

SPELLCASTER

THE FROSTGRAVE MAGAZINE

ISSUE 1

NEW
RULES!

BLACK POWDER FIREARMS
HORSES IN THE FROZEN CITY
KNIGHTLY ORDERS

CONTAINS THE **CATACOMBS OF THE EVRENBRIGHT** MINI-CAMPAIGN!





SPELLCASTER

THE FROSTGRAVE MAGAZINE

ISSUE 1 • July 2017

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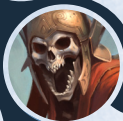
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All photographs are by Joseph A. McCullough and depict official *Frostgrave* or *Frostgrave: Ghost Archipelago* Figures, except for the arm on the pistol-wielding cultist which comes from Warlord Games, and the mounted knight which is from Footsore.

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Editorial

Two years ago, I wrote a tabletop wargame called *Frostgrave: Fantasy Wargames in the Frozen City*, and it literally changed my life. Not in an immediate rags-to-riches, J.K. Rowling kind of way, but the continued success of the game has slowly allowed me to turn more of my time and attention away from the day job and onto writing and game design. In that sense, the game has been a dream come true.

Since the initial release, I have written five expansions, including four books and one deck of cards. These have allowed me to explore new areas of the Frozen City, and introduce new rules and mechanics to give players new tools to enhance their game experience and the narrative they are building with their wizards and warbands. While working on those expansions, I've had many ideas for rules and scenarios that I wanted to write, but that didn't work well in the series for one reason or another. Thus, the *Spellcaster* magazine was born.

Spellcaster: The Frostgrave Magazine is my opportunity to present a host of new ideas for the game in a less official capacity. Ideas like rules for gunpowder weapons and horses, neither of which really belong in the Frozen City, but both of which appear in this issue. Ideas like Knightly Orders, which add a new level of variety for wizards hiring knights, but





which probably adds a level of complexity that doesn't belong in the main rules. It also gives me a vehicle to share scenarios like 'Alone in the Crypt', a solo adventure in which the player plays a lone captain trying to survive against a horde of undead. Finally, it gives me a place to offer special material like 'The Catacombs of the Evrenbright', a three-scenario campaign which I wrote specifically for an event at Adepticon 2017. An exclusive card was printed for the show, but I wanted to make sure that all *Frostgrave* fans would have a chance to get this little campaign if they wanted it.

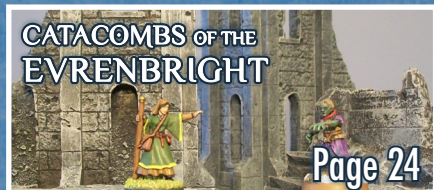
So, welcome to the first issue! Hopefully it will be the first of many. I am not going to tie myself to any kind of release schedule, but I have high hopes that this will not be the last issue of the year.

Finally, I want to thank everyone who has supported the game and helped to make this dream come true. A game is only as good as its players, and it is thanks to your incredible enthusiasm that *Frostgrave* has grown to such heights. It is thanks to you that I am able to sit here and write this today!

If you would like to keep up with my writing and all future releases for *Frostgrave*, check out my blog: <http://therenaissancetroll.blogspot.co.uk/>

Thanks again, and happy adventuring!

Joseph A. McCullough



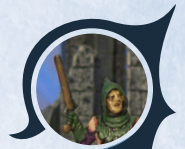


Black Powder Firearms

Just to be clear – there are no firearms in the world of *Frostgrave*. With that unpleasantness out of the way, here are rules for using black powder firearms in your games of *Frostgrave* and *Ghost Archipelago*!

For the most part, the rules for firearms are similar to those for bows and crossbows. They use exactly the same rules for line of sight and are subject to the same modifiers for cover, intervening terrain, etc. Like crossbows, a figure must spend one action to reload a firearm after it has been fired, in order to fire it again. This reload action can replace a figure's usually mandatory movement action. In *Ghost Archipelago* (but not *Frostgrave*) a figure carrying a firearm must also carry a powder horn. A powder horn is free, but takes up an item slot. Firearms can never be fired while a figure is in combat. All firearms also have four, unique characteristics which are explained below.

Inaccurate – Because they rely more on delicate mechanics and dimly understood alchemy than the steady hands of a trained archer, firearms



are inherently less accurate than other missile weapons. Anyone making a Shoot attack with a firearm suffers -1 Shoot.

Armour Piercing – All firearms inflict +2 damage when they hit. In addition, at close range, a ball fired from a black powder weapon can punch through armour even better than a crossbow. If a figure hits a target with a firearm, and the target is within half of the maximum range of the firearm, then the target receives -2 Armour (to a minimum of 10).

Loud – Black Powder explosions are extremely loud and tend to attract attention. Any time a figure rolls a natural 20 while shooting with a firearm, they should roll a random encounter as soon as the shooting attack is resolved.

Misfire – Unfortunately, black powder weapons have a tendency to jam, misfire, and occasionally even explode in their users' hands. To represent this, any time a figure rolls a natural 1 while making a shooting attack with a firearm, they should immediately roll on the misfire table below.

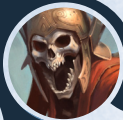
Black Powder Firearm Misfire Table

d20 Roll	Result
1-5	Snap: The priming fails. The firearm must be reloaded before it can fire again.
6-10	Dud: The powder inside the barrel fails to ignite. The figure must spend an action cleaning out the old powder and another action to reload before it can be fired again.
11-14	Wild Shot: Make an immediate +0 Shoot attack against the figure closest to the shooter.
15-16	Small Explosion: Firearm is destroyed.
17-18	Explosion: Make a +1 Shooting Attack against the firing figure. Firearm is destroyed
19-20+	Explosion: Make a +5 Shooting Attack against the firing figure. Firearm is destroyed

Firearm Varieties

Since all black powder firearms are individually crafted, each one is unique. That said, they all broadly fall into one of three categories: pistols, muskets, or blunderbusses.

Pistol (50gc) – These smaller firearms are designed to be fired with one hand. They have a maximum effective range of 10". In addition, a



Firearms do not perform well in the rain, and even snow can cause problems. As an optional rule, in any scenario which specifically states it is raining or snowing firearms will misfire on a roll of 1 or 2.

pistol can be used as a makeshift hand weapon (treat as a dagger). This means a figure with a pistol is never unarmed, and does receive the +1 Fight if it also has a hand weapon (although only in *Frostgrave*, not *Ghost Archipelago*). A figure may carry as many pistols as it has items slots.

Musket (100gc) – This larger, two-handed firearm is the most common variety of black powder weapon.

Muskets have a maximum effective

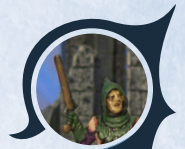
range of 24". A model may only ever carry one musket and can never carry a shield. A musket can be used in hand-to-hand combat. It counts as a two-handed weapon, but does not receive the usual +2 damage bonus.

Blunderbuss (100gc) – Usually falling between a pistol and a musket in size, a blunderbuss is a two-handed weapon that fires a spread of pellets instead of a single bullet. It has a maximum effective range of 14". When firing a blunderbuss, pick your target figure, and then make a shooting attack against that target and every other figure within 1" of it. Roll against your initial target first. If this roll is a misfire, do not roll against the other figures. Rolls of 1 when rolling against additional targets do not count as misfires. A blunderbuss can be used in hand-to-hand combat in the same way as a pistol, except that it cannot be used in conjunction with another weapon to receive the +1 Fight.

Firearm Upgrades

When a craftsman is commissioned to make a new firearm, it is possible to pay for specific upgrades. A few of the most common are listed below. Although each upgrade can only be purchased once for a given firearm, the firearm may have as many upgrades as can be afforded.

Double-barrelled (400gc) – A skilled craftsman is capable of creating double-barrelled versions of any of the three types of firearm. In this case, a figure may fire the weapon twice before it must be reloaded, though each shot still requires an action. If the figure wishes to fully reload the weapon,



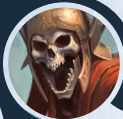
it must spend two actions to do so. Double-barrelled weapons are slightly more volatile and dangerous to their users; any time a double-barrelled weapon misfires, add +2 to the misfire roll.

Axe-gun (250gc) – This upgrade can be purchased for pistols or blunderbusses. The underside of the firearm is equipped with an axe-head that increases its effectiveness in hand-to-hand combat. Treat this weapon as a hand weapon instead of a dagger when In Combat.

Superior Craftsmanship (300gc) – Superior craftsmen make better weapons; it is as simple as that. When a firearm with superior craftsmanship misfires, it receives -1 on its misfire roll. This upgrade may be added to any firearm.

Silver Bullets (250gc) – The possessor of this weapon also has a small supply of balls or bullets crafted in silver. When shooting at werewolves and vampires, these bullets count as magical and do an extra +2 damage (so +4 damage total).





Soldiers with Firearms

While firearms are usually the weapons of the wealthy, there are certain, elite soldiers that also carry them. Note the -1 Shoot for using a firearm has NOT been worked into their profiles. However, the bonus for having a sword and pistol HAS been. If a soldier ever loses his firearm, or it is destroyed, it is replaced for free after the game.

Musketeer (60gc)

Musketeers are hardened fighters, used to the noise and smoke produced by their firearms. However, because the weapons take a long time to reload, and often jam, they are also well versed in hand-to-hand combat.

	Move	Fight	Shoot	Armour	Will	Health	Notes
Musketeer	6	+2	+2	11	+1	10	Musket, Powder Horn, Leather Armour, Hand Weapon

Coachman (60gc)

Despite the somewhat prosaic title, coachmen are tough fighters who have learned the art of self-defence seeing off bandits and monsters while guarding the coaches that travel down the long, lonesome roads between towns and cities.

	Move	Fight	Shoot	Armour	Will	Health	Notes
Coachman	6	+2	+2	11	+1	10	Blunderbuss, Powder Horn, Leather Armour, Hand Weapon

Duellist (100gc)

Duellists are professional fighters who sell their services as stand-ins in duels. They are highly trained with both pistols and blades.

	Move	Fight	Shoot	Armour	Will	Health	Notes
Duellist	6	+3	+2	11	+2	12	2 Pistols, Powder Horn, Leather Armour, Hand Weapon

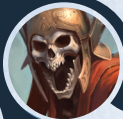


Alone in the Crypt

The gnolls came out of nowhere. One minute you were leading your men through the ruins of an ancient chapel, the next, howling dog-men were all over the place. You cut down two of the stinking creatures, but the rest of them backed you into a tight vestibule. You were readying yourself for their charge when the rotten floorboards gave way under your feet and sent you tumbling into darkness.

It took a minute to shake your head clear, and to assure yourself that nothing was broken, before you took in your new surroundings. You were alone in some dark chamber. Rubble had apparently filled in the hole through which you tumbled. A faint green glow, without apparent source, gave just enough light to see by.

Getting to your feet, you took a couple of steps, and found the skeletal remains of some ancient warrior. In his hands, he clutched a still gleaming sword. Strapped across his back was a heavy bow and the most ornate, arrow-filled quiver you had ever seen...



Alone in the Crypt' is a solo *Frostgrave* scenario in which the player controls a single soldier model as he desperately tries to escape from a crypt filled with undead. It is designed to use the free dungeon tiles which can be downloaded from the [Osprey Games website](#) (scroll to the bottom of the page). That said, as long as the player can set up a dungeon that is broadly similar, the scenario should work fine.

The Hero

Begin by creating a hero using the rules for creating a Captain found in both [Sellsword](#) and the [Frostgrave Folio](#). If neither of those are available, the player should use the stats for a ranger from the main rulebook, but should give the ranger 5 items slots instead of the normal one.

Whether using the Captain or the ranger, the hero starts with the following equipment:

- Magic Sword +1 Fight
- Leather Armour
- Bow
- Quiver of the Huntress
 - 1 Magic Arrow of Undead Slaying
 - 3 Magic Arrows +1 Shoot
 - 1 Magic Arrow +3 Shoot
 - 2 Magic Webcaster Arrows
 - 1 Magic Explosive Arrow
 - 1 Magic Arrow of Force
 - 1 Magic Arrow of Crumbling

A full explanation of the new magic items is found at the end of this scenario.

Set-Up

Construct a board out of dungeon tiles as seen in the photograph below. Essentially, this should consist of a main chamber 12" wide by 26" long. Every 4" along each side of the main chamber there is a side chamber measuring 4" wide by 6" long. Each of these side chambers should have a doorway on the end opposite the main chamber.



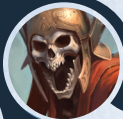
Place three treasure tokens on the table as seen in the photograph. Place the hero anywhere you wish within 1" of the near board edge. Finally, place two armoured skeletons on the table, one in each of the corners of the main chamber, opposite the side on which the hero is placed.

Special Rules

The goal for the hero is to find an exit from the crypt before he is overwhelmed by undead. Because there are no wizards or apprentices, the game is played out in a series of short turns in which the hero moves, followed by the creatures. The hero receives two actions and follows all of the standard rules for how he can use them.

Whenever a hero is within 1" of a doorway, he may spend an action to open the door. He should then immediately roll on the Doorway Table below to see if he has found the exit. The first number is the number of doors opened in the game so far; the second number is the result needed on the die to find the exit. If the die roll fails, the hero must check another door. It should be noted that the first door opened by the hero will never be the exit, the sixth door will always be an exit.





Doorway Table	
Doors Opened	Roll Needed to Find Exit
1	21+
2	19+
3	17+
4	15+
5	13+
6	1+

The hero must spend one action to pick up a treasure token; however, unlike the normal rules, the hero may immediately roll on the Treasure Table below to see what treasure he has found. If the hero has space, he may add this treasure to the items he is carrying. He may drop any items he wishes as a free action. Since the treasure token is immediately converted into an item, the hero does not receive a movement penalty for carrying treasure. Each treasure can only be found once, so the player should reroll any duplicate results.

Treasure Table	
D20 Roll	Treasure Found
1-4	Healing Potion
5-8	Fate Stone
9-12	Gloves of Strength
13-16	Boots of Speed
17-20	Gold (+20 Experience Points)

At the end of every third turn (so turns 3, 6, 9 etc.), a new creature appears on the board. The player should roll on the Crypt Encounter Table below, and then roll again to see where the creature (or creatures) is placed on the board. See the numbers in the table photograph above to see possible creature entry points. A creature will never enter the board within 6" of the hero, so reroll any results that would cause this to happen.

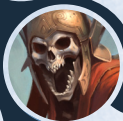


Crypt Encounter Table

D20 Roll	Creature(s) Encountered	Experience Reward
1-2	Skeleton	5
3-4	Skeletons (2)	5 each
5-6	Armoured Skeleton	5
7-8	Armoured Skeletons (2)	5 each
9-10	Zombie	5
11-12	Zombies (2)	5 each
13-14	Ghoul	5
15-16	Frost Wraith*	10
17-18	Zombie Troll*	20
19-20	Wraith	20

*Stats for the frost wraith and zombie troll can be found in [Thaw of the Lich Lord](#). If that expansion is not available, replace them with ghouls (2) and vampire respectively.

All of the creatures in this scenario follow the standard rules for creatures with one exception; they are always treated as having line of sight to the hero and will move directly towards him every turn, attacking if possible.



Treasure and Experience

The captain may keep any of the treasures he finds during the scenario. Captains do not use their normal experience points table. Instead they receive the experience points listed below:

- +10 Experience points for escaping the crypt
- +5 Experience points for each doorway opened during the game
- +5 Experience points for each treasure token picked up
- +X Experience points for each creature slain by the hero, where X is the experience reward listed in the Crypt Encounter Table.

New Magic Items

This scenario includes several magic items that have not appeared in any previous publication. Full explanations for these items are given here.

Quiver of the Huntress (500gc)

This magic quiver can hold up to ten magic arrows as well as an unlimited supply of non-magic arrows. No matter how many arrows it holds, it still only counts as a single item.

Arrow of Undeath Slaying (250gc)

If this arrow causes one or more points of damage to an undead creature, that creature is immediately killed (reduced to 0 Health)

The Quiver of the Huntress filled with magic arrows is potentially a very powerful item in the hands of a skilled captain. Check with the other players in your campaign before using it outside of this scenario.

Arrow of Force (100gc)

If this arrow hits its target, regardless of whether or not it does damage, that target is immediately moved 10" directly away from the shooter. The target will stop if it encounters any terrain more than ½" tall, but move it through any other figures.

Arrow of Crumbling (100gc)

This arrow targets a specific spot on the table. The shooter should make a Shoot



Roll with a Target Number of 10, taking into account any penalties for intervening terrain. If successful, treat the terrain as though it were hit with a Crumble spell. In the 'Alone in the Crypt' scenario, the hero may use this arrow to collapse any of the side chambers. If he hits successfully he may completely block off a side chamber. Any creatures inside that chamber are trapped (unless ethereal). The doorway in this chamber will no longer be accessible, so it is possible for a hero to trap himself permanently in the crypt using this arrow.

Explosive Arrow (150gc)

This arrow targets a specific spot on the table. The shooter should make a Shoot Roll with a Target Number of 10, taking into account any penalties for intervening terrain. If successful, treat the target spot as though it were the target of a successful Grenade spell.

Webcaster Arrow (100gc)

If this arrow hits its target, regardless of whether or not it does damage, it wraps the target in a strong, sticky goo. Whenever the target activates, it must make a Fight Roll with a Target Number of 18. If it fails, it receives no actions for that activation. If it succeeds, it has escaped the goo. It activates as normal and does not need to roll again.



Horses in Frostgrave

By Phil Smith

Horses are a tricky prospect for adventuring in Felstad – on the one hand, they do offer strength and speed; on the other, the ruins and ice of the city make riding them something of a risk!

Acquiring a Horse

To acquire a horse, a warband must first purchase the Stable base resource. A horse then costs 200gc. Such is the burden a horse places on resources, a warband may only ever have one horse at a time. Should a second be acquired (see Rustling, below), the player must choose which to keep.

Base Resources Table

Resource	Effects	Purchase Price
Stable	Allows a wizard to keep one horse in his warband. This does not affect his warband limit.	300gc



Fielding Mounted Models

To bring a horse to a scenario, simply add it to a model's items, taking up one slot. Any model may ride a horse, with the exception of Animals, Undead, Demons and Constructs. Models are presumed to begin the game mounted.

Mounted Profiles

While mounted, a rider and horse are considered a single model, and the rider's profile is updated with the following modifiers, all written as split stats (see *Frostgrave*, p.19). For the purposes of applying damage, the rider is considered to bear the brunt of any attacks.

Mounted Model Modifiers					
M	F	S	A	W	H
+2	+1	-2	+0	+0	+0

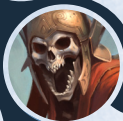
Riderless Horses

If the rider is ever removed as a casualty, the horse will activate in the creature phase, and use both actions to move towards its original deployment zone by the shortest possible route that doesn't cross rough ground (see also Movement, below). While the rider is dismounted, but alive, the horse will remain where the rider left it, and may be contacted (either for the purposes of mounting or fighting) by other models, and may be targeted by shooting attacks. While riderless (for whatever reason), the horse counts as having the following profile:

Riderless Horse						
M	F	S	A	W	H	Notes
7	+1	+0	10	+0	10	Animal

Horse Movement

Horses have several special rules that dictate how they can be moved during the game.



Mounting and Dismounting: It takes one action to mount or dismount a horse. This may count as the rider's compulsory movement action for the turn.

Rough Ground: Rough Ground affects mounted figures as it does any other model (*Frostgrave*, p.33). In addition, however, every time a model's movement action is affected by an area of Rough Ground, roll a die and consult the Stumble Table:

Stumble Table		
Die Roll	Result	Effect
1–14	Fine!	–
15–18	Rider Thrown	Rider takes 1 point of damage and becomes dismounted.
19	Heavy Landing	Rider takes 3 points of damage and becomes dismounted. Horse is injured – remove it from the game as a casualty and test for its survival post-game as if it were a Soldier.
20+	Snap!	Rider is immediately removed as a casualty (check for survival post-game as normal). Horse is injured – remove it from the game as a casualty and test for its survival post-game as if it were a Soldier.

Jumping: Horses may jump as normal (*Frostgrave*, p.35) but, upon landing, must roll on the Stumble Table with a +4 modifier.

Climbing: Unlike other Soldiers (*Frostgrave*, p.33), a mounted Soldier may never scale a structure.

Carrying Treasure: A mounted Soldier may pick up and carry treasure as normal (*Frostgrave*, p.44), but must spend an action to dismount, an action to pick it up as normal, an action to load it onto his horse, and an action to re-mount. Like any Soldier, a mounted model may carry only one treasure token at once. A Mounted figure does not suffer a movement penalty for carrying treasure.



Mounted Combat

Size: The rider and his mount count as a single target, and are considered to be a Large target (*Frostgrave*, p.40).

Shooting: The difficulty in shooting from horseback is reflected in the adjustment to the rider's Shoot stat while mounted, but he may otherwise shoot as normal, applying all existing modifiers (*Frostgrave*, p.40) as relevant.

Rustling

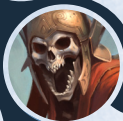
Should a warband ever capture an 'enemy' horse (by mounting it and remaining in possession of it at the end of the game), they may keep it provided they immediately purchase a Stable (as above) following the conclusion of the game.

Control Animal/ Mind Control

A spellcaster may cast Control Animal or Mind Control on a horse. If successful, use the horse's Riderless profile for the Will roll. If the horse fails the Will roll, the rider is thrown (as per a Rider Thrown result on the Stumble Table), and the Riderless horse comes under the control of the caster. Any treasure carried remains on the horse.

Next to myself, no one has played a bigger part in the creation and development of *Frostgrave* than Philip Smith. As the Head of Osprey Games, Phil originally commissioned me to write the game and has served as the editor on every book in the series. He has saved me from innumerable little mistakes both in grammar and rules, and has added a few uncredited flourishes here and there.

I had been planning to write 'unofficial' rules for horses for awhile, when Phil showed me this set which he had written for his own amusement. Most of the core ideas mirrored the ones I was having, and he had done such a good job, it seemed pointless to do it myself as well (plus he added several nice touches that I had not even considered). Thankfully, Phil was generous enough to allow me to publish his rules in *Spellcaster*.



Advanced Horsemanship

Once a horse has been fielded in, and survived, a game, a warband may purchase instruction for their horse, as per the Advanced Horsemanship Table. A horse may only receive each type of training once, and may only receive one type of training after each game.

Advanced Horsemanship Table		
Training	Effect	Purchase Price
Melee Training	Gains the 'Two Heads' ability (<i>Forgotten Pacts</i> , p.17).	200gc
Sure-footed	-2 to rolls on the Stumble Table.	250gc
Aggressive	+1 Fight, to both its Riderless profile and its Mounted Model Modifiers.	400gc
Loyal	Gains +3 Will to its Riderless profile. May never be rustled — always returns to the warband in time for the next game.	400gc
Barding	+2 Armour, -2 Move, to both its Riderless profile and its Mounted Model Modifiers.	600gc
Charger	Gains the 'Horns' ability (<i>Forgotten Pacts</i> , p.16)	500gc





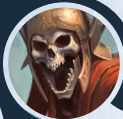
Knightly Orders

In the *Frostgrave* rulebook, the terms ‘knight’ and ‘templar’ are just designations for highly skilled, heavily-armoured fighters. The figure in question might actually be a knight, but could just as easily be a highly trained mercenary. The rules presented here are for players who would like to add more colour and variety to the knights that venture into the Frozen City.

Whenever a wizard hires a new knight or templar, he may select an ‘order’ for that figure. Each order represents differences in focus, technique, and training that the figure has received, and each one confers both penalties and bonuses. Most commonly these are slight variations in the stat line, but also include a few special abilities as well.

The orders aren’t meant to represent specific organizations within the world, and players are still encouraged to invent exactly what school, army, institution or cult trained the knight.

Since the use of Knightly Orders adds a degree of complication, it is recommended that players be limited to knights and templars from only one order in their warband at any one time. Players are, of course, free to decide this issue for themselves.



Order of the Sun

Knights and Templars from this order have a basic stat of Fight +3, but they receive +2 Fight whenever they are fighting undead or demons.

Order of the Snake

Knights and Templars from this order have a basic stat of Fight +3, but all of their attacks are poisonous.

Order of the Hammer

Knights and Templars from this order have a basic stat of Fight +3, but they receive +2 Fight and +2 Damage whenever they are fighting constructs.

Order of the Diamond

Knights and Templars from this order have a basic stat of Health 11, but they never suffer from the effects of being wounded.

Order of Fire

Knights and Templars from this order have a basic stat of Health 11, but receive +4 Armour whenever they receive damage from Elemental magic.





Order of the Lance

Knights and Templars from this order have a basic stat of Fight +3, but they have two item slots. Only one of these slots may be used to carry an item that increases the Knight's or Templar's Armour stat.

Order of the Mirror

Knights and Templars from this order have a basic stat of Fight +3, but are immune to the spells Beauty, Monstrous Form, and Invisibility.

To create your own Knightly Order, simply decide on a special ability you would like your knight to possess. If it is a major ability, decrease his Fight Stat by 1. If it is a relatively minor ability, decrease his Health Stat by 1.

Order of the River

Knights and Templars from this order have a basic stat of Health 11, but once per game they may spend an action to heal 3 points of damage that they have suffered.

Order of the Gauntlet

Knights and Templars from this order have a basic stat of Health of 11. If a member of this order is activated in the soldier phase, it may declare a group activation with one other soldier within 3".

Order of the Tower

Knights and Templars from this order have a basic stat of Health 11, but receive +1 Fight and +1 damage whenever they are fighting a creature with the Large trait.

Order of the Gallows

Knights and Templars from this order have a basic stat of Health 11, but they may reroll their survival roll after the game. They must keep the result of the reroll even if it is worse.

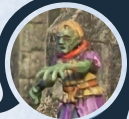


CATACOMBS OF THE EVRENBRIGHT

C*atacombs of the Evrenbright* is a set of three *Frostgrave* scenarios written specifically for Adepticon 2017. They were designed to be played using the dungeon terrain and accessories produced by [Death Ray Designs](#) and on gaming mats produced by [UrbanMatz](#). The Adepticon campaign day was run by Ash Barker of [Guerrilla Miniature Games](#).

The Catacombs Discovered

In the later days of Felstad, when the city was riven by political dissension and the machinations of rival cabals, an order of wizards called the Evrenbright established their headquarters in a vast tower in west of the city. The tower of Evrenbright was a beautiful white structure, decorated with many little offshoots and side towers, and hundreds of needle sharp spires. According to rumour, however, most of the important experiments



performed by the order took place below ground, in the secret catacombs. There was a joke that wizards would work away their whole lives in these secret tunnels, and when they died, a hole would be made in the wall for their body to rest and to watch over the next wizard to oversee their work.

Today, the great tower of Evrenbright is long gone, and ever since the rediscovery of Frostgrave, the adventuring wizards have argued over where it once stood. Then, yesterday, in the western part of the city, there was a huge explosion and for several hours, green gas poured out of dozens of cracks and holes in the ground. Adventurers rushed to the scene, and discovered, to their delight, numerous passages leading down into an ancient complex of tunnels, the lost Catacombs of the Evrenbright!

Scenario 1: Green Shadows

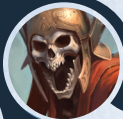
As the wizards and their warbands charge down into the catacombs, desperate to be the first to discover any lost magic treasures, they are met by drifting clouds of a thin, green gas or mist. The gas has no noticeable smell or taste, and, at first, breathing it in seems to cause no harmful effects; unfortunately, as the adventurers breath in more and more of the gas, it slowly begins to affect their perceptions of the world around them...

Set-Up

The table should be set up using the Urban Mat and Death Ray Designs dungeon terrain provided. Treasure should be placed following the standard rules for treasure placement, except that no treasure can be placed closer than 10" to either player's starting board edge.

Special Rules

When rolling for Random Encounters during this scenario, a creature appears on any roll of 11 or above. At the start of each turn, after initiative has been rolled, but before any figure has been activated, the players should each nominate one soldier from a rival warband to 'feel the effects' of the green gas. After all figures have been nominated, players should roll a die for each of their figures that was nominated and compare it to the chart below. Players should make this roll in initiative order.



Die Roll	Result
1-4	If this figure is not In Combat, move it 6" in a random direction.
5-8	If this figure is carrying treasure, it immediately drops it. In addition, if it is not In Combat, move the figure 3" in a random direction.
9-12	If this figure is not In Combat, but there is an enemy figure within 8" and line of sight, immediately move it into Combat with the closest enemy figure.
13-16	If this figure carries a missile weapon and is not In Combat, it immediately makes a shooting attack at the closest figure regardless of its loyalty. If the figure does not have a missile weapon, it receives only one action when it activates.
17-20	When activated, this soldier must make a Will Roll with a Target Number of 16 or it receives 0 actions.

Treasure and Experience

Calculate treasure and experience as normal for this scenario.

Scenario 2: Phantasmic Spheres

Delving deeper into the catacombs, and thankfully having passed beyond the green gas, the warbands begin to find small niches in the wall containing the ancient skeletons of wizards. Unfortunately, these men were either not of much importance, or any items of value they might have been buried with have already been filched.

Then, in a chamber up ahead, the adventurers see a group of dancing lights, like gigantic will-o'-the-wisps. Beneath these strange lights, the adventurers see the glint of gold!

Set-Up

The table should be set up using the Urban Mat and Death Ray Designs dungeon terrain provided. Now take the three plastic disks provided. Place one of these disks in the exact centre of the table. Each player may now place one of the other disks provided it is 6 – 8" away from any other disk. Place one treasure on top of each of the three disks. Each player should then place one additional treasure following the standard rules for treasure placement.



Special Rules

The plastic disk represent large spheres of 'phantasmic energy' that are drifting around the catacombs. They are not creatures, and cannot be destroyed, but they do drift around causing chaos. At the end of each creature phase, each phantasmic sphere will drift 4" in a random direction. The spheres will move through any terrain as though it is not there. It will stop immediately if it moves into contact with either another sphere or a figure.

If a sphere moves onto a figure, either because of drift or because it is pushed (see below), that figure must make a Will Roll with a Target Number of 10, suffering damage equal to the amount by which it fails this roll. Regardless of damage, the figure must move 1" directly away from the sphere after making its Will Roll.

If a figure intentionally moves into a sphere during the figure's activation, it makes the same Will roll as above. However, if the figure survives, it may choose to either step back 1" or push the sphere 3" directly away. This may cause the sphere to move onto another figure, in which case it follows the rules above.

Phantasmic spheres do block line of sight. Any figure that is 'killed' by a phantasmic sphere receives a +3 to its survival roll after the game.

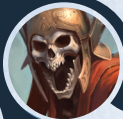
Treasure and Experience

When rolling for treasure after the game, any player with treasure tokens may reroll one roll on the treasure table and take their preferred result. Experience is gained as normal for this scenario with the following additions:

+20 Experience if the Wizard is ever forced to make a Will Roll due to contact with a phantasmic sphere.

+20 Experience if the Apprentice is ever forced to make a Will Roll due to contact with a phantasmic sphere.

Although this campaign was designed to use specific terrain, you should feel free to replace it with any kind of dungeon terrain, or even standard Frostgrave terrain, and still play the scenarios as written.



Scenario 3: The Howling Cages

Having reached the lowest level of the catacombs, the adventures begin to hear noise, a horrible, howling and screeching. There had always been rumours that the wizards of Evrenbright were secretly beastcrafters, but no one had ever taken those rumours seriously until now...

Set-Up

The table should be set up using the Urban Mat and Death Ray Designs dungeon terrain provided. Instead of placing treasure tokens, each player should place three of the trap door or spike trap markers provided by Death Ray Designs. It doesn't matter which are used. These should be placed using the same rules as for placing treasure.

Special Rules

For this scenario, six random creatures should be selected and set aside before the game. Do not roll for random encounters in this scenario. Use the following rules instead. Whenever a figure comes into contact with any marker for the first time, roll a die. On a 12+, the marker should be replaced by a treasure token. Additionally, the player should select one random creature and place it on the board within 6" of the newly revealed treasure, but no closer than 3" to any other figure. If this is impossible, place the figure as close to the treasure as possible while remaining 3" from any figure. On a roll of less than 12, the marker is replaced by a random creature of your opponent's choice. Additionally, you may now place a treasure token on the board within 6" of the newly revealed creature, but no closer than 3" to any figure. If this is not possible, place it as near to the newly revealed creature as possible without being within 3" of any other figure.

Experience and Treasure

Treasure is gained as normal for this adventure. Experience is gained as normal with the following additions:

- +10 Experience points each time a member of your warband rolls for an unknown token.
- +20 Experience points for each random creature killed by your warbands.





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THE FROSTGRAVE MAGAZINE