FROSTGRAVE

SECOND EDITION

THE RED KING

JOSEPH A. McCULLOUGH

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OSPREY GAMES

AUTHOR

Joseph A. McCullough is the author of several non-fiction books including *A Pocket History of Ireland*, *Zombies: A Hunter's Guide*, and *Dragonslayers: From Beowulf to St. George*. In addition, his fantasy short stories have appeared in various books and magazines such as Black Gate, Lords of Swords, and Adventure Mystery Tales. He is also the creator of *Frostgrave* and *Frostgrave: Ghost Archipelago*, and co-wrote *The Grey Mountains*, a supplement for the *Middle-Earth Role-Playing Game*.

His continued ramblings can be read at: therenaissancetroll. blogspot.co.uk

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.
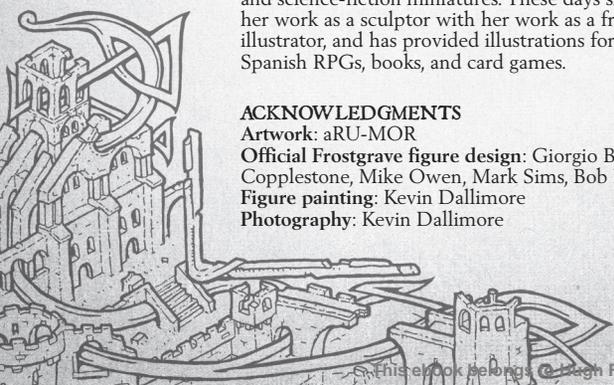
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INTRODUCTION

Welcome back to the Frozen City! *The Red King* is the first supplement for the second edition of *Frostgrave*, and as such, I wanted to write a book that both harkened back to the game's past, but also moved it forward both narratively and mechanically. In terms of looking back, I wanted to write another grand campaign in the style of the very first supplement, *Thaw of the Lich Lord*, where every scenario pushes the narrative ahead to an epic, final confrontation. I also drew inspiration from another of the first edition supplements: *Forgotten Pacts*. In that book, numerous barbarian tribes occupy the northern part of the Frozen City, forge pacts with demonic entities, and generally cause a lot of mischief. Although there are some fun showdowns in that book, none of them have quite the same sense of epic finale as fighting the Lich Lord. What if, I wondered, the barbarians made a pact with an entity that truly had the power to occupy the whole of Frostgrave in a very literal sense…

Both *Thaw of the Lich Lord* and *Forgotten Pacts* are still available and still useable with the new edition of the game; however, neither are necessary to use, or get full enjoyment out of *The Red King*. While some of the narrative elements tie back to those earlier books, and a few favourite monsters return, this book is a stand-alone story, with all the rules, stats, and scenarios needed. Over the course of the twelve scenarios presented in this book, the wizards and their warbands will investigate a strange new power that is arising in the Frozen City; something that is causing the plane of existence to fold and crack. As always, the wizards are in it for themselves, and there is plenty of treasure up for grabs, but there are times when the situation can get so desperate, or the stakes so high, that they might – just for a moment or two – decide that working together is the better option…or not.

As always, when I sit down to write one of these books, I ask myself: 'how am I going to make this one different from those that have gone before?' While I might want to capture some of the flavour of the previous books, I don't want to just re-write them with different monsters. I want to continually push my abilities as a game designer and push the bounds of what is possible in tabletop wargaming. I want to make sure that this supplement has a distinct flavour, and gives a different play-experience to anything that has gone before. In this case, I wanted to experiment with the nature of reality on the tabletop. Essentially, the over-arching narrative of this campaign is the collision of two realities: the one that contains Frostgrave, and the pocket universe that imprisons the Red King. Such an existential collision is bound to fracture reality in ways that toss the laws of physics as we know them out of the window.
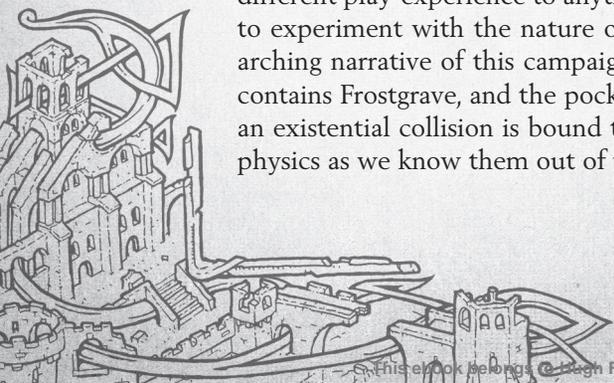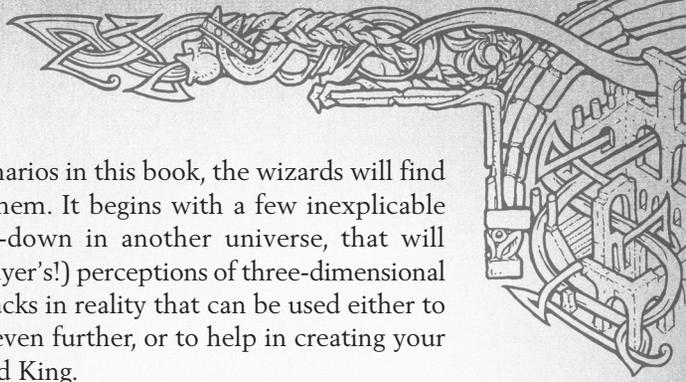
So, as they adventure through the scenarios in this book, the wizards will find that reality is slowly changing around them. It begins with a few inexplicable moments and ends with a final show-down in another universe, that will challenge the wizard's (and maybe the player's!) perceptions of three-dimensional space. There are also rules for smaller cracks in reality that can be used either to ramp up the weirdness in the scenarios even further, or to help in creating your own scenarios during the time of the Red King.

If all this sounds a little 'out there', don't be too concerned. We are still talking about playing with miniatures on the table, throwing dice, marking off damage, and making off with treasure; it is just that some of the later scenarios will feature more complicated, or more odd, special rules than have appeared in supplements in the past. As always, you are free to use whichever of these rules you want, discard those you don't like, and encouraged to make any changes that will make the whole gaming experience more fun for you and your gaming buddies.

Also included in this book is an extra-large chapter on new treasure. The advent of the new edition of the game 'stirred the pot' as it were, creating new ripples in the rules that could be exploited in the creation of new magic treasures to break, bend, or modify those rules! Also, for the first time, I have added a new level of treasure to the game, that of artefacts. These rare and unique treasures are slightly more powerful than the 'average' magic treasures usually recovered from the frozen ruins. While such treasures tend to give the wizards greater capabilities, they also extract a price for such power. The wizards will have to decide for themselves what such power is worth.

I want to finish up by thanking everyone that has supported me in my creative endeavours. Whether you have played *Frostgrave* since the beginning and followed it through all the supplements, and even to a different setting, or you are new to this edition, it is largely due to your support that I have been able to devote so much time and creative energy to working in and on this world. It is greatly appreciated.

So, grab your staff, cast your Out of Game spells, and see if you can survive the incursion of the Red King!

CHAPTER ONE
THE INVASION

The cataclysmic demise of ancient Felstad happened in an instant, and for most inhabitants of the city, the moment of recognition was also the moment of destruction. There was no time to prepare or try to escape. A few wizards, though, mostly the soothsayers and chronomancers who had access to the city council chambers, learned of the catastrophe a few moments before it happened. It is unlikely that these wizards could have done anything to prevent the destruction, but, in the event, they didn't even try. Instead, they took the only path they could see to ensure their own survival: they made a deal with the powerful, yet imprisoned, demonic entity known as the Red King. In exchange for saving their lives, they granted the Red King the 'Keys to the City'. In this case, however, the keys were no mere ceremonial artefact, but actual magic formulas that defined the city's precise location within the infinite dimensions. With this information, and enough time, the Red King would be able to break the shackles that bound him…

Of course the story of those council members and their treachery would only be discovered over a millennium later, after the invasion had begun. In fact, by the time of the great thaw that revealed Frostgrave, even the name of the Red King had been forgotten.

THE HERALD

It was several years into the exploration of Frostgrave that all the spellcasters in and around the city awoke from a similar dream. They all dreamed of a robed figure, its head encased in a bronze helmet with hideous tusks, both of its hands clutching strange staves. Although the figure had no mouth, a metallic voice instructed the wizards to prepare, for the new master of the city, the Red King, was coming…

While the wizards of Frostgrave are not famous for working together, several of the wealthier, more powerful mages offered a collective bounty for anyone who discovered more information about this dream, the herald, or the Red King.
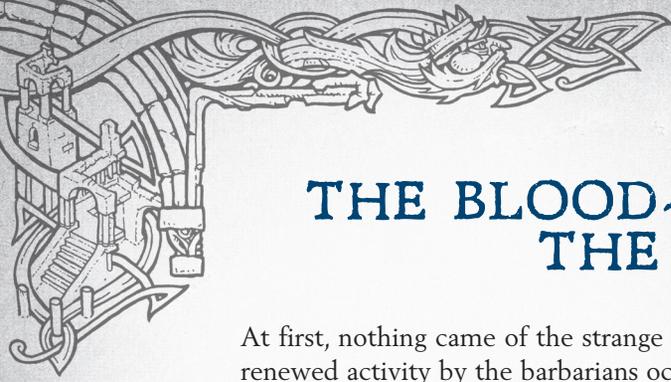
THE BLOOD-MARKED AND THE HRUT

At first, nothing came of the strange dream message, but then reports came of renewed activity by the barbarians occupying the Hallows in the northern part of the city. These barbarians had become more aggressive, attacking any wizards they could find, and many of them bore a strange, crimson brand upon their faces. They fought with such fury that a few had spontaneously combusted, but continued to fight as their bodies burned away.

Even as the barbarians created more questions than answers, a new threat arose. Soldiers told stories about strange disks of light that formed out of nothingness. Out of these portals stepped demonic warriors, encased in black armour, and carrying, heavy, wicked blades. As soon as these creatures set eyes on an explorer, they shouted 'Hrut' and charged. They never attempted to communicate and they never showed mercy. After several days, new varieties of these demons started appearing, including ones with great wings that could be seen gliding between the dead towers of the city.

EXISTENTIAL COLLISION

As dangerous as the Blood-marked and the Hrut prove to everyone living in and around Frostgrave, they are a mere distraction in the plans of the Red King. The demon lord has no desire to conquer and occupy the Frozen City in the classic sense; instead, his 'invasion' is an attempt to merge his own pocket dimension with the physical space occupied by the Frozen City, allowing him to exist in both realities at once. As the battles against the demons grow in intensity, reality begins to warp and crack all over the city, resulting in moments when the laws of physics, and even magic, no longer apply. As the Red King's plans grow closer to completion, these pockets of unreality grow more widespread and more intense, forcing the wizards to react and take the battle directly to the demon lord...

> I guess, if you count a thousand tiny vials, each holding one dead ant as treasure...
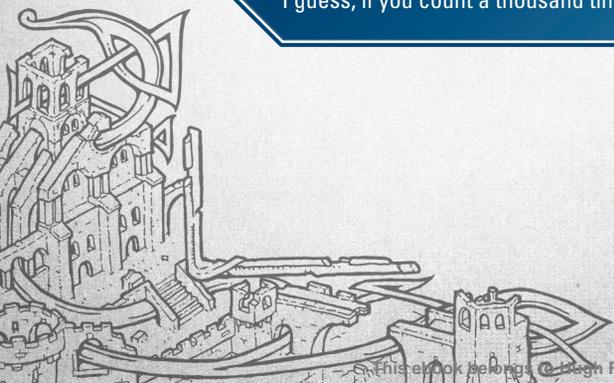
WARPING REALITY

In game terms, the larger warps in reality created by the invasion are represented by the special rules given in specific scenarios. However, the invasion also includes innumerable moments when reality seems to skip a beat and reset slightly differently than before. The wizards refer to these events as 'Reality Cracks'. If players would like to bring even more weirdness to their games, or to play their own scenarios set during the time of the Red King, they can use the reality cracks rules given below.

Reality Cracks

Every game set during the time of the Red King potentially features a crack in reality, and, the longer the game continues, the more likely it is to occur. The **Reality Cracks Occurrence Table** below gives the likelihood of a crack appearing in each game turn. At the beginning of each turn, check the chart below. If any player's priority roll is higher than the occurrence number for the turn, then a reality crack has occurred. One player should immediately roll another die and compare the result to the **Reality Cracks List** given below. The effects given in the appropriate entry on the list should be immediately applied before any figures are activated. Since games featuring more than two players are likely to feature more high priority rolls (since more priority rolls are being made) the table includes a second column for games with three or more players.

Only one reality crack will occur per scenario, but many have ongoing effects.
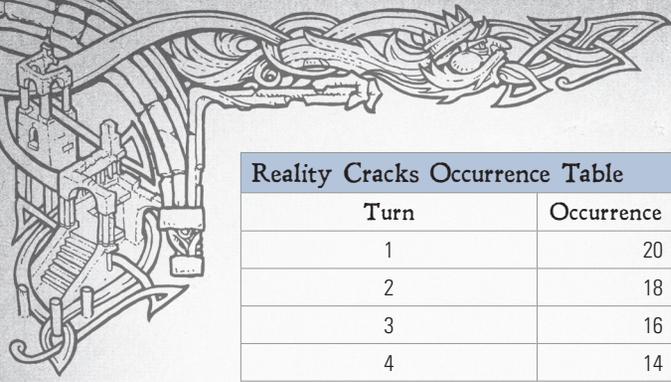
Reality Cracks Occurrence Table		
Turn	Occurrence Number	Occurrence Number (3 Players)
1	20	20
2	18	19
3	16	17
4	14	16
5	12	14
6	8	11
7	4	8
8	1	4

Several of the reality cracks call for the selection of a random school of magic. In this case, roll on the table below.

Random School of Magic Table	
Die Roll	School
1–2	Enchanter
3–4	Necromancer
5–6	Illusionist
7–8	Witch
9–10	Sigilist
11–12	Elementalist
13–14	Thaumaturge
15–16	Soothsayer
17–18	Chronomancer
19–20	Summoner

STRING THEORY

The Red King campaign calls for something rarely needed in games of *Frostgrave*: string! You'll want a ball of string, or at least several long pieces, on hand while you play through the scenarios in this book, or when using the reality cracks rules presented below. The string is used to divide the table when reality shifts. In some cases the string represents two parts of the table that are no longer connected in 'real space', in others it represents a point where reality bends. There are even a couple of scenarios where the string actually moves across the table, representing a wave of changing reality.

When the rules tell you to reach for the string, you know things are about to get crazy!
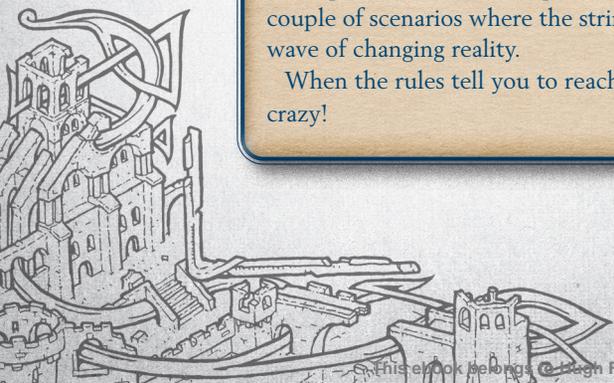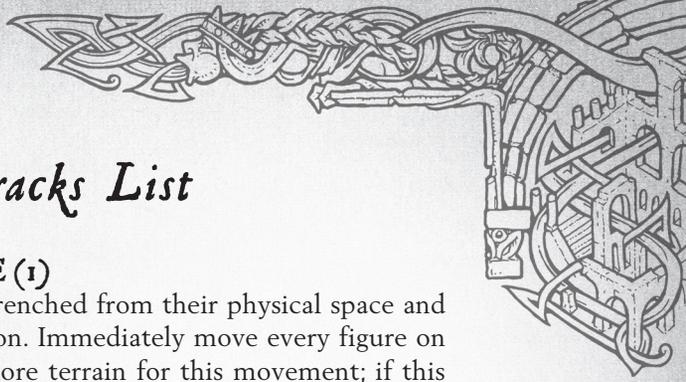
Reality Cracks List

ONE (1)

With a nauseating twist, everyone is wrenched from their physical space and moved several feet in a random direction. Immediately move every figure on the table 6" in a random direction. Ignore terrain for this movement; if this would cause a figure to move into a terrain piece, put them on top of this terrain. If the figure was on top of a terrain piece and this move would leave them hanging in the air, put them on the ground, but no damage is taken from falling. If this would cause a figure to move onto another figure, just place it as close as possible. If this would move a figure off the table, place them adjacent to the table edge at the point they would have moved off. This movement does not include treasure tokens, so if a figure is holding a treasure token, they drop it before the move.

TWO (2)

Suddenly a great blackness cuts through the world, obscuring everything behind it. Randomly select one corner of the table. Then place a string from that corner, through the middle of the table, and to the opposite corner. No line of sight may be drawn through the string, though figures can move through it as normal. At the end of the turn roll a die: 1–10, the string stays for another turn; 11–16, the string switches so that it is drawn between the other two table corners; 17–20, the string vanishes and line of sight can be drawn as normal across the table.

THREE (3)

Gravity in this part of the city slowly starts to lose its force. Whenever a figure makes a movement action, it can only move in a straight line, and may only turn by using a separate move action. Furthermore, figures suffer no movement penalties for climbing, rough ground, or carrying treasure tokens. If a figure falls, treat the distance fallen as 3" less than it actually was for the purposes of determining damage, but 3" more when determining how much of a movement action is consumed by the fall. All shooting attacks are at -2. At the end of each turn roll a die: 1–16 nothing happens; 17–20 gravity returns to its full force and all the regular rules once again apply.

> All ten books had a giant iron bar running straight through them, with heavy discs welded onto either end. There was no way to open the books or remove the bar, and the thing weighed a ton, but the wizard makes us carry it all the way home…
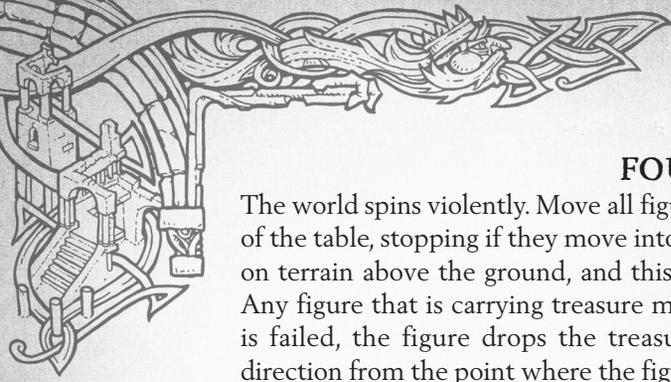
FOUR (4)

The world spins violently. Move all figures 6" directly away from the centre point of the table, stopping if they move into terrain or the table edge. If the figure was on terrain above the ground, and this moves them off, they will fall as normal. Any figure that is carrying treasure must make a Move Roll (TN18). If the roll is failed, the figure drops the treasure token, which moves 6" in a random direction from the point where the figure was standing before the movement. At the start of each turn after this one, roll a die: 1–16 nothing happens; 17–20 the world spins again, following the same rules as above.

FIVE (5)

With a flash of purple light, a null wave rolls across this part of the city. All spells currently in play are immediately cancelled. Furthermore, all spellcasters suffer -2 to their Casting Rolls this turn. No magic items may be used this turn, and even magic items that are always on, such as magic weapons and armour, lose all their abilities and bonuses for this turn. All constructs and undead must make an immediate Will Roll (TN12) or they will not activate during the turn. At the start of each turn after this one, roll a die: 1–16 nothing happens; 17–20 the null wave comes again, following the same rules as above.

SIX (6)

With a muffled 'boom', a fraction of space implodes, sucking everyone and everything towards it. Move all figures 6" directly towards the centre point of the table, stopping if they move into terrain or if they reach the centre. If the figure was on terrain above the ground and this moves them off, they will fall as normal. Any figure that was carrying treasure must make a Move Roll (TN18). If the roll is failed, the figure drops the treasure token, which moves 6" in a random direction from the point where the figure was standing before the movement. At the start of each turn after this one, roll a die: 1–16 nothing happens; 17–20 there is another implosion, following the same rules as above.

SEVEN (7)

The sky suddenly erupts in a rainbow of colours that shoot and streak in all directions. Spellcasters feel an immense energy passing through them. Each turn for the rest of the game, select a random school of magic. For that turn, any spellcaster that attempts to cast a spell from that school of magic receives +5 to their Casting Roll; however, they also immediately suffer 2 points of damage from the painful mystical energy coursing through them. Furthermore, all figures on the table receive +3 to all Will Rolls for the remainder of the game.

EIGHT (8)

With an ear-shattering clap, space attempts to fold in on itself. Randomly determine one table edge and lay a string from the centre point of that edge to the centre point of the table edge opposite. Move all figures 6" directly towards the string, stopping if they move into terrain or the string. If the
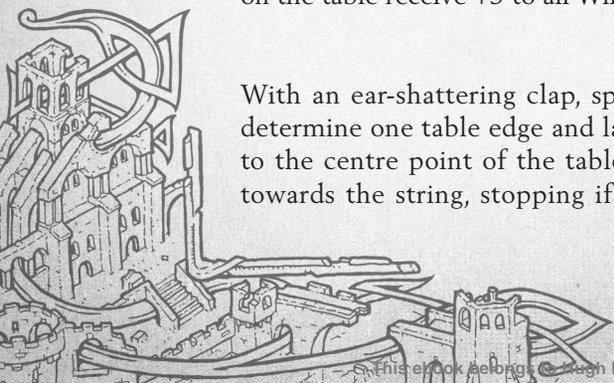
figure was on terrain above the ground, and this moves them off, they will fall as normal. Any figure that was carrying treasure must make a Move Roll (TN18). If the roll is failed, the figure drops the treasure token, which moves 6" in a random direction from the point where the figure was standing before the movement. Once this is done, the string can be removed. At the start of each turn after this one, roll a die: 1–16 nothing happens; 17–20 there is clap and the space folds again – once again, randomly select a table edge and follow the same rules as above.

NINE (9)

The sky suddenly darkens, and strange pulses of grey shoot and writhe amidst the blackness. Each turn for the rest of the game, select a random school of magic. For that turn, any spellcaster that attempts to cast a spell from that school of magic suffers -5 to their Casting Roll. Furthermore, all figures on the table suffer -2 to all Will Rolls for the remainder of the game.

TEN (10)

It starts as a single point of purple light, and then erupts with a phantasmal fury into a gigantic ball of purple lightning which rolls across the battlefield. Randomly determine one table edge, and place a string from the centre point of that edge to the centre point of the table edge opposite. All figures within 4" of the string immediately suffer a +3 Elemental magic attack. The string may then be removed. At the start of each turn after this one, roll a die: 1–16 nothing happens; 17–20 another ball of phantasmal energy rolls across the field – once again, randomly select a table edge and follow the same rules as above.
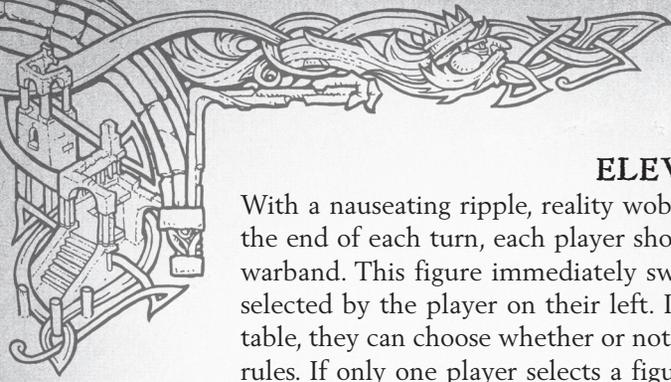
ELEVEN (11)

With a nauseating ripple, reality wobbles, and several people switch places. At the end of each turn, each player should randomly select one member of their warband. This figure immediately switches places with the warband member selected by the player on their left. If a player has only one figure left on the table, they can choose whether or not to select a figure. If not, they ignore these rules. If only one player selects a figure, then that player must select a second figure and those two members of their warband switch places.

TWELVE (12)

Everyone feels a horrific twisting as reality bends around itself into a loop. Figures can no longer exit the table though any of the table edges. The only way to exit the table is to reach the centre point on the table and spend an action to exit.

THIRTEEN (13)

A bright spiral of light flares into existence and Hrut start stepping through. Place a disc or some kind of portal in the centre of the table. It should be approximately 2" wide and blocks all line of sight and movement either through or over it. Roll one die and move the portal half that number of inches in a random direction. If this moves it onto any figures or treasure tokens, move these items the least distance possible so that they are no longer in contact with the portal. At the start of every turn, including this one, place one Hrut warrior at a random point around the portal. This continues until the end of the game. These Hrut follow the standard rules for uncontrolled creatures.

FOURTEEN (14)

With a thunderous roar, a great wind sucks everything inward. Place a marker on the centre of the table and roll for a random direction. Place a string running from the centre point in the direction indicated. Take the figure that is closest to the centre point and within 3" of this line and immediately move them to the centre of the table. If there is no figure within 3" of the line, ignore this roll. Roll for random directions six times, moving one figure each time if applicable. After the first figure has been moved to the centre, each additional figure must be placed in base contact with one other figure that has been moved to the centre. The player that currently controls that figure gets to choose the exact placement. If the figure moved is an uncontrolled monster, players should roll off, with the highest roll placing the monster.

FIFTEEN (15)

Suddenly everything blurs, melds, and resets. The player that lost priority should immediately select one terrain piece and move it up to 10" in any direction. This must leave it on the table and not overlapping any other terrain piece. Any figures and treasure tokens that were on the terrain piece move with it. The player that rolled the next lowest priority roll should then select a different terrain piece and do the same, and so forth, until all players have done so. The
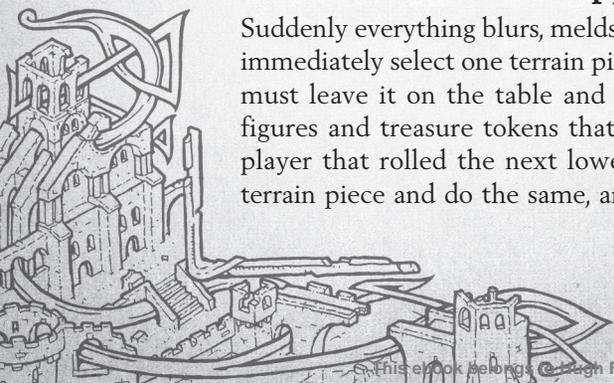
players should then do this again in the same order, until all players have moved two terrain pieces or there are no terrain pieces that can be moved. No terrain piece can be moved more than once.

SIXTEEN (16)

The air above flickers and goes dark. Suddenly, a gigantic cloven hoof descends out of the darkness and crushes everything beneath it flat. Place a 3" diameter disc in the centre of the table. Then roll a die and move it a number of inches equal to the roll, divided by 3, rounded down, in a random direction. Every figure in contact with the disc immediately suffers a +10 magic attack. Any treasure tokens in contact with the disc, including those carried by a figure, are crushed and destroyed. Immediately remove them from the table. The disc stays on the table and counts as impassable terrain. Furthermore, line of sight may not be drawn through or over the disc. At the end of each subsequent turn, move the disc again, following the same rules as above. The giant cloven hoof (or disc) continues to move at the end of each turn until the game ends or it moves off the table. Nothing the warband members can do can affect this disc in any way.

SEVENTEEN (17)

With a gut-churning lurch, the small piece of reality that contains the battlefield separates itself from the rest of the universe and forms a spherical pocket reality with the warband members standing on the outside. While this continues, it is impossible to exit the table. Any figure that moves off a table edge reappears at the corresponding spot on the opposite table edge. Line of sight may also be drawn in this manner. Due to the extreme curvature of the sphere, the maximum line of sight for any figure is 6" + however many inches they are standing above the ground. So a figure 3" off the ground has a maximum line of sight of 9". At the end of every turn roll a die: on a 16+ reality returns to its normal state and all rules return to normal.
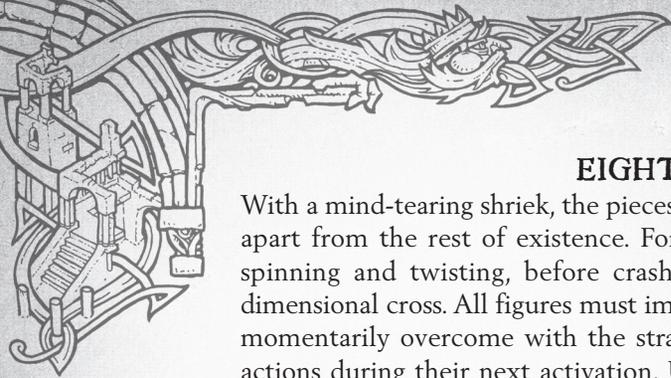
EIGHTEEN (18)

With a mind-tearing shriek, the pieces of reality containing the battlefield break apart from the rest of existence. For a moment, two large planes float free, spinning and twisting, before crashing into one another to form a three-dimensional cross. All figures must immediately make a Will Roll (TN18) or be momentarily overcome with the strangeness of the situation, and receive no actions during their next activation. Undead, constructs and demons pass this test automatically. Place two pieces of string across the table so that they divide the table into four equal quarters. Randomly select one quarter. This quarter and the one diagonal from it are now completely surrounded by the void. There is no way out of these quarters, nor anyway to draw line of sight from these quarters to any other. The other two quarters now sit perpendicular to one another. There is no way to physically move in or out of these quarters, but a figure in one of these quarters may always draw line of sight to any point in the other quarter, with a distance always treated as 12". A figure may use Teleport or Transpose to move between these two quarters. A figure using Plane Walk may move over a string as normal. At the end of every turn roll a die: on a 13+ reality returns to its normal state; the strings are removed and the table is once more a single plane.

NINETEEN (19)

For a moment, the world goes wobbly, like reality seen through a cloud of gas fumes. Then people begin to switch locations. At the end of every turn, each player must select one member of their own warband in secret. This member cannot be undead or a construct. Players reveal their choice simultaneously. Starting with the player with priority, this player's selected figure takes the place of the selected figure of the player on their left. The player to their left then moves their selected figure to the spot of the selected figure by the player on their left, and so forth. If any figure is holding treasure, roll a die: on a 13+ the treasure token is moved with them. On 12 or less, move the treasure token 2" in a random direction from the point the figure was originally standing. If a player has only one figure left on the table that could be selected each turn, this player does not select any figures. If only one player has figures that can be selected, this reality crack ends.

> The body hung from the ceiling on a spring made of golden wire. We tried to get it down to get at the gold, but every time we touched it, it started bouncing around and attacking us…

16
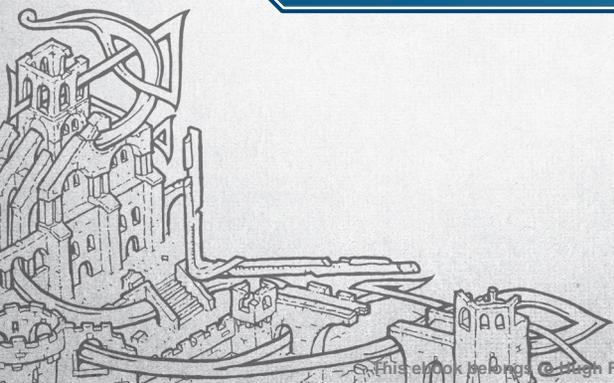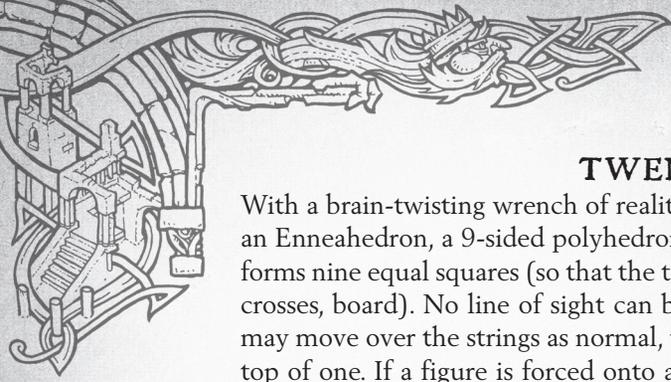
TWENTY (20)

With a brain-twisting wrench of reality, the surrounding land reforms itself into an Enneahedron, a 9-sided polyhedron. Place four strings on the table so that it forms nine equal squares (so that the table looks like a tic-tac-toe, or noughts and crosses, board). No line of sight can be drawn across any of the strings. Figures may move over the strings as normal, though they may never end their move on top of one. If a figure is forced onto a string, continued to move it in the same direction until it is completely off the string. No figure may exit the table at this time. Figures may move off a table edge, but will reappear at the same location on the opposite table edge. At the end of each turn, roll a die: on a 15 or less, nothing happens. On a 16+ reality reverts to its normal state, the strings are removed, and the regular rules for movement and exiting the table once again apply.

RAGGED WARBANDS

Beginning with Scenario Seven in this book, the situation in Frostgrave changes completely. The city is cut off from the rest of the world, and the wizards are separated from their bases of supply and recruitment. At this point, the normal campaign rules are suspended and replaced by those given below.

Injury and Death

After each game, players should roll for injury and death to their wizard and apprentice following the normal rules.

Players should also make survival rolls for their soldiers; on a roll of 9+, the soldier is fine and returns for the next game at full Health.

However, on a roll of 1–8 the soldier is out of the campaign. They are considered to have made a Full Recovery, but may not take part in any of the remaining Red King scenarios. A player may keep a record of this soldier and add them back to their warband roster after the campaign (at no cost) or may drop them completely. Any item the soldier was carrying remains with them. It may not be reassigned to another warband member.

Soldiers lost during this phase of the campaign are replaced for free by Random Recruits (see below). Players are not allowed to dismiss soldiers from their warband during this part of the campaign.

Experience and Level

Experience is gained in the normal way, and wizards still level up as normal between games.
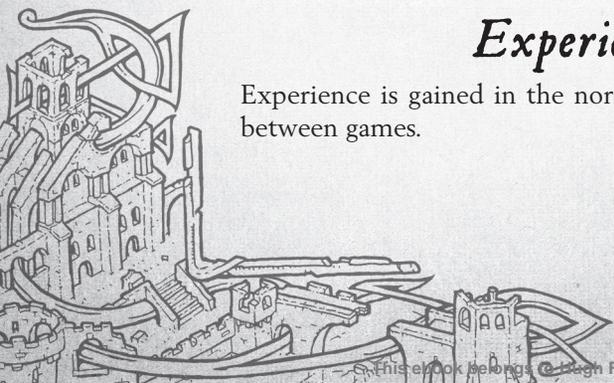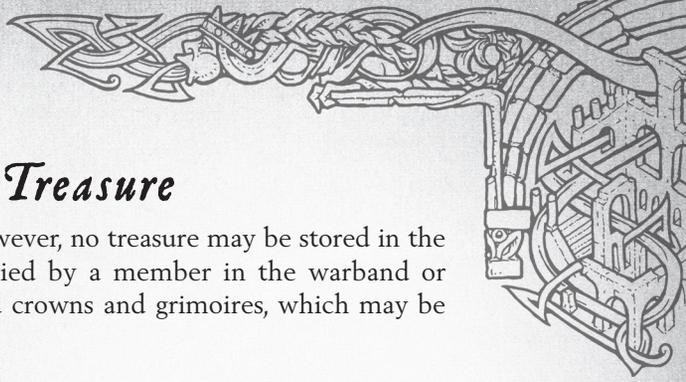
Counting Treasure

Roll for treasure in the normal way. However, no treasure may be stored in the Wizard's Vault. It must either be carried by a member in the warband or discarded. The exception to this is gold crowns and grimoires, which may be stored in the usual fashion.

Spending Treasure

If a player loses their wizard, they may either promote their apprentice or create a new wizard as normal. However, in either case, the player must play the remainder of the campaign without an apprentice. Apprentices who die during this stage of the campaign may not be replaced. Players are not allowed to spend any treasure during this part of the campaign; no new soldiers may be hired, and no grimoires or magic items can be purchased or sold. A player may not establish a base or buy any resources for one, nor may they access any items or special abilities provided by their base.

Random Recruits

As the invasion of the Red King reaches its culmination, the warbands of Frostgrave are completely cut off from the rest of the world. As the battles grow increasingly confusing and desperate, many wizards and soldiers find themselves fighting together out of necessity and hope for survival rather than any kind of formal arrangement. Use the following rules to represent this. Note that these rules can also be used by anyone who just likes the idea of having completely random warbands.

ROLLING FOR RANDOM RECRUITS

Each player should have ten members in their warband at the start of each scenario. If they do not, they should fill their warband up to ten by rolling on the **Random Recruit Tables** below. So a warband that currently contains six figures receives four rolls, while a warband containing two figures receives eight rolls. Roll on **Random Recruit Table I** first. Each roll will lead to a roll on a second table, which lists a type of soldier. This soldier is immediately added to the player's warband.

   Wizards that have any Out of Game spells that allow permanent members to be added to their warband, such as Animal Companion or Animate Construct, should attempt these rolls before determining their number of rolls on the Random Recruitment Table.

> That hallway ran on forever, and every inch of it was covered in portraits of the same person. You had to walk along it for a while before you realized the guy was getting slightly older in every painting…
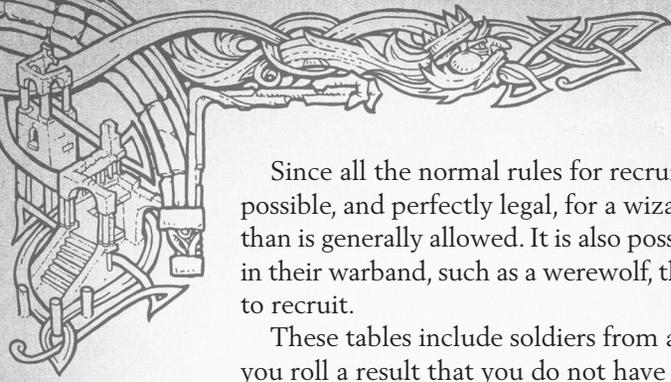
Since all the normal rules for recruiting soldiers are currently suspended, it is possible, and perfectly legal, for a wizard to end up with more Specialist soldiers than is generally allowed. It is also possible for a wizard to end up with a creature in their warband, such as a werewolf, that normally requires a specific magic item to recruit.

These tables include soldiers from all the supplements currently published. If you roll a result that you do not have the rules for, simply re-roll. The table also includes a few results for creatures that have never previously been allowed as soldiers. Enjoy.

Random Recruit Table I	
Die Roll	Result
1–14	Roll again on Random Recruit Table II
15–20	Roll again on Random Recruit Table III

Random Recruit Table II	
Die Roll	Recruit
1–2	Thug
3–4	Thief
5–6	Warhound
7–8	Infantryman
9–10	Man-at-Arms
11	Archer
12	Crossbowman
13	Treasure Hunter
14	Apothecary
15	Knight
16	Templar
17	Ranger
18	Tracker
19	Barbarian
20	Marksman
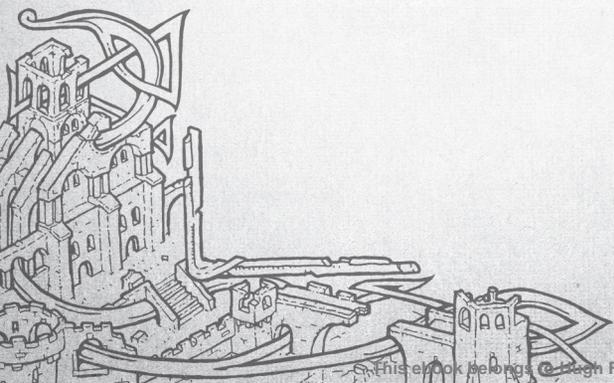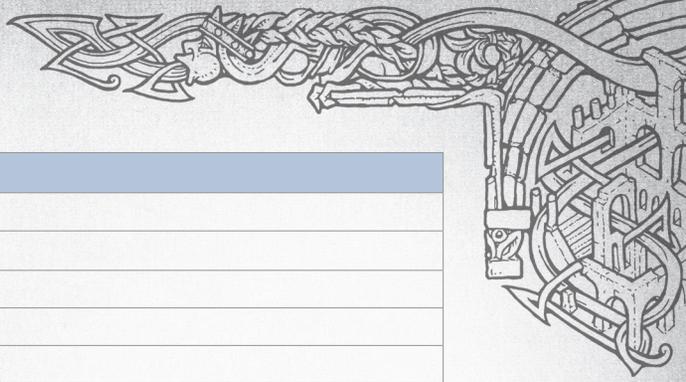
Random Recruit Table III	
Die Roll	Recruit
1	Assassin
2	Bard
3	Captain
4	Collegium Porter
5	Crow Master
6	Demon Hunter
7	Demonic Servant
8	Javelineer
9	Monk
10	Mystic Warrior
11	Pack Mule
12	Rangifer
13	Trap Expert
14	Tunnel Fighter
15	Werewolf
16	Large Construct
17	Minor Demon
18	Snow Troll
19	Foulhorn
20	Vampire

RANDOM RECRUIT STATUS

After a player rolls for each Random Recruit, they may also make one roll on the **Random Recruit Status Table** below. This determines if the Random Recruit is in anyway injured or, alternatively, carrying some magic treasure. This roll is optional, but if the player decides to make the roll, the result must be taken. If the result cannot be logical applied to the specific soldier, treat the roll as 'no result'.

Random Recruit Status Table	
Die Roll	Result
1–4	Roll once on the Permanent Injury Table and apply the results to this soldier, if applicable.
5–6	This Soldier has a permanent -1 Fight.
7–8	This Soldier has a permanent -2 Health.
9–10	This soldier carries a random potion.
11–14	This Soldier carries a magic weapon that gives them +1 Fight. The player may choose from among any weapons the figure carries.
15–16	This soldier carries a random Magic Item. This item may be reassigned after the first game in which the soldier takes part.
17–18	This soldier has a permanent +1 Will.
19–20	This soldier has a permanent +1 Health.
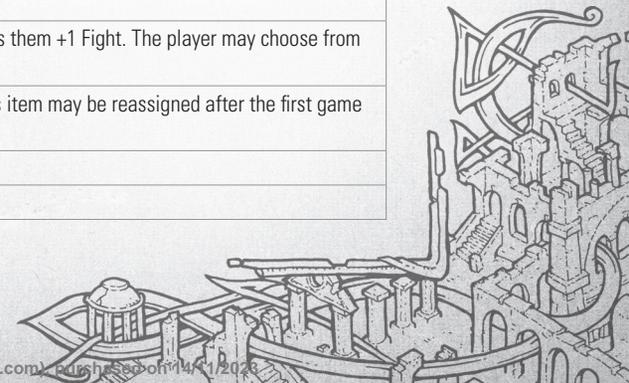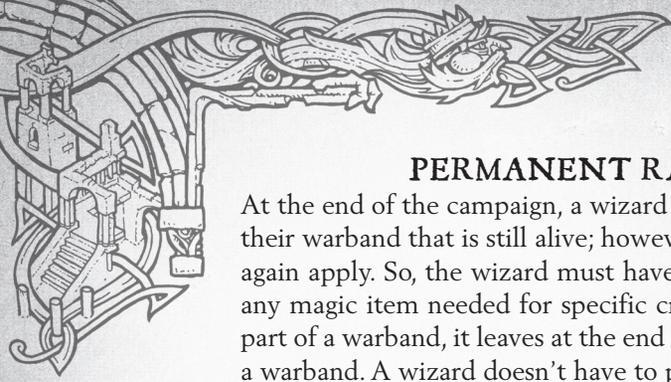
PERMANENT RANDOM RECRUITS

At the end of the campaign, a wizard is allowed to retain any random recruit in their warband that is still alive; however, all the normal rules for warbands once again apply. So, the wizard must have a legal number of specialists and possess any magic item needed for specific creatures. If a creature cannot normally be part of a warband, it leaves at the end of the campaign and cannot be retained in a warband. A wizard doesn't have to pay to retain a random recruit.

THE CAMPAIGN

This campaign drops the player's right into centre of the Red King's invasion; from the first signs that something strange is happening through to the world-shattering conclusion. While only a few of the scenarios are mechanically linked together, all these scenarios are designed to be played in order, as both the narrative and the danger grow with each one. Most of these scenarios have been written for two players, but it should be simple to modify them for more. Notes have been included to help where converting a scenario for three or four players might be more complex than usual.
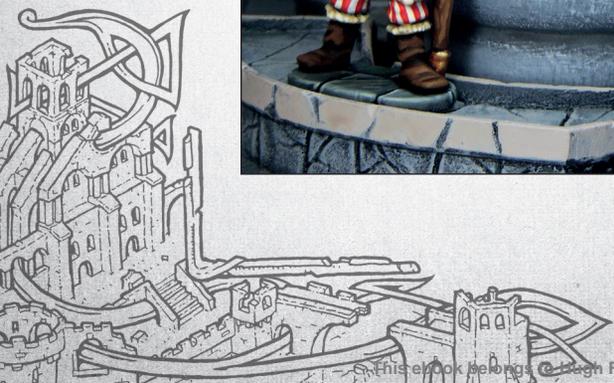
CHAPTER TWO

THE RED KING: ACT ONE

While the unearthly voice of the Herald still haunts your dreams, life goes on, and treasures still lie waiting to be found in the Frozen City. Weird things happen all the time in Frostgrave. Most of the time nothing comes of it…

Scenario One

THE SQUATTER

You recently spoke with a thief who lost her entire party (and a couple of fingers) fighting a snow troll. Her story continuously circled back to the great treasures that the troll had piled in its house. Likely the thief was just spinning yarns, but for the cost of a drink, she gave you the location of the troll house. The next morning you set off into the ruins.

Set-Up

Requirements: Ruined house with three rooms, snow troll, 3+ blood-marked berserkers.

Place a ruined house in the middle of the table. This house should consist of three rooms, or at least partial rooms. The centre room should only be accessible through doorways to the other two rooms, but otherwise the layout and exact nature of the house is not important. The rest of the table should be crowded with ruins as per a standard game.

Place the central treasure in the centre room of the house. It should be impossible to draw line of sight to the central treasure from outside the house. Place one treasure token in each of the other two rooms in the house. Finally, place one additional treasure token per player following the standard rules.

Place a snow troll (*Frostgrave: Second Edition*, p.188) adjacent to the central treasure.
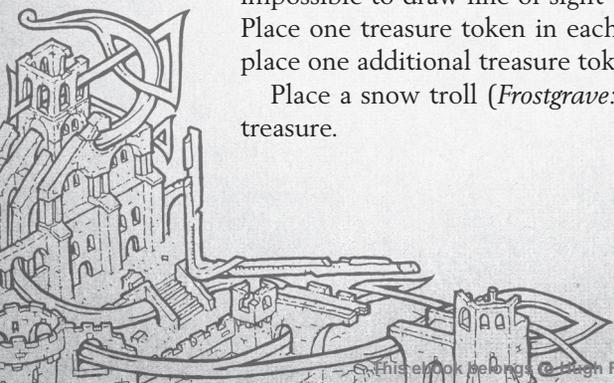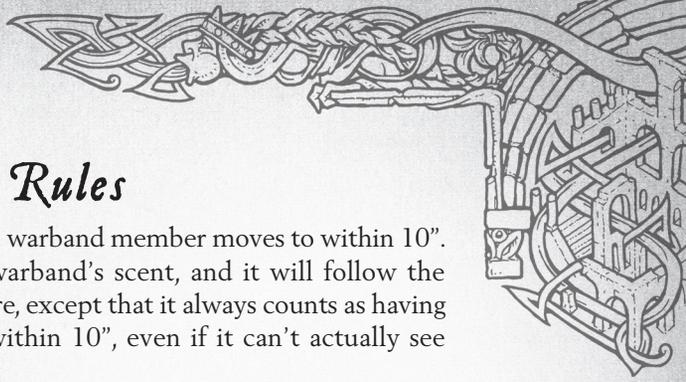
Special Rules

The snow troll will take no actions until a warband member moves to within 10". At this point, the troll will catch the warband's scent, and it will follow the standard rules for an uncontrolled creature, except that it always counts as having line of sight to any warband member within 10", even if it can't actually see them.

The central room of the house is filled with troll dung and reeks with such a powerful odour that it burns the eyes and fills the throat. Any figure that wishes to move into the central room must first make a Will Roll (TN14). If they fail, they must stop at the door and their activation ends immediately. They may try again on the next turn. Once a figure has passed this Will Roll once, they do not have to make it again for the rest of the game, even if they leave the room and enter it again. Undead and constructs pass this Will roll automatically.

At the end of each of the first six turns, place one blood-marked berserker (p.86) in a random table corner. These berserkers follow the standard rules for uncontrolled creatures, except that if they are called upon to make a random move, they will instead move directly towards the closest treasure token (carried or not), even if it is not in line of sight. If they are adjacent to a treasure token, and no warband member is in line of sight, they will take no action.

Treasure and Experience

Roll for treasure as normal after the game. Experience points are gained as normal for this scenario with the following additions:

- +5 experience points for each blood-marked berserker killed by the wizard or their warband.
- +10 experience points if either the wizard or apprentice is ever in combat with a blood-marked berserker.
- +20 experience points if either the wizard or apprentice enters the centre room of the house.
- +20 experience points if the wizard or a member of their warband kills the snow troll.

It was those sisters – you know, the chronomancer girls – cast some spell that gave us all these long beards and then disappeared into the ruins…

Scenario Two

INVESTIGATIONS

While the attack of the crazed barbarians was both unexpected and unwelcome, it did present an interesting opportunity. By following their tracks back, you have come within sight of one of their encampments. Around a large tent, you can see a number of 'fetish stands': small wooden tripods festooned with feathers, animal claws, and little leather pouches. Beneath each stand is a wrapped bundle, which contains an offering to whatever demon the berserkers worship. Not only do those bundles likely contain interesting treasures recovered from the city, but their nature, and the nature of the bits hanging on the stands might offer clues to the mystery of the Herald. Clues that some wizards would pay a lot to learn…
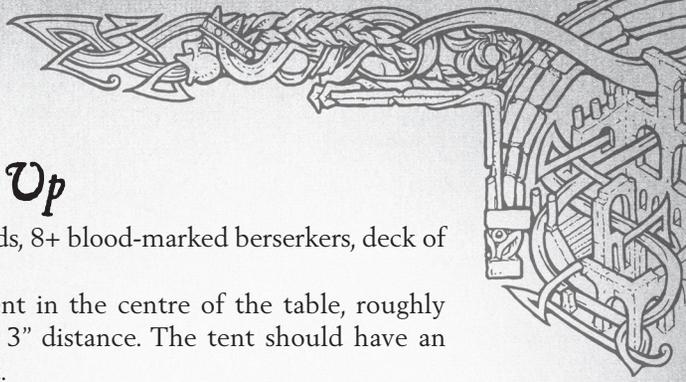
Set-Up

Requirements: Large tent, 7+ fetish stands, 8+ blood-marked berserkers, deck of playing cards.

Place a large, 6" diameter circular tent in the centre of the table, roughly circled by seven fetish stands at about 3" distance. The tent should have an entrance facing each player's entry point.

Add a further two stands to this circle for each player above two in the game. No terrain should be placed between the tent and the stands. The rest of the table should be crowded with terrain as per a standard game.

One blood-marked berserker (p.86) should be placed 2" in front of each of the entrances to the tent. Each player should then take one blood-marked berserker and place it anywhere on the table that is within 12" of the tent.

No treasure tokens are placed for this scenario.

You will need to assemble a small deck of cards. To do this, take a normal deck of playing cards and pull out the cards referenced on the **Fetish Stand Table** on page 28 (the rest of the cards will not be used). Shuffle these cards to form the **Fetish Stand Deck**. Place this deck beside the table.

Special Rules

The berserkers are not aware of the warband's presence at the beginning of the game. For the first three turns, the berserkers will take no actions when they activate, unless the alarm has been raised. The alarm is raised if any of the following occur:

- A berserker activates with a warband member in line of sight,
- A berserker is wounded by an attack but not reduced to 0 Health,
- Any loud or bright spell is cast. Loud or bright spells include: Blinding Light, Crumble, Destructive Sphere, Draining Word, Elemental Ball, Elemental Bolt, Explosive Rune (only when it actually goes off), Glow, Grenade, Power Word, Scatter Shot, or Wall.

Once the alarm is raised, berserkers follow the standard rules for uncontrolled creatures. Furthermore, every turn after the alarm is raised, place a new blood-marked berserker in front of a randomly determined entrance to the tent. This continues for six turns, after which no more berserkers appear.

At the end of the third turn, reality warps and cracks, and the relative position of this small part of the city to the rest of Frostgrave shifts. Each player should roll randomly between the two corners of the table that are opposite their entry side (or all three other corners if they deployed from a corner). For the rest of the game, members of the warband may only exit the table off one of the two edges connected to the randomly selected corner. This may, or may not, mean that warbands have to exit off the same table edges. At this point, the alarm is automatically raised.
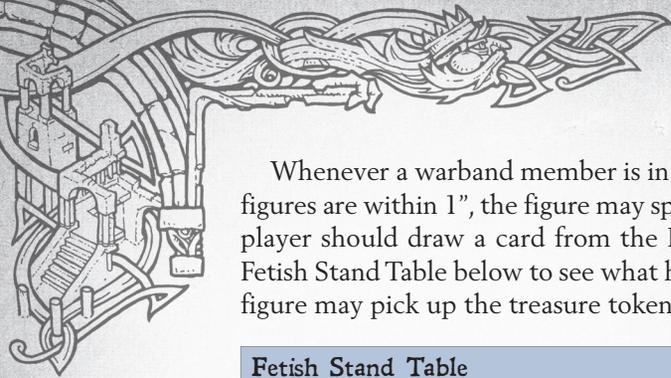
Whenever a warband member is in contact with a fetish stand, and no enemy figures are within 1", the figure may spend an action to investigate the stand. The player should draw a card from the Fetish Stand Deck and compare it to the Fetish Stand Table below to see what has been found. If it is a treasure token, the figure may pick up the treasure token as a free action.

Fetish Stand Table	
Card	**Result**
Ace of Hearts	Replace the stand with a treasure token. This token is worth +100gc if secured.
King of Hearts	Replace the stand with a treasure token. This token is worth +50gc if secured.
Queen of Hearts	Replace the stand with a treasure token. This token is worth +50gc if secured.
Jack of Hearts	Replace the stand with a treasure token. This token is worth +25gc if secured.
Ten of Hearts	Replace the stand with a treasure token. This token is worth +25gc if secured.
Nine of Hearts	Remove the stand. The investigating figure must immediately make a Will Roll (TN16) or be poisoned.
Eight of Hearts	Remove the stand. The investigating figure must immediately make a Will Roll (TN16) or they will receive no actions during their next activation.
If playing with 3 players add the following two cards	
Seven of Hearts	Replace the stand with a treasure token. This token is worth +50gc if secured.
Six of Hearts	Replace the stand with a treasure token. This token is worth +25gc if secured.
If playing with 4 players add the following two cards	
Five of Hearts	Replace the stand with a treasure token. This token is worth +50gc if secured.
Four of Hearts	Replace the stand with a treasure token. This token is worth +25gc if secured.

Treasure and Experience

Roll for treasure as normal after the game, making note of any bonus gold received for securing specific treasure tokens. Experience points are gained as normal for this scenario with the following additions:

- +10 experience points for each fetish stand investigated by the wizard or their warband.
- +10 experience points for each warband member that exits the table after the third turn.
- No experience points are gained for killing blood-marked berserkers in this scenario.
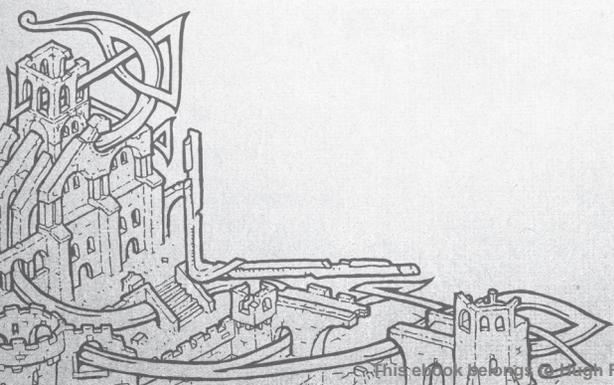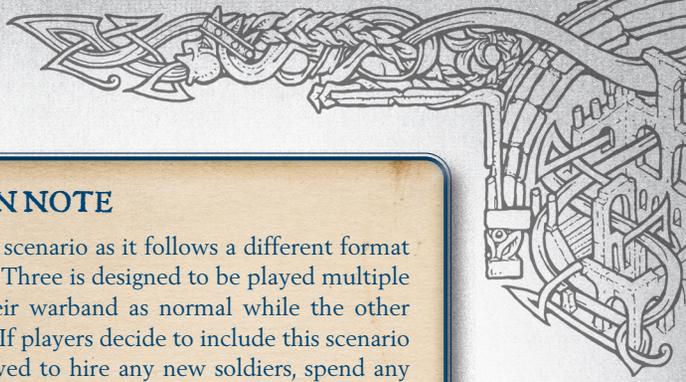
Scenario Three

THE VEIL OF UNREALITY

Having grabbed what you can from the barbarian camp, you beat a hasty retreat. However, even as you move through the frozen ruins following your own path home, you can feel eyes watching you. You know you are being hunted. Then, just as you are about to tell your band to pick up the pace, a weird shimmering light appears ahead. Some kind of veil has fallen directly across your path… It's almost as if the edge of another reality has crashed into your own. You don't have long to think about it, because the barbarians attack…

Set-Up

Requirements: String, 4 blood-marked berserkers, 2 foulhorns

This scenario is designed to be played on a table 3' long and 2' [3'] wide. It should be crowded with ruins as per a standard game.

The wizard player should place their warband adjacent to one of the short table edges. After this, ~~the Red King player should~~ [Randomly] place three normal treasure tokens on the table. These may be placed anywhere ~~the player wishes,~~ so long as they are accessible without the use of magic movement, no more than 6" off the ground, and at least 12" from one another.

A string should then be placed across the table so that it runs parallel to, and 12" away from, the wizard player's starting table edge.

~~Finally, the Red King player should take two~~ [Randomly place four] blood-marked berserkers (p.86) and ~~one~~ [two] foulhorn (p.87) and place them adjacent to, but just off, each of the long table edges. The exact placement of these figures does not matter, but closer to the wizard player's edge is more useful.
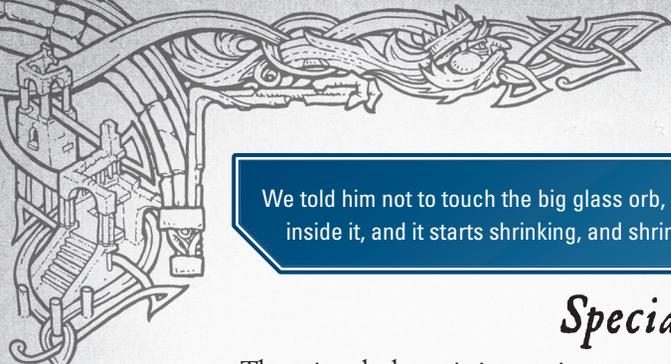
Special Rules

The wizard player is just trying to escape from the berserkers, which can only be accomplished by moving figures off the opposite table edge. Figures may not exit the table off any other table edge.

At the start of the game, the Veil of Unreality, represented by the string, is blocking the wizard's escape. Any figure that comes into contact with, or moves over, the Veil of Unreality is immediately reduced to 0 Health. This includes magic movement. Thankfully, the veil is slowly withdrawing. At the end of each turn, the Red King player should move the Veil 4" further away from the wizard player's starting edge. ~~The Red King player may choose to move it up to an additional 3" in order to gain bonuses to their roll on the~~ **Fractured Reality Table**~~, as explained below.~~ Once the Veil reaches the exit edge of the table, it is removed and plays no further part in the game.

~~The Red King player controls all the blood-marked berserkers and foulhorns in the game. They should roll for initiative as normal.~~ Foulhorns activate in the Big Creature ~~Apprentice~~ Phase and blood-marked berserkers activate in the ~~Soldier~~ creature Phase. At the point that the Red King's figures would activate on the first turn, they should roll a die for each figure: on a result of 6+ the figure can be placed on the table anywhere along its own long table edge, though not beyond the veil. This figure may take one action on this turn. It will take the normal two actions on all subsequent turns. If the die roll is 5 or less the figure remains off the table. Any Red King figures that failed to enter the table do so automatically on Turn 2, following the same rules.

Whenever a Red King figure is reduced to 0 Health, it should be removed from the table. At the end of each turn, roll a die for each figure: on a roll of 6+ it returns to the table at full Health in the centre point of a random table edge (in this case, the table edges refer only to the part of the table that is uncovered by the veil, the section that contains the warband). Note that if a blood-marked berserker becomes a burning man and is subsequently reduced to 0 Health, it returns as a berserker, not a burning man.

Warband members suffer -1 Move for carrying treasure tokens in this scenario, instead of the usual half-movement penalty. Red King figures may not pick up treasure tokens.

At the end of each turn, just after the Veil is moved, ~~the Red King player should~~ randomly select one member of the opposing warband to be a target. ~~The wizard player may then choose to switch the target onto a different member of their warband.~~ The Red King player should then roll on the Fractured Reality Table below. ~~They may add +1 to this roll if the wizard player switched the target. They may add an additional +3 to the roll for each additional inch over 4" that they moved the Veil. They must decide to make these additions before they roll the die.~~ The effects of this roll should be applied immediately.

Fractured Reality Table	
Die Roll	Result
1–3	The target must make an immediate Will Roll (TN10); if they fail, they receive no actions in the coming turn.
4–6	The target figure suffers a +0 elemental magic attack.
7–9	The target figure is the target of a Push spell that will move it directly back towards the starting table edge.
10–12	The target must make an immediate Will Roll (TN12); if they fail, they receive no actions in the coming turn.
13–15	The target figure suffers a +2 elemental magic attack.
16–18	The target figure must make a Will Roll (TN14); if they fail, they suffer -1 Move for the rest of the game. This penalty is cumulative if suffered multiple times.
19–21	The target figure, and all other figures within 1" are the target of separate Push spells that will move them directly back towards the starting table edge.
22–24	The target must make an immediate Will Roll (TN16); if they fail, they receive no actions in the coming turn.
25–27	The target figure suffers a +4 elemental magic attack.
28–30	Reality Wave. All warband members are immediately moved 6" directly towards their starting table edge. This can move a figure out of combat.

Treasure and Experience

Roll for treasure as normal after the game. Experience points are only gained for the following actions in this scenario:

- +60 experience points if the wizard exits the table via the exit edge.
- +40 experience points if the apprentice exits the table via the exit edge.
- +20 experience points for each soldier that exist the table via the exit edge.
- +25 experience points for each treasure token secured.

CHAPTER THREE
THE RED KING: ACT TWO

Much has been learned from the berserker fetishes. It is clear that they are in league with some extremely ancient demonic entity, a creature powerful enough to affect the laws of this reality. But the identity of this demon lord remains a mystery… a mystery that many would pay well to solve.

You've been offered a lucrative opportunity. Using the fetishes, a group of wizards has pinpointed the demonic resonance of this entity in the north of the city. It's not the demon itself, but some potent magical artefact that is tied to it in some way. If it could be recovered, then the demon's identity could likely be ascertained.

They've offered to equip your band with enough invisibility potions so that you can reach the location safely. After that, it is up to you to recover the artefact, and deal with any other treasure hunters who might be after the same prize…
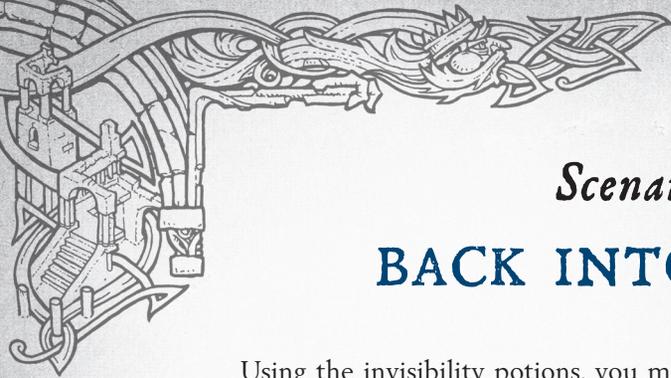
Scenario Four

BACK INTO THE FIRE

Using the invisibility potions, you manage to pass undetected past numerous barbarian outposts and camps, moving deeper and deeper into the part of the city known as the Hallowed. Broken temples loom all around, their columns cracked and splintered, their statues and icons lying shattered in the snow. Finally, you reach a large, roofless temple, and hear chanting coming from inside. As you creep through the broken walls, you see a group of berserkers standing around a glowing…something. Before you can determine its nature, there is a deep boom, and rush of air.

Suddenly, three glowing portals open up, and a man tumbles through the middle one. The man leaps up with wild eyes. His torn clothes and long beard are a thousand years out of style. He screams and runs for a nearby exit. The barbarians, their faces clouded with confusion, make no effort to stop him. Then, as you are about to make your move, something else emerges from one of the portals…

Set-Up

Requirements: 6 blood-marked berserkers, 3+ Hrut warriors, 3 portals.

The 6" adjacent to each table edge should be crowded with terrain as normal, but the centre of the table should be mostly open with only a few pieces of small, scattered terrain. Each corner should contain a doorway.

Designate one table edge as the player edge. Instead of starting table edges, each player should choose a corner of the player edge and set-up all their warband members within 6" of the doorway in that corner.

Place the central treasure in the centre of the table. ~~Each player should then~~ _Randomly_ place two additional treasure tokens on the table. These can be placed anywhere provided that they are farther away from the player edge than the central treasure and no token is closer than 6" to any other token.

Place ~~six~~ _8_ blood-marked berserkers (p.86) standing in a semi-circle around the central treasure. They should each be about 6" away from the token. All the berserkers should be on the player edge half of the table. Place three portals, about 2" in diameter, so that they are equally spaced and complete the circle formed by the berserkers (thus all the portals should be on the other half of the table).
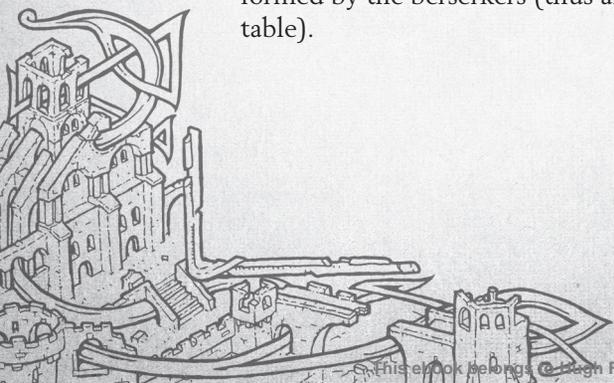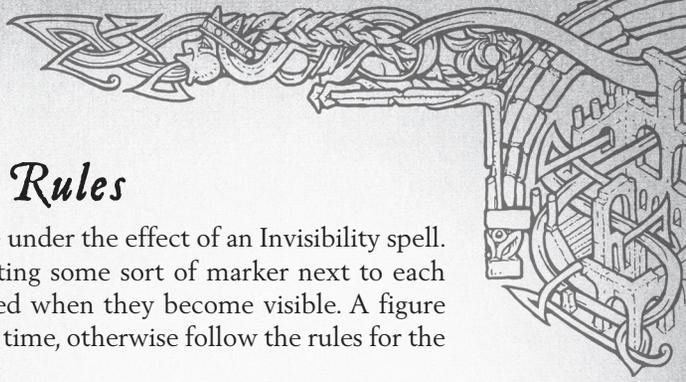
Special Rules

All the warband members start the game under the effect of an Invisibility spell. It is probably worth noting this by putting some sort of marker next to each warband member, which can be removed when they become visible. A figure may voluntarily end its invisibility at any time, otherwise follow the rules for the spell as written.

The central treasure is locked into a stand. It may not be moved by any means until it has been unlocked. To unlock it, a figure must be adjacent to the stand and make a Will Roll (TN16); Thieves, Treasure Hunters, and Spellcasters get +5 to this roll. If the roll is successful, the treasure is unlocked and the figure that unlocked it may pick it up as a free action. Otherwise, it now follows the normal rules for a treasure token.

The portals count as impassable terrain. Any figure that moves into contact with a portal, voluntarily or not, immediately suffers 5 points of elemental magic damage. Line of sight may not be drawn through or over a portal. At the end of the second turn, and every turn thereafter up to and including Turn 8, randomly select one portal and place a Hrut warrior (p.89) adjacent to it. Place the Hrut warrior at the point that is closest to the nearest warband member. Do not factor invisible warband members into this determination, unless that figure is a spellcaster.

Figures may only exit the table through one of the four corner doorways.

Treasure and Experience

The player that secured the central treasure token can either roll for it as normal or make one roll on the **Red King Artefact Table** (p.75). Roll for other treasure as normal after the game. Experience points are gained as normal for this scenario with the following modifications:

- +60 experience points for securing the central treasure.
- +20 experience points for securing a normal treasure token.
- +5 experience points for each blood-marked berserker killed by the wizard or their warband.
- +10 experience points for each Hrut warrior killed by the wizard or their warband.
- +5 experience points for each member of the wizard's warband that exits through a doorway or is still on the table when the game ends.

Scenario Five

THE DEMONS AND THE MAD MAN

After the battle in the temple, you retreated towards home. However, just a short distance away, you came across a strange set of tracks. They were made by booted feet, but the boots apparently had some rune carved into the bottom, which left an imprint with every step. Although the rune is mostly illegible, the style of the writing is telling. It belongs to ancient Felstad. Could these be the tracks of the man you saw emerge from the portal? If so, he must know a great deal about this demon that threatens the city. Also, he must know many secrets from the lost age of magic…

Set-Up

Requirements: Kalamon Ryce, 1 Hrut stinger and 1 or 2 Hrut warriors per player.

   The table should be crowded with terrain as per a standard game. Do not place a central treasure token in this scenario. Instead, place Kalamon Ryce in the centre of the table. Other treasure tokens should be placed as normal.

   Each player should take one Hrut stinger (p.89) and two Hrut warriors (p.89) and keep them off the table. A player whose warband recovered the central treasure in Scenario Four should take only one Hrut warrior.

   Warbands should deploy following the normal rules.

Special Rules

The goal of this scenario is to capture Kalamon Ryce, by rendering him unconscious and carrying him off the table. The only way to render Kalamon Ryce unconscious
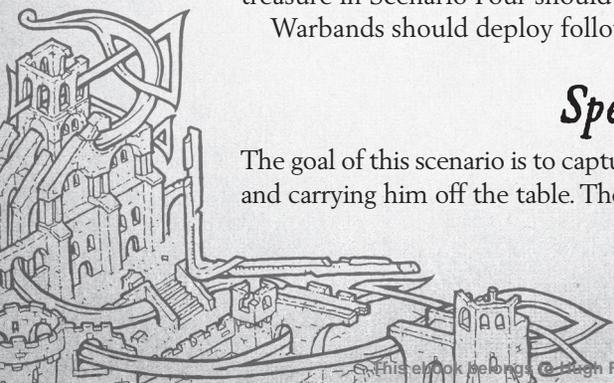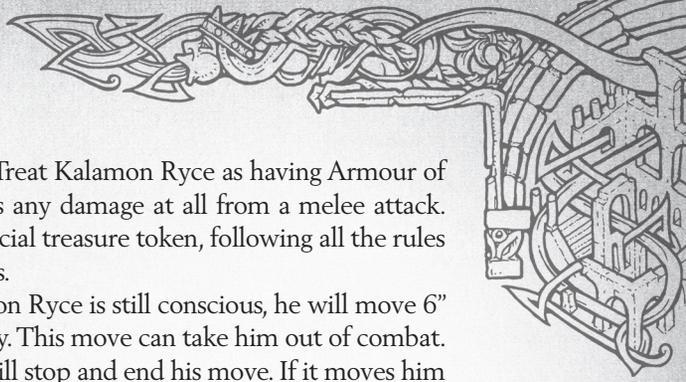
is to attack him in hand-to-hand combat. Treat Kalamon Ryce as having Armour of 18. He is knocked unconscious if he takes any damage at all from a melee attack. From this point forward, treat him as a special treasure token, following all the rules for picking up and carrying treasure tokens.

At the end of any turn in which Kalamon Ryce is still conscious, he will move 6" in a random direction, climbing if necessary. This move can take him out of combat. If Kalamon Ryce moves into a figure, he will stop and end his move. If it moves him off the table, he has escaped.

Due to the strange magics that still linger around him, Kalamon Ryce may not be the target of any spell during this scenario, and any spells that would normally include him in their area of effect have no effect on him.

At the end of Turn 2, each player should select one table corner, in priority order. The player should place their Hrut figures within 6" of this corner. These are hunting parties specifically dispatched to hunt down the wizards who interrupted their summoning. For the rest of the game, each players gets to control the Hrut they placed. They will activate in the player's soldier phase and get the standard two actions. They may not pick up or secure treasure tokens, attack Kalamon Ryce, or support a warband member in a fight, but otherwise they count as members of the controlling player's warband for the rest of the scenario.

This scenario features a unique reality crack. At the end of each turn, roll for a reality crack following the rules presented in the Invasion chapter (p.9). If it occurs, see the rules given below. This crack can occur multiple times during the scenario, but each time it occurs 'reset the clock' to Turn 1 on the **Reality Cracks Occurrence Table** (p.10).

When the crack occurs, part of reality breaks away from the rest and spins around a central point. To represent this, roll for a random table edge. For each figure within 8" of the selected edge or the opposite edge, move it to the other side of the table, maintaining the same distance from the edge. In this way, figures that were in combat should remain in combat, but on the other side of the table (unless one figure was within 8" and the other wasn't).

Treasure and Experience

Players receive no treasure reward for securing Kalamon Ryce, but roll for other treasure as normal after the game. There is no experience reward for securing Kalamon Ryce, but the player that did gets the opportunity to play Scenario Six. Otherwise, experience points are gained as normal for this scenario with the following additions:

- +10 experience points for each reality crack that occurs while the wizard or apprentice is on the table.
- +10 experience points for each Hrut killed by the wizard or their warband (unless those Hrut were under that player's control), to a maximum of +50.

> I'd never even seen a seagull before, but suddenly a thousand of them come screaming out of the sky. Each one swoops in, grabs a bit of gold in its beak and takes off. In a couple of seconds, the whole mound of treasure had been picked clean…

Scenario Six

IN THE MIND OF KALAMON RYCE

This is a solo scenario for the player who secured Kalamon Ryce.

The man you 'rescued' from the frozen ruins is completely insane. While he undoubtedly knows secrets about the Red King and ancient Felstad, these secrets are locked in his head. After consulting several tomes on the subject, you believe you've discovered a way to enter his mind and potentially release some of those secrets…

Set-Up

Requirements: 8 treasure tokens, 6 mindshrikes, deck of playing cards.

This scenario is played on a 2' x 2' table and features no terrain at all. Select one corner and place the wizard there. Place one mindshrike (p.90) in each of the other three corners. Place the treasure tokens so that they form a 3 x 3 grid in the centre of the table, with each token being 6" from any of its neighbours, and the token that would be closest to the wizard missing (leaving eight instead of nine).

Take the deck of playing cards and pull out the cards listed on the **Mind of Kalamon Ryce Event Table** below (the rest of the cards will not be used). Shuffle these cards to form the **Mind of Kalamon Ryce Event Deck**. Place this deck beside the table.
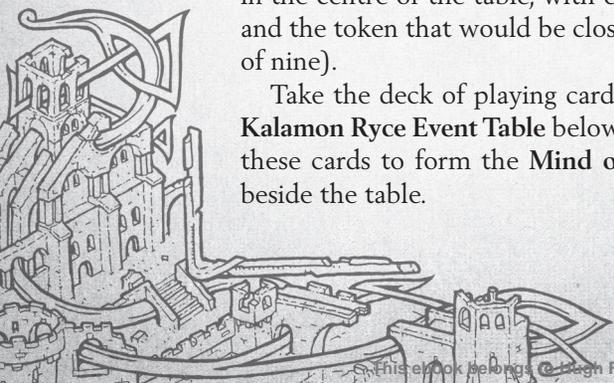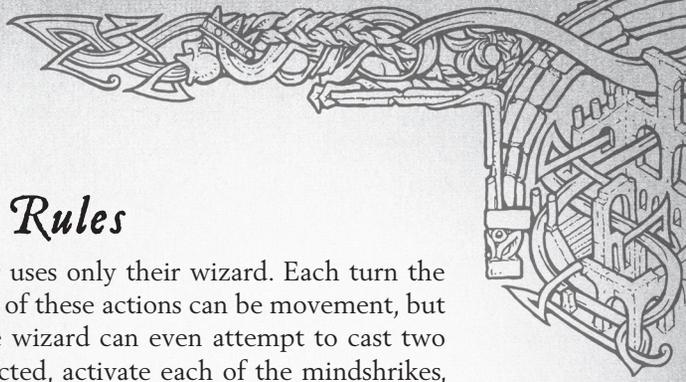
Special Rules

This is a solo scenario where the player uses only their wizard. Each turn the wizard may take three actions. Only one of these actions can be movement, but the other two can be anything else; the wizard can even attempt to cast two spells each turn. After the wizard has acted, activate each of the mindshrikes, starting with the one closest to the wizard and moving outward. The mindshrikes follow the normal rules for uncontrolled creatures.

If the wizard moves into contact with a treasure token, immediately pick it up and put it aside as though it had been secured. No action is needed for this, nor is the wizard ever counted as carrying treasure.

At the end of each turn, draw one card from the Mind of Kalamon Ryce Event Deck and compare it to the Mind of Kalamon Ryce Event Table below.

This scenario ends at the end of Turn 8 or at any point the wizard is reduced to 0 Health. If the wizard is reduced to 0 Health, no roll on the Survival Table is necessary; treat the wizard as though they made a full recovery.

Mind of Kalamon Ryce Event Table	
Card	**Event**
Ace of Hearts	Place one mindshrike in a random corner. Move the treasure token closest to the wizard 6″ in a random direction.
King of Hearts	Place one mindshrike in a random corner. Move the treasure token closest to the wizard 6″ in a random direction.
Queen of Hearts	Place one mindshrike in a random corner. Move the treasure token furthest from the wizard 6″ in a random direction.
Jack of Hearts	Place one mindshrike in a random corner. Move the treasure token furthest from the wizard 6″ in a random direction.
Ten of Hearts	Place two mindshrikes in a random corner. Move all treasure tokens 3″ directly away from the wizard's starting corner.
Nine of Hearts	Place two mindshrikes in a random corner. Move all treasure tokens 3″ directly away from the wizard's starting corner.
Eight of Hearts	Place two mindshrikes in two different random corners. The wizard may select any one treasure token and move it up to 4″ in any direction.
Seven of Hearts	Place two mindshrikes in two different random corners. The wizard may select any one treasure token and move it up to 4″ in any direction.
Six of Hearts	Place one mindshrike in each corner apart from the wizard's starting corner. Move all treasure tokens 2″ directly away from the centre point of the table (except a token on that point, which does not move).
Five of Hearts	Place one mindshrike in each corner apart from the wizard's starting corner. Move all treasure tokens 2″ directly towards from the centre point of the table (except a token on that point, which does not move).
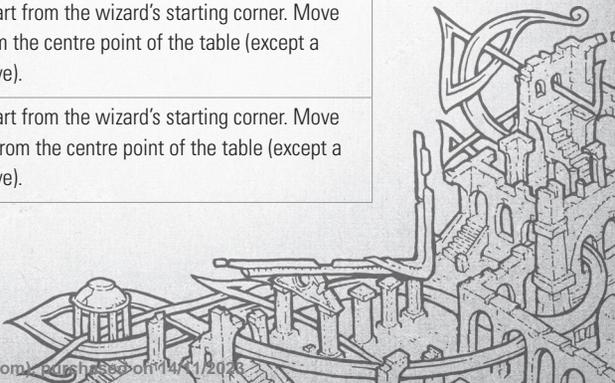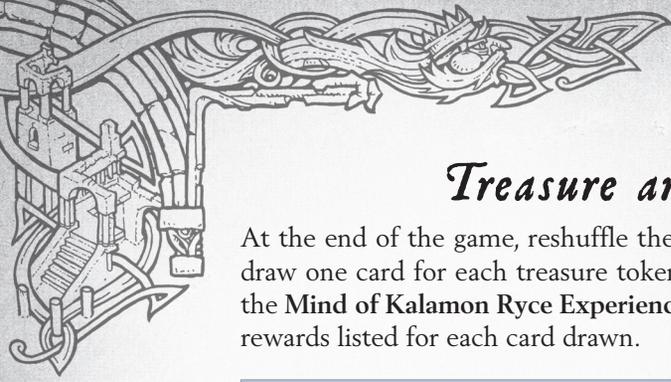
Treasure and Experience

At the end of the game, reshuffle the Mind of Kalamon Ryce Event Deck and draw one card for each treasure token recovered. Compare the drawn cards to the **Mind of Kalamon Ryce Experience Table** below. The wizard receives all the rewards listed for each card drawn.

Mind of Kalamon Ryce Experience Table	
Card	**Reward**
Ace of Hearts	+10 experience points.
King of Hearts	+10 experience points.
Queen of Hearts	+15 experience points.
Jack of Hearts	+15 experience points.
Ten of Hearts	+20 experience points.
Nine of Hearts	+20 experience points.
Eight of Hearts	In one future scenario, the player may declare that they are using the 'Secret of the Hrut'. All the figures in their warband receive +1 Fight against all Hrut.
Seven of Hearts	The next time the wizard has to roll on the Survival Table, they may choose to reroll their die and select which roll to take.
Six of Hearts	Roll once on the Red King Treasure Table (p.65).
Five of Hearts	Roll once on the Red King Artefact Table (p.75).

THE RED KING: ACT THREE

So much has become clear over the last few days. It is now commonly known that the Red King is a powerful demonic entity, imprisoned in a pocket dimension, who has found a way to reach this plane of existence. What is only known to a few is the story of the Felstad wizards who sold out the future in exchange for their own survival. Then again, if Kalamon Ryce is any example of the fate of those wizards, they have suffered greatly for their treachery.

Before any formal plan of resistance can be organized, however, the Herald returns. This time, he appears in the dreams of everyone living in and around the Frozen City; not just spellcasters. His words are louder and clearer, as if he stands closer, and this time, all he says is, 'The Red King is Here'.

In an instant, everyone who had been sleeping awakes. A horrific barrage of thunder sounds all around, echoing off the mountains and the ruined towers. The earth shakes, and a glimmering veil falls like a curtain all around the city, cutting it off from the rest of the world. And then, slowly, the veil begins to contract. It rolls over the outlying boomtowns and basecamps. People caught by the veil simply vanish into its shimmering brightness. What began as a slow retreat towards the city turns into a wild stampede, as everyone attempts to escape the veil. A few wizards stand their ground, casting spells in an attempt to hold back this apparent collision of realities, but they are swallowed up by the nothingness.

There is only one hope, to run for the city, to stay one step ahead of the curtain of unreality, and hope that somewhere in the ruins lies the secret to stop this madness!

> ### CAMPAIGN NOTE
> Starting with Scenario Seven, the rules for Ragged Warbands (p.18) go into effect.

Scenario Seven

HERDED LIKE CATTLE!

Gathering your warband together amidst the panicked chaos, you set off into the ruins to escape the approaching veil. All around, other wizards and soldiers are fleeing madly, discarding equipment and even treasures in their flight. Then, just as you are about to reach the gateway to the inner city, the demons close in. You are caught between certain death and the demon hordes. There is no choice but to try and fight your way to freedom!

Set-Up

Requirements: 4 Hrut warriors, 2 Hrut stingers, 2 Hrut longhammers, string.

This scenario is played on a table 3' long and 2.5' wide. One of the short edges should be selected as the player starting edge, the opposite edge is the exit edge. The table should be crowded with terrain as per a standard game.

Place the central treasure in its normal spot in the centre of the table. All other treasure tokens should be placed on a line running from the centre of the player edge, through the central treasure, to the centre of the exit edge. Each token should be placed at least 4" away from one another. The exact placement of the tokens should be decided by the players before the start of the game.

Place one Hrut warrior (p.89) adjacent to each of the first four treasure tokens that are closest to the player edge. Place one Hrut longhammer (p.89) adjacent to each of the next two treasure tokens (or next one in a two-player game). Place one Hrut stinger (p.89) next to each of the next two treasure tokens if playing with three or more players.

The players should select one of the corners of the player edge as their starting corner, and set-up all the members of their warband within 6" of this corner.

Special Rules

At the end of the first turn, place a string adjacent to the player edge side of the table, so that it runs along the length of this edge. Then roll a die on the **Veil Movement Table** below and move the string that many inches onto the table, remaining parallel to the player edge. Roll on the Veil Movement Table at the end of each turn and move the string the indicated distance. Once the string reaches the exit edge, the scenario ends automatically.

Any figure that is fully under the string is removed from the table as though it had been reduced to 0 Health. Any figure touching or partially under the string immediately takes 6 points of damage and is moved directly toward the exit edge just enough so that it is no longer touching the string. There is no way to prevent damage caused by coming into contact with the string. Note that all these rules apply to Hrut as well as to warband members.

Any of the Hrut listed in the requirements that were not used in set-up should be placed to one side. Any Hrut that is reduced to 0 Health during the scenario should be placed with them. At the end of each turn, after the veil has moved, roll a die for each of these Hrut: on a 17+, the Hrut should be placed in a random corner of the exit edge. The Hrut follow the normal rules for uncontrolled creatures.

Due to darkness and the bright shimmering of the veil, the maximum line of sight for this scenario is 12". Figures carrying treasure tokens suffer -1 Move instead of the normal penalty, though they still suffer the -1 Fight as normal.

> When I touched the door handle, the entire building suddenly turned to smoke and drifted away. I was left standing on the edge of a bottomless pit with my toes hanging off the edge…
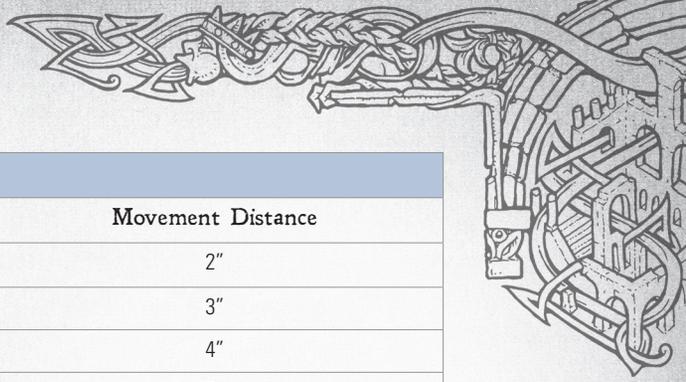
Veil Movement Table	
Die Roll	Movement Distance
1–4	2"
5–8	3"
9–14	4"
15–18	5"
19–20	6"

Treasure and Experience

Roll for treasure as normal after the game. Experience points are gained as normal for this scenario with the following additions:

- +30 experience points if the wizard exits the table via the exit edge.
- +25 experience points if the apprentice exits the table via the exit edge.
- +10 experience points for each soldier that exits the table via the exit edge.

Scenario Eight

PLANAR SINKHOLE

The stampede to escape the veil continues, when suddenly the demonic attacks that have plagued your every step cease and the city ahead grows quiet. Before you can offer any thanks, however, the world lurches and the ground seems to fall away from your feet. Ahead in the ruins, a swirling orb of blackness forms. It tugs at both your physical form and the mystical energy inside you. It is emptiness, nothingness, and yet it pulls with a crushing density. Then figures emerge from the blackness, not the demons you expected, but something far more terrifying: nullmen.

Set-Up

Requirements: Black orb (or black circle), 6 nullmen.

Place a black orb, or black circle, approximately 3" in diameter in the centre of the table. The rest of the table should be crowded with ruins as per a normal game. No central treasure is placed in this game. Instead, place three treasure tokens per player in a rough circle around the orb. Each token should be about 8" from the orb and equally spaced from one another.

Place six nullmen (p.91) on the table also in a circle around the orb. The nullmen should be around 6" from the orb and equally spaced from one another.
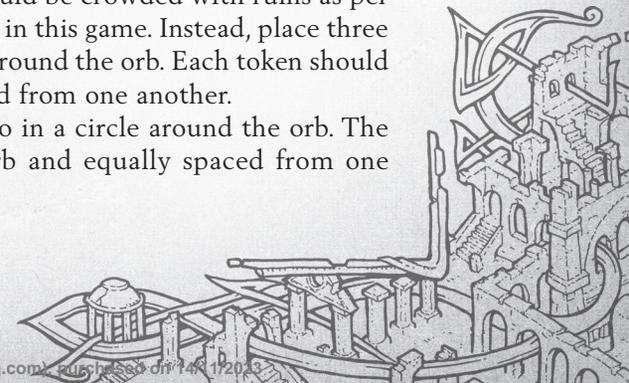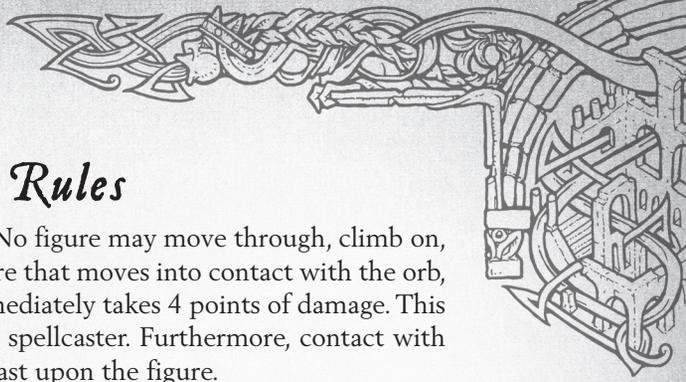
Special Rules

The orb is a small pocket of anti-magic. No figure may move through, climb on, or draw line of sight through it. Any figure that moves into contact with the orb, or activates while in contact with it, immediately takes 4 points of damage. This is increased to 6 points if the figure is a spellcaster. Furthermore, contact with the orb immediately cancels any spells cast upon the figure.

Any figure that attempts to cast a spell suffers -1 to the Casting Roll. This is increased to -2 if the figure is within 8" of the orb, and -4 if within 1".

At the end of each turn, every figure on the table (except nullmen), and every unclaimed treasure token should be moved 1" directly towards the orb. Optionally, a figure may attempt either a Fight Roll (TN20) or Will Roll (TN20) to resist this movement; if the roll is failed, however, not only does the figure move the 1" but it also suffers 2 points of damage. It is possible for two figures in combat to become separated In this way. If a treasure token comes into contact with the orb, it is removed from the table and lost.

Due to the pull exerted by the orb, Telekinesis spells are less effective than normal, and may only move a treasure token a maximum of 3".

The nullmen follow the normal rules for uncontrolled creatures. Whenever a nullman is killed, place the figure to one side. At the end of each turn, roll a die for each nullman set aside: on a 17+, it returns to the table at full Health. Place it adjacent to the orb at the point where it is nearest to a warband member.

Treasure and Experience

Roll for treasure as normal after the game. Experience points are gained as normal for this scenario with the following additions:

- +20 experience points if the wizard is ever within 8" of the orb.
- +20 experience points if the apprentice is ever within 8" of the orb.
- +20 experience points if the wizard is ever in combat with a nullman.
- +20 experience points if the apprentice is ever in combat with a nullman.

> The spectacles didn't have any lenses, but when I put them on, I could see everything behind me, like I had eyes in the back of my head! Of course, I then couldn't see out the front, so I'm not sure what the point is…

Scenario Nine

KING OF THE HILL

As you advance further into the city, leading your ragged group of survivors, you begin to hear a strange chanting coming from up ahead. Then, in the midst of a small clearing, you see it – the Herald from your dreams. A small flock of winged demons circles around it as it chants strange, gut-churning words. For a moment, you hesitate, unsure whether to attack this foe or to try and go around it. Before you can make up your mind, the world spins, reality shifts and reorganizes itself, and the Herald stands at the peak of a planar pyramid.

Set-Up

Requirements: Herald of the Red King, 4 Hrut Stingers, 2 pieces of string.

A square clearing, about 6" to a side, should be left in the centre of the table. The rest of the table should be crowded with ruins as per a standard game.

Place the Herald of the Red King (p.87) in the centre of the table. Place one Hrut stinger (p.89) 6" away from the Herald on a line running to the centre point of each table edge. Thus, the Hrut stingers should form a cross around the Herald.

Place the central treasure token adjacent to the Herald and one normal treasure token adjacent to each Hrut stinger. If playing with more than two players, add two additional treasure tokens for each player following the normal rules for treasure placement.

Special Rules

The Herald will never intentionally move from its spot in the centre of the table. If it is forced off that spot, it will use its first action each turn to move back towards it, if possible. If the Herald is in combat, it will fight and push back its opponent if it wins. Otherwise, it will use its first action to fire its Elemental Blast; or its second action, if it moved with the first. The Hrut stingers follow the normal rules for uncontrolled creatures.

The central treasure token cannot be picked up or moved by any means if the Herald is adjacent to it.

Players should check for a reality crack during this game using the table on page 10. However, with regards to this table, treat the scenario as if it were beginning on Turn 3 – thus a crack occurs if either player rolls a 16 or higher for their priority roll on Turn 1 in a two-player game.

Do not roll if a crack occurs, use these rules instead: The world around the Herald forms into a pyramid. Place two strings completely across the table so that they form an 'X', centred on the centre point of the table. If any warband member is standing

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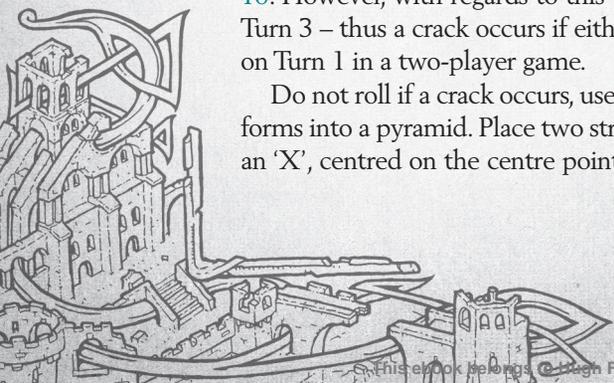
on one of these strings, the controlling player should move it the minimum amount possible so that it is no longer straddling the string.

No figure may draw line of sight across one of these strings, except for figures which are within 3" of the central point of the table. These figure may draw line of sight as normal.

Since the whole table is now effectively on a slope, movement is trickier. Figures may make one move action per activation as normal. However, if they want to perform a second, they must make a Move Roll (TN16) or fall. Additionally, any figure that takes damage from either a shooting attack or as a result of combat must also make a Move Roll (TN16) or fall. If a figure falls, immediately move them 6" directly towards the table edge between the same pieces of string as the figure, stopping if they come into contact with terrain more than 0.5" tall. Falling can move a figure out of combat. If a figure falls while carrying a treasure token, it must make a Will Roll (TN12). If it fails, it drops the token. Move the token 3" in a random direction from the point where the figure started the fall. If the figure passes the Will Roll, they maintain their hold on the token and it is moved with them. Figures that can fly or levitate never fall and do not have to make the roll.

This crack remains until the game ends.

Treasure and Experience

Roll for treasure as normal after the game. Experience points are gained as normal for this scenario with the following additions:

- +20 experience points if the wizard is on the table when reality cracks.
- +10 experience points if the apprentice is on the table when reality cracks.
- +50 experience points if the wizard or their warband kills the Herald of the Red King (this award also increases the maximum amount of experience the wizard can earn in this scenario to 325).

Scenario Ten

ETHEREAL TETHERS

You can feel reality shifting and changing around you, like some other existence is trying to impose itself, layer upon layer, on top of your own. While desperate mobs still flee in all directions pursued by the demonic hordes, you now realize there is nowhere to run. In just a short time, maybe a matter of a few hours, no place in the Frozen City will be safe. In fact, soon, it won't be Frostgrave at all, but some strange conglomeration of your reality and another.

As you come to this realization, you see something out of place – a series of pylons, glimmering with pale light. For a moment, you can't understand their existence, for surely they don't belong in Frostgrave. Then you recognize them as ethereal tethers. They are like giant grappling hooks thrown between the dimensions, helping to pull them together. If you can destroy the pylons, it would be like cutting those tethers. While this wouldn't stop the looming catastrophe, it might at least buy a little more time!

Set-Up

Requirements: 5 pylons, 10 blood-marked berserkers, various Hrut, 2 pieces of string.

Place one pylon in the centre of the table. Place four additional pylons, each 8" away from the centre pylon so that they form an 'X' around it. The rest of the table should be crowded with ruins as per a standard game.

Place two blood-marked berserkers (p.86) next to each pylon. No treasure tokens are placed on the table at the beginning of the game.

Special Rules

The pylons are actually ethereal tethers connecting the reality of Frostgrave with that of the Red King. Pylons may be destroyed either by attacking them in hand-to-hand combat or shooting them with a magic attack. Non-magic shooting attacks cannot harm a pylon. In either case, treat the Pylon as having Fight +0, Armour 20, and Elemental Resistance (3). A pylon is destroyed if it takes 1 or more points of damage; it should be removed from the table and replaced with a treasure token. Pylons never do any damage to figures that attack them, even if they 'win' the combat.

At the end of each turn, roll a die for each pylon and compare it to the **Pylon Arrival Table** on . If the roll results in a Hrut, place the demon adjacent to the pylon at the point closest to a warband member.

At the end of the second turn, local reality cracks, splitting into three pieces that reform as a Möbius strip – a two-dimensional plane with only one side –
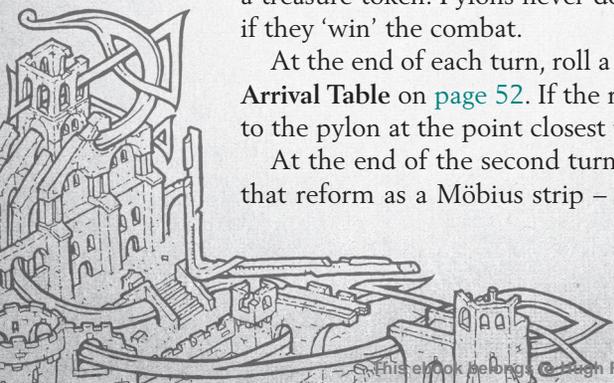
floating in the ethereum. The following rules are going to be hard to visualize but should prove more or less intuitive once laid out on a table.

Place two strings completely across the table between the two player starting edges, so that they divide the table into three equal sections. So, if you are playing on a 3 x 3' table, you would have three 3 x 1' sections. This should leave 6 distinct 'small table edges' on each player edge. Take a die and mark the section that is furthest to the left of the player with priority as '1'. The section next to that should be marked '3' and the one next to that '5'. On the other side of the table, mark the section opposite '1' as '2'. The section opposite '3' as '4', and the one opposite '5' as '6'. These number indicate how the table flows.

For as long as the reality crack lasts, no figure may move over or draw line of sight over the strings (except a figure that has cast Plane Walk). Nor may they move off the table on any unnumbered table edge. Figures may, however, move off a numbered table edge. In this case, they immediately reappear in the centre of the 'next' table edge and may continue their move if they have any movement remaining. If they move off an even numbered table edge (2, 4, 6) they will reappear in the centre of the next odd table edge (3, 5, 1). If they move off an odd table edge (1, 3, 5) they will appear in the previous even edge (6, 2, 4). Again, this 'flow' will be more obvious when laid out on the table.

While figures may move off the table edges in this fashion, they may not draw line of sight over them due to the curvature of the Möbius strip.
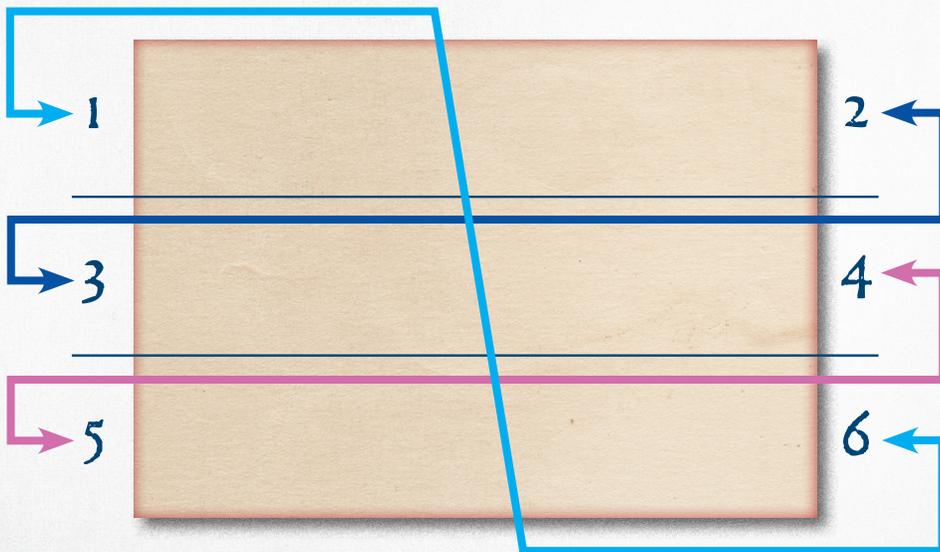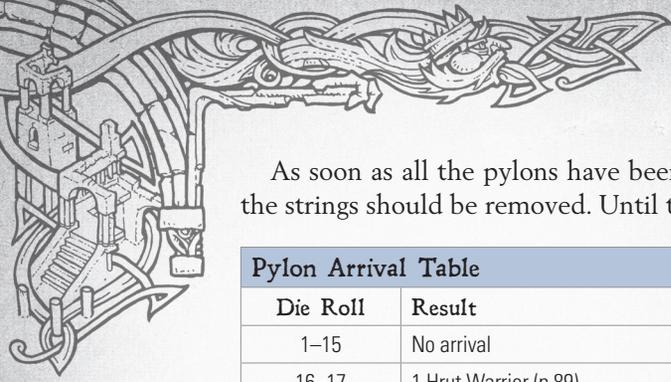
As soon as all the pylons have been destroyed, reality reverts to normal and the strings should be removed. Until then, there is no way to exit the table.

Pylon Arrival Table	
Die Roll	Result
1–15	No arrival
16–17	1 Hrut Warrior (p.89)
18	1 Hrut Stinger (p.89)
19	1 Hrut Longhammer (p.89)
20	1 Hrut Darter (p.89)

Treasure and Experience

Roll for treasure as normal after the game, but each one generates an additional 20gc on top of whatever is rolled. No experience points are gained for securing treasure tokens in this scenario. Otherwise, experience points are gained as normal with the following additions:

- +50 experience points for each pylon destroyed by the wizard or their warband.
- +20 experience points if the wizard is on the table when reality cracks.
- +10 experience points if the apprentice is on the table when reality cracks.

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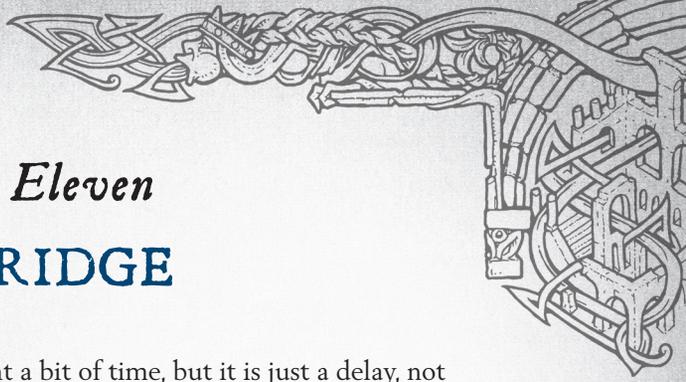
Scenario Eleven

THE BRIDGE

The destruction of the tethers has bought a bit of time, but it is just a delay, not a solution. Even now you can see your reality warping around you; changing, merging with something – somewhere – else. The ruined towers, glistening with frost, are morphing into forms more organic, like twisting horns or antlers. You don't know how long you have until this change becomes permanent.

You know, inherently, that there is only one way to truly stop this catastrophe. While you may have destroyed some of the tethers in this reality, it is their termini in the domain of the Red King that are crucial. Those must hold 'the key', the mystical formulas that tie the dimensions together.

Just as you come to this realization, you see the veil on the far side of the city and realize that there is nowhere left to run. Except… there is a bridge there, pulsing with a mystical energy, that pierces the veil. This, then, must be the central bridge; the pathway from one dimension to another.

You have two choices, you can cross the bridge and confront the forces of the Red King in their home plane, or you can die where you stand.

Set-Up

Requirements: Bridge, string, 12 6-sided dice, 2 Hrut longhammers, 2 Hrut darters, 2 Hrut stingers, 4+ Hrut warriors.

This scenario is played on a table 2.5' wide by 3' long. One of the short table edges should be designated the player edge, the other should be designated the exit edge. The last 6" before the exit edge is a vast chasm, a dimensional void. There should be a bridge, approximately 4" wide, running across this chasm from the centre of exit edge to solid ground. The rest of the table should be crowded with ruins as per a standard game.

Place six pairs of 6-sided dice along the long table edges. Place the first pair, showing '1', next to the corners of the player edge. The next pair, with the '2' facing up, should be 6" further down the table. The next pair, showing '3', a further 6" down the table, and so on, so that the pair with '6' showing should be adjacent to the point where the chasm begins.

Place two Hrut longhammers (p.89) in the middle of the bridge. Place one Hrut warrior (p.89) on the edge of the table adjacent to each die numbered '3' or '5'. Place a Hrut darter (p.89) on the edge of the table by each '4' die. Place a Hrut stinger (p.89) next to each '6' dice.

Treasure tokens should be placed as normal for this scenario.

Instead of table edges, players should select starting corners on the player edge. All warband members must start within 4" of the player's starting corner.
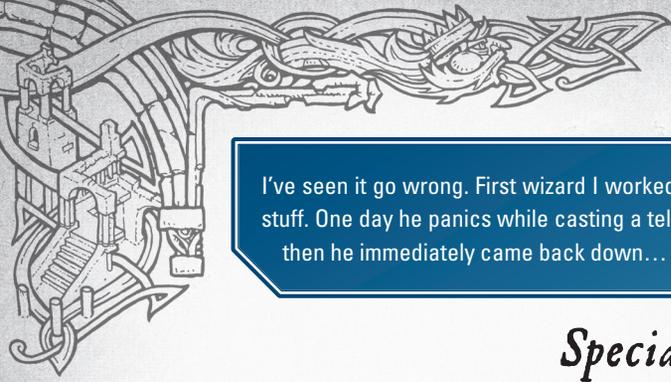
Special Rules

The world is falling apart. The only way to exit the table is by crossing the bridge and moving off the exit edge.

No figure may intentionally move into the chasm, even flying creatures, as the 'chasm' is actually a dimensional void that extends both upwards and downwards. If a figure is pushed into the chasm, they should make an immediate Move Roll (TN16). If successful, they stop at the edge of the chasm at the point where they would have gone off. If unsuccessful, the figure is immediately reduced to 0 Health. This rule applies to all figures, including Hrut.

At the end of the first turn, select a random point along each long table edge by rolling a 6-sided die and comparing the result to the dice that are lined up adjacent to one edge, then rolling another 6-sided die and comparing it the dice lined up to the opposite edge. Take a piece of string and stretch it in a straight line running from one selected die to the other. If any figures are in contact with this string, roll randomly to determine which side of the string they are on, and move the figure the minimum distance required to that side of the string so that it is no longer in contact.

The string represents a dimensional veil. No warband members may move through or draw line of sight through the veil. Spellcasters who cast Plane Walk may move through the veil as though it were not there. Hrut may move freely through the veil and can draw line of sight across it.

At the end of the second turn, the original string should be removed from the table and two new points selected for a new string to be placed. Follow all the same rules as above for this new string. Remove the old string and place a new one at the end of each turn until the game ends.

Any time a 5 or 6 is rolled on either table edge for the placement of the string, place one Hrut warrior at that point on the table edge.

Warbands members suffer -1 Move for carrying treasure tokens in this scenario, instead of the usual half movement penalty. They still suffer -1 Fight as normal.

Treasure and Experience

Roll for treasure as normal after the game. No experience points are gained for securing treasure tokens in this scenario. Otherwise, experience points are gained as normal with the following additions:

• +50 experience points if the wizard exits the table.
• +30 experience points if the apprentice exits the table.
• +20 experience points for each soldier that exits the table.

Scenario Twelve

RINGWORLD
OF THE RED KING

As you step over the bridge, you are pulled out of your reality and thrust through the infinite planes of existence. For a moment, you see yourself floating in space, the stars twinkling cold all around you. Then, you see a small, glowing ring that grows larger and larger as you drift towards it. Four red lines, like the finest silk thread, stretch out from the ring to somewhere behind you. Finally, you understand. This is the dimension of the Red King, and the lines are the tethers stretching back to your own reality – the lines that must be severed if the Frozen City, if the entire world is to be saved!

As you draw closer and closer to the ring, you can see that it is covered with strange, jagged structures on both the inside and outside of the ring. In fact, the inside and the outside appear to be mirror images of one another, a primary and a shadow reality…

Then, with a horrible lurch, you land on the surface of the ring with your companions around you, and, in that instant, the enemy is upon you!

THE FINAL SHOWDOWN

The Red King campaign concludes in Scenario Twelve, where the wizards travel to the pocket dimension of the Red King in an effort to try and save their own reality. It is a real mind-twister of a scenario, and players may find it confusing at first. This is a deliberate move to try and simulate some of the confusion of fighting in a different reality. If players would like a simpler, more straight-forward scenario to end their campaign, they can still play Scenario Twelve, but should ignore the whole concept of the inside and outside of the circle. Instead, just play on the one table with all the figures on the same side of it, not using any coloured tokens. If you want to take this approach. Move the starting groups of Hrut back so that they are adjacent to the centre point of the four table edges.

Some players may be disappointed that the Red King himself never appears. In story terms, the Red King is basically a disembodied entity locked inside his own dimension. He uses the Key-Masters and the Hrut to accomplish any physical goals he has. If players would like to include a physical Red King, I suggest using the rules found in *Forgotten Pacts* for creating unique demons. Give the Red King the stats of a Greater Demon with +5 Health, plus Immune to Mind Control, Suggestion, and Control Demon. Then roll five times on the Major Demon Attribute Table. The Red King should appear on the table at the end of Turn 2 adjacent to a random numbered marker.
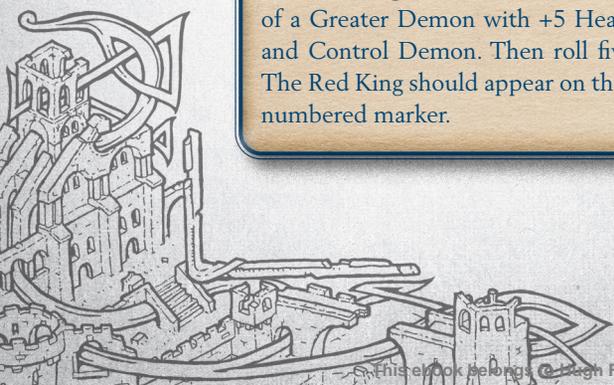
Set-Up

Requirements: 4 Key-Masters of the Red King, 4+ Hrut longhammers, 4+ Hrut darters, 8+ Hrut warriors, 0+ Hrut stingers, markers numbered 1–5, numerous coloured tokens (preferably of a single colour).

This scenario is played on a table 3' long and 2.5' wide. The table should be crowded with strange, alien structures. Place the five numbered markers on the table. Number 1 should be placed in the centre of the table. Numbers 2–5 should be placed 8" in from each of the corners on a line running to the centre of the table. Place a treasure token next to each of the markers. The treasure tokens next to markers 1, 3, and 4 should have a coloured token next to them. Place 4 Key-Masters of the Red King (p.89), one each adjacent to markers 2–5 (so, markers 3 and 4 will have both a coloured token and a Key-Master adjacent to them).

Place four groups of Hrut on the table. Each group should consist of one Hrut longhammer (p.89), one Hrut darter (p.89), and two Hrut warriors (p.89). These groups should be placed in a cross around the centre of the table, so that each group is about 12" from the centre of the table. Place coloured tokens next to each Hrut in two of the groups that are on opposite sides of the centre of the table, it doesn't matter which.

Finally, the players should roll for priority. The winning player should place their wizard anywhere within 8" of the centre point of the table. All the members of their warband should then be placed within 3" of the wizard. The next player should do the same although all the members of their warband must be at least 6" from members of any other warband.
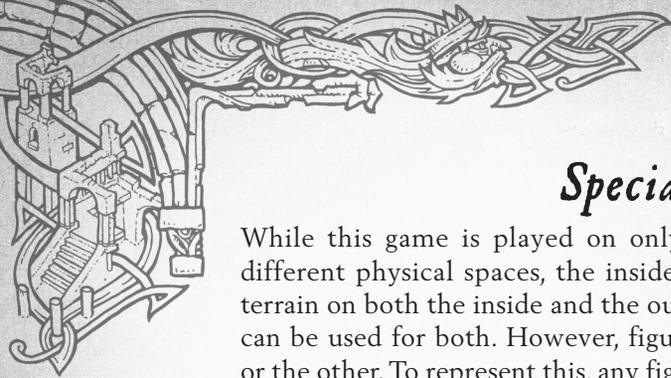
Special Rules

While this game is played on only one table, that table represents two different physical spaces, the inside and the outside of the ring. Since the terrain on both the inside and the outside is exactly the same, the same table can be used for both. However, figures and treasure tokens must be on one or the other. To represent this, any figure or treasure token that has a coloured token next to them is on the inside of the ring. Any figure without a token is on the outside. No figure on the outside of the ring may draw line of sight to anything on the inside of the ring, and vice versa. In the same way, figures on the outside may move through figures on the inside, and vice versa. Finally, a figure may only move into contact or combat with a figure if it is on the same side of the ring as themselves.

The maximum line of sight on the outside of the ring is 18" due to its curvature. There is no maximum line of sight on the inside of the ring.

Since the table is a ring, the short table edges are not actually edges. Any figure moving off a short edge immediately reappears at a corresponding spot on the opposite short edge, while staying on the inside or outside as appropriate. The long table edges are bordered by the nothingness between dimensions. No figure can move off, or be forced off, the long table edges.

Any warband member may move between the inside and the outside of the ring simply by using a movement action. Add or remove a coloured token as necessary to signify that the figure is now on the other side. The figure may take any further actions it has, but does count as having already moved once this activation.

The Hrut follow all the normal rules for uncontrolled creatures, with one exception: if there are no warband members on the same side of the ring as them, they will use their first action to move to the other side. The Key-Masters, on the other hand, behave differently. When a Key-Master is activated, it will fight if it is in combat. If it wins, it will push its opponent back one inch and then make a random move. If it is not in combat, it will make one random move and be done. If a random move takes a Key-Master into contact with either long table edge, end its movement, but add or remove its token to show that it has switched between the inside and outside of the ring.

Warband members may exit the table at any time simply by moving into contact with a Key-Master and declaring that they are leaving. Any treasure the figure carries while doing this is secured. The only way to save the world of Frostgrave, however, is to destroy all four Key-Masters. This can be accomplished in the normal manner for killing creatures.

The scenario ends as soon as all four Key-Masters have been reduced to 0 Health, as there is no longer a way to get back to the world of Frostgrave. Any figure that is still on the table when the scenario ends is immediately reduced to 0 Health and treated as rolling 'Dead' for their survival roll. Astute players will immediately notice a problem here. To win the scenario they must kill
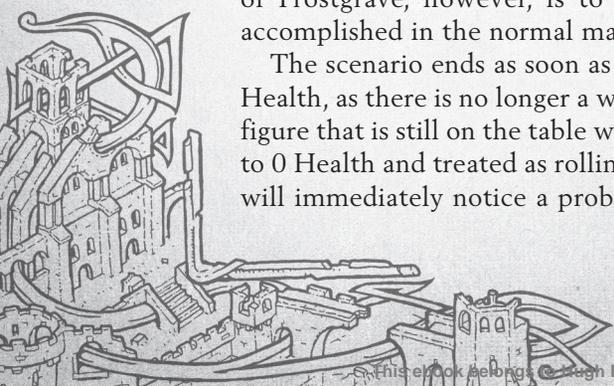
the Key-Masters, but if they kill the Key-Masters, they die. Essentially, somebody must be left behind.

At the end of each turn, roll on the **Ringworld of the Red King Reinforcements Table** below and add these figures to the table at the designated spot. Then roll a die: 1–10 these figures appear on the outside of the circle; 11–20 they appear on the inside.
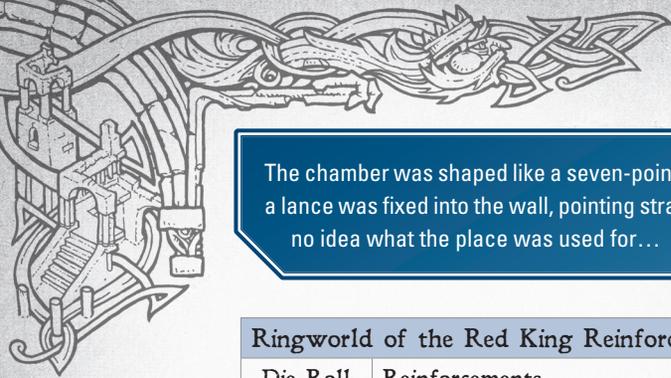
> The chamber was shaped like a seven-pointed star, and in each of those narrow alcoves, a lance was fixed into the wall, pointing straight back into the centre of the chamber. I have no idea what the place was used for…

Ringworld of the Red King Reinforcements Table

Die Roll	Reinforcements
1–2	2 Hrut Warriors next to Marker 1
3–4	2 Hrut Warriors next to Marker 2
5–6	2 Hrut Warriors next to Marker 4
7–8	1 Hrut Warrior & 1 Hrut Darter next to Marker 3
9–10	1 Hrut Warrior & 1 Hrut Darter next to Marker 5
11–12	1 Hrut Stinger & 1 Hrut Darter next to Marker 1
13–14	1 Hrut Stinger & 1 Hrut Darter next to Marker 3
15–16	1 Hrut Longhammer & 1 Hrut Stinger next to Marker 2
17–18	1 Hrut Longhammer & 1 Hrut Stinger next to Marker 4
19–20	1 Hrut Longhammer & 4 Hrut Warriors next to Marker 5

Treasure and Experience

All the treasure tokens in this scenario count as central treasures for the purpose of rolling for treasure. Furthermore, each player may trade one of their tokens for a roll on the **Red King Artefact Table** instead of rolling as normal. Wizards can earn a maximum of 500 experience points for this scenario (instead of the normal 300 maximum), but they only receive experience points for the following actions:

- +10 experience points for each spell cast by the wizard or apprentice (to a maximum of +100). Do not count any spells with a Casting Number of 6 or less.
- +10 experience points for each member of the warband that exits the table, if all four Key-Masters are killed during the scenario.
- +50 experience points for each Key-Master killed by the wizard or their warband.
- +100 experience points if all four Key Masters are killed.
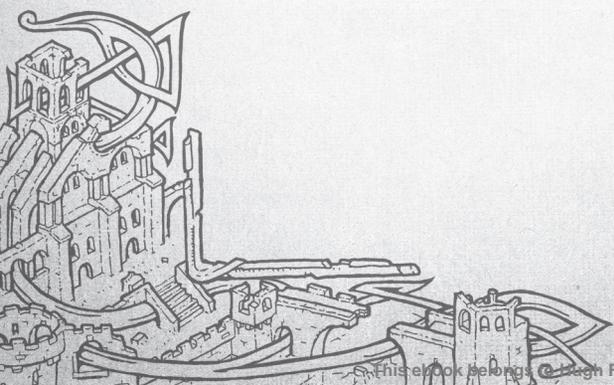
CHAPTER FIVE
THE RED KING: EPILOGUE

If the players manage to kill all four Key-Masters, then the tethers connecting the dimension of the Red King to that of Frostgrave have been broken and the 'Keys to the City' destroyed. What was swallowed by the veil reappears and Frostgrave returns to 'normal'. The Red King will never again be able to threaten the Frozen City, though many blood-marken and Hrut are still lost amongst the ruins – it will be many years before they are finally rooted out, and who knows what chaos they may cause in the meantime?

If the players did not succeed in their effort to destroy the Key-Masters, then one can only hope that some other desperate group of wizards will succeed where they failed… otherwise the city – and likely the entire world – is doomed…

CHAPTER SIX
TREASURE

Rolling for treasure after a game set during the invasion of the Red King works slightly different than it does in the normal rules. Any player that secures a treasure token during one of these scenarios may exchange one of those treasure tokens for a roll on the **Red King Treasure Table** on . If a player exchanges the central treasure, they still only receive one roll, but they get an optional +2 to that roll. They may decide whether or not to use this bonus after the die is rolled. Regardless of what kind of token is exchanged, only one roll may be made on this table after each game, no matter how many treasure tokens were recovered, unless a specific scenario states otherwise.

Due to the large number of items available, a player must roll two dice, sequentially, to determine what is found. The central treasure bonus is only applied to the second roll. If a player rolls a 20 or higher on their second roll on the treasure table, then they have discovered an artefact. The player should immediately roll again on the **Red King Artefact Table** to see what they have found. Full rules for artefacts are presented on .

Red King Treasure Table

Die Roll 1	Die Roll 2	Result	Purchase Price	Sale Price
1-10	1	Lantern of Holy Light	350gc	150gc
	2	Cloak of Tattered Shadows	300gc	100gc
	3	Golden Incunabula	400gc	150gc
	4	The Feather Blade	400gc	150gc
	5	Talisman of Speed	200gc	100gc
	6	Armring of Strength	200gc	50gc
	7	Mask of Many Faces	250gc	100gc
	8	Dazzling Cape	300gc	100gc
	9	Blood Beetle	250gc	75gc
	10	Quiver of the Hunter	200gc	75gc
	11	Bronze Star of the Apprentice	200gc	50gc
	12	Mind Lock Collar	200gc	50gc
	13	Lightning Brooch	225gc	100gc
	14	Mindguard Shield	350gc	150gc
	15	Icon of the Sun	200gc	75gc
	16	Enchanted Scroll Wax (6)	210gc	60gc
	17	Slippery Boots	200gc	50gc
	18	Potion Drinker Staff	250gc	120gc
	19	Bottle Imp	300gc	175gc
	20+	Artefact	X	X
11-20	1	Enchanted Teetotum	400gc	100gc
	2	Sticky Finger Gloves	300gc	50gc
	3	Enchanted Vials (6)	210gc	60gc
	4	Gutter Flail	300gc	100gc
	5	Hypnotic Puppet	200gc	65gc
	6	Lifelong Plant	500gc	200gc
	7	Surefoot Boots	200gc	50gc
	8	Golden Fangs (6)	120gc	90gc
	9	Bracelet of Vigour	400gc	150gc
	10	Amulet of Elemental Energy Absorption	400gc	150gc
	11	Mantle of the Bear (or Leopard)	350gc	200gc
	12	Construct Spikes	200gc	50gc
	13	Burning Icon	250gc	125gc
	14	Extended Scroll	200gc	150gc
	15	Book of the Foulhorn	300gc	100gc
	16	Ivory Hand	250gc	120gc
	17	Ring of Elemental Fire	220gc	140gc
	18	Ice-Crystal Pin	300gc	100gc
	19	Book of Wisdom	500gc	150gc
	20+	Artefact	X	X

65
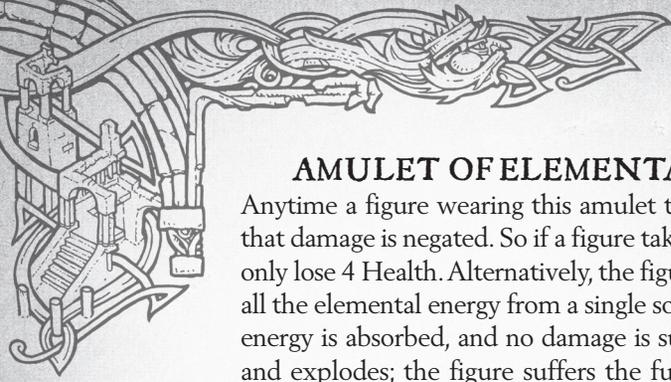
AMULET OF ELEMENTAL ENERGY ABSORPTION

Anytime a figure wearing this amulet takes elemental magic damage, one point of that damage is negated. So if a figure takes 5 points of elemental magic damage, they only lose 4 Health. Alternatively, the figure may attempt to use the amulet to absorb all the elemental energy from a single source. In this case, roll a die: on a 1–16 all the energy is absorbed, and no damage is suffered. On a 17+ the amulet is overloaded and explodes; the figure suffers the full amount of damage, plus an additional 3 points, and the amulet should be removed from the wizard sheet. Note that this object only absorbs elemental magic damage, so if an attack includes both normal damage and elemental damage (such as an attack from a weapon with Elemental Hammer cast upon it) the amulet cannot negate the normal damage. The Amulet can only be used to absorb all the damage from a source once per game.

ARMRING OF STRENGTH

This golden ring, designed to be worn on the bicep, grants the wearer +5 to all Fight Stat Rolls (any Fight Roll where a Target Number is given; it does not help in combat in any way).

BLOOD BEETLE

This silver scarab beetle uses sharpened hooks in its legs to attach directly to the skin. Whenever an impurity enters the wearer's blood, the beetle sucks it out. The wearer of the blood beetle is immune to poison.

BOOK OF THE FOULHORN

A wizard who has this book in their vault may hire one Foulhourn to join their warband for a cost of 200gc. The foulhorn counts as a specialist soldier. It can pick up and carry treasure tokens, but has no item slots. Additionally, before each game in which the foulhorn is part of the warband, roll a die: on a 16+ the foulhorn has wounded another member of the warband in a brawl. Select one random member of the warband, that figure starts the next game at -3 Health.

BOOK OF WISDOM

These ancient philosophical texts may only be carried by a wizard. If carried, the wizard may count one Monk or Mystic Warrior in their warband as a standard soldier instead of a specialist. If the wizard should lose the book, or ever stop carrying it, their warband must return to a legal configuration immediately.

BOTTLE IMP

This large glass bottle contains an imprisoned imp. The figure carrying the bottle may use an action to smash the bottle. This action can take the place of the mandatory move action. It can also be taken when the figure carrying the bottle is in combat. When smashed, the imp escapes. Place an imp anywhere within 1" of the figure that smashed the bottle. This imp follows all the standard rules for an uncontrolled creature. Once the bottle is used, it should be removed from the Wizard Sheet.
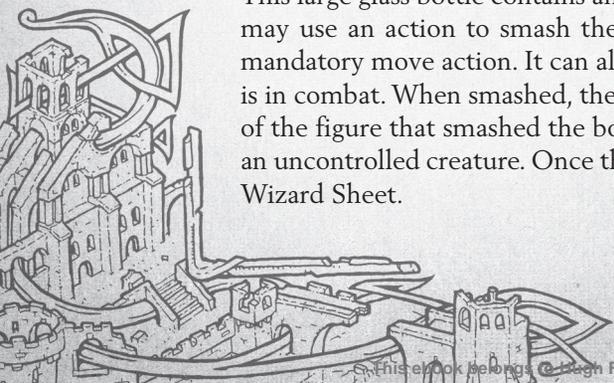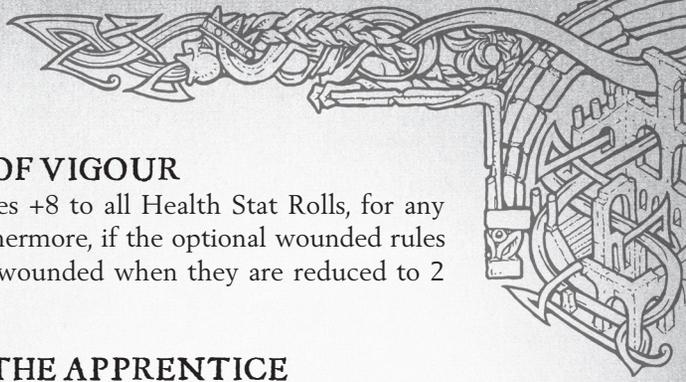
BRACELET OF VIGOUR

The figure wearing this bracelet receives +8 to all Health Stat Rolls, for any Heath Roll with a Target Number. Furthermore, if the optional wounded rules are in effect this figure only counts as wounded when they are reduced to 2 Health or less.

BRONZE STAR OF THE APPRENTICE

Despite the name, this item can be used by any spellcaster. While wearing this star, the spellcaster never suffers more than 1 point of damage from failing to cast a spell, even if they fail the Casting Roll by 10 or more. This only limits damage caused by an actual failed roll, not any damage that is inherent in the spell itself (such as the 1 point of damage for casting Spell Eater).

BURNING ICON

If a spellcaster carrying this icon successfully casts Banish, add +2 to the Casting Roll to determine the affected demons' Will rolls.

CLOAK OF TATTERED SHADOWS

As it swirls and moves about, this dark, raggedy cloak casts out strange shadows that seem to have little to do with the direction of the light. Because of this, it makes the wearer difficult to make out from a distance. The wearer of the cloak receives +2 Fight whenever they are rolling against any kind of shooting attack.

CONSTRUCT SPIKES

These spikes may be attached to any construct. Once this is done, the spikes are a permanent part of that construct and may never be removed. The construct gains the 'Horns' creature trait.

DAZZLING CAPE

One per game, the wearer of this cape may take a move action while in combat. No figure that is in the combat can force combat with the wearer during this move, though figures that were not in the combat may do so. Otherwise the move action follows all the normal rules.

ENCHANTED SCROLL WAX (6)

Whenever the spellcaster successfully casts Write Scroll, they may choose to seal the scroll with enchanted scroll wax. This should be noted next to the scroll. Whenever this scroll is used, treat the Casting Number for the spell cast from the scroll as 15 (instead of the normal 14). A player that finds enchanted scroll wax finds enough for six uses. When buying or selling scroll wax, treat each use individually, so a single use can be bought for 30gc or sold for 10gc.

> Just a chest full of three-fingered gloves…
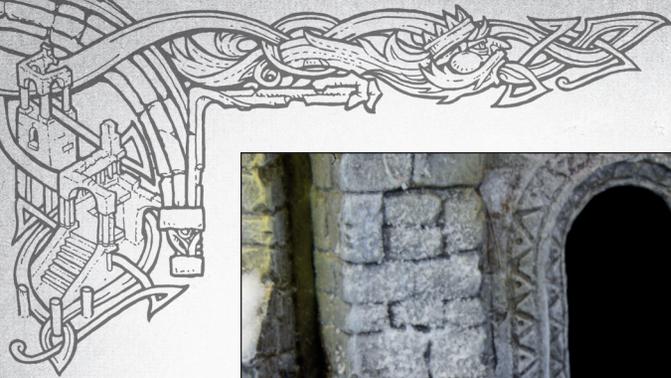
ENCHANTED TEETOTUM

Once per game, if the figure carrying the enchanted teetotum is on the table, the player that currently controls that figure may call for a reroll of any randomly determined direction –any roll to determine the random movement of an uncontrolled creature, scenario effect, etc. If used, the results of the reroll replaces the original roll; it is not optional.

ENCHANTED VIALS (6)

Whenever a spellcaster successfully casts Brew Potion, they may choose to place the potion in an enchanted vial. This should be noted next to the potion. Whenever this potion is used, the player should roll a die: on a roll of 1–18 the potion is consumed as normal. On a roll of 19–20 the potion is not consumed in the use, and may be used again. In either case, the enchantment on the vial is lost, and this note should be removed from the wizard sheet, even if the potion remains. A player that finds enchanted vials finds enough for six uses. When buying or selling enchanted vials, treat each use individually, so a single use can be bought for 30gc or sold for 10gc.

EXTENDED SCROLL

If the figure carrying this item casts the Bridge spell, they may create a bridge 9” long instead of the normal 6”. Furthermore, this bridge only vanishes at the end of the turn on a roll of 1, instead of the normal roll of 1 or 2. This item may only be used once per game.

This ebook belongs to Hugh Foster (hugh@ace-dog.com), purchased on 14/11/2023
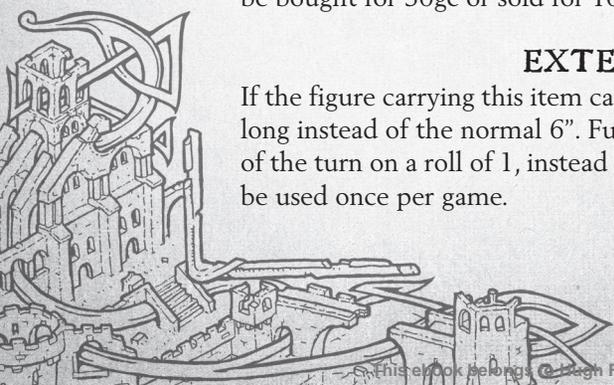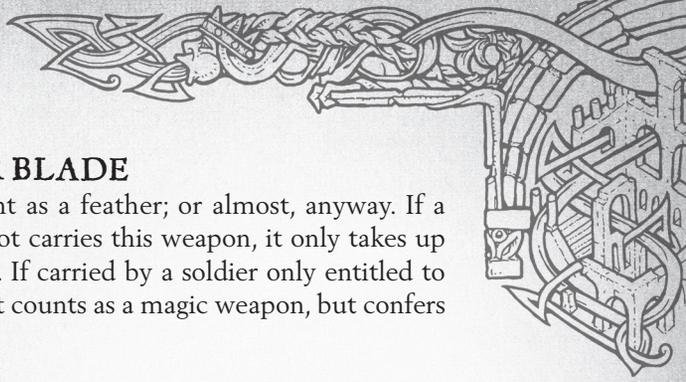
FEATHER BLADE

This magic two-handed sword is as light as a feather; or almost, anyway. If a figure entitled to more than one item slot carries this weapon, it only takes up one item slot instead of the normal two. If carried by a soldier only entitled to one item slot, it takes up that item slot. It counts as a magic weapon, but confers no other extra benefit.

GOLDEN FANGS (6)

These enchanted animal fangs are coated in gold. If a spellcaster is carrying golden fangs when they successfully cast Animate Skull, they may use one of the golden fangs to give that skull +1 Fight. If found, the player finds six golden fangs, with each fang being equivalent to one use. Up to six golden fangs may be carried in a single item slot. When buying or selling golden fangs, treat each fang individually, so a single fang can be bought for 20gc or sold for 15gc.

GOLDEN INCUNABULA

This slender book is bound with golden covers. Whenever this book is found or purchased, the player must select one spell to associate with it. If this book is carried by an Apprentice that knows the associated spell, they only suffer a -1 to their Casting Roll of that spell, instead of the -2 usually suffered by apprentices. This book has no affect if carried by a wizard or any other spellcaster.

GUTTER FLAIL

This magic, but somewhat grotesque-looking, two-handed flail includes numerous dangling chains, with a multitude of sharpened metal bits sticking out at all angles. If a figure carrying the fail moves into combat, it may immediately make a free attack action.

HYPNOTIC PUPPET

This disturbing-looking hand puppet can only be carried by a spellcaster. If the wearer casts either Mind Control or Suggestion while within 8" of the target, the target receives -2 to their Will Roll to resist. In the case of Mind Control, this penalty only affects the initial roll to resist, not any further rolls. If the figure carrying the puppet ever rolls a natural '1' while casting either of these spells, they suffer 1 point of damage in addition to whatever damage they would normally take for failing the spell.

ICE-CRYSTAL PIN

The wearer of this beautiful pin gains Elemental Resistance (1).

ICON OF THE SUN

A figure carrying the Icon of the Sun does +1 damage when damaging an undead creature in hand-to-hand combat. Furthermore, the bearer is immune to Energy Drain attacks, meaning they suffer only the normal amount of damage from losing combat to such a creature, that damage is not doubled.

IVORY HAND

This small marble wand features a delicately carved hand at the top. Whenever a figure carrying this wand casts Push, the attack roll is increased to +11 (as opposed to the normal +10). Furthermore, if the target figure is pushed into any terrain that causes it to stop before it has moved the full amount of the push, including the edge of the table, the figure suffers 3 points of damage.

This hand can be grafted onto a magic staff at a cost of 500gc. That staff gains all the abilities of the Ivory Hand, but still only takes up one item slot.

LANTERN OF HOLY LIGHT

A figure carrying this lantern may choose to open its shutter as a free action during their activation. While unshuttered, the figure carrying the lantern counts as if they were under the effect of a Glow spell. Furthermore, the figure counts as though a Circle of Protection spell were centred on them. Unlike the normal spell, this circle of protection moves with the figure that is carrying the lantern. If the figure with the lantern ever moves within 3" of a undead or demon, that figure must use its next action to move directly away from the figure, even if the undead or demon is currently in combat.

At the end of a turn, the player may choose to shutter the lantern. If they do not choose to, they must roll a die: on a 1–3 the lantern goes out anyway. In either case, all effects of the lantern are cancelled and it may not be used again until the next game.
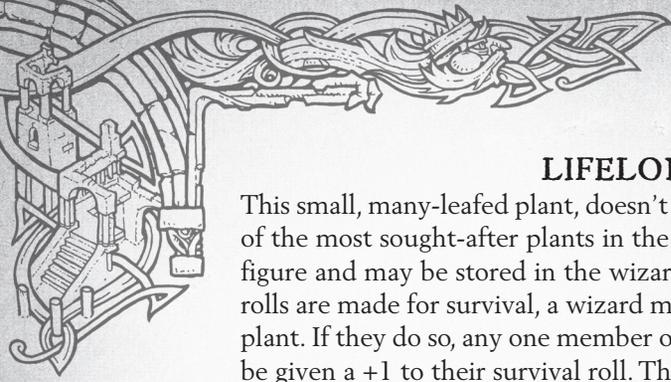
LIFELONG PLANT

This small, many-leafed plant, doesn't look particularly special, however, it is one of the most sought-after plants in the world. It does not need to be carried by a figure and may be stored in the wizard's vault. After each game, but before any rolls are made for survival, a wizard may choose to pluck a leaf from the lifelong plant. If they do so, any one member of the warband, other than the wizard, may be given a +1 to their survival roll. This decision must be made before the die is rolled. Treat a roll of '21' as Full Recovery; however, on this result, the lifelong plant dies and should be removed from the wizard's vault.

LIGHTNING BROOCH

The wearer of this brooch gains Elemental Resistance (2). It may not be worn by a figure that is wearing heavy armour, or a figure that is receiving Elemental Resistance of any level from any other source.

MANTLE OF THE BEAR (OR LEOPARD)

When this item is found or purchased the player must immediately decide if it is a Mantle of the Bear or a Mantle of the Leopard. Once this decision is made it is fixed and may not be changed. If a spellcaster wears this mantle, and casts Animal Companion, they may select an animal companion of the designated type, and that companion counts as a standard soldier instead of a specialist (essentially freeing up a spot for an additional specialist soldier). If the spellcaster ever loses this magic item, or chooses not to wear it, the animal companion once again takes up a specialist slot and their warband must immediately be adjusted to a legal set-up.

MASK OF MANY FACES

This golden mask features three different faces, all in a row. Enchanted with powerful illusions, it is nearly impossible for a viewer to figure out which is the 'centre' face, the one that the wearer actually looks out. The wearer of this mask is much more difficult to gang up on. Figures fighting the wearer of the mask may only claim a +1 bonus for each supporting figure in the combat (instead of the normal +2).

MIND LOCK COLLAR

This collar may only be worn by an animal and is an exception to the rule that animals cannot carry items. The animal gains the Mind Lock creature trait. If an animal is wearing a mind lock collar, it may never carry any other items, even if another item would normally allow it.

MINDGUARD SHIELD

A figure carrying this magic shield gains +4 Will whenever they are rolling to resist a spell. This is true for every roll to resist or break the spell, not just the initial roll when the spell is cast.
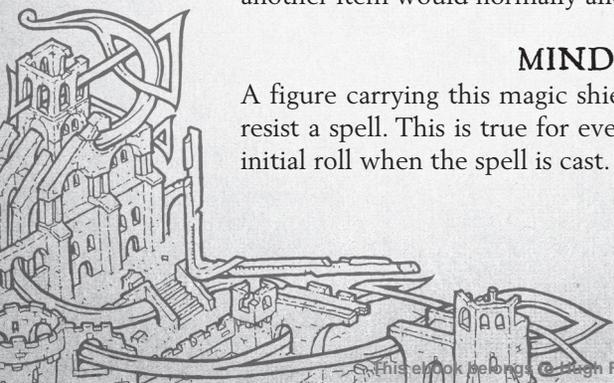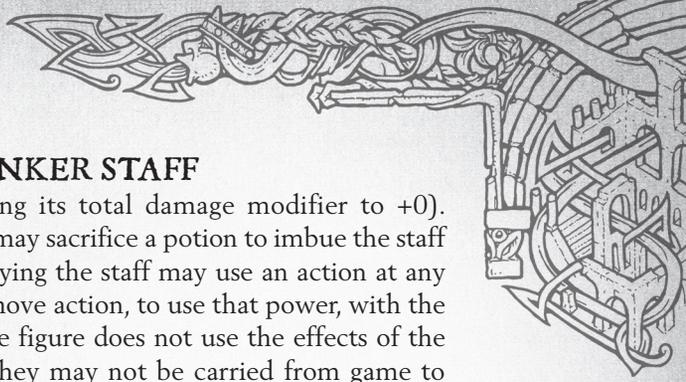
POTION DRINKER STAFF

This magic staff does +1 damage (bring its total damage modifier to +0). Furthermore, before any game, a wizard may sacrifice a potion to imbue the staff with the potion's power. The figure carrying the staff may use an action at any point in the game, which can replace a move action, to use that power, with the same effect as drinking the potion. If the figure does not use the effects of the potion during the game they are lost; they may not be carried from game to game.

QUIVER OF THE HUNTER

This non-magic quiver takes up one item slot as normal. However, a figure carrying it may carry up to four pieces of magic ammunition without any of them taking up an item slot.

RING OF ELEMENTAL FIRE

If a figure wearing this ring casts Wall, then the wall crackles with elemental fury (this may be fire, grinding rocks, etc.). Any figure that moves into contact with, or activates while in contact with, the wall immediately suffers 2 points of elemental magic damage. Otherwise the wall follows all the normal rules.

SLIPPERY BOOTS

Whenever a figure wins a combat and decides to push themselves back (rather than their opponent) they may push back up to 3" instead of the normal 1". Furthermore, this figure can push themself back in a tied combat (when figures must usually remain in combat).

SUREFOOT BOOTS

The wearer of these boots receives +5 to all Move Stat rolls on any Move Roll that has a Target Number.

STICKY FINGER GLOVES

These gloves can be used if a game ends with unclaimed treasure tokens still on the table, so long as the figure wearing the gloves was not reduced to 0 Health during the game, regardless of whether or not they are actually on the table at the end of the game. If the owner's warband still has models on the table, that player receives a +1 on all die rolls for securing unclaimed treasure. If the warband does not have models on the end of the table, they may make one roll for each unclaimed treasure that still remains, after the other warband has rolled to claim them. On a roll of 20, this treasure is secured.

Warbands may only benefit from one figure wearing sticky finger gloves in each game.

TALISMAN OF SPEED

Once per game, the bearer of this talisman may declare they will 'Run For It!' and move up to 6" instead of the normal 3".

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ARTEFACTS

Artefacts are particularly rare, powerful, or even unique magic treasures that follow a slightly different set of rules from those presented in the main rulebook. First off, inside a given campaign, each artefact should be treated as unique. Essentially, if you roll an artefact that someone else in the campaign has already found, you should roll again.

Second, although any spellcaster can sense the magic power inherent in an artefact, it is not always clear what abilities it contains or how to wield those powers. To unlock the power of an artefact, a wizard must study it. After each game, including the game after which the artefact was found, the wizard is allowed to make one Will Roll against the target number given on the table (and in the item's description). If the roll is successful, the wizard discovers the powers
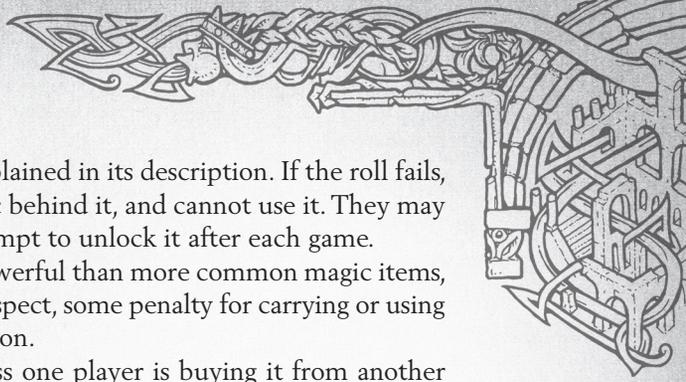
of the artefact, and it may be used as explained in its description. If the roll fails, the wizard doesn't understand the magic behind it, and cannot use it. They may store the artefact in their vault, and attempt to unlock it after each game.

While artefacts are generally more powerful than more common magic items, they also usually feature some negative aspect, some penalty for carrying or using them. This is explained in their description.

Artefacts may never be bought, unless one player is buying it from another player. They may be sold for the listed price if a wizard has unlocked it. If not, it may be sold for half of the listed sell value.

Otherwise, unless specifically stated, artefacts follow all the rules for magic items, such as taking up one item slot if carried, being lost if the bearer rolls a 'Close Call' on the Permanent Injury Table, etc.

Red King Artefact Table			
Die Roll	Artefact	Sale Price	Unlock TN
1	Amulet of Charisma	300gc	18
2	Scroll Shield	350gc	14
3	Ring of Destiny	300gc	20
4	Soulchill Blade	250gc	12
5	Wraith Bow	250gc	16
6	Vampire Staff	350gc	18
7	Mystic Shears	300gc	18
8	Creature Mask	250gc	16
9	Pulsing Gem	250gc	18
10	Staff of the Illusionist	350gc	18
11	Wand of Brilliant Power (3)	350gc	12
12	Tiger Eye Ring	350gc	20
13	Circlet of Defence	300gc	22
14	Sword of Woe	300gc	18
15	Mask of Death	250gc	14
16	Ring of Levitation	300gc	16
17	Skull Staff	350gc	16
18	Gloves of the Worm Rider	200gc	20
19	Golden Bottle of Yens	300gc	16
20	Sword of Elemental Fire	300gc	16
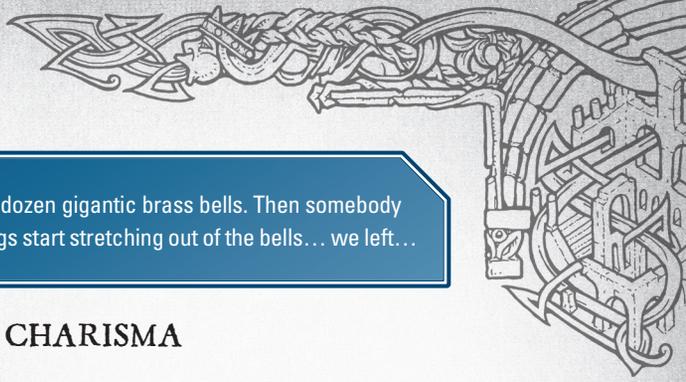
AMULET OF CHARISMA

(TN18)

This golden amulet with a large, inset emerald imbues the wearer with a social magnetism that many find hard to resist. Essentially, the wearer of the amulet becomes immensely 'charming'. If the amulet is worn by a wizard, they are allowed to recruit one more specialist soldier than is generally allowed (so five in most cases). This does not increase the maximum allowable size of the warband, just that one more standard soldier can be replaced by a specialist. If the wizard ever decides to stop wearing the amulet, or if it is lost, then their warband must return to a normally allowed configuration immediately.

While wearing the amulet, the wizard suffers -1 Will, and, long term, wearers become increasingly vain.

CIRCLET OF DEFENCE

(TN22)

This thin silver circlet is designed to be worn across the brow. It may only be worn by a wizard. When this item is found, the finder should select one of the following spells: Blinding Light, Bones of the Earth, Curse, Destructive Sphere, Elemental Ball, Elemental Bolt, Explosive Rune, Glow, Mind Control, Petrify, Push, Scatter Shot, Slow, Steal Health, or Strike Dead. The wear of the circlet is completely immune to that specific spell. Although the spell may be cast upon the wearer, it will have no effect on the wearer. If the spell causes damage over an area (such as Elemental Ball, Explosive Rune, Grenade) then the figure will never suffer damage from the spell even if others do.

A figure wearing the circlet may never cast the selected spell and starts the game at -2 Health. A figure may never wear more than one circlet at a time.

CREATURE MASK

(TN16)

This isn't actually a mask, but rather a heavy necklace with a golden front plate that almost looks like a piece of armour, except for the numerous small gems incrusted in it. The mask may only be worn by a spellcaster. While wearing the mask, all uncontrolled creatures in combat with the spellcaster will attack any other legitimate target first. So, even if the spellcaster has the highest Health in the combat, the uncontrolled creature will attack the figure with the next highest Health instead.

Every time this ability is used (every time an uncontrolled creature attacks another target when it would normally have attacked the spellcaster), the spellcaster suffers -1 Will for the rest of the game. This penalty is cumulative, and there is no limit to how far the spellcaster's Will may drop during the game.
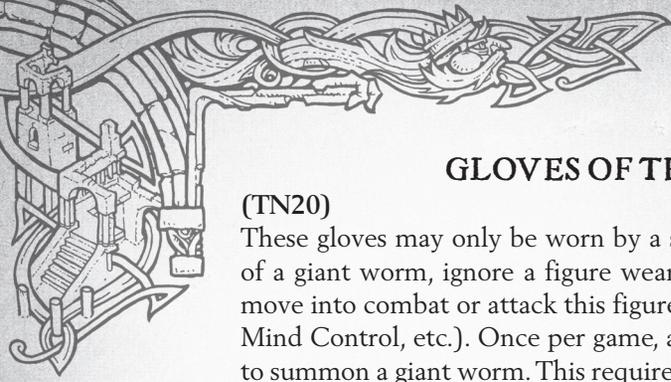
GLOVES OF THE WORM RIDER

(TN20)

These gloves may only be worn by a spellcaster. When determining the actions of a giant worm, ignore a figure wearing these gloves. Giant worms will never move into combat or attack this figure unless otherwise compelled to do so (via Mind Control, etc.). Once per game, a figure wearing these gloves may attempt to summon a giant worm. This requires an action. Place a token anywhere on the table and roll a die: on a 17+ the summoning was successful. On a roll of '1', the summoning was also successful, but the opposing player may reposition the token anywhere on the table. If the summoning was successful replace the token with a giant worm at the end of the turn. This worm follows all the standard rules for an uncontrolled creature.

If a figure wearing these gloves ever rolls a '1' for their survival roll after a game, they are immediately devoured by worms and may not be resurrected by any means.

GOLDEN BOTTLE OF YENS

(TN16)

This jewel-encrusted golden flask was created in a kingdom now long forgotten. If this bottle is empty, a wizard may use it when attempting to cast Brew Potion. If the spell is successfully cast, then two doses of the potion are created in the bottle. The bottle may be carried as a normal item and used following all the normal rules for a potion. The contents of the bottle may not be emptied into any other container or the potions evaporate.

Whenever a figure drinks a potion from the bottle, they must make a Will Roll (TN4). If successful the potion works as normal. If the Will Roll is failed then the potion has no effect and the figure is poisoned.

MASK OF DEATH

(TN14)

A figure wearing this hideous mask count as 'undead', gaining all bonus and suffering all penalties as appropriate. At the start of the game, a figure carrying this mask must state if they are wearing it or not. Thereafter, the figure can put on or take off the mask by spending an action, which can replace a move action.

A wizard that wore this mask during a game may not claim the normal +1 bonus to survival rolls after the game.
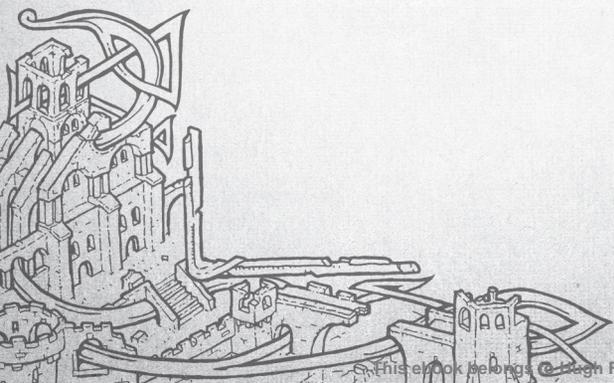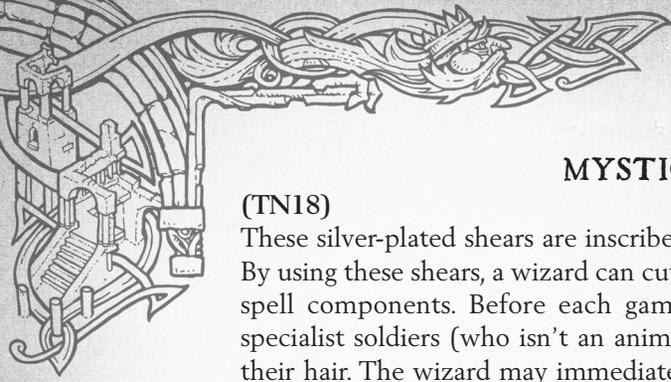
MYSTIC SHEARS

(TN18)

These silver-plated shears are inscribed with numerous ancient runes of power. By using these shears, a wizard can cut the hair of powerful individuals to use as spell components. Before each game, the wizard may choose one of their specialist soldiers (who isn't an animal, undead, construct, or demon) and cut their hair. The wizard may immediately use this hair to gain +2 to the Casting Roll of a single spell cast before the game. The wizard must choose to use the shears before they make the Casting Roll.

After the Casting Roll, the wizard should roll another die. On a result of a 20, the specialist soldier who had their hair cut suffers -1 Health permanently. On any other result, the specialist soldier starts the next game at -1 Health, but the injury is not permanent and can be healed normally.

This item can be stored in the wizard's vault, it does not need to be carried to be used.

PULSING GEM

(TN18)

This magic gemstone flickers with a pale, internal light. This gem counts as an Item of Power (4) except the 4 points of power may only be used when attempting to cast or resist the Blink spell. This power returns to full after each game. If a spellcaster successfully casts Blink while carrying this gem, the spellcaster may choose to move the target figure 6" instead of the normal 4", and they may reroll the randomly determined direction. However, if they do choose to reroll, the second roll must be taken.

Using this gem causes it to glow brighter and brighter. Each time a spellcaster uses it during a game, they suffer -1 to all Fight Rolls against shooting attacks for the remainder of the game. This penalty is cumulative, so if a spellcaster uses the gem twice, they will suffer -2 Fight when rolling against shooting attacks.

RING OF DESTINY

(TN20)

If a wizard wears this ring during a game, they receive +20 experience points after the game. This can take the wizard over the normal 300 experience point limit per game.

However, if the wizard is reduced to 0 Health during the game, they receive -1 to their survival roll (with the exception that a roll of 2 is still treated as 2).

RING OF LEVITATION

(TN16)

A figure wearing this ring counts as though they had the Levitate creature trait.

Using this ring requires a great deal of concentration, so the figure suffers -3 Will.
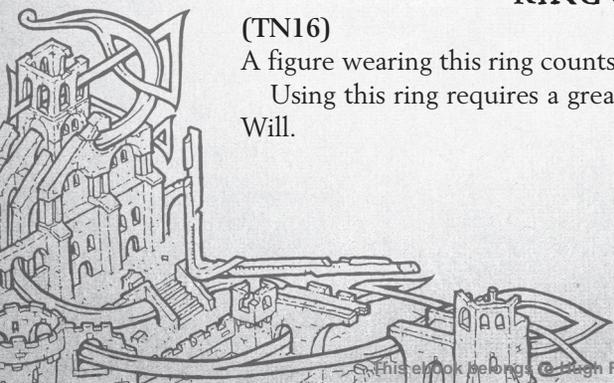
SCROLL SHIELD

(TN14)

Before every game in which a figure in the wizard's warband is carrying the scroll shield, the player should roll for a random spell. This spell appears on the shield's facing, written in scroll notation. If the spell can be cast before the game, the wizard may cast the spell immediately. Otherwise, during the game, any spellcaster in the same warband as the figure carrying the shield may cast the spell as though they had just used a scroll, provided they are standing within 2" of the figure carrying the shield and that figure is not in combat. If the spell can be cast after the game, the wizard may do so provided the shield was not lost during the game. Regardless of whether or not the spell was cast, a new spell should be rolled before the start of the next game.

Unfortunately, the shield draws it mystical energy from the person who carries the shield. A figure equipped with this shield starts each game having taken 1 point of damage. This damage can be healed normally.
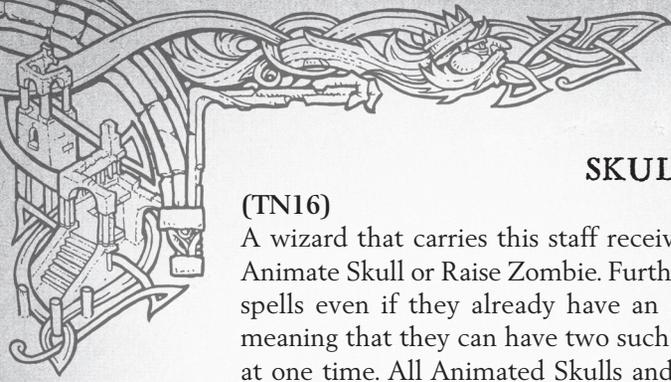
SKULL STAFF

(TN16)

A wizard that carries this staff receives +1 to their Casting Roll when casting Animate Skull or Raise Zombie. Furthermore, the wizard is allowed to cast these spells even if they already have an animated skull or zombie on that table, meaning that they can have two such skulls and two such zombies on the table at one time. All Animated Skulls and Zombies created by the wizard gain the Strong creature trait.

If the wizard has more than one skull or more than one zombie on the table, they suffer -2 to all Casting Rolls.

SOULCHILL BLADE

(TN12)

This magic hand weapon includes a semi-ethereal blade that can wound a creature on both the physical and spiritual levels. When a figure wielding this blade wins a combat, treat the opponent's Armour as 9 + their Will Stat. So, a Thug would have an Armour of 8 (9 + Will -1). Furthermore, figures that take damage from this weapon suffer -1 Fight for the rest of the game, though this feature has no effect on undead, constructs, or creatures with Large.

Every time a figure wielding this blade reduces a figure to 0 Health in hand-to-hand combat, the wielder suffers -1 Will for the rest of the game. This is cumulative for every figure reduced to 0 Heath.

STAFF OF THE ILLUSIONIST

(TN18)

This magic staff features dozens of faintly glowing runes. Only a wizard may carry this staff. If a wizard carrying this staff casts Fool's Gold, they may move the treasure token up to 6" (instead of the usual 4") provided it remains within the wizard's line of sight. Furthermore, a wizard that carries this staff may have two illusionary soldiers in their warband at any one time (although it doesn't matter if the spell was cast by the wizard or apprentice).

Anytime the wizard has two illusionary soldiers in their warband they suffer -2 Will. If the figure carrying the staff is removed from the table, while the warband has two illusionary soldiers in play, then one of those soldiers must be removed immediately. The player controlling the illusionary soldiers may decide which.
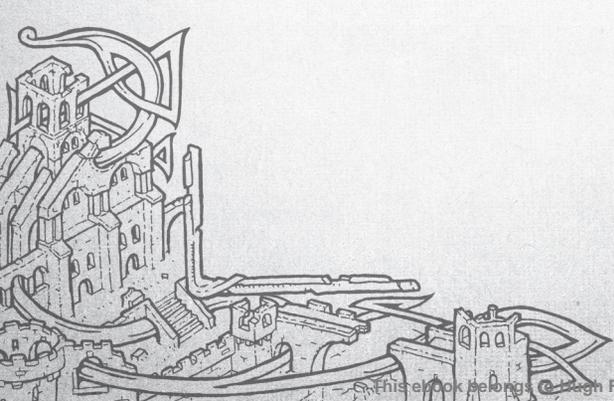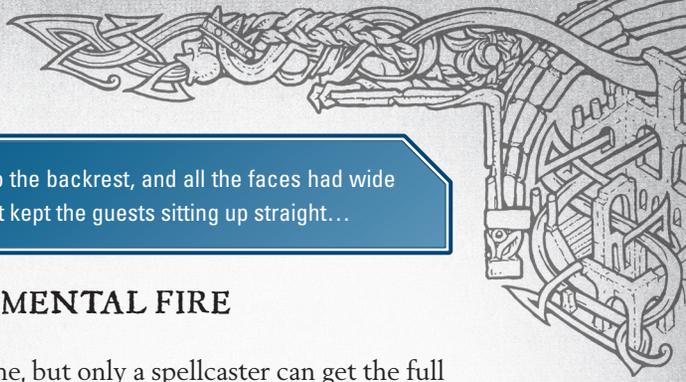
SWORD OF ELEMENTAL FIRE

(TN16)

This magic sword can be carried by anyone, but only a spellcaster can get the full benefit. Whenever a figure carrying this sword casts a spell from the Elementalist school, the sword gains one point of Elemental Energy. Treat the sword as though Elemental Hammer had been cast upon it, but the extra damage inflicted on a successful hit is equal to the number of points of Elemental Energy. As soon as a successful hit is scored, the sword resets to zero points. The sword may hold a maximum of five points at any one time. The sword resets to zero at the start of each game.

If the wielder of the sword ever rolls a natural '1' on a Fight Roll in hand-to-hand combat while using the sword, and the sword has one or more points of power, the wielder immediately suffers 1 point of damage and the points reset to zero.

SWORD OF WOE

(TN18)

This magic hand weapon has +2 Fight, and the figure carrying it receives +1 Will.

Anytime the figure loses a fight while carrying this weapon, they immediately suffer 2 points of damage; this is in addition to any other damage suffered for losing the fight. Furthermore, should the wielder ever roll a natural '1' on a combat roll while in a fight where they receive a support bonus, one randomly determined allied figure in the fight immediately suffers 10 points of damage.

TIGER EYE RING

(TN20)

This ring, which contains a large, tiger eye gemstone, extends the wearer's vision beyond their own body, but may only be worn by a wizard. When wearing the ring, a wizard is allowed to draw line of sight to any point that is within 2" of a point that is actually within line of sight. For example, a wizard can cast a spell on a figure that is standing behind a wall, provided the figure is within 2" of a point the wizard can draw line of sight to (such as the other side of the wall). Furthermore, if the wizard has an active Wizard Eye, they may spend an action to move that wizard eye up to 4" each turn, provided it stays in contact with a surface at all times.

Whenever a wizard uses this ability, they must make a Will Roll (TN20). If they fail, they immediately suffer 3 points of damage.
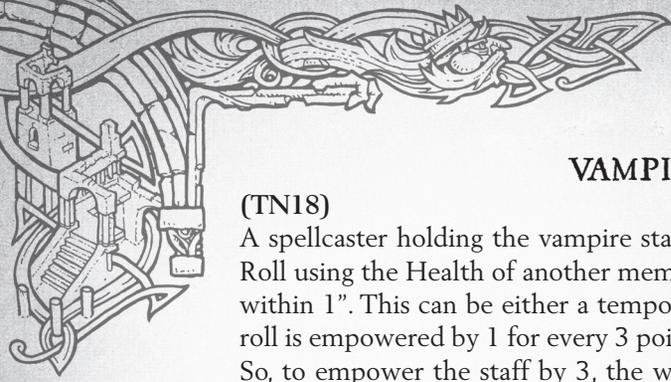
VAMPIRE STAFF

(TN18)

A spellcaster holding the vampire staff may empower a Casting Roll or a Will Roll using the Health of another member of their own warband that is standing within 1". This can be either a temporary or permanent warband member. The roll is empowered by 1 for every 3 points of Health stolen from the other figure. So, to empower the staff by 3, the wielder of the staff would have to cause 9 points of damage to the other figure. The maximum amount by which the roll can be empowered using the staff is 4. The staff cannot be used on undead or constructs.

Any figure that suffers damage from empowering the staff, but is not reduced to 0 Health, immediate quits the warband permanently. If it is an animal, or other creature found in the Bestiary, it immediately becomes an uncontrolled creature. If it is a soldier, the soldier runs away. Remove the soldier from the table, and all items (or treasure tokens) carried by the soldier are lost.

WAND OF BRILLIANT POWER (3)

(TN12)

This item counts as a Wand of Power (3). Furthermore, a figure carrying this wand receives +2 to their Casting Rolls whenever attempting to cast Draining Word or Power Word.

When attempting to cast these spells, the only empowerment the spellcaster can use is the three points of power in the wand, they may not use their own Health.

WRAITH BOW

(TN16)

This magic bow does +1 damage, and has the power to allow the bearer to see through, and even fire an arrow through, terrain. Once per game, the figure carrying the bow can declare they are using this power. For one shooting attack, they may draw line of sight through one piece of terrain, no matter how thick, and take a shot through that piece of terrain. The terrain gives the target a +1 bonus to its Fight roll as an intervening piece of terrain, but does not otherwise hinder the shot in any way.

After using this ability, the figure carrying the wraith bow must make a Will Roll (TN8). If they fail, treat them as though a Curse spell has been cast upon them, with a Casting Roll of 14.
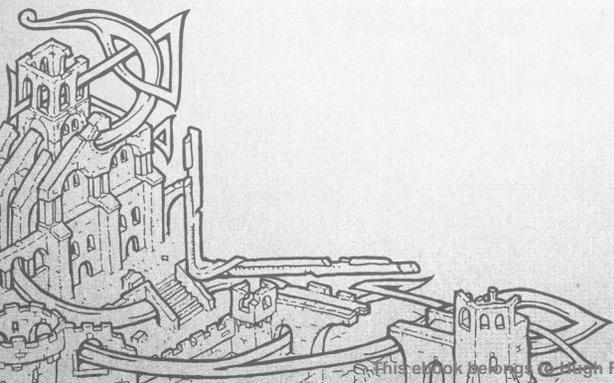
CHAPTER SEVEN
# BESTIARY

Blood-Marked Berserkers

Barbarians who have sworn loyalty to the Red King are given the 'blood-mark', an intricate mystical brand that, in most cases, covers half of the devotee's face. The blood-marked are extremely unstable and quickly grow enraged. During battle, their eyes seem to flicker with flames, and they fight without regard to their own safety or the safety of their supposed allies. In fact, the rage of these barbarians can grow to such levels that they spontaneously combust and continue to fight as Burning Men.

Blood-Marked Berserker						
M	F	S	A	W	H	Notes
6	+3	+0	10	+4	14	Two-Handed Weapon, Blood-Marked, Never Wounded, Possible Self-Combustion

Burning Man

In the heat of battle, it is not uncommon for blood-marked berserkers to self-combust and be enveloped in flames. Unfortunately for those nearby, this does not kill the berserker, at least not immediately. Instead, the warrior becomes a creature known as a burning man, a sort of fire-elemental. Burning men are extremely resistant to normal missile attacks. Fighting them hand-to-hand is no fun either, however, as their flames spit and lick at anyone nearby.

| Burning Man						
M	F	S	A	W	H	Notes
6	+4	+0	10	+2	10	Automatic Damage, Elemental Resistance (5), Immune to Critical Hits, Immune to Poison, Magic Attacks, Melt Weapon, Resistant to Missile Weapons
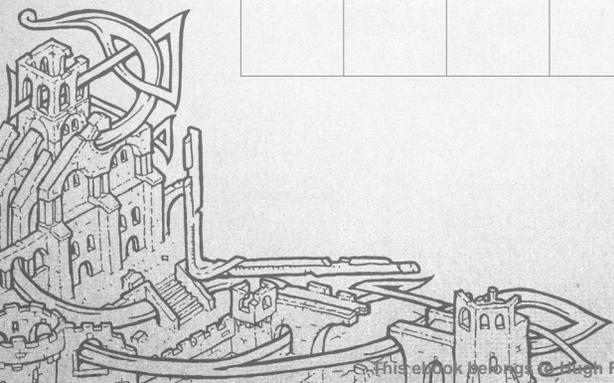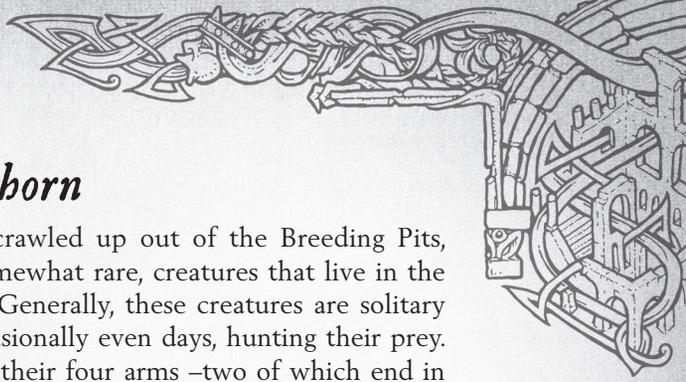
Foulhorn

Despite looking like something that crawled up out of the Breeding Pits, foulhorns are naturally occurring, if somewhat rare, creatures that live in the mountains to the north of Frostgrave. Generally, these creatures are solitary hunters that will spend hours, and occasionally even days, hunting their prey. They are fast, tough, and vicious; with their four arms –two of which end in heavy, sword-like, appendages – they are extremely dangerous in close combat. These creatures possess a rudimentary intelligence and are capable of simple communication, which has allowed them, on occasion, to ally with barbarian tribes. For most of the rest of the world, these creatures are generally better off avoided.

Foulhorn						
M	F	S	A	W	H	Notes
7	+4	+0	12	+5	12	Horns, Keen Senses

Herald of the Red King

Whether the Herald of the Red King is a separate demonic entity or merely a fragment of the Red King himself remains a matter for academic debate. Whichever the case, the Herald never resides fully in one plane, and always seems to flicker slightly as though going in and out of focus. The Herald stands slightly taller than most humans and wears long, flowing robes that constantly writhe and flap as though in the wind. Its head is encased in a bronze helmet that reveals nothing of the face beneath, but features a pair of elephant-like tusks and a single large eye etched in the middle. It carries a different staff in each hand: one is long and straight and ends in a bright jewel; the other is gnarly, twisted, and decorated with strange fetishes. When not delivering a specific message, the Herald constantly shouts the Litany of the Red King, which is painful for most living creatures to hear.

| Herald of the Red King						
M	F	S	A	W	H	Notes
6	+5	+0	12	+8	18	Aura of Pain, Demon, Elemental Blast, Elemental Resistance (3), Immune to Control Demon, Immune to Critical Hits, Immune to Mind Control, Levitate, Magic Attacks, Spell Reflection
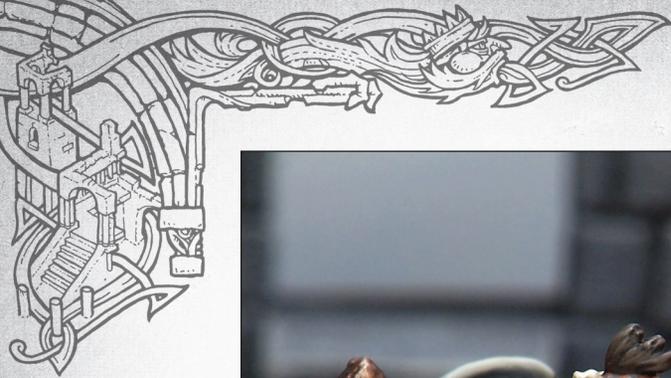
Hrut

There are no known accounts of encounters with the Hrut before the invasion of the Red King and, since their bodies essentially disintegrate when they die, there has been little chance to study them. The Hrut seem to be a somewhat stable, though still incredibly varied, demonic species. Some have horns, some are hairless, some display bestial features… The chief unifying feature is the heavy armour worn by all Hrut. Some wizards theorise that it might be more carapace than armour but, either way, it affords the Hrut a significant degree of protection.

Even amongst the varied forms, some distinct types are identifiable, both in appearance and in role. The most commonly encountered Hrut are the 'Warriors', which seem to be the jack-of-all-trades of the Red King's forces. Smaller and somewhat less heavily armoured than the Warriors are the 'Stingers', whose large wings allow them to fly. At the other end of the spectrum are the 'Longhammers' – taller and more powerfully built than even the Warriors, these Hrut are often found acting as shock-troops and linebreakers. The 'Darters' seem to be the Hrut archers, and are armed with weapons resembling crossbows.

What is clear is that the Hrut do not belong in the same reality as Frostgrave, which is most obviously demonstrated by their tendency to momentary blink out
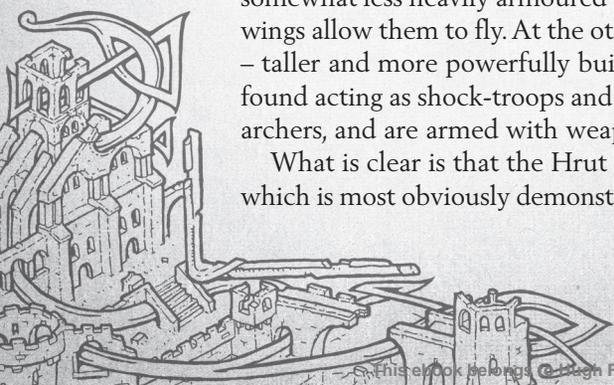
of existence when wounded and reappear nearby. This makes them incredibly difficult to kill. When a Hrut is actually killed, its body quickly burns away in a bright, but not overly dangerous, pyrotechnic display.

Also, unfortunately for spellcasters, these creatures can seemingly sense the presence of magic and those who wield it, and thus don't have to actually see a spellcaster to know where they are.

Hrut Warrior						
M	F	S	A	W	H	Notes
7	+3	+0	12	+3	12	Demon, Hand Weapon, Pain-Blink, Sense Magic

Hrut Stinger						
M	F	S	A	W	H	Notes
7	+3	+1	11	+3	12	Crossbow, Demon, Flying, Hand Weapon, Pain-Blink, Sense Magic, Quiver

Hrut Longhammer						
M	F	S	A	W	H	Notes
5	+4	+0	13	+5	14	Demon, Large, Pain-Blink, Sense Magic, Two-Handed Weapon

Hrut Darter						
M	F	S	A	W	H	Notes
7	+1	+3	11	+3	12	Crossbow, Demon, Hand Weapon, Pain-Blink, Sense Magic, Quiver

Key-Master of the Red King

The Key-Masters are avatars of the Red King, demon puppets without will or purpose of their own. When encountered in the final scenario, they are completely driven by their task of holding the tethers between realities in place and drawing those realities together. In that way, these creatures also function as doorways between the two realities.

Key-Masters of the Red King						
M	F	S	A	W	H	Notes
7	+2	+0	12	+10	16	Demon, Elemental Resistance (3), Immune to Control Demon, Immune to Mind Control

Mindshrike

Mindshrikes are creatures that inhabit dreamscapes. They do not exist in any sense that humans understand, but somehow can be found floating around in the dreams and visions of artists, creatives, and madmen, pecking away at their sanity. These creatures appear like a cross between a heavy fish such as a grouper and a jelly fish. These creatures are extremely aggressive towards any other creatures that invade a dreamscape where they are feeding; and while they are not capable of inflicting any actual harm, they can often forcibly eject intruders from their hunting grounds.

Mindshrike						
M	F	S	A	W	H	Notes
6	+2	+0	14	+6	1	Immune to Mind Control, Levitate, Powerful, Sense Magic, Suicide Attack

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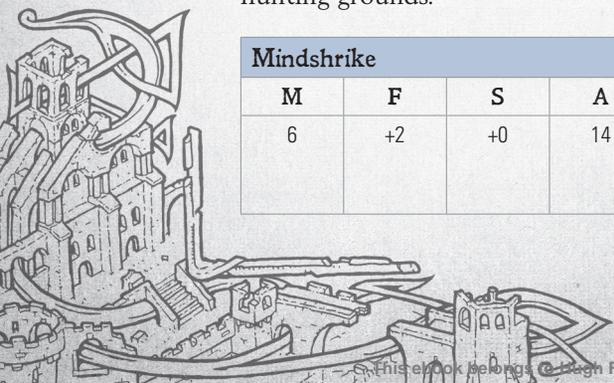
Nullman

Nullmen are infrequently encountered and only poorly understood. They do not fit well into any traditional category and are certainly not undead, demons, constructs, or natural animals. In terms of appearance, they are nearly featureless humanoids that shine with a slight, unearthly, grey light. There is no sign of intelligence in these creatures. They never try to communicate, and if there is any purpose to their movements, it has never been determined. Among wizards they are loathed for their complete immunity to magic.

Nullman						
M	F	S	A	W	H	Notes
6	+1	+0	12	+10	5	Antithetical to Magic, Sense Magic
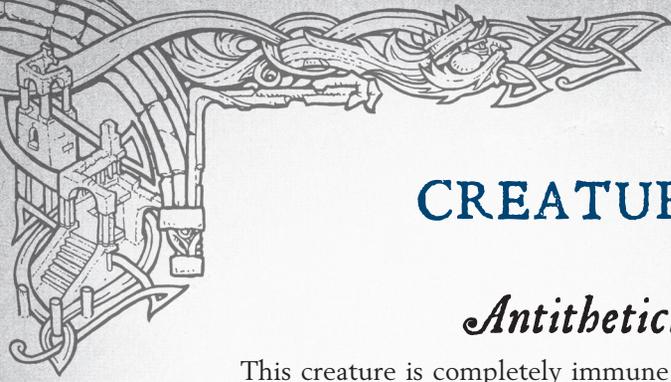
Creature Traits

Antithetical to Magic

This creature is completely immune to magic in all forms. It may not be the target of any spell, nor will it suffer damage from any kind of magic attack. A figure in combat with this creature may not use any magic item, and any magic items being carried will temporarily lose all bonuses or effects. A figure may fight with a magic weapon, but treat it as a mundane example of the weapon.

Aura of Pain

If a figure activates within 6" of this creature, the figure must make an immediate Will Roll (TN12) or suffer 2 points of damage. Undead, constructs, and demons are immune to this damage and thus do not have to make a Will Roll.

Automatic Damage

Any figure that activates while in combat with this creature takes 2 points of elemental magic damage. Creatures with automatic damage are immune to damage from automatic damage.

Blood-Marked

These creatures gain +5 on all Will Rolls to resist Mind Control or Suggestion. Should a creature with blood-marked lose its weapon, it suffers the usual -2 Fight, but not the normal -2 damage.

Elemental Blast

This creature can make one +3 elemental magic shooting attack every time it activates. It will follow the normal rules for a creature armed with a missile weapon until it makes this attack. Afterwards it follows the rules as though not armed with a missile weapon.

Keen Senses

When determining the movement of this creature, count all figures within 6" as within line of sight.
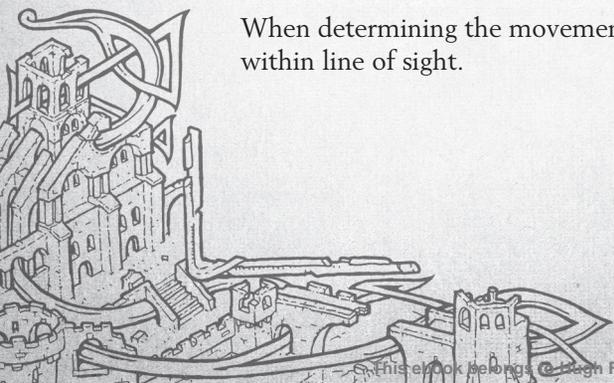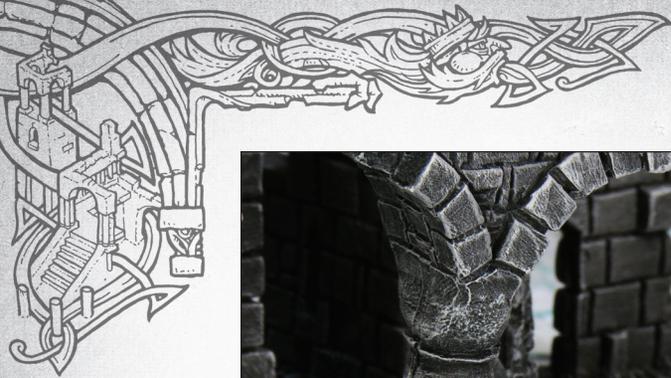
Melt Weapon

If a figure that is fighting this creature rolls a natural '1' on their attack roll, then the weapon they are using is immediately destroyed. This attribute has no effect on magic weapons.

Pain-Blink

Whenever this creature suffers damage from any source, and is not reduced to 0 Health, immediately move it 6" in a random direction. This may move the creature into or out of combat. If this would move the creature into terrain, place it on top of that terrain. If this would move it onto another figure, place the pain-blink creature in combat with this figure at the point nearest where it should have appeared. If it moves the figure off the table, place it adjacent to the table edge at the point it would have left.

Possible Self-Combustion

At the end of each turn this creature is on the table roll one die: on a roll of '20', the creature self-combusts and should be replaced with a Burning Man figure at full Health. If a figure is in combat with this creature when it self-combusts, it suffers an immediate +0 Elemental magic attack.
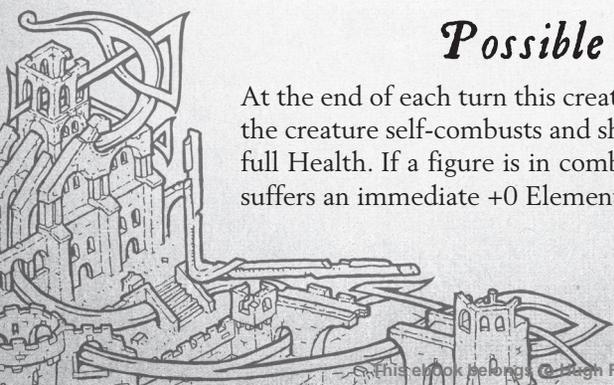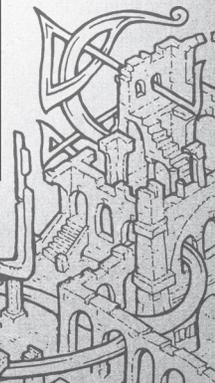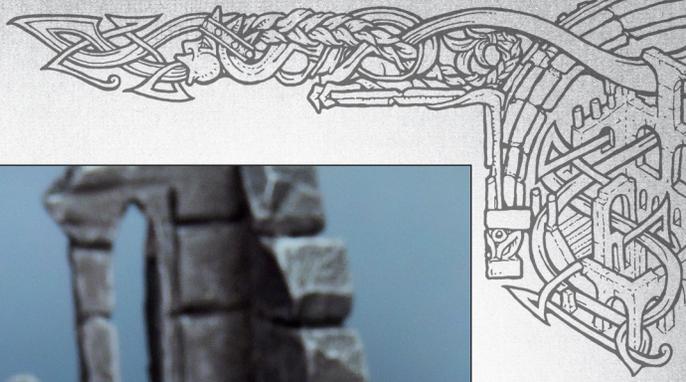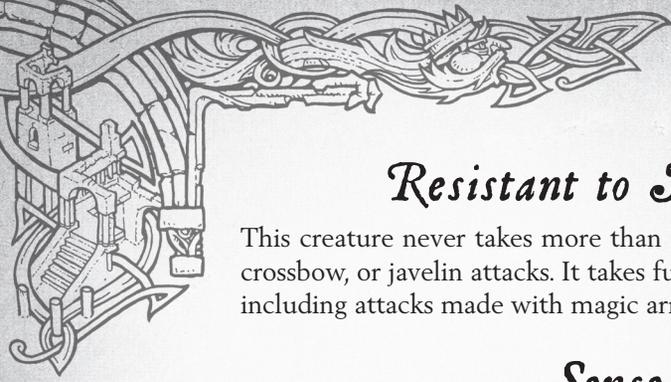
Resistant to Missile Weapons

This creature never takes more than 2 points of damage from non-magic bow, crossbow, or javelin attacks. It takes full damage from all other shooting attacks, including attacks made with magic arrows, bolts, or javelins.

Sense Magic

For the purposes of determining movement (and nothing else), this creature counts as having line of sight to all spellcasters within 12", and may move into combat with spellcasters even if they are invisible (immediately ending the Invisibility spell).

Spell Reflection

Any time a spell is successfully cast upon this creature, roll a die: on a 16+ the spell is reflected back on the figure that originally cast the spell. This spellcaster should make any Will Rolls or Combat Rolls required as the target of the spell. This includes any spells that include the creature in their area of effect.

Suicide Attack

This creature dies as soon as it inflicts any damage in hand-to-hand combat. So, if this creature attacks another figure in hand-to-hand combat, and inflicts at least 1 point of damage, it is immediately reduced to 0 Health.