

ELEVEN AUTHORS PRESENT ELEVEN STORIES



TALES OF THE
**FROZEN
CITY**

FROSTGRAVE

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FROZEN
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FOREWORD

It's hard to say exactly where ideas come from. In the case of *Frostgrave, the Frozen City*, it began with my search for a suitable setting for a fantasy skirmish wargame I was writing for Osprey. I had many discussions about it with the game's editor, Phil Smith. We knew that it needed to be someplace exotic, some place that had a bit of inherent magic. We discussed all the classic possibilities – lost desert cities, vast temple complexes in the jungle, even an underground world. All of these have long traditions in fantastical fiction, but were discarded for one reason or another.

I can't remember who first mentioned the idea of a 'frozen city', but once it was out there, my imagination couldn't let go of the idea. A few years ago, I booked a romantic weekend getaway for me and my wife to Tallinn, the capital of Estonia. With its incredibly preserved medieval old town and its large Russian Orthodox churches, I figured it would be a wonderful place to visit. In my enthusiasm, however, I failed to do the proper research and booked the trip in February, when the average temperature is -10° Celsius. As it turned out, the temperature never got that high during our trip...

It snowed about a foot the night we landed in Tallinn and turned that beautiful, medieval city into something truly magical. True, we could only see it in short bursts, exploring in wonder, until our freezing fingers and numb faces forced us into a coffee house. Because of the snow, the city was quiet and seemed empty, almost as though it had frozen over and been forgotten.

Well, I'm not saying that *Frostgrave* is based on Tallinn, exactly, but I am sure that trip had a profound influence on my creation of the Frozen City. Now, with the game released, I hope people will find a similar enchantment in the setting and tell their own stories of adventures amongst the ruins.

It's amazing to see this collection of stories based on something I created, and to read tales set in *Frostgrave* that I could never have imagined. Hopefully, this collection is only the beginning and we will all see many more stories of the Frozen City.

THE LEGEND OF FROSGRAVE

Long ago, the great city of Felstad sat at the centre of a magic 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 forth 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 area as nothing more than a vast, frozen wasteland. The empire was shattered and its magic 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 magic 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 magic 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 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...