

The Bedrock Brigade

<http://www.obsidianportal.com/campaigns/bedrockbrigade>

Wanted

Brave and hearty adventurers for ongoing paid work as bodyguards, investigators, exterminators, and more.

Must be reliable, trustworthy, good under pressure, and know how to use a weapon!

Interested parties should report to the Bedrock barracks in the South Ward of Waterdeep to enlist.

We'll have you working in no time!

Aerea'alla "Bedrock" Boulderfist
Commander, The Bedrock Brigade

Introduction.

Headquartered in the South Ward of Waterdeep, the Bedrock Brigade Mercenary Corps is known as a reputable placement firm for adventurers. They work with agents and contacts across the realms to identify opportunities and engage small bands of heroes in lucrative, but often dangerous undertakings.

The Bedrock Brigade is more than that though - it is a group of likeminded active and retired adventurers who know the challenges of an adventuring life. They seek to build a community of trustworthy recruits who can rely on one another through the life threatening dangers of an everyday life lived in ancient temples, underground caverns, dark forests, and worse.

The Bedrock Brigade Mercenary Corps is an "Adventuring Company" as defined in the Living Forgotten Realms character creation guidelines. This is a generic adventuring company with no real limits on who can join. Its rules for admittance are simple – be reliable, trustworthy, good under pressure, and know how to use a weapon!

Led by Aerea'alla "Bedrock" Boulderfist, the Bedrock Brigade has been in operation for just over a year now, cementing itself as trustworthy purveyor of heroes that takes on jobs to help set right the many wrong that occur in the world on a daily basis. Aerea'alla (or Delf as she is affectionately called) does this by only employing the best adventurers that can be found, and handling their contracts by charging fees to the clients that are negotiated outside of any dealings a client might have with the adventurers themselves.

Character's do not tithe earnings to the corps, or pay any other kinds of fees. Nor do character's lose out on any treasure awarded for adventures they undertake – all exchanges of money to support the ongoing needs of the Bedrock Brigade are handled by NPCs in the background and have no effect on the character.

As a further benefit, no adventurer ever needs to pay for room or board when staying at the barracks in Waterdeep, or when staying anywhere a fellow brigade member lives. Delf has also made sure that certain services are made available to the members of her corps, though these are offered at cost – for instance, she herself is a skilled healer, linguist, and translator. Granum (her silent partner) is a marvel when it comes to crafting arms and armor, magical items, alchemical goods, and more. Oren (her assistant) is a streetwise broker of secrets and information, with a network of spies and informants that span the continent.

As an Adventuring Company, there is also one other specific in-game benefit to take advantage of. Whenever a group has at least 3 members of the same adventuring company playing at the same table, the group gains a bonus action point to be used during the adventure. The action point is used just like a normal action point, although it does not count against the user's action point expenditure for the encounter. All effects that trigger off of action point use trigger off of the use of the bonus action point. The bonus action point can be spent by anyone at the table, but a majority of the group must agree on the expenditure. Once the action point is spent, it is gone for the remainder of the adventure. Your group can only have one bonus action point in this manner.

Joining the Corps.

Membership in the Bedrock Brigade Mercenary Corps is entirely optional. If an adventurer chooses to join, they need only show up in Waterdeep and enlist. There are no requirements for membership, and all are free to join so long as they abide by the basic tenants of honor and conscience.

A player may only have one character enlisted in the corps at a time. It's easy to get started:

- Go the [website](#) and add your name, your RPGA#, and your character's name to the 'Characters' tab. You can add any additional information you like.
- Write down that you are now a member of the Bedrock Brigade Mercenary Corps (an Adventuring Company) on your character sheet.
- Let the DM and other players know that you are a part of this Adventuring Company whenever you play.
- Work with other players at the table to use the extra AP if 3 or more members are present.
- Go back to [website](#) and post anything that may have happened in your game that could influence the present or future state of the corps (optional).
- You can also sign up for the mailing list (see the section on 'staying connected' below).

When an adventurer enlists in the corps, he or she is given a small circular metallic emblem that can be pinned to their clothing. Displaying this emblem is entirely optional, but may be required during certain corps events.

Should an adventurer choose to leave the corps, he or she must turn in their emblem and loses all rank and privileges with the corps. Returning is an option, but an adventurer must start over from the beginning if they come back after leaving.

If a character leaves this adventuring company, there are in-game requirements and consequences for doing so: When your character gains a level, the character may either choose to leave an existing adventuring company or join a new one. If your character has never been a part of any adventuring company, you may join an adventuring company at any time. Once you've decided to leave an adventuring company, you must wait until your character has gained a level. If you've left an adventuring company, you must wait until you've gained another level to join a new one. Essentially, you'll play one level without an adventuring company if you decide you want to switch adventuring companies with your character.

Ranks and Awards.

The Bedrock Brigade is run much like a military unit – with ranks granted for progression within the corps, and awards given when earned. Promotion and award ceremonies occur on a quarterly basis at the Bedrock Headquarters in Waterdeep – attracting members of the corps from all over the lands to reunite, catch up, see who's still alive, and share stories of adventure. Oren usually organizes these events, turning them into festive occasions.

There are no actual in-game benefits earned with ranks or awards given by the Bedrock Brigade. These are just story elements and ways to increase role-playing opportunities. That said, it is appropriate for the highest ranking member of the corps at the table to make the final decision on how and when to spend the group action point if there are 3 or more corps members seated at the table.

Within the Bedrock Brigade Mercenary Corps, the following ranks have been established:

- Plebe
- Private
- Corporal
- Sergeant
- Lieutenant
- Captain

A field promotion recommendation can be made by any member of the corps, as long as the recommendation comes from a member that holds a rank one level higher than the rank the person would be promoted into. In other words, a Lieutenant could make a field promotion recommendation for a Corporal to be promoted to Sergeant, but no higher.

Otherwise, promotions take place at regularly scheduled intervals depending on how active a member has been since the last promotion cycle, usually coinciding with the quarterly ceremony.

Requirements for Promotion:

- Plebe – Granted on enlistment
- Private – Earn 1 level since enlistment
- Corporal – Earn 3 levels since enlistment
- Sergeant – Earn 5 levels since enlistment
- Lieutenant – Earn 7 levels since enlistment
- Captain – Earn 10 levels since enlistment

There are also a number of awards that are given in the form of medals. These are presented to recipients during the quarterly ceremony. Each medal has specific criteria associated with it. Listed from the lowest to highest levels of distinction, these medals include:

- Good conduct
- Humane Action
- Brigade Service
- Fallen Soldier
- Silver Moon
- Platinum Hammer
- Honored Hero

The good conduct award is given each time a member of the corps progresses on their chosen path. The rest of the medals are given based on specific criteria – and require the recommendation of a senior corpse member and the agreement of all corps members who were present during the actions taken to merit the medal.

Characters earn a new good conduct award each time they gain a new level after joining the corps. This award is displayed as a small star that gets added to your Bedrock Brigade emblem. You get a new star for each new level you gain. Aside from rank, checking another member's emblem is how seniority is often determined.

- Humane Action – granted when a specific action conducted while working on behalf of a civilian cause brings great credit to the corps. This is an everyday happening within the corpse, so the circumstances of the situation must be significant to earn this medal.
- Brigade Service – granted when a specific action conducted while working with on behalf of the Bedrock Brigade brings great credit to the corps. This is an everyday happening within the corpse, so the circumstances of the situation must be significant to earn this medal.
- Fallen Soldier – granted when a corpse member dies in service to the corps or its clients while valiantly upholding the principles of the corps. This is an everyday happening within the corpse, so the circumstances of the situation must be significant to earn this medal.
- Silver moon – granted when a specific action saves the life of a civilian while placing one's own self in peril. This is an everyday happening within the corpse, so the circumstances of the situation must be significant to earn this medal.

- Platinum Hammer – granted when a specific action saves the life of a fellow brigade member while placing one's own self in peril. This is an everyday happening within the corpse, so the circumstances of the situation must be significant to earn this medal.
- Honored Hero – the highest award given to members of the Bedrock Brigade, it is granted when the actions of a corps member go above and beyond the call of duty in defending the lives of members or clients while putting one's self at great peril. The specific details vary on a case by case basis, but this award is rarely given. Earning this award grants an automatic promotion to the next rank, up to and including the rank of Captain.

The Leadership Team.

Delf (Aerea'alla "Bedrock" Boulderfist)

Level 12 Devoted Cleric of Oghma/Truthseeker

Rank: Commander

Str 14, Con 14, Dex 10, Int 15, Wis 21, Cha 16.

AC: 26, Fort: 21, Reflex: 21, Will: 26

HP: 81, Surges: 9, Surge Value: 20

Skills: Religion +13, Heal +19, Insight +21, Diplomacy +17, Bluff +14, Acrobatics +5, Arcana +8, Dungeoneering +13, Endurance +9, History +10, Intimidate +9, Nature +11, Perception +11, Stealth +5, Streetwise +9, Thievery +5, Athletics +7.

Feats: Ritual Caster, Pacifist Healer, Divine Excellence, Linguist, Linguist II, Linguist III, Skill Focus (Diplomacy), Skill Focus (Insight), Bardic Dilettante.

Net Worth: 3, 213,500gp

Aerea'alla "Bedrock" Boulderfist, known to many simply as "Delf", commands the Bedrock Brigade. She is a battle-hardened priestess of Oghma, and a celebrated hero of numerous campaigns. She earned name-recognition when she was awarded the purple cross for her actions in defense of Cormyr against an alliance of trolls and lesser creatures; nearly giving her own life to save the King himself. Since that time she has turned away from warfare and bloodshed and become a prominent merchant in the city of Waterdeep. Frustrated by the sheer number of people in need of help, she began to recruit fellow adventurers that could help right wrongs and offer services to others. Before she knew it, the Bedrock Brigade had formed around her almost by accident.

Delf is not your typical dwarf. She is prim, proper, and always well groomed. Her mannerisms are more akin to those of an Eladrin than a dwarf; hence her nick name. As a child, Delf was rescued and raised by a troop of Eladrin Paladin's. She was treated as any other Eladrin child, despite her dwarven heritage. This has given her a strong appreciation for the finer things in life. Make no mistake about it though, while Delf gave up her hammer long ago she can still be a fearsome opponent, especially in business negotiations. She speaks close to a dozen languages, and possesses such keen insight and perception that she is often accused of being able to read people's minds. While there is no truth to the rumor, those who attempt to be dishonest with her do so at their own peril.

Her commitment to the Bedrock Brigade is beyond question. Everything she does is for the people of the realms and the members of her Corps. She makes a good living, but she really isn't in it for the money – in fact, a large portion of her proceeds go to various charitable organizations within Waterdeep and other areas – there is even an orphanage that she herself runs (some younger members of the Bedrock Brigade were former orphans that she helped raise). She considers any member of the corps to be a brother or sister in arms, members of her extended family. Anyone who tarnishes the corps must answer to her for their actions – and she will determine the appropriate punishment. It is whispered that there has only been one act of outright betrayal by a member of the corps, and that person was never seen or heard from again – no one really knows what happened, and she won't speak of it. She just reminds members of their oath of enlistment and the tenants of the corps.

Granum (Gogranumdaerialis)

Level 17 Wizard/Artificer/Alchemical Savant

Rank: N/A, Granum is considered an Advisor

Str 9, Con 11, Dex 18, Int 24, Wis 11, Cha 14.

AC: 30 Fort: 19 Reflex: 25 Will: 21

HP: 86 Surges: 6 Surge Value: 21

Skills: Thievery +20, Perception +16, Arcana +24, Stealth +22, Acrobatics +14, Bluff +12, Diplomacy +12, Dungeoneering +10, Endurance +10, Heal +10, History +17, Insight +10, Intimidate +12, Nature +10, Religion +17, Streetwise +12, Athletics +9

Feats: Twilight Adept, Shadow Skulk, Arcane Empowerment, Jack of All Trades, Ritual Caster, Practiced Study, Master Mixer, Master Crafter, Improved Augment Energy, Arcane Familiar (Rakshasa Claw)

Net Worth: 402,000gp

Gogranumdaerialis of the Clinkitty-Clank Clan (Granum for short) is a pudgy nervous little gnome with a dangerously curious streak. In his younger days, Granum was a master housebreaker and tombrailer who specialized in the 'acquisition' of magical secrets, and enjoyed pilfering items and materials from the homes of mages across the realms. He would then study these acquired items to learn more about their inner workings. However, his life of thievery came to a crashing halt when he made the mistake of robbing a particular abode in the Dales. Forced to endure ten years of servitude to as an apprentice, Granum eventually earned his freedom and set back out again – though this time on a somewhat different path.

Granum fell in with Delf during a series of adventures into Undermountain while they were both a bit younger. He quickly earned a warm spot in her heart, though he was always rather oblivious to her advances. The two have stayed friends throughout the years, with Granum eventually joining her in Waterdeep. Delf built a small workshop and lab for him to work in, giving him total freedom to pursue whatever advances he chooses. For the past year he has been hard at work helping to keep members of the Bedrock Brigade outfitted and equipped – though adventurers must bring the gold and materials needed for him to create such items. Granum's knowledge of metallurgy, alchemy, armor and weaponsmithing, magic item creation, and more, are unsurpassed and he is able to make nearly anything an adventurer could imagine – given the proper resources and time.

Granum is more interested in his own work than he is in the plight of the corps, but he recognizes that the work Delf and her people do is important to the realms. He delights when adventurers come to him for with unique or obscure requests, relishing the opportunity to dive into ancient formulas, but is otherwise usually curt when disturbed. He makes a big show of annoyance whenever anyone other than Delf 'monopolizes' his time – huffing and puffing, and mumbling to himself. He also likes to pretend that he is dense – a classic portrayal of the bumbling old fool. Many people tend to underestimate him until they see him at work – and are then duly impressed by what the old gnome is truly capable of.

Oren Bedrock

Level 8 Bard/Assassin

Rank: Lieutenant

Str 10, Con 9, Dex 14, Int 16, Wis 14, Cha 20.

AC: 21 Fort: 16 Reflex: 20 Will: 23

HP: 56 Surges: 6 Surge Value: 14

Skills: Arcana +14, Intimidate +14, History +15, Streetwise +22, Bluff +20, Religion +14, Acrobatics +6, Diplomacy +10, Dungeoneering +10, Endurance +4, Heal +8, Insight +10, Nature +10, Perception +10, Stealth +6, Thievery +6, Athletics +5

Feats: Bardic Knowledge, Initiate of the Faith, Student of Artifice, Skill Focus (Streetwise), Skill Focus (History)

Net Worth: 12,000gp

Oren is a young changeling who was raised in the Bedrock orphanage by Delf. She regards Delf and Granum as mother and father, often appearing as a homogenized cross-breed between dwarf and gnome. She has also picked up a number of skills from her adopted moth and father; however, her true love is dealing in secrets. Oren spent most of her childhood with her nose buried in books – learning about the histories of people and places all over the world. When she was old enough to survive on her own (or rather when she thought she was ready), she ran away from the orphanage to explore and see the world (she was 5 years old at the time). Oren connected with a group of wander gypsies and spent two years in their company. One day they were attacked and most of the group was killed off. A few of them, including Oren, were taken and sold into slavery in Luskan. She spent another two years as a prisoner and slave, before Delf finally found her.

Oren returned to the orphanage, damaged but wiser. Still, she harbored a dark place in her heart that wanted revenge against the Luskan family that had purchased and abused her. She went back to her books and began studying the art of killing – trying to find a way to exact her revenge without drawing notice. A few months passed, and she got her chance. Sneaking into the abode of her former masters she murdered every member of the family while they slept. Returning home in tears, she realized, all too late, that her desire for vengeance had not been sated – rather, she was ashamed of what she had done, and terribly fearful of the dark stain on her soul for having committed these foul acts. She confided her secrets in Granum, who helped her regain her composure and return to her normal life. Neither of them has ever discussed it again, not does Delf know anything of these events. In all, it brought Oren and Granum closer together and helped her find her place in the world.

Oren is now the brigade's eyes and ears, and runs a network of informants and spies that keep tabs on things that happen in most parts of the realms. She is also the person who receives opportunity notices for open jobs, and helps identify the right adventurers needed to get the work done. When she is not studying maps, reading books, or chasing down leads for the corps, she is watching over the shoulder of Granum, trying to learn more about the arcane arts and the creation of magical items. There is something wondrous and calming about the act of creation that she is drawn to. She also enjoys singing and dancing, organizing regular entertainment for members of the corps that happen to be in the area at any given time. She is a free spirited woman with a fiery disposition, not unlike her adopted mother. Her favorite past time is rebuffing the advances of would-be suitors – especially members of the corps – that doesn't keep her from teasing them at every opportunity though.

Staying Connected.

Members of the corps can stay connected via both magical and mundane means. Staying in contact with the corps and its members is considered a service of the organization. There is no cost for communicating with each other – these costs are covered by the organization itself.

Players have a wide range of options for connecting with other members of the corps. There is a website and a mailing list that can be leveraged:

Use the website to sign up and manage your information
<http://www.obsidianportal.com/campaigns/bedrockbrigade>

Join the mailing list by sending an e-mail to this address
bedrockbrigade-subscribe@afterthoughtgames.com