

Frostgrave Ulterior Motives

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Frostgrave Ulterior Motives

This expansion for Frostgrave consists of 40 Ulterior Motive cards, which add variety, depth, and new tactical challenges to wargames in the Frozen City. Each card presents the player with a specific task to accomplish and offers rewards if they succeed. Some of these missions must be revealed to all of the players, others must be kept secret.

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Frostgrave: Ulterior Motives - Osprey Publishing

While most adventurers who brave the dangers seek wealth and lost magic, some journey into Frostgrave for more personal reasons. This expansion for Frostgrave consists of 40 Ulterior Motive cards, which add variety, depth, and new tactical challenges to wargames in the Frozen City. Each card presents the player with a specific task to accomplish and offers rewards if they succeed.

Frostgrave: Ulterior Motives: Amazon.co.uk: McCullough ...

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Frostgrave: Ulterior Motives | Board Game | BoardGameGeek

Once the cards are drawn, you will get a pretty good idea of the

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Ulterior Motive of your opponent based on what new features or Red Herrings they place on the board. However, this whole mechanic is designed to off set the main weakness of Frostgrave. In addition, the players will have a lot of things to keep track of and focus on.

Blood and Spectacles: Review: Ulterior Motives- Frostgrave
FROSTGRAVE ULTERIOR MOTIVES INTRODUCTION : #1 Frostgrave Ulterior Motives Publish By C. S. Lewis, Frostgrave Ulterior Motives Osprey Publishing this expansion for frostgrave consists of 40 ulterior motive cards which add variety depth and new tactical challenges to wargames in the frozen city each card presents the player with a specific task to

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Ulterior Motives is the type of product that breathes new life into missions that one has already played. It takes Frostgrave and turns it into a game about more than just collecting treasure and carrying it off the map. Ulterior Motives could be used for the base game and most of the campaign books too, which makes it a highly useful expansion.

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Review: Ulterior Motives for Frostgrave - Must Contain Minis
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FGVUM - Frostgrave: Ulterior Motives - North Star Military ...
Ulterior Motives Red Herrings. Terrain pieces designed to throw off your opponent when using the Ulterior Motives cards in a game of Frostgrave. Pack 2 contains: Gateway, Sarcophagus, Trapdoor, Runic Stone. The terrain pieces are unpainted resin castings. Our Price: £8.00.

FGV506 - Ulterior Motives Red Herrings II - North Star ...
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Amazon.com: Frostgrave: Ulterior Motives (9781472824004 ...
Frostgrave: Ulterior Motives Information. The Frozen City harbours many secrets, and not all of them are ancient. While most adventurers who brave the dangers seek wealth and lost magic, some journey into

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Frostgrave for more personal reasons...

Frostgrave: Ulterior Motives - Frostgrave - Wargames ...
Frostgrave: Ulterior Motives by McCullough, Joseph A. at
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Osprey Games - 2017

9781472824004: Frostgrave: Ulterior Motives - AbeBooks ...
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Frostgrave - Fantasy - Wayland Games

Frostgrave: Ulterior Motives Photo and Painting by Kev Dalimore: With Forgotten Pacts just about to release, and The Frostgrave Folio coming in March next year, a few eagle-eyed players have noticed another Frostgrave expansion listed on Amazon. Here is the blurb:

The Renaissance Troll: Frostgrave: Ulterior Motives

Get FREE shipping on Frostgrave: Ulterior Motives by Joseph A. McCullough, from wordery.com. The Frozen City harbours many secrets, and not all of them are ancient. While most adventurers who brave the dangers seek wealth and lost magic, some journey into Frostgrave for more personal reasons...

Buy Frostgrave: Ulterior Motives by Joseph A. McCullough ...

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secret.

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.

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

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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!

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

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material, this collection is a necessary addition to any wizard's library.

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?

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

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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.

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

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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.

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

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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.

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

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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.

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.