

A COLLECTION OF
WIZARDS

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INTRODUCTION

This book contains a series of wizards for Frostgrave Second Edition. If you're not familiar with it, Frostgrave is a miniatures wargame published by Osprey Games where each player controls a warband led by a wizard that is exploring the ancient ruins of the city of Felstad in search of treasure. The material originally appeared on my blog, [Scott's Game Room](#).

The wizards and warbands in this book represent starting warbands with level 0 wizards and only 400 gold coins spent hiring warband members. Most of the wizards and warbands require only material in the Frostgrave Second Edition rulebook, but a few make use of material from expansions that have been released by Osprey Games. When something mentioned is from an expansion, its source will be noted.

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VINZENT THE TIMELOST

Chronomancer

Vinzent was conducting an experiment with his master when he was knocked out by a blast of uncontrolled magical energy. When he woke up, his home city of Felstad was unrecognizable. Even the ruins that he could see didn't match the buildings of his memories. He was lost and had no idea how many centuries he had been displaced by his accident.

Since awakening, he has begun to explore what is left of the city and seek out its long-lost treasures. He has taken on an apprentice of his own now and hired a band of mercenaries to help him in his search for the secrets of what happened to his home and perhaps the power to return to his own time.

SPELLS

Vinzent's magic is focused on the manipulation of time. Before venturing into the ruins, he casts Awareness to get a glimpse of what the future holds. If trouble is encountered, he will cast Time Store early to allow him to use those stored moments at a critical point later in the skirmish. Then he focuses on speeding up his followers with Fleet Feet and hindering his enemies with Slow. If he feels endangered, he can protect himself with Elemental Shield. He is happy to draw upon his own health when casting spells and then use Steal Health to heal his own wounds at the expense of his opponents. If he needs to move quickly, he can Teleport to jump around the battlefield. After recovering new treasure, he can cast Absorb Knowledge to speed up his own studies.

- Absorb Knowledge (Sigilist 16)
- Awareness (Soothsayer 14)
- Elemental Shield (Elementalist 12)
- Fleet Feet (Chronomancer 10)
- Slow (Chronomancer 10)

- Steal Health (Necromancer 12)
- Teleport (Illusionist 14)
- Time Store (Chronomancer 14)

APPRENTICE

Vinzent's apprentice Aurel originally served under another wizard. Aurel's original master met his fate exploring the city's ruins leaving Aurel and a few other survivors to fend for themselves. When Vinzent arrived, Aurel was impressed by his tales of ancient Felstad and began to study under him. During battles, Aurel tends to focus on casting Slow and Fleet Feet to aid Vinzent's soldiers.

SOLDIERS

Vinzent prefers to work with soldiers who can move quickly. His magic can then widen the speed gap between them and any enemies to let them grab the lost treasures of the city and then escape.

- Thief × 3
- Thug × 2
- Tracker × 2
- Treasure Hunter

BASE OF OPERATIONS

Once in Frostgrave, Vinzent plans to establish his base of operations in one of the city's libraries. This will give him an opportunity to learn more of the city's fate since he was lost to time and hopefully accelerate his study of chronomancy.

TRANSCENDENCE

When Vinzent casts Transcendence, he unravels time in order to return to his own time in Felstad. Using his knowledge of the city's future, he is able to amass vast personal power and perhaps prevent the catastrophe that froze his city for a thousand years.



VIVIAN FLAMEBORN

Elementalist

Vivian Flameborn lives for adventure. When she heard tales of an ancient city thawing and treasure-hunting wizards dueling in its streets, she gathered her friends, hired a few mercenaries, and journeyed northward to seek fortune and glory.

SPELLS

Vivian specializes in fire magic. In combat, she prefers a direct approach of unleashing heat rays, fireballs, and raging infernos to incinerate her enemies. When a target isn't immediately available, she'll use Explosive Rune to leave a trap to burn them later. If she needs to tie up an opponent, she can conjure an imp as a distraction. She also has a few spells to aid her allies, but she prefers to have her apprentice cast Fleet Feet and Enchant Weapon so that she is free to fight her enemies head on.

- Combat Awareness (Soothsayer 16)
- Destructive Sphere (Elementalist 12)
- Elemental Ball (Elementalist 12)
- Elemental Bolt (Elementalist 12)
- Enchant Weapon (Enchanter 10)
- Explosive Rune (Sigilist 14)
- Fleet Feet (Chronomancer 12)
- Imp (Summoner 12)

APPRENTICE

Abigail has adventured at Vivian's side for years. Where Vivian prefers to dive headfirst into the action, Abigail takes a more cautious approach. In battle, she

prefers to make use of support magic, but can still throw destructive blasts of fire across the battlefield when threatened.

SOLDIERS

Vivian's core followers are a set of close allies who each fill a different role in her warband. A treasure hunter leads her warriors into battle, an archer provides covering fire, a trap expert seeks out treasure, and an apothecary stays close to Vivian to help heal her inevitable injuries. She has then hired a mix of thieves and thugs to fill out her band of followers.

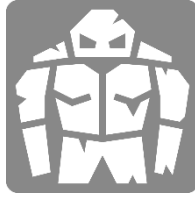
- Apothecary
- Archer
- Thief × 2
- Thug × 2
- Trap Expert (Into the Breeding Pits)
- Treasure Hunter

BASE OF OPERATIONS

Vivian has been eyeing an old brewery on the fringes of the ruined city as a potential base of operations. She figures her warband should enjoy themselves while they rest and recuperate between expeditions into the more dangerous sections of Frostgrave.

TRANSCENDENCE

When Vivian casts Transcendence, she takes her band of friends to a new plane of existence offering fresh adventures, new luxuries, and more things to burn.



ELIAS THE RECLUSE

Enchanter

Elias has never really liked humanity. It's not that he hates other people, he just dislikes being around them and they remind him that he is stuck in a fragile and aging body. Magical constructs on the other hand fascinate him. He has studied them for years in hopes of mastering their creation.

When rumors reached Elias that the ruined city of Felstad had been rediscovered, he knew that he needed to travel there. He had read countless tomes talking about enchanters from the ancient city who had a level of mastery over constructs that had been lost to the world since the city's destruction. This was his chance to unlock those ancient mysteries and reach true mastery over artificial life.

SPELLS

Elias hopes to master the magic of creating and controlling constructs. Before his first excursion into the ruins of Felstad, he and his apprentice will both attempt to create medium constructs to serve them. When in a battle, his first priority is seizing control of other constructs. He can also hinder opponents by casting Curse on them or forcing them to drop treasure with Fool's Gold. When a more direct approach is needed, he can use Grenade to attack enemies. For defense, he can cast Wall to cut off routes through the city's narrow streets and use Heal when he or one of his human companions is injured. After battles, he is able to cast Absorb Knowledge to accelerate his research into constructs.

- Absorb Knowledge (Sigilist 14)
- Animate Construct (Enchanter 10)
- Control Construct (Enchanter 12)
- Curse (Witch 10)
- Fool's Gold (Illusionist 14)

- Grenade (Enchanter 10)
- Heal (Thaumaturge 12)
- Wall (Elementalist 12)

APPRENTICE

Elias is accompanied by his apprentice Mia. She has studied under Elias for years and serves him loyally. She assists in his attempts to create new constructs and helps his warband when they encounter trouble in the ruins. She favors casting Curse, Grenade, and Heal in battle.

SOLDIERS

Elias has hired a motley assortment of mercenaries for his expeditions into the ruins of Felstad. A man-at-arms, infantryman, and crossbowman form the core of his fighting force. An apothecary meanwhile stays close to Elias to provide a healing potion if the enchanter is injured. A pack mule, a thief, and a pair of thugs fill out the band. The thugs are first in line to be dismissed when Elias and Mia successfully animate some constructs.

- Apothecary
- Crossbowman
- Infantryman
- Man-at-Arms
- Pack Mule (Thaw of the Lich Lord)
- Thief
- Thug × 2

BASE OF OPERATIONS

After getting his bearings in the dangerous ruins, Elias plans to establish a laboratory as his base of operations. He will assemble an Enchanter's Workshop in it once he has gathered enough resources.

TRANSCENDENCE

When Elias casts Transcendence, he moves his soul into a specially prepared construct body so that he can leave behind his mortal form. From then on he can study in isolation without interruption or worry that his body will fail him.



ZELLE THE TRICKSTER

Illusionist

Zelle began her study of the arcane arts at a prestigious academy. A few years later, she was expelled when one of her teachers opened the day's lessons to an explosive rune. Uninterested in returning home, she ran away and started living on the city's streets. She eventually fell in with thieves and outlaws – they offered her protection and riches in exchange for her magical support.

When rumors reached her that a city full of lost treasure had been found to the north, she gathered up a band of thieves and set off for the ruins of Felstad. She's confident that her magical tricks will let her find and steal enough treasure to pay off her debts and let her learn even more magic.

SPELLS

Zelle likes spells that are fun to cast on others. Whether that's Curse that causes an opponent to fumble with their sword, Fool's Gold to make someone drop valuable treasure, or Dispel to cause a rival wizard's spell to unravel. She'll generally cast Illusionary Soldier before venturing into Felstad's ruins to create a knight. Then during battle, she casts whichever spell causes the most mayhem for her enemies while her band of thieves claims as many valuable treasures as possible.

- Curse (Witch 12)
- Dispel (Thaumaturge 14)
- Explosive Rune (Sigilist 12)
- Fool's Gold (Illusionist 10)
- Illusionary Soldier (Illusionist 12)
- Mind Control (Soothsayer 14)
- Telekinesis (Enchanter 14)

- Transpose (Illusionist 12)

APPRENTICE

Johannes was a pickpocket on the city streets, but Zelle recognized a spark of magical power in him. She took him as an apprentice and has been training him in increasingly advanced techniques.

SOLDIERS

Zelle's band of followers are fellow thieves and outlaws. Knowing the danger that mental tricks can pose, she also has hired a bard to accompany the band and bolster the thieves against illusions and other mental dangers.

- Bard (Thaw of the Lich Lord)
- Thief × 5
- Tracker
- Treasure Hunter

BASE OF OPERATIONS

Zelle has picked an old inn as her base of operations within the city. It gives her warband enough room to have someone resting while still keeping her group at full fighting strength.

TRANSCENDENCE

When Zelle casts Transcendence, she pulls her greatest trick and disappears from the world. Every once in a while, her laugh is heard as something improbable, hilarious, and possible quite dangerous happens to some unlucky person.



AVROGEN THE DARK

Necromancer

Avrogen wants power. He sees magic as the fastest route to it. He journeyed across the continent seeking lost lore that would increase his abilities. With the thawing of Felstad, he has now come to the city to find secrets that will make him even more powerful.

SPELLS

Avrogen has learned a variety of dark magic during his studies. Before venturing out from his stronghold, he prefers to use Familiar to gain a raven companion. When a battle begins, he attempts to cast Summon Demon first to bolster his forces with an imp or minor demon, and he is more than willing to burn his own life force to acquire a more powerful servant as long as it doesn't leave him badly wounded. He'll then use a mix of offensive spells such as Bone Dart, Elemental Ball, Mind Control, and Steal Health to try to weaken and eliminate opposing soldiers. If an opposing spellcaster manages a spell that is having an ongoing effect on battle, Avrogen will cast Spell Eater to remove the effect.

- Bone Dart (Necromancer 10)
- Decay (Chronomancer 14)
- Elemental Ball (Elementalist 16)
- Familiar (Witch 12)
- Mind Control (Soothsayer 16)
- Spell Eater (Necromancer 12)
- Steal Health (Necromancer 10)
- Summon Demon (Summoner 14)

APPRENTICE

Gerant foolishly entered into a blood pact with Avrogen that has bound him to the dark mage's service. Gerant knows that he can only be freed from the pact by Avrogen's death, but is unable to work against him due to the magical bond forged by the pact. The apprentice serves his master begrudgingly by flinging bone darts across the battlefield and sacrificing his own life force to break apart spells cast by Avrogen's enemies.

SOLDIERS

Avrogen likes to keep a knight nearby to serve as his bodyguard. The rest of his mercenaries have been hired to attack his enemies and retrieve treasures from the ruins.

- Crossbowman
- Infantryman × 2
- Knight
- Thief
- Thug × 3

BASE OF OPERATIONS

Avrogen is seeking out an old laboratory hidden beneath the streets of Felstad to serve as his base of operations. Once he has obtained a grimoire of Control Demon, he plans to build a Summoning Circle and purchase Arcane and Summoning Candles to allow him to more easily bind demons to himself.

TRANSCENDENCE

When Avrogen casts Transcendence, he sheds the limits of his mortal form and ascends as a demonic lord.



ILIAN THE ARCHIVIST

Sigilist

Ilian has always been interested in history. He's fascinated by the passage of time, how one event leads to another as cause and effect ripple across the eons. He also recognizes that how history is recorded is just as powerful as what actually happened.

When he heard of the thawing of Felstad, Ilian knew that the city could be pivotal to the world's future. He felt a need to journey to the city to observe what happens there and ensure that it is recorded in the most favorable ways.

SPELLS

Ilian prefers being well prepared for his excursions into the frozen city. Before heading into danger, he can cast Familiar to conjure an owl and Reveal Secret so that his warband can recover more valuable treasure. Then after outings, Absorb Knowledge helps him learn more than normal from each outing and Write Scroll lets him be better prepared for his next outing with more reliable spellcasting during battle.

When in battle, Ilian uses his spells primarily to assist his hired soldiers. Telekinesis allows him to move treasures to more advantageous positions for his soldiers to retrieve them. With Furious Quill, he can distract enemy soldiers – especially archers and crossbowmen. Then he can use Heal to help any of his soldiers that are injured.

- Absorb Knowledge (Sigilist 12)
- Familiar (Witch 14)
- Furious Quill (Sigilist 10)
- Heal (Thaumaturge 10)
- Reveal Secret (Soothsayer 16)

- Telekinesis (Enchanter 12)
- Teleport (Illusionist 12)
- Write Scroll (Sigilist 12)

APPRENTICE

Pelana has been studying under Ilian for several years. She appreciates his devotion to his studies, and she works diligently to support him. During excursions into the city, she focuses on casting Telekinesis to help secure valuable treasures and Heal to keep their hired soldiers in fighting condition.

SOLDIERS

Ilian has hired a somewhat motley assortment of mercenary soldiers. He keeps an apothecary and a templar near him at all times to ensure his own safety. A treasure hunter meanwhile is tasked with quickly snatching the most valuable treasures. The remainder of the warband is a collection of thieves and thugs that fill whatever role is needed for a given skirmish.

- Apothecary
- Templar
- Thief × 2
- Thug × 3
- Treasure Hunter

BASE OF OPERATIONS

Ilian can think of no better place to use as a base of operations than a library. Once he has found a suitable one in the ruins, he plans to build a Scriptorium within it and purchase Carrier Pigeons to aid in his correspondence with other sages.

TRANSCENDENCE

When Ilian casts Transcendence, he leaves the world behind and becomes an extraplanar observer who can see anywhere and anywhen as history unfolds. He gleefully skips around the timeline of the world watching cause and effect and finally having a chance to see how all the pieces of history fit together.



THE GREY WIZARD

Soothsayer

The Grey Wizard is a mysterious wanderer who has long meddled in the affairs of the western nations. His coming often signals the beginning of times of trouble and turmoil, even if he seems to conveniently avoid the blame for such events. With the ancient ruins of Felstad revealed, the Grey Wizard has gathered a party of heroes to venture into the frozen north.

SPELLS

The Grey Wizard prefers subtle magic. He knows that the fate of the world can be changed by the smallest of events, so he has no need to throw fireballs or conjure dazzling secrets. Instead, he focuses on using his magic to know how his band can best accomplish their goals and then aiding his allies by improving their abilities. Before the group ventures out into the ruins, he casts Awareness and Reveal Secret so that they are prepared for what the expedition holds and able to retrieve the most valuable artifacts. Then during battle, he can bolster his soldiers' minds with Mind Lock, improve their speed with Fleet Feet, or bring treasure to them with Telekinesis. When he is in danger, he can use Push, Beauty, and Dispel to deal with various threats.

- Awareness (Soothsayer 12)
- Beauty (Illusionist 12)
- Dispel (Thaumaturge 14)
- Fleet Feet (Chronomancer 12)
- Mind Lock (Soothsayer 12)
- Push (Sigilist 12)
- Reveal Secret (Soothsayer 12)
- Telekinesis (Enchanter 14)

SOLDIERS

The Grey Wizard's warband is lead by a captain who is rumored to be descended from the ancient nobles of Felstad. The captain has the Leadership and Furious Attack tricks of the trade. They are joined by a proud knight from the kingdom just to the south of Felstad, a gruff man-at-arms from the mountain realm, and a flashy tracker from a forest nation. Those heroes are accompanied by a handful of thieves they picked up in a rural town on their journey towards the north.

- Captain (The Frostgrave Folio)
- Knight
- Man-at-Arms
- Thief × 4
- Tracker

BASE OF OPERATIONS

After arriving in Felstad, the Grey Wizard quickly claimed an old tower within the city as his own. The enchanted building improves his ability to cast both Awareness and Reveal Secret in preparation for outings.

TRANSCENDENCE

When the Grey Wizard casts Transcendence, he is able to purge the malevolent force lurking in the depths of Felstad. This act dispels the remnants of the ancient curse keeping the city frozen, and opens a way for the ancient nation of Felstad to be reborn. He, of course, will serve as the new king's most trusted advisor.



LAURANA THE DEMONBINDER

Summoner

Laurana knows firsthand the danger of demons. When she was a young girl, her village was attacked by a band of them. She managed to survive, but many other villagers were not as lucky.

That experience gave Laurana the motivation to study demons and the planes of existence that they call home. She knows that ancient Felstad had many ties to powerful demons, so she has travelled to its ruins in order to uncover more demonic lore.

SPELLS

Laurana has focused her studies on learning to bind demons to her will. She believes that summoning demons must wait until she is certain that they will not break free from her control. Towards that end, she has learned Control Demon, Circle of Protection, and Planar Tear that give her various options for dealing with demons. She can also bind a demon to one of her followers with Possess to make the soldier more powerful. Her other spells give her a range of utility options that can be used as needed.

- Brew Potion (Witch 16)
- Circle of Protection (Thaumaturge 16)
- Control Demon (Summoner 10)
- Elemental Shield (Elementalist 12)
- Planar Tear (Summoner 12)
- Possess (Summoner 12)
- Spell Eater (Necromancer 14)
- True Sight (Soothsayer 14)

APPRENTICE

Where Laurana has a healthy fear of demonic power, her apprentice Emri is drawn to them. He enjoys binding demons into others so that he can witness the effects and their glorious power. He pushes on Laurana to learn how to conjure demons in their normal unbound state, but so far she has avoided that branch of summoning magic.

SOLDIERS

Laurana has chosen her soldiers to be aggressive and take the fight to anyone who gets in her way. The men-at-arms and thugs charge forward to engage enemies in hand-to-hand combat, often while possessed by demons. The apothecary stays close to Laurana to allow her to empower her more difficult spells with her own life force. The archer is mostly on hand to deal with targets that stay at range and to try to pick off rival wizards when they show themselves.

- Apothecary
- Archer
- Man-at-Arms × 2
- Thug × 4

BASE OF OPERATIONS

Laurana is seeking an old library to use as a stronghold for her warband. She hopes that the magical lore within its shelves will help to accelerate her studies.

TRANSCENDENCE

When Laurana casts Transcendence, she binds a major demon to herself, subjugating its will and gaining power beyond what a mortal was meant to wield. Never again will she fear demonic power because now she wields it for herself.



EDWARD THE HUNTER

Thaumaturge

Edward has seen the darkness and danger of other realms. He knows the world is under constant danger from demonic influence, and he has sworn to protect the world as a member of a holy order of demon hunters.

From Edward's point-of-view, Felstad's thawing ruins are a weak point in the boundaries between worlds. The ancient demonic rituals that occurred in Felstad have made it easier for demons to cross over into the world. He has gathered together several other demon hunters to explore the ruins, recover useful artifacts, and find a way to strengthen the barrier between planes of existence.

SPELLS

Edward's magical training has focused primarily on spells that aid his hunt for demons. If demons are present, he will try to cast Power Word to empower Banish and then use Banish and Circle of Protection against the dark creatures. He can also use Enchant Weapon, Fast Act, and Mind Lock to assist the other demon hunters accompanying him. He can also cast Teleport and Dispel when the need arises.

- Banish (Thaumaturge 10)
- Circle of Protection (Thaumaturge 12)
- Dispel (Thaumaturge 12)
- Enchant Weapon (Enchanter 12)
- Fast Act (Chronomancer 12)
- Mind Lock (Soothsayer 14)
- Power Word (Sigilist 16)
- Teleport (Illusionist 12)

APPRENTICE

Edward's apprentice Rachel began her career as a warrior before beginning her study of magic under Edward's tutelage. She still carries her great axe and crossbow with her even though she is now more focused on casting spells than using her weapons.

SOLDIERS

Edward has gathered three other demon hunters to accompany Rachel and himself. While these hunters are not spellcasters, they are adaptable soldiers who specialize in fighting against fiends. Thieves and thugs hired from local settlements make up the remainder of his warband.

- Demon Hunter × 3 (Forgotten Pacts)
- Thief × 2
- Thug × 3

BASE OF OPERATIONS

Edward feels safest within holy buildings, so he hopes to find a temple within the dark ruins of Fesltad that can still offer protection for both the bodies and souls of his followers.

TRANSCENDENCE

When Edward casts Transcendence, he repairs the boundary between this world and other planes of existence. Demons will no longer walk as easily between worlds, and the Hunter can rest.



VARDHA THE SHAMAN

Witch

Unlike many of the wizards prowling through the ruins of Felstad for treasure, Vardha traveled south to reach the city. He was born amongst the barbarian tribes of the north and trained as a shaman to serve his tribe.

In recent years, great change and turmoil have come to the northern lands. The thawing city now known as Frostgrave has endangered his people with its spreading blight. Some tribes have fallen prey to newly thawed undead and other monstrosities. Others have sworn themselves in service to demonic powers drawn to the ruins. Vardha hopes to find a way to use Frostgrave to his tribe's advantage.

SPELLS

As a tribal shaman, Vardha learned a mix of spells. He can use the terrain against his opponents by conjuring thick clouds of fog or turning the ground into sticky bog mud. He can attack his enemies with poisonous quills and exploding rocks. He can both heal his tribe members and grant them the power of a raging demon. When facing a spellcaster, he can devour their magic. This range of spells makes him an adaptable wizard who has an answer for almost any situation.

- Fog (Witch 8)
- Grenade (Enchanter 12)
- Heal (Thaumaturge 12)
- Mud (Witch 10)
- Poison Dart (Witch 10)
- Possess (Summoner 14)
- Spell Eater (Necromancer 14)
- Write Scroll (Sigilist 16)

APPRENTICE

Vardha has been training Brea to serve as his tribe's next shaman when he is inevitably claimed by the gods of death. She recognizes her duty as a servant of her people and is willing to give her life to serve Vardha in his quest to use Frostgrave's power to their advantage.

SOLDIERS

Vardha has travelled to Felstad with several members of his tribe. They are fierce warriors who are used to the harsh conditions of the frozen north. A barbarian and five thugs are the main muscle of the warband. Then a tracker and an archer use their bows to harass Vardha's enemies.

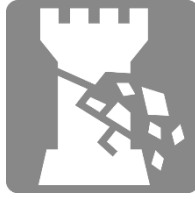
- Archer
- Barbarian
- Thug × 5
- Tracker

BASE OF OPERATIONS

Vardha would prefer not to stay within the ruined city, but he recognizes the advantage of not having to trek in and out for each excursion. He is most likely to settle on an inn or brewery since they are often suitable shelter and tend to at least be located on the outer edges of the city.

TRANSCENDENCE

When Vardha casts Transcendence, he channels the latent energy of Felstad's ruins into the lands and people of his tribe. Their farmlands grow more bountiful, the people grow heartier, and many are blessed with magical talents. Over time, this allows them to gain power over the neighboring tribes and conquer the region.



ZENYA THE ENTROPIST

Chronomancer

Zenya knows what the future holds. Once enough time passes, everyone dies and everything breaks. No matter what she achieves in her life, she will grow old, die, and eventually be forgotten. This grim view of fate has inspired her to study magic that accelerates the breakdown of things. She has travelled to Frostgrave to both learn more about that city's collapse and to pick through its remains in search of lost chronomantic lore.

SPELLS

Zenya's repertoire of spells is focused on breaking things apart. She can accelerate time to ruin stonework and rust away weapons. She can slow, curse, and distract enemies. She can even fray the borders between realities and unravel enchantments.

- Crumble (Chronomancer 10)
- Curse (Witch 12)
- Decay (Chronomancer 12)
- Planar Tear (Summoner 16)
- Scatter Shot (Elementalist 14)
- Slow (Chronomancer 10)
- Spell Eater (Necromancer 14)
- Suggestion (Soothsayer 14)

APPRENTICE

Avra joined up with Zenya while they were journeying towards the ruins of Felstad. She is a fellow chronomancer, but is behind Zenya in her mastery of magic. Where her master focuses her studies on time's effect on the world, Avra is more interested in manipulating time itself.

SOLDIERS

For the most part, Zenya has focused on muscle when hiring mercenaries. She has hired a man-at-arms, an infantryman, and a group of thugs to fight on her behalf. They are joined by an apothecary to keep them in fighting shape and a tracker to help them find their way through the frozen ruins.

- Apothecary
- Infantryman
- Man-at-Arms
- Thug × 4
- Tracker

BASE OF OPERATIONS

Working with mercenaries can be expensive, so Zenya plans to locate an old treasury within the city to help finance her operations.

TRANSCENDENCE

When Zenya casts Transcendence, she escapes from the grim fate promised by time's passage by stepping outside of reality to a timeless world of her creation.



KARVOK THE FROSTBRINGER

Elementalist

When Karvok was born, the city of Felstad had long been forgotten by the various tribes of the north. Since the cursed city's thaw began, the north has seen drastic changes. Countless treasure hunters have wandered into the ruins and settled in boom towns throughout the surrounding area. Some tribes have made dark bargains and become demonic thralls while others have been slaughtered by horrors that emerged from the thawing ruins.

Karvok, a tribal shaman, has gathered a small band to venture into the ruins with him in order to put an end to this madness and return the north to how it was before.

SPELLS

While capable of manipulating any element, Karvok prefers to wield the powers of ice and wind. He can conjure snow storms, create walls of ice, hurl explosive balls of ice, and protect himself with magical frost. He can also freeze time around an enemy or use chill wind to hurl someone across the battlefield. He also seeks to summon a bear companion.

- Animal Companion (Witch 14)
- Call Storm (Elementalist 12)
- Elemental Shield (Elementalist 10)
- Grenade (Enchanter 12)
- Leap (Summoner 10)
- Petrify (Chronomancer 12)
- Push (Sigilist 12)
- Wall (Elementalist 10)

APPRENTICE

Arlon is Karvok's younger cousin. He was taken in as an apprentice by the shaman several years ago and has been preparing to help Karvok guide the tribe. While Karvok fears the changes that Frostgrave has brought to the region, Arlon sees the city's thaw as a chance to have an exciting adventure and make a name for himself that will live on in the legends of his tribe.

SOLDIERS

The soldiers accompanying Karvok and Arlon are warriors drawn from their tribe. A grizzled ranger and mighty barbarian are the group's war leaders. The younger warriors are two thugs, two thieves, and two javeliners. Their mixed skills let them fill different roles during raids as needed by Karvok's plans.

- Barbarian
- Javelineer × 2 (Thaw of the Lich Lord)
- Ranger
- Thief × 2
- Thug × 2

BASE OF OPERATIONS

Karvok plans to pick a tower as his base of operations. While it is unlikely to aid his spellcasting, he enjoys being closer to the sky and able to feel the cold wind.

TRANSCENDENCE

When Karvok casts Transcendence, he wields his power to once again bury the ruins of Felstad beneath layers of frozen ice. It will be centuries before the city thaws again and draws outsiders to the lands of Karvok's people.



PEMKA THE ARTIFICER

Enchanter

Pemka apprenticed under one of the finest enchanters in the southern kingdoms. From a young age, she learned to work metal and weave magic. Unfortunately, her master fell out of political favor and was executed before she could finish her studies. Pemka found herself exiled and without a patron to help her establish a new workshop.

She wandered the south for years, honing her skills and selling her services where she could. When she heard of the riches available in the recently thawed ruins of Felstad, she decided to head to the frozen north in hopes of finding enough treasure to no longer need to work for others and perhaps to learn the lost techniques of ancient enchanters of Felstad.

SPELLS

Pemka's spell repertoire is focused on being able to weave enchantments to aid her followers. In battle, she primarily focuses on casting Enchant Armour, Enchant Weapon, and Elemental Hammer on her soldiers to make them as effective as possible. Then, after battle she can use Embed Enchantment to make enchantments cast during battle permanent. She can also cast Dispel to remove spells cast by enemy wizards or Explosive Rune to restrict the movement of enemies. Outside of combat situations, she can make use of Brew Potion to gain access to a wide range of magical effects not covered by her spell knowledge. She can also cast Reveal Secret to ensure her warband is able to find the most valuable treasures in the ruins of Felstad.

- Brew Potion (Witch 14)
- Dispel (Thaumaturge 16)
- Elemental Hammer (Elementalist 12)
- Embed Enchantment (Enchanter 14)

- Enchant Armour (Enchanter 8)
- Enchant Weapon (Enchanter 8)
- Explosive Rune (Sigilist 12)
- Reveal Secret (Soothsayer 16)

APPRENTICE

A few years ago, while wandering the southern kingdoms, Pemka took on Oran as an apprentice. He has a talent with enchantment magic and has proven to be a useful assistant during their journeys together. In battle, he focuses on his reliable spells like Enchant Armour and Enchant Weapon to bolster his allies.

SOLDIERS

Pemka has hired several soldiers to accompany her and Oran. She has hired a knight and man-at-arms to serve as her warband's muscle and they make good targets for her enchantment magic. For ranged combat, she has hired a tracker. The remainder of her warband is a mix of thugs and thieves.

- Knight
- Man-at-Arms
- Thief × 2
- Thug × 3
- Tracker

BASE OF OPERATIONS

Pemka will seek out a treasury to serve as her base of operations in Felstad. Once she has recovered enough treasure, she will upgrade it with an Enchanter's Workshop.

TRANSCENDENCE

When Pemka casts Transcendence, she extracts the techniques of Felstad's long dead enchanters and unlocks the ability to craft a wide range of magical wonders.



QADIM THE ÆTHERMAGE

Illusionist

Qadim has been fascinated by the Æther, the magical nothingness that exists in the space between worlds, ever since he was a young student at a magical academy. Even after finishing his schooling, he continued to study the bounds of reality and where magical energy comes from.

When he heard that the ruins of ancient Felstad had been discovered, he decided to travel north in hopes that the long-frozen libraries of the cursed city might hold the key to unlocking the mysteries of the Æther.

SPELLS

Qadim's spell repertoire reflects his interest in the spaces between worlds. He can shunt himself and others through that space to instantly move them through space. He can move halfway into the Æther to hide from sight or open holes in reality to banish demons or attack foes. He can even detect and manipulate magical energy by observing ripples upon the surface of unreality.

- Banish (Thaumaturge 12)
- Capture Incantation (Sigilist 14 – Into the Breeding Pits)
- Invisibility (Illusionist 12)
- Planar Tear (Summoner 16)
- Telekinesis (Enchanter 14)
- Teleport (Illusionist 10)
- Transpose (Illusionist 12)
- True Sight (Soothsayer 12)

APPRENTICE

Rashad was a student at the same academy as Qadim, but is several years younger. When he finished his schooling, he sought out the older wizard to serve as an apprentice and hone his skills. Their travels to the fabled ruins of Felstad present a perfect opportunity to get hands-on and test his various magical theories.

SOLDIERS

Qadim's warband is built around a core of three experienced warriors. A fierce templar serves as his bodyguard, a mystic warrior is able to face down any foe, and a crossbowman offers deadly sniper shots. The rest of the warband is a mix of thugs and thieves.

- Crossbowman
- Mystic Warrior (Forgotten Pacts)
- Templar
- Thief × 2
- Thug × 3

BASE OF OPERATIONS

Qadim hopes to find a suitable library to serve as his base of operations within the ruins of Felstad. He also wants to obtain a Celestial Telescope to allow him to more closely study the ebb and flow of magical energy around the city.

TRANSCENDENCE

When Qadim casts Transcendence, he becomes a being of pure magic that is able to travel through the Æther to any reality.



VERANKA THE LICH ASCENDANT

Necromancer

Veranka spent her youth studying the dark art of necromancy under an old master. When his health failed him, she sought out new sources of necromantic lore to advance her studies. With time, she became fixated on legends of ancient necromancers who were able to escape death by mastering undeath and transforming themselves into powerful liches.

When she heard that the ancient city of Felstad had begun to thaw, she recalled old stories of the city's powerful Lich Lord. She gathered a band of mercenaries and set off for the frozen north in hopes of discovering the secrets of that ancient necromancer.

SPELLS

Veranka has focused her arcane studies on using undead servants. She can create zombie servants, conjure skeletal hands to harass her enemies, and seize control of undead creatures she encounters. In combat, she augments her control of undead with the ability to cause structures to lose their integrity, summon swarms of insects, and launch poisonous darts. Her remaining spells increase her ability to learn new lore and locate the most valuable treasures of Felstad.

- Absorb Knowledge (Sigilist 16)
- Bones of the Earth (Necromancer 10)
- Control Undead (Necromancer 12)
- Crumble (Chronomancer 12)
- Plague of Insects (Summoner 12)
- Poison Dart (Witch 12)
- Raise Zombie (Necromancer 10)
- Reveal Secret (Soothsayer 16)

APPRENTICE

Emmerich swore his loyalty to Veranka in order to save his own life. She had attacked his home in order to secure a particular ancient tome, and when defeated he pleaded for mercy. She offered to spare his life in exchange for him serving loyally as her apprentice. In combat, she orders him to take on the most dangerous situations, glad to risk his life rather than her own.

SOLDIERS

Veranka has hired an unsavory and ruthless set of mercenaries to accompany her to the ruins of Felstad. The main warriors she has hired are four thugs and a crossbowman led by a mighty barbarian. A stealthy assassin completes her set of warriors, and she has hired a servant to carry treasure and necromantic supplies.

- Assassin (Forgotten Pacts)
- Barbarian
- Crossbowman
- Pack Mule (Thaw of the Lich Lord)
- Thug × 4

BASE OF OPERATIONS

After reaching Felstad, Veranka will seek out a crypt to serve as her hidden lair. It should keep others away while providing her with plenty of supplies for casting Raise Zombie.

LICHDOM

Rather than seeking to cast Transcendence, Veranka's ambition is to locate a grimoire of the lost spell that will allow her to gain immortality by becoming an undead lich.



UR-KA THE RUNE CARVER

Sigilist

Ur-ka has spent his life learning the rune magic traditions of his mountain clan. Using runes, they can influence the flow of magic and imbue objects with magical properties. He has become a master amongst his clan's rune mages, but he seeks to delve deeper into the power of runes.

When stories of a vast and ancient city of wizards reached his ears, he became obsessed with reaching Frostgrave and scouring it for wealth and lore.

SPELLS

Ur-ka is a master of rune magic. He can create greater runes to make certain spells more or less powerful. He can carve runes upon objects to create circles of protection, exploding traps, elementally-imbued weapons, and exploding stones. He can even etch a rune upon a golden coin to befuddle a target into believing they see a better treasure than whatever trinket they are holding at the time. Outside of combat, he can cast the runes to get a glimpse of where to find the most valuable treasures in the ruins.

- Circle of Protection (Thaumaturge 14)
- Draining Word (Sigilist 14)
- Elemental Hammer (Elementalist 14)
- Explosive Rune (Sigilist 10)
- Fool's Gold (Illusionist 12)
- Grenade (Enchanter 12)
- Power Word (Sigilist 14)
- Reveal Secret (Soothsayer 16)

APPRENTICE

Eshkar has been learning rune magic as Ur-ka's apprentice. Eshkar can't reliably cast some of the more difficult spells in their repertoire like Power Word and Draining Word, and so focuses on casting Explosive Rune, Grenade, and Fool's Gold to help the warband in battle.

SOLDIERS

Ur-ka is accompanied by a band of mercenaries that consists of two men-at-arms, two crossbowmen, and four thugs. The men-at-arms are durable warriors while the crossbowmen can use their dangerous weapons to pick off opponents at range. The thugs are able to support the men-at-arms and then help to carry treasure away.

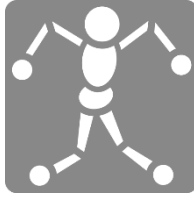
- Crossbowman × 2
- Man-at-Arms × 2
- Thug × 4

BASE OF OPERATIONS

If possible, Ur-ka will pick a tower within the ruined city to serve as a base of operations for his warband. The tower will help enhance his ability to cast Reveal Secret so that he can focus on the most valuable treasures remaining within the ruins.

TRANSCENDENCE

When Ur-ka casts Transcendence, he obtains mastery over the runic truenames of the world. With this knowledge, he has the power to make and unmake anything with the right runic inscriptions.



DUWEN THE MANY

Soothsayer

Duwen is a collective of consciousnesses that have coalesced into a humanoid form. They are not sure exactly what sparked the blending of their minds, but it has gifted them with magical powers. Or perhaps, one of them was once a mortal wizard. It is hard for Duwen to truly remember each distinct history at this point.

For years after emerging, Duwen prowled in the shadows of southern cities. They practiced their spellcraft and fine tuned their ability to manipulate the minds of others. While they lived comfortably as a result, like many wizards, they could not resist the siren's call of ever greater power that could be discovered in the thawing ruins of Frostgrave.

SPELLS

Duwen is a master at manipulating the minds of others. They can seize control of their enemies and protect the minds of their allies. In combat, Duwen protects themselves with Beauty before attempting to seize control of an enemy soldier's mind. Telekinesis and Push allow for them to manipulate treasures and interfere with the positions of enemies. Dispel is useful for them if an opposing spellcaster puts a lingering spell in place that is interfering with their plans.

- Beauty (Illusionist 12)
- Dispel (Thaumaturge 14)
- Fast Act (Chronomancer 10)
- Mind Control (Soothsayer 12)
- Mind Lock (Soothsayer 12)
- Push (Sigilist 12)
- Suggestion (Soothsayer 12)
- Telekinesis (Enchanter 14)

APPRENTICE

Duwen's apprentice is truly an extension of themselves. Somehow, they have created a secondary vessel for their consciousness that possesses a portion of their power. Because the copy holds less of their collective power, it often focuses on assisting their minions with spells such as Fast Act and Mind Lock.

SOLDIERS

Duwen has hired a motley assortment of minions to protect their bodies. Given that they are willing to work for Duwen, they are definitely an unsavory lot of criminals and cutthroats. The band includes a brutish man-at-arms, a cruel crossbowman with two hunting dogs, a stealthy assassin, and a burglar. The rest of the band is filled out with average thieves and thugs.

- Assassin
- Crossbowman
- Man-at-Arms
- Thief × 2
- Thug × 2
- Trap Expert
- War Hound × 2

BASE OF OPERATIONS

Duwen enjoys having people around, so an inn would be a natural choice for their base of operations. Adding a Kennel would also allow the war hounds to continue to serve while Duwen adds another mercenary to their crew.

TRANSCENDENCE

When Duwen casts Transcendence, they expand their shared consciousness to encompass all life. They now are everyone and know everything.



MORGAN THE CONJURER

Summoner

Morgan has bartered his soul in exchange for ever-increasing magical might. Where most people find demons abhorrent, he sees them as useful allies in his quest for power.

He knows that long ago the wizard kings of Felstad made grand bargains with the most powerful demonic entities, so he is eager to explore the depths of the ruins in order to uncover their long lost secrets.

SPELLS

Morgan's primary magical focus is summoning and controlling demons. Towards that end, he knows the Summon Demon, Control Demon, and Imp spells. He also prefers to have a fiendish familiar present to bolster his own stamina. Outside of dealing with fiends, he can hurl balls of flame, drain the life force of his enemies, empower his mercenaries, or tear a hole in reality to switch the position of two targets.

- Control Demon (Summoner 10)
- Elemental Ball (Elementalist 14)
- Familiar (Witch 12)
- Imp (Summoner 10)
- Steal Health (Necromancer 12)
- Strength (Enchanter 14)
- Summon Demon (Summoner 12)
- Transpose (Illusionist 16)

APPRENTICE

Enushaba has been at Morgan's side since he decided to travel to the ruins of Felstad. She serves him faithfully, but seems to have her own dark agenda. Despite her charisma, the soldiers in the warband avoid her and claim to sometimes catch a fiendish glint in her eyes.

SOLDIERS

The mercenaries serving Morgan are a grim and professional band of killers. The group consists of a sergeant, his second, two crossbowmen, three swordsmen, and a scout. In battle, they operate ruthlessly to take down their enemies.

- Crossbowman × 2
- Man-at-Arms × 2
- Thief
- Thug × 3

BASE OF OPERATIONS

Money is one form of power, so Morgan's first pick for a base of operations is an old treasury. He will quickly get to work adding a Summoning Circle, Arcane Candle, and Summoning Candle to his chambers within the building.

TRANSCENDENCE

When Morgan casts Transcendence, he binds a powerful demon as his personal servant. This gives him the power to bend reality to his will.



FREDERICK THE CLERIC

Thaumaturge

An orphan raised by the Order of the Holy Flame, Frederick has devoted his life to serving the church. He believes that his magical ability is a divine gift that is meant to allow him to battle the forces of darkness.

Hearing tales of Frostgrave and the evils emerging as it thaws, he has gathered a following from the faithful and set off to battle against evil. He seeks to prevent less scrupulous wizards from claiming the artifacts found in the ruins and battle against the dark denizens of the city's ruins.

SPELLS

Frederick has focused on learning spells to protect and aid other faithful from the dangers of the world. He can enchant weapons, illuminate targets, heal wounds, and create magical shields. When facing magical opposition, he can dispel magic and reveal invisible creatures. When enemies get close to him, he can unleash the burning heat of the Holy Flame to attack. Finally, he knows how to write scrolls so that he can more reliably cast his spells in dangerous situations.

- Destructive Sphere (Elementalist 16)
- Dispel (Thaumaturge 12)
- Enchant Weapon (Enchanter 12)
- Glow (Illusionist 12)
- Heal (Thaumaturge 8)
- Shield (Thaumaturge 10)
- True Sight (Soothsayer 12)
- Write Scroll (Sigilist 14)

APPRENTICE

Marona, a junior member of the Order of the Holy Flame, has been tasked with serving Frederick and learning from him. In battle, she focuses on protecting the members of the warband with Heal and Shield.

SOLDIERS

Frederick is joined by a Knight of the Holy Flame and a band of faithful soldiers. A crossbowman provides a powerful ranged attack while two infantrymen and four thugs are ready to face their enemies in hand-to-hand combat.

- Crossbowman
- Infantryman × 2
- Knight
- Thug × 4

BASE OF OPERATIONS

Frederick is unsure if the Order of the Holy Flame had a temple within the city before it fell, but he intends to consecrate whichever suitable building he can find as a new temple once he has reached the ruins. Part of his restoration will be adding a Scriptorium to assist him in writing useful scrolls for both himself and Marona to use.

TRANSCENDENCE

When Frederick casts Transcendence, he creates a thaumaturgic seal that locks away the dangers of Frostgrave.



KATERINA THE HEXCASTER

Witch

Katerina was lost as a young woman and struggled to survive in the wilderness. While growing, she learned to use magic to hunt and protect herself. Over time, she started to look after others who were cast aside during the wars ravaging the surrounding kingdoms.

When she heard about the ruins of Felstad, she decided that she needed to journey north because perhaps she would find a way to protect more people from the follies of kings and queens.

SPELLS

Katerina favors spells that hinder her enemies so that her followers can gain the upper hand. To protect herself, she summons a familiar to bolster her own health and changes her appearance to radiate unearthly beauty that discourages attackers. As her enemies reveal themselves, she summons imps, hexes them, and summons skeletal hands to hinder their movement. Then she can use Crumble to open passages for her allies and Telekinesis to pull treasure closer to them. Outside of battle, she can brew potions to ensure that she distributes to her followers.

- Beauty (Illusionist 14)
- Bones of the Earth (Necromancer 12)
- Brew Potion (Witch 12)
- Crumble (Chronomancer 14)
- Curse (Witch 8)
- Familiar (Witch 10)
- Imp (Summoner 12)
- Telekinesis (Enchanter 12)

APPRENTICE

Tatiana joined Katerina several years ago to learn witchcraft. She has made great strides and is now comfortable fighting at her side. She prefers to focus on more reliable spells such as Curse, Imp, and Telekinesis.

SOLDIERS

Katerina and Tatiana are joined by a motley group of hired warriors. The group consists of a pair of hunters, two large hunting dogs, a spearman, an axeman, and two scouts.

- Archer × 2
- Infantryman
- Man-at-Arms
- Thief × 2
- War Hound × 2

BASE OF OPERATIONS

Katerina will choose a brewery or inn as her warband's base of operations so that her followers can be kept comfortable. That will hopefully keep them loyal to her cause.

TRANSCENDENCE

When Katerina casts Transcendence, she wields her power to create a demiplanar realm where she can rule.