



SMUGGLER'S SONG!



A Savage Worlds One Sheet™ By Chris Williams
for use with Pirates of the Spanish Main™ or as a Swashbuckling diversion

The crew is required to deliver an assortment of contraband on a tight schedule.

Use the Pirates characters found on our Savage Website www.peginc.com or make your own.

*"Five and twenty ponies,
Trotting through the dark
Brandy for the Parson,
'Baccy for the Clerik
Laces for a Lady, Letters for a spy
And watch the wall my darling while
the Gentlemen go by."
A Smuggler's Song by Rudyard Kipling*

The heroes are aboard a small smuggling vessel operating in the Caribbean; their duties include the transportation and delivery of goods which would otherwise be unobtainable to the English. The bulk of tonight's cargo is being dealt with by the Captain at a prearranged rendezvous, but a few smaller deliveries must be made in person.

Anchored off shore with the lights of the town in the distance, the crew performs its duties under a hush of silence. Before weighing anchor for tonight's rendezvous for the bulk of the cargo the Captain calls the heroes aside and speaks to them gruffly,

*"Ere's a list of wot's got be delivered
t'nite and who's it for. See it's done
and done right! An' get the coin they
owes, and not a farthing less. Don'
need remind you, steer clear o' trou-*

*ble and keep a weather eye out for the
Watch. Now, off wi' you! Be back by
dawn, or I'll leave you lot 'ere."*

Inside the long boat lies a pile of goods to be delivered. The list includes:

"2 small casks of Madeira Port for the Vicar of the town Church, \$75

"1 medium package of tobacco for Dick Wilkins in Suffolk Row, \$30

"3 French gowns for Lady Elaine Fairchilde at Fairchilde Manor, \$500

"1 sealed envelope for Mr. Reilly, to be found at King's Head Tavern, Paid in Full. Await response, if any."

GETTING THERE

It's short row from the ship to shore and the crew has options about where to make land. It's a dark night and a low mist shrouds the surface of the water, and the waters themselves are calm. The easiest is to make for the docks; an empty quay can be spotted on a successful Notice roll (at -2 due to the mists). However, landing at the docks increases the possibility of detection by the Watch (make a roll - see below - while the crew is unloading the goods). The crew may opt to land at a beach outside of town; this all but eliminates the chance of being detected upon arrival, but means the crew have to carry the goods from the boat into town (a 30 minute walk). Make a Boating roll at -2 to avoid mishap while landing.

FATHER THEODORE

Father Theodore is a mild man; a good Vicar for his congregation, a pillar of his community with a secret love for Madera wine. What he cannot buy openly, he gladly buys from smugglers.

Ted's living quarters are attached to the church, on top of a hill. When the crew arrives with the goods, Ted

ushers them inside and offers them seats. He's pleased to see them and is happy to pay for his delivery, but not until he, and his guests, have sampled the goods. He's very insistent on this point and won't take no for an answer. He keeps pouring wine as long as the heroes stay. Every 30 minutes they must make a Vigor roll or suffer a level of Fatigue from intoxication.

DICK WILKINS

Dick Wilkins is a clerk in the employ of the British East India Company. Tonight sees Dick on the losing end of a game of dice at his local tavern and he is unable to pay for his package. Dick, never knowing when to quit, offers to gamble for it - his Gambling skill is d4.

If he wins, he takes his package, leaving the crew to explain their shortcoming to the Captain. Against his package he can offer the crew an E.I.C. pass to be abroad in the streets. Such a pass gains the crew a +4 to any Persuasion rolls if challenged by the Watch. If the crew declines to Gamble, a Persuade or Intimidate roll on the crew's part convinces Dick to trade his package for the E.I.C. pass. This still leaves the crew short the \$30 for the tobacco, but considerably eases the rest of their night's labors.

LADY ELAINE FAIRCHILDE

Lady Elaine resides in a walled manor house in the better district of town. She simply must have the latest fashions before her rivals in society do, though she will not sully her hands by dealing directly with smugglers. The crew's delivery is accepted by a servant, but no payment is offered.

If they insist on seeing her ladyship, she keeps them waiting for half an hour. The crew must decide how to get the money from her without resorting to violence. The crew must be wary, or Lady Elaine summons the Watch to remove the ruffians from her home. Even if she can be drawn into negotiations over her merchandise, she refuses to pay the asking price and haggles.



MR. REILLY, FRENCH AGENT

Mr. Reilly is an Irishman in the employ of the French government. His activities on their behalf have aroused the suspicion of the local authorities. If the crew asks the barkeeper for Mr. Reilly, he hands them a note:

"Being watched. Relying on you to make delivery, somehow. It's in your hands. R."

If the crew glance around the room, their gaze is met by a plainly dressed man sitting in the corner with a mug of beer. He nods and smiles, and then glance to his left and right to indicate two small groups of men, equal to the number of heroes +1, who appear to be minding their own business over drinks.

Depending on when the crew comes to deliver the letter, they may have several options on how to proceed. Certainly a bar fight could act as a diversion (use the Watch stats for all parties). If the crew has been to see the other people on their list, they have alternatives: Father Ted could be persuaded to hear a late night confession, or Lady Elaine might send a note proposing a midnight assignation, Mr. Wilkins might even be able to use his position with the E.I.C. to some advantage. A bar fight that goes more than 20 rounds draws the attention of a Watch.

Regardless of how the crew manages it, once the letter is in Reilly's hands he either pays the crew \$50, or (in the event of a bar fight) asks to be taken off the island. In this case, Reilly can aid the crew with his knowledge of the town to avoid the Watch (-1 to rolls for the Watch).

THE WATCH

The Watch patrols the streets after dark in groups of four soldiers and one sergeant. The GM should roll 1d4 every 15 minutes to see if a patrol passes. On a 4, a five man patrol arrives. The wealthy district and the docks are more frequently patrolled and the roll is at +2.

If the Watch notices the crew they first challenge them as to ~~their business; the sergeant does all the talking.~~ The crew may be able to bluff their way past the guards, but the sergeants are savvy and know to look for smugglers on a night such as this. If the crew cannot adequately explain themselves, they are searched and taken to the fortress where they are held pending a hearing with the Magistrate. Their goods are discovered and they revealed as smugglers. If the crew is spotted while engaged in some action out of the ordinary - climbing walls, clubbing down citizens, etc. - the Watch orders them to halt or engages in combat. Should the crew wind up engaging a unit of the Watch for any reason, the alarm is given throughout town and all subsequent Watch rolls are at an additional +2.

BACK BY DAWN

If the heroes take too long about their deliveries, the captain is perfectly serious about leaving without them. Assume the crew reaches the island at midnight and the sun rises at 5 am. They must make their deliveries and return to their boat by 4.30 am to make it back to their ship before the captain sails.

Each delivery should take no more than an hour, but delays can easily occur, especially if the heroes find themselves without the money for a particular transaction and need to find other ways to gather the correct amount. The captain is very unforgiving if they return with a shortfall!

WATCH

These are average town guardsmen. They are competent and brave, but not suicidal.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Boating d4, Climbing d6, Fighting d6, Guts d6, Intimidation d6, Notice d6, Shooting d6, Stealth d6, Swimming d6

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Fame: +0

Hindrances: —

Edges: —

Booty: Loot for every 5 watchmen

Gear: Saber (2d6), dagger (d6+d4), flintlock pistol (Range: 5/10/20, Damage: 2d6+1), shot and powder (10).

WATCH SERGEANT

These competent fellows are well-trained, well-equipped, and well-disciplined. They are tough veterans of many scrapes and know how to handle themselves.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Boating d4, Climbing d6, Fighting d8, Guts d8, Intimidation d8, Notice d8, Shooting d6, Stealth d6, Swimming d6

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Fame: +5

Hindrances: —

Edges: Combat Reflexes, Musketeer

Booty: Loot for every 3 watchmen

Gear: Scimitar (2d8), dagger (d8+d4), flintlock pistol (Range: 5/10/20, Damage: 2d6+1). Some have muskets as well (Range: 10/20/40; Damage: 2d8), shot and powder (10).

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AVAST THERE, SEADOGS!



OUT NOW!