

RAGING SWAN PRESS

20 THINGS #46:
SMUGGLERS' VILLAGE



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20 THINGS #46: SMUGGLERS' VILLAGE

Are you a busy GM? Does session prep take too long? Do you never have time to work on the cool little details that can bring your session to life? Well fear not! That's where the 20 Things line comes in. This supplement gives you, the time-crunched GM, the tools to effortlessly add verisimilitude and detail to your adventure. Use the material herein either before or during play and bask in your players' adulation.

This instalment provides five pages compatible with virtually any fantasy roleplaying game and is designed to help you to flesh out and bring to life a smuggler-infested village.

CREDITS

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FOREWORD

Welcome to this Raging Swan Press System Neutral Edition supplement. Herein you'll find evocative, inspiring text designed to help you—the busy GM—run better, quicker and easier games.

This book is compatible with most fantasy roleplaying games. It's impossible to create a truly system neutral book, though, and some generic game terms—wizard, fighter, human, elf and so on—lurk within. These generic terms are easily modified to the GM's system of choice.

One special note about the NPCs in this supplement. While some are magic-users, fighters, clerics and so on, others are simply normal folk. Because different game systems handle normal folk differently we've made no attempt to note their "class" leaving them simply as "female human" and so on.

USING THIS BOOK

You can use these tables either during session prep or "on the fly" during the actual session. Roll on the desired table and describe the result. Remember:

- Some players may assume because you describe something it is important. This may slow down the party's progress through the adventure. This isn't necessarily a bad thing.
- Modify any result so it fit with your game.
- Ignore or re-roll inappropriate results.
- Have fun!

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I: ON THE STREETS

Much goes on in a smuggler-infested village, day and night. The character of these events, however, are often different depending on the time of day. In particular, in human villages nefarious, dark deeds tend to occur at night.

DAYTIME

During the day, most smuggler villages seem like any other. It takes a brazen smuggler, a complete breakdown of law and order or a complicit local lord for things to be otherwise.

1. A fisherwoman walks through the village, a large basket of fish on her hip. Two small children—arguing between themselves—follow in the woman's wake.
2. A mangy dog, its tongue hanging out, patrols the village looking for easy-to-steal food. It follows the party at a distance and happily takes food or a petting from their hands.
3. The sound of waves breaking against the breakwater or beach and the caw of the gulls swooping overhead—the backdrop of daily life—roll through the village.
4. A faint sea mist hangs over the village, deadening sounds and giving the place a slightly ethereal look. The mist is not dense enough to overly affect visibility.
5. The street is busy. The tide is in and the fishing boats have just returned with their daily catch. Consequently, many of the populace are converging on the docks to help unload and process the catch.
6. A small mob of screaming, shouting children rush down the street. They are all armed with sticks—their swords—with which they enthusiastically whack at each other. If asked, they explain they are playing sailors against excise men.
7. Heavy rain lashes the village, and the villagers hurry about their tasks. Few, if any, boats put to sea this day. Consequently, the village tavern fills up early in the afternoon, and the innkeeper benefits from a welcome boost in trade.
8. A wagon filled with (empty) chests rolls into the village. A single well-dressed man (a merchant) aided by a young boy drives the wagon while two bored-looking mercenary guards follow behind on stout riding horses. The small procession makes for the local inn.
9. A mounted mail-clad warrior followed by six mud-splattered men-at-arms enters the village. This is the local lord's excise man and his escort come to collect taxes. His unwelcome arrival is not an auspicious one for the village.
10. Shouted calls for help from the docks precipitate a general rush to the harbour by all the villagers in earshot. Characters following along discover a fishing crew hauling an injured crew mate onto the docks. Garbled accounts shouted by the fishermen tell of a shark attack. The injured man is badly injured and bleeding profusely from a mangled arm.

NIGHTTIME

At night, the nefarious folk of a smuggler's village emerge to go about their illicit activities.

1. A wagon slowly rolls through the village's dark streets. The hooves of the horse pulling the wagon are wrapped in cloth and leather to deaden sound. A hunched and cloaked figure sits atop the wagon.
2. Two cloaked figures flit through the streets. They avoid the flickering pools of light emerging from house windows and keep to the shadows. Both figures carry bulging sacks.
3. Somewhere in the village, a dog begins barking. Characters following the barking may discover nefarious goings on—perhaps smugglers moving their goods through the village under cover of darkness.
4. Two figures flit through the streets. The two stay close together as if they are linked arm to arm. Suspicious characters investigating reveal the two are lovers—and are on their way to a special place they have to spend some alone time together. (Or, at least, that's what they tell the characters).
5. An owl hoots loudly from the middle of the village. This could indeed be an owl or it could be a smuggler's signal.
6. A flash of light on the street shows where a traveller briefly unmasked a lantern. The light is swiftly hidden. By the time the characters reach the spot, the lantern's owner has disappeared into the darkness.
7. Rain falls and turns the streets to mud. Consequently, tracking is easier than normal (if done before the rain effaces any tracks left in the mud). Few venture abroad in the rain.
8. Shouts and curses herald the start of a street brawl between two rival groups of fishermen (or perhaps smugglers). The groups could be arguing over fishing rights, recent suspicious damage to one group's boat or even access to a lucrative (and illicit) contact. Unless anyone intervenes—and no villagers do—the brawl continues until one crew retreats into the night.
9. As #1 above, but the wagon is piled high with boxes and barrels—salted meats, imported wines and spirits and the like—and is escorted by four burly, alert smugglers. The wines and spirits are destined for the village inn while the food will be sold to a nameless man buying up enough provisions to feed a substantial expedition (as he puts it). The man is a guest at the village inn, and is travelling under an assumed name. He is clearly wealthy, and is accompanied by six no-nonsense, mail-clad bodyguards.
10. Characters out after dark looking towards the sea spot the shadow of a large ship under full sail making for the harbour. Perceptive characters notice several smaller shadows—perhaps some of the village's fishing boats—making their way out toward the larger vessel.

2: IN THE TAVERN

Likely the village's social centre, the tavern is where folk come to rest, relax and plot their business—legitimate or otherwise. Quiet when the village boats are out, the tavern is the best place to dig for information and to meet folk of interest

DAYTIME

During the day, unless the tides are unfavourable or the weather atrocious, the village tavern is normally quiet.

1. A solitary server slowly brushes the floor, while a few older patrons sit alone at their tables nursing ales. The taproom is quiet, but elsewhere in the tavern someone is humming as they go about their business.
2. A lone woman—Dorotea Rautia (N female human)—sits at the bar nursing a small ale and muttering under her breath. The woman's boat was recently damaged by a rival, and she lacks the coin to effect proper repairs. She is angry, plotting revenge and on the lookout for easy money.
3. The innkeeper is swapping out several barrels of ale that ran dry last night. The resultant bangs, thumps and crashes are audible from outside the tavern.
4. A young boy sweeps the common room's floor, and he's not putting in a lot of effort. (If his attitude does not improve, the innkeeper notices his indolence and rewards him with a clip around the ear).
5. The innkeeper is behind the bar counting last night's take. He seems in a rare good mood—clearly business (either legal or illegal) is booming.
6. A travelling merchant, Esteri Airikka (LN female human) has arrived at the bar with barrels of fine wine and beer to sell; her prices are not good enough for the landlord, and she is sent packing. Esteri complains to everyone who'll listen that her prices are fair, but the landlord is unreasonable.

NIGHTTIME

At night, the village tavern comes alive as many villagers congregate there to share the day's news.

1. The taproom is busy; the village's fishermen recently landed several "large catches" and the drinkers are in a rare good mood. Drink flows freely; laughter and singing fills the air.
2. Two rival smuggler crews are in the bar. The two recently competed over a cargo, and tensions run high. The two groups sit close to one another, and both are drinking heavily. A brawl is almost certain to ensue.
3. Several crusty old seamen sit around a table loudly singing sea shanties. As the evening wears on, the singing gets louder and more incomprehensible. (Perhaps the shanties contain interesting pieces of local lore dealing with lost treasures, legendary monsters and the like).
4. A heavily cloaked figure—probably a tall man by his size—enters the bar. The stranger's deep cowl obscures his face.

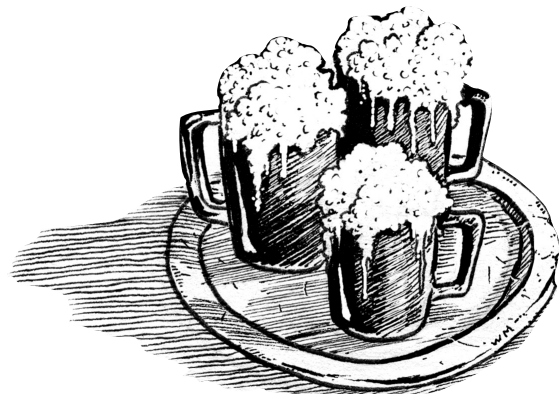
Many of the regulars size up the man as he enters and then completely ignore him as he seats himself at an empty table.

5. A wandering bard is playing sea shanties in the taproom. He's not very good, and most of the customers are ignoring him.
6. Rain hammers down on the village, dampening the spirits of all in the common room. Small groups sit clustered around tables muttering about the weather and its ruinous effect on their "business".

WHISPERS & RUMOURS IN THE TAPROOM

The village taproom is a fertile place to hear news. Whenever other customers are present, the characters may learn one or more rumours.

1. Old Aake Hopea caught something he didn't expect in his net a few days ago—a pirate's bloated corpse. Aake refuses to say anything about his catch, but has locked himself in his house ever since.
2. Strangers have been seen around the village in the last few weeks. Many people think the strangers are disguised customs and excise men here to spy on the villagers' doings.
3. *The Amma* is late. (*The Amma* is Ambro Kontio's ship; Ambro is a renowned deepwater smuggler and some-time pirate). Some say one of Ambro's old enemies has finally caught up with him while others suggest he may have found the missing piece of the lost treasure map of the legendary pirate captain and bard extraordinaire Vilimzair Aralivar.
4. Aatu's leg is aching; a storm is on the way.
5. Lastikka saw the humped back of a gigantic sea snake yesterday. She was fishing further offshore than normal, and the thing surfaced not a score of yards from her boat!
6. Terrible things lurk beneath the waters of Skull Cove. (Skull Cove lies ten miles along the coast and is named for the shattered skulls periodically found there; locals will not sail into the cove and there is no path down to the cove from the surrounding cliffs).
7. A group of naked sea elves were seen frolicking off the coast last month. With bewitching song, they tried to entice the crew of a nearby fishing vessel into the water. The crew only resisted by stuffing their ears with cheese!
8. The local lord is thinking of building a lighthouse near the village; that will ruin the smugglers' illicit business as no doubt the lighthouse will be heavily garrisoned.



3: AT THE HARBOUR

The commercial heart of the village, the village harbour is likely busy day and night. At least some legitimate business goes on here; after all, not everyone in the village is a smuggler, and those that are probably require a legitimate cover for their more nefarious activities.

DAYTIME

During the day, the harbour is the busiest place in the village.

1. The harbour-side is busy; several fishing boat crews are preparing to put to sea for the day. Fisherfolk songs fill the air as gulls wheel and dive overhead.
2. An empty cart trundles down the dock towards a fishing boat moored slightly away from the others. Several crew lounge around the vessel, but a perceptive character realises the sailors are far more alert than they seem.
3. Three fishermen sit on the dock mending their nets. The three chat amongst themselves as they work, but fall abruptly silent if the characters approach them.
4. One fishing boat is upside down and out of the water, having some minor repairs done to its hull.
5. Two of the local lord's soldiers saunter around the harbour. They stop to talk with the fisherfolk working on the docks. Perceptive characters might spot some of the sailors slipping a couple of coins into the soldiers' hands.
6. A wagon trundles away from the dock. Open boxes filled with fish lie in its bed; seagulls hover overhead waiting for a chance to swoop down and steal a fish or two. Two children stand among the boxes, short clubs in their hands ready to fend off any birds swooping at the wagon.
7. A seal swims effortless near the harbour as it plays in the surf. Several fisherman wade out toward it with spears in hand, but the canny creature disappears under the waves and does not return. The fisherman emerge from the surf cold, wet and muttering curses of revenge against the elusive creature.
8. Several children take turns jumping from the harbour wall into the water. Their joyful screams and shouts ring out over the hubbub of work.
9. An old, drunk fisherman sits atop a pile of nets muttering to himself. The man has not gone to see in a year or more, and is a renown local drunk. However, he is perceptive and sees much that goes on around the docks. Characters plying him with drink may learn several interesting tidbits of information.
10. A large merchant ship—*The Mermaid's Mistress* by the name on its bow—slowly edges into the outer harbour and drops anchor. Shortly thereafter, the ship's mistress is rowed to the dock by several of her crew. By the time she reaches dry land, a delegation of several local merchants and traders have gathered to meet her.

NIGHTTIME

At night, most sailors abandon their boats to return to their homes or to visit the local tavern. However, there are still things to see at the harbour.

1. A lone sailor staggers down the dock singing softly to himself. He slowly disappears into the shadows as his singing fades. Perceptive characters later notice the man lurking in the shadows and intently watching the party.
2. Two men clamber into a rowboat and quietly make to sea. A hooded lantern in the boat's stern is their only light source, as the two slowly—and quietly—make for open water.
3. A muffled cry followed by a loud splash suggests to sharp-eared characters foul deeds are afoot. When the characters reach the spot where the cry came from, there is no sign of anyone although a dropped bloodied knife lies on the dock and large ripples are spreading outwards from a point in the water nearby.
4. A wagon stands hard against the docks. Beyond, several dark figures transfer boxes and sacks from a nearby fishing vessel to the wagon. Another figure hides in the shadows nearby and keeps an eye out for custom agents, the watch or anyone else who might interfere with the smugglers' business.
5. As the characters approach the docks, a small, grubby child suddenly rushes from the shadows. It looks like the child has been crying and as he approaches the party, he lets out a loud wail. The child could be genuinely upset by something or he could be acting as a watchman for a nearby band of smugglers—that likely includes his father and elder siblings who won't take kindly to anyone hurting or scaring him.
6. The muffled splash of oars reach perceptive characters' ears. The sounds seem to be coming from just beyond the harbour wall...and are getting closer.
7. The body of a rough and ready sailor-type lies face down on the dock. The man has suffered a serious stab wound to the side and is unconscious. He could be a smuggler knifed by a rival crew or he might be an innocent fisherman who witnessed something he should not have seen.
8. Perceptive characters notice a dark shape bobbing in the water a score of feet from the nearest boat. This could be a piece of flotsam or jetsam, a playful seal, driftwood or even the body of a smuggler slain during an altercation between rival crews.
9. Two men sit in their fishing boat passing a jack of wine back and forth. The two mutter quietly to themselves as they slowly drink themselves into a stupor. The two could be (bad) lookouts for a smuggling gang or just two fisherfolk relaxing after a hard day out on the water.
10. Several wagons stand on the dock. A dozen or so shadowy figures swarm about the dock transferring boxes, barrels and bundles from fishing boats moored close to the wagons. Another two smugglers—alert for trouble—stand at the end of the dock keeping an eye out for strangers or customs and excise men.

4: FOLK

A village is nothing without villagers. Most will be nothing more than normal peasants; a few, however are atypical and may be of interest to adventurers.

KUSTAAVA MONTAJA

CN female human cleric 2 (Serat)

Clad in grey-green robes and sporting a great mop of disheveled brown hair this burly woman uses a trident as a walking stick.

Kustaava worships the Storm Mistress—Serat (CN greater goddess of the sea, storms and voyages)—and has come to the village to watch over the fishermen and their families.

Mannerisms: Accustomed to shouting over the roar of the wind, rain and sea Kustaava is a loud conversationalist; whispering is an alien concept, for her.

Distinguishing Features: Kustaava's hair is perpetually unkempt.

Personality: As wild and unpredictable as the sea, Kustaava can be a handful. She loves drinking and sailing (often at the same time) and is a regular at the village tavern.

Hook: Always in search of money to spend on her church, Kustaava approaches the party for a donation, and even offers to bless their boat before their next aquatic adventure.

AATU KOSTIA

N old male human

Whip-thin and grizzled this old man wears old seafaring clothes and hobbles about with a pronounced limp.

Aatu broke his leg several years ago and this injury coupled with old age have forced him to give up the job he loved. Now, he mends nets and darns sails for a living—and is not very happy about it!

Mannerisms: Batu rubs his injured leg, when thinking or stressed.

Distinguishing Features: Aatu walks with a pronounced limp. He is perpetually unshaven.

Personality: Cantankerous, mean-spirited and an occasional drunk Attu has few redeeming qualities.

Hook: Aatu badly broke his leg several years ago; now, when heavy rain or a storm is imminent it aches terribly, and he must drink to dull the pain. Most villagers take the sight of Aatu drunkenly slumped by the harbour to mean a storm is on the way.

IISAK ASIKKA

NE middle-aged male human fighter 3

With a thick, greying beard and calloused, horribly scarred hands this burly man cuts an imposing figure.

Iisak loves the sea and hates strangers in equal measure. However, he loves gold and if offer enough will take adventurers literally anywhere—even places other fishermen dare not sail.

Mannerisms: Iisak has a hard, unblinking stare.

Distinguishing Features: Iisak sports a thick, greying beard and has horribly scarred hands.

Personality: Iisak does not take kindly to folk poking their noses into his business. Violent and coarse, he has few friends—even his wife doesn't like him.

Hook: Fearless and an excellent sailor, if the characters are in need of a fisherman to take them somewhere, they soon learn Iisak is the man for the job—if they can stomach spending time with him.

TAHLYS AZARIAN

LE female sahuagin

With pale white skin, long black hair and black, almost luminous, eyes this beautiful elven woman has an otherworldly, ethereal appearance.

Tahlys masquerades as an aquatic elf visiting the village with the apparent goal of establishing an alliance. However, she is actually one of the few sahuagin who look like aquatic elves and is here to spy in preparation for a sahuagin raid.

Mannerisms: Tahlys speaks only when she must, and her eyes are always darting about.

Distinguishing Features: Tahlys's pale skin and black hair mark her out in a crowd.

Personality: Evil to the core and wholly without mercy, Tahlys can't wait to summon her fellows to devastate the village and carry off its folk into (brief) slavery.

Hook: Perceptive characters notice Tahlys is reserved and offers little information about herself or her fellow elves. She can be encountered almost anywhere in the village—apparently inspecting it because it is so different to her home; she is actually noting its defences. She takes a particular interest in the characters—she knows adventurers can be formidable foes and tries to learn when they'll be moving on.



5: ILLICIT CARGO

Smugglers carry a vast range of cargo. As long as the cargo is portable and money can be made avoiding the realm's onerous taxes, tariffs and excises the smugglers will carry it. Decide the value of the items below, based on your campaign.

1. Fine white silk fills this ornate coffer of stained oak. Ornate iron hasps wrought in the shape of questing tentacles affix the coffer's lid. The coffer is locked, and the smuggler chief has the only key. Enough silk fills the coffer to make two ballgowns (or similar).
2. Dwarven whiskey fills these four casks. The casks are lashed together in pairs by stout, tar-stained rope. Each cask bears the sigil of a far-off dwarven hold. The whiskey is unbelievably strong both in flavour and alcoholic content.
3. This plain wooden box is nailed shut. The box contains a jumble of bones, ash and soil. Investigation reveals the remains probably belong to one human-sized individual. Signs of violence mar several of the bones.
4. Four small bars of a silvery metal—mithral—fill the false bottom of a stout chest seemingly containing nothing but fine—but mundane—cloth. Only perceptive characters (or those suspicious of the smugglers moving such inexpensive cargo) find the secret compartment.
5. A small but stout wooden crate holds six close-packed silver trade bars stamped with the crest of a nearby kingdom. The crate's lid is nailed shut.

6. Of deep and soft pure white fur, this large rug hails from the far north and comprises the hide of a gigantic polar bear.
7. Light and airy fine elven wine fills four small kegs all branded with the symbol of a legendary elven winemaker.
8. This large straw-filled wooden crate holds a score of delicate glass beakers, vials and other pieces of alchemical equipment destined for an alchemist conducting forbidden experiments into the very essence of life.
9. Two exquisite cut crystal wine decanters along with a score of delicate wine glasses nestle in this long and thin travel chest. The decanters and glasses nestle in specially made niches lined with black velvet.
10. A hooded war eagle—bred by the centaurs of the Bleak Moor—perches quietly among the other cargo. Small bells attached to the bird's hood softly jingle, when the bird moves.
11. This three-foot square block of white marble shot through with black and red veins is destined for the workshop of a master sculptor. The stone has quasi-magical properties and is one of the raw materials required for the creation of a quasi-sentient magical guardian.
12. Strange, alien glyphs decorate these two delicate porcelain vases and matching bowl. Rusty brown stains mar the inside of all three. The three items are relics of a banned religion that once practised human sacrifice, and are destined for the altar of a nascent evil cult.



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