

The Lucky Dice Steamer

The Lucky Dice steamer is a grand and bustling paddle steamboat, renowned for its luxurious gaming experience, which sails the riverways of the land. This impressive vessel spans four spacious decks, each filled with various forms of entertainment, but it's the main deck that truly captures the essence of the Lucky Dice. Here, patrons from far and wide book passage to partake in thrilling games of chance, from dice and card games to roulette and more. The atmosphere is electric, with colorful characters, glittering chandeliers, and the constant clatter of chips and coins.

Owned by the enigmatic and flamboyant Lady Elara Firegem, a skilled illusionist with a penchant for intrigue, the Lucky Dice steamer harbors an air of mystique and excitement. Lady Elara's true passion, apart from her magical performances, lies in the art of deception and high-stakes gambling, which she masterfully orchestrates on the vessel. At the helm of the steamboat is the capable Captain Magnus Ironsides, known for his unwavering commitment to the safety and enjoyment of the passengers. With his rugged appearance and booming voice, Captain Ironsides commands the Lucky Dice steamer through both calm waters and turbulent currents, ensuring that all aboard experience a thrilling journey through the heart of the realm.

Basic Information

Style: Paddleboat steamer hotel and gambling hall

Rooms: 20

Room Cost: 1 gp per night

Menu:

- **Riverfront Feast:** Freshly caught river fish with seasoned cornbread and steamed vegetables. 2 sp
- **Paddlewheel Prime Rib:** Slow-cooked prime rib with garlic mashed potatoes and mushrooms. 2sp
- **Steamboat Sundae:** Vanilla ice cream topped with chocolate fudge and whipped cream. 5 cp
- **Ale:** Served in a tankard or pitcher. 4 cp/2 sp
- **Wine:** A pitcher or fine bottle. 2 sp/10 gp

Steamer Locations

The following locations are keyed to the map of the steamer, as shown on page [x].

1 - Main Deck

The main deck serves as the bustling hub of the ship, offering access to most cabins and the expansive gambling hall.

2 - Gambling Hall

This lively space is where passengers test their luck at various games of chance, with skilled dealers overseeing the tables.

3 - Guest Rooms

Scattered throughout the main and cabin decks, the guest rooms provide comfortable accommodations with scenic riverfront views, offering passengers a cozy retreat.

4 - Owner's Chambers

These opulent living quarters belong to the ship's owner, Elara Firegem, and feature lavish furnishings befitting her status.

5 - Office

The ship's business center, where matters related to the vessel's gambling operations are managed, and often attended by the ship's clerk.

6 - Vault

A secure room where valuable cargo and financial assets are carefully safeguarded during the journey.

7 - Toilets

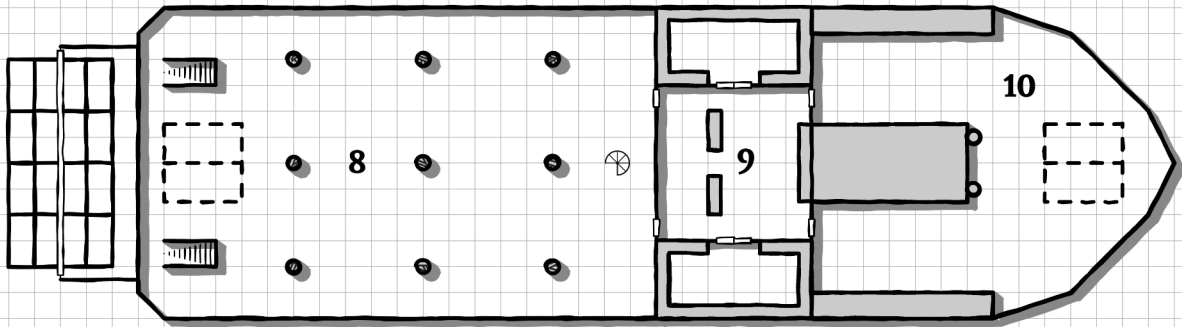
Conveniently located on multiple decks for passengers' comfort and convenience.

8 - Cargo Hold

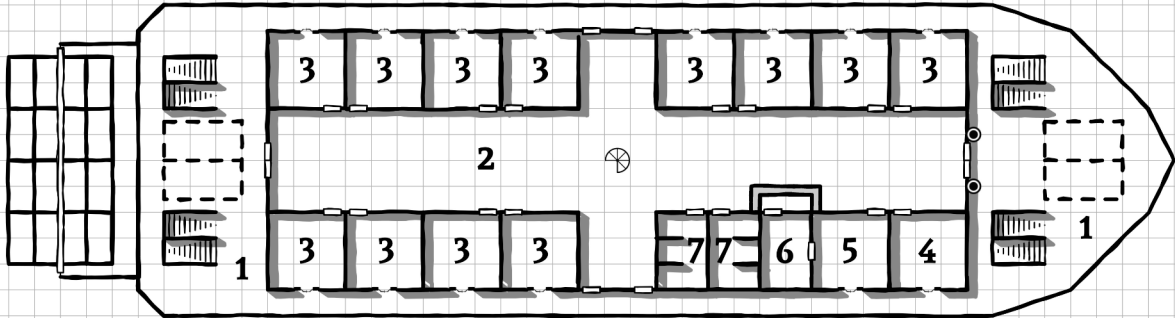
Situated below deck, this space houses various goods and supplies for trade along the river. It also includes a place for all the supplies used by the guests and crew.

9 - Engineering Room

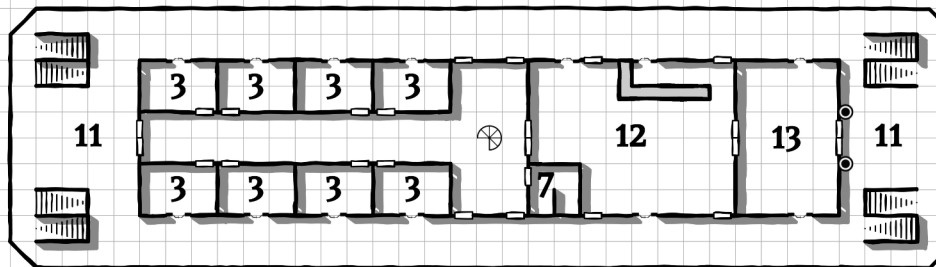
This is where the ship's mechanical systems are maintained, serviced, and repaired by skilled crew members.



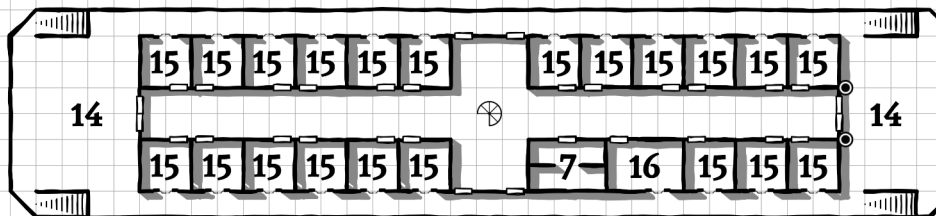
Lower Deck



Main Deck



Cabin Deck



Observation Deck



The Lucky Dice Steamer
1 square = 5 feet

Map by DMDave using DungeonScrawl. Permission granted to photocopy this image for personal use only.

10 - Boiler Room

This large hold is home to the powerful steam boilers responsible for propelling the ship forward.

11 - Cabin Deck

The cabin deck provides scenic views and additional guest rooms for passengers seeking a quieter and more serene stay.

12 - Dining Room

The dining room is a tastefully decorated space where passengers can enjoy delicious meals prepared in the ship's galley. It includes a comfortable bar.

13 - Galley

This bustling kitchen is where skilled chefs work their culinary magic, preparing delightful meals for passengers and crew alike.

14 - Observation Deck

Positioned at a high vantage point, this deck offers panoramic views of the river and the surrounding landscape.

15 - Crew Quarters

These spartan accommodations provide crew members with a bunk and a desk for rest and work.

16 - Captain's Quarters

This private space is equipped with navigational tools and maps and serves as the personal quarters of the ship's captain.

17 - Pilot House

As the command center of the ship, this is where the captain and pilot work together to navigate the vessel safely through treacherous waters.

Games of Chance and Random Encounters

Need random encounters or a way for your characters to participate in games of chance onboard the Lucky Dice? Page [x] offers tables for both, sharing the space with the Velvet Lounge.

Staff

The steamer employs the following NPCs.

Elara Firegem: The ship's owner, Elara is a shrewd businesswoman known for her uncanny luck at sea and her collection of exotic artifacts. She's rumored to possess a magical amulet that has saved her from many perils. Characters can interact with her to negotiate special deals, inquire about hidden treasures, or delve into the ship's lore, uncovering secrets and legends of the sea.

Captain Magnus Ironsides: Captain Ironsides is a seasoned sailor with a reputation for being a strict but fair leader. He's also known for his penchant for collecting antique navigational instruments. Characters can seek Captain Ironsides for information about upcoming ports of call, embark on quests related to navigation challenges, or receive training in seamanship.

Lucius Ravenscroft: Lucius is responsible for keeping meticulous records of the ship's finances and passenger manifests. Interacting with Lucius allows characters to arrange travel plans, gain insights into ship finances, or uncover opportunities for lucrative ventures in distant lands.

Evelyn Stormrider: The ship's head chef, Evelyn is a culinary prodigy known for her exquisite dishes and adventurous approach to cooking. Characters may engage with Evelyn by participating in cooking classes, discussing culinary quests, or even seeking her expertise in preparing exotic ingredients they've collected during their journeys.

Marcus Harthorn: Marcus manages the bustling casino on board the Lucky Dice steamer, where fortunes are won and lost. He has a knack for statistics and gambling psychology. Characters can approach Marcus for various gambling-related interactions, such as participating in high-stakes games, investigating casino intrigues, or forming alliances for a memorable heist.

Sylvia Greenthistle: Sylvia is responsible for organizing and hosting a variety of entertainment events, from musical performances to magic shows. Interactions with Sylvia offer opportunities to showcase talents, uncover clues through performances, or assist in organizing and promoting shipboard events.

Gareth Stonefoot: Gareth is the ship's chief engineer and responsible for maintaining the Lucky Dice steamer's intricate machinery. He's also a skilled blacksmith. Interactions with Gareth could involve learning about the ship's mechanics, assisting with maintenance tasks, or seeking his expertise to solve engineering challenges during crises.

Regulars

Other NPCs that the characters might encounter on the steamer are listed below.

Thaldrin "Lucky" Larkspur: A seasoned gambler and cardsharp, Thaldrin is known for his flashy attire and silver tongue. He frequents the gambling hall, always with a deck of marked cards up his sleeve. Thaldrin has a knack for spotting cheaters, and he offers discreet tips to Elara Firegem in exchange for protection from any disgruntled victims. Characters may seek Thaldrin's assistance in deciphering the steamer's underhanded dealings or challenge him to a high-stakes game of cards.

Violetta "The Songbird" Voss: A renowned chanteuse, Violetta graces the steamer's main deck with her enchanting voice and captivating performances. Her striking looks and melodious singing have drawn a dedicated following of admirers. Violetta is more than just a singer; she secretly carries messages for illicit deals between wealthy patrons. Characters can approach Violetta to request her assistance in transmitting secret messages or inquire about any unusual occurrences she may have witnessed.

Simeon "Silver Tongue" Silvertongue: A charismatic charlatan with a talent for persuasion, Simeon is a suave and well-dressed dandy who enjoys mingling with the wealthy guests. He dabbles in various scams, from selling counterfeit artifacts to running rigged games. Characters might cross paths with Simeon as they investigate the steamer's underbelly, potentially exposing his web of deception.

Lady Eleanor Winterspring: A mysterious noblewoman who keeps her true identity shrouded in secrecy, Lady Eleanor is always seen wearing an intricate mask that conceals her face. Lady Eleanor's mask hides a scarred countenance, the result of a tragic incident from her past. Characters may be drawn to Lady Eleanor's aura of enigma and become involved in quests to retrieve lost relics or uncover her hidden history.

Quinten "Whisper" Willingham: A taciturn and observant writer, Quinten is often seen scribbling in a leather-bound journal, documenting the intriguing stories of passengers and crew members; he has a knack for unearthing secrets. Quinten has a network of informants who feed him information about noteworthy events and individuals on the steamer. Characters might seek Quinten's assistance in researching the steamer's history or ask for his help in uncovering hidden plots.

Adventure Hooks

Below are a list of adventure triggers that could occur while the characters are onboard the steamer.

The Captain's Dilemma

Captain Magnus Ironsides confides in the characters about an imminent mutiny being planned by a faction of discontented crew members. He entrusts them with the task of gathering information, uncovering the mutineers' motives, and thwarting their plans before they endanger the ship's voyage. Should they succeed, Captain Ironsides grants them passage to any destination they desire.

Marcus' Dice of Destiny

Marcus Harthorn approaches the characters, knowing of their reputation as risk-takers. He offers them an exclusive opportunity to participate in a high-stakes gambling tournament. The characters must compete against seasoned gamblers from across the realm in games of chance and skill.

Lucius' Hidden Treasure Map

Lucius Ravenscroft uncovers an old maritime map among the ship's records, hinting at the location of a legendary pirate's treasure hidden on a remote island. He shares this information with the characters, hoping they will embark on a treasure hunt. If they succeed, they gain a share of the pirate's riches, valuable artifacts, and the knowledge of an undiscovered island's whereabouts.

Evelyn's Enchanted Recipe

Evelyn Stormrider seeks the characters' assistance in obtaining a rare, enchanted recipe said to enhance her culinary creations. The recipe is guarded by a reclusive, eccentric wizard living on a distant island. If the characters retrieve the recipe, Evelyn rewards them with culinary expertise, unique magical dishes, and favors among esteemed chefs across the realm.

A Suspicious Passenger

During a stopover at a port, a mysterious traveler boards the Lucky Dice steamer. They claim to be pursued by a shadowy organization and seek the characters' protection. In return, the traveler offers information about a hidden assassin's guild operating in the city of their destination and a promise of assistance when the characters need it most.

The Velvet Lounge

Concealed beneath the seemingly ordinary façade of a dusty, long-abandoned apothecary shop, the Velvet Lounge is a hidden gem known only to a select few in the underground gambling world. Its spirital staircase entrance is hidden behind a forgotten potion shelf, accessible only to those who know the secret incantation or have the right connections. The proprietor, Madam Seraphina Shadowsong, is a mysterious figure who possesses a unique ability to commune with the spirits of the departed, lending an eerie and uncanny ambiance to the Velvet Lounge.

Within the Velvet Lounge, guests find an atmosphere of opulence and enigma. Plush velvet furnishings, ornate chandeliers, and soft, haunting strains of live music create an alluring environment. The Lounge caters to both the city's elite and those seeking to escape mundane lives for a night of high-stakes gambling and intrigue. Eight small rooms are available for those who wish to extend their stay, each offering a unique and unsettling experience as some of the staff members are, in fact, spirits who serve the Lounge in exchange for something only Madam Seraphina knows.

Basic Information

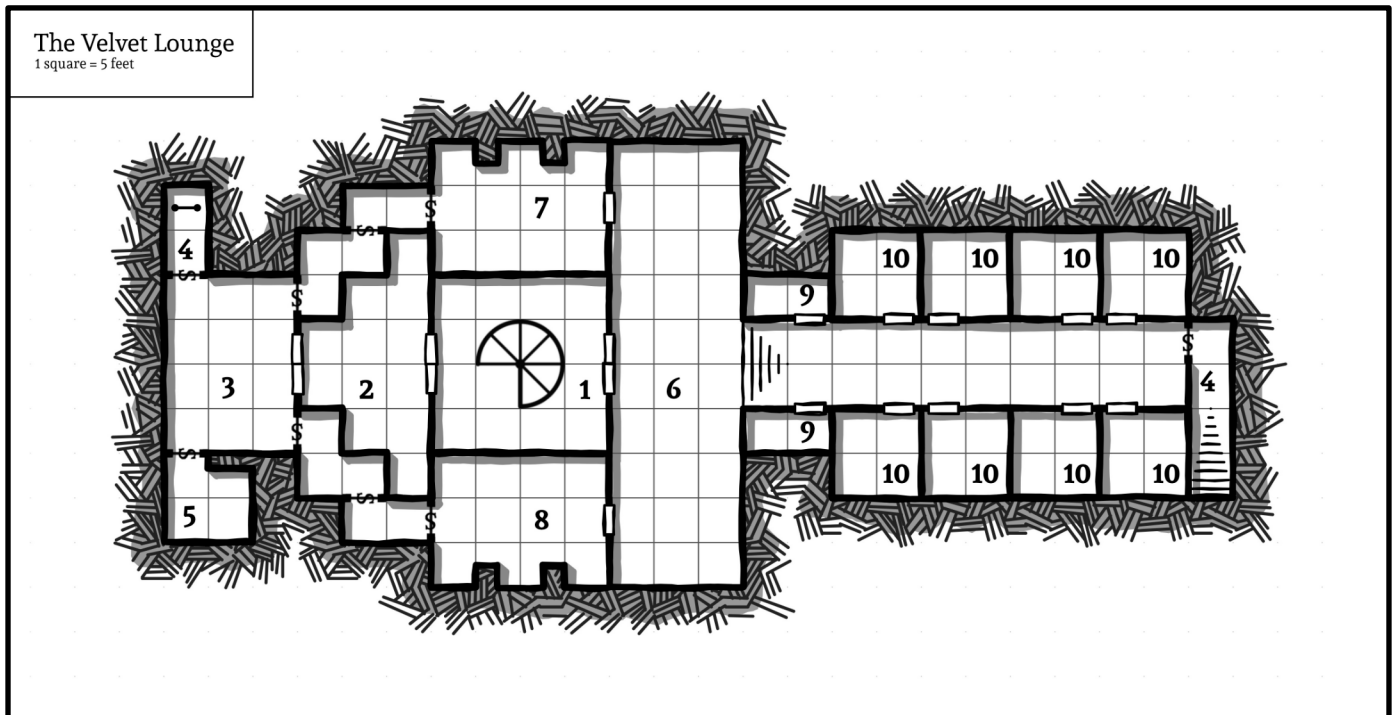
Style: Secret haunted gambling den

Rooms: 8

Room Cost: 8 sp per night

Menu:

- **Ebonwing Deviled Eggs:** Hard-boiled eggs infused with a dark, velvety essence, garnished with a sprinkle of black salt.
- **Shadowfall Seafood Bisque:** A rich and creamy seafood bisque, served with a swirl of squid ink and garnished with edible flowers.
- **Cursed Chicken Croquettes:** Tender chicken croquettes with a hint of forbidden spices, served with blood-red raspberry sauce.
- **Moonlit Mushroom Risotto:** Creamy risotto infused with exotic mushrooms gathered under the pale moonlight, topped with shaved truffle.
- **Ethereal Elixir:** A captivating cocktail that changes colors as you sip, blending gin, violet liqueur, elderflower syrup, and butterfly pea flower extract, served in a glass rimmed with edible gold flakes. 1 sp
- **Ale:** Served in a tankard or pitcher. 4 cp/2 sp
- **Wine:** A pitcher or fine bottle. 2 sp/10 gp



Map by DMDave using DungeonScrawl. Permission granted to photocopy this image for personal use only.

Gambling Den Locations

The following locations are keyed to the map of the den, as shown on page [x].

1 - Entrance

The concealed entrance is accessed via a hidden spiral staircase that leads down to a well-guarded area.

2 - Armory & Guard Post

The den's bouncers operate from this post.

3 - Administrative Office

Tucked away at the west side of the den, the enigmatic owner, Madam Seraphina, manages the Velvet Lounge's affairs from this office.

4 - Secret Exits

Discreet passages on either side of the underground complex provide quick and covert escapes.

5 - Secret Vault

Heavily guarded, this chamber houses the Velvet Lounge's most valuable assets.

6 - Gambling Hall

The bustling heart of the Velvet Lounge, this area comes alive with the excitement of various games of chance and skill, attracting patrons seeking their fortunes.

7 - Kitchen

This bustling culinary haven is where skilled chefs artfully prepare the den's delectable dishes.

8 - High-Roller Room

Secluded and opulent, this exclusive area offers the most affluent patrons a discreet space where they can enjoy privileges beyond the ordinary.

9 - Toilets

Two lavish toilets offer comfort and privacy to the den's patrons.

10 - Guest Rooms

Eight small yet cozy chambers offer select guests the opportunity to retire discreetly.

Staff

The den employs the following NPCs.

Madam Seraphina Shadowfang: The enigmatic owner of the Velvet Lounge, Madam Seraphina can communicate with spirits. Characters can interact with her to seek her otherworldly wisdom or discuss the secrets and mysteries hidden within the lounge.

Bartok Blackthorn: Bartok is the lounge's head bartender, a jovial ghost with a talent for mixing unique and supernatural cocktails. Patrons can interact with him to order exotic drinks or hear the eerie tales behind each concoction.

Lilith Nightshade: Lilith, a mysterious tarot reader, is a living staff member who offers her services in a dimly lit corner of the Velvet Lounge. Characters might interact with her by seeking a reading of their fortunes or by discussing the symbolism and secrets of tarot cards. Her readings could provide insights or foreshadow events in the campaign.

Harland "Whisper" Thorne: Known as "Whisper" due to his exceptional eavesdropping skills, Harland serves as the Velvet Lounge's information broker. Characters can interact with him by seeking valuable information, rumors, or secrets that may be circulating in the gambling underworld. Whisper's knowledge can be a valuable asset for characters looking to gain an edge or solve mysteries in the city.

Lady Isolde Ravenshadow: Lady Isolde is a spectral chambermaid who tends to the guest rooms. Characters may encounter her while staying at the Velvet Lounge and interact with her to request services or ask questions about the lounge's history.

Basilisk: A formidable bouncer and head of security, Basilisk is a hulking figure with a no-nonsense demeanor. Characters may interact with him by requesting protection or by seeking his guidance on matters of security within the Velvet Lounge. His imposing presence can deter troublemakers or assist in handling unruly guests.

Silas Ironclad: Silas is the head of security at the Velvet Lounge. As a living staff member, he oversees the protection of the establishment and ensures that the underground gambling den remains hidden from prying eyes. Characters may interact with him to discuss security concerns, seek assistance during disputes, or inquire about joining the Velvet Lounge's security team if they have the right skills.

Regulars

Other NPCs that the characters might encounter in the den are listed below.

Felix Blackthorn: Felix is a dapper gentleman with a penchant for fine suits and a taste for the high-stakes gambling tables at the Velvet Lounge. He's known for his wit and charm, which he uses to distract opponents during card games. Characters may interact with Felix to engage in a game of chance or seek his advice on gambling strategies.

Isolde Ravenscroft: Isolde is a wealthy heiress with a mysterious air about her. She frequents the Velvet Lounge to escape the mundane world and indulge in the excitement of the underground gambling scene. Characters might interact with Isolde by trying to unravel the secrets behind her enigmatic personality or engaging in conversation about her travels to exotic locales.

Lucius Wraithborne: A retired adventurer, Lucius now seeks thrills at the Velvet Lounge. He enjoys sharing tales of his past exploits with fellow patrons and reliving his glory days through games of chance and skill. Characters can interact with Lucius to hear exciting stories of his adventures, perhaps even leading to opportunities for new quests or endeavors.

Aurelia Starshadow: Aurelia is a skilled illusionist who performs at the Velvet Lounge, captivating audiences with her mesmerizing displays of magic. She's known for her ability to weave illusions so convincing that they blur the lines between reality and fantasy. Characters may interact with Aurelia to witness her awe-inspiring performances, request private shows, or even seek assistance with magical matters.

Cedric Thornbriar: Cedric is a well-dressed scholar and bibliophile who frequents the Velvet Lounge to relax after long hours of research. He enjoys engaging in intellectual conversations about various topics, from ancient history to magical theories. Characters can interact with Cedric by discussing academic matters, seeking his knowledge, or even helping him with research projects.

Alden Dusksadow: Alden is a charismatic and charming bard who has a knack for blending into the crowd. Unbeknownst to most, he is actually a spy sent by the local tyrant to gather information about the Velvet Lounge and its patrons. Characters might interact with Alden by befriending him, sharing secrets, or uncovering his true identity through clever observation and investigation.

Adventure Hooks

Below are a list of adventure triggers that could occur while the characters are visiting or dining at the supper club.

Seraphina's Ghostly Lamentation

Madam Seraphina approaches the characters with a haunting problem. Restless spirits have been causing disturbances in the lounge, scaring away guests and disrupting business. She seeks the characters' help to uncover the source of the spirits' unrest and end the disturbances. In return, Madam Seraphina offers them her expertise in illusion magic or access to a hidden room filled with valuable magical trinkets.

Bartok's Lost Elixir

Bartok Blackthorn approaches the characters in confidence. A rare and powerful elixir, rumored to grant temporary invisibility, has been stolen from the Velvet Lounge's secret vault. Victor believes it was an inside job but needs help to solve the mystery discreetly. If the characters recover the elixir, Victor offers to teach them the secret of crafting invisibility potions or introduces them to a powerful underground ally.

Ravencroft's Game

Isolde Ravenscroft challenges the characters to a high-stakes gambling game in the Velvet Lounge's exclusive high roller room. Winning against her would not only prove the characters' skill but also uncover valuable information about her past.

The Silent Witness

Aurelia Starshadow approaches the characters in a state of distress. She claims to have witnessed a secret meeting between Alden Dusksadow and the captain of the town guard. Clara fears for her life, suspecting she may have been followed. She pleads for the characters' protection while she gathers evidence to expose the Alden as a spy.

The Enchanted Artifact

An anonymous letter from a mysterious source reaches the characters, revealing that a powerful and enchanted artifact is hidden within the Velvet Lounge. The artifact is said to hold the key to unlocking a hidden chamber filled with untold treasures.

Games of Chance

If you're interested in bringing a game of chance to the play, introduce these simple rules.

1. Have the participant choose one of the following games: Dragon Dice, Noble's Draw, or the Wheel of Fate. Feel free to rename them.
2. After the player picks their game, they must wager at least 1 gp to play the game. You may rule that the wager is higher for certain tables or gambling dens.
3. After the player chooses, they must pick a number: 1 - 5 for Dragon Dice, 1 - 11 for Noble's Draw, or 1 - 19 for the Wheel of Fate.
4. The player then rolls a single die: a d6 for Dragon Dice, d12 for Noble's Draw, and d20 for Wheel of Fate.
5. If the result was equal to or lower than the number they selected, they win back their wager plus a number of coins based on the number and game as shown in the table below.

GAMBLING WINNINGS (PER 1 GP WAGERED)

Number Picked	Dragon Dice	Noble's Draw	Wheel of Fate
1	5 gp	11 gp	19 gp
2	2 gp	5 gp	9 gp
3	1 gp	3 gp	5 gp, 5 sp, and 5 cp
4	5 sp	2 gp	4 gp
5	2 sp	1 gp and 4 sp	3 gp
6	—	1 gp	2 gp, 2 sp, and 2 sp
7	—	7 sp and 1 sp	1 gp, 8 sp, and 5 sp
8	—	5 sp	1 gp and 5 sp
9	—	3 sp and 3 cp	1 gp, 2 sp, and 2 cp
10	—	2 gp	1 gp
11	—	9 cp	8 sp and 1 cp
12	—	—	6 sp and 6 cp
13	—	—	5 sp and 3 cp
14	—	—	4 sp and 2 cp
15	—	—	3 sp and 3 cp
16	—	—	2 sp and 5 cp
17	—	—	1 sp and 7 cp
18	—	—	1 sp and 1 cp
19	—	—	5 cp

Random Encounters

Every four hours the characters are on the Lucky Dice steamer or Velvet Lounge, roll a d20. On a result of 19 or 20, a random encounter or event occurs. Roll a d10 to determine what happens.

GAMBLING HALL ENCOUNTERS

d12	Encounter
1	A notorious gambler challenges one of the characters to a tense game of cards.
2	A heated argument between two patrons escalates into a violent bar fight, pulling the characters into the chaos.
3	A nimble-fingered thief attempts to steal a character's purse or valuables during a distracted moment.
4	A fellow gambler at the same table as the characters seems to be on an incredible winning streak, raising suspicions among others.
5	A burly enforcer approaches one of the characters, claiming they owe a significant debt to a powerful crime boss.
6	A disgruntled player accuses the characters of cheating, leading to a tense confrontation with the house security.
7	A famous bard or performer entertains the crowd, and the characters may have the opportunity to chat or interact with them.
8	A secretive message slips into the pocket of one of the characters, hinting at a clandestine meeting later in the evening.
9	A fellow gambler at the table accuses another player of using marked cards, leading to a heated investigation by the security staff.
10	A dramatic confession or heartfelt proposal occurs nearby, creating a poignant moment in the bustling hall.
11	One of the characters finds a peculiar amulet on the floor, rumored to bring good luck in games of chance.
12	A friendly-looking dice game turns out to be rigged, and the characters must decide whether to expose the cheaters or join in on the scheme.