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## Frostgrave: Ulterior Motives

*Joseph A. McCullough*

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**Joseph A. McCullough : Frostgrave: Ulterior Motives** before purchasing it in order to gage whether or not it would be worth my time, and all praised Frostgrave: Ulterior Motives:

0 of 0 people found the following review helpful. Make this your first Frostgrave ExpansionBy Alec ChristianThis deck of cards adds random secondary objectives for each player in a game of Frostgrave. Sometimes these objectives are open and others they are hidden objectives. These range from things like locating additional treasures to prosecuting a vendetta against a member of an opposing warband. I would consider this to be the single best expansion for Frostgrave, as it provides a great deal of narrative and variety to your games.0 of 0 people found the following review helpful. Frostgrave excellent additionBy RogzombieA fine supplement to a great game.0 of 0 people found the following review helpful. Great Addition!By CustomerOffers a nice twist to the base scenarios. Giving the players additional challenges to overcome.

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...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. Will your wizard seek to slay a great demon? Rescue a desperate captive? Bring retribution to an enemy? All wizards seek power, but what are their ulterior motives?

About the Author Joseph A. McCullough is the author of several non-fiction books including *A Pocket History of Ireland*, *Zombies: A Hunter's Guide*, and *Dragonslayers: From Beowulf to St. George*. 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 is also the creator of the wargame, *Frostgrave: Fantasy Wargames in the Frozen City*, and co-wrote *The Grey Mountains*, a supplement for the *Middle-Earth Role-Playing Game*. His continued ramblings can be read at: <http://therenaissancetroll.blogspot.co.uk/>