

FREE

HELLFROST LAND OF FIRE

• FREE RESOURCE

A YEAR TO REMEMBER

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The official *Hellfrost* timeline ends at 499 IR (549 CJ in Al-Shirkuh). While events in several published adventures have the potential to change part of the world (most likely to occur if the heroes fail), how events might unfold is not spelled out in these publications. Even if we decide to bring two nations to the brink of war and the heroes fail to stop the conflict, the outcome of the confrontation will not be predetermined by Triple Ace Games. In short, what major events occur after the above dates is left for the GM to determine based on his individual campaign.

This resource provides the GM with a tool to help him plan ahead. This resource is a tool, not the final product. It only covers the “whens” and the basic “whats”—you’ll have to use your imagination to unveil the hows, whys, whos, detailed whats, and so on that will turn the entries from a few words into a meaningful, colorful, and exciting framework on which to hang adventures. No descriptions of what the individual entries mean has been provided, leaving the GM to interpret events as he desires.

Yearly Event

Depending on the scope of your game, the campaign area might encompass a single city, a single realm, several neighboring lands, the entire continent, or maybe both Rassilon and Al-Shirkuh. Unless you want to map out a future for every realm, we suggest there is only one yearly event affecting your chosen campaign area. Draw one card from the action deck and check the table overleaf. To determine when the event occurs, the GM may draw a card (redraw Jokers) and consult the table below, or pick a month.

Card	Rassilon	Al-Shirkuh	Jade Empire
2	Fogmonan	Amt Alak Arkhet	Shimotsuki
3	Wulfmonan	Baot Alak Arkhet	Shiwasu
4	Snaermonan	Anshi Alak Arkhet	Mutsuki
5	Frostmonan	Tamith Alak Arkhet	Kisaragi
6	Eostremonan	Amt Alak Paret	Kaminazuki
7	Plohmonan	Baot Alak Paret	Yayoi
8	Sowanmonan	Anshi Alak Paret	Uzuki
9	Werremonan	Tamith Alak Paret	Satsuku
10	Sceranmonan	Amt Alak Shemu	Minasuki
Jack	Hegmonan	Baot Alak Shemu	Fumizuki
Queen	Haerfestmonan	Anshi Alak Shemu	Hazuki
King	Falmonan	Tamith Alak Shemu	Nagatsuki
Ace	Huntianmonan	Alak Neteru/Suha	Kamiarizuki

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Hellfrost: Land of Fire

Yearly Event Table

Check the card's value against the table below. Sometimes the suit or color is used to determine a specific event within a more general entry.

Card	Event
2	Cataclysm. <i>Club</i> : magical; <i>Diamond</i> : natural; <i>Heart</i> : manmade; <i>Spade</i> : divine
3	Religion. <i>Club</i> : new faith founded; <i>Diamond</i> : faith achieves prominence; <i>Heart</i> : evil cult activity; <i>Spade</i> : faith falls into decline
4	Ruler grows stronger (any red suit) or weaker (any black suit)
5	Natural Disaster. <i>Club</i> : famine; <i>Diamond</i> : flood/tidal wave; <i>Heart</i> : earthquake/volcano; <i>Spade</i> : plague
6	Natural Disaster. <i>Club</i> : sandstorm; <i>Diamond</i> : drought; <i>Heart</i> : vermin; <i>Spade</i> : prolonged heatwave
7	Political plot
8	War. <i>Club</i> : border skirmishes/raids; <i>Diamond</i> : monstrous incursion; <i>Heart</i> : invasion; <i>Spade</i> : trade
9	Rebellion. <i>Club</i> : slaves; <i>Diamond</i> : minority; <i>Heart</i> : civil war; <i>Spade</i> : religious
10	Diplomatic. <i>Club</i> : armistice; <i>Diamond</i> : change of allegiance; <i>Heart</i> : new alliance formed; <i>Spade</i> : trading pact
Jack	Harsh law. <i>Club</i> : excessive taxes; <i>Diamond</i> : injustice; <i>Heart</i> : persecution; <i>Spade</i> : slavery/conscription
Queen	Discovery, magical (any red suit) or mundane (any black suit)
King	Important dignitary. <i>Club</i> : dies/abdicates/disappears/is murdered; <i>Diamond</i> : visits neighboring land; <i>Heart</i> : new heir born; <i>Spade</i> : marries
Ace	Visitation
Joker	Draw two more cards. These events occur in the same year

Monthly Event Table

Check the card's value against the table below. Sometimes the suit or color is used to determine a specific event within a more general entry.

Card	Event
2	Harsh law. <i>Club</i> : excessive taxes; <i>Diamond</i> : injustice; <i>Heart</i> : persecution; <i>Spade</i> : slavery/conscription
3	Feud (any red suit) or rivalry (any black suit)
4	Ruler grows stronger (any red suit) or weaker (any black suit)
5	Famous person (any red suit) or notorious villain (any black suit)
6	Intrigue (any red suit) or scandal (any black suit)
7	Troop movements (any red suit) or recruiting (any black suit)
8	Incursion. <i>Club</i> : border skirmishes; <i>Diamond</i> : deep raids; <i>Heart</i> : banditry; <i>Spade</i> : pitched battle
9	Accident
10	Major battle (any red suit) or minor battle (any black suit)
Jack	Bad weather. <i>Club</i> : sandstorm; <i>Diamond</i> : flood; <i>Heart</i> : drought; <i>Spade</i> : heatwave
Queen	Trade booms (any red suit) or declines (any black suit)
King	Important dignitary. <i>Club</i> : dies/abdicates/disappears/is murdered; <i>Diamond</i> : marries; <i>Heart</i> : new heir born; <i>Spade</i> : visits neighboring land
Ace	City grows stronger or expands (any red suit) or grow weaker or declines (any black suit)
Joker	Draw two more cards. These events occur in the same month

MONTHLY EVENTS

Once you know the month the Yearly Event occurs, you can start filling in the other months. Begin with the first month listed above and work down. Note that the month in which the Yearly Event occurs also has a Monthly Event. Just draw a card and note down the result for now.

FLESHING OUT THE BONES

Once all 13 months are filled in, you need to flesh out the bones by tying the events together into a coherent

story. While the heroes may have to work hard to see all the pieces of the puzzle, it is important you know how they fit together. If you come up with events that don't seem to fit well, simply replace them.

Example

Hans is preparing for a *Land of Fire* campaign. He has no preset ideas about what the future holds for the characters, so is prepared to let the cards determine the future of his chosen campaign area. In fact, he isn't yet sure where he wants to set his campaign, and is hoping

the cards might suggest a suitable geographical region. After drawing the relevant cards, he ends up with the following framework.

- Amt Alak Arkhet: Trade declines
- Baot Alak Arkhet: City grows weaker
- Anshi Alak Arkhet: Harsh law (excessive taxes)
- Tamith Alak Arkhet: Incursion (banditry)
- Amt Alak Paret: Major battle
- Baot Alak Paret: Accident
- Anshi Alak Paret: Bad weather (heatwave)
- Tamith Alak Paret: **Mundane discovery**, harsh law (slavery)
- Amt Alak Shemu: Ruler grows stronger
- Baot Alak Shemu: Trade booms
- Anshi Alak Shemu: Intrigue
- Tamith Alak Shemu: Important dignitary (dies)
- Alak Neteru/Suha: Troop movements

THE YEARLY NARRATIVE

Amt Alak Arkhet: At the start of the year, one of the great cities suffers a dramatic decline in trade. With no prior campaign knowledge to draw on to determine the cause, Hans elects to draw a card for the previous year's major event. The result is Diplomatic (trade pact). Hans decides that a new mercantile alliance has formed, which endangers the affected city.

An idea has already formed in Hans' mind. Qarah, City of Learning, sits at the start of Suleiman's Road. Balyana, City of Reflection, isn't all that much further from Suleiman's Passage. In a bid to boost the city's revenue and increase its importance, the ruler of Balyana offers merchants and caravans very favorable tax rates.

The merchants of Sukhnah, City of Bridges, and, more importantly Musayid, City of Winds, firmly support the idea. Jirja, City of Colors, joins soon after. The four cities sign the Northern Trade Pact.

Baot Alak Arkhet: The loss of trade quickly affects Qarah. Its importance as a trading port rapidly diminishes, as does its income. The cost of everyday items rises as the city's merchants must now travel to acquire them, and corruption spreads further.

Anshi Alak Arkhet: Desperate, the emir is forced to impose tax increases to raise much-needed revenue. The emir is a good man, and he plans to use the money to purchase vital supplies. Unfortunately, his decision sits well with neither the common people (who suffer most, as always) or the nobility (who are keen to protect their status and wealth).

Tamith Alak Arkhet: Bandit activity around Qarah increases. While the bandits who preyed on the caravans have moved northward in search of their preferred prey, the corrupt nobles are intent on ensuring their financial situation remains stable. Hired gangs of thugs plunder farms and villages, and target the few caravans still calling into Qarah. Meanwhile, desperate citizens are beginning to turn to crime to make ends meet. Neighboring villages begin to see each other as a source of income, albeit one gained through violence.

Amt Alak Paret: With bandit activity rising, the emir is forced to send out the army to deal with the problem. While the card result says Major Battle, Hans decides a series of smaller engagements makes more sense. Unfortunately, the army sees any armed group as bandits, and thus heroes in the area are in danger of being arrested and hastily tried and executed.

Baot Alak Paret: Things go from bad to worse in Qarah. An accidental fire (or possibly not—Hans is undecided on its cause) tears through the main university, forcing it to close for several months while repairs are carried out. Qarah has just lost another source of income it can ill-afford to lose.

Anshi Alak Paret: Fate has not dealt Qarah a good hand! With harvest approaching, a prolonged heatwave threatens to destroy the ripening crops. Workers and beasts are unable to work as long in the oppressive heat, irrigation channels reduce to a trickle, the price of food increases, and hoarding begins.

Tamith Alak Paret: Good news at last! Prospectors have unearthed a valuable mineral resource in the hills. Knowing it might save his city, the emir is reluctantly forced to impose slavery for even minor offenses. This is suggested by the corrupt nobles, who have no wish to pay workers a wage. Those convicted are shipped to the newly opened mines in an effort to get resources flowing as quickly as possible.

Amt Alak Shemu: Despite many setbacks, support for the emir grows, at least among the common people. Crime is down (though corruption means innocents are sometimes enslaved) and the new wealth on the horizon means starvation may yet be averted.

Baot Alak Shemu: With Qarah's star once more ascending, merchants begin returning to the city to take advantage of its new mineral wealth. The Northern Trade Pact weakens slightly as Balyana's allies seek their share of the pie. Despite Qarah's new source of income, Balyana's status is not yet affected.

Anshi Alak Shemu: The emir of Qarah secretly sends envoys to Jirja, Musayid, and Sukhnah in an attempt to end the Northern Trade Pact and return its city to its former status.

Tamith Alak Shemu: The envoy to Jirja is murdered. Fingers are quickly pointed at Balyana, which denies any involvement despite evidence indicating complicity. In truth, the assassins were in the pay of corrupt Qarah nobles. Through the envoy's death, they hope to stir up sympathy for their city and leave Balyana politically isolated. A war may also weaken their emir, allowing them to stage a coup.

Alak Suha: As the year ends, Qarah and Sukhnah begin moving troops to the border with Balyana. Although intended as a show of force intended to intimidate the emir, tensions are running high—war between the cities could yet erupt!

Of course, none of this is yet written in stone. The heroes will, one way or another, be involved in these events. Their actions, or inactions, may yet change the course of the future for good or ill.