

HELLFROST LAND OF FIRE

• FREE UPDATE •

RESOURCE MANAGEMENT & MIRACLES UPDATE

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Introduction

This supplement is a *Land of Fire* update for the Resource Management and Resource Miracles rules. Only sections which have notably changed are included in this work. Thus, most of the “flavor text” is not repeated—GMs should alter this as necessary to reflect the different tone found in Al-Shirkuh. In order to make use of this product, you will need the *Resource Management* supplement or the *Hellfrost Rassilon Expansion* (which includes the former), and the *Resource Miracles* supplement.

Money: Entries concerning monetary sums are not repeated. Any references to gold scields (gs) should be changed to dinars (d) on a one-for-one basis.

Resource Management

Logic and common sense must be applied to the nature of the Resource and its location. For instance, no agriculture or rearing of livestock is possible without plentiful water, meaning it is impossible to conduct such activities in lands such as the Desert of Ash, Heart of Fire, Plains of Ash, and Salt Basin. Similarly, one cannot mine open desert for anything but sand, though excavating minerals from hills or mountains in those desolate regions is certainly possible. Schools require population centers to provide students, and most nomads aren't much for formal education, so the major settled lands are the logical choice. A caravanserai cannot hope to exist off a trade road.

Exceptions can certainly be made, but something really odd requires a very special explanation and GM approval. For instance, perhaps a bound greater marid provides water enough to produce crops in the otherwise arid desert.

New Resource Type

One new Resource type is detailed below. Although not unique to Al-Shirkuh, Rassilon has no true equivalents. Trade towers do offer shelter and protection to weary merchants, but they are small compared to a true caravanserai, and are rarely centers of trade.

Oasis: Characters who wish to run an oasis as a Resource should use the entry for Noble. Income is generated from the sale of water, hunting, and surrounding agricultural land for crops of raising livestock. Since one cannot purchase an oases, and finding an unclaimed

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RESOURCE OFFICIALS

While titles may change, there are certain occupations common to both Rassilon and Al-Shirkuh. However, not all Resource Officials exist. Note that religious roles are never found in purely Devoted Resources, and mages will not be found in purely Faithful Resources.

Altered Roles: Cellarman (looks after wine only), Seer (may be a cleric of Qedeshet or a mage), Skald is replaced by Storyteller.

Nonexistent Roles: Druid, Forester, Jester.

NEW ROLES

Master of the Harem: Responsible for the safety and comfort of the harem. If male, he is likely a eunuch. Typically the role is filled by a woman.

Wizir: Whether a mage of that name or not, the wizir is a senior official. Often he doubles as the seneschal. He may equally be a seer. He answers to the Resource owner, unless he is away, in which case he answers to the seneschal.

one that isn't infested with monsters or beset by other dangers is beyond rare, this should only be open to Bedu, Cakali, or Hyaenidae characters with the Noble Edge.

CARAVANSERAI

Type: The Resource is a fortified building. Its permanent Population is usually very small (no more than 50). The Population at any given time is thus made up of these workers and those seeking shelter within—the laws of hospitality require them to provide assistance if called upon. While the people who make up much of the Population change regularly as caravans come and go, its Population is also a mark of its customer base—the higher it is, the more trade passes through.

Location: Caravanserais are most commonly found in and around the great realms, and are always located on trade roads or within settlements. Even the cities have caravanserais to provide comfort for visiting merchants.

Abode: The owner, known as the master, lives in apartments within the caravanserai. As well as living quarters, they include an office for business and private rooms for entertaining honored guests.

Income Source: Although business is conducted in caravanserais, trading is not the focus of the Resource. Rather, it makes its money from taking a share of any trade deals, and offering protection, shelter, food and drink, accommodation, entertainment, and a place where merchants can buy and sell from other caravans.

Responsibilities: A caravanserai relies heavily on its reputation. The owner's time is spent ensuring guests are well catered for, settling petty disputes, arranging supplies, soothing troublesome customers, and so on.

Soldiers: Security is paramount to a successful caravanserai. The Resource has 20 guards, equivalent to mercenary infantry or archers. The division of troop types is up to the Resource owner.

IMPROVEMENTS

No new types of improvement exist. However, some existing ones are slightly altered due to the different landscape and cultures found in Al-Shirkuh.

Defenses: Each improvement grants a +1 Siege bonus, to a maximum total Siege Bonus of +3. A basic +1 bonus might be a ditch *or* wooden fence, perhaps with a single watchtower. A +2 bonus equates to a mud brick wall *and* ditch, or a stone wall, whereas +3 might be a double ditch and wall or a single ditch with a sturdy stone wall, a fortified gate house and numerous watchtowers. Defenses are expensive because unlike a fortification they surround the entire Resource.

New Industry: In addition to the standard list, industries in Al-Shirkuh might include the construction of a bathhouse, school, or small caravanserai, vineyards, salt mines, trade in exotic animals, slave trading (legally this can be done by selling convicted criminals to the highest bidder), breeding camels or horses, the creation of golems or spirit relics, hiring out caravan guards or porters, and selling drinking water.

Prestige Item: Examples include beautiful gardens, water features (rare and expensive), ornate tiles, statues (of the hero, gods, or others), displays of weapons and armor (taken from foes, rather than purchased new), kennels of hunting hounds, a collection of fine hawks, herd of purebred horses, or menagerie of exotic animals, smart uniforms for guards with silver and gold inlay, or silk robes for servants and officials, a grand house, silk curtains and pillows, and pretty much whatever else the player can dream up.

Shrine/Temple: While it is possible a Resource owner might have one of the gods of Rassilon as his patron, it is unlikely the Resource can draw enough support to construct a temple to the deity. Religious sites are rare in Devoted dominated Resources. Costs are trebled in both cases.

Religious Sites

The following religious sites are available to Resources in Al-Shirkuh. The entry in parenthesis is the major aspect.

APSU (WATER)

Temple: Holy sites to are Apsu found everywhere from oases to the great coastal cities—anywhere there is fresh water or fishing, Apsu is worshipped. If the Resource involves fishing, waterborne trade, the sale of water, or a bathhouse as its *primary* industry, the Annual Income roll has a +2 bonus. Otherwise, there is no effect.

Removal: The Annual Income roll has a -2 penalty.

ASHTART (PLANTS)

Temple: If the Resource is primarily a farming community growing any type of fruit or vegetables (Ashtart has no authority over livestock), the Annual Income roll has a +2 bonus. Due to her aspects of fertility and birth, increasing the Population costs 5,000 dinars, instead of the usual 7,500.

Removal: The Annual Income roll suffers a -2 penalty and the cost to increase the Population rises to 10,000.

DUAMUTEF (DESERT)

Shrine: Shrines are unusual outside of nomad tribes, as most city-dwellers heading into the desert favor prayers to Upaut.

Although primarily the god of the desert, Duamutef is also the god of hunting. A shrine ensures a good hunt, allowing the tribes to sell its excess to visitors. In his role of the god of hospitality, he blesses the tribe and visitors, increasing their willingness to conduct deals profitable to both parties. These together grant a +2 bonus to the Annual Income roll.

Removal: The Annual Income roll suffers a -2 penalty.

Temple: Duamutef has no temples.

GEB-AGNI (EARTH)

Temple: If the Resource's *main* income is generated by any type of mining or metalworking, the Annual Income roll has a +2 bonus. Otherwise, there is no effect.

Removal: The Annual Income roll suffers a -2 penalty.

IBLIS (EVIL)

Temple: Iblis is the supreme god of evil. Civilized folk do not worship Iblis openly, and they rarely honor him with shrines in a bid to keep evil at bay (more benevolent deities provide protection).

Constructing a temple to Iblis costs the ruler 40 Glory if the temple is ever discovered by the populace and lowers Loyalty by two dice (drops to d4-2 after a d4). Removing the temple does not grant a 40 point increase.

When the temple is constructed, the Resource owner must dedicate it to one of Iblis' primary aspects. Once determined, this can be changed at the start of a new year by spending 2,5000 dinars. All benefits from the previous aspect are immediately lost. The Removal penalty applies to the last aspect being honored when the temple is tore down.

* **Destruction:** When defending their homes against a raid, calculate the tokens as normal and then add one token to the defenders' total to represent their ferocity.

Removal: The Loyalty rating increases two dice types. However, Iblis vents his fury on the Resource. All raiders increase their tokens in Mass Battles by one.

* **Corruption & Disease:** The presence of disease,

vermin, blight, and corruption is actually reduced, granting +2 to the Annual Income roll.

Removal: The Annual Income roll suffers a -2 penalty due to sickness among workers, corruption among officials, plagues of vermin, and so on.

* **Undead:** Erecting a temple to this aspect grants the ruler 20 zombie men-at-arms, if he so desires.

Removal: The 20 zombies immediately leave, shambling off into the night. Iblis regularly sends undead to plague the Resource until the loss of the temple is negated. Each year there is a raid Event, one raid comprises skeletons and zombies. If no raid Event is drawn, then a moderate raid occurs as an extra Event. Alternatively, the GM may design an adventure utilizing fewer but more insidious undead or servants of Iblis.

KARMELOS (BATTLE)

Temple: Temples to the god of battle attract men-at-arms, and the clerics instruct the citizens in how to fight more effectively. The castellan (or other army commander) gains +2 to Knowledge (Battle) rolls when defending the settlement.

In addition, the temple's private military force works for the betterment of the Resource. Treat the Population as being one point higher for the purposes of summoning the citizens to war. For instance, a Resource with Population 2 could normally call upon a maximum of 50 citizens. With a temple to Karmelos, the maximum increases to 75.

Removal: Knowledge (Battle) rolls are made at -2 while defending the settlement. In addition, the temple's private army departs, leaving the populace disheartened. The maximum number of militia who answer a summons is 15 per point of Population.

MARQOD (HEALING)

Temple: Temples to the goddess of mercy attract healers and herbalists, who in turn aid the general population through their skills. A temple grants +1 to Annual Income rolls by selling its services and herbal remedies. In addition, the penalties to the Annual Income Roll incurred by suffering a raid are reduced by one point, to a minimum of zero.

Removal: The Annual Income roll suffers a -1 penalty. Raids are particularly violent and incur an additional -1 penalty.

QEDESHET (KNOWLEDGE & TRADE)

Temple: Qedeshet's temples are a mixture of places of learning and invention, divination, trade, and diplomacy. By providing these services, and charging for them, the temple grants a +2 bonus to Annual Income rolls.

Removal: The Annual Income roll suffers a -2 penalty.

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SHAMASH (SUN)

Temple: Shamash's primary goal is imposing order and harmony on the universe. To mortals, he is best known as the tireless opponent of Iblis (and thus all evil beings), god of vigilance, and the enforcer of laws.

Knowledge (Battle) and Spirit rolls in Mass Battles when defending the community facing truly evil foes are made at +1.

In addition, the presence of a temple to Shamash attracts citizens looking for the chance to lead an honest, productive life in a just environment. As a result, the citizens are very keen to help their master, even in bad times. The citizens roll a d6 Wild Die when making Loyalty rolls.

Removal: Knowledge (Battle) and Spirit rolls against attacking evil creatures suffer a -1 penalty due to the citizen's heightened fear. Furthermore, citizens roll an additional d6 when making Loyalty rolls and take the *lowest* result of the two dice.

TAMARNI (PLEASURE & LUCK)

Temple: Temples to Tamarni are where otherwise respectable citizens can legally engage in pleasurable pursuits of dubious moral nature in the name of honoring the goddess. Such services are, of course, chargeable. She is also responsible for protecting granaries and storehouses from vermin.

Unfortunately, she is also the mistress of luck (both good and bad) and thieves. Combining these factors, the Annual Income roll is modified by 1d4-2 (giving a result of -1 to +2). Roll each year.

Removal: The Annual Income roll has a -2 penalty. At least half of any Events must be negative events. Discard and redraw beneficial Event cards (9 through Ace) as required until the quota is met. This occurs *after* any Resource Miracles affecting Events are cast.

TAMMUZ (DEATH)

Temple: A temple to Tammuz spurs men's hearts when facing undead. Knowledge (Battle) and Spirit rolls in Mass Battles when defending the community against undead are made at +1.

In addition, a temple also benefits the community by providing burial services for all and sundry. The income this generates adds +1 to Annual Income roll.

Removal: The Annual Income roll suffers a -1 penalty. In addition, Knowledge (Battle) and Spirit rolls against undead suffer a -1 penalty due to the citizen's heightened fear.

UPUAUT (TRAVEL)

Shrine: Many citizens believe a lengthy journey should always begin at a shrine to Upuaut or bad luck will follow them. A shrine to Upuaut attracts donations from those wishing good fortune on their journeys. Add

+1 to the Annual Income roll if the Resource is part of a trade route or in a well-traveled region. Otherwise, there is no special effect.

Removal: The Annual Income roll suffers a -1 penalty, regardless of whether the shrine granted a bonus while it was standing—those wishing to reach the Resource find their journey more arduous.

Temple: Upuaut has no temples.

Annual Events

Aside from a change to the seasons in which Events occur and one Event, this section is largely unchanged.

EVENTS & SEASONS

Suit	Season
Club	Alak Arkhet
Diamond	Alak Paret
Heart	Alak Shemu
Spade	Alak Neteru/Suha
Joker	Special

FIVE: DISASTER

Due to their being different natural problems and deities, this Event has changed slightly.

2d10	General Nature of Event	Deities
2-3	Drought	Apsu
4-5	Heat wave	Shamash
6	Restless dead	Tammuz or Iblis
7	Roads blocked	Upuaut, or Qedesh-et if the Resource's primary focus is trade
8	Vermin	Tamarni or Iblis
9	Ferocious beast	Duamutef or Karmelos
10-11	Blight or sick animals	Ashtart (crops) or Marqod (animals)
12-13	Sandstorm	Duamutef or Upuaut
14	Plague	Marqod or Iblis
15	Fire	Geb-Agni
16	Flooding	Apsu
17	Game becomes scarce	Duamutef
18	Corruption in high places	Shamash
19	Crime wave	Shamash, Tamarni, or Tammuz
20	Something unusual*	Varies

*Examples include warriors losing their fighting edge (Karmelos), a spate of murders (Marqod or Shamash), fish dying (Apsu), earthquake or a mine collapse (Geb-Agni), an extended eclipse shrouds the land in darkness (Shamash), a troublesome greater jinni (deity depends on the type of jinni), and so on.

ANNUAL INCOME ROLL

Note that in Al-Shirkuh the calendar year begins on the first day of Alak Arkhet and ends on the last day of Alak Neteru/Alak Suha.

Replace the Geographic Region of the Annual Income table with the one below. The modifiers have less to do with the base temperature (which often can be avoided by avoiding working in the midday sun), and more to do with things such as the added expense of purchasing water and other vital supplies, days of productivity lost to harsh natural conditions or vile denizens, lack of resources or poor soil, the unwillingness of people to live and work in certain regions, and so on.

ANNUAL INCOME ROLL MODIFIERS

Mod	Event
Geographic Region	
0	Al-Wazir Sultanate, Caliphate of Al-Shirkuh, Free Emirate States, Kingdom of the Sphinxes, or Jadid, City of Trade
-1	The Grazelands, or near an oasis or major trade route in the open desert (except in areas listed below)
-2	Salt Marsh
-4	Empty Zone, Salt Basin, Scorpion Lands of Old, Snakelands of Old
-6	Desert of Ash, Great Dune Sea, Heart of Fire, Hekata, Mirrorsands, Plain of Ash, Realm of the Medusae

Kinship

Kinship and fealty is as important to the inhabitants of Al-Shirkuh as it is to their northern counterparts. There are, however a few changes to the various tables.

KINSHIP MODIFIERS

Replace the Distance modifiers with the ones below.

Mod	Reason
-2	Neighboring civilized realm
-4	Journey into a neighboring wilderness realm, except as noted below
-6	Journey to a more distant realm, except as noted below
-8	Journey to an obviously dangerous or hazardous place, such as the Heart of Fire or Hekata

KINSHIP RESULTS TABLE

d20	Men	Ship
0 or less	None	No ship
1-5	1d6 (3)	No ship
6-10	2d6 (7)	No ship
11-14	3d6 (10)	Jalibut (4 crew)

15-17	3d6 x 2 (20)	Boom (12 crew)
18-20	3d6 x 5 (50)	Boom (12 crew)
21-22	2d6 x 10 (70)	Baghlah (30 crew)
23-24	2d10 x 10 (110)	Galley (30 crew + slaves)
25+	2d4 x 50 (250)	Warship (30 crew)

Aid comes in the form of freemen *or* a ship and crew. Men covers farmers, craftsmen, and such like trained in basic combat arts as part of the local militia. The GM can either roll the dice, or select the average (which is given in parentheses).

Ships are only offered for overseas voyages or where ships are required for a raid, and then only if the family lives on a navigable river or the coast. Rather than using the Men column, a ship comes with a full crew compliment. Family members are treated as town/village militia. If a ship is available, they have Boating d6 as an additional skill.

Only noble families or similar can afford to keep professional soldiers. A noble character may opt to exchange any or all of the listed freemen for soldiers (treated as mercenaries for the purpose of stats) at the rate of two militiamen for one typical mercenary or four militiamen for one veteran mercenary. For every 20 mercenaries, there is a single sergeant (treat as a mercenary captain). For every 100, there is a Wild Card mercenary captain. In both cases, the officer replaces one standard mercenary.

At the GM's discretion, five militiamen can be swapped for a typical mage or priest (as appropriate to the dominant religious view), and ten traded for an experienced or Wild Card mage or priest.

In all cases, command of the resources is given to the petitioner, who is responsible for their welfare. Characters may only approach their own family, but the party may pool resources from multiple families, even if they are in the same clan. Note that if the allies are used on the tabletop, actual control for tactical purposes should be divided among the players.

Resource Miracles

Unless otherwise noted below, and keeping in mind the already mentioned change of currency, all other aspects of these rules are identical to the Resource Miracles for Rassilon. Mages in Al-Shirkuh, as with their counterparts in the northern lands, have no ability to call upon such powerful enchantments.

Apsu & Upuaut: The pantheon of Al-Shirkuh has no true god of the sea, and the relationship between Apsu and Upuaut has some crossover. Though Apsu is the god of freshwater, he has authority over all fishermen, even those who ply their trade at sea. Conversely, while Upuaut is the god of travel and ships, Apsu has some control over freshwater mariners. Apsu has no dominion over the wind, however.

Deities and Multiple Miracles: Each miracle is considered a separate power, even if it falls under the same

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SWITCHING BETWEEN PANTHEONS

While the citizens of Rassilon and Faithful of Al-Shirkuh both honor deities, their pantheons are different. The northern peoples worship more deities, and as a result the aspects of the desert gods are often wider. This means that in some cases a single deity of Al-Shirkuh may fulfil the same role as multiple northern gods, either fully or in part. Conversely, not every northern deity has a direct equivalent. A rough conversion guide follows.

Note that clerics are not in any way affected by this conversion. A cleric of Eira who travels to Al-Shirkuh continues to use Eira's deity entry, not that of Marqod. This conversion guide is purely a GM tool.

Rassilon	Al-Shirkuh
Dargar	No direct equivalent. Iblis is closest
Eira	Marqod
Eostre Animalmother	No direct equivalent, though various deities are concerned with specific species (Apsu covers hippos and fish, Ashtart bees, Duamutef camels, Iblis flies and snakes, Tamarni cats, and Upuaut birds and most riding animals except for camels)
Eostre Plantmother	Ashtart
Ertha	Geb-Agni
Freo	Upuaut for travel aspect, and Duamutef for wilderness aspect
Hela	Iblis
Hoennir	Qedeshet for most aspects, but Tamarni for revealing secrets
Hothar	Shamash for law, order, and conformance aspects, and Tammuz for justice
Kenaz	Geb-Agni
Maera	No direct equivalent. Qedeshet covers divination and Shamash covers the moon
Nauthiz	Tamarni
Neorthe	Apsu and Upuaut, depending on whether it is fresh or saltwater
Niht	Iblis
The Norns	No direct equivalent. Qedeshet is closest through his divination aspect
Rigr	Shamash
Scaetha	Tammuz
Sigel	Shamash
Thrym	No direct equivalent. Iblis is closest through his chaos aspect
Thunor	Upuaut
Tiw	Karmelos
Ullr	Duamutef
The Unknowable One	No direct equivalent. Qedeshet covers storytellers
Vali	Iblis
Var	Qedeshet

general name, and thus must be learned separately. For instance, both *Bless Roads* and *Bless Water* are available to clerics of Upuaut. Clerics wishing too use both must learn them as unique miracles.

Jinn: At the GM's sole discretion, a greater jinni knows magic that reproduces a similar effect. In such cases, the jinni knows only spells specifically relating to its element. For instance, a khamsin might be able to cast something resembling *Curse of the Raging Wind*, but it could never cast *Demagogue*. If in doubt, assume the power is not available to the jinni.

Should a Resource be fortunate enough to have a tame greater jinni at its disposal, the jinni is limited to casting one effect per year—even for a jinni, these effects are tiring. Money must be spent and the casting roll made, with the jinni using its Jinn Magic in place of Faith. Seasonal modifiers still apply, but modifiers for specific holy days do not.

Renaming: The names of the northern deities appear in several powers. Rather than reprint whole entries sim-

ply to alter a single name, the GM should change these to their nearest equivalent deity of Al-Shirkuh (see sidebar).

ARMY OF THE DAMNED

Deity: Iblis

Special Modifiers: None

Skeletons and zombies may be traded for third generation mummies at the rate of two per mummy, second generation at five per mummy, and first generation at ten per mummy. Withered Pharaohs are not permitted, as Iblis has no authority over those powerful fiends.

BLESS (SPECIFIC)

Deity: Apsu, Ashtart, Duamutef, Geb-Agni, Marqod, Qedeshet, Shamash, Tamarni, Upuaut

Special Modifiers: Alak Arkhet +0, Alak Paret -1, Alak Shemu -2, Alak Neteru/Suha -4

Bless Citizens: (Marqod) Citizens suffer fewer diseases and injuries, show generosity when it comes to helping neighbors, and avoid arguments.

Bless Community: (Shamash) Citizens cooperate together for the greater good and follow orders, arguments are reduced, and thieves are quickly caught.

Bless Crops: (Ashtart) Crops, whether cereals, vegetables, fruits, or berries, are more resistant to frost, drought, and blight, withstand high winds and heavy rains, and produce abundant yields.

Bless Earth: (Geb-Agni) Miners strike rich mineral seams, suffer fewer breakages or accidents, and find the minerals easier to excavate.

Bless Forge: (Geb-Agni) Metalworkers find metal more pliable, smelted ore is purer, finished products more durable or of finer quality, tools break less often.

Bless Game: (Duamutef) Hunters find plentiful game and expend fewer arrows bringing it down, poachers avoid the Resource, and predators are fewer.

Bless Market: (Qedeshet) Traders are attracted to the local market, sales are strong, profits are high, and thieves are quickly caught.

Bless Roads: (Upuaut) Bandits avoid the local roads, bridges and fords survive floods, and citizens make good time on their journeys around the Resource, all of which helps to increase general productivity.

Bless Storehouses: (Tamarni) Thieves avoid the area, and vermin do not plague the granaries.

Bless Waters: (Apsu & Upuaut) Ships manage to find safe harbor even in storms, fog is rare, fish are plentiful, and nets tear less often, the rains fall on time in the mountains and rivers flood, bringing rich silt to the fields, and sources of drinking water run clear and fresh.

CURSE

Deity: Apsu, Geb-Agni, Iblis, Tamarni, Upuaut

Special Modifiers: Alak Arkhet +0, Alak Paret -1, Alak Shemu -2, Alak Neteru/Suha -4

Curse of Barren Soil: (Apsu) Rains fail to fall, leaving the earth parched, or falls too heavily, leading to floods, the inundation fails to bring nutrient-rich silt to the fields, wells and small oases, run dry, and drinking water becomes tainted.

Curse of Buckling Earth: (Geb-Agni) An earthquake strikes the Resource, tumbling walls, collapsing mines, causing avalanches that block roads, shattering bridges, and so on. Money is lost not only in income sources being hampered, but by having to perform essential repairs on structures.

Curse of Misfortune: (Tamarni) Nothing seems to go right. Bad luck strikes at every opportunity, and thieves target the Resource.

Curse of Pestilence: (Iblis) This miracle unleashes a pestilence against the Resource. It might take the form of plague, crop blight, or corruption, a moral pestilence.

Curse of Raging Wind: (Upuaut) Raging winds flatten crops, prevent ships sailing, raise terrible sandstorms, and generally make travel extremely difficult.

DEFEND THE REALM

Deity: Karmelos, Shamash, Tammuz

Special Modifiers: +1 if cast on Orders Day (Karmelos), -1 if cast on Harmony End Day (Shamash)

Special: Shamash's miracle only works against creatures in the service of Iblis (such as demons, most orcs, and undead). Tammuz's miracle only works against undead.

DELAY RUIN

Deity: Geb-Agni, Upuaut

Special Modifiers: Alak Arkhet +0, Alak Paret -1, Alak Shemu -2, Alak Neteru/Suha -4; Poor Prosperity +0, Impoverished Prosperity -1, Ruined Prosperity -2

DEMAGOGUE

Deity: Iblis, Marqod, Qedeshet, Shamash

Special Modifiers: Alak Arkhet +0, Alak Paret -1, Alak Shemu -2, Alak Neteru/Suha -4

DENIAL OF FAITH

Rank: Heroic

Deity: Any

Duration: End of the year

Special Modifiers: -4 penalty to casting roll

The power to deny clerics of another faith access to the deity is not one easily wielded. Nor do such actions go unnoticed in the heavens. A cleric who invokes this miracle may court divine vengeance, as may a Resource owner who calls for it to be cast.

If cast with a success, all clerics of one faith nominated at the time of casting have -2 to all Faith rolls while within the domain. On a raise, the penalty is -4. Furthermore, any temple or shrine of the proscribed faith within the Resource has its power nullified while the miracle is in effect. It is treated as if it did not exist.

EYES OF FATE

Deity: Qedeshet

Special: Must be cast on the first day of Alak Arkhet.

FIMBULVINTER

Al-Shirkuh Name: Bane of Shamash

Deity: Iblis

Special Modifiers: Alak Arkhet +0, Alak Paret -2, Alak Shemu -4, Alak Neteru/Suha -1

For the duration of the miracle, the temperature in the Resource's geographic area (regardless of its location) is treated as being Freezing by day and Frigid at night.

This rare, and often disastrous, phenomenon gives a -4 penalty to the Annual Income roll as water supplies freeze, the ground is too hard to dig, crops wither and animals drop dead of hypothermia, and citizens are forced to huddle around fires to avoid frostbite. Snow-

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fall might occur as well, but this is only likely at higher altitudes or close to mountains.

FORESIGHT

Deity: Qedeshet, Shamash, Upuaut

Special: Must be cast on the first day of Alak Arkhet.

FURY

Deity: Ashtart, Duamutef, Geb-Agni, Iblis, Karmelos, Shamash, Tammuz, Upuaut

Special: Tammuz's divine fury can only be used against undead.

Fury of the Arrow: (Duamutef) Defenders' arrows unerringly find their mark, enemy arrows fly off course or bow strings snap, or a hail of celestial arrows descends on the invaders.

Fury of the Damned: (Iblis) The recently slain rise as zombies and attack their former comrades.

Fury of the Earth: (Geb-Agni) Causes the ground to open up, swallowing men whole, makes the terrain difficult ground, thwarting enemy movement, or summons earth elementals.

Fury of the Forest: (Ashtart) Awakens the local flora—animates war trees, grass entangles the enemy, and so on—or summons wood elementals.

Fury of the Forge: (Geb-Agni) Sends a rain of fire to scorch flesh, or summons fire elementals.

Fury of the Hive: (Ashtart) Swarms of angry bees or a plague of giant bees descend on the attackers.

Fury of the Living: (Tammuz) Necromancers cannot command their undead minions effectively, lesser undead decay and collapse at a rapid rate, and weapons strike with greater force.

Fury of Pestilence: (Iblis) Invaders succumb to illness, or are beset by swarms of rats or flies.

Fury of the Sun: (Shamash) The sun god casts his gaze upon the battlefield, blinding enemies with his radiance or unleashing piercing beams of light.

Fury of the Storm: (Upuaut) Manifests as bolts of lightning and howling winds, or summons air elementals.

Fury of the Spear: (Karmelos) Allows the militia's spears to punch through armor like a hot knife through butter, boosts morale.

Fury of the Water: (Apsu & Upuaut) Enemy ships flounder in large waves, whales slap or ram the invader's vessels, or summons water elementals.

GAMBLER'S FORTUNE

Deity: Tamarni

Special Modifiers: +1 if cast on Luck Day

GRANDEUR OF THE HOME

Rank: Seasoned

Deity: Geb-Agni, Shamash, Tamarni

Duration: End of the year

Special Modifiers: +1 if cast on Levy Day (Shamash)

Special: Casting this miracle requires the Resource owner to spend an additional 250 dinars for each Prosperity level the Resource is below Rich

Favored by those with high levels of vanity or pretensions of importance but little wealth, this miracle gives the Resource ruler's home the illusion of being a grand marvel (regardless of its nature or size), as applicable to his race and culture. It does nothing to alter the building's structural integrity, size, or internal layout. Instead, it presents the home as an architectural masterpiece stocked with the finest furnishings money can buy. Furnishings created by the miracle carried from the home revert to their natural form.

When dealing with people inside his home, the owner or his seneschal (if left to run the Resource) receives +1 Charisma, so beguiled are they by its finery and put at ease by its luxury. If the miracle is cast on the first day of the year and maintained until the end of the year, the owner receives +2 Glory. This stacks with the bonus from having a Rich Resource.

Note: This effects of this miracle cannot be sensed with *detect arcana*. The miracle can be *dispelled* as per any other Resource miracle, though.

HAND OF FATE

Deity: Tamarni

Instead of rewriting fate, an aspect unknown among the gods of Al-Shirkuh, the miracle changes the Resource's fortunes for the coming year for better or for worse. Thus, it relates to blind chance.

HEALING AURA

Deity: Marqod

Special Modifiers: +1 if cast on Medicine Day, -1 if cast on Death Day

LINE OF CREDIT

Deity: Qedeshet, Tamarni

Special Modifiers: +1 if cast on Counting Day (Qedeshet) or Luck Day (Tamarni)

Tamarni's miracle is due to good fortune. Unfortunately for the Resource owner, in order that Shamash's vision of universal harmony be maintained, that good fortune must be repaid at a later date.

RECONSECRATE

This miracle is unchanged. It is included here purely to confirm it exists in Al-Shirkuh.

SECURITY OF THE HOME

Rank: Seasoned

Deity: Duamutef, Shamash, Tamarni

Duration: End of the year

Special Modifiers: +1 if cast on Day of Greetings (Tamarni)

It is a well-known fact that wealth attracts thieves as quickly as dung attracts flies. This miracle provides the Resource owner's home (regardless of its nature or size) with a high level of security. It is not an automatic defense system, however, and guards are still required to ensure the effects are put to best use. In order that his trusted messengers and agents might deliver news unimpeded, the Resource owner may name any number of specific individuals to be excluded from the warding during the miracle's casting.

If cast with a success, any Lockpicking or Stealth rolls made to enter, or within, the home are at -2. On a raise, the penalty is increased to -4.

Furthermore, the home is warded against *elemental form, ethereal, invisibility, sanctuary, teleport*, and similar powers that would otherwise allow a spellcaster to breach the walls uninvited. The miracle automatically casts *dispel* with a d8 arcane skill and d6 Wild Die against such powers, or d10 arcane skill and d10 Wild Die if cast with a raise. This applies if the powers are cast inside the home as well. It has no effect against creatures' innate abilities (ones that do not require an arcane skill roll), even if they mimic these powers.

Note: The palaces of the Caliph, Sultan, Pharaohs, and various emirs are assumed to have this miracle, or a jinn equivalent, cast with a raise at all times.

STRENGTHEN/WEAKEN FORTIFICATION

Deity: Geb-Agni, Iblis (*weaken fortification* only), Karmelos, Shamash

Special Modifiers: +1 if cast on Construction Day (Geb-Agni), +1 if cast on Levy Day (Shamash), -1 if cast on Sore Back Day (Geb-Agni)

SUMMON THE FYRD

Al-Shirkuh Name: Summon the Militia

Deity: Karmelos, Shamash

Special Modifiers: +1 if cast on No Fear Day or Orders Day (Karmelos), +1 if cast on Levy Day (Shamash), -1 if cast on Harmony End Day (Shamash)

TRICKSTER'S HAND

Deity: Tamarni

Special: Must be cast on the first day of Alak Arkhet.

VEIL

Deity: Ashtart, Geb-Agni, Iblis, Marqod, Upuaut

Special Modifiers: Alak Arkhet +0, Alak Paret -1, Alak Shemu -2, Alak Neteru/Suha -4

In addition to being used to foil Raid Events, this miracle may also be used to nullify Call for Help, Important

NEW MIRACLES & RASSILON

This update presents three new Resource miracles—*Denial of Faith*, *Grandeur of the Home*, and *Security of the Home*. This sidebar covers changes necessary to use them in Rassilon.

GRANDEUR OF THE HOME

Deity: Ertha, Kenaz, Var

Special Modifiers: +1 if cast on House Building Day (Ertha)

SECURITY OF THE HOME

Deity: Hothar, Nauthiz, Rigr

Special Modifiers: +1 if cast on Law Day (Hothar)

Visitor, and Very Important Visitor if the Resource owner so desires. Basically, it can shield the Resource from the attentions of any unwanted visitor.

Veil of Earth: (Geb-Agni) Alters the landscape and landmarks to confuse invaders and hide the Resource. Single buildings might have their appearance changed.

Veil of Fog: (Upuaut) A wall of fog envelops invaders, causing them to become lost and emerge back outside the Resource.

Veil of Leaves: (Ashtart) The Resource is hidden inside a natural or illusory forest.

Veil of Ruin: (Marqod) The Resource is veiled beneath an illusion that causes it to appear utterly ravaged from natural disaster or attack. Any unwanted visitors ignore it in favor of more lucrative offerings.

Veil of Shadows: (Iblis) A wall of darkness surrounds invaders, causing them to become demoralized and turn back, or their scouts and commanders forget the location of the Resource.

WARD AGAINST UNDEAD

Deity: Tammuz

Special Modifiers: +1 if cast on Remembrance Day.

WARMTH OF THE HEATH

Deity: Geb-Agni, Iblis

Special Modifiers: Alak Arkhet +0, Alak Paret -1, Alak Shemu -2, Alak Neteru/Suha -4

Al-Shirkuh is already a hot land. Although this miracle exists, it is very unlikely to be used in a positive manner, save on the highest peaks of the (unpopulated) Mountains of Death, where cold temperatures are prevalent.

The temperature increases by one level with a success, or two with a raise, to a maximum of Infernal.

WEAKEN MAGIC

Deity: Iblis, Shamash