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About This Content

Hellfrost Land of Fire Core Setting

Savage Worlds Setting and Extension for Fantasy Grounds

About Land of Fire – The secrets of the sand revealed!

Welcome, oh noble stranger, to a land of flying carpets, bound jinn, glittering palaces, scheming wizirs, regal sphinxes, and trap-laden tombs bloated with fabulous treasure!

Freed from enslavement under the jinn five centuries ago by Suleiman the Great, the races of Al-Shirkuh, the Land of Fire, have prospered. Here, amid the endless sands and crumbling ruins of long-forgotten empires, stand glittering cities and verdant oases.

But Al-Shirkuh is changing. The temperature grows colder, the rains fall less often, and the desert is encroaching on the fertile lands. The jinn, once defeated, are gathering their strength; fire giants are raiding with impunity; the naga have returned to reclaim their homeland; and the withered undead of Hekata stir in their majestic pyramids.

Welcome indeed to Land of Fire, the first major geographic expansion to Hellfrost setting.

Inside this volume you will find:

- Five player character races
- Rules for creating native characters
- Details on the Devoted and Faithful, the twin creeds of the desert folk
- Descriptions and rules of the 12 major gods and six magical traditions of Al-Shirkuh
- New setting rules for surviving the burning sands
- A detailed gazetteer exploring the major realms, cities, and sites
- A bestiary stocked full of desert-dwelling creatures
- A full-color map of the great desert

Fantasy Grounds library module entries for the Hellfrost Land of Fire Players Guide and GM's Guide Edges, Hindrances, NPCs, maps, vehicles and images entered for drag and drop convenience

The library module has been carefully organized to streamline gameplay and includes library sections to help a GM prepare an adventure setting or to quickly look up details on how to conduct encounters in unusual situations.

Requires: An active subscription or a Full or Ultimate license of Fantasy Grounds and the Savage Worlds ruleset. This product builds upon the Hellfrost Player's Guide and Hellfrost Bestiary. Players should have access to the Hellfrost Player's Guide.

Author: **Paul Wiggy Wade-Williams**

Fantasy Grounds Conversion: **Kevin Doswell**

Title: Fantasy Grounds - Hellfrost Land of Fire (Savage Worlds)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 1 Nov, 2016

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Minimum:

OS: Windows XP, Vista, 7x , 8x or 10x

Processor: 1.6 GHz or higher processor

Memory: 1 GB RAM

Graphics: Graphics card recommended

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 500 MB available space

Sound Card: N/A

Additional Notes: Requirements vary by the add-ons installed and the number of players connecting to your game.

English







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