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About This Content

Hellfrost: Arcane Lore

PUT SOME MAGIC INTO YOUR GAME

Rassilon is a world of magic. Tendrils of magical energy emanating from the moon touch every creature, granting them the potential to weave, focus, and manipulate magic. All practitioners share an understanding of how to manipulate the threads of magic, but each arcane tradition is unique in its approach to the art.

This guidebook expands the major and minor magical traditions of Rassilon, delving deeper behind the scenes and presenting new rules.

Within this tome of arcane lore you'll find information on:

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- Druidic pacts with nature
 - The Magocracy's famed schools of heahwisardry
 - The elementals planes and their unearthly occupants
 - The nature of the lost dwarven runes
 - Song mages' storytelling traditions
 - and more!

This book is designed for use in conjunction with the Hellfrost Player's Guide and Hellfrost Bestiary.

Author: **Paul 'Wiggy' Wade-Williams**

Artist: **Chris Kuhlmann**

Fantasy Grounds Conversion: **Kevin Doswell**

Released on May 04, 2018. Designed for Fantasy Grounds version 3.3.5 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: Arcane Lore (Savage Worlds)
Genre: Indie, RPG, Strategy
Developer:
SmiteWorks USA, LLC
Release Date: 9 May, 2018

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Minimum:

OS: Windows 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: 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

ARCANE LORE

START

DRUIDISM

ELEMENTALISM

HEAVENLY WISDOM

HEAVENLY WISDOM

RUNE MAGIC

SONG MAGIC

OTHER MAGIC

Other Magic

Glamour

Origin of the Art

Illusion is Reality

Solar Magic

New Power Edge

Soul Binding

Origin of the Art


Whose Head Can I Use?

New Power Edge

New Edges

SIDEBARS

SOLAR MAGE



INIT PARTY TOOLS

LIGHT COLOR +/- FX

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MAPS

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HELLFROST ARCANE LORE

ARCANE LORE

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The Four

Law & Order

Playing an Elementalist

HEAHWISARDRY

Elementalism

Mages can be a proud and arrogant lot. Any discussion between practitioners of different traditions that strays into the topic of which art was developed first is almost guaranteed to end up in an argument, especially if the participants are druids and elementalists.

No scholars of arcane lore doubt that elementalism is older than recorded history and that is has always been commonplace. The original Auld Saxa word for it was seiðr, a word that simply means "magic." The term was prefixed by the word for each element (eir, ertha, fyr, and waeter). As new forms of magic were developed, some might say discovered, elementalism was renamed verdenseiðr, which translates as "world magic." The term comes from the common belief that the world is made up of the four elements.

While they might be vocal supports of the belief that elementalism is the oldest art, few really care that much-their art remains the most widely practiced, and that counts for a lot.

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DAMAGE

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