shortage of seekers…

# Set-Up

Place a suitable model or counter in the centre of the table to represent the Cabinet of Calixia Malus. Then place another five counters, equally spaced around the Cabinet to represent the shattered enslavement mechanisms. Each enslavement mechanism should be set 6" from the Cabinet, and 6" from each other, forming a pentagon, with the Cabinet at its heart. Once this has been done, set up the rest of the table as per a standard game of *Frostgrave*.

# Special Rules

The Cabinet of Calixia Malus cannot be moved, nor can it be claimed as treasure (although a model may attempt to pry gemstones from its surface, as described below). At the end of each creature phase, a creature emerges from the Cabinet of Calixia Malus. To determine exactly what emerges, roll a die and consult the following table, placing the appropriate model in contact with the Cabinet. If you don't have the appropriate model (or rules) to represent the result, re-roll.

| The Cabinet of Calixia Malus Creature Generation Table | |
|---|---|
| Die Roll | Creature |
| 1–4 | Giant Rat (*Frostgrave* rulebook, page 114) |
| 5–8 | Ice Spider (*Frostgrave* rulebook, page 114) |
| 9–10 | Boar (*Frostgrave* rulebook, page 113) |
| 11–12 | Bear (*Frostgrave* rulebook, page 113) |
| 13–14 | Snow Leopard (*Frostgrave* rulebook, page 115) |
| 15 | White Gorilla (*Frostgrave* rulebook, page 115) |
| 16 | Rangifer (*Thaw of the Lich Lord*, page 57) |
| 17 | Frost Giant (*Frostgrave* rulebook, page 118) |
| 18 | Snow Troll (*Frostgrave* rulebook, page 119) |
| 19 | Giant Worm (*Frostgrave* rulebook, page 119) |
| 20 | The Immortal remains of Jerith, now possessed – Major Demon (*Frostgrave* rulebook, page 118) |

This creature does not move in the turn that it arrives, and is considered part of the warband of whichever player controls the most enslavement mechanisms at the moment of its arrival. If two or more players are tied for control of the enslavement mechanisms, the creature follows the standard rules for uncontrolled creatures for the remainder of the game.

An enslavement mechanism is controlled by a player having a model from his warband within 1" of its counter, without models from any other warband being within 1" of that counter.

Once a creature's behaviour (either as an uncontrolled creature, or a slave to one warband or another) is determined, it does not alter during the game. The enslavement mechanisms only allow a warband to seize control of a creature as it emerges from the Cabinet.

Any member of a warband (but not enslaved creatures) may attempt to pry gemstones from the Cabinet's richly decorated surface, providing that they end their move in contact with it, and they are not in combat. Such actions aren't without risk, however. Each time a figure attempts to loot the Cabinet in this fashion, they should make a

Will Roll with a Target Number of 10. If successful, place a treasure token next to the figure. The figure is assumed to have already picked up the token. If the Will Roll is failed, the model is dragged into the Cabinet! It is immediately reduced to 0 Health. A maximum of three treasure tokens per player can be recovered from the cabinet.

All enslaved monsters wander off at the end of the game.

## Treasure and Experience

Each treasure token is worth 20gc plus whatever is rolled on the treasure table. Experience is gained as normal for this scenario with the following additions:

- +10 experience points for each creature enslaved.
- +10 experience points for each treasure token claimed from the cabinet (whether or not this token is secured).

# ABOUT THE AUTHOR

I first came into contact with Matthew Ward while searching for authors for *Tales of the Frozen City*, the original *Frostgrave* fiction collection. At the time, I vaguely knew of Matthew as the designer of *War of the Ring*, the highly regarded mass-battle system from Games Workshop, but had never encountered his fiction. Based on a recommendation, I got in contact and, boy, am I glad that I did!

Matthew turned in one of my favourite stories for that original collection. In fact, I was so impressed with his prose and his obvious understanding of the Frozen City as a setting, that I asked if he would be interested in writing the first *Frostgrave* novel…

If you haven't had a chance to read *Frostgrave: Second Chances* by Matthew Ward, I can't recommend it enough. Mathew took my somewhat vague setting and brought it to life in a story that is filled with action, adventure, and characters that you really care about. I liked it so much, in fact, that I've asked him to write another. Matthew is working on *Frostgrave: Oathgold* at the time I am writing

this, but if it is anywhere near as good as *Second Chances,* we are all in for a treat.

> It must have been an old furniture factory or something, but they had a whole room filled with bleakwood logs. It would have sold for thousands, but the presence of that much bleakwood just made us all too depressed to care…

# OLD SCORES

## By Nick Eyre

You have only recently arrived in the Frozen City and are busy recruiting soldiers for an expedition, when an old adventurer named Rotha approaches you. The grizzled warrior claims to know the location of a fabled treasure, the Armour of Redwar, and offers to lead you to it. He even offers to bring along a couple of his own men, a pair of thugs named Lee and Aaron.

You are sceptical about the man's claims, and even more about his motivations, but the chance to secure such a valuable treasure seems too good a chance to pass up. Rounding up the rest of your warband, you soon set off into the snowy ruins. Rotha marches at the head of the party. Despite having only one eye, he claims to be an expert with his crossbow, and he certainly carries it like one used to the weight.

It takes the better part of a day and a night to reach the ruined building that Rotha says contains the treasure. Near the ruins of the door, you find several corpses, and Rotha confirms that they were members of his previous expedition. A few minutes later, with torches lit, you descend into the broken interior of the building.

For a few minutes, you walk through a narrow, broken corridor. Then, just as you see the corridor opening up into a chamber, Rotha and his two thugs shoulder their way to the front of the party.

"Rotha, what is the meaning of this?" you demand.

Rotha looks back, the vivid scar over his lost eye seeming to glow in the torchlight. "Sorry," he says, "but I've got an old score to settle before I help you get the armour. Just stay out of the way. The cat is mine!"

# Set-Up

This is a solo scenario, designed for a newly created wizard. The wizard can only have a maximum of seven members in his warband during this scenario. He will, however, also be accompanied by a crossbowman (Rotha) and two thugs (Aaron and Lee) (as *Frostgrave* rulebook, page 23).

The scenario is played on a 2.5' x 2.5' table. Place a doorway in the centre of one table edge. This doorway serves as the entry point for the wizard and his warband. In the centre of the opposite table edge, place the Armour of Redwar. Place a wraith (see *Frostgrave* rulebook, page 112) on the table, directly in front of the Armour of Redwar. Place three skeletons (see *Frostgrave* rulebook, page 111) at the centre point of the other two table edges. In the centre of the table, place ten markers, which can be treasure tokens or any other type of little token. These markers should be haphazardly arranged, with no marker closer than 3" to any other marker.

In the right-hand corner furthest from the doorway, the wall has collapsed, creating a short ramp that leads up to a hole.

The player should set up all of his warband members, including Rotha, Lee, and Aaron, within 4" of the doorway.

# Special Rules

All of the creatures in this scenario follow the standard rules for uncontrolled creatures with one exception. If they are ever called upon to make a random move, they instead make a move towards the centre of the table.

Whenever a warband member moves adjacent to a marker, they may spend an action to search it. Immediately roll on the Marker Table below, to see what the figure has found. Note that each result on the Marker Table can only be obtained once, so always re-roll until a new result is obtained.

| Marker Table | |
|---|---|
| Die Roll | Result |
| 1–6 | It's just rubbish. Remove the marker. |
| 7–10 | Treasure Token. The figure may pick up this token as a free action. |
| 11–16 | Skeleton. Replace the marker with a skeleton, placed in combat with the figure that searched it. |
| 17–20 | Magic Weapon. The figure finds a magic melee weapon that does +1 damage. This weapon may be any type of melee weapon that the searching figure carries. This figure may immediately use this weapon. |

At the beginning of the second turn, place a snow leopard (see *Frostgrave* rulebook, page 115) at the top of the ramp in the corner. At this point, Rotha and his two thugs become uncontrolled creatures. Every turn, Rotha will use his first action to move towards the leopard. With his second action, he will either fight (if he's in combat), fire his crossbow (if it is loaded and he has line of sight to the leopard), or reload his crossbow (if it is unloaded), following that order of priority. If Rotha wins a fight with the leopard, he will stay in combat. Lee and Aaron will move directly toward Rotha, attempting to position themselves to support him in combat with the leopard. Once in that position, they will take no actions, not even to attack the leopard. If any other figure moves into combat with Lee or Aaron, they will use an action to fight that figure. If the leopard is killed, Rotha, Lee, and Aaron once again return to the control of the player.

For the purposes of the scenario, treat the Armour of Redwar as a treasure token.

If the wraith is killed, another wraith will appear in a random table corner at the end of the turn.

Because this scenario takes place in an underground chamber, figures can only exit the table through the doorway.



## *Treasure and Experience*

Recovered treasure tokens may be rolled for after the scenario as normal. If the Armour of Redwar is recovered, it may also be kept.

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

- +20 experience points if Rotha personally kills the leopard.
- +25 experience points if the wizard or his warband kills a wraith.
- +50 experience points if the Armour of Redwar is recovered.

## THE ARMOUR OF REDWAR

This is an ancient suit of magic mail armour. Any figure wearing this armour receives +1 Move and +1 Fight when making combat rolls against shooting attacks.

## ABOUT THE AUTHOR

Nick Eyre, founder and boss of North Star Military Figures, is one of the most popular figures in the UK wargaming industry. I first met him through my work with Osprey Publishing, long enough ago that I can't actually remember the event. What I can remember is the huge amount of support that Nick has given to *Frostgrave*. Back when Osprey Games was just a fledging off-shoot of the parent company, it was Nick who really encouraged the production of a line of jointly produced *Frostgrave* figures. It was also Nick who brought together the original sculptors for the range, who cast up the metal figures, and who organized the production of the plastics.

In fact, Nick and his team at North Star have been tireless supporters of the game from the beginning – presenting games at shows, talking up the game online, and running a number of highly successful pre-order campaigns, playfully called ' Nickstarters'.

I owe a huge debt to Nick and his team. Without their support, *Frostgrave* would not be the game it is today.

> We fought that wraith for what felt like hours. As soon as we destroyed one suit of armour, it would hop into another and come at us again…

# THE CULT OF A THOUSAND EYES

## By Chris Pramas

In the ancient city of Felstad there were many magical cabals. One such was the Cult of a Thousand Eyes. These secretive mages were devotees of a god of outer darkness, a being that traded in only one currency: souls. The wizards had no interest in selling their own souls, of course, so they developed techniques to steal the souls of others and trap them inside gems. These could then be sacrificed to their blasphemous god for forbidden knowledge and magical power.

While the cult was based in a great tower, their dark rituals took place in a walled garden nearby, its winding paths representing the journey through the planes to the outer darkness. Statues depicting spirits, demons, and monsters lined these paths. Each was different but in one detail they were all the same – their eyes were gems, each holding the soul of one of the cult's victims.

The garden was buried under ice and snow for centuries but now it's been uncovered at long last. The warbands have heard rumours of the statues with glittering eyes and have come to investigate…

# Set-Up

The table represents the ruins of the garden. The cult's tower fell over during the great cataclysm, so scattered rubble and other detritus is appropriate. You also need to represent some of the surviving statues on the table. You should have four of these for each player, placing them in the same manner as treasure tokens. Miniature statues work best, but you can use simple tokens or even other miniatures from your collection to represent them if need be.

# Special Rules

Each warband is trying to collect as many sets of gems as possible. A figure that is in contact with a statue can attempt to pry loose the gems, which requires a die roll of 11+. Thieves get a +1 modifier to this roll, while treasure hunters get a +2. When a figure succeeds, roll on the Gem Result Table below, and remove the statue from the table.

| Gem Result Table | |
|---|---|
| Die Roll | Result |
| 1–2 | Upon touching the gems, the figure is overcome by the power of the outer darkness. If the figure is a wizard or apprentice, their activation ends immediately and they cannot activate on the following turn as they struggle to regain control. Soldiers who touch the gems are temporarily driven mad. For the rest of this game, they are treated as uncontrolled creatures. |
| 3–4 | One of the gems shatters when pried loose, releasing the soul within. Place a Wraith (*Frostgrave* rulebook, page 112) on the table within 3" of the statue. It follows the normal rules for creatures. |
| 5–6 | The gems explode with soul energy. This is resolved as a +5 shooting attack against any figure within 3" of the statue. |
| 7–8 | The gems glitter with inner light and the statue comes to life. Roll a die. On a 1–10, treat it as a medium construct (*Frostgrave* rulebook, page 117). On an 11–20 treat it as a large construct (*Frostgrave* rulebook, page 117). This construct is an uncontrolled creature. |
| 9–11 | No souls remain in the gems but they are still valuable. They are worth d20x20gc. |
| 12–14 | The souls within provide valuable insights, then the gems fall to dust. The wizard gains +100 experience points. This is in addition to the experience points awarded in the Treasure and Experience section of the scenario. |
| 15–16 | The gems are a magic item, the Eyes of Runic Light. A wizard with this item in their vault gains +2 to any attempt to cast Write Scroll. This item can be sold for 250gc. |
| 17–18 | The souls in the gems know arcane secrets. After the battle, the wizard gains one level and learns a new spell generated from the Random Spell Table (*Frostgrave* rulebook, page 60). The new spell represents the reward for gaining the level. |
| 19+ | The gems are a magic item, the Eyes of Eternity. With this item in their vault, a wizard or apprentice can re-roll a Dead result on the Survival Table. The Eyes of Eternity can only be used once ever and the result of the second die roll is final. This magic item can be sold for 500gc. |

# Treasure and Experience

Treasure comes from the gems as detailed on the Gem Result Table. Experience is gained as normal, with the following addition:

- +40 experience points for every roll the wizard's warband makes on the Gem Result Table.

## ABOUT THE AUTHOR

Chris Pramas is one of the biggest names in the roleplaying game industry. As the head of Green Ronin Publishing, he has written or overseen the publication of *Mutants & Masterminds*, *Fantasy Age*, *Dragon Age*, *Titansgrave*, and *A Song of Ice and Fire Roleplaying*. He is also the designer of the second edition of *Warhammer Fantasy Roleplay*. By far my favourite work by Chris, however, is his *Freeport* series – one of my all-time favourite fantasy/pirate settings.

I first got in touch with Chris Pramas a few years ago when I was looking for an author for the Osprey Adventures book, *Orc Warfare*. Chris did such a wonderful job writing that book, that I

commissioned him for two more, *Dwarf Warfare* and *Elf Warfare*. Since then, I've had a chance to meet up with Chris briefly at various conventions, but these are always chaotic affairs – maybe one of these days we'll actually have time to sit down and have proper conversation!

> It was an amazing sword, but it had this eyeball in the hilt that just kept looking at me while I fought. The distraction nearly got me killed...

# NEW KID ON THE CHOPPING BLOCK

## By Joel Eddy

Your apprentice has been kidnapped! A low-born wizard stole into your base before dawn and took your most trusted ally. After a frenzied chase, you have managed to catch up and ambush the wretched thieves…

## Set-Up

This scenario is designed for two players. Prior to set-up, each player should roll a die and subtract their wizard's level. The player with the higher total has captured their opponent's apprentice, becoming the Captor (the other player becoming the Rescuer). The winner of the roll may instead choose to have their apprentice captured if they wish (reversing the roles accordingly).

This scenario should be played on a 3' x 3' or 4' x 4' table. The table should be covered in ruins as per a standard game of *Frostgrave*. The Rescuer should place three treasure tokens within 9" of the centre of the table, but more than 6" from each other. Each warband should deploy along opposite table edges. Every model should have their bases touching the table edge.

The Rescuer's apprentice has been captured and is not available at the start of the game. Set that apprentice aside. The Captor must deploy their warband first and may choose which table edge they wish to start on. They must place their soldiers in groups of two or three figures each. The figures in each group must stay within 3" of each other throughout the game. If they are separated for any reason (by

being pushed etc.) they must attempt to move so they are within 3" of each other on their next activation. After deploying, but before the opponent deploys, the Captor must secretly write down which of these groups has the apprentice in their custody.

The Rescuer may now deploy all of their figures, remembering to stay in contact with the table edge.
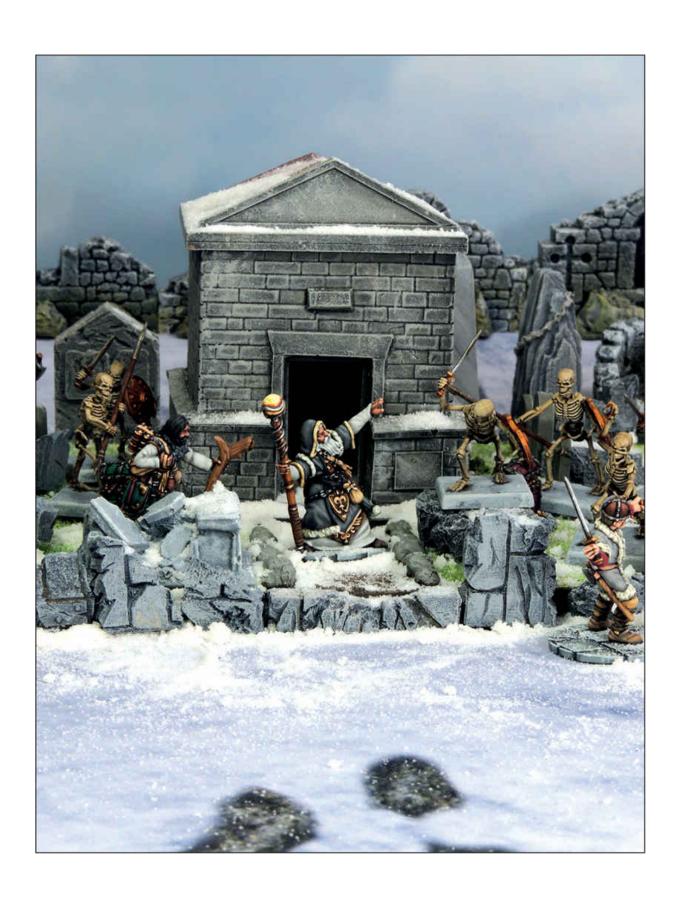


## Special Rules

Activation for the Captor will work differently in this scenario. Group activations are not available to their wizard or apprentice. However, during the soldier phase they will activate the different groups of soldiers using the same rules as if they had been activated with a group activation. All figures in the group must, however, be within 3" of each other by the end of their activation.

Treasure tokens must be moved off the opposite edge from a player's deployment edge to be secured. Any treasure still in play or in the possession of a figure when the game ends are immediately lost and removed from play.

The game can end in several ways. If the group of soldiers that was secretly chosen to have custody of the Rescuer's apprentice has moved one of their figures off the opposite table edge and their wizard has moved off the same table edge, the game ends and the Captor immediately wins a Major Victory. If only the group of soldiers made it off the opposite edge, and that player's wizard has been removed from the table (moved off a different table edge or killed), the game ends. That player wins immediately wins a Minor Victory.

If the group of soldiers carrying the apprentice has all of its figures killed, the captured apprentice is revealed and placed on the table within 3" of where the last figure was killed. The apprentice will be available for activation in the next apprentice phase. Finish the game as normal, until one player has no figures on the table or the last treasure token has left the table. If the apprentice has been freed, and the Rescuer has captured two of the treasure tokens, they win a Major Victory. If the apprentice has been freed, but the Rescuer has captured fewer than two treasure tokens, they win a Minor Victory.

## *Treasure and Experience*

Treasure is rolled for as normal after this scenario. Experience is gained as normal for this scenario with the following additions:

- +75 experience points for each treasure token recovered (instead of the normal +50).
- +50 experience points for winning a Minor Victory.
- +100 experience points if the Rescuer wins a Major Victory.
- If the Captor wins a Major Victory, they gain one level and learn one spell known by the Rescuer. The new spell represents the reward for gaining the level. The chosen spell must come from the *Frostgrave* rulebook.

## ABOUT THE AUTHOR

Of all the people who contributed scenarios to this book, Joel Eddy is probably the newest wargamer. His real claim to fame in the gaming industry is as the creator and presenter of DriveThruReview, one of the biggest, most popular, and most important board game review channels on YouTube. Since starting, Joel has created more than a thousand videos devoted to board and card games of all types and, through that, has inspired many people to pick up and try games they might otherwise never have encountered.

One day, he also decided to review a little-known wargame called *Frostgrave*. That review has been watched more than 10,000 times and is certainly responsible for bringing in a host of new players. A little time later, Joel named *Frostgrave* as one of his most influential games, for opening up a whole new type of gaming for him.

Well, I was so thankful to Joel for helping spread the news about the game, and so touched by the passion with which he talked about the fun he was having with it, that I asked him to contribute to this book. I hope you will all agree, for a wargaming rookie, he's come up with a fun little scenario!

Turns out it wasn't the wizard's apprentice at all, just some fleshy construct covered in explosive runes…

# THE BETRAYER'S BLADE

## By Sean Sutter

On clear nights, when the wind stops howling and the hired men finally drink themselves to sleep, there is a stillness that is quite unique to this frozen city. It is a stillness that only a wizard can truly appreciate. This is the hour when ancient voices can be heard, and strange whispers come to those who listen.

An age of myth rests in an uneasy slumber just below the ice. Ice that grows thinner by the day. The taint of magic has a tendency to turn countless aeons into a meaningless separation. From the highest towers to the unplumbed depths, this frozen city reveals itself in strange and unearthly ways. For this reason, one must only wait patiently as the fates reveal their design.

A forgotten trinket, some uninspiring sculpture kept on a whim, catches the eye as a cold legend unfolds. A prince born with the blood of giants paid the ultimate price for his trickery and betrayal. Below even the foundations of this ancient city, the mortally wounded prince has been kept bound, yet alive, by three sacred flames. A searing blade, forged by mythic craftsmen, was forced deep into the wretch's skull. For uncounted millennia, the betrayer prince has endured immeasurable agony. His soul is hollowed by suffering, and all that remains is hate.

Lost spirits of these untold times now seek justice. The secrets of the sacred flames are revealed. Whoever responds to this cry will have their name woven into the old myths. And the sword, the sword would be a treasure of unparalleled value. A relic with the power to kill a god…

## Set-Up

This scenario is set in an underground cavern and uses the underground rules from *Into the Breeding Pits*, if available. Place a sacred flame in the centre of the table, then place two more flames 8" to either side, parallel to player deployment. This will form a line of three flames along the centre of the table. Next, place the Betrayer Prince (see below) along the centre line and in contact with the centre flame. Treasure and starting warband placement follow the rules for a standard game of *Frostgrave*.

## Special Rules

The sacred flames are arcane mechanisms used to sustain the prince in his torment. Any character in contact with a sacred flame may spend

one action to attempt to extinguish it. Make a Will Roll with a Target Number of 12. If the roll is successful, the flame is extinguished and removed from play. If the test fails, the character is burned for 2 points of damage. The character attempting to extinguish the flame may empower their attempt in the same way a wizard empowers a spell.

The Betrayer Prince follows the standard rules for uncontrolled creatures with the following exceptions. The prince is immune to all damage as long as at least one sacred flame is on the table. When determining creature actions, if you reach step 3 the prince will always move toward whichever sacred flame has a warband member nearest to it.

If a figure kills the prince in close combat they immediately gain the Betrayer's Blade (see below). The figure may carry the blade for the rest of the game even if they have no item slots available and are incapable of using a hand weapon. If the prince is killed by a ranged attack, place a special treasure marker where he died to represent the Betrayer's Blade.

If only one warband remains on the table, the game continues until the prince is killed. When the prince is killed a spectral figure rises from his body. The slender creature gives a bow, a sly wink, and disappears.

## Treasure and Experience

Treasure should be rolled for as per a standard game of *Frostgrave*. If any figure leaves the table carrying the Betrayer's Blade, or is still alive when the scenario ends, the sword may be added to the wizard's vault in the same way as normal treasure. Experience is gained for as normal with the following additions:

- +25 experience points for each sacred flame extinguished by the wizard or his warband.
- +75 experience points for the wizard whose warband kills the prince.

# THE BETRAYER'S BLADE

This magic hand weapon may only be used by a wizard. It grants +2 Fight. Supporting figures only grant a +1 supporting figure bonus in multiple combats where the wielder is the attacker or the declared target.

# THE BETRAYER PRINCE

Left imprisoned and horrifically wounded, the prince has gone completely mad.

| The Betrayer Prince | | | | | | |
|---|---|---|---|---|---|---|
| M | F | S | A | W | H | Notes |
| 6 | +6 | +0 | 15 | +6 | 20 | Large, Huge Weapon (treat as if armed with a two-handed weapon), Deceiver (supporting figures only grant a +1 supporting figure bonus against the Betrayer Prince), Immune to all damage while at least one sacred flame is on the board. |

# ABOUT THE AUTHOR

Sean Sutter is truly a one-man gaming company, and I have huge respect (and just a bit of envy) for what he's managed to accomplish in the last few years. Sean is the creator of a skirmish wargame called *Relicblade*, and when I say creator, I mean it. Sean wrote the rules, drew or painted all of the artwork, and self-published the game. If that wasn't enough, he also sculpted all of the figures for it as well!

I first met Sean a couple of years ago at Adepticon, and since then have had a few chances to hang out with him. It's been great talking to him about game design, the creative process, and this crazy industry of which we are a part. I think that Sean and I share a lot of

game design philosophy, and players who like *Frostgrave,* are likely to enjoy *Relicblade* as well.

Of course, the oldest rumours say the city was founded on the bodies of titans, but I don't see how that can be, since titans can't actually die…

# THEY MOSTLY COME AT NIGHT

## By Daniel Mersey

When night falls over the Frozen City, evil comes out to play. Most warbands bed down for the night in the most defensible ruins they can find before the sun sets, and – as is the lore of the wilderness – the wizard remains awake in a mystical trance watching over the sleeping soldiers.

And the wizard watches as the hours grow longer.

But the watcher is watched.

The keenest of eyes may spot movement just beyond the dull yellow flicker thrown out by the campfire, but before a warning can be given, a pack of creatures rushes from the darkness, intent on a late-night snack!

Many adventurers have listened to tall tales of night-time ambushes by unnamed creatures; few have survived to tell their story first hand…

## Set-Up

This is a solo scenario, where the player is pitted against an ambushing force drawn from the Frozen City's weird and wonderful inhabitants. It is best played on a small table – 3' x 3' is ideal.

Only the most foolish – and soon to be dead – adventurers sleep in the open. Instead, campsites are often hidden away within the city's ruins. Fill the table with ruins as per a standard game of *Frostgrave*, but in the very centre of the table place a small campfire. This represents the centre of the warband's camp.

Your wizard must be placed within 2" of the campfire, and the rest of your warband within 6" of it. The wizard is awake and ready to act; all other models are asleep under his or her watchful eye. Sleeping models may be placed on their side to indicate their status.

The attacking force – 'creatures of the night' as we choose to call them – are deployed in a ring exactly 16" from the campfire.

No treasure tokens are placed on the table.

## Special Rules

The creatures of the night have the initiative in the first turn.

In the player's warband, only the wizard is ready to act at the start of the first turn – all other models must wake up and grab their weapons before they can make any action other than defending themselves in close combat. To awaken ready for battle, models must pass a Will Roll against a Target Number determined by the turn of the game:

| Turn Number | Will Roll Target Number |
| --- | --- |
| 1 | 15 |
| 2 | 12 |
| 3 | 9 |
| 4+ | N/A – all remaining models are ready to fight. |

When ready to fight, the model is placed upright on the spot and is activated with only one action this turn. It can be activated as usual in subsequent turns. If a model is attacked before being ready to fight, its Armour and Fight values are both reduced by -2. Sleepiness is not conducive to combat!

This scenario is fought at night, with the tabletop illuminated only by the moon and the small campfire. There is 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.

The creatures of the night should be selected from the bestiary in Chapter Six of the *Frostgrave* rulebook or from any official supplement. Undead warbands are very thematic, but wolves, wild dogs, ice spiders, or demons are equally cool. It's fine to mix and match by using whatever models you have available.

The size of the ambushing force should be three times the number of models in your warband, +1 for every three levels your wizard possesses. Larger or more powerful creatures count as two or three models at your discretion. At the beginning of the creature phase in Turn 4, top up the number of attacking models – any creatures killed before this point now return to play, representing latecomers to the fight. These models are placed together at the centre of a randomly determined table edge (bases touching the edge).

The creatures of the night use the 'creature actions' described here of the *Frostgrave* rulebook. However, step 3 should be ignored for this scenario – creatures will always move towards the nearest warband member whether within 10" distance or not.

This scenario is written as a solo encounter, but a second player's warband may be used to spring the ambush as the attacker, replacing the creatures of the night. In this case, instead of deploying 16" from the camp fire, the attacking warband deploys along any or all of the table's edges (bases touching the edge).

## Treasure and Experience

If the player defeats the creatures of the night (killing all of the models or driving them from the table), he or she discovers their nearby lair which contains four treasure tokens.

If the player flees (all surviving models leaving the table while creatures of the night remain in play), he or she stumbles across the remains of a less fortunate warband ambushed the previous night. Searching the ransacked site, two treasure tokens are discovered.

If the creatures of the night are replaced by a second player's warband and this second player kills or drives all enemies from the board, three treasure tokens are discovered.

The wizard gains the normal experience points for whatever treasure tokens are recovered, Treasure should be rolled for as per a standard game of *Frostgrave*.

Experience is gained for as normal with the following addition:

* +25 experience points if the wizard survives the scenario.

# ABOUT THE AUTHOR

It seems hard to believe, but I have never actually met Dan Mersey in person. Despite that, I have had the pleasure of working with him professionally for years. Our first major contact came when I was editing the Myths and Legends series for Osprey Adventures. At that point, Dan already had a reputation as a serious student of Arthurian legend, and I was delighted to commission him to write a book on King Arthur for the series. It turned out to be such a good book, that I quickly asked him to write another – *Knights of the Round Table*, in the same series. Both books are definitely worth checking out.

These days, Dan is best known to wargamers as the most prolific author in the Osprey Wargames series. He created the very first title in the series (*Dux Bellorum*) and followed that up with *Lion Rampant*, *Dragon Rampant*, *The Men Who Would Be Kings*, and *The Pikeman's Lament* (with Michael Leck). He has a very relaxed, fun-centric approach to writing wargames rules, which continues to make his titles popular, and fits well with the overall approach of *Frostgrave*. We really must get a drink one of these days and talk some game design!

I'm not sure which shocked me more, a bed floating through the middle of the battle, or the fact that some guy was asleep in it!

# STRANGE ALLIANCES

## By Joseph A. McCullough

Even amongst the elite members of Felstad society, Porthek Tollacer had a reputation for wealth. An enchanter with a head for figures, Porthek had accumulated his vast fortune through trade with distant lands. In this way, he had also assembled one of the city's most impressive collections of unique and wonderful magical items.

While Porthek was liked and respected by the general population, the same could not be said of his four sons. Spoiled from an early age, the four grew up into greedy, constantly squabbling sycophants. Each of the sons was obsessed with obtaining a 'fair share' of the inheritance when their aged father finally died. As Porthek neared the end of his life, he could see what foolish men his sons had become and feared that, with his passing, the four would stop at nothing to cheat one another out of their inheritance… or worse.

So, as his final act of enchantment, Porthek sealed his greatest treasures into a set of magical vaults that he had constructed throughout the city. He then crafted four sets of nearly identical keys that could be used to open each vault, but only on specific days and only by using the correct pair of keys. That way, no one son could cheat the other three, and didn't know which brother held the key he needed, ensuring – or so Porthek believed – the survival of all four.

As it turned out, none of Porthek's fears came to pass. As the old enchanter lay on his death bed, his sons crying crocodile tears around him, the cataclysm destroyed the city, killing all five of the Tollacer men in an instant. The magical keys and the locations of the vaults were forgotten and lost… until now. A pair of researchers discovered the keys and the vault locations, selling them to a number of bidders rather than risking the perils of Frostgrave themselves.

Now, after parting with much gold, you are in possession of a set of keys, the instructions for reaching the vaults, and the times they can be opened. The only problem? You don't know which vaults your keys will open or who holds the other keys you'll need…
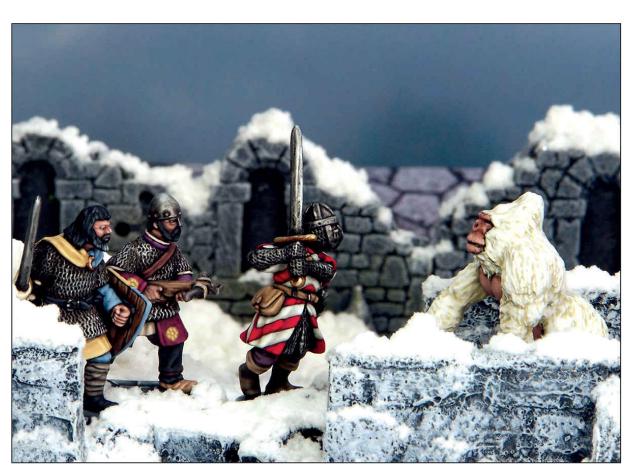
A FOUR-PLAYER CAMPAIGN OF
TEMPORARY PARTNERSHIPS

This campaign consists of three scenarios. Each scenario is designed for four players, working in teams of two. The teams should change before each scenario, however, so that each player has the chance to partner up once with every other player.

During these scenarios there is an increased chance of random encounters. Whenever a treasure token is picked up for the first time during a game, a random encounter occurs on a roll of 12+.

For the purposes of these scenarios, it is assumed that the keys are being carried by either the wizard or apprentice – whichever is most useful to a player at a given moment. If a player has both their wizard and their apprentice killed during the scenario, they may nominate another member of the warband to be carrying the keys. This figure can then attempt to unlock the magical vaults in the same ways as a wizard or apprentice. If this figure is also killed, the player may nominate another, then another, and so on, until he has no figures left on the table.

# THE BANK

The first set of Porthek's vaults were inside a bank, its name now long forgotten. Knowing that the vault it contains can be opened on this night each month, you decide to head there, trusting to luck that the wizard with the matching key will also be there. Of course, there is also the very real danger that the wizards holding the other sets of keys will also be present…

## Set-Up

Place two magical vaults on the table, these should be about the size of an individual tomb or sarcophagus. Place the first vault 8" in from one table corner on a line running to the centre of the table. Place the second 8" in from the corner that is diagonally opposite to the first. Next, place two statues on the table. These should each be 3" from the centre of the table, on a line running between the two table corners not containing vaults. The final set-up should therefore have the four objects forming a lopsided 'X'. The rest of the table should be crowded with ruins and terrain as per a standard game of *Frostgrave*. Each player should place 2 treasure tokens following the standard rules for treasure placement.

Place two armoured skeletons (*Frostgrave* rulebook, page 111) adjacent to each of the statues. Finally, each player should place two treasure tokens, following the standard rules.

Instead of table edges, players should select starting corners, and place all of their figures within 8" of their corner. Players on the same team should start in opposite corners.

## Special Rules

The statues contain the magical keyholes that open the vaults. To open the vaults, one member of each team must insert their key into a different magical statue. To do this, either their wizard or apprentice must spend an action while standing next to the statue with no enemy figure within 1" of the figure or the statue. Once one team has successfully inserted both of their keys, replace each of the vaults with special treasure tokens.

## Treasure and Experience

Treasure is rolled for as normal after the game. For each special treasure token that a player secures, they may roll 3 times on the Treasure Table and choose one result to keep. Players only gain 25 experience points for each treasure secured in this game, but otherwise they gain experience as normal with the following additions:

- +5 experience points for each armoured skeleton killed by a wizard or his warband.
- +30 experience points if a wizard or apprentice successfully inserts their key into a statue.
- +50 experience points for each wizard on the team that first inserts both of their keys into the statues.

# THE HUNTING GROUND

Porthek's second set of magical vaults were constructed in a small private hunting ground near the edge of the city, on the banks of the great Meregile River. Originally stocked with all kinds of small, flightless game birds, since the thaw a creature infinitely more dangerous has taken up residence amongst the snow covered trees…

## Set-Up

Place four magical vaults on the table. Each vault should be placed 6" from the centre of the table on a line running to the centre point of each table edge (thus forming a cross around the centre point of the table). The rest of the table should be filled with ruins and terrain as per a standard game of *Frostgrave*.

Place one white gorilla (*Frostgrave* rulebook, page 115) in the centre of the table. Each player should then place two treasure tokens following the standard rules.

Instead of table edges, players should select starting corners, and place all of their figures within 8" of their corner. Players on the same team should start in adjacent corners.

## Special Rules

Before the scenario begins, each player should be assigned one of the vaults at random. This should be done in the open, so that all players can see who has the key to which vault. To insert their key, a player's wizard or apprentice must spend an action while standing in contact with the correct vault. Once both players on the same team have inserted their keys into their vaults, the players should remove those two vaults and replace them with special treasure tokens. Once two

vaults have opened in this way, the other two become permanently locked and cannot be opened during the scenario.

Each vault radiates a magical dampening field. Any figure that attempts to cast a spell while within 3" of a vault suffers -4 on its Casting Roll.

The white gorilla follows the standard rules for uncontrolled creatures, except that if it is ever called upon to make a random move, it will instead move towards the closest warband member, even if that figure is not in its line of sight.

## *Treasure and Experience*

Treasure is rolled for as normal after the game. For each special treasure token that a player secures, they may roll 3 times on the Treasure Table and choose one result to keep. Players only gain 25 experience points for each treasure secured in this game, but otherwise they gain experience as normal with the following additions:

- +25 experience points if a wizard or his warband kills the white gorilla.
- +30 experience points if a wizard or apprentice successfully inserts their key into a vault.
- +50 experience points for each wizard on the team that first inserts both of their keys into the vaults.

# THE SLAUGHTER HOUSE

For the last set of vaults, Porthek hoped to show his sons that all of his wealth was based on hard work, and so built them in a vast, subterranean slaughterhouse he owned. To further emphasise the need for hard work and, perhaps, to force his sons to spend at least some small part of their lives getting their hands dirty, Porthek made identifying which key would fit which vault even more unclear…

# Set-Up

This scenario is designed to use a dungeon set-up with all of the rules for playing underground as found in *Into the Breeding Pits*. If that book is not available, play the scenario using just the basic rules. Either way, there should be just four entry/exit points on the table – one in each corner.

Place four treasure vaults, numbered 1–4, so that they form the four corners of a square around the centre of the table. Each side of the square should be approximately 12" long. The rest of the table should be filled with ruins and terrain as per a standard game of *Frostgrave*.

Players should each place two treasure tokens following the standard rules. Randomly select two of the four vaults and place a large construct (*Frostgrave* rulebook, page 117) adjacent to each one.

Instead of table edges, players should select starting corners, and place all of their figures within 12" of their corner. Players on the same team should start in opposite corners.

# Special Rules

In this scenario, unlike those previous, players do not know which vault corresponds to their key. Before the game, each player should draw a slip of paper with a number (1–4) on it. These numbers correspond to the vaults on the table, and identify to a player which vault can be opened with the key held by the player starting the game in the corner to their left. During the game, then, whenever a player has his wizard or apprentice in contact with a vault, he may spend an action to check his key. The player to his right should check his slip of paper, and inform him if the key matches or not. Players should not communicate information about the vaults in any other manner.

Once two players on the same team have found the vaults that correspond to their keys, the players should remove those two vaults and replace them with special treasure tokens. Once two vaults have

opened in this way, the other two become permanently locked and cannot be opened during the scenario.

The two large constructs follow all of the rules for uncontrolled creatures. As they are equipped with tools designed for slaughtering and processing livestock, however, they are considered to be armed with two-handed weapons.

## Treasure and Experience

Treasure is rolled for as normal after the game. For each special treasure token that a player secures, they may roll 3 times on the Treasure Table and choose one result to keep. Players only gain 25 experience points for each treasure secured in this game, but otherwise they gain experience as normal with the following additions:

- +10 experience points for each large construct killed by a wizard or his warband.
- +30 experience points if a wizard or apprentice successfully inserts their key into the corresponding vault.
- +50 experience points for each wizard on the team that first inserts both of their keys into the vaults.

# ABOUT THE AUTHOR

Over the last three years, I am extremely fortunate to have had the chance to continue to develop *Frostgrave* in a variety of ways, including supplements, magazine articles, and convention games. In fact, though I don't know the exact number, I suspect I have written nearly 100 scenarios set in the world of Felstad.

The three scenarios presented here were originally written for a special event run at Adepticon in early 2018, and presented me with a special challenge. I knew early on that I wanted to write scenarios where players teamed up. I thought it would be more fun, however, if those teams changed from game to game. Although this is perfectly simple in a rules-writing sense, it is much harder to justify from a narrative point of view! Anyway, as is often the case, strange limitations lead to interesting creative results, and I am rather pleased with 'Strange Alliances'. I hope you have enjoyed it as well.

Of course some say that there was a fourth vault, one that would need all four keys to open. That one contained the *real* treasure…

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**Acknowledgments**