

Sample file

FROSTGRAVE
THAW OF THE
LICH LORD

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INTRODUCTION

Welcome to *Thaw of the Lich Lord*, the first supplement for *Frostgrave: Fantasy Wargames in the Frozen City*. In this book, players will find ten new scenarios set during one of the most dangerous times in the history of Frostgrave, a period when an undead wizard from before the great cataclysm escapes from his imprisonment and attempts to take control of the city. While the scenarios presented here can be played in any order or used for one-off games, if they are played in the order in which they are presented, they can provide a full campaign that tells the story of the Lich Lord's attempted rise to power. The players' wizards and warbands can then become major characters in the battle to thwart the Lich Lord and, of course, grab his treasure.

The scenarios in this book are ordered so that they become more challenging and more dangerous as the campaign progresses. It would probably be unwise to take a newly generated wizard and throw him into the action in Scenario 10. Additionally, some scenarios have such a high threat level that the players may even make temporary alliances with each other in order to defeat the Lich Lord or his minions. That's fine – just remember that any such alliance is only as good as the word of your opponent.

To assist the players during the campaign, this book also includes four new soldier types that their wizards can hire. There are also new treasures that can only be found during this campaign, some of which are unique items to be won during specific scenarios. Several new spells are also presented, including the horrific Lichdom, which allows a wizard to escape his mortal flesh and become a nigh-immortal lich. A bestiary provides new threats for players to overcome, and includes many of the Lich Lord's undead servants. Finally, a new random encounter table is given for those who wish to create their own scenarios set during this tumultuous period in the history of Frostgrave.

As always, the rules, scenarios, creatures, and treasures found in this book are meant merely as the beginning. Players are encouraged to make up their own scenarios and monsters, and take their games wherever their imaginations lead them.



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