
Frostgrave Fantasy Wargames In The Frozen City

Oathmark

Frostgrave: The Frostgrave Folio

Battles of the Lost Age

Frostgrave: Ghost Archipelago

Stargrave: Quarantine 37

Frostgrave: Dark Alchemy

Frostgrave: Into the Breeding Pits

Frostgrave: Ghost Archipelago: Lost Colossus

A Game of Survival Horror

Frostgrave

Lion Rampant

Fantasy Wargames in the Lost Isles

Fantasy Skirmish Wargames in the Roman Empire

Frostgrave: Sellsword

Broken Legions

Frostgrave: Tales of the Frozen City
Last Days: Zombie Apocalypse
Frostgrave: Hunt for the Golem
Frostgrave
Fantasy Wargames in the Frozen City
Frostgrave: The Red King
Frostgrave: Forgotten Pacts
Frostgrave: Tales of the Frozen City
A Hunter's Guide
Frostgrave: The Maze of Malcor
Frostgrave: Second Chances
Frostgrave: Perilous Dark
Frostgrave: Blood Legacy
Frostgrave: Arcane Locations
Medieval Wargaming Rules
Frostgrave: Fireheart
Science Fiction Wargames in the Ravaged Galaxy
Frostgrave: Second Edition
Fantasy Wargames in the Frozen City
Frostgrave: Oathgold

Dragon Rampant
Frostgrave: The Wizards' Conclave
Frostgrave: Thaw of the Lich Lord
Frostgrave: The Wizards' Conclave

*Frostgrave
Fantasy
Wargames In
The Frozen
City* *Downloaded
from
archive.imba.com
by guest*

FINLEY WEST

Oathmark Bloomsbury
Publishing
The Frostgrave Folio is the
complete collection of all
previously released
Frostgrave mini-ebook
supplements in one
printed volume. This
includes Hunt for the

Golem, a three-scenario
campaign in which the
warbands hunt down a
rogue golem, Sellsword,
which introduces rules for
experience-gaining
captains to help lead
warbands, Dark Alchemy,
which expands the rules
for potions and potion
brewing, and Arcane
Locations which gives
additional options for
bases and base upgrades.
The book also includes a

completely new mini-
supplement, The Ravages
of Time. Collecting nearly
two years' worth of
Frostgrave material, this
collection is a necessary
addition to any wizard's
library.

Frostgrave: The
Frostgrave Folio
Bloomsbury Publishing
Amidst the frozen ruins of
an ancient city, wizards of
different creeds are
locked in a ferocious

struggle. Each of them must seek to discover the treasures of a fallen empire and master long-forgotten but incredibly powerful magical lore. Each player takes on the role of a wizard from one of ten schools of magic, and builds his band of followers. While the wizard's apprentice will usually accompany his master, more than a dozen other henchmen types are available for hire, from lowly thugs to heavily armored knights and stealthy assassins. Wizards can build their

magical knowledge by unlocking ancient secrets, with the potential to learn up to 80 spells in total. As players gain power and wealth, they can develop their headquarters on the outskirts of the city, turning one of a dozen different basic locations into bastions of their art, equipping them with alchemical laboratories, mystical forges, astronomical telescopes and other magical resources. While individual games of Frostgrave are quick and can easily be played in an

hour or two, it is by connecting these games into an ongoing campaign, that players will find the most enjoyment. The scenarios given in the book are merely the beginning of the limitless, thrilling adventures that can be found amidst the ruins of the lost city. *Battles of the Lost Age* Bloomsbury Publishing Dark necromancers have laid claim to forsaken kingdoms and summoned forth the souls of those who defiled their oathmarks. The dead,

once again, march to war. As armies of wraiths and skeletal warriors bring destruction to their lands, the small kingdoms of the Marches also turn to the spirits of the dead. Gathering the most ancient and powerful of oathmarks, they recall the spectral forms of those that died in loyal battle to once again come forth in defence of their kingdoms. With these ethereal warriors joining their ranks, the kings of the Marches may yet stand. This supplement for Oathmark: Battles of

the Lost Age introduces the forces of the dead to the game. Some armies will use dark magic to summon the souls and corpses of traitors from the past, while others will recall the spirits of loyal warriors that gave their lives and willingly fight again. This book also includes expanded rules for characters, which allow you to chart their progress from battle-to-battle, and watch as they grow in rank, responsibility, and power. All of these rules are then incorporated into a

campaign featuring new scenarios that together tell of an epic war for survival.

Frostgrave: Ghost Archipelago 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, courageousness, 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, Dieudonné 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.

Stargrave: Quarantine 37
 Bloomsbury Publishing
 Whether you're a nameless Dark Lord looking to conquer the known world, a Champion of Light holding out

against the forces of evil or a Northern barbarian facing claimants to a stolen throne, *Dragon Rampant* allows you to bring those battles to the tabletop. Developed from the popular *Lion Rampant* system, *Dragon Rampant* is a standalone wargame that recreates the great battles of Fantasy fiction. Scenarios, army lists, and full rules for magic and monsters give players the opportunity to command unruly orc warbands, raise armies of the undead, campaign across an antediluvian world as the

warchief of a barbarian tribe, or exploit the power of mighty creatures and extraordinary sorcery. An army usually consists of 6-8 units comprised of 6-12 individually based figures. These small units move and fight independently, assuming that they follow your orders rather than just doing their own thing. Command and control is just as important on the battlefield as the power of a troll chieftain or the magic of an archmage. Bloomsbury Publishing
This new edition of the

multi-award-winning fantasy skirmish wargame offers improved rules based on years of player feedback, a revised spell list, and a host of brand-new scenarios. It remains fully compatible with all previously published Frostgrave supplements, allowing players to revisit past adventures as well as face new challenges. Choose a wizard from one of ten schools of magic, and select from a list of eighty spells. Hire a warband filled with soldiers, from lowly thugs and thieves to mighty

knights and barbarians, then lead your men into the frozen ruins of the magic city of Frostgrave on the hunt for ancient treasures and the secrets of lost magic. Be warned – it is a deadly place, filled with rival wizards, wandering monsters, animated constructs, and demonic entities. Do you dare enter the Frozen City one more time?

Frostgrave: Dark Alchemy 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. [Frostgrave: Into the Breeding Pits](#) Bloomsbury

Publishing
FrostgraveFantasy
Wargames in the Frozen
CityOsprey Publishing
Frostgrave: Ghost
Archipelago: Lost
Colossus 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?

A Game of Survival

Horror FrostgraveFantasy
Wargames in the Frozen
City
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.

Frostgrave 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 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.

Lion Rampant Bloomsbury Publishing

The Roman Empire rules the civilised world with an iron fist, seemingly all-

powerful and limitless. And yet, the power of Rome is secured not by its mighty legions, but by small bands of warriors and agents fighting a secret war. Tasked by the Emperor to explore ancient temples, forgotten labyrinths and beast-haunted caverns, they seek out artefacts hidden by the gods themselves, hunt creatures of myth and face enemies that would use dark magic against the empire. Broken Legions is a set of fantasy skirmish rules for a war unknown to history,

fought in the shadows of the Roman Empire. Various factions recruit small warbands to fight in tight, scenario-driven battles that could secure the mystical power to defend – or crush – Rome. A points system allows factions to easily build a warband, and mercenaries and free agents may also be hired to bolster a force. Heroes and leaders may possess a range of skills, traits and magical abilities, but a henchman's blade can be just as sharp, and a campaign can see even

the lowliest henchman become a hero of renown.

Fantasy Wargames in the Lost Isles

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.

Fantasy Skirmish

Wargames in the Roman Empire 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!
Frostgrave: Sellsword

Bloomsbury Publishing
Part magical university, part museum, part tourist attraction, the great Collegium of Artistry had flourished in Felstad's final days. Under the leadership of the seemingly immortal Malcor the Mad, the vast complex expanded, with new wings being built wherever they would fit, including up and down the rock face, and even buried within the mountain itself. Visitors called it one of the architectural wonders of the world; the students,

who often got lost in its endless tunnels, simply called it 'The Maze'. With a titanic crash, an immense ice shelf tears free from the mountains that that loom above Frostgrave, revealing the lost Collegium, and the race for its secrets begins. The Maze is known to have contained many rare and unique treasures, and who knows what may have survived... This new, expanded supplement for Frostgrave contains a host of new adventures, treasures, and creatures to challenge players. It

also includes its own, unique campaign and experience system, as well as information about several of the mythical lost schools of magic.

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: Tales of the Frozen City

Bloomsbury Publishing
1944 Atomic testing at Los Alamos opens a rift in the fabric of space, while the detonation of the Fat Boy atomic bomb over Dresden creates a second. German and American scientists determine that signals are being transmitted through the rifts, many indecipherable, but some containing revolutionary scientific and technological theorems. Desperate for any military advantage, Germany and

the US swiftly apply these discoveries to their war efforts, and incredible new weapons begin to appear on the battlefield. Angered by America's refusal to share the secrets of Rift-tech, Stalin declares war on the US and Britain, and the Allies are fractured. 1947 World War II has entered a completely new phase. Power-armoured infantry armed with personal wonder-weapons follow super-heavy tanks and mechanised walkers into battle, smashing defences with colossal firepower,

while genetic monstrosities are sent out to hunt and terrorise enemy forces. This is the new nature of war. This is Konflikt '47. *** With rules inspired by the award-winning Bolt Action system, this standalone game takes World War II to a completely new level, and offers everything required to harness the incredible weapons and technologies made possible by the rift signals, and to engage in tabletop battles for supremacy and survival. Last Days: Zombie

Apocalypse Bloomsbury
Publishing

Take Robin Hood, Richard the Lionheart, Gamelyn, William Wallace and other legends from the colourful, dangerous medieval period to the tabletop with Lion Rampant – a new set of rules designed for fighting medieval skirmish games. Ideal for players who wish to collect medieval miniatures and paint the pageantry without wanting to muster huge forces or spend time learning complex rules, this game allows players

to game actual historical battles – or to delve into the archives of Hollywood to embark on more over-the-top pulp style clashes. Frostgrave: Hunt for the Golem 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? Frostgrave 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.

Related with Frostgrave Fantasy Wargames In The Frozen City:

- Tree Seed Pod Identification Guide : [click here](#)