

NEW ORGANIZATIONS

CORE EXPANSION

While the *Hellfrost Player's Guide* and *Gazetteer* both detail organizations, these are a small fraction of the organizations in existence. This free download presents three new organizations open to player characters and gives one existing organization a Professional Edge. There is no GM-only material in this supplementary work.

Unless otherwise stated, all Edges in this document are Professional Edges. Those marked "*" grants an appropriate Connection Edge for free, as well as the Orders Hindrance.

THE ARCANE HAND

Not to be confused with the Reliquary's Guardians of the Arcane, the Arcane Hand are elite bodyguards and trusted servants of the Magocracy, entrusted with the protection of the wizard elite. Each household maintains its own detachment of Arcane Hands who hold loyalty only to that house. As such, the Connection Edge and Orders Hindrances extend only to members of the same household, not the Wardens as a whole.

While their core duty is to protect the persons and holdings of their mage masters, it is not unusual for a Magocratic noble to send members of his trusted bodyguard off on missions far beyond the borders of the Magocracy. Thus, members are not just bodyguards and soldiers, but messengers, spies, diplomats, and adventurers.

Many young mage, especially those unlikely to inherit titles any time soon, opt to join their local Hand, both as a show of loyalty and to relieve boredom.

One should not think of the Hand as fanatically loyal puppets. More than one noble has met his death at their swords when a rival offered them a better deal or after repeatedly mistreating them.

The Mage-King maintains his own bodyguard drawn from Arcane Hands of his former household. When his tenure ends, they return to their noble house barracks.

ARCANE HAND*

Requirements: Novice, Healing d6+, Knowledge (Arcana) d6+, Notice d6+, must be born in the house's lands

Hands, ever watchful for any signs of underhanded spellcasting, are taught to recognize and understand the casting processes for all types of mages and clerics and to react quickly to the threat.

If a Hand is on Hold and wishes to interrupt an enemy spellcaster before he can fire off his spell, his Agility

roll is made at +2. If the Hand has not yet acted this turn, he may attempt to interrupt as if he had been on Hold. However, he does not gain the +2 bonus above.

In both instances the Hand's actions after interrupting must focus solely on the attempted destruction or disruption of the spellcaster. He cannot, for instance, interrupt a spellcaster and then use Sweep to attack the caster and his bodyguards, nor can he use this Edge to interrupt a spellcaster engaged in non-spellcasting activities.

Taking Arcane Resistance is not recommended for a Hand, as it makes life difficult for any mage trying to bolster his bodyguards through arcane means.

HUSCARLS OF HAMMERHAND

The great dwarf fortress-city of Karad Marn, ruled in name by Thegn Rungar Hammerhand, has largely been in orc hands for the past 60 years. The battle to liberate the city has been long and bloody.

Thegn Hammerhand's relentless struggle to free his ancestral home has led to him achieving cult status among many dwarf warriors. One such cult is the Huscarls of Hammerhand, dwarves who have sworn a vow not just to support Thegn Hammerhand but also to destroy orcs wherever they find them, not just in Karad Marn.

Relentless in their pursuit and eradication of orcs, the Huscarls have become specialists in warhammers and thrown weapons, forgoing all other weapons in their pursuit of excellence.

The majority of the warrior brotherhood resides at Karad Marn, fighting daily alongside their dwarven comrades and foreign mercenaries. Others have taken leave to travel the continent in search of orcs, for their menacing presence is wide felt. Should they be called to return to Karad Marn, the huscarls are sworn to do so, taking the most expedient route and not stopping to engage in other activities along the way.

HUSCARL OF HAMMERHAND*

Requirements: Novice, must be a frost dwarf, Strength d8+, Spirit d6+, Vigor d6+, Fighting d6+, Throwing d8+, Vow (destroy orcs)

Armed with warhammers and throwing axes and hammers (treat the latter as a throwing axe), the Huscarls of Hammerhand are sworn enemies of all orcs.

Huscarls may throw warhammers to Range 2/4/8.

Members learn how to launch their thrown weapons

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in such a way that the weapon flies in an arc, allowing them to strike multiple adjacent targets. This functions as per the Frenzy Edge, except it works at range and only with throwing axes, throwing hammers, and thrown warhammers. Both targets must be within range of the hammer and adjacent to each other.

Huscarls of Hammerhand must take the Favored Foe (Orcs) Edge before reaching Veteran or suffer -20 Glory and be banished from the organization for life. A banished Huscarl cannot take the Elite Huscarl of Hammerhand Edge (see below).

ELITE HUSCARL OF HAMMERHAND*

Requirements: Heroic, Huscarl of Hammerhand, Throwing d10+

Elite Huscarls have learned to launch their throwing axes and hammers with deadly force. The weapon flies in a line 1" wide and as to a distance equal to its maximum range. The weapons must always be thrown to its full extent.

The dwarf makes a single attack roll against all targets in this line, friend or foe, factoring in range and cover modifiers as required. Foes in between the first and final target provide no cover to their comrades behind them, being knocked aside slightly to allow the weapon a clear flight. Static obstacles provide cover as normal. Roll damage separately for each hit.

Example: Oin, a Huscarl, tosses a throwing axe at a group of orcs charging toward him. He aims his throw so as to be able to strike four orcs in the hammer's path. His Throwing roll is a 7.

The first orc is at Short Range and is struck by the hammer. The second and third orcs are at Medium Range, so a -2 penalty is applied to Oin's roll, reducing it to a 5. Both orcs are struck. The final warrior is at Long Range, giving Oin a -4 penalty. This reduces his score to a 3, indicating a miss.

THE THIRTEEN WARRIORS

Although the Thirteen Warriors are described in the *Player's Handbook*, they do not have a Professional Edge. They do now!

ONE OF THIRTEEN*

Requirements: Novice, Agility d6+, Smarts d6+, Fighting d8+, any two Combat Edges

The Thirteen Warriors teach new recruits an almost supernatural knack, allowing them to mimic many fighting styles. Once per round and when adjacent to an allied character, the hero may use one of his ally's Combat Edges. He must meet all requirements as normal, however, except for Rank. Thus, a character cannot gain Improved Block unless he already has Block, as Block is listed as a requirement for the Improved version.

The Edge is gained at the start of the character's action and lasts until the beginning of his next turn. If the

hero or ally ever separate, the Edge is immediately lost, though a new one can be gained on the hero's next action. The Edge chosen be swapped for another on the hero's next action card as a free action.

WATCHERS O' THE BLACK GATE

When the Demongate Wars ended, the forces of good tried to destroy the great black key which controlled the portal. Although the key could not be destroyed, clerics and paladins did manage to shatter it into a hundred pieces. The fragments were then scattered throughout the lands, placed beyond the reach of the demon lords. The Demongate was moved to a secret fortress deep inside a mountain, where it would be protected by powerful wards and an order of knights.

An organization of evil cultists known as the Seeker of the Black Key is scouring the world for the fragments of the Black Key. Pitted against them are the Watchers of the Black Gate (sometimes known as Gatekeepers), avowed to protect the Demongate and hunt down demons and Seekers in order to ensure the demons of the Abyss can never be unleashed en masse.

While the great majority of Gatekeepers remain at the secret fortress, others are sent out into the world to hunt down and destroy demons, Seekers, and those who would traffic with the Abyssal powers. While many Gatekeepers are clerics of the Norns, this is not a strict requirement.

Secrecy is of utmost important to the organization, for if the location of the Black Gate was ever discovered by the hosts of the Abyss, they would undoubtedly try everything in their power to gain possession. It is a very rare Gatekeeper who ever reveals his calling to those he does not trust with his life.

A Gatekeeper who betrays the organization, especially in revealing the location of the Black Gate to any outsider, is ruthlessly hunted down, tortured to learn what he revealed, executed, and buried on unhallowed ground. All those found to be privy to the information he imparted meet with the same fate.

WATCHER OF THE BLACK GATE*

Requirements: Novice, Spirit d8+, Vigor d6+, Fighting d8+, Guts d8+, can never use a *summon demon* spell

All Watchers are expected to combat demons and their mortal servants wherever they lurk. All members taught special charms and techniques for countering the insidious powers of demons.

The hero has +2 to resist spells cast by demons (this stacks with Arcane Background) and +2 to resist demons' special abilities requiring an opposed die roll. It provides no bonus against natural weapons (such as claws or teeth) or forged weapons wielded by demons (even magical ones).