

SMOKE ON THE WATER

An Iron Kingdoms™ Adventure by F. Wesley Schneider
Web Extra Supplemental Document by Nathan Letsinger & F. Wesley Schneider

“Smoke on the Water” is an adventure designed for four 1st level to 3rd level characters. Starting in the Ordric town of Tarna, this adventure takes characters west along the Dragon’s Tongue River on board the steamship “The Gambler’s Bride” through the tangled Gnarl, and to their destination at the sprawling city of Five Fingers.

This document provides stats to the NPCs and monsters detailed in “Smoke on the Water” published in issue 4 of No Quarter Magazine (PIP NQ04.) You may find No Quarter Magazine at your local hobby retailer. A portion of this document is under the Open Gaming License, including all NPC and monster stats, as detailed under the provisions of the license found at the end of this document.

Warning! Players hoping to enjoy this adventure should read no further. This document is intended for GMs eyes only. GMs should feel free to change the roles of the characters if he believes the players have read more than he’d like about the adventure, its encounters, and it’s character’s motivation. As always, keep them guessing!

THE CREW OF THE GAMBLER’S BRIDE:

Gambler's Bride Crew

The crew of the Gambler’s Bride are skilled if somewhat inexperienced sailors and engineers.

Crewman (CR 2)

Male Thurian Expert 2

N Medium humanoid

Init +1; Senses Spot +2 Listen +2

Languages Ordric (spoken), Cygnaran

AC 11 (Dex +1) touch: 11 flat-footed: 10

hp 9

Fort +0, Ref +1, Will +3

Spd 30 ft.

Melee improvised weapon (club) -2 (1d6+2/20); dagger +2 (1d4+2/19-20)

Ranged dagger +2 (1d4+2/19-20)

Base Atk +1; Grp +2

Abilities Str 14, Dex 13, Con 11, Int 10, Wis 10, Cha 10

Feats Skill Focus (Profession), Endurance

Sailor: Balance +4, Bluff +2, Climb +5, Craft(ship making) +3, Jump +2, Knowledge(local) +2, Listen+2,

Profession (sailor) +8, Spot +2, Swim +5, Use Rope +6

Engineer: Bluff +2, Climb +2, Concentration +3, Jump +2, Craft(steam engine) +5, Craft (tools) +5, Listen+2,

Profession (engineer) +5, Spot +2, Swim +3, Use Rope +2

Dealer/Bartender: Appraise +3, Bluff +4, Climb +2 Concentration +1, Gather Information +2, Knowledge(local) +3, Listen+2, Profession (gambler) +8, Sense Motive +5, Sleight of Hand +4, Spot +2, Swim +3

Captain Odran Reno

Captain Reno is no fool, and he's quick to meet trouble with the business end of his pistol. While he plays the fop at times, Reno serves brutal justice to those that threaten his ship or the welfare of his passengers or crew.

Milon Amorslea is his closest associate, whose sharp insight he trusts to verify his own suspicions. Should the PCs prove suspicious (such as insisting on being armed and armored for the trip), Reno will arm himself with his double barreled pistol and see that each crew member keeps an eye on the party. Reno is a good judge of a man, and won't easily be ambushed by would be pirates (in fact, it takes a sizable betrayal by a member of his own crew to do so).

Should the PCs befriend the captain, either assisting to protect the ship or besting him at cards (for the captain respects anyone with skill at cards) they will find him an excellent source of information about Five Fingers and any town along the Dragon's Tongue. Captain Reno has met a couple of the High Captains in the Port of Deceit, and can inform the PCs on how best to get their trusted cargo to its destination without undue 'taxation' by the local gangs or corrupt customs agents.

Captain Odran Reno (CR 5)

Male Thurian Human Fighter 2/Rogue 3

CG Medium humanoid

Init +3; Senses Spot +5 Listen +1

Languages Cygnaran, Ordic

AC 14 (reinforced greatcloak; Dex +3) touch: 13; flat-footed:11

DR 5 bludgeon

hp 35

Fort +5, Ref +6, Will +2

Spd 30 ft.

Melee mwk longsword +7 (1d8+2/19-20); mwk dagger +7 (1d4+2/19-20)

Ranged 2-barreled pistol +6 (2d6/19-20 x3); mwk dagger +6 (1d4+2/19-20)

Base Atk +4; Grp +6

Atk Options Point Blank Shot, Sneak Attack 2d6, firing both barrels (4d6)

Abilities Str 14, Dex 16, Con 13, Int 11, Wis 13, Cha 16

Feats Exotic Weapon (small arms), Quick Draw, Point Blank Shot, Skill Focus (Profession; sailor), Skill Focus (Profession; gambler)

Skills Appraise +6, Bluff +11, Craft (small arms) +4, Diplomacy +8, Gather Information +5, Knowledge(local; five fingers) +2, Profession (gambler) +10, Profession (sailor) +10, Slight of Hand +9, Sense Motive +7, Spot +5, Swim +3, Use Rope +6

Possessions masterwork longsword, two masterwork daggers, custom 2-barreled Radliffe pistol, 2 gold rings (250 gp each), 24 shots for pistol, An exquisite deck of cards, a "Bolis Deck," whose face cards are a parody illustrations of the Morrowan Ascendants and Thamarite Scions (worth 300 gp to collectors)

First Mate Reg and Chief Engineer Drimwall

While Reggletognok may be better skilled with steam engines, he has deferred to Drimwall's interest in them and is instead obsessed with the overall smooth running of the ship. PCs will always find the gobber tightening bolts, oiling doors, or just cleaning at any time of day, including in the PCs quarters. Drimwall will also take an interest in the PCs if he feels they might foil his plans. He may enter the PCs quarters to disable their firearms, drain accumulators, or otherwise hamper them, without drawing attention to himself. If found he might pretend to be his brother on another crusade for shipboard efficiency. He will use Bluff and Disguise to convince the PCs that his intentions are good. A devious GM can make the best of this confusion during the "River Pirate" attack when Drimwall decides to throw in with Cudgelfist. Should Reggle or Captain Reno not know of Drimwall's betrayal, Drimwall may manage to turn them both against the PCs before the truth is known.

First Mate Reggletognok (CR 3)

Male Gobber Bodger 2/Rogue 1

NG Small humanoid

Init +7; **Senses** Spot +5 Listen +5 Low-light vision

Languages Cygnaran (spoken), Ordic (spoken)

AC 14 (Dex +3, +1 size) touch 14, flat-footed 11

hp 17

Fort +4, **Ref** +7, **Will** +0 (+1 saves vs. poison)

Spd 20 ft.

Melee dagger +2 (1d4+/19-20)

Base Atk +1; **Grp** -2

Atk Options Sneak Attack 1d6

Abilities Str 10, Dex 16, Con 13, Int 12, Wis 11, Cha 12

Feats Improved Initiative

Skills Bluff +5, Climb +4, Craft (steam engine) +6, Disable Device +7, Disguise +5, Escape Artist +5, Hide +10, Move Silently +7, Listen +5, Spot +5, Open Lock +3, Profession (Mechanic) +5, Swim +2, Use Rope +5

Special Bodging, Jackwrench, Evasion, Tinkering (pp. 97-99 IKCG), Trapfinding

Chief Engineer Drimwall (CR 3)

Male Gobber Bodger 2/Rogue 1

CN Small humanoid

Init +3; **Senses** Spot +2 Listen +2 Low-light vision

Languages Cygnaran (spoken), Ordic (spoken)

AC 14 (Dex +3, +1 size) touch 14, flat-footed 11

hp 22

Fort +5, **Ref** +7, **Will** +0 (+1 saves vs. poison)

Spd 20 ft.

Melee dagger +3 (1d4+1/19-20)

Base Atk +1; **Grp** -1

Atk Options, Sneak Attack 1d6

Abilities Str 12, Dex 17, Con 14, Int 10, Wis 10, Cha 9

Feats Stealthy

Skills Bluff +3, Climb +5, Craft (steam engine) +5, Disable Device +6, Disguise +3, Escape Artist +5, Hide +12, Move Silently +9, Listen +2, Spot +2, Open Lock +5, Profession (Mechanic) +5, Swim +3, Use Rope +5

Special Bodging, Jackwrench, Evasion, Tinkering (pp. 97-99 IKCG), Trapfinding

Ships Pilot, Vexi

Vexi enjoys piloting the Gambler's Bride, strong drink, and winning at cards. Very little else interests her, including the PCs and other guests on board. Crafty, but not entirely cruel GMs may use Vexi as a red-herring when the PCs are looking for a culprit for many of the encounters of the Gambler's Bride. Captain Reno has known Vexi far longer than the PCs and will need definite proof before turning against her. Alternatively, GMs could mix things up and make Vexi a villain.

Ships Pilot Vexi (CR 4)

Female Radiz human Fighter 2/Expert 3

N Medium humanoid

Init +2; **Senses** Spot +4, Listen +4

Languages Cygnaran, Ordic (spoken), Five Cant

AC 15 (Dex +2, studded leather armor) touch 12, flat-footed 13

hp 34

Fort +6, **Ref** +3, **Will** +7

Spd 30 ft.

Melee shortsword +5 (1d6+2/19-20); dagger +5 (1d4+2/19-20)

Ranged military pistol +6 (2d6/19-20 x3); dagger +5 (1d4+2/19-20)

Base Atk +3; **Grp** +5

Atk Options Full-attack, Two-pistol fighting +2/+2 (2d6/19-20)

Abilities Str 14, Dex 15, Con 14, Int 11, Wis 13, Cha 10

Feats Exotic Weapon (small arms), Weapon Focus (pistol), Two-Pistol Fighting, Skill Focus (profession; sailor), Iron Will

Skills Climb +2, Craft (small arms) +5, Intimidate +4, Jump +2, Profession (sailor) +7, Survival +5, Spot +4, Listen +4, Ride +2, Use Rope +5

Possessions shortsword, two daggers, Ordic military pistol, Cygnaran military pistol, 18 rounds for Ordic pistol, 6 rounds for the Cygnaran pistol, 20 gp

Milon Amorslea

Milon's local knowledge can make him an excellent resource for the PCs seeking information. Captain Reno depends on Milon's innate sense of people to sniff out trouble on board his ship. While Milon is conversant in many languages, he hides the fact well in order to eavesdrop on unsuspecting passengers.

Milon Amorslea (CR 4)

Male Midlunder human Rogue 4

CG Medium humanoid

Init +2 **Senses** Spot +8 Listen +8

Languages Cygnaran, Ordic, Khadoran, Llaelese, Rhulic (spoken), Five Cant

AC 12 (Dex +2) Touch 12; Flat-footed 12 (uncanny dodge)

hp 26

Fort +4, **Ref** +6, **Will** +4

Spd 30 ft.

Melee mwk shortsword +3 (1d6/19-20); mwk dagger + 3 (1d4/19-20)

Ranged mwk dagger +5 (1d4/19-20)

Base Atk +3; **Grp** +3

Atk Options Sneak Attack 2d6

Abilities Str 10, Dex 14, Con 15, Int 14, Wis 16, Cha 12

Feats Skill Focus (Sleight of Hand), Skill Focus (Sense Motive), Deft Hands

Skills Appraise +10, Bluff +8, Disguise +6, Escape Artist +7, Forgery +7, Gather Information +7, Knowledge (local; Pt. Bourne) +7, Listen +8, Open Lock +5, Profession (gambler)+10, Search +4, Sense Motive +13, Sleight of Hand +14, Spot +8, Use Rope +4

Possessions masterwork shortsword, three masterwork daggers, three silver rings 50 gp each

NOTEWORTHY PASSENGERS

Larsa Chamko

Larsa and her brother are pursued by some threat. What this threat may be is up to the GM to decide—pursuing Greylords, Menite witch-hunters, Thamarite cultist, or something darker still. Born with the Gift of Thamar and rejected by the local church fathers, Larsa feels she has no other choice but to seek out the guidance of the Dark Twin to learn to control her powers. Use the stats of a Constrictor Snake for her Bloodstone stripped constrictor.

Larsa Chamko (CR 3)

Female Umbrean human Rogue 2/Sor 1

N Medium humanoid

Init +2; Senses Spot +5 Listen +5

Languages Cygnaran (spoken), Khadoran (spoken), Llaeese

AC 12 (Dex +2) Touch 12; Flat-footed 12

hp 10

Fort +1, Ref +5, Will +4 (evasion)

Spd 30 ft.

Melee dagger +2 (1d4-1)

Base Atk +2; Grp +1

Combat Option sneak attack 1d6, Dodge (+1 AC vs one opponent)

Abilities Str 8, Dex 14, Con 12, Int 11, Wis 14, Cha 16

Feats Spell Focus (Enchantment), Dodge, Mobility

Skills Balance +4, Bluff +4, Concentration +2, Escape Artist +5, Heal +2, Hide +4, Listen +5, Move Silently +4, Perform (dance) +5, Spot +5

Spells 5 / 4 per day.

0-level: *Daze* (DC 14), *Message*, *Prestidigitation*, *Detect magic*

1-level: *Charm Person* (DC 15), *Hypnotism* (DC 15)

Uli Chamko

Once a blacksmith's apprentice and an adventurer, Uli returned to his family before the war in Llael. Now this quiet and intense man seeks to protect her sister even at the cost of his life.

Uli Chamko (CR 3)

Male Umbrean human Fighter 3

N Medium humanoid

Init +1; Senses Spot +0 Listen +0

Languages Cygnaran (spoken), Khadoran (spoken), Llaeese

AC 12(Dex +1, padded armor) Touch 11; Flat-footed 11

hp 30

Fort +6, Ref +1, Will +4

Spd 30 ft.

Melee battle axe +8 (1d8+6)

Base Atk +3; Grp +7

Combat Option Power Attack (-3 to attack, +6 to damage)

Abilities Str 19, Dex 12, Con 16, Int 8, Wis 10, Cha 10

Feats Power Attack, Cleave, Improved Sunder, Weapon Focus (battle axe), Iron Will

Skills Climb +6, Jump +6, Craft (blacksmithing) +1

ADDITIONAL PASSENGERS

The Gambler's Bride sees many passengers on her journeys back and forth along the Dragon's Tongue. While many are simply aboard to gamble, others have greater purpose in mind. GMs may find these NPCs useful as current or future passengers.

Alaster Embril

Solitary and brooding, Alaster Embril (LG male Caspian Pal3) has the look of a war veteran who has seen far too much fighting. Such looks are common, however, among the agents of the Order of Illumination. An adjacent of the Order (No Quarter magazine issue 2, pp 54-61) and a devout servant of Morrow, Embril is good-natured, but tracks an infernalist gone to ground in Five Fingers and has the single-minded demeanor of a soldier preparing for a difficult battle. His hair streaked with white, Embril wears an unseasonably heavy long coat, both to disguise himself and to hide massive scarring on his arms and upper body—wounds from his last encounter with the heretic he tracks. Although he hopes it might be the taint of his nearing prey, Embril has noted the trace of dark magic aboard the Gambler's Bride—possibly from Larsa Chamko's secret sacrifices, but perhaps from somewhere else.

Phayn Progner

Traveling light and by the most unlikely methods possible, Phayn (NG male Ryn Wiz 3) treks to Five Fingers in the hopes of buying weapons for the Rynnish resistance in Llael. Although sleep deprived and in a constant state of low panic, the frazzled-looking young man is a devoted—if unlikely—agent of the Golden Crucible now relocated in Corvis. The last of a group of five students, he and his friends tragically botched their escape from Llael, leaving Phayn alone and with a trail of dead Khadorans behind him. Fearing pursuit, the sandy-haired wizard is constantly on-edge, nervous to the point that his hand rarely strays from a pair of grenades he keeps concealed within his Alchemist's cloak (No Quarter magazine issue 3, pp 44-47.) Larsa and Uli serve as the current objects of his fear, as he suspects them of being Greylord spies.

ENCOUNTERS

An Offer You Can't Refuse (EL 2)

Lupo Vain has no interest in combating the PCs personally, that's why he's hired the four toughest dockside brawlers he could find on short notice. Lupo will avoid combat but it's likely this isn't the last time the PCs will meet Lupo. If Lupo is eliminated in front of witnesses word will return to Thane Ross Kaddock of the PCs involvement. The nobleman will not take the death of his agent well, and may seek retribution on both Gram and the PCs.

The thugs aren't interested in fighting to the death, but their pride, and Lupo's pay, is good enough to keep them fighting the PCs until the Gambler's Bride has steamed from port. They will attempt to grapple party members and keep them pinned until the ship leaves, or simply toss them off the dock. If their numbers drop by half, they will quit the fight.

Smoke on the Water web extra

Brutish Thug (CR 1)

Male Thurian Warrior 1

N Medium humanoid

Init +1; Senses Spot -1 Listen -1

Language: Ordic (spoken), Cygnaran

AC 12 (+1Dex, padded armor), touch 11, flat-footed 11

hp 10

Fort +4, Ref +1, Will +0

Spd 30 ft.

Melee unarmed attack +2 (1d3+2/20) or dagger+2 (1d4+2/19-20)

Base Atk +1; Grp +3

Abilities Str 14, Dex 13, Con 14, Int 9, Wis 9, Cha 10

Feats Improved Unarmed Strike, Improved Grapple

Skills Climb +4, Intimidate +4, Jump +4, Swim +2

Possessions: A total of 5 gp in silver and copper coin

Lupo Vain (CR 2)

Male Tordoran Rogue 2

NE Medium humanoid

Init +3 Senses Spot +7 Listen +7

Language: Ordic, Cygnaran

AC 14 (+3 Dex, padded armor), touch 13, flat-footed 11

hp 10

Fort +1, Ref +6, Will +2

Spd 30 ft.

Melee shortsword +0 (1d6 -1/19-20)

Ranged Rynnish walking stick (pistol) +4 (2d4+2/19-20 x3)

Combat Options Sneak attack 1d6

Base Atk +1; Grp +3

Abilities Str 8, Dex 17, Con 13, Int 12, Wis 14, Cha 16

Feats Exotic Weapon (small arms), Persuasive

Skills Appraise +5, Bluff +9, Craft(small arms) +2, Diplomacy +6, Disable Device +2, Forgery +4 Hide +5,

Intimidate +10, Listen +7, Move Silently +7, Open Locks +4, Search +5, Sense Motive +7, Spot +7, Tumble +3

Possessions: A total of 100 gp is loose coin and gems. 2 rounds for his Rynnish walking stick

Washed Up Romance (EL3)

This encounter may be used any time during the Gambler's Bride's voyage. How much of the Rusalka's story is fabrication is up to individual GMs, but if her ruse is up she will use her *Unearthly Laughter* to assist in her escape. If the Rusalka escapes from the original encounter, a GM may wish to have her re-appear in Splintermill or Briv where her use of *Disguise Self* and bluff may well convince the locals to cause trouble for the PCs. If the grymkin is destroyed, GMs may wish the Rusalka blade to find its way into the hands of the ship's pilot, Vexi. Consult pages 144 -145 of the *Monsternomicon* for details of the Rusalka.

Smoke on the Water web extra

Rusalka (CR 3)

CE Medium Fey (Grymkin)

Init +2; Senses Spot +6 Listen +6

Language Cygnaran

AC 16 (+3 Dex, +3 deflection), touch 16, flat-footed 13

hp 15

Fort +3, Ref +8, Will +7

Spd 30 ft.

Melee Rusulka blade +5 (1d4+2/19-20 plus poison)

Base Atk +1; Grp +1

Special Attacks: poison (fort DC 12, 1d6 Con), unearthly laughter (Will DC 14)

Abilities Str 12, Dex 17, Con 10, Int 14, Wis 13, Cha 17

Feats Toughness, Weapon Finesse

Skills Bluff +6, Disguise +6, Escape Artist +6, Hide +7, Knowledge(nature) +9, Listen +6, Move Silently +7, Spot +6, Survival +4, Swim +2

Possessions Rusulka blade, wedding ring (800gp)

Splintermill (EL2)

Strong drink has made these laborers belligerent enough to challenge unarmed PCs and crew members, especially the five that join the bribed crew member in stealing the Gram's cigars in the vault. If a single man is slain the will to fight will leave them, but a simmering rage will infect others on board and soon turn the whole of the laborers against the crew and passengers of the Gambler's Bride, especially if the PCs are seen on deck.

Paddlewheel justice: Captain Reno does not tolerate the betrayal of trust of the bribed crew member, and wishes to make an example of him. GMs may wish reward XP to PCs that keep Captain Reno from becoming too sadistic in his uncharacteristic (read, alignment shifting) response to the betrayal.

Lumberjacks (CR 1)

Male Thurian or Midlunder or Morridane Warrior 1

N Medium humanoid

Init +0; Senses Spot +0 Listen +0

Language Cygnaran

AC 10 (no armor), touch 10, flat-footed 10

hp 14

Fort +7, Ref +1, Will +0

Spd 30 ft.

Melee unarmed attack +3 (1d3+2 non-lethal/20) or improvised club -1 (1d6+2/20)

Base Atk +1; Grp +3

Abilities Str 15, Dex 10, Con 16, Int 9, Wis 10, Cha 10

Feats Toughness, Great Fortitude

Skills Climb +6, Intimidate +2, Jump +4

Possessions 20 silver, good leather boots

Trollkin Justice (EL 4)

The Trollkin are not bent on violence and Gurn is a trollkin of his word willing to abide by any agreement made, but he expects Captain Reno and the PCs to do the same. Should such an agreement be made and things turn bad for the PCs in another encounter (such as River Pirates encounter), the PCs might gain the aid from other kith along the river at the GMs discretion. On the other hand, if the PCs are merciless and slaughter the trollkin, word will spread among the kiths.

In combat, Gurn will open up with his blunderbuss, hoping to catch an adjacent target in the blast. Next he

will use his fell calls to support his warriors.

Trollkin warriors (CR ½)

Male Trollkin Warrior 1

N Medium humanoid

Init -1; **Senses** Spot +1 Listen +1 darkvision 30'

Languages Molgur, Cygnaran (spoken)

AC 12 (-1 Dex, studded leather armor), touch 9, flat-footed 12

hp 8

Fort +4, **Ref** -1, **Will** -1

Spd 30 ft.

Melee great axe +3 (1d12+3/x3)

Base Atk +1; **Grp** +3

Combat Options Power Attack (-2 to attack, +4 to damage)

Abilities Str 15, Dex 9, Con 16, Int 10, Wis 9, Cha 6

Special Qualities: poison resistance 4, toughness (ignore the first 3 points of nonlethal damage)

Feats Power Attack

Skills Listen +1, Spot +1

Possessions: 5 copper

Gurn Golmhurt (CR 2)

Male Trollkin Fellcaller 1

N Medium humanoid

Init +0; **Senses** Spot +0 Listen +0 darkvision 30'

Languages Molgur, Cygnaran (spoken)

AC 12 (-1 Dex, studded leather armor), touch 9, flat-footed 12

hp 12

Fort +6 **Ref**+0 **Will** +0

Spd 30 ft.

Melee great axe +3 (1d12+2/x3)

Ranged shoddy blunderbuss -1 (4d4/x3)

Base Atk +1; **Grp** +3

Combat Options Fell Calls

Abilities Str 16, Dex 10, Con 18, Int 10, Wis 10, Cha 16

Special Qualities: poison resistance 4, toughness (ignore the first 4 points of nonlethal damage)

Feats Exotic Weapon (small arms)

Skills Concentration +8, Craft (small arms)+4, Intimidate +7, Perform +7

Possessions 5 silver, a shoddy blunderbuss (-2 to attack, 10% chance of breaking after each shot), 4 rounds of powder and ammo. One dose of Scarbane (No Quarter issue 3 pg. 55)

Fell Calls (2 per day) Inspire Courage, Fascinate, Countercall, Signal Call, Stay Death, Fell Call

Sabotage (EL3)

These four steamlings have fed off one the Gambler Bride's steam boilers, causing it to explode. If attacked they will lead the PCs on a merry chase as they fly through the ship in separate directions - before rendezvousing on the steam-filled ship's kitchen. If the PCs have any steam-powered equipment activated the steamlings will threaten it as well. If the PCs ignore the threat, the steamlings will begin infesting the second steam engine 10 minutes after the PCs encounter them. After 2 minutes of infesting the engine, the steamlings will cause the engine to explode. The engine will make a terrible hissing sound 2d4 rounds before it explodes in a 30' radius blast for 5d6 fire damage (Reflex DC 16 for half damage.) The explosion will do no damage to the steamlings. However, a bucket of thrown cold water (1 gal, treat as a touch attack) does 2d6 cold damage to a steamling (Reflex DC 15 for half damage .)

Smoke on the Water web extra

If you use the additional passengers above, these rumors or accusations may also surface after the steamlings are dealt with:

- Alaster detects the presence of evil on the ship. The summoning of such creatures proves this is the work of an infernalist. (False: The paladin senses Larsa's communion with Thamar, but this is not the work of an infernalist.)
- Phayn is a wizard. He's the only one who could have summoned these creatures. (Also false: although Phayn is a wizard he couldn't have summoned the steamlings, though if pressed he will suspiciously seem to know a great deal about such creatures.)

GMs might enjoy letting the PCs play defense or prosecution (or both if the some PCs take different sides) while the Captain sits as a stern judge over the case. Their involvement should give Drimwall the time he needs to sabotage any of the PCs gear they have left in their rooms, and (pretending to be the first Mate) call off any guards watching the river. In any case, before any punishment can be meted out to the supposed guilty party, the Cudgelfist's river pirates should attack.

Steamling (CR 1)

CN Tiny Elemental (Fire)

Init +5; Senses Spot +3 Listen -1

AC 17 (+2 Size +5 Dex), touch 17, flat-footed 12

hp 7

Fort +3, Ref +7, Will -1

Spd Fly 60 ft. (good)

Melee bite +2 (1d3)

Base Atk +0; Grp -8

Special Attacks: Scalding bite

Abilities Str 10, Dex 20, Con 16, Int 10, Wis 8, Cha 10

Feats Stealthy

Skills Disable Device +5, Hide +15, Move Silently +9, Spot +3

Possessions None

River Pirates (EL 5)

With the Gambler's Bride dead in the water, Cudgelfist and his crew will pull up along the port side and fire a mortar shell into the steamship. Treat the mortar shell as plot device which blows a hole in the side of the Gambler's Bride but will not be fired again in this encounter, or alternatively, use the cannon statistics from the Witchfire Trilogy Collected Edition (WTCE) pg 248. GMs may use the deck plans on pg 320 of the WTCE for Cudgelfist's skiff.

Cudgelfist, a native of the Schardes, once sailed as a pirate sailor under Cryxian flag before his blood-lusting and reckless captain chose to attack an Ordic whaling ship which was actually a pirate hunter in disguise, teeming with naval marines waiting to ambush the would be borders. Seeing the battle quickly turn against his fellow crew, the bokur ogrun did what any self-respecting pirate would do: raid his captain's coffers and then swim for shore. After burying most of his stolen booty, the enterprising ogrun decided to try his luck as river pirate captain by gathering a crew of cut-throats in Five Fingers, stealing a river skiff, and killing anyone in his way. Today, Cudgelfist still welds the large harpoon gun he tore from the whaling ship as a massive club, its wood stained with the blood of his many enemies.

Smoke on the Water web extra

River Pirates (CR ½)

Male Thurian Warrior 1

CE Medium humanoid

Init +1; Senses Spot -2 Listen -2

Language: Ordic (spoken), Cygnaran (spoken)

AC 12 (+1Dex, +1 padded armor), touch 11, flat-footed 11

hp 8

Fort +2, Ref +1, Will -2

Spd 30 ft.

Melee short sword +4 (1d6+2/19-20) or gaff hook +4 (1d6+2/20)

Base Atk +1; Grp +3

Abilities Str 15, Dex 13, Con 10, Int 9, Wis 6, Cha 9

Feats Weapon Focus (short sword or gaff hook)

Skills Climb +2, Intimidate +0, Jump +2, Swim +2

Possessions: 12 cp.

Magott Cudgelfist (CR 3)

Male Ogrun Fighter 2

CE Large humanoid

Init +1; Senses Spot +0 Listen +0

Language: Cygnaran (Scharde Tongue dialect, spoken), Molgur (Molgur-og dialect, spoken)

AC 14 (+1 Dex, -1 large size, leather armor, +2 natural), touch 11, flat-footed 14

hp 25

Fort +6, Ref +0, Will +0

Spd 40 ft. Reach 10'

Melee short sword (large size) +6 (1d8+5/19-20) or club +7 (1d8+5)

Ranged large harpoon gun +2 (3d6 +2 /x3)

Base Atk +2; Grp +11

Combat Options Power Attack (-2 to attack, +4 to damage)

Abilities Str 20, Dex 12, Con 17, Int 10, Wis 10, Cha 10

Feats Power Attack, Cleave, Weapon Focus (club)

Skills Climb +7, Intimidate +4, Jump +7, Swim +7

Possessions: 3 gold teeth (5 gp), 400 gp in gems and jewelry in a hidden belt pouch, and a treasure map to Magott's buried treasure in a forgotten graveyard south of Five Fingers

Reaching Five Fingers and Further Adventures

With Five Finger's dangers and intrigue looming ahead of them it's likely that the PCs will find all manner of adventures. A few possibilities, tied in with the crew of the Gambler's Bride, follow:

Captain's Orders:

Captain Reno has taken on an impossibly lucrative smuggling job, netting himself and his crew enough to retire. Having seen the PC's versatility and muscle, he asks them to hire on with his crew until the delivery is made. If Magott Cudgelfist made good on his escape in his vault heist, the PCs might run into his pirates during the delivery.

On the Move:

Numerous members of the Bride's crew and passengers aboard the steamship might have need of the PCs' services in Five Fingers or elsewhere. If they proved honorable, Alaster might request the PCs' help in his hunt for his infernalist. The Chamkos might run headlong into the faceless hunters they were trying to evade. Phayn could enlist the PCs in his quest to aid the people of Llael. Reggle could start seeking his traitorous brother, either to redeem him or put a knife in his warty brow. The possibilities are numerous and could start of quests leading all over western Immoren if the PCs find Five Fingers too dangerous.

What's Come Before:

Along the course of their trip, it's possible the PCs have become embroiled in some of the politics of the region. Discussions with parties in Tarna might make the PCs emissaries of any number of companies, seeking to make a start—of business or illicit dealings—in Five Fingers. A jilted Rusalka might also now be stalking the party, boldly following them even through the waterways of Five Fingers. Also, negotiations with the trollkin might make aiding those peoples a matter of honor, leading the party as far as distant Caspia. And while the PCs might forget their promises, wronged trollkin do not.

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