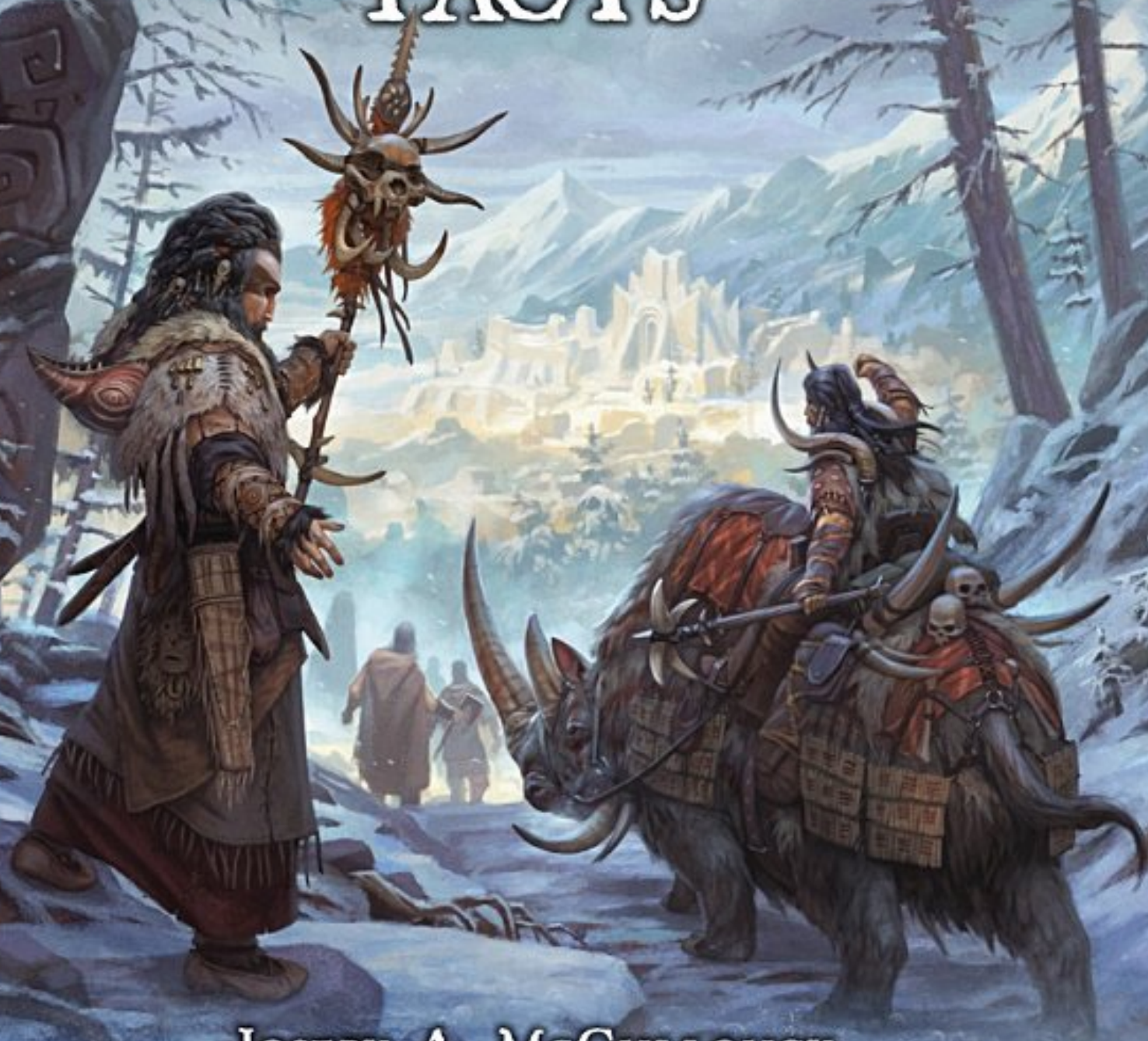


FROSTGRAVE

FORGOTTEN PACTS



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INTRODUCTION

Three years ago, when I first started working on *Frostgrave*, I never dreamed that I would one day be writing the introduction to the third, book-length supplement. Thankfully, I can honestly say that my enthusiasm for the game has not dimmed, and I am having just as much fun writing new material as I did those original rules. However, there is one aspect of the game's success that has given me trouble.

I have always wanted 'the world of *Frostgrave*' to be a very open and loosely defined place, a world of mystery that left players plenty of room to create their own stories. For me, it is this creativity that is the most attractive part of Fantasy wargaming. So, as I have written these supplements, I have sometimes struggled with finding a balance between creating fun material that offers new gaming experiences without imposing too many limitations on individual creativity. As always, I hope players will take what they like from this book and discard the rest.

The central themes of this book are demons and the barbarian tribes that worship them. It opens with an explanation of how wizards can go about forging pacts with some of these ancient and powerful beings, gaining immense rewards but often paying a high price. This is followed by a chapter that looks at demons in great depth, presenting a host of new powers that these extra-planar entities might possess, making demons more individual, and more dangerous than ever before. There is new magic as well. Two new spells are presented, Demonic Servant, and the highly versatile Mystic Brand that is so common among the barbarian tribes. Further options for wizards come in the form of a number of new soldiers, some of whom are especially adept at fighting powerful foes.

For players who want to get straight into the action, the book contains 8 scenarios, including two mini-campaigns, all of which include demons, barbarians, or both! Finally, there is a host of new demonic monsters, including a couple of extremely powerful major demons, and, of course, a whole table filled with never-before-seen magic loot!

Frostgrave is a dangerous place at the best of times, and its northern reaches, dominated by demon-haunted temples and encroaching barbarian hordes, is even more deadly. You have been warned. Don't blame me if your wizard rolls a 1 on his survival roll...

FORGING PACTS



Most of the great cathedrals, monasteries, and temples that once loomed over ancient Felstad were found in the rocky, northern reaches of the city, an area generally known as The Hallowed. In fact, it was the jagged, broken spires of a few of these great buildings that were the first signs that the city's ruins had been found. Now, with the thaw having made exploration possible, if still extremely difficult and dangerous, there are many reasons to venture into the northern reaches. The abandoned temples once housed many of the greatest riches in the old empire: gold and silver, exquisite works of art, and the secrets of magic knowledge that have been lost to the modern world. That alone would be enough to convince many adventurers to try their luck. There is one piece of forgotten knowledge, however, that is unlikely to be discovered anywhere else in the ruins of Frostgrave – True Names.

There is a belief amongst most common folk that a wizard possessing the true name of a demon gains full control over it. This is an often deadly misconception. In fact, a wizard in possession of a True Name has the ability to gain greater communion with that entity. It is a key to unlocking a path of communication between the planes of reality. If a wizard is careful, over time he may use this pathway to forge a pact with a specific extra-planar entity, thereby gaining a powerful patron. The wizard must offer up appropriate sacrifices, and maintain these sacrifices for as long as the pact remains, and, in return, his patron will offer him greater power, access to otherwise unknown lore, and potentially even servants that he can employ in his explorations and researches.

It is worth noting, once again, that while most people use the term 'demon' to apply to all extra-planar entities, there are many who perceive specific entities as gods, demi-gods, or angels. Extra-planar entities rarely have any concept of human morality, and left to their own devices are just as likely to conform to human conceptions of 'good' as they are to 'evil'. In Frostgrave, one man's devout supplicant is another man's demon worshiper.

TRUE NAMES

All major demons have two names, a common name that they use when referring to themselves and a True Name that is actually a fragment of their own existence. True Names are rarely pronounceable by humans, nor can they be written by any known alphabet. Instead, they must be inscribed in mystic notation.

A wizard can only obtain a True Name by rolling it on the **Forgotten Pacts Treasure Table** or through a specific scenario. They may never be bought, exchanged, or traded. They can, however, be destroyed. Any wizard destroying a True Name receives 40 experience points.

When a wizard obtains a True Name, they should make a note of it on their wizard sheet. They may use this True Name to forge a pact with any extra-planar entity. Unless a player wants to forge a pact with either of the major demons listed in this book, the specifics of this entity are not important to gameplay and players are encouraged to make up their own common names for them as well as invent some specific powers or traits of this entity.

FORGING PACTS

A wizard in possession of a True Name, who has reached at least level 10, may attempt to forge a pact after any game. To do so, he must make a Will roll against a Target Number of 18. If he fails, he starts the next game at -1 Health, which lasts until the end of the game, at which point he may try again. If he succeeds, he must write Demonic Pact in the notes on his wizard sheet. He must also select one **Sacrifice** and one **Boon** (see below), both of which should be noted on his wizard sheet. The wizard also automatically gains the ability to learn the Demonic Servant spell (see New Spells, p.54) as if he possessed a grimoire for it.

When a wizard reaches level 25, he may select a second Sacrifice and a second Boon (he must always take one of each). Should the wizard reach level 50, he may select a third Sacrifice and a third Boon, but this is the maximum he may ever possess. A wizard may only ever add one Sacrifice and one Boon after any one game, no matter his level.

A wizard may voluntarily break a pact after any game. If he does so, he immediately loses one level and one point of Health permanently for each Sacrifice he currently has. So a wizard with two Sacrifices has his level and Health reduced by 2. Levels and Health may only be regained through the normal rules for experience and advancement.

All of the books were made of sheets of etched glass. There wasn't much left after the fight with the minotaur...

If a wizard breaks his pact, voluntarily or otherwise, he immediately loses the True Name he used to forge the pact. The wizard cannot forge another pact unless he finds a second True Name. A wizard may never forge a pact with the same demon a second time. Nor may a wizard forge a pact with more than one demon at once.

If a wizard is killed, an apprentice is given the choice to take over his wizard's pact, but it is not required. If he chooses not to, the pact and the True Name used to forge it are lost, but the apprentice suffers no other penalties.

Demons will only forge pacts with people that they believe are of 'pure blood' – therefore a wizard may not forge a pact if he is a Lich or if he has any Beastcrafter Traits. Additionally, if a wizard becomes a Lich or gains a Beastcrafter Trait, any pacts he has forged are immediately broken.

Sacrifices and Boons are only used in scenarios where a player fields his wizard.



Sacrifices

In exchange for granting knowledge and power, demons expect payment. A wizard must select one of the Sacrifices below when he forges a pact. Once selected a Sacrifice cannot be changed, unless the wizard breaks his pact and starts over with another True Name. A wizard may not select a Sacrifice more than once. A Sacrifice must be performed before (or in some cases during or after) each game. If a Sacrifice is not performed, the pact is broken and the wizard suffers the same penalties as if he had voluntarily broken the pact.

BLOOD

The wizard must offer up some of his own blood to his patron. He begins each game at

-4 Health.

TITHING

The wizard must offer up one treasure after each game. After a game, the wizard must select one treasure token acquired during the game and discard it. The wizard may always choose which token to discard, but the choice must be made before any roll is made on the treasure table. If a wizard gains no treasure tokens during a game, he must offer up 10gc instead (note that a wizard may never choose to offer the 10gc instead of a treasure token). If he cannot do either, his pact is broken.

WORSHIP

One member of the warband must stay at the wizard's base to perform devotions. This can be any member of the warband except warhounds, undead, and constructs. It does not have to be the same warband member each time. It cannot be a warband member who must otherwise miss the coming game while recovering from an injury.

ARCANE ENERGY

The wizard must offer up a piece of his spellcasting ability. Before the game, randomly determine one spell known by the wizard. He may not cast this spell before, during, or after the next game.

PRAYER

The wizard begins each game with a silent prayer. The wizard may only take one action in his first activation and this can only be movement.

Boons

For each Sacrifice selected and performed by a wizard, he is entitled to select one Boon. Once a Boon has been selected it may not be changed, unless the wizard breaks his pact and starts over with another True Name. A wizard may not select a Boon more than once.

DEMONIC ENDURANCE

The wizard is not treated as Wounded when he drops below 5 Health.

DEMONIC POWER

The wizard gains one random, minor demonic attribute. Roll once on the **Minor Demonic Attribute Table** (Note that results of Backstabber, Chameleonic, Levitation, or Teleport should be rerolled). Once an attribute has been determined, the wizard may choose to reroll it, but **must** accept the second result. Once a result has been determined, the wizard gains the effects of the attribute (simply replace the word

'demon' with the word 'wizard' in the attribute description, and note that this does **not** make your wizard a demon!).

Even though many of these attributes will change the physical appearance of the wizard, they are not permanent. If the pact between the wizard and the demon is ever broken, this boon will be lost just like any other. Also, if the attribute results in a stat increase, it should be written as a split stat. This increase will not apply to the apprentice, but nor does it apply to a wizard's maximum advancement in that stat. Thus it is possible for a wizard to have Fight +5 and a demonic attribute that gives him +1 Fight, for a total of Fight +5/+6.

LOST SECRETS

When rolling for treasure after a game, the wizard may reroll any one result on a treasure table. If he chooses to do so, he **must** take the second result. A wizard may roll for all his treasure before selecting which result to discard and reroll.

PENTACULUM

A wizard that successfully casts Bind Demon during a game may choose to imprison that demon inside a magic amulet called a pentaculum. Immediately remove the demon from the game. The pentaculum does not count towards the wizard's item limit during the game, and is stored in the wizard's vault after the game. A pentaculum may be discarded at any time to add +3 to the Casting Roll of one Out of Game spell. The decision to use the pentaculum must be made before the Casting Roll is made. Only one pentaculum can be used for any given Casting Roll.

TWIST OFFATE

Once per game, the player controlling this wizard may reroll any one die roll made by any member of his warband, including initiative rolls. It cannot be used for rolls made by random creatures, other warbands, or other random effects. It can only be used during a game and cannot be saved from one game to the next. When a die is rerolled, the previous roll is lost, and the new roll must be accepted. It is never possible to reroll a reroll.

CHILOPENDRA SOLDIER

This boon can only be taken by a wizard who has found the True Name of Tiszirain and forged a pact with him. This boon allows the wizard to include one chilopendra (see Bestiary) in his warband. The chilopendra takes up a warband slot as normal. The chilopendra is a willing servant of the wizard and thus does not count as being under the effects of a Bind Demon spell. The chilopendra may not carry items, but may carry treasure.



ADVANCED SUMMONING

This chapter contains optional rules for those who want to add a bit more complexity and variety to demons and demon summoning in their games of *Frostgrave*. Demons, or more correctly 'extra-planar entities', come in an infinite variety and their exact forms and powers are only limited by the players' imaginations. The tables below help bring some of that variation to the tabletop, but players are encouraged to create their own demonic attributes and powers.

Casting Summon Demon

The Advanced Summoning rules do not change the way the Summon Demon spell works when cast during a game. However, when Summon Demon is successfully cast Out of Game, using a summoning circle, the caster should refer to the chart below to determine what type of demon has been pulled into this reality. To use the chart, take the final Casting Roll and subtract the Casting Number to derive your level of success.

Summon Demon Table	
Casting Roll – Casting Number	Demon
0-3	Imp
4-5	Imp (1 Minor Demonic Attribute)
6-8	Minor Demon
9-10	Minor Demon (1 Minor Demonic Attributes)
11	Minor Demon (2 Minor Demonic Attributes)
12	Minor Demon (1 Major Demonic Attribute)
13	Major Demon
14-15	Major Demon (1 Minor Demonic Attribute)
16	Major Demon (1 Minor & 1 Major Demonic Attributes)
17	Major Demon (2 Minor & 1 Major Demonic Attributes)
18	Major Demon (2 Minor & 2 Major Demonic Attributes)
19	Major Demon (3 Minor & 2 Major Demonic Attributes)
20+	Major Demon (3 Minor & 3 Major Demonic Attributes)



DEMONIC ATTRIBUTES

Many demons, especially major demons, have special attributes that give them greater powers and abilities. Using these attributes creates unique creatures and thus unique challenges for the players controlling them and fighting against them. These attributes are not used for demons summoned during games, unless, of course, all of the players agree to do so beforehand. They are used for demons summoned Out of Game using the chart above. Finally, it is up to the players if they wish to use attributes on randomly encountered demons. If they do, imps and minor demons should get one roll on the Minor Demonic Attributes Table while major demons should get one roll on the Major Demonic Attributes Table.

Demons may only receive each demonic attribute once. If it rolls the same attribute multiple times, simply reroll until a new result is achieved.

Minor Demonic Attributes

Minor Demonic Attributes Table	
d20 roll	Demonic Attribute
1	Two Heads
2	Poisonous
3	Extra Arms
4	Extra Legs
5	Tentacles
6	Vampiric
7	Teleport
8	Numbing Touch
9	Demonic Strength
10	Levitation
11	Vestigial Wings
12	Explosive Demise
13	Chameleonic
14	Magic Vulnerability
15	Horrific
16	Horns
17	Magic Attack
18	True Sight
19	Armoured Hide



ARMOURED HIDE

The demon is covered in scales, plates, or some other form of natural armour. Increase its Armour stat by 1.

BACKSTABBER

This demon has a nasty trick of pretending to be under control when really it is not. If this demon is currently bound, it should roll one die whenever it is activated. On a roll of 17+ it immediately breaks free of the binding and activates as an uncontrolled creature. The demon will complete its activation immediately, regardless of the phase. In subsequent turns, it will activate in the creature phase if it remains uncontrolled.

If you're going to build an invisible bridge over a bottomless chasm, it should really have railings...

CHAMELEONIC

The demon blends in with its surroundings and is very difficult to see beyond a short distance. No figure may draw line of sight to this figure if they are more than 12" away.

DEMONIC STRENGTH

This demon counts as being armed with a two-handed weapon for the purposes of determining damage in hand-to-hand combat.

EXTRA ARMS

The demon has more than two arms, which increases its fighting ability. Increase its Fight stat by 1.

EXTRA LEGS

The demon has more than two legs, or some other means of faster locomotion. Increase its Move stat by 1.

EXPLOSIVE DEMISE

When this demon is reduced to 0 Health, it exits this plane of existence in a fiery explosion. Every figure within 3" suffers a +3 elemental magic shooting attack.

HORNS

The demon has one or more large horns or antlers that it can use to attempt to gore targets. If the demon attacks on the same turn it moved into combat, it gains a +2 Fight for that attack only.

HORRIFIC

Any living figure (not undead or constructs) that wishes to move into combat with this demon must first make a Will roll with a Target Number of 10. Failure does not cause the figure to lose its action, but it cannot attempt this roll again until its next activation.

LEVITATION

The demon floats above the ground. It never suffers a movement reduction due to rough ground or climbing.

MAGIC ATTACK

All attacks made by this demon count as magic.

MAGIC VULNERABILITY

Whenever hit by a magic attack, treat the demon as having Armour 2 less than its listed value.

NUMBING TOUCH

Any figure that loses a combat against the demon suffers -1 Fight for the rest of the game (or until healed by a Heal spell or Healing Potion) in addition to any damage he suffers.

POISONOUS

A figure damaged by this demon in hand-to-hand combat is treated as poisoned for the rest of the game or until healed by either a Heal spell or Healing Potion.

TELEPORT

If this demon is ever required to make a random movement, it makes a random teleport move. Roll a die and move the demon that many inches in a random direction. This move may not take the demon off of the board. If it would cause the demon to move off the board, halve the distance rolled. If this would still cause the demon to be off the board, halve the distance again, and so on until the demon would be placed on the board. If the demon is standing on a board edge, and no amount of halving will keep it on the board, then reroll the random direction instead. Regardless of the elevation of the demon when he teleports, he will appear on the ground, unless the move would take him inside a piece of terrain, in which case he appears on top of it.

We could see her standing near the top of the tower, glowing a ghostly blue, playing some lonely tune on her flute...

TENTACLES

The demon possesses several long tentacles. Any time a figure moves within 2" of the demon, but does not enter combat, the demon may make a free +0 shooting attack against the figure.

TRUE SIGHT

This demon is immune to the spells Beauty, Invisibility, and Monstrous Form

TWO HEADS

The demon has two heads, or at least two independently focusable eyes, which gives it an advantage when fighting multiple opponents in hand-to-hand combat. A figure fighting a two-headed demon always counts as having one supporting figure fewer than he actually does. So, an attacking figure with one supporting figure receives no bonus, one with two supporting figures receives +2, and so on. An attacking figure with no supporting figures fights as normal.

VAMPIRIC

Anytime the demon damages a creature in hand-to-hand combat that isn't undead or a construct, it immediately regains 2 points of lost Health. This may not take the demon over its starting Health.

VESTIGIAL WINGS

The demon possesses a small pair of wings. While it cannot actually fly, it never suffers

damage from falling, no matter the distance.



Major Demonic Attributes

Major Demonic Attributes Table	
d20 roll	Demonic Attribute
1	Acidic Blood
2	Thousand Young
3	Invulnerability
4	Discorporate
5	Regeneration
6	Elemental Absorption
7	Petrifying Stare

8	Mind Lock
9	Beautiful
10	Mind Wipe
11	Invisible
12	Insubstantial Movement
13	Blinding Aura
14	Maelstrom
15	Life Bane
16	Serendipitous
17	Swirling Darkness
18	Magic Sink
19	Uncontrollable
20	Celerity



ACIDIC BLOOD

The demon's blood is a powerful acid that can eat through metal and flesh alike. Whenever a figure damages this demon, it should make an immediate Will roll. If the total of this roll is 12 or greater nothing happens. If the total is 11 or less, then the figure immediately suffers 3 damage. In addition, if the figure is fighting with a non-magic weapon, that weapon is destroyed. It is replaced for free after the game.

BEAUTIFUL

This demon appears stunningly beautiful in the eyes of all living creatures who behold it. Any figure that wishes to attack the demon must first make a Will roll with a Target Number of 15. If the roll fails, the figure may not attack, but may select another action instead. The Will roll also applies to anyone wishing to cast a spell that would cause an attack on or potential damage to the demon. Undead and constructs are immune to this

effect.

BLINDING AURA

Any figure that activates within 6" of this demon must make a Will roll versus a Target Number of 12 or be blinded. While blinded, the figure may not attack, shoot, or cast Line of Sight spells. His Fight stat is reduced to +0 and his Move to 1. At the start of each turn, the figure may attempt another Will roll against the same Target Number to recover from the effects of the blindness. Otherwise, the effects last until the end of the game.

CELERITY

The demon is incredibly fast, and activates twice every turn. Its first activation comes at the end of the wizard phase after all wizards have activated. If it is uncontrolled, it will take its second activation in the creature phase. If it is under control, it can be activated in either the apprentice or soldier phase following the normal rules. It may never activate twice in the same phase.

DISCORPORATE

When this demon is killed, immediately replace the figure with two minor demons. These demons have the standard stats for a minor demon, except that they also possess the Discorporate attribute. Whenever either of these demons is killed, replace it with two imps. These imps have the standard stats for imps, and when they are killed they are removed from the board as normal. A demon that splits in this way immediately breaks any bind it might have been under.

ELEMENTAL ABSORPTION

This demon absorbs elemental energy. It ignores the first 5 points of damage from any attack caused by a spell from the Elementalist school of magic, or any other attack identified as elemental magic.

INSUBSTANTIAL MOVEMENT

Demons with this ability are capable of moving through walls and even the ground beneath Frostgrave. If this demon makes a move that would take them into a piece of terrain, they may move through the terrain as though it were not there, provided they have enough movement to make it to the other side. In Dungeon Set-Ups, the demon can also move through the dead space between tiles, as long as its movement is sufficient to reach another area of the board on the same turn. These demons cannot draw line of sight through terrain.

Endless barrels, filled to the brim, marked 'bone powder'...

INVISIBLE

This demon is invisible and may not be the target of shooting attacks or spells by anyone not capable of seeing invisible figures. No figure may enter into combat with the demon unless the demon is already in combat with another figure or is carrying treasure. All figures suffer -2 Fight when fighting against this demon unless they can see invisible creatures. A Reveal Invisible spell cast within 24" of the demon will cancel this ability for the rest of the game.

INVULNERABILITY

The demon is immune to damage from normal weapons.

LIFEBANE

Any living figure which activates while within 3" of this demon must make a Will roll versus a Target Number of 20 or immediately suffer 2 points of damage.

MAELSTROM

The demon is surrounded by swirling winds, fire, or some other form of elemental energy. All shooting attacks against the demon are at -2.



MAGIC SINK

Spellcasters suffer a -2 to all Casting Rolls when they are within 12" of this demon, regardless of whether they are in line of sight or not.

MIND LOCK

The demon has incredibly strong powers of mental control. It gains +2 Will and is immune to the Mind Control spell.

MIND WIPE

Any figure that enters into combat with this demon must make an immediate Will roll with a Target Number of 18. If failed, the figure suffers -2 Will for the rest of the game. Furthermore, if the figure is a spellcaster, pick one random spell known by the caster. The spellcaster may not cast that spell for the rest of the game. These effects can be undone by either a Heal spell or a Healing Potion. A figure must make this roll

every time he enters into combat, and the penalties stack.

PETRIFYING STARE

Whenever a figure within 6" and line of sight of this demon activates, it must make an immediate Will roll against a Petrify spell with a Casting Roll of 12. If the Will roll fails, the figure is petrified and loses the activation. If it succeeds, it may take its actions as normal and is immune to the effects of this ability for the rest of the turn.



REGENERATE

This demon regains 3 points of lost Health at the end of any turn in which it is still alive. This cannot take the demon above its starting Health.

SERENDIPITOUS

The existence of the demon on this plane warps probability in a small field around it. Treat any die roll made by this demon as one higher than the number rolled.

SWIRLING DARKNESS

This demon appears to have some kind of unstable physical form that shifts, shimmers, or swirls as it moves. Because of this, the demon is extremely hard to target. The demon gains +4 Fight whenever it is rolling against a shooting attack.

THOUSAND YOUNG

If this demon is on the board whenever any player rolls a 1–4 on its initiative roll, the demon spawns a new imp. This imp should be placed in contact with the demon, but not in combat with any figure. If this is impossible, then no imp is spawned. This imp is an uncontrolled creature.

UNCONTROLLABLE

This demon is extremely difficult to control. Whenever this demon is activated under any control, such as a Bind Demon or Mind Control spell, it must make a Will roll against a Target Number of 20. If it passes, the demon immediately breaks free of its control and activates as an uncontrolled creature. The demon will complete its activation immediately, regardless of the phase. In subsequent turns, it will activate in the creature phase if it remains uncontrolled.

At the far end of the room was a tree with dozens of bladed branches, and a nasty-looking group of blackbirds perched in it, watching us as we approached...



NEW MAGIC



In ages past, it was very common for followers of specific extra-planar entities to mark themselves with Mystic Brands. These arcane symbols tied the follower to their specific

demonic patron and allowed them to draw on a small fragment of its power. Recently, the barbarian tribes have rediscovered the secrets of these brands, making them even more dangerous.

The rules for these brands, along with the spell to create them are given below. Also included is the new spell Demonic Servant which can be learned by any wizard that has successfully forged a pact.

NEW SPELLS

DEMONIC SERVANT

Summoner / 10 / Out of Game

This spell may only be cast by a wizard who has successfully forged a pact. This spell summons a demonic servant (see New Soldiers) to join the warband, taking the place of a soldier, until it is either killed, dismissed, or the wizard breaks his pact. Only a wizard may cast this spell. A warband may only contain one demonic servant at any one time.

MYSTIC BRAND

Sigilist / 12 / Out of Game

This spell causes one Mystic Brand of the caster's choice to appear on one member of the warband. It may not be cast on demons, undead, constructs or animals, nor can it be cast upon a spellcaster. See below for full rules.

MYSTIC BRANDS

Mystic Brands are temporary magical symbols that are inscribed into the flesh of living, sentient beings to grant them limited access to the power of a specific extra-planar entity. The exact appearance of these brands varies greatly and can look like anything from tattoos and scars to glowing runes of power. While there are many different types of Mystic Brands, broadly speaking, they fall into two categories, **Burning Marks** and **Devotional Marks**.

When a spellcaster successfully casts the Mystic Brand spell, he may choose one member of his warband to receive a Mystic Brand. This soldier cannot be a spellcaster, demon, undead, construct or animal. The Mystic Brand takes up an item slot, and no soldier may ever have more than one Mystic Brand, no matter how many empty item slots he possesses.

When we came back later, something had sewn poor Demra back together. She was still just as dead, but less messy...

Mystic Brands count as ongoing spells and may be cancelled by anything that cancels a spell such as the Dispel or Spelleater spells or Null energy.



Burning Marks

Burning Marks are the Mystic Brand mostly commonly seen in Frostgrave as they are the ones favoured by the barbarian tribes. Generally, these marks are large, garish, and painful-looking. While each Burning Mark has a specific power listed below, they are all subject to the following rules:

- Any figure that possess a Burning Mark that rolls a natural 1 on a Will roll goes temporarily insane. For the rest of the battle, treat this figure as an uncontrolled creature. At the end of the battle, this figure will return to its original warband with

its Burning Mark intact.

- Any figure with a Burning Mark, may sacrifice it to deal an additional 1 point of damage in any damaging strike in combat. This decision can be made after the dice for a fight have been rolled. If a figure sacrifices its Burning Mark in this way, it immediately loses its effects and suffers 2 points of damage.

MARK OF RAGE

The bearer gains +2 Move, but only if that movement ends with him in combat.

MARK OF THE BERSERKER

The bearer gains +2 Fight whenever he is in combat with multiple foes.

MARK OF THE BLOOD

The bearer does +2 damage in hand-to-hand combat, unless it already has a two-handed weapon. In that case it does an additional +1 damage (for a total of +3 damage).

MARK OF THE CHAIN

The bearer gains +3 Will when rolling to resist spells or break the control of a spell.

MARK OF THE FANG

The bearer of this mark gains +1 Fight

Devotional Marks

Devotional Marks are more often encountered outside of Frostgrave, as their secret has been preserved by a few monastic orders and cults. Typically, they take the form of delicately patterned artwork that appears painted or stained onto the skin. While each Devotional Mark has a specific power listed below, they are all subject to the following rules:

- Any figure with a Devotional Mark receives +1 to all Will rolls.
- A figure may, at any time, choose to sacrifice its Devotional Mark to add +3 to any Will roll. This decision can be taken after the Will roll has been made. If a figure sacrifices its Devotional Mark in this way, it immediately loses its effects. Note that the permanent +1 Will roll modifier for having a Devotional Mark is not added to this one-off +3 modifier – that permanent effect is lost the moment the Devotional Mark is sacrificed.

MARK OF ENDURANCE

The bearer is never treated as Wounded, no matter their current Health, and is

immune to poison.

MARK OF LIFE

The bearer gains +2 Fight and +1 Armour when fighting undead.

MARK OF PROTECTION

The bearer may sacrifice this mark in order to prevent up to 3 points of damage.

MARK OF SIGHT

The bearer is immune to the spells Invisibility, Beauty, and Monstrous Form.

MARK OF THE SHIELD

The bearer gains +1 Armour.





NEW SOLDIERS

With the exception of the Demonic Servant, all of the soldiers presented here are available to purchase at any time, including when constructing a new warband.

ASSASSIN

Not all of the wizards who hunt the frozen ruins are honourable. While most see the dangers and conflicts within Frostgrave as a necessary evil, there are a few who actually delight in the violence, the bloodshed, and the death. These spellcasters have been known to employ the vilest kind of soldiers – agents of death who use poisons and strike from the shadows. These assassins care little for martial prowess, seeking only the quickest and most efficient means to dispatch their foes.

Any figure damaged by an assassin's attack is poisoned and is reduced to one standard action per activation until healed through the use of a Heal spell or Healing potion or until the game ends. Undead and constructs are immune to poison. Furthermore, assassins gain an additional +2 to their Fight if they are already receiving a bonus from one or more supporting figures (so, an assassin with 1 supporting figure would gain a +4 modifier). However, assassins themselves never count as a supporting figure for anyone else, even members of their own warband and other assassins.

Soldier	M	F	S	A	W	H	Cost	Notes
Assassin	6	+2	+0	10	+3	12	80gc	Hand Weapon, Poison, Bonus When Supported, Never a Supporting Figure



DEMON HUNTER

Even before the rediscovery of Frostgrave, and the flood of old magic that poured back into the world, rogue demons were a rare and terrifying threat in the more civilized kingdoms and empires. In many of these places, spellcasters were either too rare themselves, or too weak to have any effect on these creatures. In the wake of these attacks, many survivors continued their fight against extra-planar entities, eventually forming a loose order of warriors. Usually operating as independent knights-errant (though some more mercenary than others) these tough specialists travelled the land, employing their skills wherever they were needed. With the uncovering of the Frozen City and the rise in demonic incursions, many of these warriors drifted north, signing on with the wizards that explore the ruins in the hopes of learning more about their enemy, protecting the world, or just making some money doing what they do best.



Whenever a demon hunter is making a combat roll against a demon, including those under the effect of a Possess spell, the demon hunter receives +1 Fight and does an additional +1 damage (so a total of +3 damage when using a two-handed weapon or crossbow).

Soldier	M	F	S	A	W	H	Cost	Notes
Demon Hunter	6	+2	+2	11	+2	12	Variable	Two-Handed Weapon, Crossbow, Leather Armour, Damage Bonus vs Demons

Demon hunters have a variable cost, depending on the wizard that hires them. The base cost for a demon hunter is 100gc. An additional cost is added for each of the following conditions that apply to the wizard:

Demon Hunter Cost	
Condition	Cost
Base Cost	100gc
Wizard knows one or more of the following spells: Summon Demon, Imp, Possess	+25gc
Wizard is a Summoner.	+25gc
Wizard's base is equipped with a summoning circle.	+50gc

DEMONIC SERVANT

A demonic servant can only be added to a warband through the use of the Demonic Servant spell (see New Spells). When summoned, a small, demonic entity joins the warband as a permanent member and counts towards the normal warband maximum size. A warband may only include one demonic servant at any one time. Unlike other demons, demonic servants are not considered to be under a Bind Demon spell (although they can still be affected by Bind Demon or Mind Control spells).

When added to a warband, a demonic servant may make one roll on the Minor Demonic Attribute Table. A result of 'Backstabber' should be rerolled, but all other results must be accepted. Furthermore, if a demonic servant is in a warband when a wizard successfully casts the Summon Demon spell Out of Game, it adds +1 to the result on the Summon Demon Table (note that this bonus is not to the Casting Roll – the demonic servant doesn't increase a wizard's chance of casting the spell, it increases the likelihood that something powerful will be summoned).

Demonic servants can carry one item and can carry treasure under the normal rules. They can be dismissed from the warband at any time just like any soldier.

Soldier	M	F	S	A	W	H	Cost	Notes
Demonic Servant	6	+1	+0	10	+4	10	–	Demon, Minor Demonic Attribute, Summoning Assistance





MONK

In lands far away, where few outsiders venture, great monasteries perch on the top of high outcrops, overlooking an endless sea of mist and fog. They are ancient, secret places, unreachable except by a select few. In those mysterious halls, warrior monks are trained in many arts, including the use of strange weaponry. For reasons never explained, these monks occasionally leave their monasteries and set off on great journeys of exploration. A rare few have even come north to the Frozen City and joined with the wizards who explore the ruins. Although these monks are almost always quiet, stoic individuals, they are fierce and deadly fighters, and loyal to a fault. If they have their own reasons for exploring Frostgrave, they never seem at odds with the desires of the wizards they serve.

She didn't look like a wizard, but she cleared that twelve-foot wall at a run...like one of them Heritors you hear about down south...

Monks fight with a weapon rarely seen in the Frozen City – the bladed staff. Without proper training, this weapon can prove just as deadly to the wielder as the foe, but in the hands of an expert it provides a potent combination of offense and defence.

Soldier	M	F	S	A	W	H	Cost	Notes
Monk	6	+4	+0	10	+4	12	100	Bladed Staff

Weapon	Damage Modifier	Notes
Bladed Staff	+1	-1 damage modifier to enemy's attacks in hand-to-hand combat



MYSTIC WARRIOR

At the height of Felstad's glory, there were numerous schools that taught students to combine mystical power with martial prowess. These days, graduates of the few surviving schools are almost guaranteed the position of their choice in whatever army or kingdom they serve. Not only are they brutally effective fighters, but also great status symbols to whatever king or potentate can command their allegiance. Mystic warriors generally carry no weapons at all, except perhaps gauntlets or vambraces that focus their powers. In battle, their hands and eyes glow faintly, charged with magic energy.

Although effectively unarmed, mystic warriors never suffer the associated Fight or damage penalties for fighting at such a disadvantage (see *Frostgrave* rulebook, p.25). Furthermore, all hand-to-hand attacks made by a mystic warrior count as magic attacks.

Soldier	M	F	S	A	W	H	Cost	Notes
Mystic Warrior	6	+4	+0	10	+4	12	100	Unarmed, Magic Attacks, No Unarmed Penalties



SCENARIOS



This chapter includes 8 scenarios set amongst the ruined temples of The Hallowed. The first six scenarios are grouped into two sets of three. Each of these sets is designed to be played as a mini-campaign, pitting the same warbands against one another in three separate, but linked, games. The final two scenarios are designed to stand alone, but both are exceedingly dangerous, and should probably be used with warbands that have a bit of experience adventuring in the Frozen City.

SCENARIO ONE, PART ONE

SECRETS UNCOVERED

The great sheet of ice crashed down with the shriek of shattering glass. When the frozen mist had finally cleared, it revealed an ancient mural that had been hidden for a thousand years. It depicted a great demon with the body of an ape and a pair of pig-like heads, surrounded by dancing servitors. In its hand, it held a glowing container. Around the edge of the mural, gold lettering revealed the demon's secrets. It told of its powers and its weaknesses, and the great boons that it could bestow. Most importantly, it predicted the times of its appearances, and the next was rapidly approaching. In the two furthest corners of the vast temple complex, ancient priests had hidden two amulets that could help contain the demon. The only chance of recovering them both in time is to split the warband...

It rose out of the flames and smoke, all black wings and burning eyes, then it waved a hand and all of our wounds were healed. The next instant it was gone...



Set-Up

Before playing this scenario, each player must secretly divide his warband in half. Each half must contain the same number of figures (or one half can outnumber the other by one, if the warband started with an odd number of figures). One half must be led by the wizard. The other half must be led by an apprentice. If no apprentice is available, the other half must be led by a captain. If neither an apprentice nor a captain is available, nominate one figure to be the leader. The player must now secretly select which half of his warband will participate in this scenario (the other half will participate in the second part of this scenario, Time Rot). If any player is using a captain or other soldier as the leader of his half warband, this figure may activate in the apprentice phase with up to three other figures within 3”.

The table should be crowded with the ruins of an ancient temple complex. After setting up terrain, place one special treasure token in the centre of the table. This special treasure token represents an Amulet of Constancy (see New Treasure). Each player should now place one standard treasure token within 6” of the special treasure token, and at least 4” away from any other standard treasure token. Finally, place one failing wretch (see Bestiary) next to each of the three treasure tokens.

All warband figures must begin the game in contact with their starting table edge.

Special Rules

Any figure that wishes to pick up the Amulet of Constancy in this scenario must first make a Will roll with a Target Number of 12. If the roll is failed, the model does not pick up the treasure and its action is lost. A figure that picks up the Amulet of Constancy counts as carrying treasure. It also counts as being equipped with the item even if this temporarily takes the figure over its legal item limit. The figure must return to its normal limit after the scenario. A failing wretch that is within 10” and in line of sight of a figure carrying the Amulet of Constancy will ignore all other figures for the purposes of determining movement.

Treasure and Experience

Players may roll for the standard treasure tokens after the game on either the regular Treasure Table (*Frostgrave* rulebook, p.57) or on the Forgotten Pacts Treasure Table. If a player recovers the Amulet of Constancy, he may add this magical item to his wizard sheet. Even if the wizard did not take part in this scenario, he gains the following experience (and only this experience):

- 60 experience points for each standard treasure token recovered.

- 75 experience points for recovering the Amulet of Constancy.
- 10 experience points for each spell successfully cast.
- 15 experience points for each failing wretch killed by his warband.

SCENARIO ONE, PART TWO

TIME ROT

Time is running out. It is now less than an hour until the predicted arrival of the great demon. Already there is a noticeable change in local reality. Time itself seems to be stretching and contracting in random pockets of space. In one instant the warband members feel pushed along as though by a mighty wind, at other moments, they feel pulled down by some great weight. Still, they must hurry.

Set-Up

Players should use the half of their warband that was not used in the first part of this scenario (Secrets Uncovered), following the same rules given there.

Once again, the table should be crowded with the ruins of an ancient temple complex. If this part is being played directly after the first part of the scenario, players should just shift around a few pieces of terrain. If there are just two players, consider starting from the table edges that were not used as starting edges in the last scenario. After setting up terrain, place one special treasure token in the centre of the table. This special treasure token represents an Amulet of Constancy (see New Treasure). Each player should now place one standard treasure token within 6" of the special treasure token, and at least 4" away from any other standard treasure token. Finally, place one failing wretch (see Bestiary) next to the special treasure token.

All warband figures must begin the game in contact with their starting table edge.

Special Rules

Any figure that wishes to pick up the Amulet of Constancy in this scenario must first make a Will roll with a Target Number of 12. If the roll is failed, the model does not pick up the treasure and its action is lost. A figure that picks up the Amulet of Constancy counts as carrying treasure. It also counts as being equipped with the item even if this temporarily takes the figure over its legal item limit. The figure must return to its normal limit after the scenario. A failing wretch that is within 10" and in line of sight of a figure carrying the Amulet of Constancy will ignore all other figures for the purposes of determining movement.

At the start of each turn, players should roll for initiative as normal. However, in addition to using the result of the die to determine initiative order, each player should compare their result to the table below and follow the instructions given.



Initiative Roll	Effect
1-3	Choose one figure from a rival warband. This figure will activate twice in the coming turn. Its first activation will occur in a special phase before the wizard phase. After that, the figure can activate again as normal.
4-6	Choose one figure from your own warband. This figure can only take a maximum of one action during any activations this turn (this action does not have to be movement).
7-10	Immediately place one failing wretch on the board. This figure can be placed anywhere that is either 10" from any figure or out of the line of sight of all figures.
11-16	No special effect.
17-18	Choose one figure from a rival warband. This figure can only take a maximum of one action during any activations this turn (this action does not have to be movement).

19-20

Choose one figure from your own warband. This figure will activate twice in the coming turn. Its first activation will occur in a special phase before the wizard phase. After that, the figure can activate again as normal. After the figure completes its second activation, it immediately takes 2 points of damage.

If multiple figures activate in the special phase, they do so in initiative order.



Treasure and Experience

Players may roll for the standard treasure tokens after the game on either the regular Treasure Table (*Frostgrave* rulebook, p.57) or on the Forgotten Pacts Treasure Table. If a player recovers the Amulet of Constancy, he may add this magical item to his wizard sheet. Even if the wizard did not take part in this scenario, he gains the following experience (and only this experience):

- 60 experience points for each standard treasure token recovered.
- 75 experience points for recovering the Amulet of Constancy.
- 10 experience points for each spell successfully cast.
- 15 experience points for each failing wretch killed by his warband.

SCENARIO ONE, PART THREE

THE COMING OF AMBRONNAX

The warbands have reformed, quickly recounting their success or failure. There is no time now, though, for praise or blame. Taking what treasures they've managed to acquire, everyone rushes for the central altar. All around them, the winds of time pull and push, occasionally conjuring up visions of the past or future.

Set-Up

Players should use their standard, full warband.

The table should again be set up with the crowded ruins of the ancient temple. This time, however, a large altar should be placed in the centre of the table. Place one failing wretch per player at equal intervals around the edge of the altar. Place one special treasure token in the exact centre of the altar. Each player should then place two additional treasure tokens following the standard rules for treasure placement.

Special Rules

At the end of any turn, replace each failing wretch that was killed with a new one. The failing wretches will enter the board at the centre of a randomly determined board edge.

At the end of the second turn, place Ambronnax in the exact centre of the altar, or as near to that point as possible without being in combat with a warband member. Ambronnax follows all of the rules given in the Bestiary (here).



Treasure and Experience

Players may roll for the standard treasure tokens after the game on either the regular Treasure Table (*Frostgrave* rulebook, p.57) or on the Forgotten Pacts Treasure Table. A player who recovers the special treasure token may roll once on the regular Treasure Table and also receives the True Name of Ambronnax (see Bestiary for details). A wizard gains the following experience (and only this experience) for this scenario:

- 50 experience points if the wizard is on the table when Ambronnax appears.
- 25 experience points for each standard treasure token recovered.
- 50 experience points for recovering the special treasure token.
- 10 experience points for each spell successfully cast.

- 15 experience points for each failing wretch killed by the wizard or his warband.
- 100 experience points if the wizard or a member of his warband kills Ambronnax.

SCENARIO TWO, PART ONE

ENEMIES WITHOUT NUMBER

As the warbands venture deeper into the northern reaches of the city, they begin to see disturbing signs of recent life. Strange symbols, scrawled in fresh paint, adorn some of the broken walls, while bones and other fetishes hang on strings. Suddenly, noise seems to be coming from all sides. Barbarians rise up out of the ruins, and the wizards suddenly realize, this is no small raiding party, this is an invasion...

Set-Up

Set up the board as per a standard game of *Frostgrave*. After all treasure has been placed, place a single barbarian berserker (see Bestiary) in contact with each of the treasures.

Special Rules

For the first two turns of the game, a barbarian will only activate if a warband member comes within 10" and into line of sight, or if someone shoots at it. If this happens, the barbarian will follow the standard rules for uncontrolled creatures. Whenever a barbarian is killed, immediately place two new barbarian berserkers on the table, each in the centre of a different, randomly determined board edge. Thus, for each barbarian slain, two more enter the fray.

Treasure and Experience

Players should roll for treasure as normal after the game. Experience is gained as normal with the following addition:

- 5 experience points for each barbarian killed by the wizard or his warband.

SCENARIO TWO, PART TWO

MORTAL SHELLS

It has been several weeks since the unfortunate warbands stumbled across a major barbarian incursion into the city. Now, more and more wizards are asking what it all means. While it has been common for small parties of barbarians to enter the city in search of loot, why has such a large group set up a permanent camp inside the city? They must be suffering casualties on a daily basis due to the ancient traps and monsters wandering the ruins. What could be worth that carnage? Determined to answer this question and perhaps find a piece of the great treasure that must have lured the barbarians in, the warbands set off. It is a slow and difficult journey, but eventually they discover an ancient stone circle that once stood inside a great temple, now reduced to ruins. The stones are covered in strange writing, a script written in blood. The writing may hold the key to the barbarian presence.

A single gigantic hoof print, there in the snow...



Set-Up

In the centre of the board, mark out a circle using six standing stones (or pillars). The circle should have a diameter of 10", and the six stones should be equally spaced along its circumference. In the exact centre of the circle, place one more standing stone. The rest of the board should be covered with ruins as per a normal game of *Frostgrave*.

Each player should place three treasure tokens as normal, with at least one of them inside the ring of stones.

Finally, each player should place one barbarian berserker and one barbarian treasure hunter (see Bestiary) on the board. One of the barbarians must be placed either in, or adjacent to, the stone circle. The other can be placed anywhere on the board, provided it is at least 10" from a board edge and at least 6" from any other barbarian.

Special Rules

Most experience points in this scenario are gained by reading the script written upon

the standing stones. Only wizards and apprentices are able to read the script. To do so, they must be inside the circle, in base contact with one of the stones, and then spend an action reading.

If a figure is completely within the perimeter of the stone circle when it activates, it must make a Will roll with a Target Number of 10. If it fails, it becomes confused and disoriented and may take a maximum of one action during the activation (this does not have to be movement).

All spells cast by someone standing within the ring of standing stones, or at a target that is within the stone circle, suffer a -2 penalty.

At the beginning of the creature phase, each player may choose one barbarian and roll a single die. On a 15+ the barbarian undergoes a horrific transformation and is immediately replaced by a chilopendra (see Bestiary).

Treasure and Experience

Players should roll for treasure as normal after the game. Wizards receive the following experience for the game (and only the following experience):

- 10 experience points for each spell successfully cast by either the wizard or the apprentice.
- 10 experience points for each treasure token recovered by the wizard or his warband.
- 10 experience points for each barbarian killed by the wizard or his warband.
- 20 experience points for each chilopendra killed by the wizard or his warband.
- 50 experience points for reading the script on one of the outer stones (maximum of two stones/100 experience points).
- 75 experience points for reading the script on the central standing stone.

SCENARIO TWO, PART THREE

RESCUE THE PRINCE!

Having made it safely back to base, the wizards finally have a chance to research the text they read on the standing stones. It is an ancient language, but thankfully one that that is not entirely forgotten. After much study, the meaning finally becomes clear. The writing on the stones is just one part of a month-long ceremony designed to summon a demon lord named Tiszirain. More importantly, it describes the final act in the ceremony, including when and where it will occur. To complete the summoning, the barbarians must sacrifice someone of royal blood using a powerful artefact. A royal ransom, a powerful magic treasure, and the chance to avert the summoning of a force of havoc and destruction – what more could a wizard ask for?

Set-Up

In the centre of the table, place a small altar with the bound prince atop it. The barbarian wizard, Balkren (see Bestiary), should be placed adjacent to the altar. Surrounding the altar, four chilopendra (see Bestiary) form the corners of a 6" square. There should be nothing inside the square apart from Balkren, the altar, and the prince. The rest of the table should be covered in ruins as normal.

Each player should place two treasure tokens, following the normal rules for treasure placement. No treasure tokens should be placed within the central square. Each player should also place one barbarian berserker (see Bestiary) on the table, within 12" of the square but at least 6" from any other figure.

Special Rules

Players must keep track of the number of turns. At the end of turn 8, Balkren plunges his knife into the unfortunate prince and completes the summoning ceremony. Immediately place Tiszirain on the board adjacent to the altar. If Balkren is killed before turn 8, Tiszirain is not summoned.

The four chilopendra forming the square are the anchors of a magic shield that surrounds Balkren and the altar. These four chilopendra will not move for any reason while all four are still alive, nor can they be moved by any means, magical or mundane. Spells that would normally result in movement have no effect on them, nor can they be pushed back in combat. While the four remain in position, no figure may enter the square they form nor can any spell or shooting attack be directed against someone inside the square. In order to break the shield, the warbands must kill one of

the chilopendra. As soon as one is killed, the shield vanishes, and the remaining chilopendra follow the standard rules for creatures.

At the beginning of the creature phase, one barbarian berserker appears at the centre point of a randomly determined board edge and immediately takes his activation.

If any creature is forced to make a random move during this game, it will move directly towards the centre of the table.

For the purposes of the game, the prince is treated as a treasure token and follows all of the standard rules for treasure. If Balkren is killed during the game, replace his figure with a treasure token representing the Blade of Feasting (see New Treasure).

Treasure and Experience

Players should roll for treasure as normal after the game. If a player makes it off the table with the prince, he receives 350gc as either a ransom or reward. If a player recovers the Blade of Feasting, he may add this magical item to his wizard sheet. Wizards receive experience for the game as normal with the following additions:

- 5 experience points for each barbarian killed by the wizard or his warband.
- 20 experience points for each chilopendra killed by the wizard or his warband.
- 50 experience points if the warband gets the prince off the table.
- 50 experience points if the wizard or his warband kills Balkren.
- 50 experience points if Tiszirain is not summoned.
- 150 experience points if the wizard or his warband kills Tiszirain.



SCENARIO THREE

CHAMBER OF HORRORS

Four storeys above the ground, the warband finally reaches the top of the ancient building. As they step into the chamber, they feel the cold wind as it whistles through the shattered windows. Scattered around the room are six large brass devices. Each one appears to hold a gigantic telescope that points up through the ruined ceiling above. However, all of the telescopes stand too high off of the floor to be reached by any human. Then, as the warband gazes in amazement, a ray of starlight shines down from the heavens. It focuses through one of the bronze telescopes, and slowly a grotesque demonic form materializes...

Set-Up

The board represents one vast chamber. It should be cluttered with ruins much like a normal *Frostgrave* table, though nothing should be more than one level above the ground. After set-up, each player should place three telescopes following the rules for placing treasure (feel free to use pillars or statues if telescopes are unavailable). Each player can also place one trapdoor or stairwell running down. Players may place these anywhere they choose. Treasure tokens should then be placed as normal.

Special Rules

The table represents the top floor of a four-storey building. If figures have some way of falling without taking damage (i.e. a Ring of Slow Fall or a Slowfall spell) then they may exit the board via any edge. Otherwise, figures may only exit the board through one of the trapdoors or stairways.

When we saw the gleam of silver, we thought we'd hit the big time. Then we saw it was from a silver sarcophagus, with our names carved into the lid...

At the end of each turn, the player who had the lowest initiative roll must nominate one of the telescopes and roll a die. On 11+ that player must place a demon next to that telescope. The demon will activate in the next creature phase as normal. The player should roll on the table below to determine what type of demon materializes.



d20 roll	Demon
1-4	Bile Hound
5-7	Chilopendra
9-10	Failing Wretch
11-14	Grakyura
15-17	Kaylakid
18-20	Toravor

If a warband figure is adjacent to a telescope, it may spend an action to disable it. Once a telescope is disabled, it may no longer be nominated to generate a demon.

Treasure and Experience

Players should roll for treasure as normal after the game. Experience is gained as normal for this game with the following additions:

- 10 experience points for each demon killed by a wizard or his warband.
- 10 experience points for each telescope disabled by a wizard or his warband.

SCENARIO FOUR

THE BURNING SPHERE

For the last two nights, there have been reports of strange flashes of light coming from the ruins of one of the temples. Determined to discover the cause, and to grab any potential magic artefact that might be causing the light, the wizards set off with their warbands. Unfortunately, the warbands aren't the only ones attracted by the strange lights...

Set-Up

Set up the table as per a normal game of *Frostgrave*, but leave a bit more open space than normal in the centre of the board. In the exact centre of the board, place a pedestal holding some kind of magic sphere. Each player should then place two treasure tokens on the board, following the normal rules for treasure placement.

Special Rules

The sphere in the middle of the table is an ancient magic artefact that was damaged in the cataclysm and is now going haywire. Each turn, at the beginning of the creature phase, the sphere fires out a bolt of raw elemental energy. Treat this as a +3 elemental magic shooting attack. To determine the target, roll on the table below. If the result cannot be applied, the sphere does not shoot.

d20 roll	Effect
1–12	The sphere shoots at the closest figure in line of sight.
13–17	The sphere shoots at the second closest figure in line of sight.
18–20	The sphere shoots at the third closest figure in line of sight.

A figure in base contact with the sphere may spend an action to attempt to turn it off, and must then succeed on a Will roll with a Target Number of 10. If this is performed successfully, the sphere will not fire again for the rest of the game. A figure may pick up and carry the sphere following all of the rules for picking up and carrying treasure. A figure that picks up the sphere without first turning it off, will always count as the closest figure in line of sight.



At the beginning of turn 2's creature phase, roll for a random board edge (in a two-player game it should be one of the board edges not used for deployment). Place Kornovik (see Bestiary) at the centre point of this board edge. Place three barbarian berserkers (Bestiary) at the centre point of the opposite board edge. Kornovik follows the standard rules given for him in the bestiary, with one exception. Instead of making a random move, he moves as directly as possible towards the sphere. The barbarians follow the standard rules for creatures. Kornovik is wearing a special fetish that prevents him from being the target of the sphere – never count Kornovik when determining the target of the sphere.

Treasure and Experience

Players should roll for treasure as normal after the game. A player that recovers the burning sphere may trade it for any other magic item listed in the Forgotten Pacts Treasure Table. Experience is gained as normal in this scenario, with the following additions:

- 10 experience points if the wizard or his apprentice is the target of the burning

sphere (once per spellcaster).

- 10 experience points for each barbarian berserker killed by a wizard or his warband.
- 75 experience points if Kornovik is killed by a wizard or his warband.
- 100 experience points if the wizard or his warband makes it off the board with the sphere.

NEW TREASURE



After playing a game set in *The Hallowed*, a player that has acquired treasure may exchange one roll on the regular treasure table for a roll on the **Forgotten Pacts Treasure Table** below. Players may only make one roll on this table after each game, unless otherwise stated by a specific scenario.

Forgotten Pacts Treasure Table

d20 roll	Item	Purchase Price
1	Shroud of Foresight	500gc
2	Ring of Restoration	300gc
3	Robes of Faith	400gc
4	Spell Shield	400gc
5	Giant Slayer Blade	300gc
6	Smoke Bomb	100gc
7	Null Blade	250gc
8	Piercing Stiletto	300gc
9	Silver Star Pendant	350gc
10	Executioner's Blade	400gc
11	Golem Flesh	200gc
12	Ring of Focus	200gc
13	Ring of Transference	300gc
14	Crossbow of Force	200gc
15	Trapmaster Gloves	200gc
16	Soul Shield Pendant	300gc
17	Vampiric Staff	300gc
18	True Name	–
19	Amulet of the Stone Heart	600gc
20	Magic Ammunition (roll on the Magic Ammunition Table)	–

Whenever a player rolls for magic ammunition, that player may decide whether the item found is an arrow or a crossbow bolt. Once the decision is made, it may not be changed. In either case, the item is a one-use item that takes up an item slot.

Magic Ammunition Table

d20 roll	Ammunition	Purchase Price
1–4	Wraith Arrow	100gc
5–8	Arrow of Demon Slaying	100gc
9–12	Stunning Arrow	100gc
13–16	Arrow of Piercing	100gc
17–20	Soulseeker Arrow	100gc



AMULET OF CONSTANCY

The wearer of this magic amulet is immune to the Decaying Touch and Time Decay demonic attributes, and any weapon he carries is immune to the Decay spell. Additionally, the wearer receives a +1 to all attempts to resist Petrify and Slow spells. However, if this amulet is worn by either a wizard or an apprentice, the wizard receives -10 to his experience reward at the end of the game (to a minimum of 0). If the amulet is worn by a captain he receives -5 to his experience award at the end of the game (to a minimum of 0).

It was a beautiful sword, light, sharp as anything, but it just kept dripping blood...

AMULET OF THE STONE HEART

This magic amulet can be worn by any figure that can carry an item. A figure wearing this amulet never counts as Wounded and is immune to effect of poison, but may not cast spells. If a figure wearing this amulet is reduced to 0 Health, it suffers a -1 to its

post-game survival roll.

ARROW OF DEMON SLAYING

When this arrow successfully hits a demon, it does 5 points of elemental magic damage in addition to any damage the hit would normally cause. Note this damage is applied even if the hit itself causes no damage.

ARROW OF PIERCING

This arrow is capable of shooting straight through several opponents. If the shooter can draw a straight line from himself over multiple enemy figures, none of whom are in full cover, he may use the arrow to make a single shooting attack against all of them (up to a maximum of three targets). Figures being shot at do not gain the benefit of cover provided by another figure, but they do receive bonuses for all other cover or objects in the way. Each attack is made independently and the results of one have no bearing on any of the others.

BLADE OF FEASTING

This magic hand weapon grants the user +2 Fight when fighting demons. Additionally, if the sword causes damage to a demon during a game, the wielder receives +1 to his Casting Roll if he attempts to cast Summon Demon Out of Game. This effect only applies to the Out of Game sequence that occurs directly after the game in which the sword damaged a demon. The blade also includes the True Name of the demon lord, Tiszirain. The sword can be sold for 300gc. It cannot be purchased.

CROSSBOW OF FORCE

Any figure that is hit by the Crossbow of Force is pushed back 1", even if that hit causes no damage.

EXECUTIONER'S BLADE

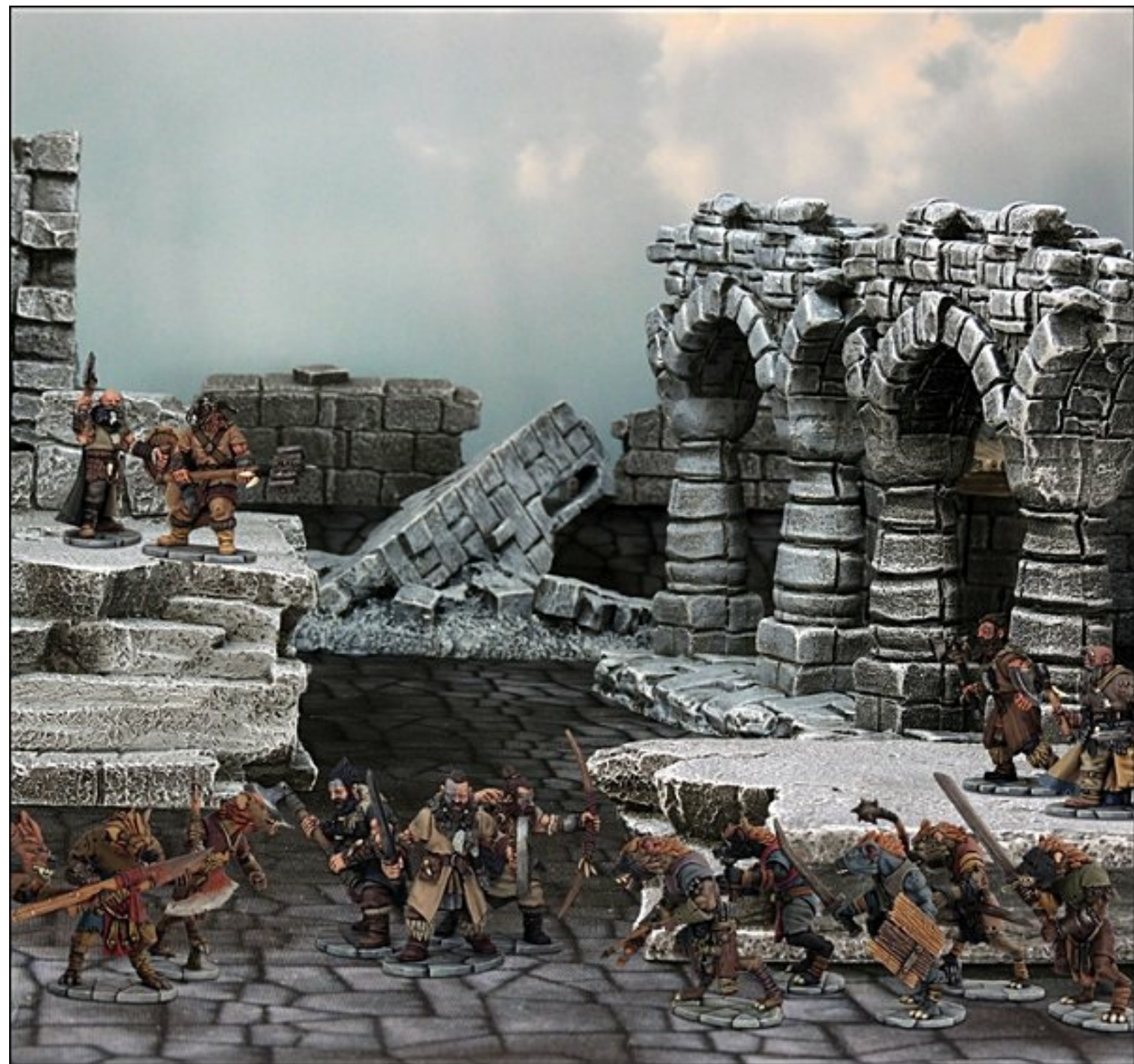
The wielder of this magic two-handed weapon immediately gains an extra action whenever he rolls a natural 20 on an attack roll during his activation.

GIANT SLAYER BLADE

This magic two-handed weapon gives the bearer a +2 Fight whenever he is fighting a creature with the 'Large' attribute.

GOLEM FLESH

This magic lump of clay can be used by a spellcaster after he successfully casts Animate Construct. The spellcaster may choose to permanently increase the construct's Move, Fight, or Armour by +1. This item is destroyed after it is used. Only one Golem Flesh can ever be used on a single construct.



NULLBLADE

If this magic hand weapon does at least 1 point of damage, it also cancels any ongoing spell effects on the figure it damaged.

PIERCINGSTILETTO

If a figure fights with this magic dagger, and is not using a hand weapon at the same time, treat all opponents, except those with the Large attribute, as having an Armour of 10.

RINGOFFOCUS

This magic ring may only be worn by a spellcaster. In any activation where the spellcaster has two or more actions, it may spend all of its available actions to attempt one spell with +1 to the Casting Roll.

RINGOFRESTORATION

This small silver ring may only be worn by a spellcaster. If a spellcaster wearing this ring completes his activation without attempting to cast a spell, he regains 2 lost Health. This may not take a figure above its starting Health.

RINGOFTRANSFERENCE

A spellcaster wearing this ring may use an action to transfer his Health to a member of the same warband within 6" and in line of sight. For every 1 Health lost by the wizard, the warband member regains 1 Health. This may not take the spellcaster below 1 Health, nor the warband member above its starting Health. Otherwise, there are no limits to how much Health can be transferred.

ROBESOFFAITH

Once per game, when the wearer has been hit by an attack, he may declare he is using this item. For that attack, treat the wearer's Armour stat as equal to 10 + his Will stat. (e.g. a wizard with a +5 Will and Armour 10 would have Armour 15 against one attack).

SHROUDOFFORESIGHT

This delicate head covering can only be used by a wizard. If a wizard is on the table and wearing this item when his player rolls a natural 20 for initiative, the wizard gains an extra action (to a maximum of 3) in the coming turn.

SILVERSTARPENDANT

A spellcaster who wears this magic pendant regains 2 lost points of Health whenever he rolls a natural 20 on a Casting Roll. This may not take a figure above its starting Health.

SMOKEBOMB

This non-magic clay pot contains a number of internal chambers holding different noxious materials. When the pot is shattered, the materials mix together, causing a violent reaction that produces a thick cloud of black smoke. A figure may use the smoke bomb to create a 3"-diameter smoke cloud anywhere within 6". The cloud causes no damage, and figures can move through it safely, but it blocks all line of sight. No-one can draw line of sight to a figure inside the cloud. Figures inside the cloud have their maximum line of sight reduced to 3". At the end of each turn, roll a die – on 19–

20 it dissipates and is removed. This is a one-use item.

That shelf must have held more than a hundred jars, each one containing a single eye. Big eyes, little eyes, eyes without pupils...

SOULSEEKER ARROW

This is a +2 magic arrow. When the target of the Souseeker Arrow rolls against this attack, it should add its Will to the roll instead of its Fight. Additionally, if the target of the arrow has an Armour greater than 12, treat its Armour as 12 for the purpose of this attack.

SOULSHIELD PENDANT

This pendant may only be worn by a wizard. If the wizard is reduced to 0 Health, he may instead discard this magic item to remain at 1 Health. Additionally, he deducts 40 from any experience points earned for the scenario. This penalty may not take experience earned below 0.

SPELL SHIELD

If the bearer of this magic shield is the target of any spell that grants a Will roll to resist, he gains a +3 to that Will roll. The shield only aids with the initial Will roll and does not help to shake off the effects of a successful spell in subsequent turns.

STUNNING ARROW

A target hit by this magic arrow takes damage as normal and must make an immediate Will roll with a Target Number of 20. If it fails, it loses its next activation. The Will roll must be made whether or not the arrow actually caused damage.

TRAPMASTER GLOVES

These magic gloves give the wearer a +3 when rolling against a Trap Number.

TRUE NAME

This is a fragment of the life-force of a major demon and can be used to forge a pact with that demon. (See the Forging Pacts)

VAMPIRIC STAFF

If a figure causes damage to an enemy while wielding this magic staff, he adds +2 to his next Casting Roll. This bonus is only applied once, no matter how many successful strikes or how much damage is dealt before the next Casting Roll. This bonus may not be carried over between games.

WRAITH ARROW

When this magic arrow is fired, the shooter suffers no penalty for intervening terrain. Additionally, the target receives no bonus for being in cover. The target must still be in line of sight of the shooter.



BESTIARY

In the northern part of Frostgrave, in the area known as The Hallowed, adventurers are much more likely to encounter demons and barbarian incursions. For this reason, players are encouraged to use the following encounter tables when playing games set amidst the ruined temples.

Forgotten Pacts Random Encounter Table			
First d20 roll	1–12	13–18	19–20
Second d20 roll	Level 1 Encounter	Level 2 Encounter	Level 3 Encounter
1	Wild Dog	Barbarians (+2 on the Barbarian Table)	Barbarians (+4 on the Barbarian Table)
2	Skeleton	Barbarians (+2 on the Barbarian Table)	Barbarians (+4 on the Barbarian Table)
3	Ice Spider	Medium Construct	Barbarians (+4 on the Barbarian Table)
4	Imp	Bile Hound	Snow Troll
5	Zombie	Giant Worm	Werewolf
6	Ghoul	Skeletons (2)	Wraith
7	Imp	Bile Hounds (2)	Vampire
8	Snow Leopard	Kaylakid	Grakyura (2)
9	Boar	Kaylakid	Kaylakids (3)
10	Small Construct	Ice Spiders (2)	Large Construct
11	Armoured Skeleton	Toravor	Minor Demons (2)
12	Bile Hound	White Gorilla	Chilopendra
13	Ghoul	Toravor	Chilopendra (2)
14	Ice Toads (2)	Medium Construct	Snow Troll
15	Minor Demon	Grakyura	Frost Giant
16	Barbarians (roll on the Barbarian Table)	Ice Toad	Major Demon
17	Barbarians (roll on the Barbarian Table)	Failing Wretches (2)	Werewolf
18	Small Construct	Snow Troll	Major Demon & Minor Demons (2)
19	Wolf	Giant Worm	Ambronnax
20	White Gorilla	Frost Giant	Tiszirain

Any time the Random Encounter table generates a 'Barbarians' result, the players should roll again on the Barbarian Encounter Table below to determine what is

encountered. Players should add +2 to the roll if the result for a Level 2 Encounter and +4 for a Level 3 Encounter.

Barbarian Encounter Table	
d20 roll	Barbarian Encounter
1	Barbarian Thug
2	Barbarian Thug
3	Barbarian Thief
4	Barbarian Thief
5	Barbarian Infantryman
6	Barbarian Infantryman & Wolf
7	Barbarian Man-at-Arms
8	Barbarian Man-at-Arms
9	Barbarian Treasure Hunter & Barbarian Thief
10	Barbarian Berserker
11	Barbarian Berserker & Barbarian Thug
12	Barbarian Knight
13	Barbarian Templar
14	Barbarian Berserker & Wild Dog
15	Barbarian Berserker & Barbarian Thugs (2)
16	Barbarian Berserker & Barbarian Thugs (2)
17	Barbarian Knight & Barbarian Templar
18	Barbarian Berserkers (2) & Barbarian Men-at Arms (2)
19	Barbarian Knights (2) & Barbarian Templars (2)
20	Barbarian Berserker & Snow Troll
21	Barbarian Berserkers (2) & Frost Giant
22	Barbarian Berserkers (2) & Werewolf
23	Balkren & Chilopendras (2)
24	Kornovik, Barbarian Berserkers (2) & Barbarian Thugs (4)



Ambronnax, Endower of Senescence

There are many demons that feed on the passage of time, though few are ever encountered on the mortal plane. Of these, the major demon, Ambronnax, is the most likely to meddle in the lives of humans. Existing in an instant just removed from the present, Ambronnax draws sustenance from the slow decay of life force given off by all living things as they age. At various times in the ancient past, he has been worshipped as a minor god, a living embodiment of mortality and aging. In Felstad, his cult built a massive temple and found various ways of summoning him to the present. Although the exact knowledge of those ceremonies has now been lost, some of their power has echoed down the ages, and still calls to the demon, occasionally pulling him to the here and now. Those who have seen him describe Ambronnax as having the body of a bloated ape and two warthog-like heads, always seated upon a levitating disc or plinth, and carrying a glowing pot or jar.

Along with the demonic attributes listed below, Ambronnax also possesses the major demonic attributes Decaying Touch and Time Decay.

It was a giant pot, or cauldron, plain on the outside, but with wrought iron faces on the inside. Whenever we poured anything in, the faces just drank it up...

Any figure that forges a pact with Ambronnax and successfully casts Demonic Servant may take a failing wretch instead of the standard demonic servant.

Ambronnax						
M	F	S	A	W	H	Notes
4	+6	+0	15	+12	28	Demon, Levitation, Magic Attack, True Sight, Two Heads, Decaying Touch, Time Decay

DECAYING TOUCH

Any figure that activates while in combat with Ambronnax immediately loses 1 point of Health before taking any actions. Undead, constructs and demons are immune to this effect.

TIME DECAY

Any figure that activates while within 12" of Ambronnax, regardless of line of sight, may only perform a single action, no matter how many actions they would normally receive. This action does not have to be movement. Ambronnax and failing wretches are immune to Time Decay.

Balkren, Barbarian Summoner

Balkren is one of the most powerful sorcerers amongst the northern tribes. A few years ago, he stumbled upon the True Name of Tiszirain and has been a devoted follower of the demon lord ever since.

If using Balkren as an uncontrolled creature, he follows his own priority order:

Balkren Reaction Table		
Priority	Situation	Action
1	Enemy figure within 6"	Move directly away from the closest enemy, then cast Plague of Insects at him.
2	Enemy figure is in line of sight, but more than 6" away	Cast Imp, placing the imp 3" behind his enemy, then move into the closest cover or, if there is none, move further away.
3	No enemies within line of sight	Cast Strength, first on himself, and then on the nearest friendly figure who does not currently have a Strength spell in play. He will not take a second action.
4	In combat	Fight. If he wins, he will push the enemy away then move as far away as possible.

Balkren						
M	F	S	A	W	H	Notes
6	+4	+0	11	+5	16	Ring of Protection (+1 Armour), Blade of Feasting, True Name (Tiszirain)
Spells	Bind Demon (8), Brew Potion (14), Fog (10), Imp (6), Plague of Insects (8), Spell Eater (12), Steal Health (10), Strength (8), Summon Demon (10)					



Barbarians

Some people believe that the barbarians who live in the mountains north of Frostgrave are the descendants of people who survived the ancient cataclysm that destroyed Felstad. While this would explain some of the cultural aspects of these scattered tribes, and why they seem to have an affinity to certain types of magic (notably Summoning), it raises as many questions as it answers. None of the tribes profess to be connected to the ancient city in any way. They have no stories of the cataclysm, and appear to have been completely unaware of the ruined city's existence until others rediscovered it. More likely, they moved into the area in the centuries after the city was buried, and have been subtly and unknowingly influenced by close proximity over the centuries.

When Frostgrave was first discovered, the barbarians showed little interest, and perhaps even a degree of fear in regards to the ruins. A few loners and adventurers drifted down to join the wizards in their explorations but, as a whole, the northern tribes have avoided the city. Lately, something has changed. Barbarian raiding parties have been spotted in the northern parts of Frostgrave, in the ruins of the ancient temple district. More worryingly, many of these barbarians display demonic markings, mystic brands, and strange, otherworldly scarring.

It is well known that the priests of Felstad knew many secrets of the major demons, using them to gain knowledge and summoning them to the mortal plane. If the barbarian wizards are dabbling with these powerful magics, who knows what creatures they could loose upon the Frozen City?

Barbarians produce all of the same soldier types found in the armies of other nations. They have few knights, templars, marksmen and other specialists, but they make up for this shortage with a greater number of berserkers (this is the soldier type that most warbands simply call a 'barbarian'). Barbarians also produce an above-average number of wizards. Usually, these are Summoners, Witches, Elementalists, and Necromancers, although practitioners from all of the schools can be found. It is also not unusual for barbarian raiding parties to include one or more semi-intelligent creatures. Frost giants are their most common ally, although snow trolls, werewolves, and even the occasional foulhorn have been seen.

It is very common for any barbarians encountered in Frostgrave to bear Mystic Brands. While players are free to assign any Mystic Brands they wish to randomly encountered barbarians, Burning Marks are most common and, unless otherwise agreed beforehand, all should be treated as bearing the Mark of the Fang.



Bile Hound

About the size of a large dog, bile hounds have long, rat-like heads and powerful jaws from which drips a corrosive saliva. These creatures are often found as the servants, or pets, of more powerful demons.

Due to its acidic bite, any figure damaged by a bile hound suffers -4 Armour for that attack.

Bile Hound						
M	F	S	A	W	H	Notes
8	+2	+0	10	+1	10	Demon, Acid Bite

Chilopendra

Chilopendra are demon/human hybrids created when a human sacrifices himself to the demon lord Tiszirain. Much like their master, they appear mostly human from the waist up, while their lower half resembles the body of a great centipede. Although they often carry weapons, they are just as deadly without, attacking with sharp horns or envenomed legs.

Chilopendra						
M	F	S	A	W	H	Notes
6	+4	+0	12	+4	14	Demon, Horns, Poisonous

Failing Wretch

Failing wretches are a common form of minor demon. While their appearance varies tremendously, in the main they resemble very old, fat men, with bulging eyes, long straggly hair, oversized rotten teeth, and long, curving fingernails. These creatures are living embodiments of senescence, the slow decay of the body through time, and are loathsome to nearly all living eyes.

Like their patron Ambronnax, failing wretches possess the unique major demonic attribute Decaying Touch.

Failing Wretch						
M	F	S	A	W	H	Notes
5	+1	+0	10	+4	10	Demon, Decaying Touch

DECAYING TOUCH

Any figure that activates while in combat with a failing wretch immediately loses 1 point of Health before taking any actions. Undead, constructs and demons are immune to this effect.

Grakyura

It is unclear whether the Grakyura demons are individuals or share a linked hive mind. Either way, they rarely communicate with humans and tend to attack on sight. About the size of a very large hog, the Grakyura resemble a union between a turtle and a crab, possessing both the armoured shell and four stubby legs of a turtle, and the massive, grasping claws of a crab. What little head they seem to have is sunk into the shell.

Their preferred tactic is to grasp their opponent in their claws and then fling them

against something hard, as though they are trying to crack open a shell. When a Grakyura wins a fight, it does +2 damage and also pushes their opponent back 6" or until they hit terrain. If the opponent is still alive, the Grakyura will, if possible, immediately move back into combat.

Grakyura						
M	F	S	A	W	H	Notes
6	+3	+0	15	+3	12	Demon, True Sight, Fling Opponent

Kaylakid

One of the more commonly encountered minor demons in Frostgrave, Kaylakids resemble man-sized squids that float around on a mass of writhing tentacles. They display very little intelligence, and many Summoners suspect that they operate almost completely by instinct. For the most part, that instinct is to feed on any living creature that wanders too close.

While Kaylakids are not particularly fast, they are extremely difficult to escape once someone comes within range of their grasping tentacles. They further attempt to disable their prey with a nasty static discharge. If a figure is in combat with a Kaylakid, it may only push the Kaylakid back, or step back, if it successfully deals damage to it. If the figure simply wins the combat, but deals no damage, then the two figures remain in combat with neither moving. A Kaylakid's static discharge deals +2 damage, or +3 damage if the figure it is fighting is wearing mail armour.

Kaylakid						
M	F	S	A	W	H	Notes
5	+1	+0	12	+0	12	Demon, Grasping Tentacles, Levitation, Static Discharge

Kornovik, Barbarian Outcast

Thrown out of his tribe for the murder of his parents, Kornovik has become the bane of the northern tribes. With a small group of outlaws, he has raided numerous tribes, pillaging as much for pleasure as for material gain. There are those who say he has sold his soul to some demon prince, although if this is true, no one knows which one. In battle, Kornovik is famous for riding a large woolly rhinoceros. Generally, these creatures have a gentle disposition and are used as pack beasts in the north, but Kornovik's rhino is as brutal and mean-spirited as its master.

They looked like normal skeletons, until they got closer. Then we saw the gold that filled their eye

For the purposes of the game, Kornovik and his rhino share a stat profile. Kornovik will never dismount. The rhino can climb up to an angle of about 45 degrees, but players should agree beforehand which terrain the rhino can and cannot climb. Kornovik follows his own priority order:

Kornovik Reaction Table		
Priority	Situation	Action
1	Enemy figure within 7" and in line of sight	Move towards the closest enemy, fight if this brings him into combat, or keep moving if it doesn't.
2	Enemy figure is in line of sight, but more than 7" away	Shoot at closest enemy, then move towards him.
3	No enemies within line of sight	Make one random move. If this reveals an enemy, move towards the closest enemy, otherwise end activation.
4	In combat	Fight. If he wins, he will stay in combat. Kornovik will always force combat if possible.

Kornovik						
M	F	S	A	W	H	Notes
7	+5	+4	12	+6	18	Two Handed Weapon, Bow, Mail Armour, Two Heads, Horns, Limited Climb



Toravor

On their home plane, wherever that may be, it is suspected that Toravors live underground. While they appear to have no eyes, and possibly no ears, they do possess a pair of heads, both of which end in large, circular maws filled with teeth. They also have powerful, clawed forelimbs. Together, these features mean that Toravors can burrow (see *Into the Breeding Pits*, p.12) extremely quickly. For that reason, they are often employed by wizards that explore the chambers and passages beneath the Frozen

City.

Toravor						
M	F	S	A	W	H	Notes
6	+2	+0	12	+0	12	Demon, Burrowing, Two Heads

Tiszirain

Tiszirain is a demon lord of victory and consumption – quite literally, an eater of the dead. When existing on the mortal plane, he generally takes the form of a gigantic hybrid of man and centipede and is accompanied by at least a small group of chilopendra. Tiszirain is incredibly powerful and fearsome in battle, but is generally not a major threat to humanity, as he tends to make only short visits to their reality. When he does appear, he will kill and eat everyone and everything in the immediate vicinity that he perceives to be a threat, and will then return to his home plane.

A wizard that forges a pact with Tiszirain can take the Chilopendra Soldier boon.

When using Tiszirain as an uncontrolled creature, he follows a slightly modified priority order:

Tiszirain Reaction Table		
Priority	Situation	Action
1	In combat	Fight. If he wins, he will stay in combat. Tiszirain will always force combat if possible.
2	Enemy figure within 18" and in line of sight	Move towards the closest enemy, fight if this brings him into combat, or keep moving if it doesn't. Tiszirain will always move into contact with as many enemies at once as possible.
3	No enemies within line of sight	Make one random move. If this reveals an enemy, move towards the closest enemy, otherwise end activation.

Tiszirain						
M	F	S	A	W	H	Notes
9	+8	+0	16	+10	30	Demon, Large, Horns, Horrific, Invulnerability, Magic Attack, Mind Lock, Poisonous



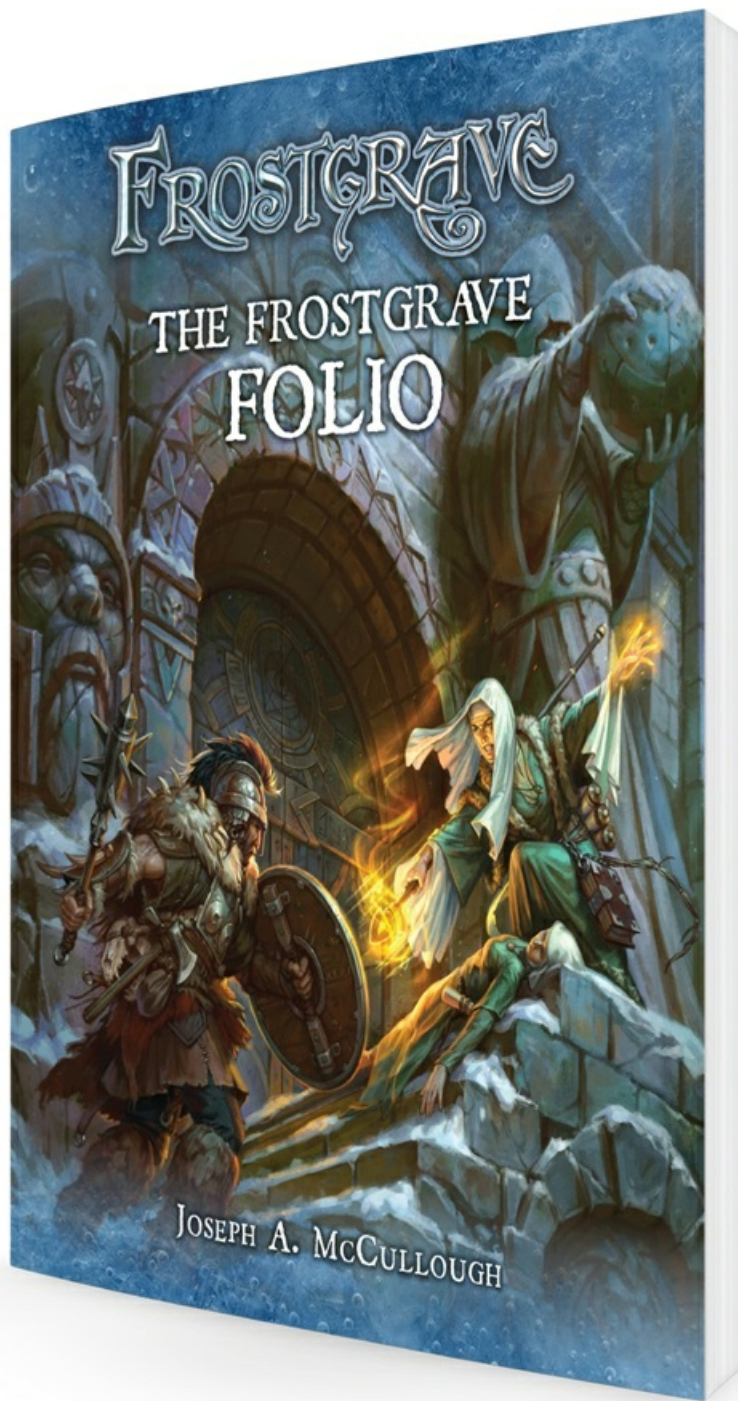
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FROSTGRAVE

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The Frostgrave Folio is the complete collection of all previously released *Frostgrave* mini-ebook supplements in one printed volume. This includes *Hunt for the Golem*, a three-scenario campaign in which the warbands hunt down a rogue golem, *Sellsword*, which introduces rules for experience-gaining captains to help lead warbands, *Dark Alchemy*, which expands the rules for potions and potion brewing, and *Arcane Locations* which gives additional options for bases and base upgrades. The book also includes a completely new mini-supplement, *The Ravages of Time*. Collecting nearly two years' worth of *Frostgrave* material, this collection is a necessary addition to any wizard's library.





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