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About This Content

Hellfrost Atlas of the Frozen North

A LAND REVEALED!

The realm of Rassilon, located immediately below the Hellfrost, is an ancient land; one scarred by war, weather, and time. Over countless millennia it has hidden its many secrets from view.

Pieced together from ancient scrolls and fragments of tomes written long ago by learned scholars and cartographers, it is now time to unlock these secrets and discover the realm of Rassilon in all its majesty!

Within this book you'll find:

- Expanded descriptions on 49 regions, as well as the mystical lands of Alfheim, the turbulent Ten Seas, and the subterranean deeps of Ertha's Realm.
- Hundreds of locations to explore.
- Rules for creating sacred places, with detailed examples.

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- Three new organizations suitable for player characters.
 - Glorious full color maps, showing the continent and major cities in never-seen-before detail.

Requires: *The Hellfrost: Gazetteer*

Author: **Paul Wiggy Wade-Williams**

Cartography: **Robin Elliott**

Fantasy Grounds Conversion: **Kevin Doswell**

Released on February 16, 2018. Designed for Fantasy Grounds version 3.3.4 and higher.

Requirements: An active subscription or a one time purchase of a Fantasy Grounds Full or Ultimate license and a one time purchase of the Savage Worlds ruleset.

Title: Fantasy Grounds - Hellfrost: Atlas of the Frozen North (Savage Worlds)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 28 Feb, 2018

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Minimum:

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: a sound card is required for voice communication using external programs like Google Hangouts, Skype or Discord.

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

English

HELLFROST ATLAS OF THE FROZEN

CREDITS

FOREWORDS

MAP ICONS

KICKSTARTER BACKERS

SACRED PLACES

ALFHEIM

ALANTARIS ISLE

Alantaris Isle

Social Hierarchy

Education

Religion

Military

Trade & Tribute

Architecture

Major Locales

Annmwn River

Burrowfield

The Fey Castle

Imperial City

Alantaris Isle

Population: 110,840 (83% Anari, 5% Saxa, 5% diwarves, 3% elves, 2% engro, 2% frostborn)

Ruler: Elected council (Council of Citizens)

Religion: Maera, Neorthe, Var, and Eirtha

Imports: Jewelry, iron, wine

Exports: Alchemical concoctions, grain, fish, timber, whale oil

Map: Alantaris Isle

Long ago, Alantaris Isle was the center of the greatest empire in the northern continent. Ravaged during the Blizzard War and its mainland holdings lost to rebellious natives, the Isle slipped into obscurity. Centuries have passed, and the once-great Isle is slowly rising from the ashes.

RULES OF THE REALM

These setting rules apply in Alantaris Isle.

* No Respect for Nobles: Holding a noble title means very little on Alantaris Isle unless the title

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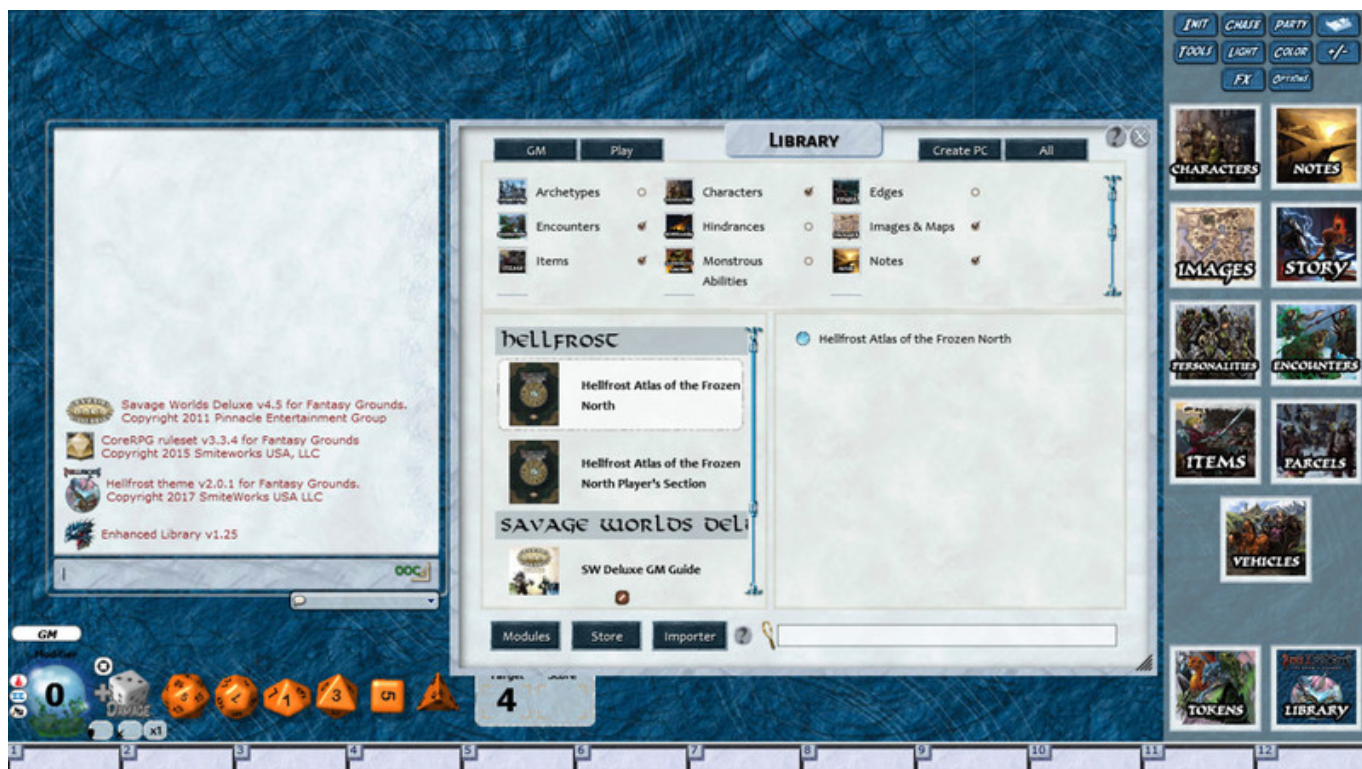
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