



ADEPTICON 2019

v1.0
01.08.2019

FRÖSTGRAVE: THE GREAT WYRM CAMPAIGN

AdeptiCon reserves the right to modify, update, clarify, or change event rules in the interest of making AdeptiCon the best event possible. No fundamental rules changes will be made to the event after 2/1/2019.

EVENT DESCRIPTION

You have to rub your eyes to be certain in what you saw. It appears the sun was blacked out as the form a dragon crosses the horizon. Tales are always told at the taverns outside of the Frozen City of piles of uncountable treasure at the center of a dragon's lair. However, few can claim that they lived to see such a hoard. As your eyes focus on this ancient beast you see it circle towards the ground, across the other side of the Frozen City. Knowing that it is likely a fool's errand, the lure of this treasure is too much to pass. Steeling your nerves, you gather your warband together and plot your course to hunt the Great Wurm.

Players will bring an experienced Warband for this multiplayer, mini-campaign.

WHAT YOU WILL NEED

- Your fully painted Warband (must comply with AdeptiCon's [Model Policy](#))
- 3 Treasure Tokens.
- 3 Fully Painted Wandering Monsters of any kind to be used as random encounters
- Warband Roster Sheet
- Dice (d20), appropriate measuring tools, and any tokens/markers needed for your wizards spells
- Frostgrave Rules Manual and any supplements that have the profiles for your soldiers or wandering monsters
- A "let's have fun" attitude!

WARBAND BUILDING RULES

You should bring a Level 10 Wizard and their warband for the event game. You can elect to create a Level 10 Wizard using the rules for experienced wizards from the Maze of Malcor supplement (Page 13) or use a level 10 wizard from an existing campaign. Regardless of which method you use the following limitations will be applied:

- Any soldiers from the Frostgrave Rulebook or Supplement may be hired (No Soldiers from online sources or Spellcaster Magazine may be hired)
- No Captains may be hired for this event
- No single magic items worth more than 500 gc can be in your inventory
- "Wizard Bases" or "Base Upgrades" can be used in this campaign and should be accounted for when making purchases.
- You will have the opportunity to cast out of game spells before the first scenario as described on page 13 of the Maze of Malcor (Creating Experienced Wizards, Step 6).
- Keep in mind the Most Important Warband Building Rule: Your experienced warbands are being prepared using the "honor" system. There is no reason to fudge the rolls when preparing your warband. Just go with what you roll and have fun!

BASIC RULES

- All players are expected to abide by the [AdeptiCon Conduct Policy](#).
- The models used in your army must comply with the [AdeptiCon Model Policy](#).
- Please use the feedback form on the [AdeptiCon 2019 website](#) to ask any questions you may have in advance!
- AdeptiCon Tournament Judges' and Officers' rulings are final and arguments or poor conduct by players will not be tolerated. AdeptiCon reserves the right to remove players from the event or AdeptiCon itself with no refunds allowed.