

Character Options

- Ancestries
 - IK RPG has the ability to use Essences instead of ancestry for the ability score increases. This increases just one of your ability scores, but gives access to additional feats. Probably not going to use this as it's difficult to translate and power balance.
 - Ancestries in Pathfinder typically have the following:
 - Base hit points
 - Size
 - Speed (20 is slow, 25 is normal)
 - Ability boosts (typically 2 specific + a free)
 - Ability flaw
 - 2 languages + languages equal to your INT mod
 - Vision
 - Possibly some other ability
 - Heritages in Pathfinder typically one ability and the ability to unlock different feats. Examples include:
 - Resistances: half your level rounded down OR success on something becomes a critical success
 - Bonuses: maybe a +1 or +2, depending on how specific it is
 - Skills: proficiency + related skill feat
 - Spell-like ability
 - Could be something else
 - Available ancestries:
 - Dwarf
 - Rhulic (subrace)
 - In IKRPG
 - INT increase in addition to normal Dwarf stuff
 - Proficiency with carbines
 - Proficiency with tinker's tools. Can craft magic items in 50 gp increments instead of 25 gp and mundane items in 15 gp increments instead of 5 gp.
 - If you make a sworn oath and perform a task directly related to that sworn oath you receive a +1 bonus on all skill checks. 1 at 1st, 2nd at 7th, and 3rd at 12th. They must be incredibly specific and long lasting tasks that will take most of your life to complete.
 - In Pathfinder remix:

- Carabines gain the Dwarf tag
 - Anvil Dwarf = crafting bonuses
 - Oathkeeper = oath bonuses
 - Elf
 - Iosan
 - In IKRPG
 - INT and CHA increases
 - Long lived
 - Darkvision 60 ft
 - Proficiency with Perception skill
 - When you attack and roll a 1 you can reroll the die but must use the new roll
 - Proficiency in two of any other skills or tools
 - Speak Shyr and one other language
 - In Pathfinder Remix
 - No changes needed
 - Nyss
 - In IKRPG
 - DEX and INT increases
 - Super long lived
 - Resistance to cold damage
 - Proficiency in Perception
 - Proficient with Nyss longbow and Nyss claymore
 - Can roll initiative with advantage once per long rest
 - Advantage on saving throws against being blinded
 - Know the Shyr language and one other
 - In Pathfinder Remix
 - These are basically Arctic Elves
 - Nyss longbow and Nyss claymore gain the Arctic Elf tag
 - Gobber
 - Just default
 - In IK RPG
 - DEX and CHA increases
 - Size small
 - 25 ft walking speed
 - Proficient in Stealth
 - When you perform the Disengage action after moving you can attempt to perform the Hide action
 - Darkvision 120 ft
 - Can move through the space of any creature larger than you
 - Proficiency with alchemist, mason, smith, or tinker's tools

- undergrowth, vines, and other obstacles. You ignore difficult terrain from trees, foliage, and undergrowth.
- Northkin: resistance to cold damage equal to half level
 - Albino: Choose one cantrip from the primal spell list. You can cast this spell as a primal innate spell at will. A cantrip is heightened to a spell level equal to half your level rounded up. You can change this cantrip to a different one from the same list once per day by meditating to realign yourself with Dhunia. This is a 10-minute activity with the Concentrate trait.
 - Thornwood: When you regain Hit Points overnight, add your level to the Hit Points regained. When anyone uses the Medicine skill to Treat your Wounds, you can eat a snack to add your level to the Hit Points you regain from their treatment.
 - Vivacious: You have an incredibly strong connection to the positive energy that flows from Dhunia, making it harder to attack your life force with negative energy. You gain negative resistance equal to half your level (minimum 1). When you have the doomed condition, the condition affects you as if its value was 1 lower than it actually is (doomed 1 has no effect, doomed 2 causes you to die at dying 3, and so on).
 - Bloodstone: You come from sun-scorched badlands, where long legs and an ability to withstand the elements helped you thrive. You can Hustle twice as long while exploring before you have to stop, and you treat environmental heat effects as if they were one step less extreme (incredible heat becomes extreme, extreme heat becomes severe, and so on)
 - Pathfinder Feats
 - Beast Trainer (orc feat)
 - Dhunian Miracles: like First World Magic, but Dhunia.
Requirement albino
 - Trollkin Ferocity (Orc Ferocity)
 - Defy Death
 - Chronicler: like Gnome Obsession
 - Stone Scribe: like Eclectic Obsession
 - City Trollkin: like Gnome Polyglot
 - Trollkin Weapon Familiarity
 - Grim Insight: as the Gnome feat, but no heritage restriction
 - Life-Giving Magic: as the Gnome feat
 - Natural Performer
 - Energized Font: required albino

- Fey Influence: required albino
- Trollkin Weapon Expertise
- Undying Ferocity
- Ferocious Beasts
- Incredible Ferocity
- Vivacious Conduit
- Rampaging Ferocity
- Ogrun
 - Normal
 - In IK RPG
 - STR and CON increases
 - Can wield two handed weapons in one hand
 - Proficiency in either Intimidation or Persuasion
 - Powerful Build (count as one size larger for things)
 - +1 bonus to AC when not wearing heavy armor
 - Know Molgur-Og and one other
 - Pathfinder remix
 - STR/CON/Free increases
 - CHA decrease
 - 10 HP
 - Speed 25 ft
 - Medium
 - Can wield 2-handed weapons in one hand, but suffers -2 to the attack roll and gains Clumsy 1.
 - Rhulic
 - In IK RPG
 - Replace skill proficiency with History and either mason or smith's tools
 - You also have to choose a Rhulic or Ogrun character to be your korune. If your korune is within 5 ft of you and you use the Dodge action you can choose to have your korune gain the benefit once per short or long rest
 - Pathfinder Heritages
 - Battle Ready: You descend from a line of terrifying battlefield commanders. You become trained in Intimidation, and you gain the Intimidating Glare skill feat.
 - Black Ogrun: You were exposed to powerful necromantic energies that should have killed you—but you survived. Your skin is cold, clammy, and gray. You gain resistance to negative damage equal to half your level (minimum 1). You also gain a +1 circumstance bonus to saving throws against necromancy effects.

- Khardic: Your ancestors survived in cold climates. You become trained in Survival, and you treat environmental cold effects as if they were one step less extreme (incredible cold becomes extreme, extreme cold becomes severe, and so on).
- Enslaved: Your calloused hands and red eyes speak to a life spent in the deep darkness of slave mines, where you learned to battle on rocky cliffs and survive with minimal resources. You gain the Terrain Expertise skill feat for underground terrain and the Combat Climber skill feat.
- Burial Ground Guardian: Your ancestors have long protected the burial grounds of the Ogrun people, never giving an inch in its defense. This makes you solid as a rock when you plant your feet. You gain a +2 circumstance bonus to your Fortitude or Reflex DC against attempts to Shove or Trip you. This bonus also applies to saving throws against spells or effects that attempt to knock you prone. In addition, if any effect would force you to move 10 feet or more, you are moved only half the distance.
- Rhulic: You were brought up in Rhulic society and have vowed to assist your korune in all things. When you use the Aid reaction to assist your korune you get a +1 circumstance bonus to the roll.

- Pathfinder Feats

- Iron Fists (Orc)
- Avenge in Glory (Dwarf)
- Monkey Grip
- Ogrun Lore
- Dwarven Lore
- Unburdened Iron
- Ogrun Superstition
- Something for the Orc Warmask feats
- Ogrun Weapon Familiarity
- Athletic Might
- Boulder Roll
- Bloody Blows
- Hold Mark
- Scar-Thick Skin
- Victorious Vigor
- Death's Drums
- Pervasive Superstition
- Lifeblood Call
- Spell Devourer

- Human

- Humans in IK RPG have a bunch of subraces... need to figure out how to work those as they add a lot of flavor
- Cygnaran
 - In IKRPG
 - INT and CHA increases
 - +1 to attack rolls made with simple and martial firearms
 - Proficiency in two of Arcana, Insight, Medicine, Nature, and Religion
 - Ability check using artisan's tools, you may roll a d4 and add the number rolled to the ability check
 - In Pathfinder remix
 - There's probably going to be some kind of gun related feats in the Guns and Gears book, so something from that for a Cutting Edge feat
 - Some kind of technological crafting feat
- Khadoran
 - In IKRPG
 - CON and WIS increases
 - Proficiency in two of Animal Handling, Athletics, Intimidation, and Survival
 - Advantage on saving throws against being frightened
 - +2 to Con checks and Con saving throws
 - In Pathfinder remix
 - Stoic Northerner: When you roll a success on a saving throw against an emotion effect, you get a critical success instead.
 - Tough: your HP becomes 10 and you gain the Die Hard feat.
- Protectorate
 - In IKRPG
 - STR and CON increases
 - Proficiency in History, Religion, and Survival
 - Proficiency with simple and martial melee weapons, light armor, medium armor, and shields
 - In Pathfinder Remix
 - Temple Raised: you are trained in Menoth Lore and gain a cantrip from the Divine spell list
 - Idrian: You become trained in Survival and you treat environmental heat effects as if they were one step less extreme (incredible heat becomes extreme, extreme heat becomes severe, and so on). You

also gain the Terrain Expertise feat and can select Desert in addition to another terrain type.

- Cryxian
 - In IKRPG
 - DEX and WIS increases
 - Proficiency in two of Deception, Intimidation, Perception, and Stealth
 - Proficiency with cutlass and simple pistols
 - Advantage on saving throws against poison and disease, and resistance to acid and necrotic damage
 - In Pathfinder Remix
 - Scharde Heritage: you gain a cantrip from the Occult spell list.
 - Grave Orc heritage for necrotic resistance
- Ordric
 - In IKRPG
 - STR and DEX increases
 - Proficiency in two of Acrobatics, Athletics, Performance, and Survival
 - Proficiency with one waterborne vehicle and one of carpenter's, cartographer's, navigator's or cook's tools
 - Pathfinder remix
 - Polyglot: You gain two additional languages of your choice, chosen from among the common and uncommon languages available to you, and every time you take the Multilingual feat, you gain another new language
 - Sailor: You are trained in Sailing Lore and gain a +1 circumstance bonus to Swim checks
- Llaelese
 - In IKRPG
 - Increases to INT and CHA
 - Proficiency in two of Deception, Intimidation, Perception, and Stealth
 - When you make an Int (Investigation) or Wisdom (Insight) check you may roll a d4 and add the number rolled to the ability check
 - Proficiency with one martial weapon of choice
 - Pathfinder remix
 - Former Rebel: Your finely honed senses quickly clue you in to danger or trickery. You gain a +1

circumstance bonus to your Perception DC, though not to your Perception checks.

- Nobility: you are trained in Deception and gain a +1 circumstance bonus when using the Feint action.

- Classes

- Most are fine, but we need some guidance on how to make ikrpg stuff
- Summoner is the closest we have to warcaster and warlock, but it's not perfect
 - Very close to warlock honestly
 - Warcaster needs a lot of changes, particularly the shared health pool
 - Also need to handle having specific battlegroup models and having more than one companion
 - May need to look at beast companions for guidance there

Warjacks and Warbeasts

- These companions are special and very important to the setting of the Iron Kingdoms. Having specific 'jacks/beasts available to take is necessary for the system to be able to run appropriately.
- Eidolons and animal companions come close to what we're looking for, but both have problems standing in the way of excellence.
 - Eidolons share a health pool with the caster, which is fine for beasts but not so fine for 'jacks. They also don't have a wide variety of weapons that can be attached, which is again somewhat ok for beasts but not for 'jacks. We also can't manifest beasts or 'jacks.
 - Note, this actually makes them quite fine for infernal horrors!
 - Animal companions are generally much lower health and stats than warjacks or beasts, but they do come in very specific flavors that meshes well with the setting
 - Hp is usually base of 6-8 hp plus con plus 6 per level
- Probably the best way to tackle this is to try and stat up various warjacks and see if we can make something that works.
 - Ideally the jack should be able to take as much damage as a pet can in an adventuring day, but should have all of the hp that would be healed as extra hp. Warjacks can only be healed during full rests
- We also need to make sure that the progression of a 'jack is not unbalancing and that they stay relevant.
 - Generally progression goes medium > large > huge
 - Medium: some kinda baby beast or cheap laborjack
 - Large: light jack/beast
 - Huge: heavy jack/beast
- Idea: basically make warjacks like animal companions, but with some key differences
 - Constructs: this means that they can't be fixed via Medicine and have to be Repaired.

- Repair: change so that unless you're taking a pause for multiple hours you can only repair once every time it is damaged
- Give them 2-4x the hit points of animal companions to make up for that
 - So: either 12 or 24 hp per level
- Higher armor but lower DEF jacks get some amount of flat damage resistance
- Can only gain them if you have the appropriate feats from classes or archetypes. 'Jack Marshal is an archetype, Warcaster a class
- Need to also figure out how them attacking works, but we'll figure that out.
- Oh... there's the Inventor class in Guns and Gears. That has a construct companion. Huh. Might want to wait for that then.

Classes and Archetypes

Fellcaller

- Bard

Gun Mage

- Magus with Starlit Span Hybrid Study
- Could also do Gunslinger with Way of the Spellshot, but Magus seems closer

Gunfighter

- Gunslinger

'Jack Marshal

- Warcaster multiclass archetype if they're an arcane jack marshal
- Potentially just an Inventor with construct companion, or even just a reskinned Beastmaster

Master Infernalist

- This is just straight up the Summoner class, perhaps with some limitations on allowed Eidolons.

Mechanic

- Inventor

Storm Knight

- Inventor or Fighter with Inventor Archetype and Weapon Innovation. Invest in lightning powers, profit.

Warcaster

- Taking the Summoner and adding a construct companion to it. Let's go!
- Key Ability: Intelligence
 - At 1st level your class gives you a boost to Intelligence
- Hit Points: 6 plus your Constitution modifier
 - You increase your maximum number of HP by this number at 1st level and every level thereafter
- Initial Proficiencies
 - As Summoner except...
 - Skills: Arcana, Crafting, and 3+INT more
 - Defenses: trained in unarmored, light, and medium armor defense
 - Spellcasting tradition: Arcane
- Class Features
 - Standard Ancestry, Background, and initial proficiencies spiel
 - Steamjack:
 - You have an arcane connection with a powerful automaton called a steamjack. While other characters have warjacks have the minion trait, you are able to mentally work together and coordinate your actions. You and your 'jack share your actions and multiple attack penalty. Each round, you can use any of your actions (including reactions and free actions) for yourself or for your 'jack.
 - You have the Bond 'Jack action:
 - Bond Jack: 3 actions
 - Concentrate/Manipulate/Warcaster/Arcane
 - You touch your 'jack and form or reform your bond with it, bringing it under your control.
 - The conduit between you is also a tether. Your 'jack must remain within 100 feet of you at all times and can't willingly go beyond that limit. If forced beyond this distance, or if you are reduced to 0 hit points, your link with the jack is severed and it deactivates. If this happens, you need to use Bond 'Jack again to reconnect to it.
 - If deactivated, another character can reactivate the 'jack, but won't be bonded to it.
 - You coordinate your actions with your 'jack more efficiently when you Act Together:
 - The Act Together action from the Summoner, but replacing Summoner and Eidolon with Warcaster and Steamjack

Restoring Hit Points to it requires using the Repair action or other means that can restore Hit Points to objects and nonliving creatures. However, since it uses a steam boiler to power itself, it does require combustible air (such as oxygen) to function, so it can be affected by spells and effects that prevent breathing.

- Traits: Unless otherwise noted, only have the Construct and Steamjack traits.
- Steamjack entries: as Eidolon, but INT goes down to 2 on all of them
- All eidolon types are available except for Fey
- Feats: as Summoner, except...
 - 1st Level Feats
 - Dual Studies: as Summoner, but limited to the skills the steamjack can handle
 - Meld into Eidolon: inappropriate
 - Replace with: Boost Strikes focus spell, one action. As Boost Eidolon, but for the warcaster
 - 2nd Level Feats
 - Steed Form: inappropriate
 - Replace with: Boost Power Field. Reaction focus spell. You gain resistance 5 to the damage, heighten +2 for 5 more damage prevented.
 - Magical Understudy: inappropriate
 - 4th Level Feats
 - Reactive Dismissal: inappropriate
 - Replace with: Wellspring Control (from Wellspring Magic class archetype)
 - Shrink Down: inappropriate
 - Replace with: some kind of quick repair thing
 - Skilled Partner: as Summoner, but limited to skills the steamjack can handle
 - 6th Level Feats
 - Master Summoner: summoning isn't really a thing in the Iron Kingdoms unless you're an infernalist
 - Replace with: Urgent Upwelling (from Wellspring Magic class archetype)
 - Ostentatious Arrival: manifesting isn't a thing for warbeasts, could be fun for infernalists
 - Replace with:
 - 8th Level Feats
 - Miniaturize: inappropriate
 - Replace with: Extra Attack focus spell. Free action, Press trait, you make a melee Strike that doesn't count against your MAP
 - Boost Summons: inappropriate
 - Replace with: Additional 'Jack. Similar to the Additional Companion feat from the Beastmaster

- Hulking Size: inappropriate
 - Replace with: some kinda repair thing 2
 - Magical adept: inappropriate
 - Replace with:
 - 10th-12th Level Feats
 - All good!
 - 14th Level Feats
 - Share Eidolon Magic: inappropriate
 - Replace with: Interfering Surge (from Wellspring Magic class archetype)
 - 18th Level Feats
 - Magical Master: inappropriate
 - Replace with: Battlegroup Controller (can have two steamjacks active at the same time) Requires Additional 'Jack.
 - 20th Level Feats
 - Legendary Summoner: again, only for infernalists
 - Replace with: Wellspring Mastery (You always critically succeed on your Wellspring Magic check)
- What are things that warcasters can do that I'm not doing here?
 - Warcaster armor: available through an Inventor dip, but annoying that they have to do that. Particularly interested in power field type effects and increased dexterity.
 - The Shield cantrip is pretty much this- not sure how or if I even need to improve on it.
 - The Magus level 3 focus spell Cascade Countermeasure does a reasonable job of protecting against spell damage
 - Maybe just something like a reaction spell that you trigger when you're hit to get resistance 5 against the next attack. Heighten +5 HP per level.
 - Warcaster combat buffs: available through fighter or other combat class dips, but could have some of that here. Particularly replicating buying attacks, boosting hit/damage
 - The Magus level 7 focus spell Hasted Assault mimics the rapid attack nature of the warcaster quite well
 - The Zeal domain spell Weapon Surge seems to match boosting attack and damage in one. Same with the Monk level 1 Ki Strike, both of which do +1 to hit and +1d6 damage
 - Having multiple 'jacks in the battlegroup. Difficult to balance appropriately, but might be able to have the swap option that Beastmaster gets.
 - Command abilities. Available through a marshal dip and spells.

Warlock

- Summoner is very close to Warlock already and serves as the base template.

- There's enough variety in the different types of eidolons that you can probably get away with just using the different eidolon types.
 - One change is that warbeasts can't do skills/talk with people, so some rework of their skills/stats might be in order
 - Also would need to add the tag Beast to all of them
- Obviously you can't manifest warbeasts, but maybe we can have it so that you can switch between eidolons using the [Call Companion](#) feat from the Beastmaster instead
- Eidolons
 - Skills that are appropriate for warbeasts:
 - Acrobatics
 - Athletics
 - Intimidation
 - Nature
 - Stealth
 - Survival
 - If it's a particularly intelligent beast like a Cyclops or Nephilim it may be able to additional skills, but that would have to be on a case by case basis
 - Angel: probably not
 - Anger Phantom: OK, Occultism is replaced by another skill of choice from the list
 - Beast: right on the money
 - Construct: probably not, but I could be convinced.
 - Demon: probably not
 - Devotion Phantom: OK, Medicine could be flavored as natural healing properties. Occultism replaced by another skill.
 - Dragon: only for Legion
 - Fey: probably ok for a more spellcastery beast
 - Plant: totes fine
 - Psychopomp: surprisingly fine. Religion needs to be swapped out, but that's it.
 - However, may want to ditch Eidolons for specific beasts. May depend on how we work out Warcasters.
- For feat review, if not mentioned is OK.
- 1st Level Feats
 - Dual Studies: ok, but would be limited as appropriate for warbeasts
 - Meld into Eidolon: would be an Uncommon feat choice, but if Legion or properly worded could be fine
- 2nd Level Feats
 - Steed Form: not sure about this one. Probably ok?
- 4th Level Feats
 - Reactive Dismissal: maybe re flavor as Feign Death?
 - Shrink Down: inappropriate
 - Replace with:
 - Skilled Partner: again, would have to be limited to skills appropriate to warbeasts
- 6th Level Feats

- Master Summoner: summoning isn't really a thing in the Iron Kingdoms unless you're an infernalist
 - Replace with:
- Ostentatious Arrival: manifesting isn't a thing for warbeasts, could be fun for infernalists
 - Replace with:
- 8th Level Feats
 - Miniaturize: inappropriate
 - Replace with:
- 10th-18th Level Feats
 - All good!
- 20th Level Feats
 - Legendary Summoner: again, only for infernalists
 - Replace with:

Resources

- NQ 1: dueling rules
- NQ 2: cortex smuggling
- NQ 4: spy gear, riverboat adventure, hooaga (cigars)
- NQ 7: the Laden Galleon (casino made out of a boat)
- NQ 8: the Soul Yard (location with orgoth ruins and undead)
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- NQ 15: the Sludge Brute adventure (alchemical golems eating people)
- NQ 16: The Scylla Flock adventure (they've eaten a mage that has knowledge the characters need)
- NQ 17: the Junker Hulk adventure (fight ramshackle warjack on a junk barge)
- NQ 18: the Slag Troll adventure (troll is eating people and living in an untapped gold mine)
- NQ 20: the Machine Wraith adventure (a mine is lost when a machine wraith possessed a mining jack, killed the miners, and turned them into shaft wights)
- NQ 21: the Boatman adventure (grymkin ferryman who kills you if you don't pay the toll)
- NQ 22: the Storm Glutton adventure (giant magic eating electricity beast in the storm lands)
- NQ 23: the Qavash Infernal adventure (Infernal bodyguard fights the PCs at an auction in a dilapidated manor)
- NQ 24: warjack glitches, the Efaarit adventure (ambush in the desert)
- NQ 25: the Disembodied adventure (shade of a false priest battles against a paladin ghost in a temple)
- NQ 26: the Shroud of Thamar (necromantic organization/library), the Vektiss adventure (battling them in a cave in the woods)
- NQ 27: the Totem Hunter adventures (series of attacks by the Totem Hunter, starting by attacking someone the PCs are working for and then moving on to them)

- NQ 28: Blackwater (location in Cryx), the Wyldegeist adventure (PCs escort a caravan through an old battlefield and the dead get reanimated)
- NQ 29: No Man's Land adventure (PCs do a rescue op in immediately post-Voyle Caspian/Sul), the Burrow-Mawg adventure (a number of nasty beasts have taken over an abandoned supply depot), Horgenhold location
- NQ 30: the Cradle Thief adventure (giant snake eats people at a circus)
- NQ 46: Wexmere location (mining town in Cygnar)
- NQ 51: Novokorska location (declining Umbrean factory town)
- NQ 52: plague and pestilence (ik diseases), Blood and Circuses (tatzelwurm escapes a circus and eats people), Dirty Deeds (bodyguard for envoys from the Mercarian League to the Five Star Syndicate and Steelheads as they bid on a deed)
- NQ 60: quick shot scenarios dealing with escaping from the Orgoth
- NQ 65: Once Upon a Time In Khadoran-Occupied Llael (assassination of a high ranking greylord)
- NQ 66: new character backgrounds for mk 3
- NQ 68: Khador port towns
- NQ 69: menite pirates
- NQ 70: ports of Ord
- NQ 71: Zu
- NQ 72: River piracy
- NQ 73: blighted Cygnar
- NQP 1: The Haunting of Blackwell Hall (intro to the Strange light archive)

[Printable Action Cards \(and reddit post on using it\)](#)

[Prettier printable combat-only action cards](#)

[Another version of action cards](#)

<https://www.arkenstonepublishing.net/isabout/2020/12/13/new-on-desk-50-urban-adventures/>

Cost of a steam ship is about 20k, more for military

Adventure ideas

- Wildcatting in the Protectorate
 - Hired by a Cygnaran noble to scout out diamond mines near the border and try to set up a wild cat mining operation
 - The mine is abandoned but filled with tapper zombies
 - An Exemplar Errant Seneschal has made the mine his to guard and traps the party underground
- Lesser of Two Evils
 - A village was lost during the Claiming, but a survivor has escaped out of the forest with a different tale- they took refuge at what they thought was a hidden fortress, but turned out to be an Orgoth ruin ruled by an undead monster
 - The villagers have been kept there as slaves by the big bad guy monster and need help escaping
- Immortality

- Campaign for old ikrpg that should still work well for requiem
- Would be set in Khador fruit the most part
- Could make it as part of a hex crawl or just the main campaign

<https://home.privateerpress.com/2021/08/10/the-pendrake-encounters-bite-club/>

<https://home.privateerpress.com/2021/10/15/the-pendrake-encounters-grym-tidings/>

<https://home.privateerpress.com/2021/09/10/the-pendrake-encounters-egg-scramble/>

<https://home.privateerpress.com/2022/01/07/the-pendrake-encounters-dead-of-winter/?fbclid=IwAR3-nDxj43EWV9WEtu-W80f8S559erq2TmZyKzIzWIEIVQRtqMgbLoVYhr4>

<https://drive.google.com/drive/mobile/folders/1ghVbvZcKh54Gb8n4zXuibMC1OGed7WPg?usp=sharing>

<https://home.privateerpress.com/2022/02/04/the-pendrake-encounters-skiggs-on-a-train/>

(Itch PDFs)

A Trip Down Memory Mine

In Thrall To Their Grasping Teeth

Grim Harvest (The Tale of Ykwara Bay, the Wilder Hunt, The Grim Harvest)

Into the Wyrd and Wild: survival mechanics, Call of the Wild to be used as blight, some weird ideas for grymkin

River Pirates:

River pirates are usually much different than their seaborne bretheren. The main reason for this is the difference in terrain. Seaborne pirates primarily live on their ship, but river pirate ships are rarely big enough for the crew to live on. Usually these vessels are little more than a barge or a large, flat-bottom canoe. River pirates routinely live more like bandits, hiding away in secret camps or inside concealed caves near the river. Sometimes ocean pirates display their banner and then allow their victim to surrender. Most often in these cases, assuming the surrendering crew tried no tricks, the victims were set free because it would be days or perhaps weeks before they could report the pirates and before the authorities could get back there, the pirates would be long gone from the area. This does not work when attacking someone in a wild area close by to a town. River pirates often must live a secret life or don a disguise because they ply their trade so close to civilization. River pirate attacks are most often violent leaving all of the victims dead so that the raiders can keep working the same stretch of river for weeks at a time without fear of being identified. The most common technique for the river pirates is to lure a small group of people on a boat into an ambush by pretending to be injured pilgrims or river merchants with a stranded boat. River pirates are often allied with local rulers or merchant consortiums who want to have a trade monopoly in an area.

They get a shitty [Cutter](#) with a small gun. It has one problematic piece of equipment- either slow (half speed), can't turn well (has to go twice as far to turn), gun that routinely misfires (always misfires after shooting, an actual misfires makes it explode), or a rotting hull (half hitpoints). Also get three crewmen to man it. They also get a shitty hideout- they can choose two out of the three: well hidden, large, easy escape routes

- Need to review the pirate organization youtube from CPG Grey, but here's some things to keep in mind:
 - Crew on a pirate ship have a contract
 - Voting methods
 - Captain (except during battle)
 - Quartermaster (keeps the ship running and handles punishments)
 - Codes of conduct
 - Punishments for violating those codes
 - Distribution of pay
 - Workman's compensation
 - etc
 - Captain is an elected position on a ship
 - Quartermaster handles pay and organization
 - Cook
 - Bosun/First Mate
- Need to have a reliable fence for them to work with
- They can do things like make their ship look unthreatening by hiding the cannon and making the boat seem heavier than it actually is.
- Also need to make examples of ships that they have to take by force... not sure if I want to get into this necessarily
- Who do they work for if anyone? What types of target do they go after?
 -

Hi everyone, in addition to building characters I'd like you to consider the following questions.

Questions for everyone to answer individually:

- Paragraph of backstory
- Why did you become a river pirate?
- How do you get along with your fellow party members?
- What are you trying to accomplish by being a pirate?
- World building questions:
 - Name and describe one NPC with which your crew has regular contact
 - Name and describe one adversarial force in this cruel world. This could be anything from a legendary swamp monster to that bastard Cygnaran lieutenant who *always* stops your boat and asks for papers.

Questions for everyone to answer together:

- How did the pirate crew come together?
- Do you work for an employer, or do you work alone?
 - Historically river pirates have worked for local mercantile groups or local governments to ensure trade monopolies
 - Iron Kingdoms options would include the above, or potentially as deniable assets for a nation's military to raid merchants of other nations.
 - Working for someone gives you a measure of protection and some friendly ports to dock and trade at. Otherwise you're really just bandits.
- What is the name of your crew, hideout, and your ship?
- What general tactics does your crew use to capture prizes? And what types of targets do you go after?
 - Historically river pirates are ambush predators, using disguises and subterfuge to catch their targets unawares
- As a group, elect the following positions:
 - Captain
 - Quartermaster
 - Cook
 - First Mate
- Name a rival pirate operation in the area
 - Why do you hate them?
 - Why are they better than you?

The Characters

- Brayan Schmidt: Khardic Investigator (Sailing Master) Empiricism
 - Got in trouble with the kayazy, looking for ways to strike back at them
- Oron Gubbinsgrot: Gobber Gunmage (First Mate)
 - Talion charter said no, trying to prove that he's a good pirate
- Ford: Farrow Barbarian (Captain)
 - Self freed slave from the Skorne empire, figured being a pirate would be the best way to avoid them
 - Got freed during the Claiming
- Sebastian Nemux: Human Inventor (Ship's Carpenter)
 - Got kicked out of Cygnar's R&D, views on using different mechanika isn't up to code
 - Took things from labs that he wasn't supposed to be handling, did random experiments
- Tondara Snow: Nyss Ranger (Cook)
 - Nowhere else to go, village is dead and martial skills are all she knows
- Origin story: Brayan pitched himself as a sailing master, Ford stole a boat and Oron assisted with the operation. Inventor and ranger joined later.
- Currently on their own
- Anti-Khador, Anti-Cryx for the most part, but opportunistic
- Rival org: Rusty Rudders. They just have better PR

- Boat: The Sea Swine
 - Has a shitty gun
 - Based out of Corvis
- Hideout: The Pig Pen
 - Has shitty accessibility but is pretty well hidden and has good escape routes
- The pirate crew: The Boar-ding Party

1st Adventure: Cortex Clusterfuck

- Synopsis: the crew ambushes what they think is just another target but discover a hidden prize- losan cortexes
- Sniffing out the prize
 - A member of a smuggling ring has been dropping way more cash lately than they previously were attracting. Rumor has it that their crew has started dealing in something much more lucrative than the usual tabac and spice smuggling they've been involved with previously
 - The smuggler in question is a big gambler and has been seen at several of the underground fighting rings around town
 - The crew will need to figure out which one the smuggler is at (Society/Underworld lore check, or need to coax an invitation from someone). More successes can figure out that he'll double down on fights to try and turn a profit for the night.
 - The smuggler is at a fight put on by the Tin Street Jacks. There's a couple of associates there as well with him, but if they lose a bet they'll drop out
 - The crew can do things to try and fix the bets to make their man more desperate or make money as they'd like. For every fight that the smuggler loses he'll get a -1 penalty to Will saves
 - Creatures
 - Smuggler: Elite drunkard (<https://2e.aonprd.com/NPCs.aspx?ID=946>) armed with a dagger and some bottles that he can throw, and Guide Lore/Survival/Stealth +10
 - Associates: Weak Ruffians
 - Tin Street Jacks: Ruffians (<https://2e.aonprd.com/NPCs.aspx?ID=888>), one Barkeep (<https://2e.aonprd.com/NPCs.aspx?ID=944>) one Poacher (<https://2e.aonprd.com/NPCs.aspx?ID=905> handles the animals) and a charming scoundrel (<https://2e.aonprd.com/NPCs.aspx?ID=965>)
- The prize that looks most attractive is the *Dutiful Wanderer*, an independent trader that is not on the regular schedule and is hauling lucrative, easily black marketable goods.
 - They are currently registered to a Khadoran company
 - Off the top of my head, laborjack parts sounds good, but could easily be something else
- From there the crew can set up their ambush however they'd like to.
 - 60'x60' battlefield sounds good with the ship centralish. On the ship there are crates to provide hard cover and some breakables to provide environmental hazards

- Enemies will arrive in waves:
 - On deck: 2 Guards with (80xp), 1 dockhand (30xp), 1 merchant (playing the role of captain, 20xp)
 - Below deck: Bess, a light laborjack (Bramble Champion Construct, 80xp) and Wayne Darcy, 'jack marshal (Ruffian with scattergun and special jack marshal command action, 60xp). Will start off there, but if there's fighting above will use an elevated platform to rise up to the deck and fight there. Once Sandra has had enough time to launch their emergency escape boat and try to flee with the cortexes
 - Wild card: Sandra Rogal, Charlatan (80xp). May appear early to try and ward off the assault depending on how the crew tries to assault using Change Appearance. If they prove tenacious, will disappear below decks to try and secure their real cargo, the cortexes.
- If Sandra and Wayne make it to their rowboat the crew might need to chase them through whatever terrain is nearby. They are seeking profit, so will surrender if they don't have a reasonable chance of escape and can't fight their way out, and will try to bargain for their freedom. If they have time they'll try to hide one of the cortexes so they can at least make some profit later.
 - If alive and promised to live, they'll offer up what the cortexes are. They will threaten to destroy the remaining cortexes as a bargaining chip.
 - Originally they were going to bring them to the smugglers to sell to Khador, but the cortexes would be valuable to anyone
 - They got it from a hidden cache of losan tech that seemed abandoned. If sufficiently threatened they'll try to use this as a bargaining chip as well
- From here the crew can try to sell it somewhere else, go to the cache and loot it, or whatever
- However, they have some problems:
 - If they leave the mercs alive, there's a chance that they will come back and try to reclaim their prize
 - Members of the Retribution still at large will be trying to track them down
 - A Riven that murdered the other members of the cache will be trying to track them down
 - And of course trying to transport them without being seen
- Side adventures
 - Vektiss nest is forming near their hideout and they need to take care of it before it becomes fully entrenched
 - Need to get the memories of a dead person, so need to find a crypt spider and make a potion of it's brain, or take advantage of a local flock of Scylla
 - Black tatzelwurm nest/Burrow-Mawg lair has taken over some location the characters want to go to
 - Ambush on the river by either river monsters or tribes of gatormen/anura/bog trogs
 -

Brayan Schmidt: Kossite former detective

Oran G

Ace's Farrow: slaughterhouser who escaped from Skorne captivity

NPCs

Morris di Vayne (Ally)

Former member of the Llaelese Resistance and current Aurum Lucanum of the Golden Crucible in Ord. He has a grudge against Khador since the occupation, and was cultivated as a contact by Brayan over the theft of valuable alchemical agents that he sold to the order at fair prices and a shared hatred of Khador's rulers. He will occasionally request specific goods from Brayan and the crew, and occasionally tip them off when a particularly lucrative trading vessel from Khador is headed their way in return.

Vasily Lubanov (Ally)

Khardic fisherman

Theodore Carmine (Ally)

Cygnaran Stormsmith who's buddies with Sebastian Nemux

Gatorman witch doctor/spice enthusiast

Wrong eye model

Veronica

Former daughter of the flame, member of the underground fight scene in Corvis
Hangs out in the Undercity of Corvis. She now runs things.

Sasha Rukyavich (Rival)

Former Kayazy bratyas underboss turned member of the Port Vladovar Syndicate, Sasha Rukyavich, who had Brayan implicated in the murder of Syndicate member Oleg Blaustavya. He is aware Brayan fled the city, and still will send the occasional agent or assassin out to try and silence Brayan, should he ever work up the courage or even worse, uncover enough evidence to reveal his treachery to the rest of the Syndicate.

Bethayne (Rival)

Took our nyss in and she's a person of interest to Everblight

Pirate Gatorman - Crooked Tooth (Rusty Rudder captain)

Captain Crawtooth model, barbarian with a dragging hook

Pirate Gatorman - cook (Chip Tooth)

Longchops model, Precision ranger with traps

Crucible Guard ex-colleague that led to his exile

Another inventor type of deal

Dimitry Lubanov - Talion charter inductee

Rusty Rudders (Rival Org)

More established river pirate org in the area

Francis Froderickburg (Assistant harbormaster)

General factions:

Rusty Rudders, a gatorman led pirate outfit

Kazyzy, particularly Rukyavich and Lubanov

Order of the Golden Crucible