

FROSTGRAVE

HOUSE RULES

The Big Null cometh...

By Crittersmasher



There is treasure to be had in this area, but all spellcasters who enter seem to tire more quickly than usual...

A creature known as The Big Null hunts here. Due to its draining of a large power source somewhere close by, it has grown bigger and more powerful than the ordinary null man and it is shuffling around, constantly looking for a bigger fix of magic power.

Set- Up

Place terrain on the board as you see fit. Place six treasure tokens according to the normal rules.

Special Rules

After both warbands have chosen sides, but before the figures have been placed, place the Big Null in one of the four corners of the table. Then place your warbands. The Big Null will move and act as an ordinary Nullman, but has the following differences in its stats:

The Big Null						
M	F	S	A	W	H	Notes
6	.+4	.+0	12	.+10	20	Large, Drawn to magic, Immune to magic

Treasure and Experience

Killing The Big Null gives your warband an extra 100 xp