FROSTGRAVE

SECOND EDITION

MORTAL ENEMIES

JOSEPH A. McCULLOUGH

ILLUSTRATED BY ªRU-MOR

OSPREY GAMES

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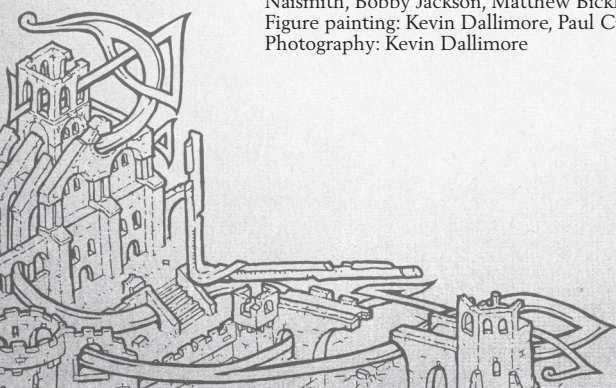# MORTAL ENEMIES

JOSEPH A. MCCULLOUGH

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AUTHOR
Joseph A. McCullough's first brush with writing for games was as co-author of *The Grey Mountains*
supplement for the *Middle-Earth Role-Playing Game*, and he has remained passionate about Fantasy
gaming since, going on to become an award-winning game designer. He is the creator of the "*Frostgrave*
Family" of skirmish wargames (the Fantasy titles *Frostgrave*, *Ghost Archipelago*, *Rangers of Shadow Deep*,
and the Sci-Fi evolution, *Stargrave*) and of the Oathmark fantasy battle game and *The Silver Bayonet*, a
game of Napoleonic Gothic Horror. The latest information on his game design and other writing can
be found at: josephamccullough.com.

ILLUSTRATOR
ªRU-MOR was born in Tarragona, Spain, and studied Fine Arts at the University of Seville, specializing
and working on artwork restoration. She began her professional career in 2000, sculpting historical,
fantasy, and science-fiction miniatures. These days she combines her work as a sculptor with her work as
a freelance illustrator, and has provided illustrations for various Spanish RPGs, books, and card games.

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INTRODUCTION

Welcome to *Mortal Enemies*, the latest volume in the *Frostgrave* library. It's a collection that has grown well beyond what I could have ever hoped or imagined. I've now been working on *Frostgrave* for over eight years, and there are days when I think I have nothing left to say about the Frozen City. But then I play a game, or paint a miniature, or talk to a fan, or jump on the Facebook group, and suddenly my imagination starts firing in all directions like a Scatter Shot spell. Creativity is so infectious. It spreads from person to person, from game to game, from one aspect of the hobby to another. For me, it is what makes this hobby so wonderful. It contains so many ways to be creative and to share that spark with others.

That is what I have always wanted these books to be – sparks for the imagination. While most of this book, and all *Frostgrave* books, consists of 'rules', it is my hope that players will use those rules as tools for their own creativity, as stepping-off points for whatever aspects of this hobby they find most enjoyable. A new creature can be just a collection of stats, or it can be the seed of a new scenario, a reason to research miniatures, a chance to paint something new and different, or an example for creating your own monsters. Take it and run with it!

When I sat down to work on *Mortal Enemies*, there were two specific areas I wanted to explore in the hope of sparking player creativity. First, I wanted to give players the tools to create unique adversaries in the Frozen City – the titular 'mortal enemies' – that could return from time to time over the course of a campaign to plague the wizards and that would grow in power each time they appeared. Like the wizards, these mortal enemies are spellcasters, though they follow slightly different rules for using their magic. While the process for generating mortal enemies is random, players are encouraged to interrupt the random process at any point to shape their mortal enemy in any way they choose. These mortal enemies also lead their own gang, so players have a reason (or excuse) to paint another warband.

I have constructed the rules for mortal enemies to be equally useful for solo players as well as those who typically play in groups. I have also included five scenarios designed for using mortal enemies. These are presented for solo play, but I have included conversion notes for most of them if players desire to use them in two-player games.

The other major area I wanted to explore was wizard bases. I have done a lot of work over the years on giving character to a wizard's base, but always they have remained in the background, a set of rules to be used between games. Even in the earliest days of *Frostgrave*, people asked me to write a 'base assault' scenario, where one wizard could attack another wizard's base. I demurred. Not because I thought it was a bad idea, but because I could never make it
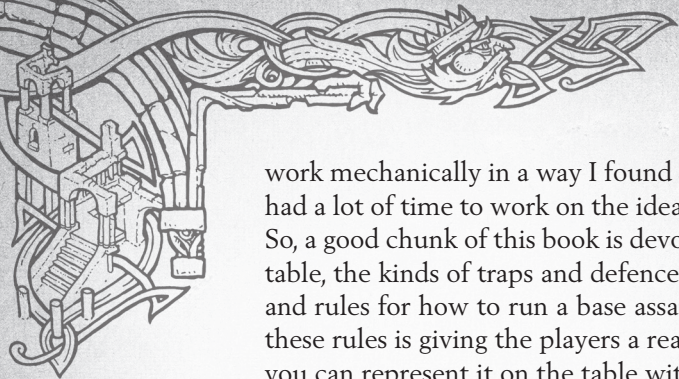
work mechanically in a way I found pleasing. Thankfully, my subconscious has had a lot of time to work on the idea, and I finally felt ready to put it on paper. So, a good chunk of this book is devoted to representing a wizard's base on the table, the kinds of traps and defences a wizard would use to protect that base, and rules for how to run a base assault scenario. What excites me most about these rules is giving the players a reason to construct their wizard's base. Sure, you can represent it on the table with just a paper footprint, but I know there are lots of modellers out there who have just been waiting for the excuse.

While it wasn't intentional, it turns out these two pieces fit together nicely. If a wizard has a mortal enemy, sooner or later that mortal enemy is going to attack the wizard at home!

So, as I said at the beginning, I hope that reading this book feeds your own imagination and gets you excited to dive back into the hobby in whatever way you find most enjoyable. I have encountered a lot of miniature gamers over the years who told me that 'they aren't creative', but it's just not true. What they usually mean is that they don't enjoy writing their own scenarios. That's fine, I have written plenty for you. Those same gamers will often then show me a miniature that they painted in some interesting way, or a cool piece of terrain they've built, or tell the complex backstory of their character. The truth is, it's hard to participate in this hobby without being creative, and if you think you aren't, you probably just haven't recognized your own area of creativity. (Hint: its generally the part you enjoy the most!).

Whatever you do with this book, and wherever it might take you, I hope you enjoy the ride. I hugely appreciate the support you've shown me by picking it up and allowing me to continue to indulge in my own favourite aspect of the hobby. It seems that I am far from finished exploring this frozen fantasy world. If you would like to keep up with all the stuff I'm working on for this game and others, check out my website at www.josephamccullough.com.

Until next we meet, happy base-building and treasure hunting!

Joseph A. McCullough
Kent, England, 2023
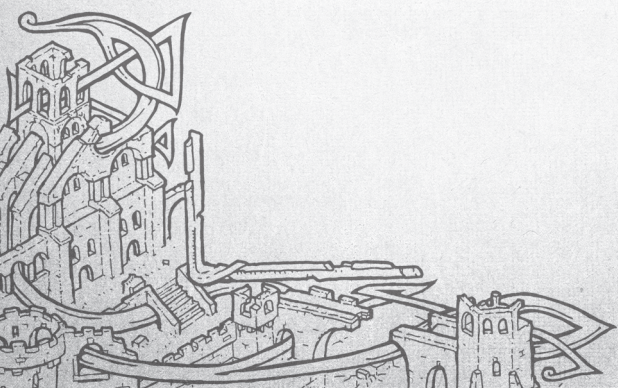
CREATING MORTAL ENEMIES

This chapter presents all the rules needed to create a unique individual to plague your wizard on his or her adventures in the Frozen City. You can use these rules to create one-off, interesting encounters, a 'boss fight' in the final chapter of a campaign, or as a 'mortal enemy' that has a personal score to settle with your wizard and returns time and time again when least wanted and least expected. Grudges form quickly in the Frozen City and are rarely forgotten.

The instructions for creating mortal enemies are broken down into steps, most of which call for a roll on a table. By following these steps, you determine the various abilities and powers of your mortal enemy as well as the soldiers they are likely to field against you. While most of this process is driven by dice rolls, remember: at any point you can put the dice aside and just choose options instead of rolling. This is *your* mortal enemy after all. Feel free to mould it in your own image! Players might also want to bring in additional rules, such as specific rules for vampires and fire giants found in *Frostgrave: Blood Legacy*, but this is left to the individual to decide.

The next couple of chapters give rules for using this mortal enemy in a game and for enhancing its Threat Level if it appears multiple times. For now though, get a copy of the Mortal Enemy Sheet from the back of the book (see page 95), or from the Osprey Games website (www.ospreygames.co.uk), get your favourite d20 warmed up, and get ready to make a monster!

> We wondered for a minute or two how those blood-covered, razor-sharp icicles had formed on the wall so that they were pointing straight out … Then the whole room started to slowly rotate onto its side…

1. Name

This is listed as Step 1 because it is the first blank that appears on the Mortal Enemy Sheet, but feel free to leave it until last. All mortal enemies need a name – how else would you shout your rage at their depredations – but you might want a different name for the character if it is a wizened Necromancer or a fireball-throwing minotaur!

2. Threat Level

Threat Level is used as a general 'power ranking' for mortal enemies. It roughly corresponds to wizard levels in terms of ability but uses a completely different system. This is not meant to be exact and is there primarily for player reference. It's rarely used in the rules. This figure's Threat Level will be determined throughout the process.

3. Template

The real design process for a mortal enemy begins with a roll on the Mortal Enemies Template Table. This roll determines what type of creature the mortal enemy is and its starting stat-line. It also gives the creature a starting Threat Level.

Note that 'humanoid' includes all creatures that are roughly the same basic size and shape of a human, and includes such diverse species as gnolls and snakemen. The player is free to decide if they want the enemy to be human or something else.

All mortal enemies are treated as spellcasters.
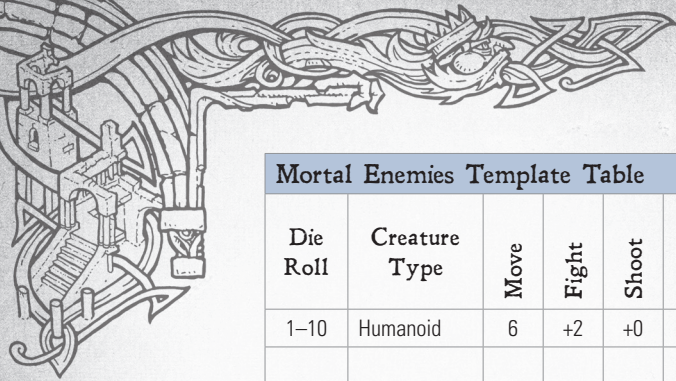
Mortal Enemies Template Table

Die Roll	Creature Type	Move	Fight	Shoot	Armour	Will	Health	Notes	Threat Level
1–10	Humanoid	6	+2	+0	10	+4	14		3
11	Rangifer*	7	+2	+0	12	+3	12	+1 Fight against undead and attacks count as a Magic Attack, Antlers (treat as horns)	6
12	Construct	5	+3	+0	12	+0	12	Construct, Immune to Control Construct	3
13	Demon	6	+3	+0	11	+4	12	Demon, Immune to Control Demon	3
14	Minotaur	6	+3	+0	12	+4	14	Large, Strong, Horns	8
15	Werewolf	7	+4	+0	11	+5	12	Expert Climber	5
16	Wraith	6	+2	+0	10	+3	6	Energy Drain, Ethereal, Immune to Normal Weapons, Magic Attack, Undead, Immune to Control Undead	21
17	Vampire	7	+4	+0	12	+5	14	Immune to Normal Weapons, Magic Attack, Mind Lock, True Sight, Undead, Immune to Control Undead	18
18	Lich	6	+4	+0	12	+6	18	Mind Lock, Undead, Immune to Control Undead	10
19	Queen Spider (matriarch)	6	+3	12	12	+6	16	Animal, Large, Expert Climber, Poison, Immune to Control Animal	15
20	Fire Giant	8	+4	+0	14	+4	22	Large, Strong, Elemental Resistance (2), Mind Lock	20

* Rangifer should only be used as a mortal enemy if the wizard is a Necromancer or undead. Otherwise, re-roll this result.
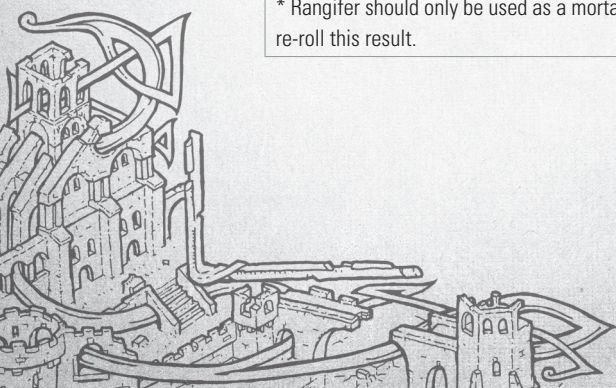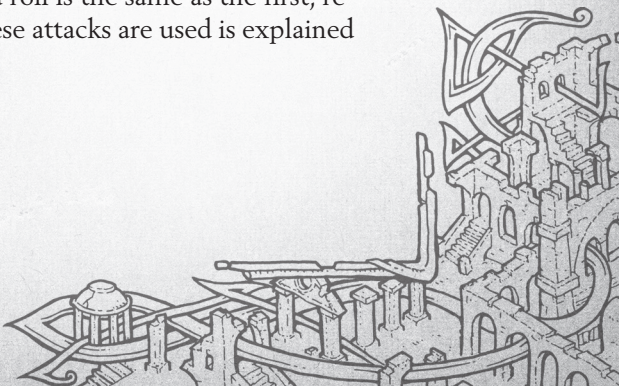
4. Stat Modification

To bring a little extra character and uniqueness to each mortal enemy, make one roll on the Mortal Enemies Stat Modification Table and apply all the results.

Mortal Enemies Stat Modification Table		
Die Roll	Stat Modifications	Threat Level Modification
1	+1 Fight, +1 Will, -1 Armour	+0
2	+1 Fight, -2 Will, +1 Health	+0
3	+1 Fight, -1 Will, -1 Health	+0
4	-1 Move, -1 Fight, +1 Health, +1 Will	+0
5	+1 Move	+3
6	+1 Move, +1 Health, -1 Will	+3
7	+1 Move, +1 Fight	+6
8	+1 Fight, +1 Health	+6
9	+1 Fight, +1 Health	+6
10	+1 Fight, +1 Health, +1 Will	+9
11	+1 Move, +1 Armour	+9
12	+1 Armour, +1 Health	+9
13	+1 Move, +1 Fight, +1 Health	+9
14	+1 Fight, +2 Health	+9
15	+1 Move, +1 Fight, +2 Health	+12
16	+2 Fight, +2 Health	+12
17	+2 Fight, +1 Health, +1 Will	+12
18	+1 Move, +2 Fight, +2 Health	+15
19	+1 Move, +2 Fight, +2 Health, +2 Will	+21
20	+1 Move, +2 Fight, +1 Armour, +2 Health, +2 Will	+27

5. Ranged Attacks

Every mortal enemy has two forms of ranged attack spells. These are listed as the 'primary' and 'secondary' ranged attack spells on the Mortal Enemy Sheet. To determine these attacks, roll twice on the Mortal Enemies Ranged Attack Spell Table. The first result is the creature's primary ranged attack; the second roll is its secondary ranged attack. If the second roll is the same as the first, re-roll until a different result is obtained. How these attacks are used is explained in the next chapter (see page 35).

Mortal Enemies Ranged Attack Spell Table	
Die Roll	Ranged Attack
1	Animate Skull
2	Banish
3	Blinding Light
4	Bone Dart
5	Bones of the Earth
6	Curse
7	Decay
8	Destroy Undead
9	Destructive Sphere
10	Elemental Ball
11	Elemental Bolt
12	Furious Quill
13	Grenade
14	Imp
15	Mind Control
16	Plague of Insects
17	Poison Dart
18	Scatter Shot
19	Stealth Health
20	Strike Dead
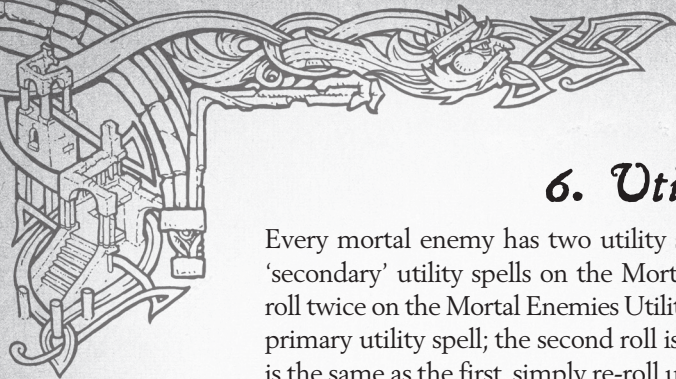
6. Utility Spells

Every mortal enemy has two utility spells. These are listed as the 'primary' and 'secondary' utility spells on the Mortal Enemy Sheet. To determine these spells, roll twice on the Mortal Enemies Utility Spell Table. The first result is the creature's primary utility spell; the second roll is its secondary utility spell. If the second roll is the same as the first, simply re-roll until a different result is obtained. How these spells are used is explained in the next chapter (see page 35).

Mortal Enemies Utility Spell Table	
Die Roll	Utility Spell
1	Beauty
2	Call Storm
3	Circle of Protection
4	Combat Awareness
5	Dispel
6	Draining Word
7	Elemental Hammer
8	Elemental Shield
9	Enchant Armour
10	Enchant Weapon
11	Fleet Feet
12	Heal
13	Invisibility
14	Possess
15	Raise Zombie
16	Shield
17	Strength
18	Summon Demon
19	Telekinesis
20	True Sight
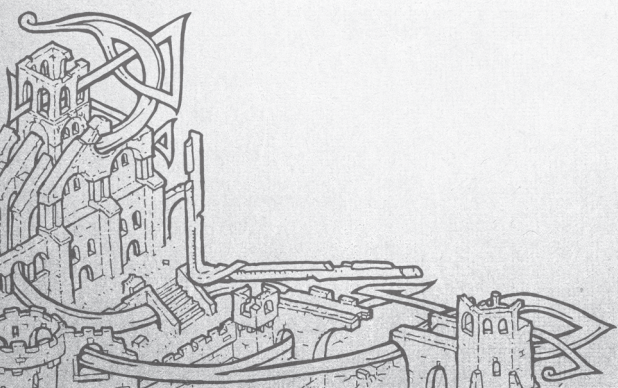
7. Out of Game Spells

Mortal enemies have three slots for Out of Game spells, but only the primary slot is filled during creation (the others may be gained during a campaign). To determine the creature's primary Out of Game spell simply roll on the Mortal Enemies Out of Game Spell Table. This table includes several new spells that are peculiar to mortal enemies. Rules for these new spells are given after the table (see pages 16–18).

Rules for how mortal enemies use these Out of Game spells are given in the next chapter (see page 30).

All of the new spells have included their school of magic and their Casting Number even though this information is irrelevant to mortal enemies. It has been included for players who want to house rule the spells into their games or otherwise work them into a campaign.

Mortal Enemies Out of Game Spell Table	
Die Roll	Out of Game Spell
1–2	Animal Companion
3–4	Animate Construct
5–6	Familiar
7–8	Illusionary Soldier
9–10	Raise Zombie
11–12	Mystical Mind Spike
13–14	Sores and Boils
14–16	Rat Scent
17–18	Affliction Doll
19–20	Thought Plague

AFFLICTION DOLL

Necromancer / 14 / Out of Game (B)

To use this spell, a spellcaster creates a doll of the target, which must incorporate a piece of the target's body (usually a hair). This spell can be targeted on any soldier in an opposing warband. That figure must make an immediate Will Roll versus the Casting Roll. If it fails, it suffers -1 to all die rolls during the coming game or until the spell is cancelled.

MYSTICAL MIND SPIKE

Soothsayer / 14 / Out of Game (B)

The caster selects one enemy wizard as the target of this spell. This wizard temporarily forgets how to cast one random spell that it knows and may not attempt to cast this spell during the coming game. The wizard may cast the spell from a scroll. This spell does not affect apprentices.

RAT SCENT

Witch / 12 / Out of Game (B)

The caster selects one enemy warband. After that warband has deployed at the start of a game, the caster may place one giant rat anywhere on the table so long as it is exactly 6" from the nearest member of the targeted warband. This giant rat gets one free activation at the start of the game before players roll for initiative on the first turn. The giant rat follows the standard rules for an uncontrolled creature.

SORES AND BOILS

Witch / 14 / Out of Game (B)

The caster selects one enemy warband. Before the start of the game, every member of the warband must make a Will Roll (TN10) or immediately suffer 1 point of damage. This damage can be healed in the normal fashion during the game.

THOUGHT PLAGUE
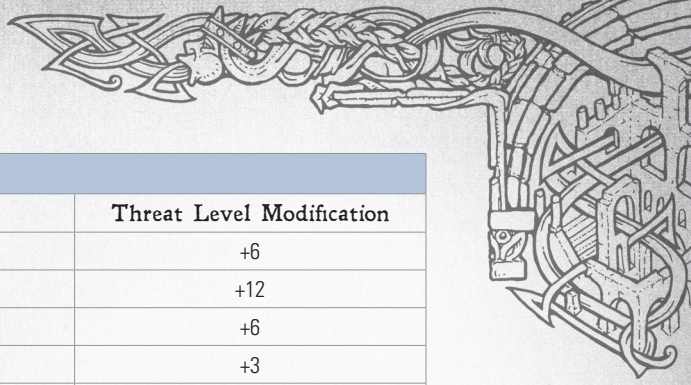
Soothsayer / 12 / Out of Game (B)

This spell may be targeted on any soldier from an opposing warband. That soldier must make a Will Roll versus the Casting Roll or suffer -3 Will during the coming game or until the spell is cancelled.

8. Special Abilities

Most mortal enemies feature at least one special ability that makes them a more dangerous opponent. Roll once on the Mortal Enemies Special Ability Table. If the creature already has this ability (from its template) then no new special ability is gained. If the creature does not already have this ability, add it to the Mortal Enemy Sheet. Additional special abilities can be gained during a campaign, but this is explained in a later chapter. Explanations of these abilities are found in the Traits section of the *Frostgrave* rulebook (page 193). Special abilities also increase a creature's Threat Level as shown on the table.

Mortal Enemies Special Ability Table		
Die Roll	Special Ability	Threat Level Modification
1	Burrowing	+6
2	Energy Drain	+12
3	Ethereal	+6
4	Elemental Resistance (2)	+3
5	Elemental Resistance (5)	+8
6	Expert Climber	+3
7	Flying	+8
8	Horns	+3
9	Immune to Critical Hits	+3
10	Immune to Normal Weapons	+12
11	Immune to Poison	+3
12	Levitate	+6
13	Magic Attack	+9
14	Never Wounded	+6
15	Poison	+6
16	Powerful	+15
17	Strong	+6
18	True Sight	+6
19	Immune to Grenade	+3
20	Immune to Bone Dart	+3

9. Magical Equipment

All mortal enemies start with one piece of magical equipment. To determine this, roll on the Mortal Enemies Magical Equipment Table and add the result to the Mortal Enemy Sheet. Mortal enemies may gain additional magical equipment during the campaign, but this is explained in a later chapter (see page 38). Magical equipment does not affect a creature's Threat Level.

Most of these items are found in the *Frostgrave* rulebook, but a few new ones are explained below the table.

If a mortal enemy ends up with no weapon after a roll on this table, give them either a hand weapon or staff. Choose whichever seems more appropriate.

The quiver was filled with petrified snakes.
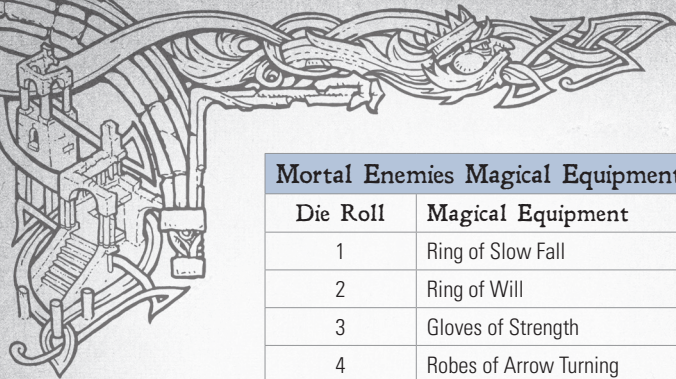
Mortal Enemies Magical Equipment Table	
Die Roll	Magical Equipment
1	Ring of Slow Fall
2	Ring of Will
3	Gloves of Strength
4	Robes of Arrow Turning
5	Amulet of Resistance
6	Hand Weapon (+1 Damage)
7	Hand Weapon (+1 Fight)
8	Two-Handed Weapon (+1 Damage)
9	Two-Handed Weapon (+1 Fight)
10	Staff (+1 Fight)
11	Staff (+1 Fight, +1 Will)
12	Ring of Protection (+1 Armour)
13	Cloak of Protection (+1 Armour)
14	Cloak of Night, grants Elemental Resistance (3)
15	Ring of Regeneration
16	Luck Star
17	Glimmer Field
18	Ball of Smoke
19	Ring of Repellence
20	Lifegiver Belt

BALL OF SMOKE

The first time in each game a figure carrying this magic item would suffer any damage from a shooting attack, that damage is reduced to 0, and a thick cloud of smoke envelops this figure. Place a 3" diameter smoke cloud centred on this figure. The cloud blocks all line of sight, but doesn't impede movement. At the end of each turn, roll a die. On a 1–5 the cloud dissipates and is removed from the table.

GLIMMER FIELD

The first time in each game a figure carrying this magic item suffers 10 or more points of damage from a single attack, that damage is reduced to 0, and this figure immediately teleports 6" in a random direction. This teleport can move a figure out of or into combat. If it moves the figure off the table edge, place it at the nearest point on the table edge. If it would move the figure into terrain, place it on top of the terrain feature. If it moves the figure onto another figure place them adjacent to that figure and in combat. If this move would cause the figure to fall, it falls and takes associated damage.

At least a thousand bottles, each filled with a tiny human skeleton.

LIFEGIVER BELT

If a figure wearing this belt suffers an attack that reduces it to below half of its starting Health, but still above 0 Health, this figure is completely healed back to its starting Health. This belt only works once per game.

LUCK STAR

The first time in each game that the figure wearing the luck star rolls a '1' for any Combat Roll, including rolling against shooting attacks, it must re-roll the die and take the second result.

RING OF REGENERATION

The figure wearing this ring regains 1 point of lost Health every time it activates.

RING OF REPELLENCE

Whenever a figure moves into combat with the wearer of this ring, including if it is forcing combat, the moving figure must make a Will Roll (TN14). If the roll succeeds, nothing happens. If the roll is failed, the moving figure is immediately moved 6" directly away from the figure wearing the ring. This will move a figure through any other figures or over terrain 0.5" high or less; taller terrain stops the movement. This means that figures can be pushed off terrain, ledges or rooftops etc, just not over high walls or rubble. This ring has no affect when the wearer moves into combat.

Was it an alchemical store or a sweet shop? Without the wizard around, none of us were willing to eat one to find out.

10. Gang

Every mortal enemy is accompanied by their own gang. These gangs are generally smaller than the warbands employed by wizards, but do not have any of the normal restrictions on specialist soldiers. To determine the mortal enemy's starting gang roll on the Mortal Enemies Gang Table below and add these soldiers and creatures to the Mortal Enemy Sheet.

In addition, some mortal enemies gain extra gang members due to Out of Game spells. If the mortal enemy has Raise Zombie, add one zombie to its gang. If it has Illusionary Soldier, add one Illusionary Knight to its gang. If it has Animal Companion or Animate Construct, roll on the Mortal Enemies Animate Construct Gang Member and Mortal Enemies Animal Companion Gang Member tables (see pages 23–24) and add the result to the gang. These are all permanent additions to the gang.

Mortal Enemies Gang Table	
Die Roll	Gang
1	2 Thieves, 2 Thugs
2	2 Thieves, 2 Thugs, 1 Warhound
3	2 Thieves, 2 Thugs, 1 Archer
4	2 Thugs, 1 Warhound, 1 Man-at-Arms, 1 Archer
5	2 Thugs, 2 Infantrymen, 1 Archer
6	2 Infantrymen, 1 Man-at-Arms, 2 Crossbowmen
7	2 Men-at-Arms, 1 Archer, 1 Tracker, 1 Wolf
8	2 Men-at-Arms, 1 Archer, 1 Treasure Hunter
9	2 Infantrymen, 1 Crossbowman, 1 Ranger, 1 Bear
10	2 Thugs, 2 Infantrymen, 1 Templar
11	2 Thieves, 2 Treasure Hunters, 1 Marksman
12	4 Thugs, 1 Knight
13	3 Warhounds, 2 Rangers
14	2 Thieves, 2 Thugs, 1 White Gorilla
15	2 Thugs, 2 Knights, 1 Large Construct
16	2 Infantrymen, 1 Templar, 2 Minor Demons
17	3 Thugs, 1 Frost Giant
18	2 Men-at-arms, 2 Wolves, 1 Werewolf
19	4 Thieves, 1 Snow Troll
20	4 Skeletons, 1 Vampire
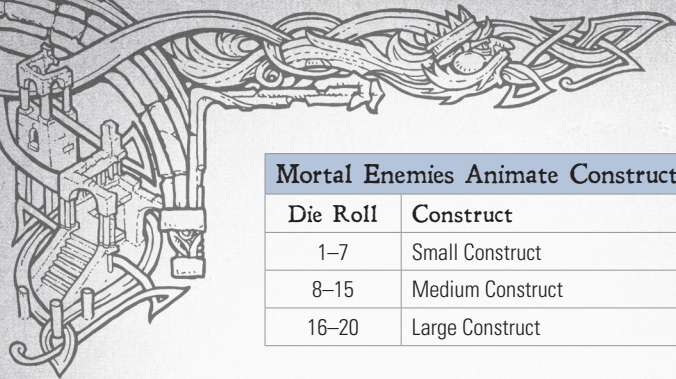
Mortal Enemies Animate Construct Gang Member Table	
Die Roll	Construct
1–7	Small Construct
8–15	Medium Construct
16–20	Large Construct

Mortal Enemies Animal Companion Gang Member Table	
Die Roll	Animal Companion
1–3	Bear
4–5	Boar
6–7	Giant Rat
8–10	Ice Spider
11–12	Ice Toad
13–15	Snow Leopard
16–17	White Gorilla
18–20	Wolf

11. Ambush Number

The final step in creating a mortal enemy is to fill in its 'Ambush Number'. This represents how likely the mortal enemy is to appear during a game. The starting ambush number for a mortal enemy is 18. Exactly how to use this number will be explained in the next chapter (see page 30).

12. Finishing Touches

If you have completed all the steps above, your mortal enemy is now ready to take to the battlefield. However, it is worth pausing for a moment and giving a bit of thought as to the character of the mortal enemy. First, you should go back to Step 1 and give your enemy a name if you haven't yet done so. Then, spend a couple of minutes thinking about your enemy's back story. How or why did they end up in Frostgrave, and most importantly, why do they harbour such hatred for your wizard? Does your enemy feel coherent? Is there a spell, or ability, or gang member that just feels right for them to have? If so, go ahead and add it, or replace one of their other abilities. Sure, you might be making your enemy a little bit stronger, but that just makes them more interesting and makes your victory even greater when you overcome your foe!

Once you have all of that sorted in your mind, you are ready for the next chapter that explains when your mortal enemy shows up and how to control them during a game.
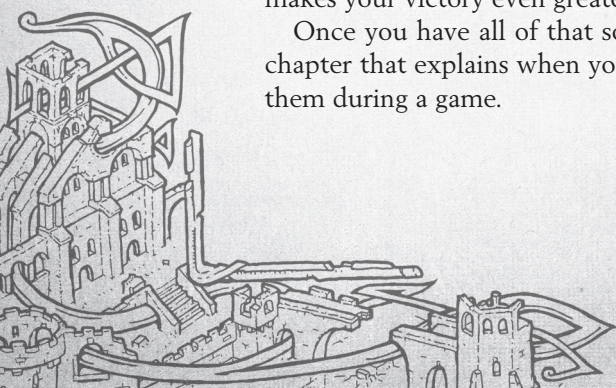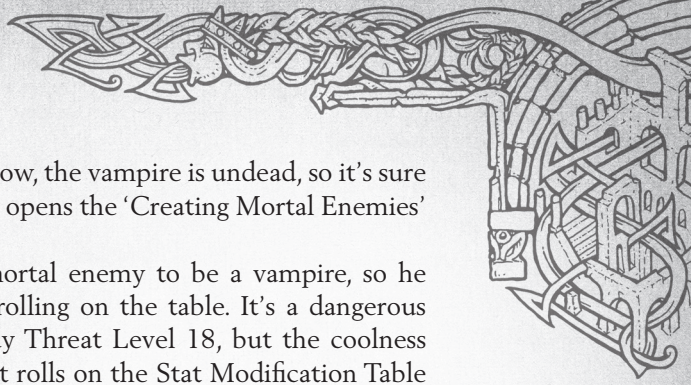
CREATING A MORTAL ENEMY IN AN ONGOING CAMPAIGN

The rules presented above are for creating a mortal enemy that will be challenging for wizards up to about Level 15. If you want to create a mortal enemy as an adversary for a higher-level wizard, that is easy enough to do. First, create a mortal enemy exactly as described above. Then, skip to the chapter on mortal enemies in campaigns (see page 38). This gives you rules for 'levelling-up' a mortal enemy. In this case, assume that the mortal enemy has appeared once during the campaign for every full 15 levels of your wizard. So, if you have a Level 35 wizard in need of an enemy, create one as normal, then run it through the levelling-up process twice. This should produce an enemy well-matched for your wizard!

An Example Mortal Enemy

Brent has created a new wizard, Kazorik the Summoner. During Kazorik's first expedition into the Frozen City, his warband is ambushed by a vampire that tears through his apprentice and rearguard. It's only thanks to a timely casting of the Imp spell, and a great deal of luck, that Kazorik survives and manages to defeat the vampire. After the game, Brent is still thinking about that desperate, brutal fight with the vampire, and decides it would make a great mortal enemy.

While the imp dealt it a pretty good blow, the vampire is undead, so it's sure to be back, looking for revenge. So, Brent opens the 'Creating Mortal Enemies' chapter and gets started.

Brent already knows he wants the mortal enemy to be a vampire, so he picks the vampire template instead of rolling on the table. It's a dangerous move, since a starting vampire is already Threat Level 18, but the coolness of the story is worth the risk. Next Brent rolls on the Stat Modification Table and gets a '16'. Yikes, the vampire gets +2 Fight and +2 Health and its Threat Level increases by 12!

Starting to doubt the wisdom of this move, Brent rolls twice on the Ranged Attack Spell Table, getting a '1' and a '4'. So the vampire's primary attack spell is Animate Skull and its secondary is Bone Dart, which both seem rather appropriate.

Rolling twice on the Utility Spell Table yields a '13' and '17', so the vampire's primary utility spell is Invisibility (uh oh) and its secondary is Strength. This means that the vampire might prove hard to get the drop on if its invisible. But at least this will be cancelled when it casts one of its own spells, and could even lead to the strange situation where the invisible vampire casts Strength on one of its henchmen, thus losing its invisibility. An odd foe indeed! The roll on the Out of Game Spell Table comes up '16' so the vampire gets Rat Scent, meaning there are definitely giant rats in Kazorik the Summoner's future!
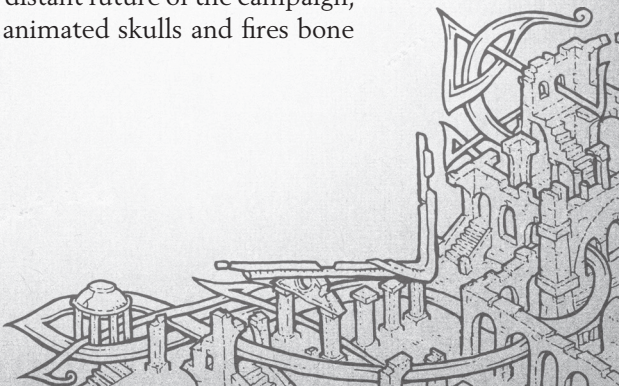
Rolling on the Special Ability Table generates a '13' or Magic Attack. However, as the vampire already has magic attack as part of its template, no special ability is gained. There's a bit of luck!

A roll on the Magical Equipment Table gets the vampire a Ring of Slow Fall. Not too terrifying, but there goes the strategy of pushing him off a tower.

The last roll is for the vampire's gang. A '10' means he gets 2 Thugs, 2 Infantryman, and a Templar. A solid little force when mixed with the fearsome leader.

Then it is time for the finishing touches. Brent decides to name his new mortal enemy Grethlaw the Shadow Walker as that seems a suitably grandiose name for such a villainous creature. He puts in his Threat Level of 30 and finally sets the Ambush Number as 21 (This is the number given to a mortal enemy that has just appeared in a game as seen on page 30).

So begins a new chapter in the history of the Frozen City. Kazorik the Summoner has returned to his new base to lick his wounds and count his treasure, having no idea that Grethlaw has survived the fight and is even now plotting his revenge and rounding up a gang of his own. Brent the player, however, knows that somewhere in the not-too-distant future of the campaign, there is a vampire with Fight +6, who throws animated skulls and fires bone darts, gunning for his wizard!
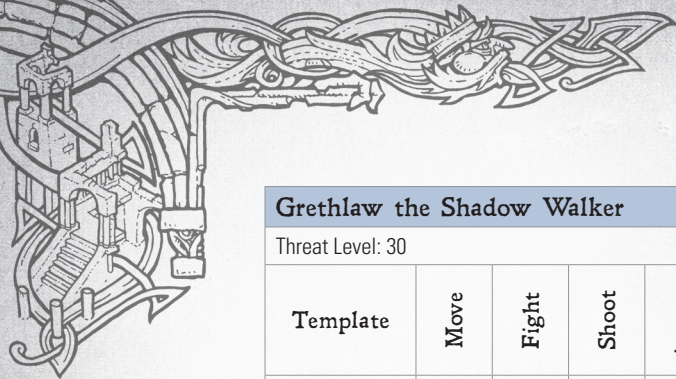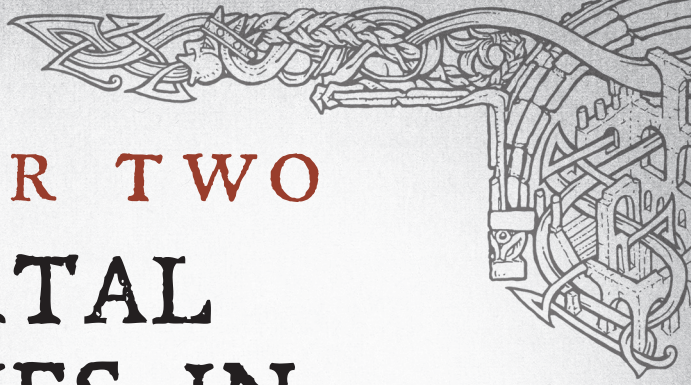
Grethlaw the Shadow Walker

Threat Level: 30					Ambush Number: 21		

Template	Move	Fight	Shoot	Armour	Will	Health	Notes
Vampire	7	+6	+0	12	+5	16	Immune to Normal Weapons, Magic Attack, Mind Lock, True Sight, Undead, Immune to Control Undead

Ranged Attack Spells	Utility Spells	Out of Game Spells
1. Animate Skull 2. Bone Dart	1. Invisibility 2. Strength	1. Rat Scent 2. 3.

Equipment: Hand Weapon, Ring of Slow Fall

Gang: 2 Thugs, 2 Infantrymen, 1 Templar

CHAPTER TWO
MORTAL ENEMIES IN GAMES

This chapter explains when a mortal enemy shows up and how to control the enemy and its gang during a game. Once again, all the rules presented here are merely guidelines. While mortal enemies generally appear at random times, there is nothing wrong with setting up a game in which they will definitely appear. Perhaps it just makes sense within the story you are telling. For example, if you are playing a campaign about the search for some powerful artefact, it makes sense for your mortal enemy to show up in the climatic game where the artefact will be uncovered. In such cases, just make sure to ask the permission of your opponent, as it could dramatically alter the flow and feel of the game. For solo players, the mortal enemy can show up whenever you want. In fact, all the solo scenarios presented later in this book include a mortal enemy appearing.

By the same token, this chapter presents a system for controlling your mortal enemy, but you can also have another player control it, as they will likely make better decisions than the system. This shouldn't be a player that is also controlling a wizard, but perhaps someone who wanted a smaller role in the game, or came late, or just came especially to be your nemesis for the night! There is no right or wrong way to utilize your mortal enemy in a game so long as you are having fun.

As you will see, a lot of dice are rolled right at the beginning to determine if, when, and how the mortal enemy appears and what their motivation is if they do appear. Once you understand the rules, this will happen quickly, and you can get down to the serious work of having your miniatures fight one another.

> The wizard turned him into sand. Then fired lightning into the sand until it turned to glass. Then enchanted his mace and smashed the glass into fragments…

THE ARRIVAL OF A MORTAL ENEMY

Mortal enemies generally show up when they are least expected and most unwanted; usually while you are trying to get treasure off the table! To determine if a mortal enemy appears, roll a die after all the warbands have deployed on the table. If the roll is equal to or greater than the mortal enemy's Ambush Number, the mortal enemy will appear during the game following the rules presented in the next session. The Ambush Number should then be changed to '21'. If the number rolled was less than the Ambush Number, then the mortal enemy does not appear in this game and the rest of the rules in this chapter can be ignored for the coming game. However, the mortal enemy's Ambush Number should be lowered by 1, making it slightly more likely that it will show up next game.

Out of Game Spells

Before a mortal enemy deploys, it will cast all its Out of Game spells. The mortal enemy does not have to roll for these, they are all automatically cast successfully. If the spell targets a wizard or warband, this will always be the wizard or warband associated with the mortal enemy. If it targets a specific member of the warband, roll to randomly determine the target. If, for some reason, this wizard or appropriate warband members are not on the table, the mortal enemy will target another random, legal figure that is on the table.
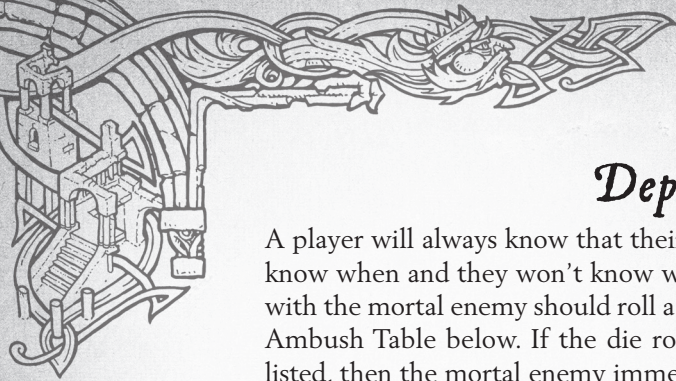
Deployment

A player will always know that their mortal enemy is coming, but they won't know when and they won't know where. At the end of every turn, the player with the mortal enemy should roll a die and compare it to the Mortal Enemies Ambush Table below. If the die roll is equal to or higher than the number listed, then the mortal enemy immediately appears.

Mortal Enemies Ambush Table	
Turn	Die Roll Needed for Appearance
1	18+
2	15+
3	12+
4	6+
5+	1+

As soon as the mortal enemy appears, the player should roll again on the Mortal Enemies Deployment Table to determine where and how the mortal enemy arrives. Once this is determined, select one random opponent to place the figures on the table following the instructions given on the Deployment Table. No member of a mortal enemy gang may deploy within 3" of a figure already on the table. Note that all references to 'your' edge refer to the player whose mortal enemy is appearing.

Mortal Enemies Deployment Table	
Die Roll	Deployment
1–2	The entire mortal enemy gang deploys within 6" of the centre of your starting table edge.
3–4	The entire mortal enemy gang deploys within 6" of the right-hand corner of your starting table edge.
5–6	The entire mortal enemy gang deploys within 6" of the left-hand corner of your starting table edge.
7–9	The entire mortal enemy gang deploys within 6" of the centre of the table edge to the right of your starting table edge.
9–11	The entire mortal enemy gang deploys within 6" of the centre of the table edge to the left of your starting table edge.
12–14	Divide the mortal enemy gang into two equal parts, or as near to that as possible. Half of the gang deploys within 6" of the right-hand corner of your starting table edge; the other half deploys within 6" of the left-hand corner of your starting table edge.
15–17	Divide the mortal enemy gang into two equal parts, or as near to that as possible. Half of the gang deploys within 6" of the centre of the table edge to the right of your starting table edge; the other half deploys within 6" of the centre of the table edge to the left of your starting table edge.
18–20	Have a random opponent pick a spot on the table. Then roll a die and move that spot half that many inches in a random direction. Roll again if this would move the spot off the table. All the members of the mortal enemy gang should be deployed within 3" of that spot, having used magic to teleport onto the battlefield.
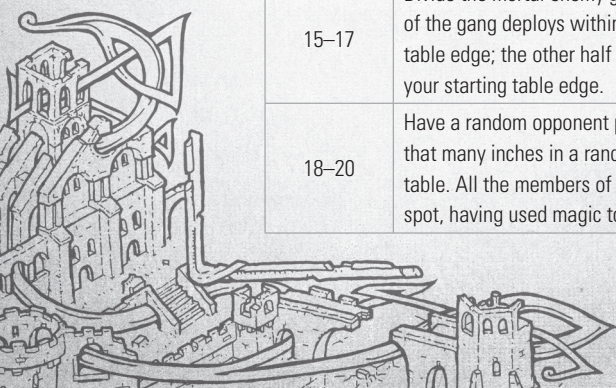
Motivation

The last item you need to determine when a mortal enemy shows up is its motivation. Believe it or not, despite the animosity, its primary goal isn't always to kill you. Sometimes it just wants to teach you a lesson, remind you that they are better than you, steal a bit of your treasure, or just make sure your day is a lot worse than it could have been. To determine its motivation, simply roll on the Mortal Enemies Motivation Table. If the mortal enemy is being controlled by another player, you can skip this step. Alternatively, the player can roll on the table to help their decision-making during the game.

The importance of this motivation will become clear in the next section on controlling the mortal enemy during a game.

Mortal Enemies Motivation Table	
Die Roll	Motivation
1–4	Enemy Wizard
5–8	Enemy Apprentice
9–12	Enemy Soldiers carrying Treasure Tokens
13–16	Enemy Soldiers
17–20	Unclaimed Treasure Tokens
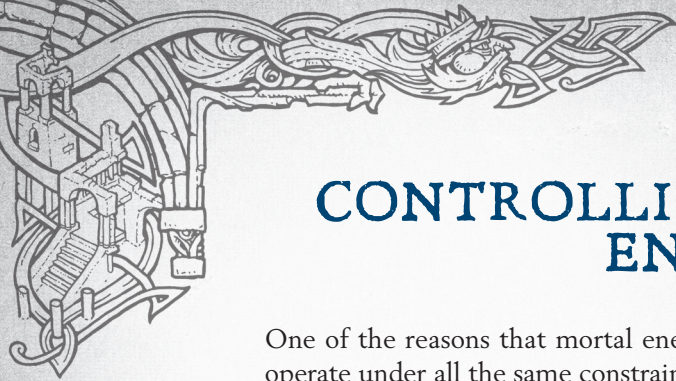
CONTROLLING A MORTAL ENEMY

One of the reasons that mortal enemies are so dangerous is that they don't operate under all the same constraints as wizards. In fact, there are two major differences. First, while mortal enemies receive the normal two actions, neither of those actions must be movement. So, a mortal enemy can fight with its first action and then cast a spell with its second. That said, it may never take the same action twice in an activation, except for movement. So, while a mortal enemy can move twice, it can only initiate one fight per activation and only cast one spell per activation. This allows a mortal enemy that is in combat to fight with its first action, push its opponent back, and then cast a spell with its second action.

The second major difference is that mortal enemies never have to roll to cast spells; their spells are automatically successful. If the spell generates an attack, the attack roll should be made as normal. If the spell requires a casting number to resist, treat this number as 14 + 1 for every 20 full Threat Levels the mortal enemy has. So generally, the casting number for most starting mortal enemies will be 14 but would be 17 for a mortal enemy with a Threat Level of 65. The casting number can never go above 18.

Keeping those rules in mind, mortal enemies can be controlled using the Mortal Enemy Priority List. Remember to go through the list in order from the beginning for each action, as situations might change between actions. This priority order is only for the mortal enemy; the mortal enemy's gang uses its own priority system as explained below.

When the priority list refers to an 'enemy', this is a member of the warband of the wizard associated with the mortal enemy. When the priority list refers to a 'warband member', this is a figure from *any* warband.

Unless otherwise specified, mortal enemies and their gangs follow the rules for uncontrolled creatures, including never attacking other uncontrolled creatures. Mortal enemies and their gang will always force combat with any warband member that moves within 1".

> It was like an upside-down chandelier, except instead of lights, it had glass eyeballs that swivelled around to watch you as you moved around the room.

Mortal Enemy Priority List

1. IS THE MORTAL ENEMY IN COMBAT?

YES

If the mortal enemy is in combat, it fights. If it wins, it pushes its opponent back. If it loses and remains in combat, its activation ends.

NO

Proceed to Step 2.

2. IS THERE AN ENEMY WARBAND MEMBER IN LINE OF SIGHT?

YES

If the mortal enemy has an enemy warband member in line of sight and range of its primary ranged attack spell, it will cast that spell. It will target the enemy wizard if possible, then the apprentice, then the nearest soldier. If the mortal enemy's primary ranged attack spell cannot be cast because it is out of range or has no valid target, it will cast its secondary ranged attack spell if that has a valid target using the priority list outlined earlier in this point.
If none of those options are available, it goes through the same process, but expanded to include members of any warband on the table.

NO

Proceed to Step 3.

3. IS THERE A TARGET FOR THE MORTAL ENEMY'S UTILITY SPELLS?

YES
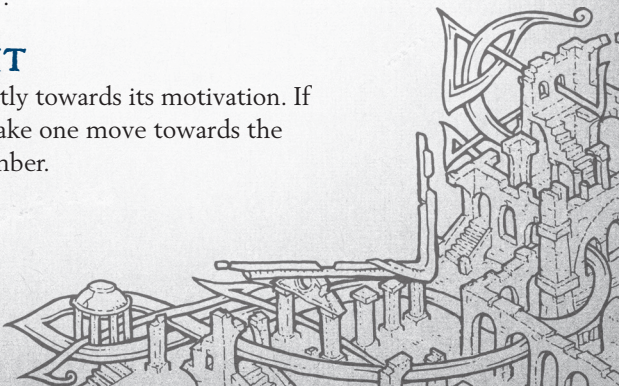
The mortal enemy will cast its primary utility spell if it has a valid target. It will target itself with this spell if possible, then the nearest member of its own gang. If the mortal enemy has no valid target for this spell, it will cast its secondary utility spell if that has a valid target.

NO

Proceed to Step 4.

4. MOVEMENT

The mortal enemy will make one move directly towards its motivation. If its motivation is not on the table, it will make one move towards the nearest warband member.
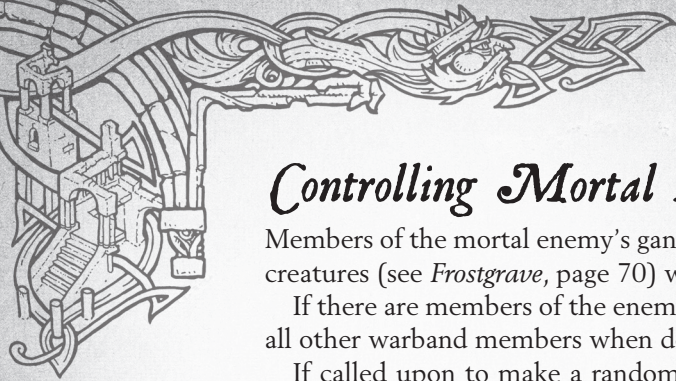
Controlling Mortal Enemy Gang Members

Members of the mortal enemy's gang follow the normal rules for uncontrolled creatures (see *Frostgrave*, page 70) with a couple of tweaks.

If there are members of the enemy warband in line of sight, they will ignore all other warband members when determining their actions.

If called upon to make a random move, they will instead make one move directly towards the mortal enemy's motivation for that game, the closest one in case of soldiers and treasure tokens. This happens even if the motivation is not in line of sight. If the motivation is not on the table, they will make one move directly toward the closest enemy warband member, regardless of whether it is in line of sight.

MORTAL ENEMIES AND TREASURE TOKENS

If a mortal enemy or a member of its gang ever comes into contact with a treasure token, either because it was their motivation or otherwise, that figure will cease all movement for the rest of the turn, even ending its activation if necessary. This figure does not count as carrying the treasure token, but no other figure may pick up the token because an enemy figure is within 1" (though the token can still be moved by magic). If the token is still adjacent to the mortal enemy gang member when the gang member next activates, the treasure token is removed from the table, as it has been teleported back to the gang's headquarters.

This rule means that it behoves all players to get mortal enemy gang members away from treasure tokens as quickly as possible!

INCREASING THE DIFFICULTY

The rules presented here assume that the mortal enemy and its gang all activate during the Creature Phase. This is generally the best way to keep track of things, as games featuring mortal enemies can get quite involved and confusing. However, if you want to make mortal enemies a bit more fearsome, try having them activate between the Apprentice Phase and the Soldier Phase. This will give the mortal enemy a jump on some of the soldiers and force the player into some tougher decisions on how to activate and move his soldiers.

This rule is recommended for solo players. In fact, solo players might even consider allowing the mortal enemy to activate after the Wizard Phase with up to 3 gang members within 3", as this will give solo games a bit more back-and-forth.
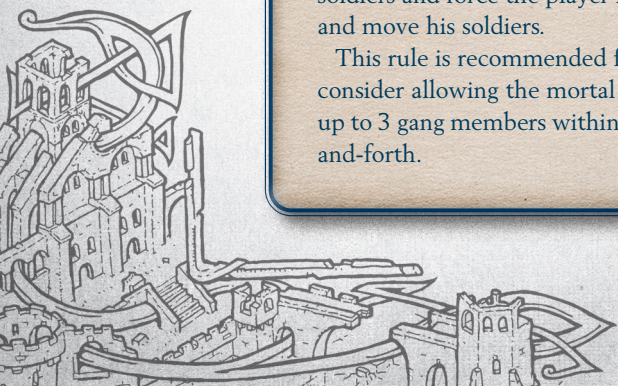
MORTAL ENEMY RETREAT

Mortal enemies remain on the table and in the fight so long as either their motivation or their associated wizard is on the table (which can be the same thing). Once neither of those are on the table, the warband will begin to retreat. To simulate this, simply replace the motivation with 'table edge', so any time they are called upon to make a move without a target, they will move towards the nearest table edge, exiting the table if they reach it. So, mortal enemies will stick around to fight other warbands if they are in line of sight, but otherwise will start to wander off.

EXPERIENCE POINTS FOR MORTAL ENEMY APPEARANCE

Why would anyone want to have a mortal enemy? The real reasons are just for fun, narrative drive, and an excuse to collect and paint even more miniatures. However, there is also an in-game bonus as well. In any game in which a wizard's mortal enemy appears, the wizard gains 30 bonus experience points or a number of bonus experience points equal to the mortal enemy's Threat Level (to a maximum of +100), whichever value is higher. So, if your mortal enemy with a Threat Level 36 arrives during a game, your wizard gains 36 extra experience points for that game. Nothing is a better teacher than having your mortal enemy show up and threaten your life!

What is especially important is that these experience points do not count against the normal 300 experience point maximum for a game. So, you can still earn 300 experience points, plus the award for your mortal enemy appearing. This does not, however, change the manner in which experience points and levels can be used. The normal limitations still apply.

This is the only experience points award for fighting with your mortal enemy. You do not gain any experience points for killing members of the mortal enemy gang during a game. All other players who take out a member of the mortal enemy gang do receive +5 experience points in the same way as for killing an uncontrolled creature.

CHAPTER THREE
MORTAL ENEMIES IN CAMPAIGNS

This chapter explains how to handle mortal enemies between games, including checking for their survival and seeing if it and its gang improves.

CHECKING FOR MORTAL ENEMY SURVIVAL

If a mortal enemy is reduced to 0 Health during a game it must check for survival. To do so, simply roll on the Mortal Enemies Survival Table below. Some results affect the mortal enemy's Threat Level, as listed on the table. Results that affect a mortal enemy's stats can be gained multiple times, with the penalties being cumulative. Mortal enemy gang members do not have to check for survival. It is assumed that they either survive their wounds or get replaced by a similar soldier.

Mortal Enemies Survival Table		
Die Roll	Result	Threat Level Mod.
1	Dead.	+0
2–3	Badly Wounded. Reset the mortal enemy's Ambush Number to 22.	+0
4	Lost Item. The mortal enemy loses one random magic item they were carrying.	+0
5	Smashed Leg. Mortal enemy suffers a permanent -1 Move.	-3
6	Crushed Arm. Mortal enemy suffers a permanent -1 Fight.	-3
7	Never Quite as Strong. Mortal enemy suffers a permanent -1 Health.	-3
8	Psychological Scars. Mortal enemy suffers a permanent -1 Will.	-3
9+	Full Recovery.	+0
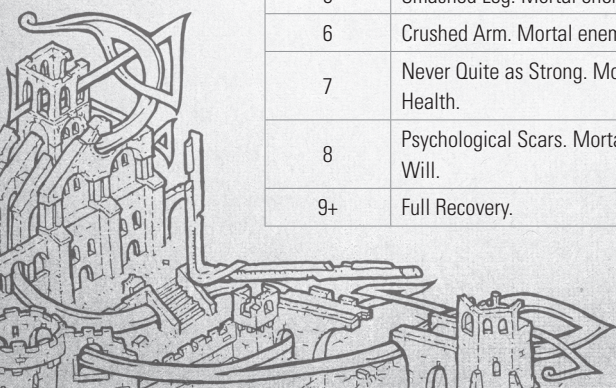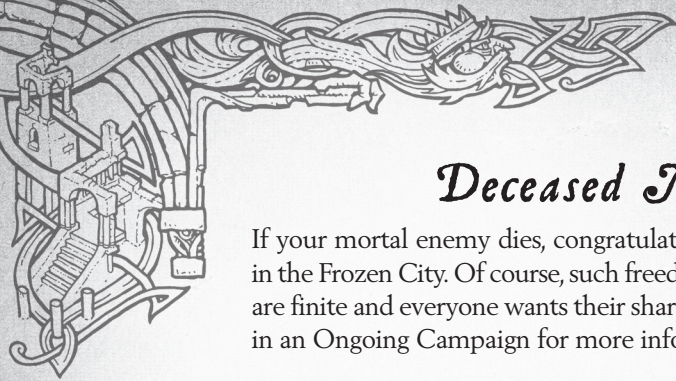
Deceased Mortal Enemies

If your mortal enemy dies, congratulations! That's one less worry when adventuring in the Frozen City. Of course, such freedom never lasts long. The treasures of Frostgrave are finite and everyone wants their share. See the section on 'Creating a Mortal Enemy in an Ongoing Campaign' for more information (page 26).

> Why would anyone make a magic coat that swapped your arms around?

LEVELLING UP MORTAL ENEMIES

Assuming your mortal enemy survived the game, you can bet your bottom gold crown that you'll be seeing them again soon. Of course, mortal enemies have lives outside of their hatred of you, and it is very likely that next time you encounter them, they'll have a few new tricks up their sleeves. After each game in which a mortal enemy appears, follow the procedure below to 'level up' your mortal enemy.
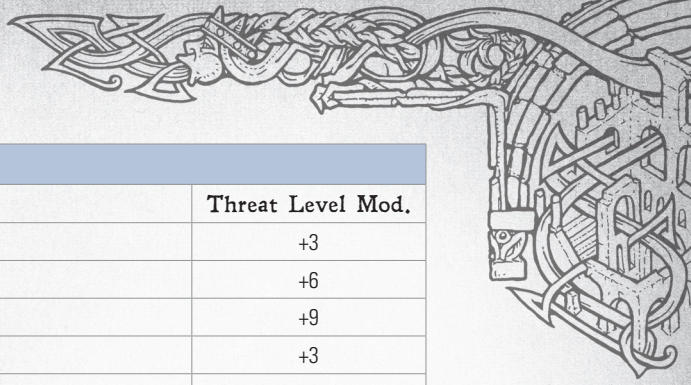
Roll once on the Mortal Enemies Advancement Table (see page 40). Apply as much of the result as possible without taking a figure over the maximum value listed. If no part of the roll can be applied without going over the maximum, no advancement is gained from that roll.

Roll once on the Mortal Enemies Out of Game Spell Table (see page 15). If this results in a spell not currently known by the mortal enemy, add it to its sheet. If the mortal enemy already knows the spell, no new spell is learned. A mortal enemy may know a maximum of three Out of Game spells. Add 5 to their Threat Level for each additional Out of Game spell learned.

Roll twice on the Mortal Enemies Magic Equipment Table (see page 20). If this results in an item the mortal enemy already possesses, give the item to the highest-cost soldier in the mortal enemy's gang that can use the item and that has an item slot available (soldier gang members have one slot, but creatures, undead, constructs and animals have none). If no soldier can use the item, no new magical treasure is gained from that roll.

Roll once on the Mortal Enemies Gang Advancement Table (see page 41). Where the table says 'replace' with a soldier, this soldier replaces the lowest-cost soldier (can be either standard or specialist soldiers) currently in the gang. Where the table says to replace with a creature, it either replaces a creature with a lower Fight stat or it replaces the lowest-cost standard soldier. If a figure cannot be replaced following these rules, ignore the result and no advancement is gained from this roll. If the table says 'add' simply add that soldier to the gang. Mortal enemy gangs can never have more than 8 members, including the mortal enemy, but not counting members gained from Out of Game spells such as Animate Construct. If a roll would take them over this limit, no advancement is gained for that roll. Mortal enemy gangs have no limitation to the number of specialist soldiers they may contain.
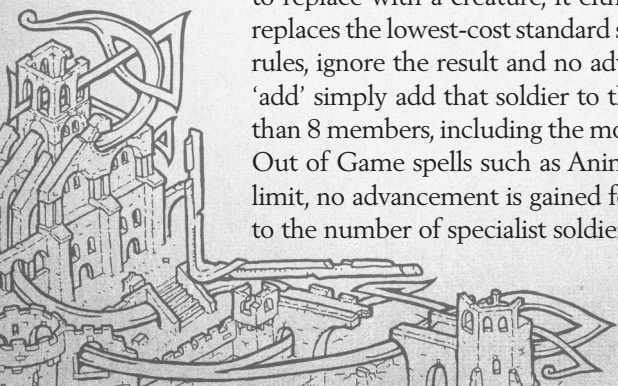
Mortal Enemies Advancement Table		
Die Roll	Advance	Threat Level Mod.
1–2	+1 Health (Max 25)	+3
3–4	+2 Health (Max 25)	+6
5	+3 Health (Max 25)	+9
6–7	+1 Fight (Max +7)	+3
8	+2 Fight (Max +7)	+6
9–10	+1 Will (Max +10)	+3
11	+2 Will (Max +10)	+6
12	+1 Armour (Max 14)	+6
13	+1 Move (Max 9)	+3
14	+1 Damage to all attacks, including spell-based attacks (Max +3)	+3
15–20	Roll again on the Mortal Enemies Special Ability Table on page 19 and apply that result.	Varies

Mortal Enemies Gang Advancement Table	
Die Roll	Advance
1	Add 1 Thief to gang
2	Add 1 Thug to gang
3	Add 1 Warhound to gang
4	Add 1 Infantryman to gang
5	Add 1 Man-at-Arms to gang
6	Replace with Archer
7	Replace with Crossbowman
8	Replace with Treasure Hunter
9	Replace with Tracker
10	Replace with Knight
11	Replace with Templar
12	Replace with Ranger
13	Replace with Barbarian
14	Replace with Marksman
15	Replace with Ghoul
16	Replace with Ice Spider
17	Replace with Minor Demon
18	Replace with Medium Construct
19	Replace with Werewolf
20	Replace with Snow Troll

Once you have rolled for all these advancements and made all the modifications necessary, the mortal enemy will be ready for the next ambush!
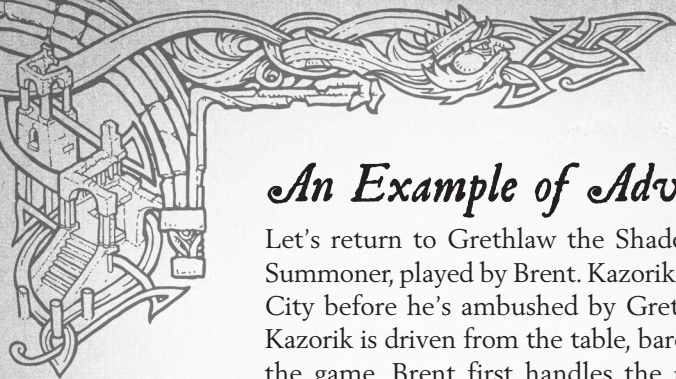
An Example of Advancing a Mortal Enemy

Let's return to Grethlaw the Shadow Walker, mortal enemy of Kazorik the Summoner, played by Brent. Kazorik goes on several expeditions into the Frozen City before he's ambushed by Grethlaw and his gang. It's a tough fight, and Kazorik is driven from the table, barely escaping Grethlaw's thirsty fangs. After the game, Brent first handles the post-game sequence for Kazorik and his warband. Then Brent turns his attention to Grethlaw.

Since Grethlaw appeared during the game, but wasn't killed, he doesn't have to roll for survival. He does, however, get to roll for advancements. Brent rolls on the Mortal Enemies Advancement Table and gets a '15', which causes him to roll again on the Mortal Enemies Special Ability Table. This time he rolls an '18' which is True Sight. Since Grethlaw already has True Sight, no advancement is gained.

Next, he rolls on the Mortal Enemies Out of Game Spell Table, getting a '19' which is Thought Plague. Since Grethlaw doesn't have this spell, Brent adds it to his sheet and increases his Threat Level by 5.

Brent then rolls twice on the Mortal Enemies Magical Equipment Table and rolls '9' twice, resulting in two magic two-handed weapons with +1 Fight. Grethlaw keeps one for himself and gives the other to his Templar. This gives Grethlaw a truly terrifying Fight stat of +7!

Finally, Grethlaw rolls on the Mortal Enemies Gang Advancement Table. He rolls a '15', so he drops one of his thugs and replaces it with a ghoul.

Having finished with the advancements, Brent resets Grethlaw's Ambush Number to 21, and he is ready to go for the continuing campaign. While Grethlaw didn't gain any new abilities, he did get a new spell, a soldier upgrade, and a couple of fearsome magical weapons! He'll be an even greater challenge the next time he meets Kazorik the Summoner!

Grethlaw the Shadow Walker							
Threat Level: 35					Ambush Number: 21		
Template	Move	Fight	Shoot	Armour	Will	Health	Notes
Vampire	7	+6/+7	+0	12	+5	16	Immune to Normal Weapons, Magic Attack, Mind Lock, True Sight, Undead, Immune to Control Undead

Ranged Attack Spells	Utility Spells	Out of Game Spells
1. Animate Skull 2. Bone Dart	1. Invisibility 2. Strength	1. Rat Scent 2. Thought Plague 3.

Equipment: Magic Two-Handed Weapon (+1 Fight), Ring of Slow Fall

Gang: 1 Thug, 1 Ghoul, 2 Infantrymen, 1 Templar with Magic Two-Handed Weapon (+1 Fight)
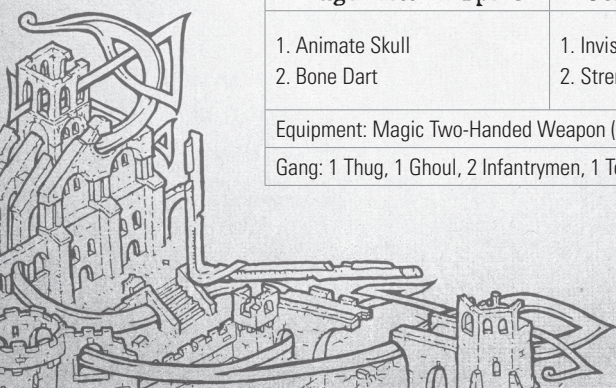
USING MORTAL ENEMIES IN SOLO PLAY

Mortal enemies are a great addition to a solo campaign and use the same rules exactly as presented in the previous three chapters. That said, there are a couple of issues that players should be aware of.

First, as the rules are presented, mortal enemies don't appear that often, perhaps once every five to seven games on average. For solo play, you might want to increase this frequency. You might as well get some good work out of those miniatures! This is simple enough to do; just lower the starting Ambush Number for your mortal enemy. As a suggestion, start the Ambush Number at 16 instead of 18. This will give the mortal enemy a better chance to show up right away and will greatly increase the chance of them showing up earlier in the campaign. In the same way, when the mortal enemy does show up, change the Ambush Number to 18 or 19 instead of 21 so that it won't be long before you see them again.

The other issue to keep in mind as your run a solo campaign is that most of the solo scenarios that have been written are designed to be tough! They are designed to be a challenge, especially for a starting warband, with a decent chance of failure. Obviously, having your mortal enemy show up when you are already in the middle of a desperate fight might prove overwhelming. There are a couple of ways of handling this. First, you can just decrease the difficulty of the solo scenarios to start with, so that they are dangerous, but not likely to defeat you. This creates situations where things generally go along okay, until a mortal enemy shows up, and then things get very tough! The easiest way to decrease the difficulty of a scenario is to either start with fewer creatures on the table or to decrease the frequency of more creatures appearing. Alternatively, a better way of handling it might be to play the scenario as written, but then modify it at the point a mortal enemy appears. The rats and wolves (or whatever) in the scenario might get a bit more skittish when another gang shows up. So, think about decreasing the scenario monsters at the point the mortal enemy enters the table.

As with all scenario design, there are no hard and fast rules on how to balance scenarios, and when dealing with solo scenarios the biggest factor is the preferences of the player. If you love desperate, last-stand scenarios, play everything straight and let the dice fall where they may. If you prefer a less brutal type of campaign, don't be shy about modifying scenarios before, or even during, the game to better suit your taste.

The solo scenarios included in this book are designed to have the mortal enemy show up, so that danger has been taken into account, and the scenarios shouldn't need modification, unless you really like your scenarios harder or easier.

CHAPTER FOUR
MORTAL ENEMY SCENARIOS

This chapter contains five solo scenarios designed to pit a single warband against a mortal enemy. They can be worked into a campaign in several ways. If playing a traditional, competitive campaign, these scenarios can be used whenever a player starts falling behind. For example, if one player is now 5 levels or more behind all their opponents or has lost several warband members and can't afford to replace them, it might be time to let that player have a go at one of these scenarios to gain a few levels and a bit of treasure to catch up in the campaign. It is far from a guarantee, as they might get stomped by their mortal enemy, but there is slightly less pressure when playing against the game instead of an actual opponent.

If you are already playing a solo campaign, you can slot these scenarios in wherever you choose. Perhaps you have just finished one small narrative arc and want a little break before starting the next one. Or you could just roll your mortal enemy's Ambush Number before deciding on a scenario, and if they do appear, you could play one of these scenarios instead of whatever scenario was due next in your campaign. In such a case, you should still reset the Ambush Number, as you don't want to see your mortal enemy too frequently!

Finally, while all these scenarios feature a mortal enemy, it doesn't necessarily have to be *your* mortal enemy. If you want to switch things up, you can always 'borrow' a mortal enemy from one of your regular opponents if they agree. Alternatively, you can always create a new mortal enemy from scratch just to run the scenario. Who knows, you might end up liking this new mortal enemy more than the last and start using them in your campaign.

As with everything in this book, the scenarios are just additional tools you can use to build your campaign in a fashion that brings you the most fun. Never be afraid to tinker to get them to better fit the world and story you are creating.

Most of these scenarios also have a two-player modification if you want to use them in a regular competitive campaign, with or without mortal enemies.

SCENARIO ONE

ETHEREAL CIRCLE
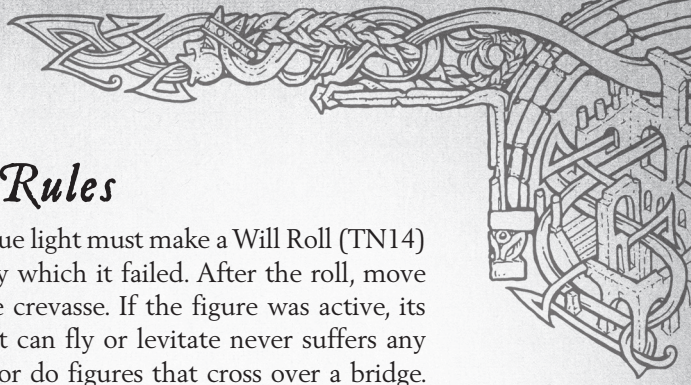
Deep beneath a once grand palace, you've discovered a hidden labyrinth of passages and chambers. After a frustrating hour of aimless wandering, you step into a chamber lit by an ethereal blue light. The light radiates up from a great circular crevasse in the floor. The glowing circle is spanned by several bridges that lead to an island dominated by four strange pillars. As you watch, a deep horn sounds somewhere in the dark and a blue beam shoots out from one of the pillars. Blue sparks jump from where the beam impacts the wall. Stepping further into the chamber, you can see several metal trunks or chests at the base of some of the pillars; however, as you move closer, wispy blue shapes rise out of the circle, like ghostly bats…

Set-up

This scenario needs to be played on a table at least 2.5' x 2.5'. Place a door in two adjacent corners of the table. In the centre of the table is a circular island 18" in diameter. This is surrounded by a 4" wide crevasse filled with blue, ethereal light. Four bridges span the crevasse, each in the middle relative to their respective table edges. Spaced around the island are four pillars. Each of these should be placed between and equidistant from two bridges, but 3" in from the edge of the island. In this way, the pillars should form the corners of a square. The rest of the table should be filled with small ruins, broken walls, and piles of rubble. Place a chest at the base of each pillar pointing towards the centre of the table. Place one elemental bat adjacent to each bridge; the exact placement is not important as long they are all the same relative location.

Select one door to be a player's deployment door. All members of the warband must be set up within 4" of that doorway.
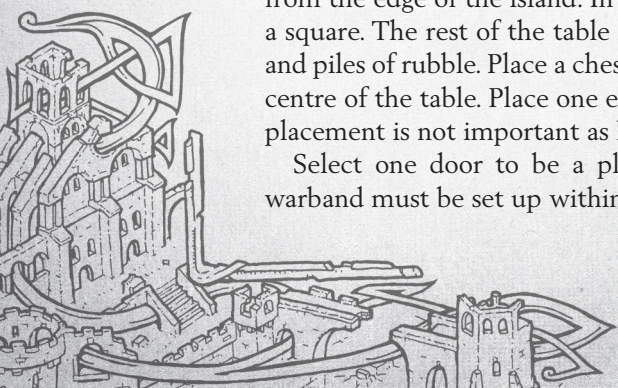
Special Rules

Any figure that falls into the crevasse of blue light must make a Will Roll (TN14) suffering damage equal to the amount by which it failed. After the roll, move the figure to the closest point not in the crevasse. If the figure was active, its activation ends immediately. Figures that can fly or levitate never suffers any effects from moving over the crevasse, nor do figures that cross over a bridge. Figures may jump over the crevasse using the normal rules, but must also make a Move Roll (TN12). Failure means they have missed the jump and fall in, suffering the effects noted above.

At the end of each turn, randomly select one of the pillars. This pillar fires a beam of blue energy at the nearest figure (except elemental bats). This figure is struck by a +3-shooting attack that ignores all non-magical armour (so reduce a figure's Armour stat appropriately if it is wearing non-magical light or heavy armour, -1 or -2 respectively). In addition to damage, the figure is moved a number of inches directly away from the pillar equal to the amount of damage it took. This can push a figure into the crevasse or completely over it. If part of a figure's base ends up on the crevasse, make a Move Roll (TN12) to see if they fall in.

Each of the four chests are locked. A figure adjacent to a chest may spend an action to make a Will Roll (TN12) to unlock it. Thieves, treasure hunters, wizards, and apprentices get +4 to this roll. Once opened, roll a die. On a 5 or less it contains nothing. On a 6+ it contains a treasure token. There are three treasure tokens total, so if the warband discovers one with nothing, no further rolls are necessary as the others will all contain treasure tokens. Also, if three treasure tokens are found in the first three chests, then the fourth will be empty. A figure that successfully opens a chest with a treasure token may pick up that token as a free action.
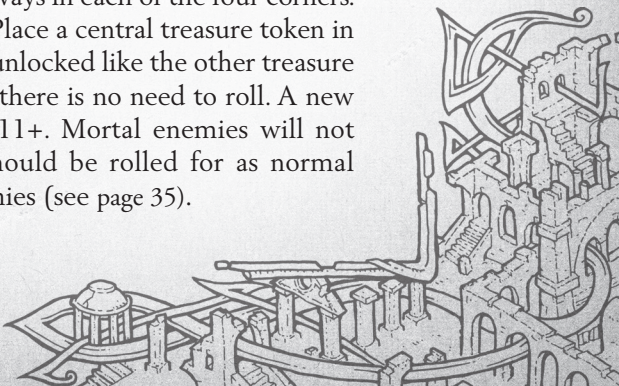
At the end of each turn, roll a die. On a 15+ another elemental bat appears at a random point in the crevasse.

The wizard's mortal enemy will appear during this scenario. Roll on the Mortal Enemies Ambush Table (see page 32) as normal but treat the turn as one higher than it actually is. So, at the end of Turn 1, the mortal enemy appears on a 15+, Turn 2 on a 12+, and so on.

Warband members may only exit the table through one of the two doors. The scenario continues until there are no warband members on the table.

Two-Player Conversion

Increase the table size to 3' x 3' and place doorways in each of the four corners. Use two opposite doors as player entry doors. Place a central treasure token in the centre of the island. It does not have to be unlocked like the other treasure tokens. All the chests contain treasure tokens; there is no need to roll. A new ethereal bat appears each turn on a roll of 11+. Mortal enemies will not automatically appear in this scenario and should be rolled for as normal following the rules for controlling mortal enemies (see page 35).

Treasure and Experience

Roll for treasure after the scenario as normal. No experience is gained for the appearance of the mortal enemy in this scenario. Otherwise, experience is gained as normal with the following additions:

- +5 experience points for each chest opened.
- +5 experience points for each different warband member that falls into the crevasse or is struck by a beam from a pillar, except the apprentice and wizard.
- +10 experience points if the apprentice falls into the crevasse or is struck by a beam from a pillar.
- +25 experience points if the wizard falls into the crevasse or is struck by a beam from a pillar.

> The room held nothing but a wooden gallows, but instead of a rope, the noose was cast out of pure gold!

Scenario Two
LAIR OF THE PRAKLICORE

The stench coming up from the hole was nearly overwhelming, and most of your better instincts said to ignore it and move on … but that haphazard line of gold coins in the dirt leading down into darkness was too tempting to resist. So, you led your band down that dark tunnel until it opened out into the ruins of a once-great basement. The light of your torches glinted off the small piles of treasure scattered about that chamber, and your men got out their loot sacks. But, before the first coin had gone into a bag, an echoing roar filled the chamber…

Set-up

This scenario is played on a 2' x 2' table. One corner should contain the player entry door. Another door should be placed in the centre of one of the table edges not directly connected to the corner already containing a door – it doesn't matter which. The chamber should be filled with broken walls and large mounds of rubble.

Place six markers so that they form a circle around the centre of the chamber, with each marker being approximately 8" from the centre and equidistant from its neighbours. Place one treasure token in the centre of the table. Place one treasure token adjacent to the centre point of the table edge that has no door and isn't directly connected to the player entry corner. Place a final treasure token 3" in from the corner opposite the player entry corner.

Place a praklicore (see page 93) adjacent to the treasure token in the corner. Place one corpse wrangler(see page 90) 3" in from the other two corners that do not contain the player entry door.

Deploy the warband so that all figures are within 4" of the entry door.

Special Rules

The chamber is incredibly dark. The maximum line of sight for warband and gang members is 12". Creatures do not suffer this limitation as they have adapted to the dark.

Each turn at the start of the Creature Phase, randomly select one of the markers and replace it with a corpse wrangler. This creature will activate as normal in the phase.

The wizard's mortal enemy will appear during this scenario. Roll on the Mortal Enemies Ambush Table (page 32) as normal but treat the turn as one higher than it actually is. So, at the end of Turn 1 the mortal enemy appears on a 15+, Turn 2 on a 12+, and so on. For the purposes of determining where
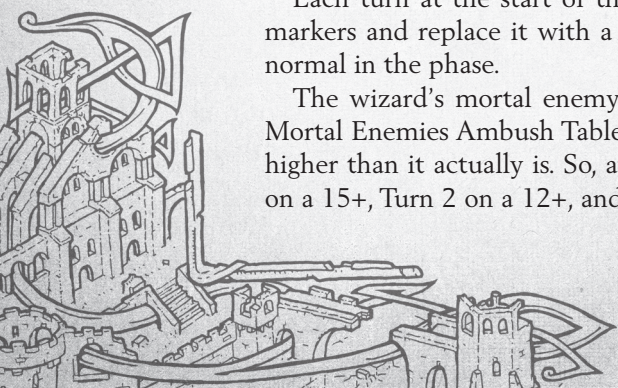
the mortal enemy enters the table, treat the table edge to the right of the entry door as the warband's starting edge. Don't worry about the doors for the arrival of the mortal enemy gang. They use secret passages if necessary.

Warband members may only exit the table through one of the two doors. The scenario continues until there are no warband members on the table.

Two-Player Conversion

Increase the table size to at least 2.5' x 2.5'. Place doors in all four corners and use two opposite ones as the player entry doors. Move the praklicore to the centre of the table. Place the central treasure in the middle of the table as normal. Place the other four treasure tokens 10" away from the centre on a line running toward the centre of each table edge. Keep the corpse wranglers and tokens as in the solo scenario. Use all the special rules listed, except those pertaining to mortal enemies. Mortal enemies follow the normal rules to see if they appear.

Treasure and Experience

Roll for treasure after the scenario as normal. No experience is gained for the appearance of a mortal enemy. Otherwise, experience is gained as normal with the following additions:

- +5 experience points for each corpse wrangler killed (the actual snake, not the zombie).
- +30 experience points for killing the praklicore.

Scenario Three

JUGGERNAUT

As you venture deeper into the less explored parts of the Frozen City, you start to feel a strange vibration running through the ground. A noise steadily rises from behind you, like an approaching thunderstorm. Then you see it! A huge construct with heavy metal wheels, smashing its way through the ruins, tossing huge stones aside as it hurtles onwards, crushing anything smaller that gets in its way. The smart play is to run, but right before you can shout the words, you see the large gems glowing with mystical energy on top of the contraption. What kind of power must those gems contain!

Set-up

This scenario is played on a 2.5' x 2.5' table. The table should be covered with ruins as per a standard game of *Frostgrave*. Select one corner as the starting corner for the warband. In one adjacent corner, place the juggernaut (which can be represented by any large creature or vehicle, but should be at least 2" x 2" in size). Place one normal treasure token and one special treasure token on top of the juggernaut. Place an additional normal treasure token 6" in from the corner directly opposite the player's starting corner. Place four medium constructs on the table, each 6" in from the centre of each table edge.

Place all the warband members within 4" of their starting corner.

Special Rules

At the end of each turn, including the first, move the juggernaut 6" directly towards the opposite corner from the one in which it started. Nothing can stop or impede this move. The juggernaut moves straight over any terrain less than 1" tall and straight through any terrain taller than that. No spells have any effect on the juggernaut. Any figure that is in the path of the moving juggernaut must make a Move Roll (TN12). If successful, move the figure the shortest distance possible so it is out of the path of the juggernaut. If the roll is failed, move the figure in the same way, but it also suffers a +4 attack doing +2 damage.

A figure that is adjacent to the juggernaut may attempt to use a move action to climb onto it. This figure must make a Move Roll (TN12). If successful, place the figure on top of the juggernaut. If the roll is failed, follow the rules for failing a Move Roll to get out of the way of the juggernaut. If a figure is on the juggernaut during an activation in which it moves through or over terrain, it must make an additional Move Roll (TN12). Success means the figure remains on the juggernaut. Failure means the figure falls off and suffers damage for getting run over. Magical movement may move a figure onto the juggernaut without the need for Move Rolls.

The treasure tokens on top of the juggernaut can only be picked up or moved
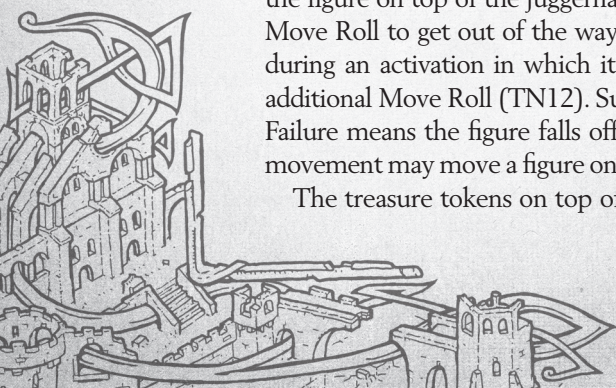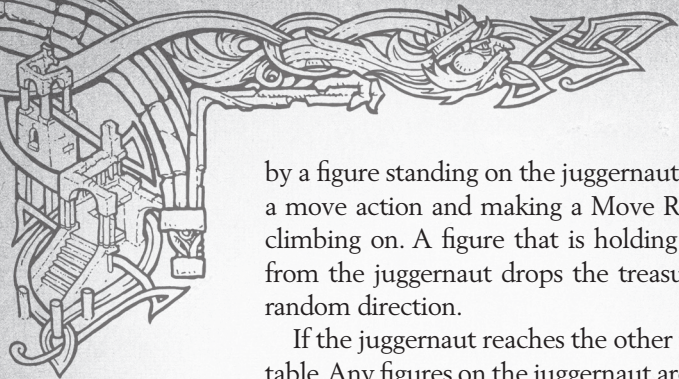
by a figure standing on the juggernaut. Figures may jump off the juggernaut using a move action and making a Move Roll (TN10) following the same rules as for climbing on. A figure that is holding a treasure token while suffering an attack from the juggernaut drops the treasure token. Move the treasure token 4" in a random direction.

If the juggernaut reaches the other table corner, it should be removed from the table. Any figures on the juggernaut are also treated as leaving the table, but do not secure any treasure tokens they are carrying.

While the juggernaut is technically a construct, it is too big, and single minded, for it to be affected by any damage or spells that the player has available.

The medium constructs follow the normal rules for uncontrolled creatures.

The wizard's mortal enemy will appear during this scenario. Roll on the Mortal Enemies Ambush Table (page 32) as normal but treat the turn as one higher than it actually is. So, at the end of Turn 1 the mortal enemy appears on a 15+, Turn 2 on a 12+, and so on. For the purposes of determining where the mortal enemy enters the table, treat the table edge to the right of the entry door as the warband's starting edge.

All uncontrolled creatures and mortal enemy gang members are subject to the rules for getting run over by the juggernaut.

This scenario continues until there are no warband members left on the table.

Two-Player Conversion

Increase the table size to 3' x 3'. Warbands should set up in opposite table corners, with the path of the juggernaut running between them. Place the same two treasure tokens on the juggernaut. Place an additional normal treasure token 6" in from the corner the juggernaut is heading towards. Each player should then place one additional treasure token anywhere on the table outside their table half, from their starting corner. Mortal enemies follow their normal rules to see if they appear in this scenario.

Treasure and Experience

If a wizard secures the special treasure token, they have a choice. They may either exchange the token for a roll on the Treasure Table as normal, or they may exchange it for an Orb of Power (6) (see *Frostgrave*, page 100). Normal treasure tokens are exchanged as normal for rolls on the Treasure Table.

No experience is gained for the appearance of a mortal enemy in this scenario. Otherwise, experience is gained as normal in this scenario with the following additions:

- +5 experience points for each different soldier that moves onto the juggernaut.
- +15 experience points if the apprentice moves onto the juggernaut.
- +25 experience points if the wizard moves onto the juggernaut.
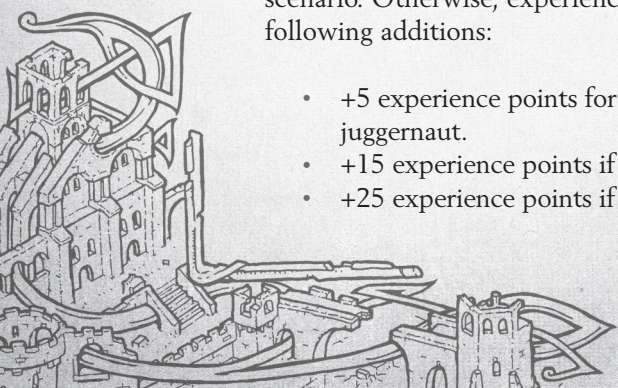
SCENARIO FOUR

MURDER OF CROWS

The expedition proved unsuccessful, but you have decided to return home in a round-about way, in the hopes of finding a non-looted house or two. The bloodcrows are especially noisy today, cawing out angrily when you pass by. It seems their numbers are growing the further you travel, and you are starting to get an uneasy feeling…

Set-up

This scenario is played on a 2' x 2.5' table. The table should be set-up for a standard game of *Frostgrave* with ruins covering the majority of the table. Select one of the short table edges as the player entry edge. All warband members must deploy within 3" of that edge. Place the central treasure token in the centre of the table. Place one additional treasure token adjacent to the centre point of each long table edge. Place one murderjack (see page 92) adjacent to each treasure token, and two more in each of the table corners opposite the player entry edge.

Around the table place ten tokens, numbered 1–10. Place two against each short edge so that they are each 4" from the centre of that edge (and thus 8" apart from each other). Place three against each long table edge, with one against the centre of the table edge and the other two 7.5" to either side of it (and thus about 15" from each other).
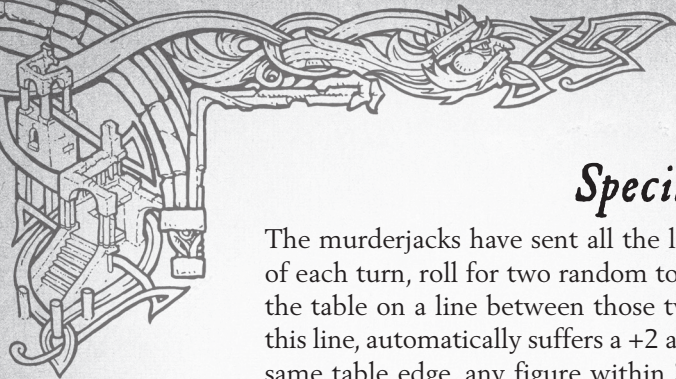
Special Rules

The murderjacks have sent all the local bloodcrows into a frenzy. At the end of each turn, roll for two random tokens. A murder of bloodcrows flies across the table on a line between those two tokens. Any figure that is within 3" of this line, automatically suffers a +2 attack. If the two tokens selected are on the same table edge, any figure within 3" of that edge suffers a +2 attack (count the whole edge, not just the area between the tokens).

At the end of each turn, place an additional murderjack in a random table corner.

Figures carrying treasure tokens in this scenario suffer -1 Move instead of the normal half movement. They suffer the Fight penalty as normal.

Warband members may exit off any table edge but may only secure treasure by moving off the table edge opposite to their entry edge. If a figure carrying a treasure token moves off any other edge, the treasure token is lost.

The wizard's mortal enemy will appear during this scenario. Roll on the Mortal Enemies Ambush Table (page 32) as normal but treat the turn as one higher than it actually is. So, at the end of Turn 1 the mortal enemy appears on a 15+, Turn 2 on a 12+, and so on.

This scenario continues until there are no warband members left on the table.

Two-Player Conversion

Each player deploys on an opposite short table edge. Place the central treasure token in its normal spot. Place four other treasure tokens in a cross around it, with each being 8" from the central treasure token. Place one murderjack adjacent to each treasure token, but do not place any in the corners. Treasure tokens cause their normal movement penalty, but warband members can secure them by moving off any table edge.

The bloodcrows still attack in the same way, and one murderjack should appear in a random corner each turn. Mortal enemies follow the normal rules to see if they show up for the scenario.

Treasure and Experience

Treasure should be rolled for after the scenario as normal. No experience is gained for the appearance of a mortal enemy. Otherwise, experience is gained as normal with the following additions:

- +10 experience points if any soldier suffers an attack from the murder of crows.
- +20 experience points if the apprentice suffers an attack from the murder of crows.
- +30 experience points if the wizard suffers an attack from the murder of crows.
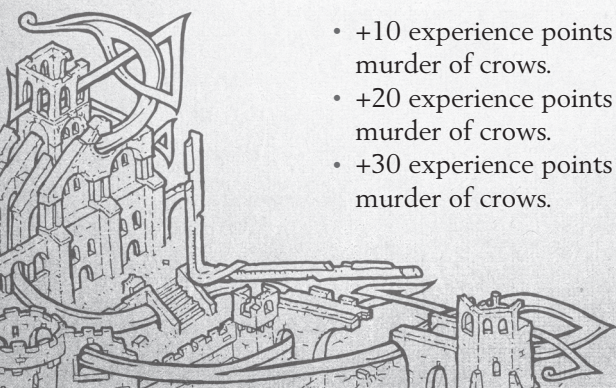
Scenario Five

DROP A BUILDING ON THEM

You've set off into the broken, frosty ruins of the western quarter of the city in search of a specific tower. Rumour tells you that there is a small, mystical library that sits undisturbed on the lowest level. If you aren't quick, some other wizard will grab the books!

Unfortunately, unknown to you, it's a trap. The rumour was planted by your mortal enemy to lure you to this quiet corner of the Frozen City. While there really is a small library inside the tower, there is also a nest of ice spiders. Your enemy knows you'll be able to handle the spiders, so they are only a distraction to keep you busy while your mortal enemy works to collapse the entire tower down on your head!

Set-up

This scenario is played on a 2' x 2' table. Place a doorway in each corner of the table and select one of these as the warband's starting corner. Place four pillars or columns (up to 2" in diameter) on the table. One should be placed in the exact centre of the table. Another should be placed 1" in from the corner of the table opposite the warband's starting corner. Place the remaining two columns adjacent to the middle of the two table edges not directly connected to the warband's starting corner, one on each table edge (these are referred to as the 'side columns' later on). These pillars should nearly form a square or diamond. The rest of the table should be filled with low, broken walls and rubble.
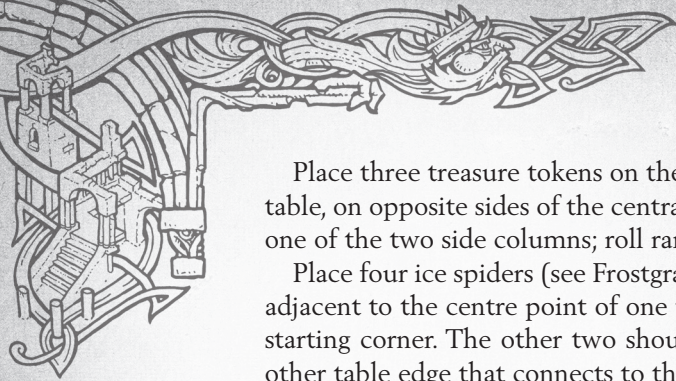
Place three treasure tokens on the table. Two should be in the centre of the table, on opposite sides of the central column. The third should be adjacent to one of the two side columns; roll randomly for which.

Place four ice spiders (see Frostgrave, page 180) on the table. Two should be adjacent to the centre point of one table edge that connects to the warband's starting corner. The other two should be adjacent to the centre point of the other table edge that connects to the warband's starting corner.
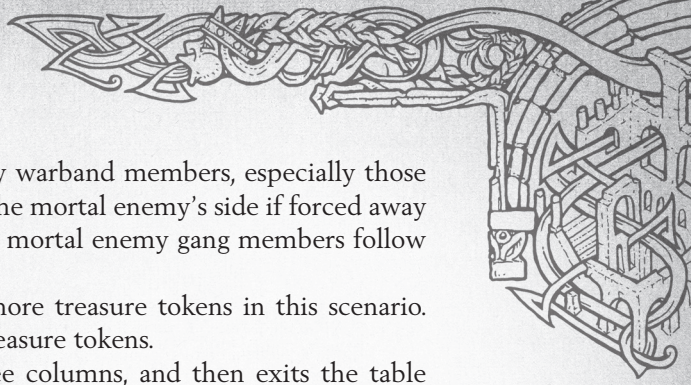
Break the mortal enemy gang into three groups. The first group should include the mortal enemy and its best soldier (known as the bodyguard soldier). The other two should be as equal as you can make them, but it doesn't need to be exact. Place the mortal enemy and its bodyguard soldier directly behind the central column. Place each of the two other groups adjacent to the side columns.

Finally, place all your warband within 3" of the entry door.

Special Rules

Your mortal enemy has one main objective in this scenario – to destroy the tower with you in it! It has placed explosive runes on the four most important supports of the tower. It has already activated the one on the column in the middle of the tower (table), it just needs to activate the other three to complete the countdown. Whenever your mortal enemy activates each turn, it will spend its first action moving toward the 'next' column (or its second action if it has to fight with its first). It will move clockwise around the columns. If it reaches a column, it will end its movement. After one move, it will spend its second action following its normal priority activation list, except that it will end its activation instead of ever taking a second move. Once the mortal enemy has touched all three columns it will instead use its first action each turn to move towards the door opposite the warband entry corner and exit the table if possible. The mortal enemy's bodyguard soldier will move with it each turn,

always trying to stay between it and any warband members, especially those with shooting attacks. It will only leave the mortal enemy's side if forced away by a spell or to force combat. The other mortal enemy gang members follow their usual rules.

Mortal enemy gang members will ignore treasure tokens in this scenario. Ignore the rules concerning them and treasure tokens.

If the mortal enemy touches all three columns, and then exits the table (either through a door or via being reduced to 0 Health), the explosive runes detonate at the end of that turn. All figures within 3" of a column immediately suffer a +5 magical shooting attack. At the end of the next turn, and every turn thereafter, every figure on the table suffers a +5 non-magical shooting attack as chunks of tower rain down upon them. If all three columns are activated, and the mortal enemy has left the table, all mortal enemy gang members will use their actions to move towards the nearest exit if possible.

This scenario ends when there are no warband members left on the table.

Treasure and Experience

Treasure tokens should be rolled for after the game as normal. The player does not gain experience points for the appearance of their mortal enemy in this game. Instead, they gain experience points as for a normal game with the following additions:

- +5 experience points for each ice spider killed.
- +10 experience points if the apprentice is on the table when all three columns are activated.
- +20 experience points if the wizard is on the table when all three columns are activated.
- +20 experience points if the mortal enemy is killed before all three columns are activated.
- +30 experience points for killing the mortal enemy, cumulative with the above reward.

CHAPTER FIVE
BASE ASSAULTS

This chapter presents rules for playing a base assault scenario, where one wizard defends their base from either another wizard or a mortal enemy. Thus, these rules can be used either solo or competitively. There is no specific time or call to play a base assault scenario, so players should work it into a campaign whenever it would be fun or fits into the narrative they have constructed.

CONSTRUCTING A BASE

Before you play the scenario, you need a base to assault! Creating a base can be as simple or as complicated as a player wants. At a minimum, the base can just be an outline marked on the table with masking table or match sticks; however, players can also see this as an opportunity to really push their modelling skills. This is the chance to cut up shoeboxes, sculpt from foam, and cast up resin blocks. You can even fill your base with appropriate furniture!

Regardless of what type of base your wizard dwells in, and how exactly you plan to represent that on the table, they all must conform to the following rules.
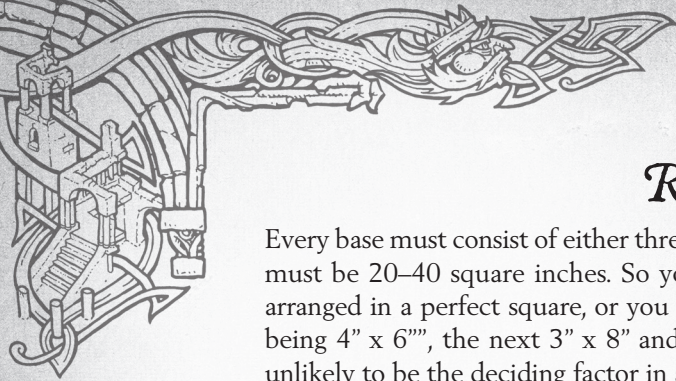
Rooms

Every base must consist of either three or four contiguous rooms, and each room must be 20–40 square inches. So you can have a base of four, 6" x 6" rooms arranged in a perfect square, or you could have a line of three rooms with one being 4" x 6"", the next 3" x 8" and the final 5" x 5". The exact formation is unlikely to be the deciding factor in a scenario, so just have fun with it.

> Two giant stone feet, each the size of a house, with the bottoms pointed upwards. Were they just feet, or was there a colossal, upside-down stone giant buried up to his ankles?

Doorways

Bases must have a number of external doors equal to the number of rooms plus one. For example, a base with three rooms must have four external doors, and a base with four rooms needs five external doors. Bases can have a maximum of one room with no external doors, and no wall in any room may contain more than one external door. All adjacent rooms must be connected by at least one doorway, but there is no maximum.

The player constructing the base may declare each door as either being 'standard' or 'large', though this should be obvious on the table. Figures with the Large trait can only move through a large door; otherwise, all figures can move through any door regardless of the size of the door or the size of the figure or base (unless of course the doorway is blocked by another figure).

If a warband or gang is attacking a base, it is because they have figured out how to open the magical locks on the doors. Those doors pose no actual obstacle in the game and all doors are treated like open doorways for the purposes of movement and line of sight. The exception is if a wizard buys specific magical protection for a door as new base upgrades (see page 76).

Figures standing in a doorway should receive light cover against shooting attacks.

MULTI-STOREY BASES

While there is nothing to stop a player from building a multi-storey base, and they are inherently cool, such buildings can be awkward to use, since it is important that figures be able to move freely in all the rooms, potentially at the same time. It's probably worth discussing this with your gaming group and giving some thoughts to the practicalities of your base before building it multi-storey. Also, rooms that are not on the ground but that feature an external door need a ladder, staircase, or other method of access. Still, so long as the base meets all the rules given in this chapter, go for it!
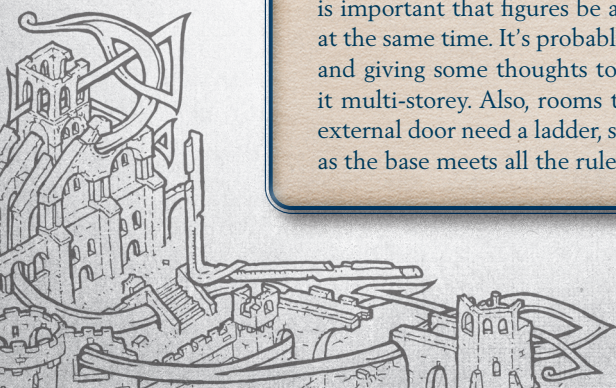
TREASURE TOKENS

Competitive

One of the main reasons for a base assault is for one wizard to steal another wizard's 'stuff'. Thus, the rules for treasure tokens are very different in these scenarios. Before the scenario begins, the attacking wizard is allowed to look over the defending wizard's vault and select two treasure tokens' worth of items. These items can only be selected from items stored in the wizard's vault, not items carried by figures (though it is poor form to equip figures with items just to have them out of your vault for this reason). In this context a treasure token consists of one magic item, weapon, armour, or grimoire worth at least 175gc (being its sell value), any collection of three potions and/or scrolls, or a pile of 175gc. After the attacker has selected two treasure tokens from the defender's vault, the defender must select a third. If three treasure tokens worth of stuff cannot be assembled from the defender's vault, the players should work together to assemble treasure tokens of roughly equal value as close to the numbers given above as possible. (Although if you can't assemble three such tokens, it might not be the time to play a base assault scenario).

At the start of the scenario, each of the three treasure tokens must be placed in the centre of a different room inside the base. Neither player knows which treasure token relates to which nominated items from the vault. After the game, if the attacker recovers any of these treasure tokens, they should roll randomly from the three options to see which they have captured. Immediately remove

these items from the vault of the defender and add them to the vault of the attacker.

It's not all bad news for the defender and just fun and games for the attacker though! During a base assault scenario, whenever an attacking figure is reduced to 0 Health, the defender is allowed to select one non-mundane (i.e. 'standard' or starting) item carried by that figure and immediately convert it into a treasure token placed where that figure fell. The defender can do this twice during the scenario. The item is immediately removed from the attacking player's Wizard Sheet and a note should be made associating the item with that treasure token. Whichever player secures this treasure token gains the item associated with it.

Figures can secure treasure tokens as normal by moving them off the table. If the scenario ends and the defender still has figures on the table, the defender secures all the treasure tokens still on the table; no roll is necessary. If the scenario ends and the attacker still has figures on the table, the attacking player may secure one unclaimed treasure token for each figure still on the table. All remaining treasure tokens go to the defender. In the unlikely event there are no figures left on the table, but there are unclaimed treasure tokens, these tokens revert to the wizard that owned them before the scenario started.

Experience points are still gained as normal for securing treasure tokens, however that is accomplished, even if a warband just ends up recovering items that were theirs before the scenario.

Solo

Treasure tokens work slightly different in a solo scenario against a mortal enemy. In this case, the defending wizard should assemble all three treasure tokens themselves, following the rules above. Choosing which treasure to risk is part of the fun of the scenario, and the more valuable the treasure is to the player, the more inherent tension there will be in the scenario.
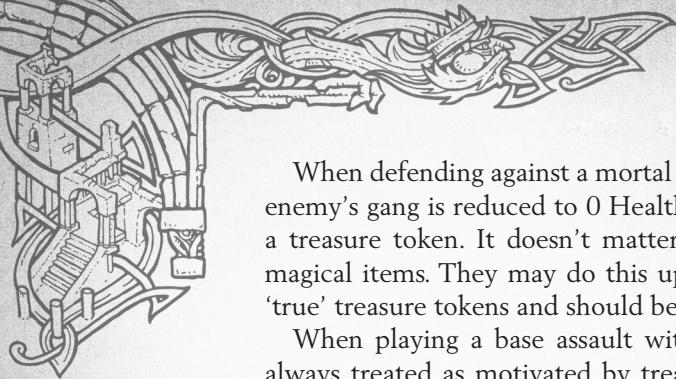
When defending against a mortal enemy, whenever a member of the mortal enemy's gang is reduced to 0 Health, the player may replace that figure with a treasure token. It doesn't matter if that figure was actually carrying any magical items. They may do this up to twice during the scenario. These are 'true' treasure tokens and should be roll for as normal after the game.

When playing a base assault with a mortal enemy, the mortal enemy is always treated as motivated by treasure tokens whether carried or not, and thus will always move towards the closest treasure token if normally called upon to make a random move. Mortal enemy gang members follow their normal rules for teleporting treasure tokens away, so the defender must act quickly to save their treasures!

If the game ends with unclaimed treasure tokens on the table, follow the same rules as given in the previous Treasure Tokens (Competitive) section (see page 63).

FINDING A WIZARD'S BASE

You might be wondering why the wizards of Frostgrave aren't constantly attacking one another's bases and stealing each other's treasure. There are several reasons, actually. First, most of the wizards have at least a basic code of honour, and there is a gentle-wizard's agreement to leave one another alone when at home. More importantly though, attacking a base is a big and dangerous undertaking. Despite all the dangers of the Frozen City, other wizards remain the biggest and most common threat. Why go out of your way to make enemies when there are easier pickings still to be found in the ruins?

The main reason though, is that wizard bases are incredibly difficult to locate. No wizard lasts long in Frostgrave unless they have mastered the glamours, illusions, and mental blocks that keep their bases from being seen. Thanks to this magic, the chance of stumbling upon a wizard's base by accident is basically zero, and even other wizards who know exactly what they are looking for will have to spend a significant amount of time and resource to locate their enemy. And, once they've located them, they'll still have to figure out how to break through the various magical protections their enemy has put in place. So, unless you really, really hate the other guy, or you really, really want some treasure they possess, it's just not worth the effort.

For players who want to bring this idea to their campaign, here are some simple rules for locating and penetrating an enemy wizard's base.

Location Rules
After any game, a wizard may attempt to locate another wizard's base. To do so, they must either successfully cast a Reveal Secret spell (this can be cast by the wizard only as an Out of Game (A) spell for this purpose only) or spend 20gc on other magical means. Either way, they may roll a die. On a result of a natural '20', they have discovered the other wizard's base. They now have a window of three games in which to launch their assault. If they play three other games before doing so, the other wizard will have changed their wards and glamours and the opportunity is lost.
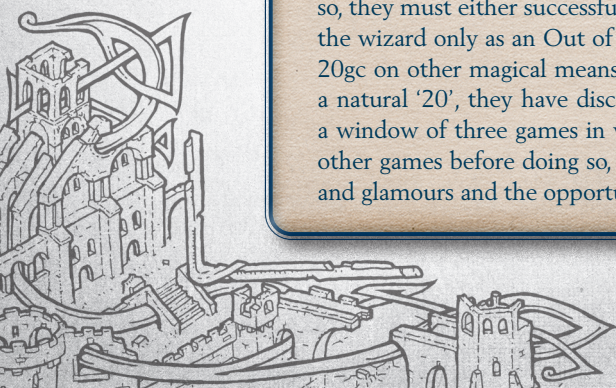
SETTING UP THE SCENARIO

Regardless if the scenario is being played solo or competitively, the table should be set up in the same fashion. The scenario should be played on a 2.5' x 2.5' table or there abouts. The defending base should be placed in the centre of the table. The exact placement is not important. The rest of the table should be crowded with ruins in true *Frostgrave* fashion. Place treasure tokens as discussed in the treasure token sections above.

DIVIDING THE WARBAND

Wizards and mortal enemies are always careful to attack an enemy base when there are fewer defenders about. For that reason, the defender must divide their warband in half. Each half must contain either the wizard or apprentice and an equal number of specialist and standard soldiers (or as near to that as is possible). The defender must then pick one half of the warband to be off the table. They will appear later in the scenario. Of the remaining figures, the defender should choose three to place in three different rooms inside the base. These figures may be placed anywhere in those rooms. The attacking player may then place the two remaining defending figures anywhere within 6" of the base, including inside if they so wish.

If the defender has any temporary constructs, traps, or other deployable base defences, they should deploy them now.

PLACE WIZARD EYES

The defending player may place two Wizard Eyes on the table anywhere within 6" of their base, including on the exterior walls of the base. These Wizard Eyes follow the same rules as normal, with the following exceptions:

- They can be used by both the wizard and apprentice.
- They do not prevent a spellcaster from casting additional Wizard Eye spells.
- They can be dispelled or destroyed in the same way as normal Wizard Eyes, but otherwise are permanent and will remain until the end of the game.

# DEPLOYING THE ATTACKER

Competitive

In a competitive scenario, the attacker places all their figures anywhere they want within 1" of any table edge. There is no other restriction, thus the warband can be divided so that it all enters on one table edge or has members coming in from all four table edges.

Solo

When a mortal enemy attacks a wizard's base, they generally recruit a little extra help first. To determine what this help looks like, roll on the Mortal Enemies Base Assault Force Table. Alternatively, feel free to select a result that fits with the theme and story of the mortal enemy instead of rolling. These figures are added as temporary members of the mortal enemy's gang and will only participate in this scenario before wandering off.

Deployment Table

Once you have determined the mortal enemy's gang for the scenario, roll on the Mortal Enemies Deployment Table on page 32 to see how the gang deploys onto the table, select one side to be the player's deployment edge before you roll (it really doesn't matter which). This will put the mortal enemy gang closer to the base than an opposing warband in a competitive scenario. This is intentional to make up for some of the lack of intelligence in the mortal enemy action priority list. Remember there is no need to roll for mortal enemy motivation for this scenario as they are always motivated by treasure tokens as explained above.
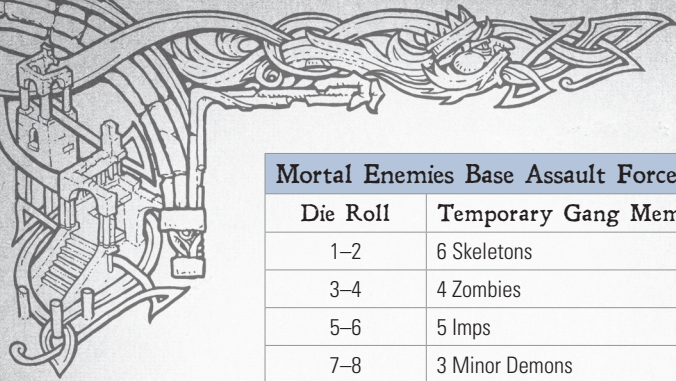
Mortal Enemies Base Assault Force Table	
Die Roll	Temporary Gang Members
1–2	6 Skeletons
3–4	4 Zombies
5–6	5 Imps
7–8	3 Minor Demons
9–10	5 Small Constructs
11–12	3 Medium Constructs
13–14	4 Wolves
15–16	4 Ice Spiders
17–18	2 Thugs, 1 Snow Troll
19–20	1 Frost Giant

REINFORCEMENTS!

During the scenario, the other half of the defending warband will appear at some point. To find out when, roll on the Mortal Enemies Ambush Table at the end of each turn. If the roll is equal to or higher than the roll need for an appearance, the half of the defending warband that started off the table may deploy within 1" of a randomly determined table edge. The figures may deploy at any point along this table edge and are not required to be near one another.
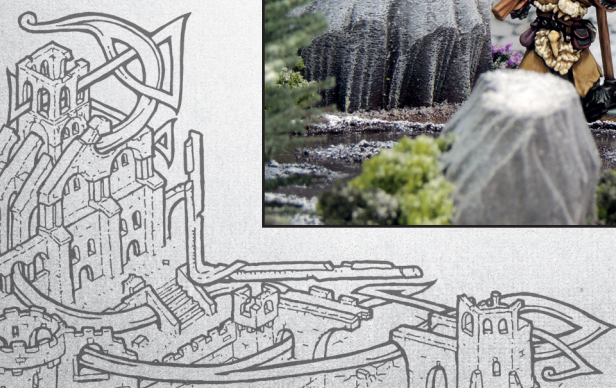
ENDING THE GAME

Apart from the rules given above, base assault scenarios should follow the normal rules for a game of *Frostgrave*. The scenario continues until at least one warband or gang has no figures left on the table. Experience points are earned as normal for this scenario, with one addition:

- +25 experience points to the defending wizard. This award does not count against the usual maximum of 300 experience points in one scenario. The defending wizard does not gain any extra experience points for their mortal enemy appearing in this scenario if the scenario is being played solo.

NEW BASE UPGRADES

This section lists new base upgrades wizards can purchase to protect their base during a base assault scenario. Since this scenario isn't likely to come up that often during a campaign, the prices listed are significantly less than those of other base upgrades. That said, there is something fun and satisfying about buying such base upgrades and knowing your wizard's home is well protected, even if it isn't likely to be needed. Most people buy fire alarms and burglar alarms hoping they'll never be needed!

One other way that these base upgrades differ from those found elsewhere
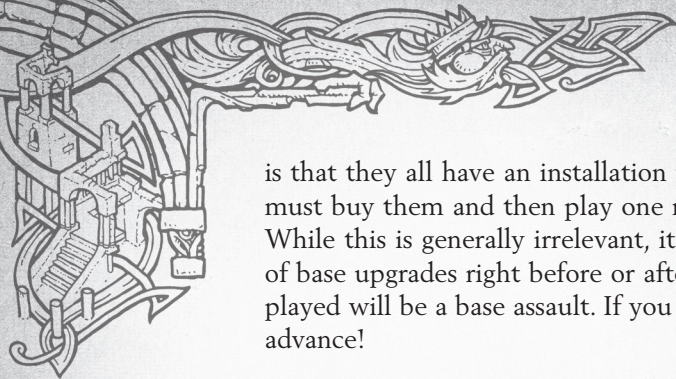
is that they all have an installation time of one game, meaning that a wizard must buy them and then play one more scenario before they become active. While this is generally irrelevant, it means that a player cannot buy a bunch of base upgrades right before or after a game knowing that the next scenario played will be a base assault. If you want protection, you've got to prepare in advance!

Temporary Constructs

It takes a lot of work and expense to build and animate a construct that has the intelligence, flexibility, and durability to survive adventuring in the Frozen City. Thus, when building a construct whose only job is to serve as a base protector, most wizards cut corners and create temporary constructs instead. On the outside, these constructs can look exactly like any other, but their mechanics and the magic animating them are of a lower quality.

To create a temporary construct a wizard simply pays the cost – 10gc for a small construct, 30gc for a medium construct, and 50gc for a large construct. This cost is halved if the wizard successfully casts Animate Construct directly before purchase. A wizard may have a maximum of three temporary constructs. These constructs are base upgrades and do not count against any warband limits.

Before a base assault scenario, the player may place temporary constructs anywhere inside or adjacent to their base. These constructs start the game in hibernation. To wake a temporary construct, a member of the warband must move adjacent to it and spend an action. Once this is done, the construct immediately springs to life and counts as a temporary member of the warband for the rest of the scenario, until reduced to 0 Health, or until it runs out of

energy. It may activate in the turn it is awoken. These constructs have two weaknesses. First, they have a -1 Will compared to a normal construct of their size. More importantly, these constructs only have six turns' worth of power, so you will need to keep track of when a construct is activated versus the current turn. At the end of the turn in which a temporary construct activates for the sixth time in a game, it powers down, goes back into hibernation, and becomes inert. Nothing can reactivate a temporary construct during a game.

If a temporary construct is reduced to 0 Health, it should roll for survival as normal afterwards. If it gets a 'dead' result, it has been destroyed. Otherwise, it is fine. However, it must be recharged before it can be used again. This requires the wizard to either cast an Animate Construct spell to refill its mystical reservoir or to pay half of its cost. Once this is done, it will be ready for a future base assault scenario.

Additional Wizard Eyes

A wizard can add up to two additional Wizard Eyes in the vicinity of their base (on top of the two the wizard gets for free). These cost 30gc each, though a successful casting of Wizard Eye reduces the cost to 20gc. This is a special, one-off rule that allows Wizard Eye to be cast as an Out of Game (A) spell. These Wizard Eyes follow the same rules as given above for placing Wizard Eyes in a base assault scenario.

Explosive Runes

A wizard may purchase up to three explosive runes for 10gc each. This cost can be reduced to 5gc with a successful casting of Explosive Rune. This is a special, one-off rule that allows Explosive Rune to be cast as an Out of Game (A) spell. A player may place these runes anywhere they want on a table during a base assault scenario, so long as they are at least 3" away from any part of the base (otherwise the explosion would damage the base). During the game, these explosive rules follow the same rules as given in the Explosive Rune spell, except they don't count against the maximum number of explosive runes a spellcaster may have on the table at any time.

A player may also purchase up to three 'fake' runes for 5gc each. These are placed exactly as normal explosive runes, but when an enemy figure moves within 1" of them, they simply vanish. If a player has both real and fake explosive runes on the table, they need to record which is which before the game begins. The best methods are to either write it down on a piece of paper or put some kind of maker under the token representing the rune (blue sticker means dud, red sticker means boom!).

Once real and fake runes are set off, they are lost and must be repurchased to use in future scenarios.

> The whole tower was an illusion. You stepped through the front door straight into a bottomless pit.
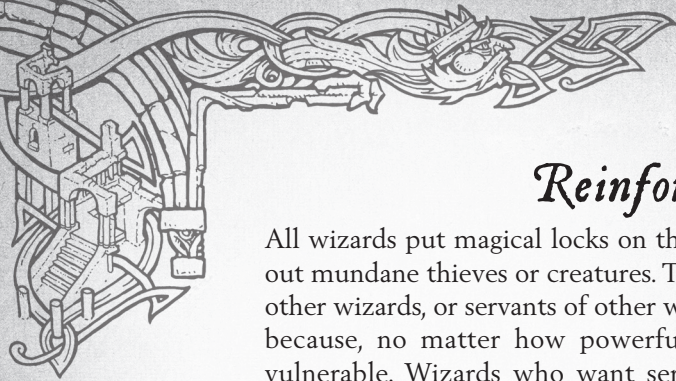
Reinforced Doors

All wizards put magical locks on their doors, but generally these are to keep out mundane thieves or creatures. They are not usually strong enough to stop other wizards, or servants of other wizards, from getting through them. That's because, no matter how powerful the magic, the doors themselves are vulnerable. Wizards who want serious protection can invest in magically constructed doors. These can take all kinds of shapes and forms and often feature runes, complex mechanical lock mechanisms, or strange puzzles. A wizard may purchase reinforced doors for a cost of 20gc per door. Reinforced doors can be used for both external and internal doors. Before a base assault scenario, the defender must clearly mark which doorways are blocked by reinforced doors.
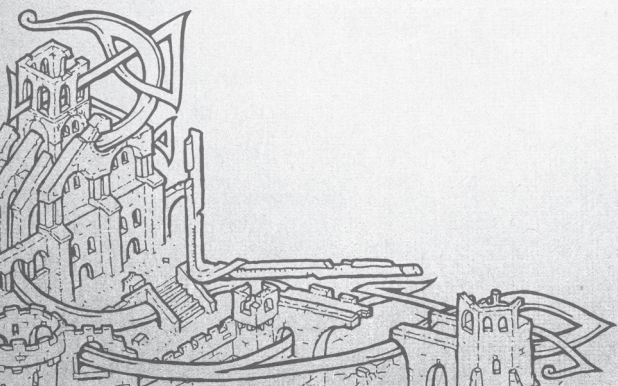
Unlike normal doorways, line of sight may not be drawn through a reinforced door when it is closed. A member of the defending warband can open or close a reinforced door simply by spending an action, which can replace a move action. (As a special action, a figure may spend both actions to open a reinforce door, step through it, and close it again).

Enemy figures wishing to open a door must be adjacent, spend an action (which can replace a move action), and make a Will Roll (TN12). If successful, the door is opened, and must remain open for the rest of the scenario. If the roll is failed, the door remains closed, and the action is lost. Further attempts can be made. Alternatively, reinformed doors can be attacked. Treat them as Fight +0, Armour 20, Health 1. If they are reduced to 0 Health, they are destroyed, and the doorway counts as open for the rest of the scenario. Reinforced doors are immune to the Crumble spell; however, the walls around them are not.

Destroyed doors are lost and must be repurchased. Doors that are merely opened by the enemy are undamaged and can be relocked for the next game.

Reinforced Walls

Since most bases are constructed out of the ruins of former buildings, they are susceptible to the Crumble spell in the same way as other structures. For the cost of 50gc per room, a wizard can use magic to reinforce those rooms and make them immune to the Crumble spell. It is allowed for a wizard to reinforce some rooms and not others. If a room is reinforced, all the walls that make up that room count as reinforced, even if some walls are also part of a non-reinforced room.

Control Shaker

When this strange magical device is active, it radiates an anti-magical field directed at all Control spells. A control shaker costs 50gc and should be represented by a small token placed inside the base. The defender can decide if the shaker is on or off at the beginning of the game. Any spellcaster may turn the shaker on or off simply by moving into contact with it, provided no enemy figure is within 1". While the shaker is on, any figure that moves into contact with the base or inside the base, that is under the effects of a control spell, must make an immediate Will Roll at +2 to break free from the spell. This roll is repeated every time the figure activates in contact with or inside the base while the shaker is on. These Will Rolls are in addition to any that the figure is normally allowed to make to break control. This device has no effect on permanent members of a warband.

Note that this device works on all figures under a control spell, even those cast by the defenders.

Permanent Draining Word

This upgrade embeds a Draining Word spell into the structure of the base. Any figure that is inside or within 1" of the base suffers the effects of this Draining Word. The wizard may choose which spell is affected by the Draining Word. A base can have up to three different Permanent Draining Words active at one time. Each Permanent Draining Word costs 60gc, but that cost is halved with a successful casting of Draining Word. This is a special, one-off rule that allows Draining Word to be cast as an Out of Game (A) spell.

Protective Shield

This powerful, magical enchantment allows the base to lend magical protection to anyone it recognizes as a friend. Whenever a member of the defender's warband is inside or within 1" of the base, it is treated as having +1 Armour and Elemental Resistance (2). This cannot be combined with a Shield spell.

This upgrade costs 100gc, but this is reduced to 75gc with a successful casting of the Shield spell. This is a special, one-off rule that allows Shield to be cast as an Out of Game (A) spell.

Teleport Escape Hatch

This is a doorway that sits on the inside of a base wall but that does not have a corresponding door on the outside. Instead, any figure that moves through this door is immediately teleported to a specific point on the table (which should be noted in secret by the defender before the beginning of the game). Treasure tokens cannot be transported through this doorway. Any figure that moves through immediately ends their activation after teleporting. This doorway works for anyone, including members of enemy warbands.

A base can only include 1 teleport escape hatch. This upgrade costs 100gc, but this is reduced to 75gc with a successful casting of the Teleport spell. This is a special, one-off rule that allows Teleport to be cast as an Out of Game (A) spell.

Aura of True Sight

This enchantment grants any figure inside of the base the True Sight trait, not just members of the defending warband. In addition, any illusionary soldiers that move inside or into contact with the base are immediately destroyed. This base upgrade costs 100gc, but this can be reduced to 75gc with a successful casting of the True Sight spell. This is a special, one-off rule that allows True Sight to be cast as an Out of Game (A) spell.
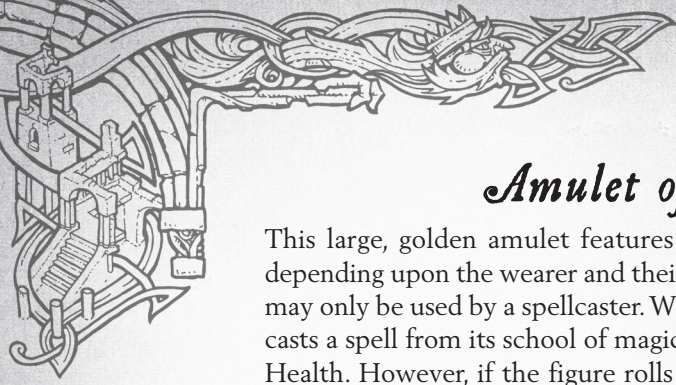
CHAPTER SIX
NEW TREASURE

After playing any scenario, a player that has acquired treasure tokens may exchange one roll on the normal Treasure Table for a roll on the Mortal Enemies Treasure Table. Players may only make one roll on this table after each game. If using the black market optional rules (see *Frostgrave*, page 104), a player may replace one of their rolls granted by this rule with a roll on the Mortal Enemies Treasure Table.

Mortal Enemies Treasure Table			
Die Roll	Treasure	Purchase Price	Sale Price
1	Cloak of Many Vials	1,600gc	700gc
2	Cold Iron Armour	400gc	200gc
3	Lifesurge Pendant	350gc	175gc
4	Murderer's Blade	500gc	300gc
5	Skeleton Sack (2)	400gc	200gc
6	Holy Candle	400gc	150gc
7	Dust of Vanishment (2)	300gc	150gc
8	The Duellist's Net	400gc	150gc
9	Golden Scroll Sheet (2)	300gc	150gc
10	Crystal Sphere (6)	600gc	120gc
11	Ring of Focus	500gc	200gc
12	Amulet of Atunement	600gc	200gc
13	Gem of Darklight	300gc	150gc
14	Arrow of Splitflight	250gc	100gc
15	Iridescent Pendant	600gc	250gc
16	Staff of Wilful Ignorance	800gc	250gc
17	Flail Tail	200gc	50gc
18	Barbarian's Cloak	400gc	250gc
19	Bat-eye Brooch	350gc	150gc
20	Bag of Rat's Teeth	500gc	200gc

Amulet of Atunement

This large, golden amulet features a central cabochon that changes colour depending upon the wearer and their connection to the mystical arts. This item may only be used by a spellcaster. When a figure wearing this item successfully casts a spell from its school of magic, it immediately gains back 1 point of lost Health. However, if the figure rolls a natural '1' while casting any spell, they suffer 1 point of damage and the amulet ceases to work for the rest of the game.

Arrow of Splitflight

When this magical piece of ammunition is found or purchased, the player may decide if it is an arrow or crossbow bolt, but once the decision is made, it is fixed. When fired, this arrow splits into two, with both parts streaking towards the same target. A figure using this arrow suffers a -1 to its shooting attack. However, it makes two shooting attacks against the target. Both attacks are rolled separately by both figures and the results of both applied. This ammunition is recovered after the game.

Bag of Rat's Teeth

This rather ordinary looking bag contains scores of rotten yellow rat's teeth. The first time each day that a tooth is drawn from the bag, thrown, and the command word spoken, the tooth usually transforms into a giant rat. Once per game, a figure carrying the bag of rat's teeth may spend an action to throw a tooth anywhere within 6". The figure should then roll a die. On a 6+ place a giant rat on the spot where the tooth was thrown (wizards gain +2 to this roll, apprentices +1). If the roll is failed, nothing happens, and the action is lost. A rat can be thrown straight into combat with another figure. The giant rats generated by the bag are uncontrolled creatures and will activate in the next Creature Phase following the normal rules.

Barbarian's Cloak

This filthy-looking wolf-pelt cloak offers powerful magical protection. When it is worn by a figure that is not wearing any other armour, or carrying a shield, the figure receives +3 Fight when making rolls against shooting attacks. Unfortunately, this shielding magic also interferes with spellcasting. All figures suffer -1 to all Casting Rolls while wearing this cloak.
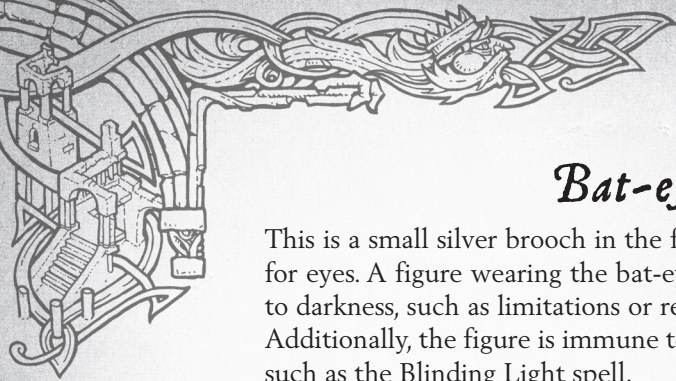
Bat-eye Brooch

This is a small silver brooch in the form of a bat's head with a pair of garnets for eyes. A figure wearing the bat-eye brooch never suffers any penalties due to darkness, such as limitations or reductions on line of sight or stat penalties. Additionally, the figure is immune to any spells or effects that cause blindness such as the Blinding Light spell.

Cloak of Many Vials

This cloak has numerous tiny pockets each containing a small vial. Strangely, when a vial is drawn, the pocket itself vanishes, so that the vial cannot be replace. When found, this cloak counts as holding the following potions: Bottle of Burrowing, Bottle of Darkness, Cordial of Clearsight, Elixir of the Chameleon, Philtre of Fairy Dust, Potion of Healing, and Potion of Preservation. A figure wearing this cloak may spend an action to drink any of these potions or to give it to a member of its warband that is standing within 1". Each potion is one-use and should be crossed off the cloak once consumed. Each potion consumed decreases the sale price of the cloak by 100gc.

Crystal Sphere

These perfect glass orbs sometimes contain a streak of colour running through the centre. Although they look like fancy decorations, they are actually focusing devices for casting spells from the Soothsayer school and can only be used by a spellcaster that knows at least one Soothsayer spell. A newly found or purchased crystal sphere contains 6 points of power that can only be applied when casting or resisting Soothsayer spells. Once the power points have been expended, the sphere is of no further use other than as a decoration. If a crystal sphere is sold, its selling price is equal to 20gc times the number of points of power remaining.

Cold Iron Armour

This jet-black, magic heavy armour has been made specifically to combat demons. All demons that are in contact (or combat) with a figure wearing this armour suffer -2 Fight. Additionally, all demons with a Will stat of +4 or lower will ignore this figure for the purposes of determining their actions.
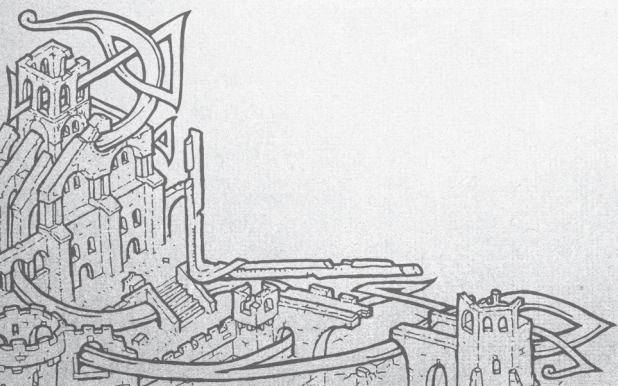
Dust of Vanishment

Held inside a small, blue velvet pouch, this fine grey dust seems unremarkable. A figure carrying this pouch may throw the dust into the air as a free action during its activation. When done, this figure and every figure within 3" is treated as under the effects of an Invisibility spell. However, the effect only lasts until the end of each figure's activation. So, for the figure that used the dust, the effect will end at the end of the same activation in which it used the dust. Once used, the dust is expended and should be crossed off the Wizard Sheet. When found or purchased, two pouches of dust are obtained. Each pouch counts as a separate item. If sold individually, each pouch has a sale price of 75gc.

The Duellist's Net

This item looks like a small, normal net. When a figure carrying this net is in combat, it may activate the net as a free action at any time (including interrupting another figure's activation). Once activated, the activating figure must pick one other figure it is in combat with. While the net is active, no other figures may attack either of these figures, nor lend either figure support. Essentially, these two figures may only attack one another.

Additionally, when either figure wins a round of combat, it may not step back or push its opponent back. Instead, if the winning figure dealt damage, it may choose to sacrifice that damage to break the net instead. Otherwise, the two figures remain in combat – neither is allowed to step back or push back while the net is active.

If either figure is reduced to 0 Health, or one figure moves out of combat due to magic or a special effect, the net is broken. The broken net is repaired by the start of the next game.

Flail Tail

This odd magical weapon is a small, spiked ball on the end of a chain designed to be affixed to the bottom of the hilt or handle of another weapon, including magic weapons. It can be added to either a hand weapon or two-handed weapon. Once affixed, the weapon does +1 damage and counts a magic. This damage stacks with other damage bonuses the weapon might already possess. However, if the wielder ever rolls a natural '1' in combat, the wielder immediately takes 2 points of damage, plus whatever they take for losing the combat.
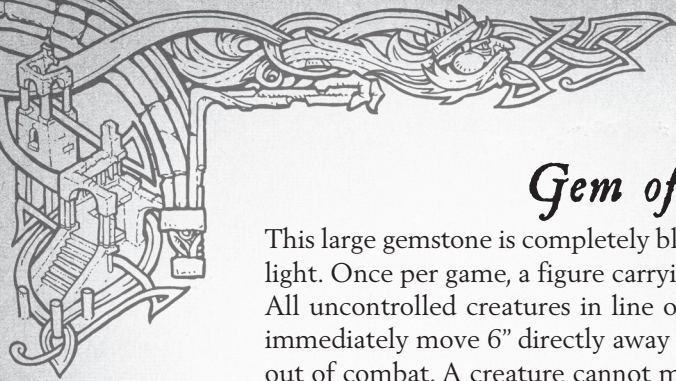
Gem of Darklight

This large gemstone is completely black but somehow glows with a soft purple light. Once per game, a figure carrying this gem may spend an action to use it. All uncontrolled creatures in line of sight must make a Will Roll (TN22) or immediately move 6" directly away from this figure. This may move creatures out of combat. A creature cannot move into combat during this move. It will do everything it can to move around other figures, but other figures may force combat with it.

Golden Scroll Sheet

This is a paper-thin sheet of gold, wound into a small scroll. It is only useful to spellcasters that can cast spells from the Thamaturge school. A figure carrying this sheet may attempt to cast any Thamaturge spell they know. If successful, they may imprint the spell onto the scroll, instead of its normal effects. At any later point in the same game, the figure may use this scroll as a free action during their activation. The spell imprinted on the scroll is immediately cast with a Casting Roll of 14 (regardless of the original Casting Roll). The spell must still have a legal target as normal. The sheet does not work for Out of Game spells. Once the imprinted spell is cast, the scroll is destroyed and should be crossed off the Wizard Sheet.

When found or purchased, two golden scroll sheets are found. Each sheet counts as a separate item. If sold individually, each sheet has a sell price of 75gc.
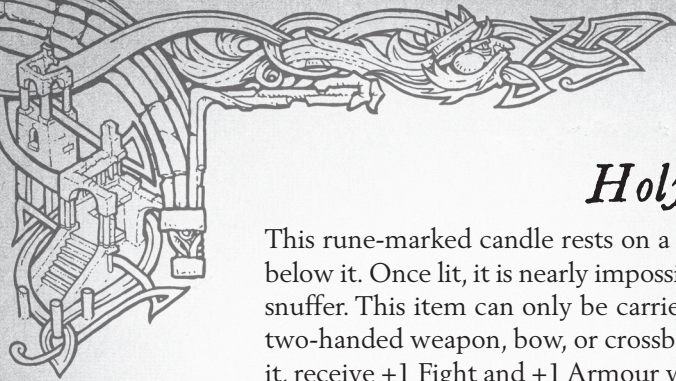
Holy Candle

This rune-marked candle rests on a small golden plate, with a wooden handle below it. Once lit, it is nearly impossible to extinguish unless using the attached snuffer. This item can only be carried by a figure that is not carrying a shield, two-handed weapon, bow, or crossbow. This figure, and all figures within 2" of it, receive +1 Fight and +1 Armour when fighting against undead. Additionally, all their attacks count as a magic attack.

Iridescent Pendant

This pendant consists of a large oval of mother-of-pearl held in delicately worked gold leaf. Once per game, the bearer of this pendant may spend an action to cast the Suggestion spell at a target within line of sight. The figure does not have to be a spellcaster, and the spell is automatically successful with a Casting Roll of 14. The target of the spell may make a Will Roll to resist the spell as normal.

Lifesurge Pendant

This electrum pendant is crafted into the shape of a phoenix in flight. If a figure wearing this pendant rolls a natural '20' on any Stat Roll, Combat Roll, or Casting Roll, they may choose to activate this pendant. If the pendant is activated, the figure is restored to their full Health and the pendant is destroyed.
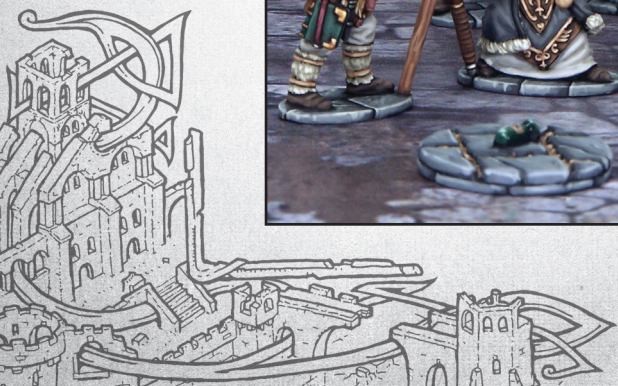
Murderer's Blade

This ugly weapon features a saw-toothed blade and no point. When found or purchased, the player may decide if the weapon is a hand weapon or two-handed weapon; however, once the choice is made, it is fixed and cannot be changed. This magic weapon does +1 damage. Additionally, any figure that suffers damage from this weapon must make a Will Roll (TN14) the next time it activates. If it fails, it suffers an additional 2 points of damage due to bleeding. If it succeeds, it is immune to this effect for the rest of the game. Undead and constructs are immune to this additional damage.

Ring of Focus

Once per game, a figure wearing this ring may add +1 to any die roll it is called upon to make. This bonus stacks with all other bonuses the figure receives to the roll. The decision to use this ability must be made before the die is rolled.

Skeleton Sack

This normal-looking sack contains a complete set of enchanted bones. A figure carrying this sack may spend an action to throw the sack anywhere within 6". Immediately place a skeleton at that point. This can place the skeleton directly into combat. This skeleton is an uncontrolled creature and will activate in the Creature Phase as normal. Once used, the sack is expended and is crossed off the Wizard Sheet. When found or purchased, a player obtains two of these sacks. Each counts a separate item and can be carried by different figures. When sold, each single sack has a sell price of 100gc.

Staff of Wilful Ignorance

This highly polished wooden staff is inscribed with simple letters in the common alphabet. At first glance, it appears more like a teaching aid than a magical item. This magic staff only functions in the hands of a spellcaster. Whenever a figure holding this staff is the target of a magical spell that requires a Will Roll to resist, the figure can use the staff to automatically resist the spell. This decision must be made before the Will Roll is made. If the staff is used in this fashion, the spellcaster must randomly select one spell it knows. This spell cannot be used for the rest of this game, after the game, or before the next game. It only returns at the start of the next game.

> We all heard it, but only the wizard understood. He said it was an ethereal creature that existed in all of space, but only the briefest instant of time. It said hello to everyone, everywhere, but then it was gone.

CHAPTER SEVEN
BESTIARY

This chapter contains descriptions and stats for all the creatures featured in the scenarios that are not found in the *Frostgrave* rulebook.

Corpse Wrangler

Corpse wranglers are not naturally occurring creatures. Instead, they are the result of strange, necromantic magics applied to snakes. As snakes aren't even that common in the Frozen City, it is not clear where these creatures are coming from, but they are at least easy to recognize. Put simply, corpse wranglers look like two snakes joined together. So, while they share a tail, the body splits about the midpoint leading to two different heads. What is truly loathsome about these creatures is their ability to crawl into a corpse and reanimate it. The snake usually crawls in through the mouth, buries itself in the throat, and then eats through the brain before each head pops out of an eye socket. The effect is basically a zombie with a pair of snakes protruding out of its eyes.

While corpse wranglers have some of the advantages of undead, they do not suffer any of the weaknesses, as they are actually controlled by a living creature. To kill a corpse wrangler, you essentially must batter the corpse to pieces at which point the snake will slither out, and can then be attacked directly. So, when the corpse is reduced to 0 Health, immediately replace the miniature with one of the snake.

Given below are the stats for the creature both inside and outside of a corpse.

Corpse Wrangler (inside a corpse)						
Move	Fight	Shoot	Armour	Will	Health	Notes
5	+2	+0	10	+3	12	Animal, Poison, Immune to Critical Hits, Immune to All Necromancy Spells, Never Wounded

Corpse Wrangler (outside a corpse)						
Move	Fight	Shoot	Armour	Will	Health	Notes
4	+1	+0	10	+3	1	Animal, Poison, Immune to All Necromancy Spells
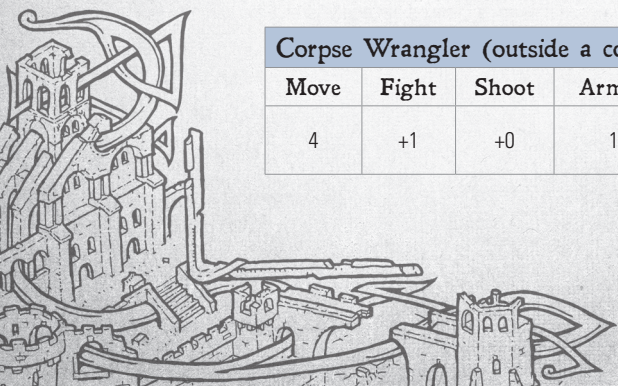
Elemental Bat

At first glance, these giant-bat-like creatures might be mistaken for a spectre or other ethereal undead, but actually they are composed of mystical elemental energy. The secrets for how to form such elementals have been lost, but apparently the process is somehow still active in parts of the Frozen City.

Due to their magical nature, elemental bats are very difficult to destroy using normal weapons and even elemental attacks have a limited effectiveness against them. Thankfully, elemental bats are individually not that tough, and a canny wizard can usually handle them. However, when encountered in numbers, or as one part of a chaotic situation, they can prove deadly.

Elemental Bat						
Move	Fight	Shoot	Armour	Will	Health	Notes
6	+2	+0	10	+2	10	Elemental Resistance (4), Immune to Critical Hits, Immune to Poison, Never Wounded, Levitate, Mind Lock, Magic Attack, Partial Immunity to Normal Damage, True Sight
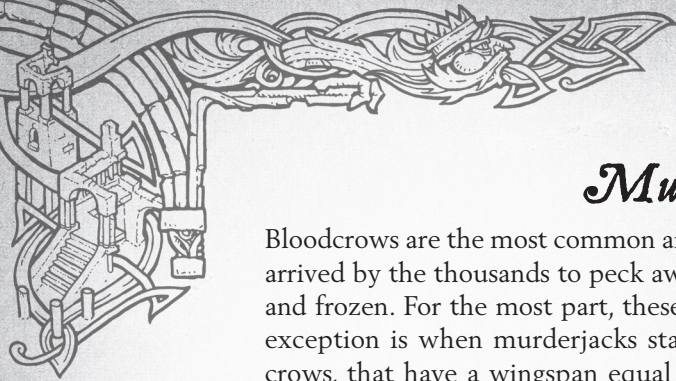
Murderjack

Bloodcrows are the most common animal seen in the Frozen City, as they have arrived by the thousands to peck away at the dead flesh of corpses both fresh and frozen. For the most part, these birds aren't dangerous to the living. The exception is when murderjacks start to appear amongst them. These giant crows, that have a wingspan equal to the height of a tall man, are not only aggressive hunters, but they cause the rest of the murder (a group of crows) to also become aggressive. No one is sure of the origins of these great birds, if they are naturally birthed or the result of the wild magic of the Frozen City. Regardless, when murderjacks are about, it pays to be cautious.

Unlike normal creatures, murderjacks are never locked into combat. Whenever a murderjack activates, even if it is in combat, it will roll randomly between all warband members within 6" and move directly towards that figure, attacking if possible. Figures may still force combat during this move as normal. (So, a figure in combat with a murderjack can keep it in combat by continuing to force combat if it wishes). Otherwise, murderjacks follow the standard rules for uncontrolled creatures.

Murderjack						
Move	Fight	Shoot	Armour	Will	Health	Notes
6	+2	+0	10	+2	8	Animal, Flying, Sharp Talons, Random Attack

Praklicore

Developed long ago in the breeding pits beneath the city, the Praklicore was a critical success but a commercial failure. In appearance, it resembles a lion covered in spines like a porcupine. It has a set of 'wings', that are useless for flight, but can fling its spines at great distance and with significant force. Just to make matters worse, the spines secret a nasty toxin that is poisonous to most creatures. Combining strength, power, and speed, along with a poisonous ranged weapon, makes these creatures fearsome opponents. It also made them hideous to look at, which hurt their sales.

It is unknown just how many praklicores have survived to the modern day, but they must be breeding in the tunnels beneath the city, for every so often one climbs up out of the dark to hunt.

Praklicore						
Move	Fight	Shoot	Armour	Will	Health	Notes
6	+4	+2	12	+3	18	Animal, Expert Climber, Poison, Strong, Shooting Attack (Range 16")

NEW ATTRIBUTES

Partial Immunity to Normal Damage

Any time this figure suffers damage from a non-magical attack, the damage is halved, rounding down.

Random Attack

Whenever this figure activates, it will move towards and attack a random warband member within 6" (instead of automatically attacking the closest one).

Sharp Talons

This figure does +1 damage.

Mortal Enemy Sheet

Name								
Ambush Number					Threat Level			
Template	Move	Fight	Shoot	Armour	Will	Health	Notes	

Ranged Attack Spells	Utility Spells	Out of Game Spells
1.	1.	1.
		2.
2.	2.	3.

Equipment	Gang