

Frostgrave- The Confluence

Little is known about the consequences of The Celestial Confluence of Cthonic Catastrophe save its inevitability... and that there is great power to be gained in its shadow. The supernal energies harvested during this fell alignment of the heavens fueled the magical supremacy of Felstad, and it is suspected that, unchecked, it led to the icy death of the city.

The alignment approaches, and the potential gains from harvesting the power once used by the ancients of Felstad is entirely too good to forgo. To do so, a wizard must acquire the following:

- **The Ritual of Kadroh**, by which the ancients were able to harvest the power of The Confluence
- **The Carta Felstad**, containing a map to the Location of where The Ritual is performed
- **A Device of Mrams**, with which to harness the dread empyrean powers unleashed by The Confluence
- **A Calcareous Crystal**, with which to contain and control the same

All four must be acquired-- and quickly, before The Confluences occurs, if a Wizard is to take seize the opportunity it provides.

Rules

Unless otherwise noted, the standard rules from Frostgrave are used. Some rules have been Refer to the [JustPlay Games Rules Changes](#) for the Out of Game Turn Sequence rules.

Wizards to not receive a special base location. They have a base, which may be upgraded between games, but do not choose or receive any of the special rules on pg 70.

When rolling for Random Encounters, always use the tables from the Frostgrave rulebook. If the models for the encounter are not available (because they're currently in use or simply aren't available), select the next more difficult encounter with models available.

After the final game, the Wizard with the highest XP can claim to be the winner!

Structure

The campaign is played across 3 to 4 1v1 scenarios and then culminates in a larger teams/free-for-all scenario.

Pairings will use the following schemes to ensure that every player plays a different scenario and opponent each round. Any other scheme can be used, so long as every player gets one (and only one) attempt at each scenario.

6 Players		Round						
		1		2		3		4
Scenario	Pools of Yhisq	A	B	D	E	C	F	-
	Vault of Mrams	C	D	A	F	B	E	-
	Groves of the Crystalsmiths	E	F	B	C	A	D	-
	Celestial Confluence	-	-	-	-	-	-	*

8 Players		Round									
		1		2		3		4		5	
Scenario	Upper Stacks	A	B	C	F	E	G	D	H	-	-
	Vault of Mrams	C	D	A	G	F	H	B	E	-	-
	Vault of Mrams	E	F	B	H	A	D	C	G	-	-
	Groves of the Crystalsmiths	G	H	D	E	B	C	A	F	-	-
	Celestial Confluence	-	-	-	-	-	-	-	-	-	-

The Pools of Yshiq

To learn the ways of the ancients, one must drink in their wisdom- literally. To understand the supernal techniques and terrestrial methodologies required to harness the Confluence, a Wizard must drink from the hallucinogenic Pools of Yshiq and meditate upon the firmament.

Setup

Standard set-up. Place three pools: one near the center of the table, one near the center of each deployment zone.

Special Rules

The Pools of Yshiq

A Wizard (and only a Wizard- an Apprentice could not be trusted with this) in base contact with a Pool may spend an action to drink from the Pools. Roll a d20, +2 if drinking from the pool in the center of the table:

Roll	Result
1-5	The wizard gazes too deeply; they cannot act next turn, and must drink again.
6-10	Understanding escapes the Wizard. No effect.
11-15	The Ritual of Kadroh is Understood
16-20	The Ritual of Kadroh is Understood, and immediately gain a random spell. If the spell rolled is already known, lower the casting difficulty of that spell by -2.

Ending the Game

The game lasts 5 turns.

XP	Achievement	Count
+20	For every spell successfully cast by a Wizard or Apprentice	
+50	For every claimed treasure at the end of the game	
+25	For every unclaimed treasure at the end of the game	
+50	If the Wizard understands The Ritual of Kadroh.	
+20	For every time the Wizard drinks from the Pools.	

The Upper Stacks

The ancients of Felstad documented an incalculable amount of knowledge. Surely the location of the where tap the arcane powers of the Confluence is documented somewhere within the husks of their long-dead libraries.

Setup

Standard set-up and gameplay as per the Library scenario. Additionally, after rolling to determine table sides, each player should alternate placing one special map treasure token each on the half of the table opposite their side. This token is that player's Carta Felstad.

Ending the Game

The game lasts 5 turns.

XP	Achievement	Count
+20	For every spell successfully cast by a Wizard or Apprentice	
+50	For every claimed treasure at the end of the game	
+25	For every unclaimed treasure at the end of the game	
+50	If the player claimed their Carta Felstad.	
+25	If another player was unable to claim their Carta Felstad.	

The Vault of Mrams

Harnessing the cosmic energies of The Confluence requires particular equipment. The ancients stored these devices in a subterranean vault.

Setup

Underground, Dungeon set-up. In addition to standard treasure deployment, each player should place two additional, special treasure tokens. These should be at least 9" from any dungeon entrance and 6" from each other, but may ignore normal treasure tokens for these measurements.

Special Rules

Devices of Mrams

The special treasure tokens are Devices of Mrams. A model carrying a Device of Mram may draw line of sight for spellcasting from any unclaimed Device, and may draw line of sight for spell casting from and count as at Range: Touch for any other model also carrying a Device. A Wizard or Apprentice carrying a Device may activate any model with 6" of any other model also carrying a Device for Group Activation.

A Wizard or Apprentice carrying a Device of Mrams receives a +2 to all spellcasting attempts, with an additional +2 to any spellcasting attempts targeting any other model also carrying a Device.

Ending the Game

The game lasts 5 turns.

XP	Achievement	Count
+20	For every spell successfully cast by a Wizard or Apprentice	
+10	...for every spell successfully cast through a Device of Mrams.	
+50	For every claimed treasure at the end of the game	
+25	... for every claimed treasure that is a Device of Mrams	
+25	For every unclaimed treasure at the end of the game	

The Grove of the Crystalsmiths

One of the duties of the Crystalsmiths Guild of long-dead Felstad was to cultivate the foci used in channeling the arcane energies of the Confluence. Their gardens, long untended, have grown out of control. The Calcareous Crystals were once used to store the calamitous energies of the Confluence. Collect as many as you are able!

Setup

Underground, Standard Set-up. 3'x3' table with a large crystalline formation in the center of the table.

Special Rules

The Glowing Groves of the Crystalsmiths

Lighting is poor here. Maximum line of sight is 16", however line of sight may be drawn against any model within 6" of the Crystalline formation from anywhere on the table, intervening terrain and models permitting.

Calcareous Crystals

A crystal is collected from the formation as if it were a treasure token, and crystals count as treasure. Any spell cast within 6" or targeting a model within 6" of the crystalline formation is cast at a -2 penalty. A model carrying a crystal may not cast nor be the target of a spell.

Ending the Game

The game lasts 5 turns.

XP	Achievement	Count
+20	For every spell successfully cast by a Wizard or Apprentice	
+50	For every claimed treasure at the end of the game	
+25	... for every claimed treasure that is a crystal	
+25	For every unclaimed treasure token at the end of the game	

The Celestial Confluence of Cthonic Catastrophe

The confluence is at hand! The Celestial Fulcrums are alive with calamitous energies! Harvest them while you can! Deny them to your rivals! Quickly!

Setup

Before beginning play, Wizards have the option to form alliances. Beginning with the Wizard with the highest XP, a Wizard may offer an alliance to any one wizard in the bottom half of the XP rankings (ie: with 6 players, a Wizard may offer an alliance to the #4, 5, or 6 XP'd wizard). This offer may be rejected. At the end of the game, any XP gained by a Wizard in an alliance is split 50/50 by both Wizards in the alliance.

Standard set-up. 6'x4' table with three Celestial Fulcrums along the center line, 2" from the table edge and each other. Fill the rest of the table appropriately.

Deployment: Roll once for an Alliance. Note that rather than choosing a table edge, a Wizard chooses a 2' stretch of table edge (that may wrap around corners). Alliances choose a 3' stretch. These stretches may be anywhere but may not overlap. If there isn't room, pick the biggest gap, and shift things around. Be an adult.

If The Upper Stacks scenario was played, and the Wizard was able to claim their Carta Felstad, they and up to three models may make one free Move action before the game begins. Perform these moves in the same order as deployment.

Special Rules

Celestial Fulcrum

Any Devices of Mrams collected in The Vault of Mrams must be allocated between the Wizard and Apprentice.

A wizard wholly within 12" of a Fulcrum may spend a move action to harness its energies. Roll d20 + the model's Wizard level, +5 if they are within 6", and +2 if the Wizard understood The Ritual of Kadroh. On a 16+ they are successful, and their Battery receives charges:

Current Charge Level	Result
<10	4 + (# of Devices of Mrams x2)
10+	1d4 + (# of Devices of Mrams x2)

At the end of every Monster phase, roll a d20 for each Fulcrum.

Roll	Result
1-5	+2 shooting attack against every model within 6" of the Fulcrum
6-10	+5 shooting attack against every model within 6" of the Fulcrum
	+2 shooting attack against every model 6"-12" from the Fulcrum
11-15	No effect
16-20	Every model within 6" regains 5 Wounds, as per Heal.

Celestial Battery

If 3 or less crystals were collected in the Groves of the Crystalsmiths scenario, you have 1 Battery to allocate to either the Wizard or Apprentice. If more than 3 crystals were collected, both the Wizard and Apprentice carry a Celestial Battery.

A Celestial Battery is a Spell Orb that may be recharged by harnessing a Celestial Fulcrum. It begins the game completely empty, and can hold up to 10 charges at any one time safely. For every charge over 10, reduce the model's armor by 1 to a minimum of 0.

If a model carrying a Celestial Battery is killed, resolve a +5 shooting attack against every model within (# of charges)".

Ending the Game

The game lasts 7 turns.

XP	Achievement	Count
+20	For every spell successfully cast by a Wizard or Apprentice	
+5	... for every charge used from a Celestial Battery when successfully casting a spell	
+50	For every claimed treasure at the end of the game	
+50	For every model carrying a Celestial Battery killed.	
+20	For every charge in a Celestial Battery at the end of the game	
+20	...for every charge in excess of 10 in a Celestial Battery at the end of the game	