

FROSTGRAVE

CATACOMBS OF THE EVRENBRIGHT



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Catacombs of the Evrenbright is a set of three *Frostgrave* scenarios written specifically for Adepticon 2017. They are designed to be played using the dungeon terrain and accessories produced by **Death Ray Designs** (deathraydesigns.com) and on gaming mats produced by **UrbanMatz** (www.urbanmatz.com). The Adepticon campaign day was run by Ash Baker of **Guerrilla Miniature Games** (www.guerrillaminiaturegames.wordpress.com).

I would like to take the opportunity to thank all of the people behind these three companies, as well as everyone at Osprey Games, for making the Adepticon 2017 campaign day a reality.

THE CATACOMBS DISCOVERED

In the later days of Felstad, when the city was riven by political unrest and the machinations of rival cabals, an order of wizards called the Evrenbright established their headquarters in a vast tower in the west of the city. The Tower of Evrenbright was a beautiful white structure, covered with many offshoots and side towers, and hundreds of needle sharp spires reaching towards the sky. According to rumour, however, most of the important experiments preformed by the order took place below ground, in secret catacombs. There was a joke that wizards would work away their whole lives in these tunnels and, when they died, a

hole would be made in the wall, in which their body could rest to watch over the next wizard to oversee their work.

Since the rediscovery of Frostgrave, the site of the great Tower of Evrenbright has been the source of rumour and debate amongst the wizards now infesting the ruins. Yesterday, however, a huge explosion was heard from the west of the city and, for several hours, green gas poured from dozens of cracks and holes in the ground. Adventurers rushed to the scene, discovering passages leading down into an ancient tunnel complex... the secret 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 treasures, they encounter drifting clouds of a green gas. The thin gas has no noticeable smell or taste and, at first, breathing it in seems to cause no harmful effects; unfortunately, as the adventurers inhale 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. If this terrain is not available, set up a 2" x 2" table covered in ruins as per a standard game of *Frostgrave*. Treasure should be placed following the standard rules for treasure placement, except that no treasure can be placed closer than 10" to any player's starting board edge.

SPECIAL RULES

When rolling for random encounters during this scenario, a creature appears on any roll of 12 or more.

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 figures have been so nominated, players should roll a die for each of their figures that was nominated and check the result against 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 this figure is not in combat, move it 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, it immediately moves into combat with the closest enemy figure, or as close to it as possible.
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 whether it is an enemy or a friend). If this figure does not have a missile weapon, it receives only one action when it activates.
17-20	When activated, this figure must make a Will Roll with a Target Number of 16 or else receive 0 actions.

TREASURE AND EXPERIENCE

Calculate treasure and experience as normal for this scenario.

Scenario 2: Phantasmic Spheres

Venturing deeper into the catacombs, having passed beyond the green gas, the warbands find small niches in the wall containing the skeletons of ancient wizards. Unfortunately, these mages were either not of much importance, or any items of value with which they were buried 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. If this terrain is not available, set up a 2" x 2" table covered in ruins as per a standard game of *Frostgrave*. Three disks, approximately 2" in diameter will also be needed for this scenario. Place one of these discs in the exact centre of the table. Each player may now place one of the other discs anywhere on the board, provided it is 6–8" away from any other disc. Place one treasure on top of each of the three discs. Each player should then place one additional treasure following the standard rules for treasure placement.

SPECIAL RULES

The plastic discs 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 every 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. They will stop immediately if they ever move into contact with another sphere or a figure.

If a sphere moves into contact with a figure due to drift

or being shoved (see below), or a figure is forced into contact with a sphere (such as via use of the Push spell, or a push back in combat, for example), that figure must make a Will Roll with a Target Number of 10, suffering health loss 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 its activation, it makes the same Will Roll as above. However, if the figure survives the contact, it may choose to either step back 1" or shove the sphere 3" directly away. This may cause the sphere to move into another figure, in which case it follows the rules for unintentional contacts as 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 re-roll one result on the treasure table, but may choose whether to keep the original result or the new one.

Experience is gained as normal for this scenario with the following addition:

- 20 experience points if the Wizard is ever forced to make a Will Roll due to contact with a phantasmic sphere.
- 20 experience points if the Apprentice is ever forced to make a Will Roll due to contact with a phantasmic sphere.

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 beascrafters, 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. If this terrain is not available, set up a 2" x 2" table covered in ruins as per a standard game of *Frostgrave*. 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 of the pre-determined creatures 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 one of the pre-determined creatures 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 a marker.
- 20 experience points for each random creature killed by your warband.

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