

The Nightmare before Christmas



A Frostgrave Campaign

by Onno Maat

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SCENARIO ONE

Crash at Pumpkin-head

Just a regular day searching for treasure in the frozen ruins of Felstadt, the wind howling through the streets, the clacking teeth of your companions, the jingle of bells in the air.... Wait, what?

You hear the faint jingling of bells approaching, accompanied by a very distressed sounding voice crying ho-ho-ho. The sound grows louder and suddenly a big sled drawn by reindeer swooshes over your heads. The sled seemed to be alight with some kind of arcane fire. The ho-ho-ho's become ever more distraught and panicky, until you hear a big crashing sound and all is quiet again.

Time to investigate.

Set-Up

Place a 2" by 2" marker, or a model of some kind of cart in the centre of the table to represent where the sled has crashed. The marker should ideally be placed on some kind of square or other relatively open space. The rest of the table should be made up of ruins or buildings that models can enter.

Each player then places two treasure tokens 6" away from the crashed sled and at least 6" apart of each other. Place a Pumpkin-head in base-contact with each treasure token and with the sled.

Special Rules

Pumpkin-heads

The Pumpkin-heads are busy rummaging through the debris of the sled, they will activate only if there is an enemy figure within 10" and follow the normal rules for monsters.

Crashed sled

Any figure that is not in combat and is in base contact with the crashed sled, may spend one action to search the debris for treasure:

- roll a d20
- On a 13+ the figure discovers a treasure. Players can search the debris multiple times, but each time a treasure is rolled, the lowest number no longer yields a treasure on subsequent rolls, by any player. So after a treasure is rolled, the next success will be on a 14+, and so on.
- If a treasure result is rolled, place a treasure token near the figure that searched.
This token counts as a regular treasure in all regards. The figure that found the treasure, does NOT automatically pick it up.

Wandering Pumpkin-heads

Each time a model enters a ruin or building, roll a d20; on a roll of 13+ immediately place a Pumpkin-head model in the ruin or building, as far away from the model as possible. This Pumpkin-head activates directly after the model that discovered it. After this initial activation, the Pumpkin-head activates in the creature phase as normal.

From turn 3 and onwards, each creature phase 2 Pumpkin-heads enter the table on a random board edge. Randomise for each Pumpkin-head individually. These Pumpkin-heads follow the normal rules for creatures.

Treasure and experience

Treasure is treated as normal.

A wizard gains 25 experience for each Pumpkin-head killed by his warband.

A wizard gains 25 experience if he is within 3" when a Pumpkin-head explodes.

A wizard gains 100 experience if he searched the sled personally at least once, regardless whether the search was successful or not.

SCENARIO TWO

Elves gone bad

While the crashed sled yielded some good treasure, there were no signs of the driver or any of its passengers and there were no animals that pulled the sled either. There are however a lot of small footprints leading away from the crash site.

As you follow the footprints, you come across a strange sight; a band of little creatures that can only be described as evil looking Christmas elves, are carrying what looks like a bound prisoner across a road. It might be worth taking a closer look...

Set-Up

A 4" wide road leads from one corner diagonally across the table to the opposite corner. On either side of the road are buildings and ruins. There should be some obstacles on the road for cover, but not too much to obstruct movement on the road.

Place a marker or some suitable model to represent the Bad Elves carrying their prisoner on the road in one of the corners. Its size should not be more than 2"x 2".

The players deploy their warbands in corners opposite from each other, with the road between them and no more than 9" away from their starting corner, so that the road divides the table into two player halves. Each player then places three treasure tokens *in the opponent's halve*, at least 3" away from the road or a table edge and 6" away from each other.

Special Rules

The Bad Elves and their prisoner

The Bad Elves are set on carrying their prisoner off the table. Each creature phase they will have two activations. With the first activation they will always move 8" towards the opposite corner along the road, regardless if they are in combat or not, and they will ignore all attempts to force combat. (The group of Bad Elves is too large to stop by engaging them in combat)

With the second activation the Bad Elves will do one of the following:

- If there are no enemy models in line of sight, the group will move another 4" towards the opposite corner along the road.
- If there are enemy models in line of sight, but not within 10", they will cast three Magic Sparks at 5+, evenly distributed over the models in sight, starting with the closest model.
- If there are enemy models in line of sight and within 10", two Bad Elves will detach from the group and move towards the closest enemy model that is not already engaged in combat. If all models are engaged in combat, they will move towards the closest enemy model.

If at any time during the game the group of Bad Elves reaches the opposite corner along the road, the game ends and *each player* loses 200 XP.

Stopping the Bad Elves

A model in base contact with the group of Bad Elves carrying the prisoner may spend one action to try and wrestle the prisoner from them; Roll a D20 and add their Fight, bonuses for supporting figures apply. If the result is a 20 or higher, the model has stolen the prisoner and the group disperses. The model carrying the prisoner counts as carrying a treasure.

If at any time during the game the prisoner is stolen from the group, replace it with 5 Bad Elves.

Treasure and experience

Treasure is treated as normal.

A wizard gains 25 experience for each Bad Elf killed by his warband.

A wizard gains 25 experience for every attempt by him or a member of his warband to steal the prisoner.

A wizard gains 50 experience if he or a member of his warband carries the prisoner off the table.

After the game, if the wizard or his warband killed at least one Bad Elf, roll a d20 and add the number of Bad Elves you killed:

On a 1 to 5 you find nothing

On a 6 to 10 you find a 'Magic Sparks' scroll

On an 11 to 15 you find two 'Magic Sparks' scrolls

On a 15+ you find three 'Magic Sparks' scrolls

SCENARIO THREE

St. Martin in the Fields

The prisoner you captured turns out to be Santa's Head Elf! Apparently Santa and his sled were shot out of the sky and when they crashed, Pumpkin-heads came to take Santa and his elves away. They were led before an evil madman, Nicholas, who used to be a saint. He ranted on about how Santa stole his holiday and he was going to take it back. Then, with his staff, he started to turn Santa's elves into Bad Elves, but the Head Elf managed to escape. He tells you the Mad Saint Nick is going to steal Santa's power in some kind of twisted ritual! To stop it, a powerful artefact is needed and he was on his way to get it, when he was caught by the Bad Elves. He is in no condition to go on this quest now, so please help, I'll give you a reward! You'll need to get the staff of another holy man, Saint Martin, who is buried in a field nearby...

Set-Up

The table should be set up to represent a huge cemetery, with tombstones, crypts, ruins and trees. Place a small building in the centre of the table to represent the crypt of Saint Martin. Each player places three treasure tokens as usual, and then place an Armoured Skeleton in base contact with each treasure token. The players then deploy their warband as normal.

Special Rules

The Crypt of Saint Martin

A model that wishes to enter the Crypt of Saint Martin must first spend an action to open the stone door: roll a D20 and add their Fight. If the result is 16+ they have opened the crypt.

The first time a model enters the Crypt of Saint Martin, he disturbs the dead: immediately place a model touching the wall on the far side of the crypt. This model represents Saint Martin.

Next the opponent of the active player places two Vampires on the table, at least 9" away from each other and any other models that aren't undead.

The Vampires activate as usual in the creature phase, but Saint Martin rolls for initiative and activates in the Wizard phase.

Saint Martin

Saint Martin will always try to move as far away from enemy models as possible and towards the closest undead model.

If he's not in combat, he activates as follows:

- If there is an enemy model within 10" he casts 'Magic Sparks' on 5+ at the closest valid target and then moves away.
- If there is no enemy model within 10" he casts 'Holy Power' on 7+ on the closest valid target and moves towards the closest undead model, not taking him closer to enemy models.

Saint Martin relies on the power of the gods for his magic, therefore he is not subject to miscast or overwhelming power.

Saint Martin						
M	F	S	A	W	H	notes
6	+2	+0	10	+4	6	Undead, Immaterial, Immune to non-magic weapons. Magic Staff: +2 damage.

Treasure and experience

Treasure is treated as normal.

A wizard gains 25 experience and 5 gold for each Armoured Skeleton killed by his warband.

A wizard gains 50 experience and 25 gold for each Vampire killed by his warband.

The wizard that manages to kill Saint Martin receives 100 experience and the 'Staff of Saint Martin' magic item.

The Head Elf's reward:

Any wizard that was not killed, receives 100 gold

For an apprentice that was not killed a wizard receives 50 gold.

SCENARIO FOUR

The Bad Holyman

The Head Elf is glad to see you've returned unharmed and with the Staff of Saint Martin no less. But there's more to do if you want to beat Mad Saint Nick. He says you can find Mad Saint Nick at the Altar of the Fallen. Off course there will be a reward for stopping him, but hurry, for the Mad Saint has already begun his unholy ritual.

Set-Up

Set up the table as per regular game of Frostgrave, but make sure there is an 8"x8" clearing in the centre of the table. In the centre of the clearing place a 2"x2" marker or model to represent the altar. Place a model to represent Mad Saint Nick in base contact with the altar. Place treasures as normal.

Special Rules

The ritual at The Altar of the Fallen

A strange and unholy power emanates from the altar while the ritual is being performed. Each turn, any model wishing to activate must first pass a willpower test against the target value of 15 minus 1 per inch of distance to the altar. If the model passes, it may activate as usual. If the model fails it does not activate, but succumbs to the unholy power and activates in the creature phase as though it were a monster. The model will become hostile for one turn and will move to and attack the nearest model, friend or foe, except Mad Saint Nick.

Stopping the ritual

In order to stop the ritual, a model has to strike a wounding blow at Mad Saint Nick. If at any time during the game Mad Saint Nick's health drops below 20, the ritual ends and the unholy power will cease to emanate from the altar. Any models under its influence will revert to normal and willpower tests to activate are no longer required. However the sudden interruption causes the collected power to erupt in an eldritch explosion: Every model on the table, except Mad Saint Nick, must make a willpower test against the target number of 15. Models that fail this test are knocked down and miss their next activation. After the explosion Mad Saint Nick will immediately make a 12" move away from enemy models, towards the closest table edge. Mad Saint Nick will continue to move towards the closest table edge with both his activations on every turn, until he is either dead or off the table.

If the players fail to stop the ritual, the Mad Saint wins and the campaign ends immediately.

Wounded Mad Saint Nick						
M	F	S	A	W	H	notes
8	+5	+0	12	+5	20	Fleeing: must always move away from enemy, towards nearest table edge.

Treasure and experience

Treasure is treated as normal.

A wizard receives 25 experience for every model that passed a willpower test while within 2" of the Altar of the Fallen.

A wizard receives 50 experience for every model that passed a willpower test while in base contact with the Altar of the Fallen.

A wizard receives 10 experience for every blow he or a member of his warband strikes at Mad Saint Nick while he is performing the ritual.

A wizard receives 100 experience if he or a member of his warband does damage to Mad Saint Nick

A wizard that manages to kill Mad Saint Nick receives 100 experience.

However, when they go to investigate the body, they only find his empty robes.

The Head Elf's reward:

Any wizard that was not killed, receives 100 gold

For an apprentice that was not killed a wizard receives 50 gold.

SCENARIO FIVE

For Piet's sake

The Mad Saint has managed to escape somehow, and has fled to safety in his citadel.

The Head elf tells you 'one of the first dastardly things the Mad Saint did was corrupt his most trusted companion, Piet. He warped his body and mind into the hideous figure called Jack O'Lantern, and put him in command of his forces. As the general, Jack O'Lantern is in charge of the Pumpkin-head army and the Bad Elves and has made his headquarter in an old palace. To break his power would be a great blow to the Mad Saint. I'll offer you a handsome reward as usual.'

Set-Up

The whole game board represents the old palace of Jack O'Lantern, and should be a collection of corridors and chambers, with a large throne room in the centre of the board.

Each player places two treasure tokens, also place a special treasure token in the centre throne room. Then each player places 1 Bad Elf, 2 Pumpkin-head Guardsmen and 1 Pumpkin-head Sergeant, out of line of sight of any model that is not a Pumpkin-head or bad Elf and at least 6" away from any other model. In the centre throne room place Jack O'Lantern and 2 Pumpkin-head Lieutenants.

Special Rules

Jack O'Lantern and his Lieutenants

Jack and his Lieutenants will not activate until an enemy model enters the throne room.

During activation, each Lieutenants selects one Pumpkin-head model within 3" to group activate with. The Lieutenants will always try to engage the closest enemy model in combat.

Jack activates in the *soldier phase* and he will always go first. He activates in the following order:

- If there is a Pumpkin-head within 3", Jack will select the closest one and it will group activate immediately. This is an *extra* activation, the Pumpkin-head will still activate in the creature phase.
- If Jack is not in combat, he will summon a Pumpkin-head. Immediately place a Pumpkin-head Guardsman model in base contact with Jack.
- If he is not in combat, Jack will then move as far away from enemy models as possible.

Jack O'Lantern						
M	F	S	A	W	H	notes
5	+4	+0	14	+4	14	Rod of Twigs (count all armour as 10), summon Pumpkin Head (auto succeed, treat as result 0-5)

Treasure and experience

Treasures is treated as normal

A wizard gains 25 experience and 5 gold for each Bad Elf killed by his warband.

A wizard gains 25 experience and 5 gold for each Pumpkin-head Guardsman or Pumpkin-head Sergeant killed by his warband.

A wizard gains 50 experience and 25 gold for each Pumpkin-head Lieutenant killed by his warband.

The wizard that manages to kill Jack O'Lantern receives 100 experience and the 'Rod of Twigs' magic item.

The player that picks up the special treasure token in the throne room receives 300 gold and a Grimoire with 'Summon Pumpkin-head'

The Head Elf's reward:

Any wizard that was not killed, receives 100 gold

For an apprentice that was not killed a wizard receives 50 gold.

SCENARIO SIX

Not so Silent Night

Jack O'Lantern has been struck down and as he lay dying he transformed back into his former self, the good natured Piet. With his last breath Piet thanks you for setting him free and tells you the ritual of the Mad Saint might have been interrupted, but it was not unsuccessful. Mad Saint Nick has transformed himself into a furry green monstrosity and is out to get you. With that, poor old Piet dies and all is quiet. ... Too quiet.

A faint snicker is carried by the wind followed by an eerie howling that ends in hysterical laughter. 'Silly Sorcerers Sought to Snatch me but Suffered Seriously' a distant voice sings, 'Now I'm New and Nigh invincible to you Naught Nitwits'. The voice is quiet for a moment.... Then it cries 'HO-HO-HO! SCARY CHRISTMAS! MUAHAHAHAHA!'

Time to end this...

Set-Up

Set up the table as per regular game of Frostgrave.

Place an 8"x8" dais or other elevated piece of terrain in the centre of one of the table-edges and place Mad Saint Nick aka The Grinch on top of the dais. Also place two Pumpkin-head Lieutenants on the dais in front of him and two Pumpkin-head Guardsmen in front of the dais, each within 3" of one of the lieutenants.

Each player places treasure tokens as normal, but also places a Pumpkin-head Sergeant and two Pumpkin-head Guardsmen in the opposing players table half, out of line of sight and at least 9" away from any model that is not a Pumpkin-head.

Special Rules

Activation

The Mad Saint and his henchmen act like a wizard warband: Roll for initiative at the start of turn. Mad Saint Nick then activates in the Wizard phase and all Pumpkin-heads activate in the soldier phase.

During activation, each Lieutenants selects one Pumpkin-head model within 3" to group activate with. The Lieutenants will always try to engage the closest enemy model in combat.

The Lieutenants and the two Guardsmen in front of the dais will not activate until there is an enemy model in line of sight.

Mad Saint Nick

As long as he is not in combat, The Mad Saint will activate as follows:

- If there are no enemy models in line of sight, he will summon a Pumpkin-head Guardsman on a 5+. Place a Pumpkin-head Guardsman in front of the dais, it will activate in the soldier phase. The Mad Saint will not move.
- If there is an enemy model within line of sight, but not within 10" he will cast Unholy Power on a 5+ on the closest valid target. The Mad Saint will not move.
- If there is an enemy model within 10" he will cast Demon Fire on a 5+ at the closest valid target. He will then move as far away from enemy models as possible.

Wounded Mad Saint Nick						
M	F	S	A	W	H	notes
7	+5	+0	12	+5	20	Staff of the Mad Saint: +3 damage modifier and -3 damage modifier to enemy's attacks in hand-to-hand combat.

If at any time during the game The Mad Saint reaches 0 health, the game ends immediately.

Treasure and experience

Treasures is treated as normal

A wizard gains 25 experience and 5 gold for each Pumpkin-head Guardsman or Pumpkin-head Sergeant killed by his warband.

A wizard gains 50 experience and 25 gold for each Pumpkin-head Lieutenant killed by his warband. The wizard that manages to kill Mad Saint Nick receives 100 experience, 250 gold and the 'Staff of the Mad Saint' magic item.

The Head Elf's reward:

Any wizard that was not killed, receives 100 gold

For an apprentice that was not killed a wizard receives 50 gold.

EPILOGUE

The twisted body of the Mad Saint lies lifeless on the ground, a crazy grin etched forever on his face, around him the remains of his pumpkin headed henchmen. They all exploded in the end, covering everything in their sweet pumpkin innards, giving the scene a strange holiday smell. It smells like....victory.

From somewhere on the dais you hear a faint moaning. A large figure, bound and gagged, lies hidden at the back. When you free him he stands up, stretches his back, ruffles his beard, takes a deep breath and lets out the jolliest HO-HO-HO! You've ever heard!

Bestiary

Pumpkin-head						
M	F	S	A	W	H	notes
4	+1	+0	10	+0	6	When a Pumpkin-head reaches 0 health, it explodes. Every figure, friend or foe, within 3" suffers a +1 shooting attack.

Pumpkin-head Guardsman						
M	F	S	A	W	H	notes
4	+1	+0	10	+0	6	Halberd +1 dmg When a Pumpkin-head reaches 0 health, it explodes. Every figure, friend or foe, within 3" suffers a +1 shooting attack.

Pumpkin-head Sergeant						
M	F	S	A	W	H	notes
5	+2	+0	12	+1	8	When a Pumpkin-head reaches 0 health, it explodes. Every figure, friend or foe, within 3" suffers a +1 shooting attack.

Pumpkin-head Lieutenant						
M	F	S	A	W	H	notes
5	+4	+0	12	+2	12	When a Pumpkin-head Lieutenant reaches 0 health, immediately replace it with 2 Pumpkin-head Guardsmen

Bad Elf						
M	F	S	A	W	H	notes
8	+1	+1	8	+4	6	Magic attacks If no enemy within 10", will cast Magic Sparks at closest enemy.

New Items

Staff of Saint Martin

Magic Staff, 500 gold

+3 damage modifier.

Bearer gains the ability to cast 'Holy Power' at its base casting value.

Rod of Twigs

Magic Handweapon, 500 gold

+2 fight modifier.

Count all armour as 10

Staff of the Mad Saint

Magic staff, 500 gold

+3 damage modifier and -3 damage modifier to enemy's attacks in hand-to-hand combat.

Bearer gains the ability to cast 'Unholy Power' at its base casting value.

New Spells

Magic Sparks

Faery / scroll only / line of sight

Multi coloured sparks shoot out from the casters fingertips, causing harm and potentially blinding the target.

The caster may make an immediate +1 shooting attack against any figure in line of sight. If the attack deals any damage, the target is blinded for one turn and loses its next activation.

Summon Pumpkin-head

summoner / 10 / Touch

If successfully cast, a Pumpkin-head is immediately placed on the table within 1" of the spellcaster. It may not be placed straight into combat. The Pumpkin-head is controlled by the spellcaster for as long as it, or the spellcaster remains alive. A spellcaster may only control one Pumpkin-head at a time. The type of Pumpkin-head summoned depends on the amount by which the spellcaster succeeded on his casting roll: 0-5 Pumpkin-head Guardsman, 6-12 Pumpkin-head Sergeant, 13+ Pumpkin-head Lieutenant

Holy Power

Clerical / 14+ / line of sight or self

A prayer to the gods imbue the faithful with their divine might.

The target receives +5 fight OR +5 shoot. Any attacks made count as magical. Lasts one turn only.

Unholy Power

Grinch / 14+ / line of sight or self

The target receives +5 fight on its next attack. If the target reaches 0 health before its next attack, it explodes. Every figure, friend or foe, within 5" suffers a +5 shooting attack.

Demon Fire

Grinch / 5+ / line of sight

Black flames shoot out from the casters fingertips, causing harm and confusing the target.

The caster may make an immediate +3 shooting attack against any figure in line of sight. Regardless of the result of the attack, the target is reduced to one action on its next activation.

