

# FROSTGRAVE

## ULTERIOR MOTIVES

JOSEPH A. McCULLOUGH

# FROSTGRAVE

## ULTERIOR MOTIVES

**T**he 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?

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## Using Ulterior Motives

After treasure has been placed and players have determined their starting table edges, but before any figures are placed, each player draws a single Ulterior Motive card and reads it in secret. Players should first determine if they can legally use this card (see individual cards). If not, it should be discarded and another drawn in its place. Then, starting with the highest level wizard and moving down to the lowest (roll to break ties), players place any additional terrain or creatures as instructed by their card. At this time, players should also place any **Red Herrings** permitted by their card.

Once all of the set-up conditions on each card have been met, players deploy their warbands. Next, any player with an Ulterior Motive card with the **Reveal** keyword should reveal it to the other players. Any card with the **Secret** keyword should be kept secret until the conditions stated on it are met.

Each Ulterior Motive card gives the player a specific task to accomplish and lists any rewards that completing it will bring. Each reward may only be earned once, unless the card specifically states otherwise. Some cards may also affect other players, but these will only come into play if the card has been revealed.

If the rules on a card contradict the normal rules of *Frostgrave*, the cards take precedence.

### Runic Stone

Any kind of standing stone, from a grave marker to a monolith, covered in runes.

### Sarcophagus

Any kind of coffin, sarcophagus, or burial container. It should be about 1" wide by 2" long, and about 1" high.

### Statue

A stone statue, between 1" and 2" tall and on a base 1–2" in diameter. Most will depict some great wizard or warrior from the past, although the specific depiction is not important.

### Trapdoor

A small door that sits on the ground, about 1" square.

### Zombie

A single zombie. It uses the stats for zombies found in the main rulebook (*Frostgrave*, p.112), and follows all of the standard rules for creatures.



# FROSTGRAVE

## Uterior Motives

*Frostgrave*: *Uterior Motives* is an expansion for *Frostgrave* designed to give players new motivations for sending their wizards into the ruins. There are 40 Uterior Motive cards, each of which offers a small mission or side quest to accomplish during the game. These cards are really just the beginning, and players are encouraged to invent their own cards, and their own 'Uterior Motives' for entering Frozen City.

### Rules Changes

If players decide to use Uterior Motives, then apply the following rules changes for the game.

- During treasure set-up, one treasure token should be placed in the exact centre of the table, or as near to that spot as terrain permits.
- Players take turns placing treasure tokens as normal, but each places just two tokens, instead of the usual three.
- All members of a warband must deploy within 1" of their starting board edge.
- Wizards gain only 40 experience points for each treasure successfully recovered during the game, instead of the usual 50.

### Red Herrings

Some Uterior Motive cards contain a short list of Red Herrings at the bottom of the card. These are additional creatures or items of terrain that may be placed on the table *at the same time* as any required by the card. The purpose of these is to conceal your true motivation from your opponents. Red Herrings may be placed anywhere in the half of the table furthest from your starting table edge. Creatures deployed in this way follow the standard rules for uncontrolled creatures.

### Terrain and Creatures

The following creatures and items of terrain are commonly listed on Uterior Motive cards, either in the main text or as a Red Herring.

#### Arcane Disc

A flat disc of stone, about 2" in diameter, covered in runes or arcane symbols.

#### Gateway

Any kind of doorway, archway, or gateway that is large enough for a figure to pass through. It may be freestanding, or a part of a small terrain piece.

#### Pit

A hole in the ground, about 2" in diameter and 3" deep.



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## Spider Hunt

- Reveal -

*You've been to every dealer of potions and poisons you could find, but the supply of spider venom has dried up. If your experiments are to continue, you'll just have to go into the Frozen City and get some yourself. Thankfully, there are several areas, littered with animal carcasses, where the spiders are known to dwell. You've told your men to wear heavy gloves – harvesting venom is always messy.*

Place four ice spiders (*Frostgrave*, p.114) on the table. Each spider should be 6" from the centre point of the table on a direct line to one of the table corners. These spiders follow all of the standard rules for uncontrolled creatures. If any of these spiders are killed, replace it with a marker. Any time a member of your warband is in contact with a marker, it may spend an action to harvest the venom of the dead spider. Each time you harvest a spider's venom, gain 20 experience points and remove the dead spider marker from the table. Additionally, if you harvest venom from two or more spiders, you may also add one potion of poison (*The Frostgrave Folio*, p.47/*Dark Alchemy*) to your vault.

## Once Bitten

- Reveal -

*It came from nowhere. Just a flash of fur, a cry of pain, and it was gone. The werewolf had left its mark – a glance told you the wound was infected. Mercy might be to kill the soldier now, but if you can find and kill the creature that did this, you could still save her.*

Place a werewolf (*Frostgrave*, p.120) in the centre of the table. It follows all of the rules for uncontrolled creatures. Nominate one soldier in your warband that is not animal, construct, undead, or demon to suffer from a werewolf bite. If none of your figures qualify, discard this card and draw again. The bitten figure starts the game at -5 Health. If the werewolf is not killed by the end of turn 4, replace the bitten figure with a second werewolf. This change is permanent – the figure is now an uncontrolled creature, and the soldier should be removed from your warband roster. If the werewolf is killed before the end of turn 4 you gain 25 experience points. If it was killed by a member of your warband, gain an additional 50 experience points. If none of those awards are earned, you gain 20 experience points for any werewolf you kill.

## Rogue Homunculus

- Secret -

*A wizard experimenting with creating a homunculus made a terrible mistake and allowed her half-formed creature to escape. It now roams the ruins, casting spells and, most interestingly, shouting out its creator's secrets.*

Place a Zombie in the centre of the table to represent the homunculus. As soon as a member of any warband gets within 6" of the homunculus, reveal this card. When the homunculus is activated, make an immediate +1 shooting attack against every warband member within 6" and line of sight, even if the homunculus is In Combat. Otherwise, it follows the standard rules for uncontrolled creatures. If the homunculus is killed by anyone you gain 60 experience points. If an opposing warband has at least one figure within 6" of the homunculus at the beginning of a turn, they gain 10 experience points each turn. The homunculus has the same stat line as a Zombie (*Frostgrave*, p.112), except that it is not undead.

### Red Herrings

- Arcane Disc
- Pit



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## *Capturing Starlight*

- Secret -

*Tonight is the night the starlight falls. You have purchased a suitable crystal vessel, plotted the route, and prepared your soldiers for the dangers ahead. This chance will not come again for another two years and thirty-seven days...*

Place a Runic Stone at least halfway across the table from your starting table edge. At the end of turn 3, reveal this card. The sky goes black, except for the light from one star which shines down on the stone. The maximum line of sight is reduced to 12" for the rest of the game. If at any point after turn 3 either your wizard or apprentice is in contact with the Runic Stone, they may spend an action to capture the starlight and gain 50 experience points. Additionally, if the figure which captured the starlight makes it off the table, or otherwise ends the game still above 0 Health, the wizard may add a Vial of Starlight (5) (*Thaw of the Lich Lord*, p. 51) to his vault. If any opposing wizard or apprentice moves into contact with the stone after turn 3, they gain 20 experience points.

### **Red Herrings**

- Statue
- Trapdoor

## *Rescue Mission*

- Secret -

*At last! You have finally cracked the code! Yes, your servant had been foolish to mess with such an obviously magical gateway, and really it's his own fault for getting sucked through the portal, but you will not abandon a loyal follower to an eternity in limbo.*

Place a Gateway at least halfway across the table from your starting board edge. If, at any point, either your wizard or apprentice is in contact with the Gateway, they may spend an action to attempt to open the portal. Make a Will roll with a Target Number of 12. If successful, the portal opens – reveal this card and gain 50 experience points. Immediately place a thug in the Gateway. This thug joins your warband, even if this temporarily takes you over your normal warband limit. If this thug survives the game, he may be replaced with any other soldier (other than a captain) free of charge. However, your warband must return to its normal limits.

### **Red Herrings**

- Sarcophagus
- Trapdoor

## *Demon in Disguise*

- Reveal -

*You watched as the demon broke out of the summoning circle, took on human form, and fled into the Frozen City. There is now a greater demon out there that knows your name and that will come for you sooner or later. Better to strike now before it becomes too strong. According to your scout, it is now disguised as a member of a rival warband...*

Nominate one of your opponents. At any time during the first 2 turns, that opponent can remove one of his soldiers (except undead or construct) from the table and replace it with a major demon (*Frostgrave*, p.118). The removed soldier is unharmed and may return next game at full strength. At the end of turn 2, the nominated opponent must replace one soldier with the major demon if he has not already done so. The major demon is an uncontrolled creature. If you kill the major demon, or if all of the eligible soldiers from your nominated opponent's warband are killed before the demon is revealed, gain 80 experience points.



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## *The Money Pit*

- Secret -

*You never expected to find anything of importance in the half-frozen diary. But there, just after a long description of a rather dull party, sits a little note about the large pit beneath the house where the writer hid her money. You hadn't thought to check under the floorboards when you explored the house. Is it possible you missed a valuable stash?*

Place a Pit on the table, at least halfway across the table from your starting board edge. If at any point during the game a member of a rival warband comes into contact with the Pit, reveal this card. If the game ends without any member of a rival warband coming into contact with the Pit, gain 50 experience points. If you still have figures on the board when the game ends (either because you have defeated all of your opponents, or the game has ended early for other reasons) then you gain 300gc in addition to any other treasure you may have claimed.

### **Red Herrings**

- Gateway
- Zombie

## *Wraith Run*

- Reveal -

*You hadn't even touched the tomb when it cracked and the black mist poured out. Your soldiers ran first, and as the mist slowly formed into a pair of wraith knights, you decided that discretion really was the better part of valour and joined them. Unfortunately, the undead were not content to let you go, and even now you can see them walking through the walls behind you...*

At the beginning of turn 2, place a pair of wraith knights (*Thaw of the Lich Lord*, p.58) anywhere within 6" of the centre point of your starting board edge. These wraith knights follow all of the rules for uncontrolled creatures, except that if they are ever called upon to make a random move, they will instead move in a direct line towards your wizard. If your wizard is not on the board, they will move randomly as normal. You receive 35 experience points for each wraith knight that is killed by your warband. You receive an additional 20 experience points if your wizard is still on the table at the end of turn 5.

## *Strike a Match*

- Reveal -

*The scout returned, visibly shaken by what he'd seen in the shack. He said the walls inside were covered in scrolls bearing strange images and writing. He spoke of dark gods and mumbled names found only in forbidden books. There is power and knowledge there, but you made up your mind quickly – some things man was not meant to know. The shack must be destroyed.*

Place a shack or other small wooden structure at least halfway across the table from your starting board edge. Pick one of your soldiers that isn't an animal, undead, or construct. That figure will not participate in this game, but may return for the next one. Choose up to three of your soldiers that are not animals and mark these three as torchbearers. If any of your torchbearers or spellcasters are in contact with the shack, they may attempt to set it on fire. Make a Will roll with a Target Number of 12. If successful, the shack has caught ablaze. Gain 75 experience points. If you fail to set the shack ablaze, each of your opponents gains 20 experience points.



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# *The Wayward Child*

## - Reveal -

*Your friend's son has always been headstrong, but nobody believed he would run off to Frostgrave by himself. You set off in pursuit as soon as you could. If he is lucky, some unscrupulous wizard will have captured him for ransom. If he is unlucky...*

Place a figure of a child in the centre of the table. Treat the child as an uncontrolled creature, with the following special rules. When activated, the child will make one 4" move. The child will move directly toward the closest member of your warband to which it can draw line of sight. Otherwise, move the child in a random direction. It is possible to cast Mind Control on the child and dictate its movement (though nothing else). If the child is in base contact with a member of your warband, they may move together as though that figure were carrying treasure. If you secure the child, you gain 75 experience points plus a 75gc reward. If any other player secures the child, they receive a 75gc ransom, but no experience.

Child						
M	F	S	A	W	H	Notes
4	+0	+0	10	+0	8	

# *The Hunter*

## - Secret -

*It came upon you in the dark and tore your friend to pieces. Then it vanished as quickly as it appeared. You found its tracks in the snow, but lost it near the river. You know it is out there somewhere and, when the chance comes again, you will kill it.*

At the start of turn 3, before rolling for initiative, reveal this card and place The Hunter on the board. The Hunter can be placed anywhere, so long as it is no closer than 4" to any other figure. The Hunter has the same stats as a white gorilla (*Frostgrave*, p.115), except that it is not an animal. Any time The Hunter takes damage, it immediately teleports. Roll one die, and move the Hunter half that number of inches in a random direction. If the teleport moves the Hunter off the table it will not return this game. If a member of your warband wounds the Hunter, gain 25 experience points. If a member of your warband kills the Hunter gain an additional 50 experience points. If the Hunter is killed, but not by your warband, gain 20 experience points.

### Red Herrings

- Pit
- Sarcophagus

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### Red Herrings

- Pit
- Sarcophagus



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## *Soul Drain*

- Secret -

*Amidst the half-destroyed archives, you discovered the exact location of the artefact: a shallow chamber dug into the wall of a deep shaft, sealed by a heavy door and protected by a deadly magical trap...*

Place a Trapdoor at least halfway across the table from your starting table edge. Any of your figures in contact with the Trapdoor may spend an action to attempt to open it. Reveal this card and make a Fight roll with a Target Number of 12. If successful, reveal this card and gain 25 experience points. Every figure on the board must now make a Will roll with a Target Number of 18. Every figure that fails immediately moves a number of inches equal to the amount by which they failed the roll directly towards the Trapdoor, ignoring all terrain. If this takes them into the Trapdoor, remove them from the game as though they had been reduced to 0 Health. After all figures have rolled, place a treasure token in contact with the Trapdoor. If you secure this treasure, you may roll three times on the treasure table after the game and select which one of those results to keep. Other players treat the treasure as normal.

### **Red Herrings**

- Pit
- Runic Stone

## *Draw the Line*

- Secret -

*Your vision was clear: three men, each holding a crystal, the sun dropping towards the horizon. Somehow, you knew the place. You don't know why, but you are sure that you must complete this ritual.*

In this scenario, each non-animal member of your warband is carrying a crystal (these do not count as items). To complete the ritual, you must have a warband member within 6" of two diagonally opposite corners of the table, and your wizard or apprentice within 1" of a line running directly between them. When you believe you have accomplished this, reveal this card. If you are correct, gain 80 experience points. You may also immediately place an additional treasure token anywhere within 6" of the centre point of the table. Finally, roll one die. If the result is an even number, every figure on the table is restored to their starting Health regardless of damage taken. If the result is an odd number, every figure on the table immediately suffers damage equal to half of their remaining Health, rounded down.

### **Red Herrings**

- Statue
- Trapdoor
- Zombie

## *It Shall Be Mine*

- Secret -

*For weeks you searched in vain until the dying man's last words set you on the right track. Now, just as the treasure is within your grasp, another claimant appears. You've come too far to back down now.*

Your main goal for this scenario is to secure the treasure in the centre of the table. You receive 80 experience points for this treasure token. For all other treasures you secure, you gain only 20 experience points. Additionally, if you secure the central treasure, you may roll three times on the treasure table after the game and select which one of those results to keep. If any of your warband picks up the central treasure token during the game, reveal this card, and immediately roll on the random encounter table three times. All of these creatures immediately enter the board. Each of these creatures is worth 10 experience points to the wizard whose warband kills them. If these creatures are ever called upon to make a random move, they will move directly towards the central treasure (wherever it may currently be).

### **Red Herrings**

- Gateway
- Runic Stone
- Zombie



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## *Fate Dial*

- Secret -

*Deep in the heart of the Hallowed stands the temple of a long-forgotten sun god. Within that temple is a strange sundial. According to lore, if you stand on that sundial at noon, your shadow will fall on a symbol describing your fate. Reading the future can be difficult and dangerous, but it can also be of great value...*

Place an Arcane Disc at least halfway across the table from your starting table edge. If at the beginning of any turn your wizard or apprentice is standing upon the disc, reveal this card, and roll a die. If the die roll is an even number you gain experience points equal to 5x the number rolled (i.e. a roll of 12 would grant 60 experience points). If you roll an odd number other than '1' nothing happens, although you may try again next turn. If you roll a 1, treat the figure on the Arcane Disc as though he had been struck with a Reveal Death spell (*Frostgrave*, p.90) with a Casting Roll of 20.

### **Red Herrings**

- Sarcophagus
- Zombie

## *Dead Recipe*

- Secret -

*Only a necromancer would be so crass as to carve a spell into the back of a zombie. If you can kill or incapacitate it without damaging its back, the spell might just be salvageable.*

Place a Zombie in the exact centre of the table. If any member of your warband beats this Zombie in a fight, they can attempt to incapacitate it instead of dealing damage. If they attempt this, reveal this card and have the figure make a Fight roll with a Target Number of 10. If successful, gain 25 experience points, and the figure may hold the Zombie in place as long as it does not move and is not In Combat with any other figure. The Zombie gets no actions as long as it is held. If the wizard or apprentice gets within 2" and line of sight of the Zombie and spends an action reading, gain another 25 experience points and the wizard may add any one scroll containing a Necromancer spell to his vault.

### **Red Herrings**

- Pit
- Trapdoor

## *Circle of Possession*

- Secret -

*If you can reach the summoning circle with the full moon still hanging in the sky, there should still be time to summon the Dreamwraith. If you, or even one of your warriors, could be in contact with the Dreamwraith, even for just a few moments, who knows what secrets, what knowledge it might impart?*

Place an Arcane Disc at least halfway across the table from your starting table edge. If any of your figures is standing on the disc, reveal this card, and the figure may spend an action to attempt to summon the Dreamwraith. The figure should make a Will roll with a Target Number of 14. If successful, the summoning figure is returned to its full starting Health if it has taken any damage; additionally the figure has a Possession spell automatically cast upon it. If the possessed figure was a wizard or apprentice, gain 60 experience points. If it was a soldier gain 50 experience points. Only one figure may successfully summon the Dreamwraith.

### **Red Herrings**

- Sarcophagus
- Statue



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## *Ancient Ancestor*

- Secret -

*For months you have searched for clues regarding the final resting place of your ancestor. There are spells, rare and dangerous, that require the bones of an ancestor. This treasure may be valuable to you alone, but oh, how valuable...*

Place a Sarcophagus at least halfway across the table from your starting table edge. If a member of your warband is in base contact with the Sarcophagus, you may reveal this card and spend an action to try to open it. Make a Fight roll with a Target Number of 12. If successful, your wizard receives 20 experience points. Once opened, place a special treasure token on the Sarcophagus. If your opponent secures this treasure token, it is worth nothing to him, but he may offer to sell it to you for whatever price he wants. If you secure this treasure it is worth an additional 30 experience points. Also, the ancient bones give you +10 to any one Casting Roll for an Out of Game spell. You must declare you are using the ancient bones before you make the Casting Roll.

### **Red Herrings**

- Runic Stone
- Trapdoor

## *The Haunting*

- Secret -

*Ever since you read the name on that lonesome tomb, your sleep has been disturbed, your dreams haunted by a shadowy face. You have gathered your warband, and once again set off for that tomb. Whatever haunts that tomb – and you – must be destroyed!*

Place a Sarcophagus at least halfway across the table from your starting table edge. If one of your figures is in contact with the Sarcophagus, reveal this card, and it may spend an action to attack it. Make a Fight roll with a Target Number of 14. If successful, the Sarcophagus is destroyed, and the wizard gains 30 experience points. As soon as the Sarcophagus is destroyed place a wraith (*Frostgrave*, p.112) on the board 10" from the Sarcophagus in a random direction (or on the edge of the table if it would otherwise be off the table). If this wraith is killed by a member of your warband, gain an additional 30 experience points.

### **Red Herrings**

- Arcane Disc
- Gateway

## *Last Words*

- Secret -

*Ever since you found the tomb of the famous Witch, Alekshar, you've longed to ask her for the secrets to difficult potions. Now, at long last, a scroll of the lost spell, *Speak With the Dead*, has come into your possession. There will never be a better chance, but you must return to the tomb before anyone defiles it, and the opportunity is lost.*

Place a Sarcophagus at least halfway across the table from your starting table edge. If any member of your warband is in contact with the Sarcophagus, reveal this card. The figure may attempt to open the Sarcophagus by making a Fight roll with a Target Number of 14. If the Sarcophagus is opened, gain 15 experience points. Any figure within 6" of the Sarcophagus when it is opened must make a Will roll with a Target Number of 12 or lose their next activation. If your wizard is in contact with the opened Sarcophagus at any time, he may spend an action to speak with the shade of Alekshar. If he does, immediately gain another 15 experience points and, after the game, the wizard may add any one potion of his choice to his vault.

### **Red Herrings**

- Pit
- Gateway



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### **Red Herrings**

- Pit
- Gateway



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- Runic Stone
- Trapdoor

## *The Haunting*

- Secret -

*Ever since you read the name on that lonesome tomb, your sleep has been disturbed, your dreams haunted by a shadowy face. You have gathered your warband, and once again set off for that tomb. Whatever haunts that tomb – and you – must be destroyed!*

Place a Sarcophagus at least halfway across the table from your starting table edge. If one of your figures is in contact with the Sarcophagus, reveal this card, and it may spend an action to attack it. Make a Fight roll with a Target Number of 14. If successful, the Sarcophagus is destroyed, and the wizard gains 30 experience points. As soon as the Sarcophagus is destroyed place a wraith (*Frostgrave*, p.112) on the board 10" from the Sarcophagus in a random direction (or on the edge of the table if it would otherwise be off the table). If this wraith is killed by a member of your warband, gain an additional 30 experience points.

### **Red Herrings**

- Arcane Disc
- Gateway

## *Last Words*

- Secret -

*Ever since you found the tomb of the famous Witch, Alekshar, you've longed to ask her for the secrets to difficult potions. Now, at long last, a scroll of the lost spell, *Speak With the Dead*, has come into your possession. There will never be a better chance, but you must return to the tomb before anyone defiles it, and the opportunity is lost.*

Place a Sarcophagus at least halfway across the table from your starting table edge. If any member of your warband is in contact with the Sarcophagus, reveal this card. The figure may attempt to open the Sarcophagus by making a Fight roll with a Target Number of 14. If the Sarcophagus is opened, gain 15 experience points. Any figure within 6" of the Sarcophagus when it is opened must make a Will roll with a Target Number of 12 or lose their next activation. If your wizard is in contact with the opened Sarcophagus at any time, he may spend an action to speak with the shade of Alekshar. If he does, immediately gain another 15 experience points and, after the game, the wizard may add any one potion of his choice to his vault.

### **Red Herrings**

- Pit
- Gateway



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## Emerald Eyes

- Secret -

*While leafing through a cache of ancient papers, you came across a bill of sale that listed a judge's purchase of a statue with emerald eyes. Apparently, the emeralds were enchanted to explode if thrown at a threat. If you are reading the address on the bill of sale correctly, you know exactly where the old judge's house is located...*

Place a Statue at least halfway across the table from your starting table edge. If one of your figures is in base contact with the Statue, reveal this card. The figure may spend one action to remove an emerald eye. The emerald is treated as an item that can be used exactly like an explosive cocktail (*Frostgrave*, p.58). The emerald may take a figure over its normal item limit for this game only. Up to two emeralds can be removed from the Statue. The wizard gains 15 experience points for each emerald that is removed from the Statue. He gains an additional 10 experience points for each emerald that is still in his possession after the game. The emeralds may be sold for 100gc each or kept to use as explosive cocktails in future games.

### Red Herrings

- Arcane Disc
- Gateway

## Oubliette

- Reveal -

*Many people heard the Seer's prophecy that the demon could be freed only when the moon was right, but only you know the secret protections from its power. Tonight is the night. You have placed wards upon yourself and your warriors, and you've scouted out the way to the door of the ancient oubliette...*

Place a Trapdoor at least halfway across the table from your starting table edge. Additionally, place one uncontrolled minor demon on the Trapdoor. If you have a figure in base contact with the Trapdoor, that figure may spend an action to try to open it. To open the door the figure must make a Fight roll with a Target Number of 16. If the door is opened, the wizard immediately gains 30 experience points and may add the True Name treasure to his vault (*Forgotten Pacts*, p.8). In addition, immediately make a +0 attack against every figure on the board that is not part of your warband.

## Arcane Geyser

- Secret -

*According to the inscription, the arcane geyser erupts every year on the Night of Lost Children. Wizards would place an empty vessel in the well and wait. After the eruption, they would retrieve their vessels and find them filled with mystical energy. Now, the Night of Lost Children draws nigh...*

Place a Pit at least halfway across the table from your starting table edge. Reveal this card at the start of turn 5 when the geyser erupts. If either of your spellcasters is within 1" of the Pit, gain 40 experience points as they have dropped a vessel in the well. Any other figure within 12" and line of sight of the geyser is struck by a Blinding Light spell (*Frostgrave*, p.77) with a Casting Roll of 14. Members of your warband receive +4 to their Will roll to resist. After this, any of your figures in contact with the Pit may recover the vessel as a free action. The vessel is now counted as a special treasure token that can be exchanged for a Ring of Power (1) (*Frostgrave*, p.67) if secured.

### Red Herrings

- Runic Stone
- Trapdoor



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## *The True Reflection*

- Secret -

*According to the old adventurer, there is a glass doorway standing in the ruins of a temple. She claims that two people viewing each other through that doorway can see into each other's souls. She's probably mad, but the chance to observe a living soul is too great an opportunity to pass up...*

Place a Gateway at least halfway across the table from your starting table edge. If, at the beginning of any turn, one of your spellcasters is within 2" of one side of the Gateway and not In Combat, and can draw line of sight through the Gateway to a member of his warband who is within 4" and not currently In Combat, your wizard immediately gains 60 experience points. The warband member in line of sight may not be an animal, construct, undead, or demon.

### **Red Herrings**

- Arcane Disc
- Zombie

## *Construct Activation*

- Secret -

*You found the construct in a sealed cabinet, held behind half a dozen magical locks. You've studied, bribed, and fought to acquire the magic keys that will open the cabinet and activate the construct inside. Now you have everything you need to add this potent machine to your warband...*

Place a Gateway at least halfway across the table from your starting table edge. If either your wizard or apprentice is within 1" of the Gateway, the figure may spend an action to attempt to break the locks and activate the golem. Reveal this card and make a Will roll with a Target Number of 14. If successful, place a large construct adjacent to the Gateway. This large construct is under your control and may activate in the next soldier phase. You may choose one permanent upgrade for this construct from the following list: +1 Move, +1 Fight, or +2 Damage. Your wizard gains 20 experience points if the construct is activated. Additionally, if the construct survives the game, it may be added to the wizard's warband, taking the place of a soldier.

### **Red Herrings**

- Pit
- Statue

## *Stone of Power*

- Secret -

*According to a manuscript of ancient lore, some of these towers used to contain stones of power that would enhance the abilities of any spellcaster touching them. Heavy, immovable, and volatile, the magic that created these stones has long since been lost. If you could find one intact, who knows what secrets it might reveal...*

Place a Runic Stone at least halfway across the table from your starting table edge. If either your wizard or apprentice casts a spell while standing within 1" of the Runic Stone, reveal this card. The spellcaster receives +4 on his Casting Roll. However, if he ever rolls a 1 or 2 for his Casting Roll, the stone explodes, and every figure within 4" of the stone suffers a +6 shooting attack. Every successful spell cast by the wizard or his apprentice while within 1" of the stone earns the wizard 15 experience points (to a maximum of 75) over and above what he would normally earn for successfully casting spells.

### **Red Herrings**

- Sarcophagus
- Zombie



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## Ice Storm

- Secret -

*You can feel it in your old wounds – there's an ice storm coming. Anyone caught out in the open will be sliced to pieces by the flying shards of ice. If you remember correctly, though, there is shelter not too far away. If only you can get there in time...*

Place a Trapdoor at least halfway across the table from your starting board edge. At the end of turn 4, the ice storm hits. Reveal this card. All figures on the board suffer an immediate +1 shooting attack. All unclaimed treasures should be moved 10" in a random direction; if this takes them off of the board, then these treasures are lost. If one of your spellcasters is standing on the Trapdoor at the end of turn 4, gain 75 experience points. In addition, any figure, friend or foe, who is within 12" of the spellcaster who is standing on the Trapdoor will not suffer the shooting attack from the ice storm.

### Red Herrings

- Arcane Disc
- Sarcophagus

## The Drawing Knife

- Secret -

*The blade in the case was an obvious fake, but in its hilt you found a scroll of parchment that claimed that the real Drawing Knife was kept safe by the hand of Lessa... and then you remembered the statue of the goddess by the door...*

Place a Statue on the board at least halfway across the table from your starting board edge. If you have a model in base contact with the Statue reveal this card. The figure may attempt to remove the knife by spending an action and making a Fight roll with a Target Number of 12. If successful, gain 20 experience points and give the figure a special treasure token. If you secure this treasure token, you gain an additional 20 experience points and may add the Drawing Knife to your wizard's vault. Any other player securing this token gets 75gc. The Drawing Knife is a magical dagger that gives +1 Fight and +1 to cast Explosive Rune. It can be sold for 250gc.

### Red Herrings

- Pit
- Runic Stone

## Galvanize

- Secret -

*Finally, you think you know how the machine used to work. If there is any power left in it, it might just be possible to empower a new host, human or construct...*

Place a Gateway and a Runic Stone on the table. Both must be at least halfway across the table from your starting board edge, and they must be at least 10" from one another. If, on any turn, you have a figure standing within the Gateway, and one in contact with the Runic Stone, the figure in contact with the Runic Stone may spend an action to activate the machine. Reveal this card and gain 30 experience points. The figure in the Gateway should immediately make a Will roll with a Target Number of 12. If successful, gain an additional 20 experience points, and the figure gains +4 Fight for the rest of the game. If the figure in the Gateway is a construct and passes its Will roll, it gains a permanent +1 Fight instead. If the figure in the Gateway fails its Will roll it takes 8 points of damage.

### Red Herrings

- Trapdoor



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## Base Raid!

### - Reveal -

*You offered to buy it for a fair price, but were refused. Now you must take more drastic action. Finally, your spies have confirmed that the lion has come out of his den. If you can just keep him distracted long enough, you might just be able to slip a couple of men into his base and make off with what you need...*

Take a look at the wizard sheets of all of your opponents, and select one who currently has items in his vault that aren't being carried by any of his figures. If none currently have items in their vault, discard this card and draw again. This opponent should start the game on the table edge directly opposite your own. If, during the course of the game, you manage to get three members of your warband (excluding animals) off of his board edge, you may select one item from your opponent's vault and put it in your own. You also gain 20 experience points for each figure you exit off his board edge, up to a maximum of three. If your opponent prevents you from getting three figures off of his board edge, he gains 40 experience points.

## Guess the Ghoul

### - Reveal -

*That fool, Mencorth, got himself torn apart by ghouls. He's no major loss to the world, but the loss of his staff is a tragedy. Thankfully, one of your men saw the whole thing happen and can lead you to the ghouls. There might still be a chance to recover the staff, if those mindless cannibals haven't broken it.*

Place three ghouls (*Frostgrave*, p.112) within 6" of the centre of the table, but no closer than 6" to one another. These ghouls follow the normal rules for uncontrolled creatures. Whenever a ghoul is killed, replace the ghoul with a corpse marker. Any member of your warband in contact with a marker may spend an action to search the corpse. Remove the marker and roll a die. On a 12+ they have found the staff. Immediately give them a special treasure token. If you secure this token, you may exchange it for any magic staff in the main rulebook. If another warband secures it, they may exchange it for 100gc. You gain 20 experience points for every marker that is searched by your warband.

## Break the Illusion

### - Reveal -

*Sometimes your apprentice really is a scatter-brained fool. While escaping from the frost giants, she hid the treasure behind a powerful, permanent illusion, but now she can't remember what form it took. If it wasn't such a valuable treasure you'd just leave it (and her) to freeze in the city...*

Place an Arcane Disc, Statue, Runic Stone, Pit, Gateway, Trapdoor and Sarcophagus at least halfway across the table from your starting board edge. None of these terrain items should be closer than 6" to any other. Whenever any member of your warband touches one of these terrain items, remove it from the table, gain 10 experience points, and roll a die. If the die roll is 16+, place a special treasure token on the table in contact with the figure that touched the terrain. If you secure this token, you may roll three times on the treasure table after the game and select which one of those results to keep. If you touch the last terrain item on the table and have not already discovered the treasure, it will automatically contain the treasure. If an opposing warband secures the special treasure token, they may exchange it for 100gc.



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## *Payback*

- Reveal -

*A member of a rival warband has perpetrated an insult too great to ignore. Perhaps he assaulted a friend or warband member in supposedly neutral territory. Maybe he called into question the honour of your family or the origin of your spellcasting ability. Regardless, he must be taught a lesson. To let such insults go unpunished, is to lose face and invite further attention from predatory warbands.*

Pick one soldier from a rival warband. This figure may not be a spellcaster, animal, construct, or undead. If no rival warband contains a permitted soldier type, discard this card and draw again. Declare this pick openly. If this soldier is killed by your wizard, you gain 60 experience points (in addition to those that would normally be gained). If this soldier is killed by a member of your warband, you gain 50 experience points. If this soldier is killed, but not by a member of your warband, gain 25 experience points. In addition, if the soldier is killed, he receives -2 to his roll when rolling for survival after the game. If the soldier is still on the board at the end of the game, your opponent gains 30 experience points.

## *Rest in Peace*

- Secret -

*A few weeks ago, an old friend went missing in the ruins of the Frozen City. Now, a disturbing rumour has reached your ears – that a zombie matching his description has been spotted. You must investigate these rumours and, if needed, grant your friend the peace of eternal rest.*

Place one Zombie in the centre of the table. This creature follows all of the standard rules for wandering creatures. If the Zombie is killed by your wizard, you gain 40 experience points. If the Zombie is killed by a member of your warband other than the wizard you gain 30 experience points. If the Zombie is killed, but not by a member of your warband, gain 20 experience points. If the Zombie is killed, replace the figure with a marker. This marker can be picked up and carried like a treasure token. If your warband secures this marker, you receive an additional 30 experience points for recovering your friend's body to perform the appropriate funeral rites.

### **Red Herrings**

- Arcane Disc
- Statue

## *The Courier*

- Reveal -

*You discovered a treasure too large and awkward to move on your own. It will take more men, and possibly even a sled to move it. You cannot risk leaving it, so have sent a couple of your more trusted warriors to get help while you stay and defend your treasure...*

Select two soldiers from your warband. These soldiers may not be animals, constructs, or undead. If your warband doesn't contain any legal soldier selections, you may discard this card and draw another. If it contains only one, you may choose to keep this card or draw another. Declare your choices openly. These two soldiers may exit the board via the table edge opposite their deployment edge. If one of these soldiers makes it off the board via that table edge, the wizard gains 15 experience points; if both do, the wizard gains 25 experience points. In addition, if at least one of the soldiers exits via the opposite board edge, the wizard may select one free base upgrade after the game.



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## *Cursed Artefact*

- Reveal -

*You would have been rid of this accursed artefact long ago, if only you knew a way to safely dispose of it. Now, however, you have heard of a dark pit, deep in the Frozen City. Once used to dispose of criminals too dangerous to imprison, anything dropped into that pit is never seen again...*

Place a Pit on the table within 12" of the board edge opposite your starting edge. Choose one soldier in your warband to start the game carrying a special treasure token. This token follows all of the standard rules for treasure, except that you may never secure it. Instead, a figure carrying this treasure who is within 1" of the Pit, may spend one action to throw in the treasure. In this case, the treasure is destroyed, and you gain 75 experience points. Your opponents treat this treasure token as normal, and may gain experience and a roll on the treasure table if they secure it.

## *Imprisoned in Stone*

- Secret -

*According to a half-ruined parchment, an ancient wizard was imprisoned in stone for an unspecified crime. The statue he had become was then purchased by a rich merchant to adorn his garden. In all likelihood, that unfortunate wizard still remains, trapped in stone, standing alone in a frozen garden...*

Place a Statue on the table at least halfway across the table from your starting board edge. If you move either your wizard or apprentice into base contact with the Statue, reveal this card and roll a die. On a 1-4 replace the Statue with a minor demon (*Frostgrave*, p.118). This minor demon is an uncontrolled creature and will activate in the next creature phase. On any other result, replace the Statue with a marker. This marker, which represents the freed wizard, may be picked up and moved following all of the rules for treasure tokens. The wizard gains 25 experience points if the Statue is replaced with either a demon or marker. The wizard gains an additional 30 experience points if the marker is secured for his warband.

### **Red Herrings**

- Runic Stone
- Zombie

## *The Transporter*

- Secret -

*In an ancient text you found the word to activate an arcane platform that will transport you to a hidden treasure chamber...*

Place an Arcane Disc on the table at least halfway across the table from your starting table edge. Any figure in your warband (except animals, undead, and constructs) that is standing on the disc may spend one action to speak the code word and activated the transporter. Reveal this card and immediately remove from the game all figures in your warband that are standing on the disc. You gain 5 experience points for each member of the warband that leaves the game in this fashion. Treasure carried by transported warband members is secured. In addition, at the end of the game, roll one die and add 2 for each member of the warband that went through the transporter. If the result is 16 or higher, you gain an additional treasure token (although you do not gain experience for this treasure).

### **Red Herrings**

- Statue
- Runic stone



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## *Written in Stone*

- Secret -

*While exploring the ruins of an ancient abbey, you discovered a fragment of a stone tablet covered in strange script. Later study revealed it to be part of the formula for a potent spell. If you could just find the rest of that tablet...*

Place a Runic Stone on the table at least halfway across the board from your starting board edge. On any turn that either your wizard or apprentice is within 2" of the Runic Stone, you may reveal this card and spend an action to copy the writing on the stone. The wizard receives 25 experience points if either figure manages to copy the writing. Additionally, if a figure that copied the writing manages to exit the table, or remains on the table as part of a victorious warband, then the wizard may add a scroll containing any one spell from the main rulebook (except Transcendence) to his vault.

### **Red Herrings**

- Gateway
- Sarcophagus

## *Last Meal*

- Secret -

*The ring was nearly yours! For hours you chased after that thief, only to see him torn limb from limb by a horde of zombies. Overcoming your revulsion, you watched which zombie devoured his hand and tracked it as it wandered away from the rest of the horde. Now is your chance!*

Place one Zombie in the centre of the table. If that Zombie is killed during the game, replace it with a marker. On any turn a member of your warband is in contact with the marker, it may spend one action to pick it up. This marker does not count as treasure. It does not slow down a figure carrying it, nor does it prevent that figure from picking up or carrying a treasure token. However, if that figure exits the table, or remains on the table as part of a victorious warband, the wizard may choose any one of the magic rings found in the main rulebook and add it to his vault. The wizard also gains 10 experience points if the Zombie is killed by a member of his warband, and 20 experience points if a member of his warband picks up the marker.

### **Red Herrings**

- Gateway
- Statue

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