

Brotherhood of the Mountain

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Introduction

The Brotherhood of the Mountain is a Dwarven Thieves' Guild that terrorizes the human city of Nordingen. Unable to break the "wall of silence" that permeates the Dwarven quarter, the militia is incapable of eradicating this threat once and for all.

General Information

The Brotherhood of the Mountain is a young but aggressive society. Little is known about them in public for they keep mostly to themselves and other Dwarves.

Street Knowledge

If the PCs try to find out details about this guild, let them make a Streetwise check and consult the following chart:

10	The Brotherhood of the Mountain is a Thieves' Guild that terrorizes the locals and uses the strong ties of the local Dwarven community to escape justice.
15	It is possible to recognize guild members by their red bandanas. The guild eschews obvious weapons and its members are well-trained fist fighters. The Brotherhood is currently at war with the <i>Eternal Pact</i> , their Elven rivals.
25	The leaders of the guild are the so-called Deep Ones. Rumours state that they are either undead or elementals. Their powers focus on ice magic.

Base of Operations

The Brotherhood operates from an abandoned brewery in one of the poorest quarters in town. They have extended the already vast underground storage chambers with tunnels and mines that are cold and damp. Besides the main building, many cellars in the neighbourhood connect to the tunnel network of the Dwarves. Nevertheless, they keep tight control over their underground base, posting guards at all entrances.

Assets

The guild is well organized and has many ties to influential people who are blackmailed or intimidated by the Dwarves. Thus, the guild has access to quite an amount of money, healing magic, and insider information on politics.

Overall, the Brotherhood consists of about 43 members. 20 are common thugs that terrorize different neighbourhoods, led by 3 Chapter Masters. Their evil schemes are supported by 6 so-called Diplomats. Another 10 thugs guard the underground network. The mysterious rulers of the Brotherhood are the 4 Deep Ones, who mostly stay away from the daily affairs of their guild.

The Deep Ones

The Deep Ones are the rulers of the Brotherhood. There are many rumours about their nature, ranging from undead to elemental. Whatever the case, the four Deep Ones have ruled the guild from the time it came to town and no one has challenged their authority yet.

- *Saul Anvilfist* is the most aggressive Deep One, typically only encountered as leader of a punishment raid. He is easily recognized by his blood-stained robes.
- *Dimir Frosthhammer* is rarely seen on the surface but is said to be a master of divination rituals. Rumours say he is detached and cold.
- *Björn Bergmanson* is often considered the secret ruler of the guild. Others point out that he almost acts senile. Whatever the case, his is an alchemist of great skill.

- *Mumin Elfslayer* acts as the main advocate in the battle against the Eternal Pact. Talk amongst the goons is that he has pushed too far and is now an outsider amongst the leaders of the guild.

Brothers

This section describes the typical members of the guild that characters will encounter in the streets. They Brotherhood guild has some special properties that should be taken into account:

- The guild members have special training in “unarmed” combat. Thus, they are able to deal superior damage with brass knuckles. If PCs decide to pick them up, they treat them as gauntlets.
- As criminals, the brothers see little sense in fighting to the death. Once they are bloodied, they will try to fall back and possibly flee.

Street Thug

The street thugs of the guild are Dwarven never-do-wells that make some coin by beating up shop owners and digging tunnels to expand headquarter. Like all guild members, they wear a red bandana and make liberal use of their brass knuckles.

Street Thug		Level 2 Minion	
Medium natural humanoid (Dwarf)		XP 31	
Initiative +0 Senses Perception +2; low-light vision			
HP 1, no damage by missed attacks			
AC 14; Fortitude 12, Reflex 12, Will 13			
Speed 5			
M Brass Knuckles (standard; at-will) * Weapon			
+5 vs. AC; 3 damage.			
Stand Your Ground			
Forced movement is reduced by 1. Also, there is a safe against being knocked prone.			
Alignment Unaligned		Languages	
		Common, Dwarven	
Skills Endurance +5 Intimidation+6 Streetwise+3			
Str 15 (+3)	Dex 12 (+2)	Wis 10 (+1)	
Con 11 (+1)	Int 10 (+1)	Cha 8 (+0)	

Tactics

The Street Thugs will usually stick close to their chapter master or other leader and try

to prevent him from being flanked. They hit any targets that are close.

Chapter Master

Chapter Masters are thugs who have advanced through the ranks. They control an entire city block and have multiple thugs beneath them. A Chapter Master is easily recognizable by his expensive but tasteless jewellery and the impressive tattoos that reflect the favour of the Deep Ones.



Chapter Master		Level 4 Brute	
Medium natural humanoid (Dwarf)		XP 175	
Initiative +2 Senses Perception +3; low-light vision			
HP 60 Bloodied 30			
AC 15; Fortitude 13, Reflex 14, Will 15			
Speed 5			
M Brass Knuckles (standard; at-will) * Weapon			
+7 vs. AC; 1d6+2 damage.			
r Handaxe (standard; at-will) * Weapon			
+7 vs. AC; 1d6+2 damage.			
m Furious Rush (move; encounter)			
The Chapter Master shifts 5 squares, ending his move at least 4 squares from his starting point. When ending the move next to an opponent, the Chapter Master makes a +5 attack vs. Fortitude. On a success, he deals 2d6+2 damage and pushes the target 1 square. On a miss, the target must shift one square away from the Master immediately.			
Stand Your Ground			
Forced movement is reduced by 1. Also, there is a safe against being knocked prone.			
Alignment Unaligned		Languages	
		Common, Dwarven	
Skills Endurance +5 Intimidation+9 Streetwise+3			
Str 15 (+4)	Dex 12 (+3)	Wis 10 (+2)	
Con 11 (+2)	Int 10 (+2)	Cha 8 (+1)	

Tactics

The Chapter Master is not a smart fighter and will attack the first target he comes across. When one enemy is down, he will target the next one.

Diplomat

Diplomats are well-dressed, noble-looking guild members. Nothing in their dress hints at their connection to the guild, save for a red scarf or handkerchief. However, looks are deceiving and the title Diplomat is a mere euphemism. In reality, these callous Dwarves are ruthless assassins who “make arrangements” with the opponents of the Brotherhood.

Diplomat		Level 4 Skirmisher	
Medium natural humanoid (Dwarf)		XP 175	
Initiative +3	Senses Perception +6; low-light vision		
HP 44 Bloodied 22			
AC 14; Fortitude 12, Reflex 15, Will 15			
Speed 5			
M Heavy Rings (standard; at-will) * Weapon			
+7 vs. AC; 1d4+2 damage.			
m Nerve Pinch (standard; at-will) * Weapon			
Requires combat advantage; +7 vs. Fortitude. Target takes 2d8 damage and is slowed (save ends).			
Aggressive Shift (move; at-will)			
+5 vs. Fortitude. On a hit moves the target 1 square and Diplomat shifts up to 2 squares. On a miss, Diplomat may shift 1 square.			
Stand Your Ground			
Forced movement is reduced by 1. Also, there is a safe against being knocked prone.			
Alignment Unaligned		Languages	
		Common, Dwarven	
Skills Athletics+8 Endurance +5 Intimidation+11 Streetwise+7			
Str 15 (+4)	Dex 16 (+5)	Wis 10 (+2)	
Con 11 (+2)	Int 10 (+2)	Cha 8 (+1)	

Tactics

The Diplomat tries to attack from hiding first to do a nerve pinch. Later, he will try to flank as much as he can using his Aggressive Shift. Visually, the diplomat’s fighting style is brutal and reckless.

Deep One

The Deep Ones are the mysterious leaders of the guild. They typically wear grotesque masks with metal beards and hooded robes. The masks are covered with tiny specks of frost and the sleeves of the robes show tiny icicles. There are many rumours about the nature of these beings but most assume that they are undead or creatures of elemental cold.

Deep One		Level 7 Controller (Leader)	
Medium natural humanoid (Dwarf)		XP 300	
Initiative +4	Senses Perception +7; low-light vision		
HP 90 Bloodied 45			
Resist 10 cold			
Vulnerable 5 fire			
Aura of Authority: aura 4, all allies within aura gain +1 to all attack rolls			
AC 22; Fortitude 20, Reflex 17, Will 19			
Speed 5			
M Freezing Fist (standard; at-will) * Weapon + Cold			
+9 vs. AC; 1d6+2 damage. 5 points ongoing cold damage (save ends)			
a Ice Blast (standard; recharge 4,5,6) * Cold			
Close blast 3, +8 vs. Fortitude; deals 1d10 damage and targets are slowed (save ends)			
Evil Word of Power (minor; encounter)			
Area burst 5. All allies within range heal 2d8 damage.			
Stand Your Ground			
Forced movement is reduced by 1. Also, there is a safe against being knocked prone.			
Alignment Evil		Languages	
		Common, Dwarven	
Skills Endurance +15 Intimidation+18 Streetwise+15			
Str 15 (+5)	Dex 16 (+6)	Wis 10 (+3)	
Con 16 (+5)	Int 10 (+3)	Cha 16 (+5)	

Example Encounters

These are a few predefined encounters using Brothers of the Mountain.

Tax Collectors (Standard Lv 1)

The guild’s main source of income is protection money, collected by their Diplomats. This is typically the first encounter the PCs will have with the guild. 1 Diplomat, 1 Chapter Master, 5 Thugs

Hunting Squad (Hard Lv 1)

People trying to ruin the guilds business do not sit well with the Deep Ones and will cause one of them to go after the enemy. 1 Deep One, 2 Diplomats, 1 Chapter Master, 5 Thugs