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# HELLFROST

• SUPPLEMENT •

## RESOURCE MIRACLES

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### ● INTRODUCTION ●

Clerics are well-known for invoking miracles, channeling the power of the gods into the mortal realm. For the most part, these are short-lived effects and of little consequence in the grand scheme of things. While a *bolt* may strike down a king, he is but one man. But there are more powerful miracles known to clerics, miracles whose workings can affect entire communities for as long as a year. These are known as resource miracles (and sometimes as community miracles), and form the focus of this supplement.

### INTRODUCING RESOURCE MIRACLES

Although adventuring clerics may occasionally see some minor benefits from invoking resource miracles, they are intended for use with the Resource Management rules (found in a separate PDF supplement of the same name or the *Hellfrost Rassilon Expansion*). Under the existing rules for resource management shrines and temples provide an automatic bonus. Resource miracles also grant bonuses. It is thus left to the individual GM to decide how resource miracles work alongside the existing rules. Two options are given below.

Note that in both instances, the rules for constructing and demolishing temples or shrines still apply as normal. Glory and Loyalty modifiers related to the construction of certain holy sites (such as those of Dargar or Hela) also apply as normal.

**No Religious Site Bonus:** With this option, shrines and temples provide no fixed bonuses, nor do they allow the chance to offset disasters. Instead, the only way to gain bonuses through religious structures is by way of these rules. This places a greater emphasis on the role of the local high priest and his relationship with the Resource's inhabitants, workers, or customers, rather than on an inanimate building. This is the default setting rule for all official *Hellfrost* products, and the way resource miracles work in other settings.

**Addition to Religious Sites:** The second option is to allow resource miracles effects to stack with the automatic bonuses granted by shrines and temples. This makes them much more powerful, since together a religious building and resource miracle can provide a sizeable bonus to the Annual Income roll (among other effects).

### LEARNING A RESOURCE MIRACLE

Resource miracles are learned like any other miracle. Clerics solely of a minor god may never learn a resource miracle, even if their cult permits temples and shrines—these deities lack the authority and power to affect the mortal realm in such grand ways.

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## CASTING RESOURCE MIRACLES

Resource miracles are powerful. In order for a beneficial miracle to work, it must be invoked at a shrine or temple of the deity whose aid is being sought, and in the community the miracle is to affect.

Harmful miracles must be cast within sight of the target Resource's boundary, and the caster must belong to a Resource that boasts a shrine or temple of the god whose magic he seeks. For most evil NPC clerics, their Resource will typically be a temple to their fell deity, rather than a rival village seeking to benefit from the dark miracle.

In neither case need the caster be the resident high priest (defined as the accepted leader of the local religious community, irrespective of personal power or experience). However, it is impossible to cast a resource miracle without the backing of the inhabitants or the support of one's temple—no cleric can hope to channel and control so much divine power alone. Invoking a destructive resource miracle against a Resource is usually the prelude to a feud, if not all-out war.

### COST

Resource miracles require exact, copious, and expensive sacrifices, not to mention taking peasants from their duties for a day or more, and thus come with a financial cost. The cost of a resource miracle is 250 gold sciends per point of Population. Hence, a typical Resource with Population 2 imposes a one-off cost of 500 gold sciends for each resource miracle invoked. This breaks down to 2.5 gold sciends per inhabitant. Since the miracle benefits the entire community, the cost comes from the populace in the form of taxes and tithes. Naturally, this takes money from the Resource owner's coffers. In game terms, the cost must be paid from the Resource owner's treasury.

### CASTING ROLL

Resource miracles are not quick to cast. They require an entire day (8 hours) of uninterrupted prayers. In order to invoke a resource miracle, the cleric makes a Faith roll as normal. However, the roll suffers modifiers based on a number of events or conditions. These modifiers are detailed below. Maintenance penalties apply as normal, as do modifiers for wounds, Fatigue, and so on.

#### Mod Event

##### Loyalty

+X Cooperative Loyalty roll

##### Ritual Date

+0 High holy day

-1 Holy day

-2 Day not associated with deity

##### Season

+X Varies (see miracle description)

##### Other

-1 Cast through a shrine

-2 Per attempt after the first in the same year

**Loyalty:** Unlike normal miracles, resource miracles

are community ceremonies rather than solo acts of faith, often involving a large percentage of the native population, not to mention friendly neighbors. Population size is not as important as devotion to the deity. The locals, whether inhabitants or customers, show their support for the priest through a Cooperative Loyalty roll.

**Other:** Shrines attract fewer worshippers and are poorer focuses of spiritual energy than temples. The modifier is not applied if the deity in question only permits shrines (such as Freo).

While a community can only ever benefit from one resource miracle per deity per year (see below), failed miracles may be reattempted. An entire month must pass before the new casting may begin (which also requires more money to be spent). Because of the huge spiritual and emotional drain on the populace, repeated attempts are more likely to fail.

**Ritual Dates:** Resource miracles work best when cast on a day important to the deity. A full calendar of all the holy and high holy days is presented in the *Hellfrost Calendar* supplement. Bonuses for specific high holy days may also be found in a miracle's description.

**Season:** Miracles designed to provide a benefit over an entire year are (for the most part) more likely to produce results if cast at the start of the year rather than at the end, when the miracle has less time to induce any noticeable effect. Specific modifiers are listed in the individual miracle description.

## MAINTENANCE AND CASTING LIMITS

Resource miracles are spiritually draining, not just on the caster, but on the community as a whole. Unlike regular miracles, the Maintenance for a resource miracle is paid for by the continuing faith and support of the populace. Common citizens have neither the willpower nor faith to concentrate on more than one miracle from any god at any given time, and no individual can hope to harness the tremendous power. Even if a miracle has a relatively short duration, the spiritual focus leaves the inhabitants drained.

Because of this, no Resource can benefit from more than one resource miracle from any given deity per year, regardless of who casts it. For example, once a cleric of Tiw has cast a resource miracle, no other Tiw resource miracle will function for the rest of the calendar year.

Furthermore, an individual cleric may have no more than one resource miracle in effect at any one time. Although he is not personally counted as Maintaining the miracle, he too must devote a certain amount of spiritual energy to it.

## BACKLASH

Being denied the benefits of a resource miracle is a huge drain on and dent to the cleric's faith, not to mention his status among the Resource's inhabitants. Failure causes the cleric to drop one die in Faith for the remainder of the current month and the entirety of the

next month. A modified casting roll of 1 or lower causes a two dice drop. If Faith drops below a d4 the cleric is temporarily stripped of his ability to work miracles. He is not a sinner, and thus cannot atone for his lack of faith.

In addition, while within the Resource he suffers a -1 Charisma penalty (-2 on a roll of 1 or lower) until he regains his Faith.

## DISPELLING

A conventional *dispel* spell lacks the power to affect a resource miracle. However, a cleric may call upon the population to help defeat a baleful resource miracle. This is not a unique resource miracle, and thus does not count toward the one resource miracle per deity per year limit. Neither does it require the cleric to know *dispel*.

Assuming the Resource has a shrine or temple dedicated to an appropriate deity (see the Resource Management rules for guidance), a player character cleric of the deity may make a Faith roll at -4. He adds +2 if the Resource has a temple. A shrine confers no bonus, but it allows the roll to be made. The citizens lend their support by making a Cooperative Loyalty roll. No other resource miracle modifiers apply. Only one roll per baleful resource miracle may be attempted.

Success cancels a successful hostile miracle or reduces the effects of a raise down to a success. A raise completely cancels the hostile resource miracle. Failure has no effect beyond invoking resource miracle backlash.

The same rule can be used to combat Disaster Events, replacing the normal rule, in which the resident cleric plays no part. With success, the problem becomes minor. With a raise, the disaster is averted and has no effect on the Resource. On a failure, the disaster is major.

The rules above should only be used with regard to player character clerics—NPC clerics and attempts to dispel resource miracles should be handled as per the Resource Management rules.

## RESOURCE MIRACLES

The known resource miracles are detailed below. GMs may wish to create new resource miracles for their campaign. These may be commonly known to the relevant clergy, and thus automatically considered part of the god's miracle list, or ancient enchantments learned only after an arduous quest.

**Deity:** The deities who grant a specific resource miracle. Note that some resource miracles may be learned by clerics of more than one deity. No matter their effect, resource miracles never grant the caster or Resource owner Glory. The term Resource owner denotes whoever is responsible for the day-to-day running of the Resource, be that the actual owner or his appointed seneschal.

**Duration:** Miracles with a Duration of "end of year" last until midnight on the last night of the current calendar year. In game terms, they last until the Income Roll

is made. If there is an "or until used," then the miracle lasts until the end of the year or until its effects are used, whichever comes first.

A month refers to a period of 32 days from the date of casting rather than a specific calendar month.

**Range:** Unless otherwise stated, all resource miracles function only within the area of the Resource in which they were cast. For instance, *healing aura* grants a bonus to natural Healing rolls. So long as the characters remain in the Resource, be that a single building, within a village boundary, or within the confines of a military camp, they benefit. Should they go adventuring, they gain no benefit from the miracle. These miracles are not a way for adventurers to gain added benefits—they serve a community.

In some instances the GM must arbitrate where a Resource begins and ends. For instance, a mercantile Resource logically has a central office and warehouse, but it might also cover the business' wagons and ships.

## ARMY OF THE DAMNED

**Rank:** Veteran

**Deity:** Hela

**Duration:** Twelve months (see below)

**Special Modifiers:** +1 bonus if cast on Dark Rising Night

**Special:** The undead are not confined to the Resource in which the miracle was cast, though they must be in the Resource at the time of casting.

This dread miracle imbues corpses with necromantic energy. Success raises 100 skeletons or zombies (pick one type). On a raise, the cleric may call forth 200 skeletons or zombies, or 100 of each (his choice). Skeletons may be traded for skeleton warriors. Each skeleton warrior is treated as being equal to two normal skeletons.

The power required to animate so many undead at once is not only taxing, it is quick to fade. At the end of each three months from the casting date, one-quarter of the remaining undead animated by the miracle collapse into inanimate lumps of rotting meat and piles of bone.

## BLESS (SPECIFIC)

**Rank:** Seasoned

**Deity:** Eira, Eostre, Ertha, Freo, Neorthe, Ullr, Var

**Duration:** End of year

**Special Modifiers:** Spring +0, Summer -1, Fall -2, Winter -4

*Bless* is a generic name for a range of miracles. The names of specific miracles, the deities to which they belong, and their general trappings are given below. Regardless of the miracle's name, success grants a +1 bonus to the Annual Income roll, +2 with a raise.

**Bless Citizens:** (Eira) Citizens suffer fewer diseases and injuries, grumble less, and work harder or more efficiently, and plants for herbal remedies are more abundant, increasing herbalists' productivity.

**Bless Crops:** (Eostre Plantmother) Crops, whether cereals, vegetables, fruits, or berries, are more resistant to

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frost and blight, withstand high winds and heavy rains, produce abundant yields, and are resistant to mold and rats once in the granary.

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

**Bless Livestock:** (Eostre Animalmother) Animals produce healthy young, suffer less from disease, can always find adequate supplies of food, shrug off bad weather, and easily become impregnated.

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

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

**Bless Waters:** (Neorthe) Ships manage to find safe harbor even in bad storms, days lost to fog are rare, fish are plentiful, and nets tear less often than normal.

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

## CURSE

**Rank:** Seasoned

**Deity:** Ertha, Niht, Thunor, Vali

**Duration:** End of year

**Special Modifiers:** Spring +0, Summer -1, Fall -2, Winter -4

*Curse* is a generic name for a range of miracles. The names of specific miracles, the deities to which they belong, and their general trappings are given below. Regardless of the miracle's name, success grants a -1 penalty to the Annual Income roll, -2 with a raise.

**Curse of the Angry Sky:** (Thunor) Rains fail to fall, leaving the earth parched, or falls too heavily, leading to floods, or raging winds flatten crops, prevent ships sailing, and generally make travel difficult.

**Curse of Buckling Earth:** (Ertha) An earthquake strikes the Resource, tumbling walls, collapsing mines, causing avalanches, shattering bridges, and so on. Money is lost not only in income, but by having to perform essential repairs on structures.

**Curse of Darkness:** (Niht) Niht's hand falls across the land, shrouding it in gloom. Lack of sunlight leads to poor crops and depression, citizens are unable to find solutions to problems, and productivity falls.

**Curse of Pestilence:** (Vali) This miracle unleashes a pestilence against the Resource. It might take the form of plague, crop blight, or an army of vicious rats.

## DEFEND THE REALM

**Rank:** Seasoned

**Deity:** Scaetha, Tiw

**Duration:** 4 months

**Special Modifiers:** +1 bonus if cast on Battle Dance

Day (Tiw) or Standards Day (Tiw); cannot be cast on Dirge Day (Scaetha)

**Special:** Scaetha's miracle only affects undead.

This miracle hardens the hearts of the common citizens, filling them with the urge to override their natural inclination to run and leave battle to the professionals, and instead defend their homes against intruders.

With success, treat the Population as being one point higher for the purposes of summoning the citizens to war, two points higher with a raise. In addition, the castellan gains +1 to Knowledge (Battle) rolls while defending the Resource, +2 with a raise.

## DELAY RUIN

**Rank:** Novice

**Deity:** Ertha, Thunor

**Duration:** End of year

**Special Modifiers:** Spring +0, Summer -1, Fall -2, Winter -4; Poor Prosperity +0, Impoverished Prosperity -1, Ruined Prosperity -2

Once a Resource falls below Average Prosperity, things begin to fall into a state of gradual disrepair due to lack of use, care, or materials.

A successful casting of this miracle halts the loss of Toughness and Armor to buildings and vehicles. The values remain unchanged at the end of the current year. This miracle does nothing to improve the current state of buildings and vehicles.

## DEMAGOGUE

**Rank:** Seasoned

**Deity:** Hothar, Vali

**Duration:** End of year

**Special Modifiers:** Spring +0, Summer -1, Fall -2, Winter -4

The support of the populace is vital to the successful long-term governing of a Resource. This miracle can increase the loyalty of the citizens, allowing unfavorable taxes and laws to pass without upsetting the population, encourages them to work harder on completing new improvements, and generally back the ruler in his plans. Conversely, malicious gossip can stir up antipathy toward even the most benevolent rulers, turning the people against him, and making his job much harder.

Success increases or decreases (caster's choice) the Loyalty die by one step, two with a raise, to a minimum of d4-2 and a maximum of 12+2.

## EYES OF FATE

**Rank:** Seasoned

**Deity:** Norns

**Duration:** Instant

**Special:** Must be cast on the first day of spring.

The cleric gazes into the future in a bid to determine whether the year will bode ill or well for the Resource.

With a successful casting, the GM must reveal how

many Event cards have a face value of seven or lower (guaranteed negative events). The Resource owner may then ask for the *entire* draw of Event cards to be shuffled back into the deck and drawn again. Whatever Event cards are then drawn determine the Resource's fate for the coming year.

## FIMBULVINTR

**Rank:** Veteran

**Deity:** Thrym

**Duration:** Until start of the next winter

**Special Modifiers:** Spring -2, Summer -4, Fall -1, Winter +0; +1 if cast on Fimbulvintr Day

The miracle summons the spirit of Thrym, bringing with it icy winds, hard frosts, and heavy snows. The ground freezes hard, plants and livestock perish, rivers freeze solid, and roads become blocked.

For the duration of the miracle, the temperature in the Resource's geographic area is treated as being one level toward Hellfrost conditions. This in turn affects the Annual Income roll, as well as daily temperatures.

## FORESIGHT

**Rank:** Veteran

**Deity:** Hoenir, Maera, Norns, Rigr

**Duration:** Instant

**Special:** Must be cast on the first day of spring.

Through omens, spies, scouts, historical precedent, threats, and rumors, the cleric learns information about events that will affect the Resource in the coming year.

After Event cards have been drawn for the year, the cleric makes a Faith roll at -2 for each card. With success, the GM must reveal the number of the card. The cleric now knows the specific type of event is coming, but not when. On a raise, the GM must also reveal the suit, giving the cleric full details of what is occurring and when. Failure means no information about that card is revealed. Failed Faith rolls generate no backlash.

## FURY

**Rank:** Veteran

**Deity:** Dargar, Eostre, Ertha, Kenaz, Maera, Neorthe, Sigel, Thrym, Thunor, Tiw, Ullr, Vali

**Duration:** End of year or until used

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

*Divine fury* is a generic name for a range of miracles. The names of specific miracles, the deities to which they belong, and their general trappings are given below.

Regardless of its name, this miracle invokes the destructive power of a deity for the purposes of defending the Resource. Unlike other resource miracles, the awesome energy invoked is stored until such time as it is needed, though it is lost if not used by the end of the calendar year in which the miracle was cast.

With success, the Resource gains a token. A raise

## ORDER OF MIRACLES

Four resource miracles are directly concerned with Event cards. The order in which these miracles take effect is very important, and is shown below. Miracles are listed from first to last.

- \* Gambler's Fortune (if applicable from the previous year).
- \* Eyes of Fate (reveals the number of low Event card values, giving the cleric a chance to draw the entire hand again).
- \* Foresight (reveals the number and/or suit of event cards).
- \* Trickster's Hand (adds more Event cards).

grants two tokens. Should the Resource suffer a raid, these can be handed in by the caster (who must be present) to invoke the power of the deity.

Spending a token grants a +2 bonus to one Knowledge (Battle) roll. If the Resource has two tokens, it can spend both at the same time for a single +4 bonus. Tokens can only be spent in the Battle roll phase, and must be spent before the Battle roll is made.

*Fury of the Arrow:* (Ullr) Arrows unerringly find their mark, enemy arrows fly off course, or a hail of celestial arrows descends on the invaders.

*Fury of the Beast:* (Eostre Animalmother) Summons local fauna to defend the Resource.

*Fury of the Berserk:* (Dargar) Sends warriors into a temporary frenzy, demoralizes enemies, or blows inflict more grievous injuries.

*Fury of the Blizzard:* (Thrym) Sends icy rain or freezing wind to distract and confuse the enemy, or summons cold-based elementals.

*Fury of the Damned:* (Hela) The recently dead rise and attack their former comrades.

*Fury of the Earth:* (Ertha) 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:* (Eostre Plantmother) Awakens the local flora—animates war trees, grass entangles the enemy, and so on—or summons wood elementals or fey.

*Fury of the Hearth:* (Kenaz) Sends a rain of fire to scorch flesh, or summons fire elementals.

*Fury of the Plaguelord:* (Vali) Invaders succumb to illness, or are beset by swarms of rats or flies.

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

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

*Fury of the Spear:* (Tiw) Allows the fyrd's spears to punch through armor like a hot knife through butter.

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

## HIRING CLERICS

Even if a Resource has a temple (or shrine, where applicable), there is no guarantee the resident clerics know a resource miracle. Even if they do know one, the Resource owner might require a different miracle to be cast in a particular year. In return for a suitable donation, a cleric can be hired.

Since the cleric must travel and resource miracles come with inherent risks, clerics charge a flat 100 gs per Faith die. Each +1 over a d12 costs an additional 100 gold scields. Rates are doubled if the cleric is a Wild Card or has the Master (Faith) Edge. If he meets both requirements, costs are trebled.

Some resource miracles require the cleric to be present throughout the year in order to channel energy into specific effects. Hired clerics charge one quarter of their hiring fee for each calendar month or part thereof they must remain in the Resource.

*Fury of the Weave:* (Maera) Enemy spellcasters suffer the Siphoning, allied spellcasters work magic more easily, or summons elementals of any form.

## GAMBLER'S FORTUNE

**Rank:** Seasoned

**Deity:** Nauthiz

**Duration:** Special

**Special Modifiers:** +1 bonus if cast on Chance Night; Spring +0, Summer -1, Fall -2, Winter -4

Through this miracle, the community enters a lengthy game of chance with Nauthiz.

This ritual takes effect the year *after* the resource miracle is cast, coming into effect when the GM rolls to determine the number of Event cards for that year. The casting roll is actually made at the start of the year in which the miracle takes effect, not the date of the ritual. Only when the Resource's fortune is known does the cleric suffer any backlash.

However, from the moment the miracle is invoked, the caster must remain in the community until the effect occurs or the miracle is automatically treated as a failure. During this time he is spiritually gambling with Nauthiz. Should he move on, the people cannot hope to beat the sly deity.

With success, the number of Events for the year is reduced by one, two with a raise. A failure causes an extra Event to occur, and a modified Faith roll of 1 or less brings an additional two Events down upon the Resource. The latter effects are in addition to the cleric suffering backlash.

## HAND OF FATE

**Rank:** Seasoned

**Deity:** Norns

**Duration:** End of Year

The Norns permit the cleric to rewrite the Resource's fate. A fair boon it might seem, but the Norns do not show favor, and thus do not show favoritism, and thus do not promise to weave a kinder fate.

Success grants the Resource one token, two on a raise. Tokens gained through this miracle can be spent only by the Resource owner, his castellan, or his seneschal.

Each token may be spent to reroll one Knowledge (Battle) roll made during Events, or one Stewardship roll (such as constructing a new improvement or the Annual Income roll). Unlike regular bennies, a maximum of one token may be spent per roll. In all cases, the second roll must be kept, even if it worse.

**Note:** If the Resource owner, castellan, or seneschal is thinking of using a benny (assuming he has any) on a die roll, he might as well risk using one of these tokens first. If the second roll comes out worse, he still has the option of using a benny.

## HEALING AURA

**Rank:** Seasoned

**Deity:** Eira

**Duration:** End of year

**Special Modifiers:** +1 bonus if cast on Great Healing Day

Inhabitants of a Resource affected by this miracle heal quicker, allowing them to weather raids better, and avoid time off work through minor ailments.

With success, all citizens have +1 to natural Healing rolls and Annual Income roll penalties incurred by suffering a raid are reduced by one point, to a minimum of zero. On a raise, natural Healing rolls are made at +2, and penalties for suffering a raid are reduced by two points, again to a minimum of zero.

In order for heroes to benefit from the natural Healing bonus, the characters must spend at least 13 hours a day within the Resource.

## LINE OF CREDIT

**Rank:** Seasoned

**Deity:** Nauthiz, Var

**Duration:** Instant

**Special Modifiers:** +1 bonus if cast on Chance Night (Nauthiz) or Profit Day (Var)

Juggling a Resource's finance is tricky, and there are times when the owner needs a quick cash injection to tide him over. This miracle allows the Resource owner to borrow from future earnings. This miracle generates hard currency through sudden boosts in trade, gifts, tithes, or loans. However, the gods grant nothing for free.

A success allow the Resource owner to borrow up to five times the Resource's average income (2,500 gs per Population point). On a raise, he may borrow up to ten times the average income. Unfortunately, the money must be paid back.

One-fifth of the sum borrowed is automatically subtracted from the Resource treasury or the owner's personal coffers each year after the Annual Income roll is made until the debt is repaid in full. Nothing can be done to prevent this loss, so there is no chance of stealing the money. If the treasury is empty when the time for the annual repayment is due, the debt is rolled over to next payment *and* the Prosperity rating drops by two points. Meanwhile, if the Resource owner discovers any income during the year, such as on an adventure, the god automatically claims his entire share, up to the value of the current year's repayment.

Much of the loss can be explained away naturally, by poor investments, low tax income, increased expenses, interest on mundane loans, theft or fraud, the rising cost of imported goods or wages, and so on. If necessary, the gods send heralds to take the money, effectively causing it to disappear into thin air.

## RECONSECRATE

**Rank:** Veteran

**Deity:** Any

**Duration:** Instant

This miracle allows an existing temple to be reconsecrated to honor a different deity, thus allaying the need to tear down or abandon the existing structure, suffer the god's wrath, and build a replacement.

It requires the verbal support of the Resource owner, the incumbent high priest, and his replacement (who needn't be the one casting the miracle). Verbal support can be achieved through mutual agreement, coercion, bribery, or even magical mind control (such as *puppet*), though the latter three risk offending the god whose temple has just been usurped.

Before the temple can be used for any purpose, the Resource owner must spend 3,000 gs on a new improvement project. This covers refurbishment of the existing temple to suit the needs of the new cult, hiring new clerics to take up residence, securing the support of the new cult, and such like.

Success immediately changes the temple's deity to that of the miracle's caster. Regardless of the deities involved, this miracle may be cast just one per resource per year. *Reconsecrate* has no effect on shrines.

## STRENGTHEN/WEAKEN FORTIFICATION

**Rank:** Seasoned

**Deity:** Ertha, Rigr, Tiw, Vali (*weaken* only)

**Duration:** 4 months

**Special Modifiers:** +1 bonus if cast on Wall Day (Rigr)

This miracle strengthens or weakens the Resource's perimeter fortifications or one specific building, as chosen by the caster.

*Strengthen fortification* raises towers, thickens walls, creates ditches and banks, adds palisades, and reinforces gates. Conversely, *weaken fortification* causes walls

to crumble, shatters gates, fills ditches, and otherwise reduces the effectiveness of existing defenses. In most realms, this miracle is invoked in late spring or early summer, the start of the traditional raiding season.

A successful casting of *strengthen fortification* increases the Siege Bonus of a fortification by +1, +2 with a raise. If the Resource or target structure has no inherent Siege Bonus, then it gains one equivalent to the modifier above. For example, a success on a village with no defenses might surround it with a ditch or thicken the walls of the temple. A raise might add an earth bank and wooden palisade behind the ditch, turn a temple into a small castle, or create a small fort in the center of the Resource.

*Weaken fortification* lowers the Siege Bonus by -1, -2 with a raise, to a minimum of zero.

In either form, the miracle has no effect on any other aspect of the fortification.

## SUMMON THE FYRD

**Rank:** Seasoned

**Deity:** Rigr, Tiw

**Duration:** 4 months

**Special Modifiers:** +1 bonus if cast on Battle Dance Day (Tiw) or Standards Day (Tiw)

Should the Resource come under assault, all citizens within its boundaries or under its protection hear a signal horn blowing, a warning sent by Rigr or Tiw to call them muster at once.

When summoning the inhabitants to answer a call to arms, the miracle grants a +2 Kinship Modifier, +4 with a raise. This does nothing to increase the efficiency of the fyrd—it merely ensures they arrive in time to lend their arms to the battle.

## TRICKSTER'S HAND

**Rank:** Seasoned

**Deity:** The Unknowable One

**Duration:** Instant

**Special:** If this miracle is going to be cast, it must be done on the first day of spring.

The Unknowable One is a capricious creature, often giving with one hand and taking with the other, but always in an attempt to teach others.

With success, the Resource owner can ask for one to four additional Event cards to be drawn (his choice). For each additional card, the Resource owner gains one benny. These bennies may be given to functionaries, but may only be spent on resource management rolls (such as resource miracle casting, Knowledge (Battle) rolls to thwart a raid, the Annual Income roll, and so on).

## VEIL

**Rank:** Seasoned

**Deity:** Eostre Plantmother, Ertha, Niht, Thunor

**Duration:** End of year or until last token is used

## HOLIDAYS

The citizens of Rassilon work hard. For most, there are just two guaranteed rest days a month (Raest-daeg and Sangdaeg). However, citizens expect to enjoy a certain number of religious holidays per year. Typically, lay worshippers fully celebrate only festivals held by temples of their faith within their community. In communities without temples, the festival is usually given only a token nod, perhaps with a few extra prayers and a small family feast.

Resource owners who do not honor the high holy days of gods with temples in their Resource suffer a cumulative -1 penalty to the Annual Resource roll for each festival missed during the year.

Additional holidays are at the discretion of the Resource owner. Typical bonus holidays include the owner's birthday or coronation day, and high holy days of gods with shrines. For each additional holiday, civil or religious, the citizens add a cumulative +1 to any Loyalty rolls made during the year (maximum bonus +4).

Unfortunately, these extra holidays cost money, usually through lost productivity, feasts, and donations. Each additional holiday costs the Resource owner 5% of his Resource's base income. For example, a typical Population 2 Resource generates a base 5,000 gs per year. Each extra holiday deducts 250 gs from the Resource treasury.

**Special Modifiers:** Spring +0, Summer -1, Fall -2, Winter -4

*Veil* is a generic name for a range of miracles designed to conceal a Resource from invaders. The names of specific miracles, the deities to which they belong, and their general trappings are given below. Regardless of the miracle's name, its effects are the same.

On a success, the Resource owner can nullify one Raid Event, treating it as no event. A raise allows him to ignore two raids in the same year.

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

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

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

*Veil of Shadows:* (Niht) 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

**Rank:** Veteran  
**Deity:** Scaetha

**Duration:** End of year or until used

**Special Modifiers:** +1 if cast on Death Day, +2 if cast on Door Shutting Night

Scaetha, enemy of Hela, blesses the Resource by making it anathema to undead.

For the duration of the miracle, neither *zombie* nor *greater zombie* can be cast inside the Resource's boundary. This effect lasts from the moment the miracle is cast until the effect below is used or the duration expires, whichever comes first.

The cleric can also channel the spiritual energy into a surge, which destroys invading undead. Success on the initial casting roll automatically reduces the size of an invading force by one token, while a raise reduces it by two tokens. This may be done at the end of any Battle Roll phase in a Mass Battle. The cleric must be present to use this effect. Using this ability automatically ends the resource miracle.

## WARMTH OF THE HEARTH

**Rank:** Veteran

**Deity:** Kenaz

**Duration:** Start of the next spring

**Special Modifiers:** Spring +0, Summer -1, Fall -2, Winter -4

No matter where one lives, one is always at the mercy of the climate. This miracle invokes a blessing from Kenaz, raising the temperature above normal for the Resource's geographic location.

With success, the temperature is treated as one geographic region warmer, two with a raise (Hellfrost becomes High Winterlands, High Winterlands becomes Low Winterlands, and so on). It has no effect on the Hearthlands. Neither can it be invoked on a mobile Resource, unless that Resource spends the entire year stationary. This rise in temperature affects the Annual Income roll, as well as daily temperatures.

For instance, it can aid a village, keeping away frosts and so boost productivity, but it cannot make the temperature around a caravan train rise unless the wagons are parked up all year. The GM must arbitrate how remaining stationary might affect a Resource's Annual Income roll.

## WEAKEN MAGIC

**Rank:** Seasoned

**Deity:** Maera

**Duration:** End of year

**Special Modifiers:** None

Maera watches over the Resource, limiting the effectiveness of all magic, harmful or benevolent.

For the duration of the miracle, all residents within the Resource's geographic boundary gain the effects of Arcane Resistance, or Improved Arcane Resistance with a raise. In addition to the usual game mechanics for these Edges, rolls to dispel a hostile resource miracle are made at +2, +4 with a raise.



## LOCAL CUSTOMS

As well as the major religious festivals and ceremonies detailed in the Region Guides, many communities have a unique, or at least semi-unique, local festival. Some of these were always religious in origin, whereas others started in a mundane fashion and evolved into a form of worship over time. A selection of local customs is given below. None have been assigned any specific settlement or dates, thus allowing the GM to use them wherever and whenever he wishes, although one makes reference to a specific geographic region.

### BLOWING OF THE HORN NIGHT

**Deity:** Freo

A century ago, the night before the regional market was due to begin, a terrible blizzard blanketed the land. The citizens of the market town, knowing their neighbors would be traveling through the cold night, stood vigil atop a tall hill, blowing a horn every few minutes to guide the lost to safety until the sun rose.

The blowing of the horn has become a local tradition, the deep, reverberating tones now marking the official start of the market. The first blow of the horn is offered to any cleric of Freo staying in the village. Having one start the ceremony is said to ensure travelers who hear its note will enjoy an uneventful journey.

### THE FYRD WALK

**Deity:** Tiw

As the Dark Triumvirate expanded their bony grasp into Darkwood, the citizens of Aslov grew fearful the undead would march against their city. The baron called upon the neighboring settlements to send their fyrd to Aslov, offering financial and material rewards for their time. While the undead still make occasional forays into the Freelands, no major assault has occurred, and the encirclement of the Withered Lands by the cult of Scaetha ensures few undead survive the sporadic breakouts. Over the centuries, all save one of the outlying villages have ceased sending troops to Aslov without being officially summoned. Down the ages, the annual march of the last village has taken on a traditional pattern.

Each year, the fyrd members grab their armaments, make offerings to Tiw, and march to the gates of Aslov. Once there, their commander calls out to the watch, proclaiming the villagers have arrived to fulfill their ancient oath. Except on very rare occasions when their arms are needed to help defeat bandits or orcs, the baron ascends the gatehouse to address the villagers. He thanks the fyrd for their support and then dismisses them from service. The commander then demands the fyrd be paid.

Formerly the villagers were given a week's mercenary infantry wages each and sent away with a wagon filled with enough food to support the village for a month.

With its fortunes waning, the reward has diminished to a day's wages and enough food to host a modest feast.

### GARLAND DAY

**Deity:** Eostre Plantmother

After the harvest has been gathered, local girls spend the last warm days of the year gathering flowers. These are woven around two wicker anthropomorphic frames, one male and one female. The male figure is decorated with flowers picked from gardens or fields, while the female one is garlanded in wild flowers.

On Sangdaeg of Haerfestmonan, the colorful figures are paraded through the village. Small morsels of food are stuffed into the figures, ritually feeding them to help them through the coming winter. With the village parade complete, the figures are marched through the crop fields while the villagers sing songs honoring Eostre. As the sun sets on the last day of fall, the figures are laid side by side in the largest field. Here they will remain until spring, slowly decaying, and ritually fertilizing the soil in preparation for the next plowing.

### GHOST WALK DAY

**Deity:** Scaetha

Undead, orcs, dragons, and trolls all strike fear into mortals, but the former are the most widely feared. On the night before First Death Day, children dress up as undead (typically by dirtying their faces and hands, and wearing rags or funeral shrouds) and travel between houses, knocking on doors and loudly demanding any corpses be handed over. Householders gift the children with small loaves shaped into the form of men and engraved with the names of the house's occupants. Thus Evil spirits, believing the bread to be human remains, are drawn into them.

Before midnight, the bread corpses are taken to the shrine of Scaetha, whereupon the clerics ritually cut off the head, bless the remains, and cremate them. In return, the children receive candy (or sometimes silver scields) equal to the number of bread corpses they collected.

### ORPHAN'S DAY

**Deity:** Eira

The Blizzard War and the chaos that followed led to a huge increase in the number of orphans and abandoned children. Those who survived relied on charity and theft in equal measure. Each year, local children (orphaned or otherwise) visit their neighbors' houses, proclaim their poverty, and ask for alms. Most are given a silver scield or scrap of food for their trouble. Those unwilling to show charity typically suffer a robbery before nightfall. By tradition, this petty act of theft is not seen as a crime.

### OYSTER DAY

**Deity:** Neorthe

This ceremony marks the start of the annual oyster catch. The day begins at dawn with a token feast of bread and ale paid for and officiated over by the ruler. After the meal, the oyster fishermen walk down to the shore, the villagers falling into line behind them. At the beach, they are greeted by the resident cleric of Neorthe dressed in clothes decorated with oyster shells. The oyster fishermen make offerings to the cleric, who represents his god, asking for a good catch in the coming year. Offerings are typically small parcels of food or purses of silver. This done, the ruler then wades into the shallow water and rakes up a single oyster.

If, when opened, the oyster is found to contain a pearl, the season will be profitable—the larger the pearl, the better the village's fortunes. The oyster is then swallowed by the ruler, symbolizing the settlement's continued union with Neorthe, and the shell given to the cleric to adorn his costume next year.

## STONE LIFT FEAT

**Deity:** Eostre Plantmother

This ceremony is a local variation of the Stone Picking Day festival. In the center of the largest field is a small hill, atop which is a large, rounded stone. While the women spend the day picking up small stones, the farmers gather around the hill. Each in turn endeavors to lift the heavy boulder, a task easier said than done. The height the stone is lifted is believed to determine the fortunes of the farmer. Failing to lift it at all is a clear warning that his plow will likely break on a hidden stone or the field will be littered with small stones hidden just below the surface. Lifting it off the ground, reduces the odds of this happening, while bringing it to one's chest, or better still one's shoulders, indicates greatly reduced odds of a breakage and a clear field.

## SUN WHEEL DAY

**Deity:** Sigel

According to local legends, the villagers once possessed a cartwheel covered in beaten gold. Each year on High Sumor Daeg, the wheel was carried to the top of a steep hill. At midday, the wheel was released. How far it traveled down the slope before toppling over indicated the severity of the coming winter. In order to help the wheel's travel as far as possible, the villagers would charge after it, screaming and shouting wildly to drive off any spirits of the north wind that might try to impede its progress. The steepness of the hill ensured falls were commonplace and injuries likely.

Over time, the village's fortunes waxed and waned. At some point the wheel was lost (if it existed at all), replaced with a heavy wheel of cheese. Although the ritual carries the same religious meaning, it is also an excuse to let off some steam and engage in a communal feast. The first chasing citizen to touch the cheese (which usually occurs after it stops rolling) is awarded it as a prize by the resident high priest of Sigel. Traditionally, half the

wheel is melted down in a huge cauldron, into which the tired and bruised citizens dip chunks of bread or toast, while the other half goes into his larder.

## SWINGING OF THE FIRE

**Deity:** Kenaz

This festival is a local variation on Burning Giant Day. Before the sun sets, villagers take to the streets carrying a long length of chain. Attached to one end is a spherical metal cage stuffed with wood, straw, peat, and cloth, all of which is soaked in pitch. As the sun sets, clerics of Kenaz use magic to light the flammable bundles.

The procession then moves off through the village, the burning wads swung around the carrier's head, circling like a miniature sun. Kenaz's clerics accompany the bearers, singing songs of warmth and cursing Thrym. The flaming balls drive away Thrym's spirit minions, delaying further snowfall until they rekindle their courage. The gap between the ceremony and the next snowfall determines the length and severity of the coming winter.

Even the best prepared bundles burn for less than an hour, so the procession moves rapidly. Traditionally, the hearth of whoever's bundle burns longest is blessed by the high priest of Kenaz. Throughout the winter, his hearth will burn warmer and consume less fuel.

## TROLL SCARING DAY

**Deity:** Tiw (actually The Unknowable One)

A remote village grew fearful of trolls, for the stories of the skalds painted them as terrible creatures. That there had never been a troll attack on the settlement was irrelevant, for fear can be an irrational emotion. One day, a visiting cleric of the Unknowable One witnessed the villagers hurrying to barricade their houses against marauding trolls as night fell. Knowing full well there were no trolls for many leagues, he decided to trick the inhabitants in order to teach them a lesson.

Approaching the village's headman, he proclaimed himself a cleric of Tiw and said he would teach the locals a secret ritual. Lacking any permanent soldiery, the headman retorted that his people were no match for a troll in combat, no matter what secrets they learned. But the cleric was prepared for this, and replied that the secret ritual need only be performed but once a year to keep trolls away. He demanded a heavy payment for his wisdom, but as an act of faith he would only collect his fee a year after the ritual had been conducted, and then only if no troll attacks had occurred. Unsurprisingly, no trolls threatened the village during the following year, and the cleric duly collected his fortune.

Each year, at the start of winter, the villagers gather in the market square. From dawn to dusk they take it in turn to stick their heads through the rim of a cartwheel and pull as ugly a face as possible (this is known as gurning). These faces, so the cleric said, scare away trolls. Whoever is judged to have pulled the ugliest face is awarded the honorary title of Troll-Scarer for the next year.