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# Frostgrave Fantasy Wargames In The Frozen City

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Dragon Rampant

The Silver Bayonet

A Tale of the Frozen City

Frostgrave: Forgotten Pacts

Fantasy Wargames in the Frozen City

Frostgrave: Dark Alchemy

Frostgrave: The Red King

A Tale of the Frozen City

Oathmark

Fantasy Wargames in the Frozen City

Fantasy Wargames in the Frozen City

Frostgrave: The Maze of Malcor

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Science Fiction Wargames in the Ravaged Galaxy

Frostgrave: Perilous Dark

Frostgrave: Second Chances

Stargrave: Quarantine 37

Frostgrave: Second Edition

Broken Legions

Frostgrave: Hunt for the Golem

A Wargame of Napoleonic Gothic Horror

Frostgrave: Tales of the Frozen City

Fantasy Wargames in the Lost Isles

Dragonslayers

Zombies  
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 Battles of the Lost Age  
 A Hunter's Guide  
 Frostgrave: Into the Breeding Pits  
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 Frostgrave: Sellsword  
 Frostgrave: The Wizards' Conclave  
 From Beowulf to St. George  
 Fantasy Wargames in the Lost Isles  
 Frostgrave: Ghost Archipelago

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**SEMAJ**  
**GIOVANNA**

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Dragon  
Rampant  
 Bloomsbury  
 Publishing  
 With its fiery  
 breath, scaly  
 armour, and  
 baleful,  
 malevolent  
 stare, the

dragon  
 became the  
 ultimate  
 symbol of evil  
 and corruption  
 in European  
 folklore and  
 mythology.  
 Often serving  
 as a stand-in  
 for Satan, or  
 the power of  
 evil gods,  
 dragons  
 spread death  
 and

hopelessness  
 throughout  
 the land. Only  
 heroes of  
 uncommon  
 valour,  
 courageousne  
 ss, and purity  
 could hope to  
 battle these  
 monsters and  
 emerge  
 victorious.  
 Those that did  
 became  
 legends. They

became dragonslayers. The list of dragonslayers is small, but it is filled with great and legendary names. Hercules, Beowulf, Sigfried, and Saint George all battled to the death with dragons. Other heroes such as Cadmus, founder of the city of Thebes, Diéudonné de Gozon, the Knight of Rhodes, and the Russian warrior Dobrynya Nikitch might be less well known to western

readers, but also fought and defeated dragons. This book retells the greatest legends of this select group of warriors, while examining the myth of the dragonslayer in a historical, mythological, and even theological context.

### **The Silver**

**Bayonet**  
Bloomsbury Publishing  
Kazran is a pursuer, a member of an ancient bounty-hunting order. Wielding the magics of the mythical Court of Crows, he

has lived a life dedicated to bringing justice to the wronged, without fear or favour. But when circumstance forces him to accept commission from a notorious crime lord, Kazran becomes entangled in a web of deception and betrayal. As he scours Frostgrave's ruins in search of a young woman and her stolen magical treasure, he finds more questions than answers. Who

is she? What exactly did she steal? Why did she run? And just where does Kazran's mysterious benefactor stand on the matter? In the end, the greatest question remains – does justice have any place in the Frozen City? [A Tale of the Frozen City](#)  
 Bloomsbury Publishing  
 Time is running out for Yelen and Mirika Semova. Though the sisters have earned an enviable

reputation amongst their fellow explorers of the Frozen City, their lives are haunted by a curse – the more Yelen uses her magic, the closer the demon Azzanar comes to claiming her, body and soul. But Azzanar is not the only one manipulating Yelen and Mirika... When catastrophe separates the Semova sisters, it falls to Yelen to save them both. But in a city shrouded

in deceit, who can she turn to for help... and what price will she pay to get it?  
**Frostgrave: Forgotten Pacts**  
 Bloomsbury Publishing  
 When it was commissioned , Imperial Research Station 37 was home to nearly 10,000 scientists and researchers working on a vast array of biological and chemical projects. Then, six months before the outbreak of the war, Station 37 went dark. No escape pods

were launched and all attempts at communication went unanswered. Only a solitary, repeating broadcast filled the silence: "This station is under quarantine - do not approach". When the war came, the station was forgotten, left to drift lifelessly in its empty system. Now, in the aftermath of the Last War, Station 37 has been rediscovered and its

broadcast heard once more... Quarantine 37 is a supplement for Stargrave in which players lead their crews into an abandoned space station, hunting for lost technology, unique research, and forgotten experiments. Compete with your opponents for these valuable resources across two competitive mini-campaigns, or venture into the vast maze of corridors

and laboratories alone in the first Stargrave solo campaign. Also included are six new soldier types, new backgrounds and powers, terrifying additions to the bestiary, and a new advanced technology table packed with loot to help you in your adventures in the ravaged galaxy. **Fantasy Wargames in the Frozen City** Bloomsbury Publishing Sellsword is a

digital-only mini-expansion for Frostgrave: Fantasy Wargames in the Frozen City. This expansion gives wizards the option to hire a captain, a special type of soldier, to help lead their warbands. Unlike other soldiers in the game, captains may choose their own weapons, have a few special abilities known as 'tricks of the trade', and gain experience. Of course, such experience

and versatility comes at a price, so captains are going to want more than the retainer given to most soldiers - they want a cut of the treasure! Also included in this expansion are three new scenarios designed to give soldiers more of a chance to shine. All feature some type of limitation or obstacle to spellcasting that will force wizards to think a bit more about how much they rely on

their magic. Frostgrave: Dark Alchemy Bloomsbury Publishing The dead have always stalked the dark corners of the earth. Since World War II, the number of zombie outbreaks has increased every year, while governments desperately try to cover up the facts. Zombies: A Hunter's Guide contains all of the information necessary to recognize and combat this growing threat.

Beginning with an explanation of the historical origins of zombies, it follows their history straight through to the threat they pose to the world today. All varieties of zombie are catalogued and examined, giving their strengths and weakness, with a special emphasis on recognition and elimination. Finally, the book covers the tactics and equipment used in

zombie fighting. Accompanied by numerous full-colour reconstructions to help with identification, this book is a must for anyone on the frontlines of the Zombie Wars. *Frostgrave: The Red King* Bloomsbury Publishing With this new supplement for Frostgrave, players can lead their warbands into the vast network of catacombs, sewers, and dungeons that run underneath the Frozen

City. It was in these dark confines that the ancient wizards known as Beastcrafters experimented on living creatures, creating strange hybrids and deadly monsters, many of which still roam the forgotten passageways. Along with a host of new scenarios, treasures, soldiers, and creatures, the book also contains rules for the traps and secret passages that are often found in the

dungeons. With wonderful and rare magical treasures to be discovered, will players risk taking their warbands down into the Breeding Pits? A Tale of the Frozen City Bloomsbury Publishing A new supplement for Frostgrave with expanded rules for vampires and giants, a new soldier type in the huge giant-blooded and guidelines and scenarios for playing Frostgrave with high-level wizards. In the

days of ancient Felstad, vampires kept to the shadows, their small numbers no match for the power of the city's wizards. But when the cataclysm struck the wizards were destroyed, while the deathless vampires went into a frozen hibernation. Now, as the city thaws, so to do its undead inhabitants. The masters of the night are rising again: reoccupying their hidden

strongholds, reforming their old cabals and finding new victims to serve as their thralls. The destruction of the old city has brought one other boon to the vampires-- giant's blood. While giants used to live out of reach to the far north, in the intervening millennium, they have descended on the city in large numbers. Their blood is like an elixir to the vampires, filling them with strength



and magical power. A new war is forming between these two ancient races, and once again, the wizards of Frostgrave are caught in the middle. This supplement for Frostgrave: Fantasy Wargames in the Frozen City presents greatly expanded information about the vampires and the giants that occupy the frozen ruins, including rules for vampiric magic and a breakdown of the different tribes of giants. Also

included are rules for a new type of soldier, the giant-blooded. These huge men and women have the blood of giants running through their veins, granting them great strength unseen in normal men. Finally, the book contains a section on playing Frostgrave with high-level wizards and includes two mini-campaigns to challenge these experienced spellcasters. *Oathmark* Bloomsbury

Publishing  
The Ghost Archipelago has returned. A vast island chain, covered in the ruins of ancient civilizations, the Archipelago appears every few centuries, far out in the southern ocean. At such times, pirates, adventurers, wizards, and legendary heroes all descend upon the islands in the hopes of finding lost treasures and powerful artefacts. A few, drawn by the blood of their ancestors,

search for the fabled Crystal Pool, whose waters grant abilities far beyond those of normal men. It is only the bravest, however, who venture into the islands, for they are filled with numerous deadly threats. Cannibal tribes, sorcerous snake-men, and poisonous water-beasts all inhabit the island ruins, guarding their treasure hordes and setting traps for the unwary. In this new wargame,

set in the world of Frostgrave, players take on the role of Heritors, mighty warriors whose ancestors drank from the Crystal Pool. These Heritors lead their small, handpicked teams of spellcasters, rogues, and treasure hunters into the ever-shifting labyrinth of the Ghost Archipelago. Using the same rules system as Frostgrave, this standalone

wargame focuses on heroes who draw on the power in their blood to perform nigh-impossible feats of strength and agility. This game also includes 30 spells drawn from five schools of magic, a host of soldier types, challenging scenarios, treasure tables, and a full bestiary of the most common creatures that inhabit the Lost Isles. *Fantasy Wargames in the Frozen*

<p>City Bloomsbury Publishing Arcane Locations features scenarios focused on some of the more infamous ruins to be found in the Frozen City, such as Brycho's Celestium, Walenton Manor, and the Arena Without Walls. Also included are new options for developing a wizard's base in the ruins of Frostgrave. <u>Fantasy Wargames in the Frozen City</u> FrostgraveFan</p>	<p>tasy Wargames in the Frozen City The Hunt for the Golem is a mini- campaign for Frostgrave: Fantasy Wargames in the Frozen City. Over the course of three scenarios, the wizards and their warbands will learn about the Granite Golem, a unique monster rampaging through the ruins. They will then go on the hunt for the Golem, first to study it, then in an</p>	<p>effort to capture or destroy it. They will also have a chance to find some unique new treasures. <i>Frostgrave: The Maze of Malcor</i> Osprey Publishing Long ago, the great city of Felstad sat at the centre of a magical empire. Its towering spires, labyrinthine catacombs and immense libraries were the wonder of the age, and potions, scrolls and mystical items of all descriptions poured from</p>
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its workshops. Then, one cataclysmic night, a mistake was made. In some lofty tower or dark chamber, a foolish wizard unleashed a magic too powerful to control. A storm rose up, an epic blizzard that swallowed the city whole, burying it deep and leaving the empire as nothing more than a vast, frozen wasteland. The empire shattered, and the magic of the world faded. As the

centuries came and went, Felstad passed from history to legend and on into myth. Only a few wizards, clinging to the last remnants of magical knowledge, still believed that the lost city had ever actually existed. But their faith was rewarded. After a thousand years, the fell winter has passed. The snows have receded, and Felstad has been uncovered. Its buildings lie in ruins, overrun

by undead creatures and magical constructs, the legacy of the empire's experiments. It is an evil, dangerous place. To the few hardy souls who inhabit the nearby villages, the city has acquired a new name, 'Frostgrave', and it is shunned by all right-thinking people. For those who seek power and riches, however, it is an unparalleled opportunity, a deadly maze concealing

secrets of  
knowledge  
long  
forgotten...  
This new  
fiction  
anthology  
collects ten  
stories of  
wizards and  
adventures as  
they venture  
into the ruins  
of the Frozen  
City.

Frostgrave:

Arcane

Locations

Bloomsbury  
Publishing  
Long ago, the  
great city of  
Felstad sat at  
the centre of a  
magical  
empire. Its  
towering  
spires,  
labyrinthine  
catacombs  
and immense  
libraries were

the wonder of  
the age, and  
potions,  
scrolls and  
mystical items  
of all  
descriptions  
poured from  
its workshops.  
Then, one  
cataclysmic  
night, a  
mistake was  
made. In some  
lofty tower or  
dark chamber,  
a foolish  
wizard  
unleashed a  
magic too  
powerful to  
control. A  
storm rose up,  
an epic  
blizzard that  
swallowed the  
city whole,  
burying it  
deep and  
leaving the  
empire as  
nothing more

than a vast,  
frozen  
wasteland.  
The empire  
shattered, and  
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the world  
faded. As the  
centuries  
came and  
went, Felstad  
passed from  
history to  
legend and on  
into myth.  
Only a few  
wizards,  
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After a  
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seek power and riches, however, it is an unparalleled opportunity, a deadly maze concealing secrets of knowledge long forgotten...

This new fiction anthology collects ten stories of wizards and adventures as they venture into the ruins of the Frozen City.

**Science Fiction Wargames in the Ravaged Galaxy**

Bloomsbury Publishing  
Wizards tend to be

secretive and solitary, rarely sharing their knowledge, and associating with only a select few apprentices, followers, and henchmen. It is rare that they spend time in the company of other spellcasters, and rarer still that they work together. Now, however, something is about to take place that has not occurred since the great days of Felstad – a gathering of wizards. In this new supplement

for Frostgrave, some of the biggest names in gaming turn their creative powers towards the Frozen City, each contributing a scenario and adding their own flair to the game. Featuring scenarios by Alessio Cavatore, Alex Buchel, Andy Chambers, Gav Thorpe, Chris Pramas, Daniel Mersey, Andrea Sfiligoi, and many more, this tome provides a collection of adventures that will pit players

against unimaginable foes and challenges, pushing their wizards and warbands to new limits. *Frostgrave: Perilous Dark* Bloomsbury Publishing In the days of ancient Felstad, vampires kept to the shadows, their small numbers no match for the power of the city's wizards. But when the cataclysm struck, the wizards were destroyed, while the deathless vampires went into a frozen

hibernation. Now, as the city thaws, so to do its undead inhabitants. The masters of the night are rising again: reoccupying their hidden strongholds, reforming their old cabals, and finding new victims to serve as their thralls. The destruction of the old city has brought one other boon to the vampires - giant's blood. While giants used to live out of reach to the far north, in the

intervening millennium, they have descended on the city in large numbers. Their blood is like an elixir to the vampires, filling them with strength and magical power. A new war is forming between these two ancient races, and once again, the wizards of Frostgrave are caught in the middle. This supplement for Frostgrave: Fantasy Wargames in the Frozen City presents greatly expanded information

about the vampires and the giants that occupy the frozen ruins, including rules for vampiric magic and a breakdown of the different tribes of giants. Also included are rules for a new type of soldier, the giant-blooded. These huge men and women have the blood of giants running through their veins, granting them great strength unseen in normal men. Finally, the book contains a section on playing

Frostgrave with high-level wizards and includes two mini-campaigns to challenge these experienced spellcasters. *Frostgrave: Second Chances* Osprey Games Last Days: Zombie Apocalypse is a skirmish-scale miniatures game of survival horror. It pits players against each other in a nightmarish near-future where the dead have returned to life and are



feasting on the living. Players build their own factions, representing desperate civilians, military personnel, or hardened survivors, and must explore, scavenge, and fight in order to survive another day. Rival gangs are only one of the dangers they face - mindless zombies wander the streets, driven by insatiable hunger and drawn by the sound of combat! A gang's ability to scavenge is

as vital as their combat ability, and players must ensure that they have the resources to survive in this hostile world. Scenarios and campaigns allow you to develop your gang, gain experience and recruit new henchmen to build up your strength or replace the inevitable casualties of the zombie apocalypse. **Stargrave: Quarantine** 37 Bloomsbury Publishing FrostgraveFantasy

Wargames in the Frozen CityOsprey Publishing Frostgrave: Second Edition Bloomsbury Publishing Wizards tend to be secretive and solitary, rarely sharing their knowledge, and associating with only a select few apprentices, followers, and henchmen. It is rare that they spend time in the company of other spellcasters, and rarer still that they work together. Now, however,

something is about to take place that has not occurred since the great days of Felstad – a gathering of wizards. In this new supplement for Frostgrave, some of the biggest names in gaming turn their creative powers towards the Frozen City, each contributing a scenario and adding their own flair to the game. Featuring scenarios by Alessio Cavatore, Alex Buchel, Andy Chambers, Gav Thorpe,

Chris Pramas, Daniel Mersey, Andrea Sfiligoi, and many more, this tome provides a collection of adventures that will pit players against unimaginable foes and challenges, pushing their wizards and warbands to new limits. *Broken Legions* Bloomsbury Publishing In this supplement for Frostgrave, players lead their warbands into the northern reaches of the city, exploring

the ruined temples of the Frozen City to search for the lost secrets of evocation – the art of summoning demons. While the lure of such knowledge is great, few wizards have ventured into this region as it is overrun by barbaric northern tribesmen who have descended from the hills in their own search for treasure. Marking themselves with demonic sigils, many of these barbarians

have aligned with ancient powers discovered amongst the temples. Along with a host of new scenarios focusing on the exploration of the temples, the book also contains new treasures, spells, soldiers, and creatures that can be found amongst the ruins.

**Frostgrave:  
Hunt for the  
Golem**

Bloomsbury  
Publishing  
There are many tales of the Frozen City, and not all of them tell

of battles between rival wizards. Often, the greatest adventures are those that pit a wizard and his trusty warband against the myriad perils found amidst the ruins of Felstad. This new supplement for Frostgrave presents rules for playing solo and cooperative games in which the focus shifts from the feuds of wizards to exploring the city, unlocking its mysteries... and surviving what is

discovered. With guidelines for scaling game difficulty, dungeon crawls, monster generation, and more, as well as ten scenarios demonstrating these options, this volume offers players everything they need to venture alone - or with allies - into Frostgrave. Why should wizards fight amongst themselves? There is plenty of treasure for all and the Frozen City is enemy

enough!

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