

FROSTGRAVE
INTO THE
BREEDING PITS

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INTRODUCTION

Welcome to *Into the Breeding Pits*, the second print supplement for *Frostgrave: Fantasy Wargames in the Frozen City*. With this book, players can lead their warbands into the vast network of catacombs, tunnels, sewers, and dungeons that run beneath the streets of Frostgrave. It was in these dark confines that the ancient wizards known as Beastcrafters experimented on living creatures, creating strange hybrids and deadly monsters, many of which still roam the forgotten passageways. It is a dark, deadly place, filled with traps both magic and mundane, and hideous creatures that rarely, if ever, venture to the surface.

This supplement is designed to present players with a host of new rules to bring more variety and tactical challenges to their games of *Frostgrave*. The first section presents guidelines for setting games underground, including rules for traps and secret passages. It also includes new rules for random encounters that represent how easily creatures that live in darkness can stalk their prey underground.

The book also contains many new options for wizards and their warbands. Rules are given for wizards who wish to explore the magic of the Beastcrafters, manipulating the forms of both animals and themselves. Also presented is a new category of spells – **Reaction Spells** – which add a greater tactical element to the back and forth nature of magic duels. Wizards can also hire two new soldier types that specialize in underground fighting and exploration.

Finally, the book includes several new scenarios and random encounter tables for games set underground, a treasure table filled with magic items, and an expanded bestiary cataloguing many of the weird and deadly denizens that crawled out of the ruins of the breeding pits.

As always, all of the new rules presented here are optional, and players should consult with their gaming group before adopting any of them. All of the ideas presented here are intended to make games of *Frostgrave* more fun and interesting – and if players can accomplish those goals by changing or ignoring any of these rules, they should do so.