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Frostgrave: Fantasy Wargames in the Frozen City

By Joseph A. McCullough



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Frostgrave: Fantasy Wargames in the Frozen City By Joseph A. McCullough

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.



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Editorial Review

Review

"This book contains everything you need to build your warband, play a long campaign and have a great time with it. Its a fantastic looking book, the artwork is beautiful, and it is full of stunning painted models . . . a fine addition to any gaming shelf." - *The Garage Gamers*

"*Frostgrave* has a real flavour of the old school, fun tabletop adventuring that was prevalent when I first got into D&D . . . Recommended -- especially for the money." - *Miniatures Wargames Magazine*

"[*Frostgrave*] allows you to play a game that has the narrative feel of an adventure by J.R.R. Tolkien, Robert E. Howard, Fritz Leiber, or George R. R. Martin, rather than play a medieval wargame with spells and monsters added on. The simplicity of the rules systems also contributes to this atmosphere of heroic fantasy. *Frostgrave* is one of those games where the rules allow a game to be played, rather than the game being an enactment of a rules system." - *Wargames: Soldiers and Strategy*

". . . I urge those of us who remember the AD&D adventures of our youth, have ever read a fantasy novel or seen a fantasy movie, to seek out a copy of this tome and sally forth on the road to adventure!" - *Wargames Illustrated*

"If you've been thinking about getting into (or back into) tabletop gaming, *Frostgrave* is a perfect place to start." - *Boing Boing*

"I'm so in love with this game right now . . . the RPG side of it is bonkers amazing . . . I can't recommend this enough . . . Really, [*Frostgrave*] is an amazing experience." - *Drive Thru Review*

"*Frostgrave* is more than just a great game: It's the perfect introduction to a whole new hobby." - *Unbound Worlds*

"Much of the rulebook is filled with gorgeous full-page artwork and photography of incredibly detailed terrain and miniatures." - *Geek Dad*

"*Frostgrave* is a quirky and fun fantasy minifigs game, with the campaign system providing an unusual gaming experience halfway between role playing game and war game . . . an attractive option for novice minifig gamers . . . *Frostgrave* has something to offer gamers of all stripes." - *Multiverse*

About the Author

Joseph A. McCullough is the author of several non-fiction books including *A Pocket History of Ireland* and *Osprey's Zombies: A Hunter's Guide*. In addition, his fantasy short stories have appeared in various books and magazines such as *Black Gate*, *Lords of Swords*, and *Adventure Mystery Tales*. He also co-wrote *The Grey Mountains*, a supplement for the *Middle-Earth Role-Playing* game. The author lives in Oxford, UK.

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Maxine Whitley:

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Lowell Seymour:

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