

THE DIABOLIST'S SCHEME



A Mini-Campaign for Frostgrave

By Cory Ring



Thank You

This is a mini-campaign designed to be used with Osprey's excellent fantasy skirmish rules "Frostgrave". Thank you to **Osprey Games**, especially **Phil Smith** and **Joe McCullough**, for permission to use their wonderful world for the basis of this adventure and thanks also to **Nick Eyre** at **North Star Military Figures** for the images of his wonderful Frostgrave miniatures.

Thank you all!

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Cory Ring and Chris Ward

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Good Gaming!



THE DIABOLIST'S SCHEME

This is a four part linked mini-campaign that will allow you and your gaming friends to explore another tale taking place deep in the heart of the frozen city of **Felstad**.

Imps, and minor demons have been seen roaming through parts of the city in the old merchants quarter. These types of demonic creatures don't normally venture out so brazenly and they have been creating havoc, killing adventurers and seeking magical treasure. There have been strange blue lights spotted coming from an old tower near the old merchants quarter, and this has been the area of highest imp and demon concentration. This is a perfect opportunity for a brave party of adventures to seek out and slay the demons, investigate what is happening, and claim treasure and magic items beyond belief.

We have used Cigar Box Battle mats as the basis for the terrain in these scenarios. They make it quick and easy to set up a game, but of course feel free to use whatever terrain you have on hand. The key is to have a great looking battlefield to fight over and roll dice with friends! You will need a copy of the Frostgrave rules to play these scenarios, of course! And we also encourage you to pick up a copy of "Thaw of the Lich Lord", as it is a fantastic expansion.



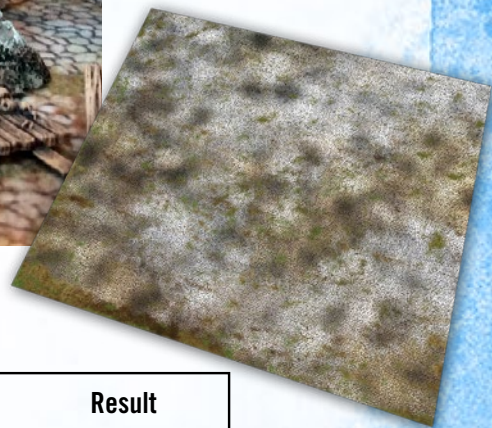
Scenario One - The Discovery

Set-Up

Set this up as a standard 3x3 ruined Frostgrave terrain board. There should be lots of city ruins and terrain blocking line of sight with quite a few multi-story ruined buildings. When placing treasure each player must substitute one treasure token for a wounded captain figure. When within 2" of another figure each wounded captain will describe a horrible demon attack that killed all of his wizard's party and left him for dead. The wounded captain is mortally wounded and cannot be healed. Each captain will say that their party was searching for the ruins of an ancient wizard's tower, rumored to contain vast treasure and tomes of knowledge. The wounded captain dies immediately after telling his tale.



We use the *3x3 Town Square Mat* from *Cigar Box Battle Mats* for Scenario 1. [Click this to find out more about this Battle Mat!](#)



Special Rules

Any figure that is in contact with a wounded or dead captain may search his belongings. Roll on the table below:

d20 roll	Result
1-10	Treasure
11-14	Imp
15-18	Minor Demon
19-20	Map

Scenario One - The Discovery

(continued)

Treasure

The wounded captain was in the possession of some treasure! Replace the the figure with a treasure token and roll as normal on the treasure table in Frostgrave page 57.



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Imp

An imp appears from a mass of of rubble next to the dying captain's body. The imp will start in combat with the the figure that searched the captain and will follow the standard rules for creatures (Frostgrave page 45). It has the stats as a standard imp from Frostgrave page 117.

Minor Demon

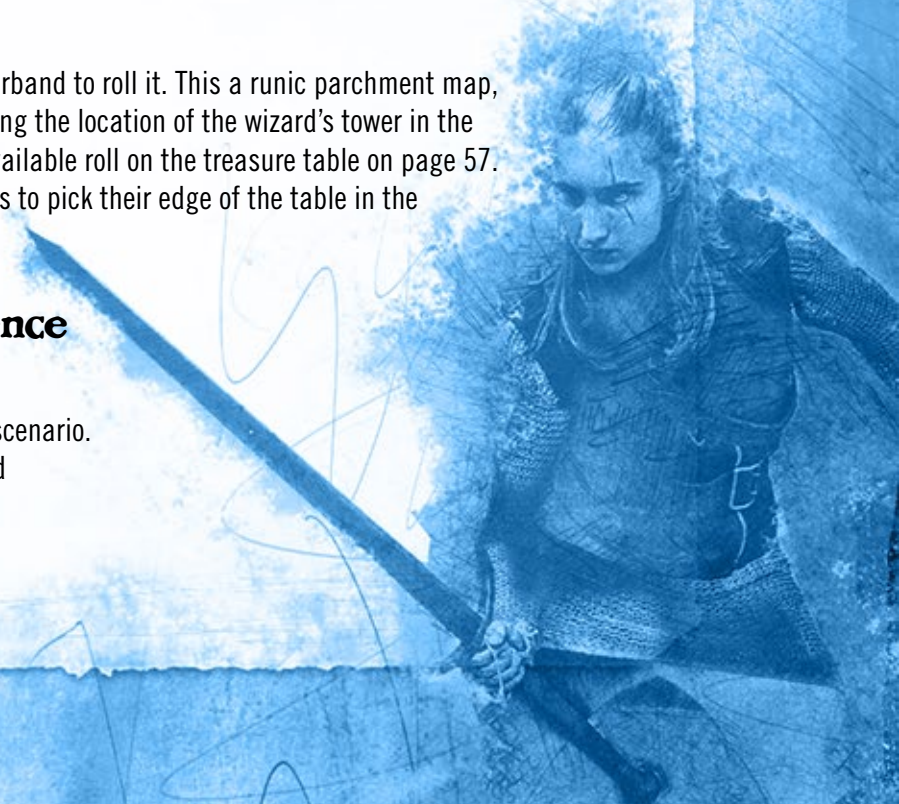
a human sized minor demon emerges from the ground beneath the body of the dead captain and will act in the creature phase as normal.

Map

only one map is available to the first warband to roll it. This a runic parchment map, in an etched dragon tooth case, depicting the location of the wizard's tower in the next scenario. If the Map is no longer available roll on the treasure table on page 57. The wizard's party that has the map gets to pick their edge of the table in the next scenario.

Treasure and Experience

Treasure is treated as normal. A wizard gains 20 experience if he survives this scenario. The wizard who finds the map gains and additional 30 experience points.



Scenario Two - The Wizard's Tower

Background

The wizard's party has been drawn deeper into the heart of the city, either by following the map, tracking another party, or by the lure of the pure magical energy disruption emitting from the ground in this part of Felstad.

Set Up

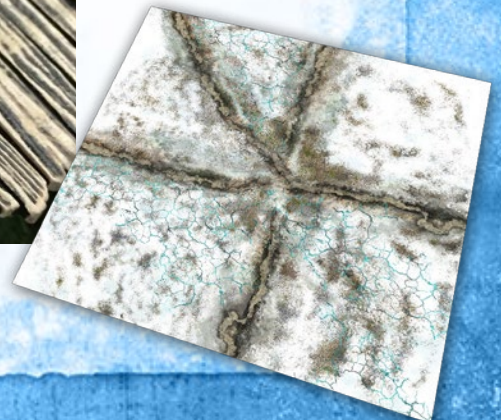
The terrain should be set up as a standard Frostgrave game, but an old ruined keep or tower should be placed at the center of the board, and one treasure placed in the highest part of the tower. The tower should ideally look like the type of tower a powerful, but crazed mage would have resided in. The tower has runes of protection inscribed around its windows and doors.

If a player obtained the map during the first scenario, they may choose their starting edge for this scenario.



We use the *3x3 Frozen Ruins Mat* from *Cigar Box Battle Mats* for Scenario 2.

[Click this to find out more about this Battle Mat!](#)



Scenario Two - The Wizard's Tower

(continued)

Negative Magical Energy

Blue magical negative energy radiates from the ground in this part of the city, and then seems to pull it back into the earth. It is as if the ground is breathing. Each player must place three markers (we use blue crystal like glass beads), to indicate areas of magical concentration. Any wizard casting a spell within 2" of a marker suffers a casting modifier of -2 to their spell casting success rolls.

Special Rules

The current resident of the tower is a frost giant, "Svanfus". He will protect his home and his treasure. If anyone enters his tower, he will hurl a rock at them as his first action as they climb to the top, but otherwise follows all standard actions for monsters. The following should be inserted between steps two and three of the standard creature actions (Frostgrave p.47).

"If during the creature phase there is no additional war band member within 10", but there is one in line of sight, the frost giant will its first action to hurl a large boulder at him. If more than one figure fits this circumstance, the giant will attack the closest eligible target. Treat this as a standard shooting attack, but any hit does +3 damage. The giant will use its second action to move towards the same target."



Svanfus

please refer to page 118 of the rulebook for Frost Giant stats. Note - Svanfus is armed with a two handed weapon and a boulder (+3 shooting attack).

Svanfus isn't the brightest giant and instead of throwing his boulder, he might throw one of his treasures. Roll 1d20 before the giant throws his boulder and if he rolls a 1,2, or 3 he instead throws some of his treasure! It still functions as a +3 shooting attack, but then roll on the Frostgrave treasure table (FG page 57) to see what was thrown. Thrown potions and elixirs will be destroyed on d20 roll of 1-10.



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Treasure and Experience

Treasure is determined normally for this scenario with the following additions:

If a figure kills Svanfus, he gains the **“Ring of the Swallow”** that the giant wore as a shiny trinket on a necklace. This is a silver ring etched with images of flying birds and feathers. When worn it allows the wearer to fall up to 8” without suffering any falling damage. The wearer seems to float down the first 8”, but would then apply the normal falling rules starting with the 9th inch as the first inch of falling (FG page 35).

The Blue Gem - hidden in a secret compartment in the tower is a large blue gem. It is used by imps and demons as a summoning beacon for others, while Svanfus guards the tower from intruders. Any figures at the top of the tower may make use an action to make a will roll at -2 as an action in order to search for secret chambers (vs casting number of 12).

The **“Summoning Gem”** is a large blue azurite gem that casts a bright blue light when a power word is spoken. The word is only know to a few and can't be learned at this point in the campaign by the warbands. It is worth 200 gc.

The wizard's party who killed Svanfus gains 50 experience points, 20 points for finding the blue gem, and 25 experience points for any wizard that entered the tower (but didn't kill the giant).

At the end of the game, a small warband of cultists (or other humanoid bad guys depending on the miniatures you have at your disposal) appears at the edge of the board, with a minor demon in their midsts. They can be heard calling for Svanfus, and as they see the warbands and the carnage around the tower they flee. They cannot be engaged and easily escape, melting away into the ruins of Felstad. Their tracks are easy to follow however, and they lead to the entrance of a small cavern on the side of a wooded hill.

Scenario Three - The Caverns

Background

The path of the cultists leads to a cavern entrance that descends deep into the earth. Who knows what treasures might lay deep beneath the city of Felstad?

Set Up

Set up an underground cavern inspired game. This might look like a natural cave, with a few ruins and lots of rocks and rubble, with lots of passages and one or two dead-end chambers. There should be a few torches on the walls, and furniture in the one or two room like chambers.

One of the chambers should also have a trap door, which will lead to the next scenario. If there is only one chamber assume it has the trap door. If there are two chambers roll a d20 once a figure enters the first chamber. On a roll of 1-10 the trap door is in this chamber.

There should be about 3-4 ways to enter this section of the "cavern" that the game is taking place in. Any warband exiting the game is assumed to have left the area and is following a passage back to the surface.

Place six treasure tokens on the game board as normal (three per player in alternating turns).

The war band that accumulated the most treasure tokens in the previous scenario may pick their starting edge in this scenario.



We use the *3x3 Caverns of Ganesh Mat* from *Cigar Box Battle Mats* for Scenario 3.
[Click this to find out more about this Battle Mat!](#)



Scenario Three - The Caverns

(continued)

Special Rules

It is extremely dark in the cavern and even with the torches, visibility for shooting and spells is limited to 12" (unless a spell or magic item is able to increase the visibility range).

Cavern Random Encounter Table

There are many cultists and creatures of the underworld that traverse the caverns. Roll 1d20 whenever a treasure is collected. On a 16 or above a random cave creature has been encountered. Place the creature as close to the center edge of the nearest table edge, or as near as logically makes sense. The creature will move in the next creature phase, and follows all other rules for creatures.

First d20 roll	1-12	13-18	19-20
Second d20 roll	1-5	2 cultists	3 cultists with a cultist barbarian
	6-11	giant rat	ice spiders white cave gorilla
	12-17	giant rats x2	ice spiders x2 large construct
	18-20	imp	worm minor demon

* **Stats** - please see the rulebook for creature stats - (Beastuary - pages 110 - 119) Barbarian's stats (page 23).



Scenario Three - The Caverns

(continued)

The Chambers

The one or two chambers on the table will have cultists in them. Roll on the table above (assume the second roll was a 1-5) when entering the chamber (or within 12" with line of sight).



The Trap Door

this is locked and heavily barred. The cultist barbarian has a golden key on him that will open the door. (worth 50c). It is other wise not openable until the end of the game. It is assumed that it takes several hours to smash it, as it seems magically protected. If a warband finds and uses the cultist's key and exits through the trap door, it is assumed to have exited the board and the game ends and the player remaining collects all of the remaining treasure on the board.

Treasure and Experience

Treasure is treated as normal.

A wizard gains 20 experience points if his war band is left in the possession of the cavern. The wizard who ends up opening the trap door first also gains 30 experience points. The golden key is worth 20 experience points and 30gc



Scenario Four - The Dungeon

Background

Deep beneath the Frozen City, the self-proclaimed necromancer “Tezert the Diabolist” has taken over an ancient dungeon, that ages ago served a noble castle and king. Tessera has become bored with his undead minions and has begun dabbling in even darker, more dangerous arts in his quest for power and immortality.

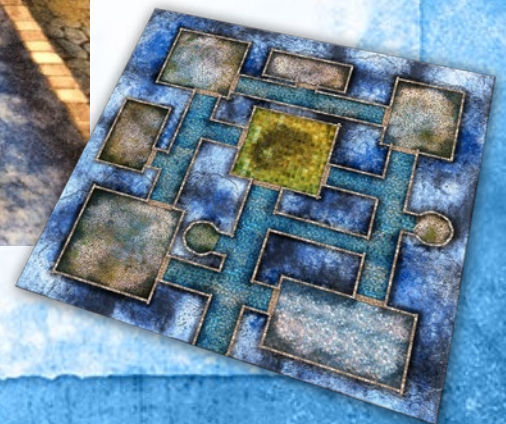
Set Up

The game should take place in a 3' x3' dungeon environment. There should be at least six rooms of differing sizes, multiple maze-like connecting corridors (wide enough for two figures abreast), and two small “teleport” rooms. The first war band to enter the dungeon thru the trapdoor from the cavern scenario will be teleported to a small teleportation chamber in the dungeon, and the second party will be transported to the other. These chambers should be at least 18” apart.

The dungeon is well lit with many braziers and torches and visibility is not reduced.



We use the *3x3 The Dungeon Lair Mat* from *Cigar Box Battle Mats* for Scenario 4. [Click this to find out more about this Battle Mat!](#)



Scenario Four - The Dungeon

(continued)

Special Rules

Place six treasure tokens in six of the dungeon rooms. Each room is secured by a solid, oak door. An action must be used to attempt to break down (or pick) each door. A roll of 12+ is needed to smash a door. Barbarians, Templars and Knights receive a +2 to the roll, and only thieves and treasure hunters may pick the lock on a 12+. Whenever a room is entered (or the war band has line of sight into the room) roll on the table below.



Scenario Four - The Dungeon

(continued)

Special Rules (continued)

Also, six chits labelled 1-6 will need to be placed in a dice bag or other small container. You can make your own with a pen and scrap paper quickly, or found at the end of this scenario.

Room Inhabitants for each chit:

- 1** 1. **Three armored skeletons** - for stats please see the Frostgrave rulebook page 111.
- 2** 2. **Four Death Cultists** - for stats please see "The Thaw of the Lich Lord" page 55.
- 3** 3. **Three Ghouls** - please see the Frostgrave rulebook page 112.
- 4** 4. **Frost Wraith** - please see "The Thaw of the Lich Lord" page 56.
- 5** 5. **Zombie Troll** - please see "The Thaw of the Lich Lord" page 58.
- 6** 6. **The Necromancer and retinue** - Tezert and his retinue are in the process of summoning a major demon. Roll a **1d20** when the door to his room is opened. Tezert, his assistant Zetch'nat and an armored skeleton will be gathered at the base of a small summoning platform in the center of the room.

1-5 - They have just started preparing for the summoning ceremony and are drawing runes on the floor, lighting candles, etc. They will perform as normal in the creature phase.

6-10 - The summoning process has just begun. The apprentice will defend the necromancer while he completes the summoning ritual in 1-3 turns. (roll 1d6). Once the ritual is complete the demon will serve the Necromancer. If the Necromancer is killed during the summoning the summoning fails. Zetch'nat and the armored skeleton will perform as normal in the creature phase.

11-15 - The demon is summoned and is controlled by the Necromancer thru a Bind Demon Spell.

16-20 - Something went wrong - the Bind Demon spell failed! When the war band enters the room and the demon has already killed everyone and is looking for more victims!

Scenario Four - The Dungeon

(continued)

Special Rules (continued)

The Necromancer - **M6 F+4 S+2 A14 W+5 H20** Notes: The spells he will use in this encounter are listed below. He casts the spells at starting level. He is also equipped with a Ring of Teleportation, +2 damage modifier hand weapon (sickle), Robes of Arrow Turning (+4 armor vs bow and crossbow attacks), and a Ruby necklace worth 500gc

Notes - Please use the following table for Tezert's actions:

1. **Bind Demon** - cast Bind Demon on the major demon if he hasn't already.
2. **Spellcaster in the line of sight** - Cast Strike Dead at the nearest spell caster in line of sight within 8".
3. **Health below 12** - Cast Steal Health on nearest legitimate target.
4. **Group of enemy soldiers in sight** - Cast Bone Darts at the the soldier with the most allies within 18" or line of sight. This functions just like the spell Bone Dart, but can target all targets within a 4" radius.
5. **Individual Solider in line of sight** - Cast Bone Dart.
6. **No enemy in sight** - cast Raise Zombie on a caged skeleton to create a normal skeleton. if enemy has been sighted (but pushed out of the room), he will cast Bone Wall (functions identical to the spell Wall) on the entrance to the summoning room.
7. **Health below 10** - He will use his ring of teleportation to teleport to another part of the dungeon 8" away. Once in the hallways of the dungeon he will move clockwise, room by room, seeking his minions to join him. The inhabitants of each room (if still alive) will serve with him. Once he has gathered all his minions he will return to the summoning room to confront the warbands.
8. **None of the above** - Normal creature action as in the rulebook p47.



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Scenario Four - The Dungeon

(continued)

Special Rules (continued)

Notes: Tezert will never choose to enter combat and if he wins a combat he will not follow up. He will not empower his spells. He will empower any Will roll he is forced to make, if he can resist the spell by empowering 5 points or fewer. He will never empower a Will roll that would take him to 10 Health or less, unless not doing so would result in his death.

His general strategy will be to summon the demon and use the demon and his retinue to defeat the enemy warbands in the summoning room. His second best strategy will be to expel the warband from the summoning room, order his demon to pursue, and then cast Bone Wall (works exactly like the spell Wall) on the entrance to the room. If he is close to death he will use his Ring of Teleportation to flee and gather reinforcements. He will not flee his dungeon lair, and will fight to the death.

The Assistant "Zetch'nat"

A female death cultist in armor and robes. **M5 F+4 S0 Armor 13 Will +1 Health 12**

Note: Mail armor, +1 magic two handed weapon. She will follow the normal creature action sequence on page 47 in the rulebook.

Armored Skeleton Bodyguard - see the rule book for stats (page 111).

The Major Demon "Gnash"

Please see the rulebook, page 118 for stats. Gnash has the spell "Demonic Blast" listed below.

Actions - During its activation phase, the demon will perform this action first, and then follow the normal creature actions in the rules on page 47.

Demonic Blast - functions like the spell Blinding Light, but it has a radius of 6". The spell will be cast on the highest concentration of figures in the room. All targets must make an immediate Will roll versus the casting roll. If they fail they may not attack, shoot, or cast Line of Sight spells. Their fight stat is reduced to +0 and Move to 1. At the start of each turn, the figures may attempt to break the spell by making another Will roll against the same target, otherwise the effects last until the end of the game.



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Scenario Four - The Dungeon

(continued)

Treasure and Experience

Treasure is handled as normal in the game. Roll for each treasure token on the treasure table in the Frostgrave rulebook on page 57.

Experience for this scenario is calculated as normal, with the following additions:

- * **100 experience points** for any wizard who took part in this scenario.
- * **75 experience points** for killing the Necromancer
- * **50 experience points** for killing the major demon
- * **10 experience points** for any death cultists or armored skeletons killed by the wizards's warband.

The End of the Campaign

If successful, the wizards and their warbands have dispatched another rising threat to the city and have filled their coffers with gold and magic items! May the bards sing of their legendary tales! But as is typically the story in Felstad, there is always another danger growing right around the corner and another enemy to be faced....

Optional Rules:

Playing as a Cultist Warband - Another fun option is to run the campaign in a competitive way, with one warband working for Tezert (as cultists) and another as the warband working to destroy him. Here are some basic rules for playing in this manner:

- 1. Scenario One** - Play this scenario the same, with the cultists out to gather info and treasure.
- 2. Scenario Two** - The cultist war band earns 50 experience points if Svanfus survives the game, but otherwise plays the same.
- 3. Scenario Three** - A cultist warband may incorporate any randomly encountered cultists into their war band for the duration of the game.
- 4. Scenario Four** - The cultist player places the chits in each room, and places their war band in the room with the #2 chit. The warband includes only the 10 members of the wizard's warband and not the additional cultist figures. The cultists will know the inhabitants of each room of course, but the skeletons, ghoul, wraith and zombie troll will be hostile to them if they enter these rooms without Tezert, since he is the only one that can control them.

Experience for this scenario is as normal except that the cultists will receive 100 points for participating in the scenario, 100 experience points if Tezert survives (he will also grant them one magic item randomly generated), 50 exp for killing the major demon if it goes berserk and/or has killed Tezert and his retinue, and 10 exp for each enemy warband soldier killed.

Print These Chits (if you wish)



Credit Where Credit is Due

We hope you've enjoyed

THE DIABOLIST'S SCHEME

I hope you enjoy playing this mini-campaign! I know we had a lot of fun test playing it! I'd like to say a special thanks to my partner at Cigar Box Battle, Chris Ward, for doing all of the design work on this campaign, taking pictures, and making it look fantastic!

Good gaming - Cory Ring

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