

## *Frostgrave Fantasy Wargames In The Frozen City*

Rogue Stars is a character-based science fiction skirmish wargame, where players command crews of bounty hunters, space pirates, merchants, prospectors, smugglers, mercenary outfits, planetary police and other such shady factions from the fringes of galactic civilisation. Crews can vary in size, typically from four to six, and the character and crew creation systems allow for practically any concept to be built. Detailed environmental rules that include options for flora, fauna, gravity, dangerous terrain and atmosphere, and scenario design rules that ensure that missions are varied and demand adaptation and cunning on the parts of the combatants, make practically any encounter possible. Run contraband tech to rebel fighters on an ocean world while hunted by an alien kill-team or hunt down a research vessel and fight zero-gravity boarding actions in the cold depths of space – whatever you can imagine, you can do. 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.

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?

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!

Broken Legions

Frostgrave: Oathgold

Frostgrave: Arcane Locations

The Silver Bayonet

Battles of the Lost Age

***Frostgrave Fantasy Wargames in 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?***

***Time is the bane of all kings. Always does it march forward, bringing change and challenges, wars and disasters, invaders and internal rebellion. This supplement for Oathmark: Battles of the Lost Age, focuses on the passage of time and its effect on a player's kingdom. While wars and battle still determine their ultimate fate, many other events can affect the armies of a kingdom. Plagues and blights can reduce access to soldiers from specific territories. Attempted coups can cost a king some of his best generals. On the other hand, unexpected alliances might give a kingdom access to unusual troops, or the birth of a new heir might bring wondrous presents. Along with the rules for the passing of years, this book also presents the option to train your units to fight in special formations, such as phalanxes, shield walls, and skirmish lines. These will allow players to use their existing armies to try out new strategies and tactics to swing their battle in their favour. This book also includes several new military expeditions, including numerous scenarios, to once again challenge a player's generalship.***

***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?***

***Frostgrave: Ghost Archipelago***

***Frostgrave: Forgotten Pacts***

***Fantasy Skirmish Wargames in the Roman Empire***

***Frostgrave: Fireheart***

***Frostgrave: Tales of the Frozen City***

***Science Fiction Wargames in the Ravaged Galaxy***

***Dark Alchemy is an ebook only mini-expansion for Frostgrave that includes a three-scenario campaign which can be played by either solo by one player or by two players working co-operatively. It also includes an expanded potions table, with numerous new magical elixirs, as well as new rules for the buying, selling, and creation of potions.***

***Fires rage throughout the Frozen City as an inhuman army pours out of the cracks between realities. In the distant past, a cabal of city elders sought to save their lives by making a pact with a demon***

prince... and now the Red King has come to collect what he is owed, claiming Frostgrave as his own. Many have already fled before the Red King's demonic hordes, while others seek to weather the storm, turning their bases into makeshift fortresses. The wizards of Frostgrave must choose – do they stand and fight, or do they abandon this great repository of mystical knowledge to the ravages of unearthly fire? The Red King is the first supplement designed for Frostgrave: Second Edition. In this sprawling, epic campaign, wizards will be pushed to their limits, fighting not only against one another and the perils of the Frozen City, but also against an invading army. As the Red King's power grows, the laws of magic and nature will start to bend. Can the wizards put aside their differences long enough to oppose this common foe, or will greed and mistrust doom them all?

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.

Empires have fallen, and the land is broken. The great oathmarks that once stood as testaments to the allegiances and might of nations have crumbled into ruin. In this lost age, fealty and loyalty are as valuable as gold and as deadly as cold iron, and war is ever-present. Created by Joseph A. McCullough, designer of Frostgrave and Frostgrave: Ghost Archipelago, Oathmark is a mass-battle fantasy wargame that puts you in command of the fantasy army you've always wanted, whether a company of stalwart dwarves or a mixed force with proud elves, noble men, and wild goblins standing shoulder-to-shoulder in the battle-line. Fight through an integrated campaign system and develop your realms from battle to battle, adding new territories, recruiting new troop types, and growing to eclipse your rivals... or lose what you fought so hard to gain and fall as so many would-be emperors before you.

Frostgrave: The Maze of Malcor

Dragon Rampant

Oathmark

Fantasy Wargames in the Lost Isles

A Hunter's Guide

Frostgrave: Hunt for the Golem

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.

As the wars of Napoleon ravage Europe, chaos and fear reign and the darkness that once clung to the shadows has been emboldened. Supernatural creatures - vampires, werewolves, ghouls, and worse take advantage of the havoc, striking out at isolated farms, villages, and even military units. Whether they are pursuing some master plan or simply revelling in their newfound freedom is unknown. Most people dismiss reports of these slaughters as the rantings of madmen or the lies of deserters, but a few know better... The Silver Bayonet is a skirmish wargame of gothic horror set during the Napoleonic Wars. Each player forms an elite band of monster hunters drawn from the ranks of one of the great powers. Riflemen, swordsmen, and engineers fight side-by-side with mystics, occultists, and even those few supernatural creatures that can be controlled or reasoned with enough to make common cause. The game can be played solo, co-operatively, or competitively, with players progressing through a series of interlinked adventures with their soldiers gaining experience and suffering grievous wounds, and their units triumphing... or falling in the face of the shadows. It is a game of action and adventure, where musket and sabre meet tooth and claw.

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.

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.

**Stargrave**

**Frostgrave: Second Chances**

**Stargrave: Quarantine 37**

**Frostgrave: Sellsword**

**Frostgrave: The Red King**

**From Beowulf to St. George**

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.

Long ago, the great Colossus of Argantheon stood upon one of the outer islands, its vast, outstretched arm pointing the way to the Crystal Pool, or so the ancient texts claim. Then, during some forgotten war, the Colossus was shattered, and its parts flung across the Archipelago, to lie in forgotten ruin. In this expansion for Frostgrave: Ghost Archipelago, players lead their warbands through a series of interlinked scenarios in a race to discover the secrets of the Colossus. Along the way, they will encounter new monsters, discover new treasures, and even recruit a few new specialist warriors to their cause. Perhaps, if they are successful, the knowledge they obtain will help point them towards the ultimate treasure!

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 effort to capture or destroy it. They will also have a chance to find some unique new treasures.

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.

Last Days: Zombie Apocalypse

A Roleplaying Game of Stone and Sorcery

A Game of Survival Horror

Frostgrave: Thaw of the Lich Lord

Dragonslayers

Frostgrave: The Wizards ' Conclave

**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.**

**In the shifting labyrinth of the Ghost Archipelago, there is one group of islands that can almost always be found; the Islands of Fire. Surrounded by a grey haze of sooty smoke, the islands contain numerous active volcanoes. Despite the constant threat of annihilation, many tribal groups call these islands home, building their villages on the rocky slopes or in the black jungles of gnarled and stunted trees that surround the mountains. In this supplement for Frostgrave: Ghost Archipelago, the Heritors lead their crew to these blighted isles in search of clues to the location of the Crystal Pool. Containing a host of new scenarios, crewmen types, creatures, and treasure, this volume also includes guidelines for building unique tribes to use as adversaries in scenarios or as allies to the Heritors in their quest.**

**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.**

**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.**

**Frostgrave: Ghost Archipelago: Lost Colossus**

**A Wargame of Napoleonic Gothic Horror**

**Oathmark: Bane of Kings**

**Frostgrave: Perilous Dark**

**Skirmish Wargaming in a Science Fiction Underworld**

**Frostgrave: Ghost Archipelago: Gods of Fire**

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.

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.

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.

In a galaxy torn apart by the Last War, vast pirate fleets roam from system to system, robbing, extorting, and enslaving. Amidst this chaos, thousands of independent operators – smugglers, relic hunters, freedom fighters, and mercenaries – roam the dead stars in small ships, scratching out a living any way they can. In Stargrave, players take on the role of one of these independent operators, choosing from a range of backgrounds each with their own strengths, weaknesses, and associated powers. Next, players must hire a crew for their ship, recruiting a lieutenant with a unique skill-set and a handful of soldiers, mechanics, hackers, and other specialists. Some captains may even recruit strange alien lifeforms with abilities no humanoid could ever possess. Once the players' crews are assembled, they are ready to dive into a campaign. Over a series of games, their crews will have the chance to carry out a variety of missions – recovering lost technology, stealing data, freeing slaves, and fighting back against the pirate fleets. In time, as the crews gain experience, they will become more powerful and hire more talented specialists. The more they grow, however, the more likely it is that a pirate fleet will take note of their activities and come after them!

Fantasy Wargames in the Frozen City

Paleomythic

Frostgrave: Second Edition

Fantasy Wargaming Rules

Frostgrave: The Frostgrave Folio

Medieval Wargaming Rules

Thaw of the Lich Lord is a complete campaign for Frostgrave that will challenge both new and veteran players. Through a series of linked scenarios, players discover the existence of a new power in the Frozen City, one who was old when the great city was still young, and who saw both its rise and its disastrous fall. Warbands will confront the Lich Lord's minions, race against his agents to seize possession of mysterious artefacts, and brave the perils of Frostgrave in search of his lair. Eventually, they will need to muster all their courage to venture into the depths of the city and face the Lich Lord himself. Not all wizards will seek to stop the Lich Lord, however, and full rules for giving into his corruption and following the dark road to becoming an undead lich are presented for those who crave power and immortality above all else. While the campaign presents many new threats against which wizards and their warbands must test themselves, including an expanded bestiary, it also offers additional resources, such as new henchmen that can be recruited and unique magical treasures that can spell the difference between survival and oblivion.

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.

In this fantasy skirmish wargame, wizards do battle amidst the frozen ruins of the ancient city of Felstad in the hopes of discovering the treasures of a fallen empire. Each player takes on the role of a wizard from one of ten schools of magic, and builds his band of followers. The wizard's apprentice will usually accompany his master and more than a dozen other henchmen types are available for hire, from lowly thugs to heavily armoured knights and stealthy assassins. Wizards can expand their magical knowledge by unlocking ancient secrets and can learn up to 80 different spells. As they gain power and wealth, wizards can also 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.

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.

Lion Rampant

Frostgrave: Dark Alchemy

A Tale of the Frozen City

Rulebook

Frostgrave: Blood Legacy

Oathmark: Oathbreakers

*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.*

*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? Paleomythic is a roleplaying game of grim survival and mythical adventures in the land of Ancient Mu, a harsh prehistoric world full of mysterious ruins and temples to explore, huge and terrible creatures that roam and spread fear across the land, and nefarious mystics and sorcerers who plot dark schemes from the shadows. It is a world of biting cold winters, of people hunting and foraging to survive, and tribes that wage relentless war. Taking on the roles of hunters, healers, warriors, soothsayers, and more, players will navigate a world of hostile tribes, otherworldly spirits, prehistoric beasts, and monstrous creatures lurking in the dark places of the world. Players have huge scope in sculpting the game experience that best suits them, whether it's a gritty survival story without a trace of the mystical or a tale of grand adventure and exploration in a mythic setting.*

*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*

*Frostgrave*

*Rogue Stars*

*Zombies*

*Warlords of Erehwon*

Part magical university, part museum, part tourist attraction, the great Collegium of A had flourished in Felstad's final days. Under the leadership of the seemingly immortal the Mad, the vast complex expanded, with new wings being built wherever they would including up and down the rock face, and even buried within the mountain itself. Visited it one of the architectural wonders of the world; the students, who often got lost in its tunnels, simply called it 'The Maze'. With a titanic crash, an immense ice shelf tears from the mountains that that loom above Frostgrave, revealing the lost Collegium, and the secrets begins. The Maze is known to have contained many rare and unique treasures, knows what may have survived... This new, expanded supplement for Frostgrave contains 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 most lost schools of magic.