

The Secret of Smuggler's CoveTM

*A Savage Tale of Macaroons,
Mint Cake, and Nazis*

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Author's Dedication: To Tom, our Two-Fisted Engine of Destruction.

Requires the Savage Worlds rules, available at www.greatwhitegames.com.



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You never thought school would finish, but summer is finally here, and no sooner did you make your plans to build your tree-fort with David and Catherine than Father announced you would be going on holiday to the Lake District, to stay with your Aunt Jemima and Uncle Sidney.

You sulked, but Father's word was final, and you were packed off to Ambleside without so much as a by-your-leave. You'd hardly been there a day when you bumped into David, sitting by Elterwater and making notes on a species of bird he'd seen that morning. David gloomily informed you that the rest of the group had all ended up in the Lakes this summer, and that the country air wasn't doing him any good at all. Devlin and Catherine are racing their boats out to the island on Grasmere tomorrow, and they've been arguing all week about splitting crews. Looks like the summer might not be quite as boring as you thought it would be, after all.

The Story

The Secret of Smuggler's Cove is a kid's yarn in the vein of Enid Blyton's *Famous Five* series and Arthur Ransom's *Swallows and Amazons*. It depicts high-spirited child detectives thwarting the plots of greedy grown-ups while out adventuring in England's Lake District (Cumbria) in a period that sits roughly between the two World Wars.

The story of *Secret of Smuggler's Cove* concerns six children, one Nazi spy, a handful of gypsies, and the diaries and notebooks of one of England's greatest poets. Heinrich Von Drutten, an agent of the Third Reich, has snuck into Britain to steal the papers of William Wordsworth from the poet's home at Rydal Mount, and has made his way to the area without being spotted. All that lies between him and victory are half-a-dozen nosy children.

The story starts on a bright and breezy summer's morning, with a race across Grasmere between Devlin and Catherine...

Act One: The Race

The two dinghies, the *Merciless* and the *Hippolyta*, are moored alongside each other in the shallow water off Red Bank, on the south side of Grasmere. Devlin and Catherine have already fallen out over the subject of choosing crews, and are currently not talking to each other.

The course of the race has been amicably agreed on, however, and as soon as everyone has decided which boat they intend to sail in the race can get underway. This is a good opportunity for the players to do a little in-character bickering and teamwork, in order to build up two boatloads of rivals for the forthcoming race.

It will be worthwhile to establish what equipment the characters are carrying. For instance, it is likely that Amy has her catapult, and David almost certainly has a notebook and binoculars. It is unlikely, however, that Amy has her horse, or that Billy has brought his toy sword.

However the children split up (any kids who are Extras go in whichever boat seems most likely for their character), the race is on in the end. The objective is to circle round Grasmere Island, head out of Grasmere Lake by the east passage, and make it to the path up to the caves on the south side of Rydal Water first.

How the race proceeds is entirely up to the children. The race is counted as a chase, with the first two rounds of time counting as the journey to Grasmere Island, the next three as the stretch of water towards the Rydal Channel, the next three as the journey through the Rydal Channel, and the final two rounds as the approach to the caves on the south of Rydal Water. It's plain sailing for most of the race, although the Rydal Channel is tricky to navigate, and inflicts a -2 on all Boating rolls made there.

Treat both dinghies as rowboats, but give them an Acceleration of 2, and a Top Speed of 6. The dinghies have sails, and can be run either by group effort or by Devlin and Catherine alone.

If any of the children are feeling naughty, they are welcome to try and force their opponents into obstacles or

Setting Rules

The player characters in this adventure are, of course, children, and the entire group are provide for you at the end of this adventure. The whole party is needed, however, so any children not used should be Extras under the control of the players.

The following additional rules are in effect in addition to the normal rules for the Young Hindrance:

- Children subtract 2 from Intimidation tests made against adults (GM's discretion).
- -2 to any Persuasion or Streetwise rolls children make in awkward situations (bars such as the *Griffon's Head*, where they'll just be thrown out on their ears).
- Children suffer no penalty when Taunting adults. If they have a sufficiently telling insult to use, they gain a +2 modifier to Taunt tests against their target.
- Children may, if grappled, use their Agility in place of Strength to break free.
- Children suffer -1 to their Pace.

Apart from Von Drutten's Luger, all weapons are considered to be non-lethal in *Secret of Smuggler's Cove*. Von Drutten is the only person foul enough to use deadly force in this story.

even board them if they wish. Attempting to leap from boat to boat requires an Agility test at -2 if the two boats are on the same card. If the two boats are not on the same card, boarding is impossible. The race ends when ten rounds have passed, and the winner is the boat in the lead on the last round. As for who wins and allegations of cheating, the bickering will have to wait—there's something much more interesting on the shore.

The Caves

Allow the group to make Notice rolls as they conclude the race and get ready to eat their sandwiches at the shore. Read this aloud to whoever succeeds:

It's starting to get towards lunchtime when you finally make shore on the south side of Rydal Water. Just as you're tucking into a ham sandwich, you catch sight of a plume of smoke rising lazily from the mouth of one of the caves. Sandwich momentarily forgotten, you shout out to the rest of the gang, pointing excitedly up at the mysterious caves. What could that possibly be? There shouldn't be anyone camping up there, and the caves are deserted. Just then, you see a figure moving. Or at least, you think you do.

What happens next depends on whether the children decide to investigate the caves or remain at the lakeside, possibly to see if someone comes down the path.

The Caves

If the children decide to investigate the caves, let them work their way up the path in the hillside. It's heavily wooded and rather steep, and requires a Climbing roll at $+2$ in order to negotiate. Failure results in the characters arriving at the top Fatigued. If they're trying to creep up to the caves, have them make a Stealth roll opposed by Von Drutten's thug's Notice. If they're not being subtle, the goon automatically notices them.

At the caves, one of Von Drutten's henchmen is cooking sausages and glancing out over towards the east through a pair of binoculars. He is checking the visibility of Rydal Mount from the area of the caves, and looking over a plan of the house stolen for him by Mr. Lang. If the heroes were not spotted, the thug continues obliviously plotting and humming a tune (David can make a Common Knowledge roll at -2 to figure out the song is *Die Wacht Am Rhein*, a German hiking song).

The thug eventually looks around (opposed Stealth and Notice rolls again), before hiding the map and some notes behind a rock and strolling off whistling. Whether the players investigate the papers or not is up to them. If they look, they find what looks like a map of a big house and a few pages of notes in German. Not even David can read German (though he knows French), but they can probably surmise that the goon is up to no good.

If they stake out the papers in their hiding place, remind them that they're supposed to be back at Ambleside in time for tea at Billy's Aunt Jemima's house. If they stay nonetheless, Mr. Lang arrives and picks up the papers, looking carefully at the notes before skulking off. If they



take the map, Von Drutten is aware that someone is on to him, and is automatically Alert for the rest of the adventure.

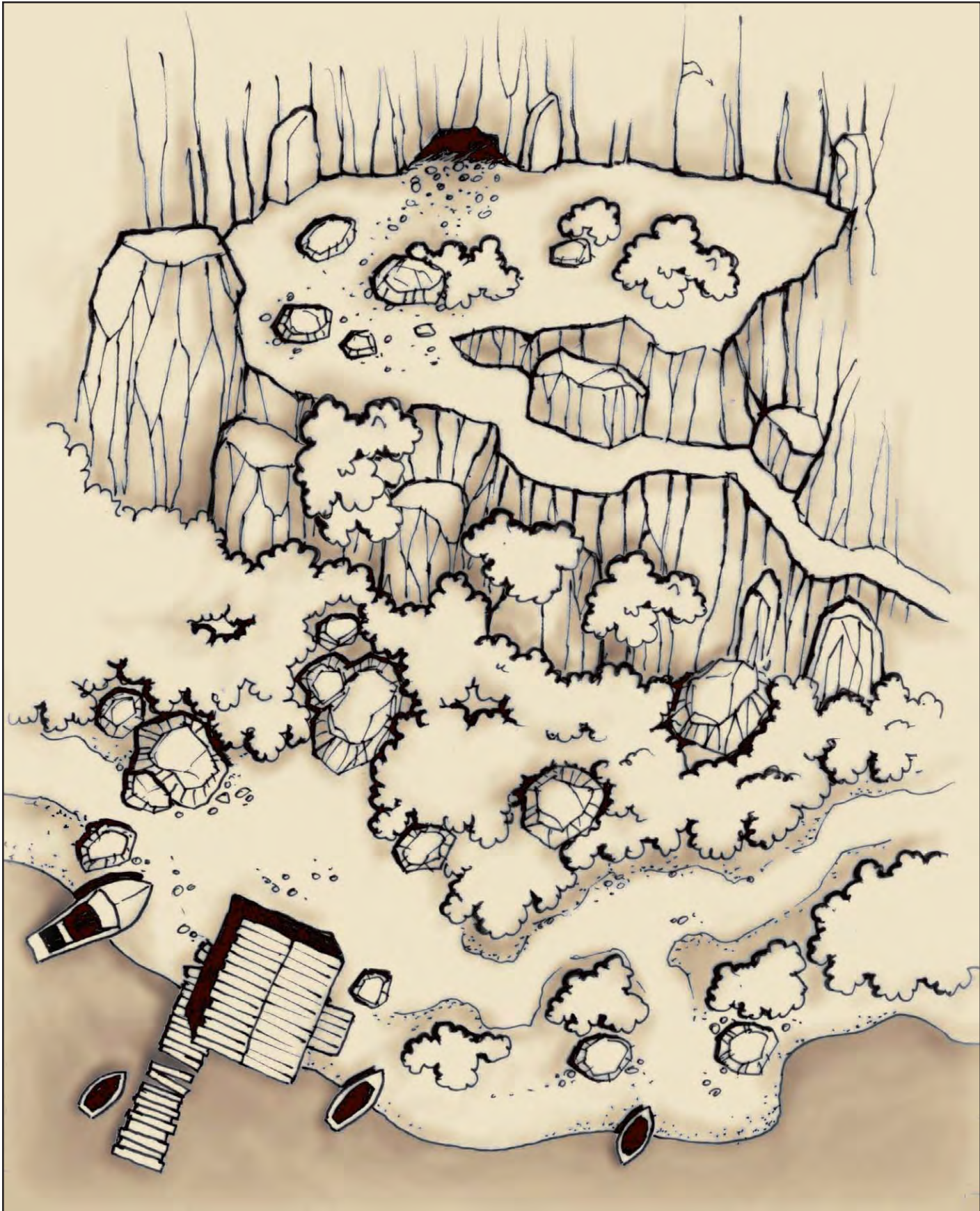
If the children stalk the goon, see the section on following him below. If they decide to jump the goon and rough him up, they either get hurt or get in trouble with Constable Caine for beating up an innocent hiker. Caine won't believe their stories, and it's likely they'll have trouble with the law later in the adventure. Also, it's not terribly sporting to attack someone just for being foreign.

The Path

If the children decide to wait and see if someone comes down the path, let them make Stealth rolls, and get ready for a bit of a wait. After about an hour of waiting and a Vigor roll to resist Fatigue from cramp, Von Drutten's goon comes down the path, striding along with a backpack and a merry whistle on his lips.

He's still whistling *Die Wacht Am Rhein*, if anyone wants to find out what tune he's whistling. Following the henchman (his name is Albrecht) requires opposed Stealth and Notice rolls, or Tracking rolls if the children keep their distance and haven't tipped him off.

Albrecht, if followed without suspecting a tail, leads the party to a local pub in Rydal called *The Griffon's Head*. This is where Von Drutten is staying but, as the characters are children, they are not allowed in without a sufficiently



The Cave

convincing yarn (Persuasion roll against the landlord, a portly, no-nonsense, bald grump).

In the *Griffon's Head*, Albrecht goes up to Von Drutten's room. If the children follow him in or wait outside and peep through the windows (opposed Stealth rolls against Von Drutten's Notice) they get to see the spy, who looks decidedly shifty.

Von Drutten has black hair, slicked straight back, and bears a wicked scar that twists the right side of his face into a permanent sneer. He has an eye patch over his right eye, and his remaining eye glitters like steel. Regardless of what anyone else might think, the children are almost certain to jump to the conclusion that Von Drutten is up to no good.

In his room, Von Drutten and Albrecht discuss things, and Von Drutten is given a second copy of the plan, as well as a swatch of brightly colored silk by his henchman. Albrecht then departs, but by now it is time for dinner and any characters who haven't turned up are in a considerable amount of trouble.

If the children are still stalking Albrecht, have Uncle Sidney show up in his car, fuming mad that he's had to put off his meal to trawl around hunting for his irresponsible nephew and his friends. Any story they give to Uncle Sidney is shouted down, and they're marched off into the car and back to Ambleside.

The Gypsies

If the children didn't stake out the *Griffon's Head* and spend the entire day following Albrecht, but instead headed back to Ambleside of their own accord, they can tie up their boats and walk back past the ruins of an abandoned Roman fort, where they can see another cooking fire and hear the sounds of a violin coming from nearby. If they follow the sound, they see it is coming from a small clearing by the lakeside, just beyond the fort.

Approaching the clearing, the children can make out a campfire and a gaily-painted wagon. There are gypsies by the fire—strange and different to the eyes of town children.

The gypsies are a small band, and they are led across the country by Madame Zatara, their enigmatic leader. This exotic woman is young for someone in her position, and keeps her raven-black hair tied under a red silk headscarf. She carries an exquisite carved cane with her wherever she goes like a badge of office, though she does not need it to walk. She has a monkey on her shoulder, which she calls Bill and feeds oranges to.

As soon as the children get near the camp, Bill catches wind of them and draws his mistress' attention. Madame Zatara is keen to know what the children are doing at their camp, and may seem a little frightening, but she is good-natured and regards the children well if they are properly polite and respectful. If the characters cheek Madame Zatara or are disrespectful of her camp, they may lose a friend they will sorely need in the days to come.

If the children mention the man they saw by the caves, and if they have been to the *Griffon's Head* and seen the man there, Madame Zatara nods and mentions that she has heard of strange men around Smuggler's Cove. She suspects criminals are up to no good there, and warns the boys and girls to keep their noses out of such things.

If the children are particularly friendly towards the gypsies, two of the men are asked to escort them back home. They say their goodbyes when they reach Ambleside itself, and return home singing gypsy songs.

Play the enigmatic and insular nature of the gypsies to the hilt, but give them a kind of strange gentleness as well. Initially, the children should be unsure whether to fear them or trust them. If they show a sufficiently friendly face to the gypsies, it's entirely possible they could convince Madame Zatara to keep an eye on Smuggler's Cove for them. If they manage to enlist the help of the gypsies, keep this in mind when the children pursue Von Drutten there in Act Three.

Day's End

When the children return to Aunt Jemima's house, they get their dinner. Their meal is nutritious and filling, and removes one level of Fatigue. As they've had a big day, the children probably want to get an early night. Of course, they could sneak out and go back to Rydal and spy on the scary man in the *Griffon's Head*, but that requires sneaking past Uncle Sidney (who is listening to the radio, and doesn't count as Alert). If they don't go to bed, automatically assign them a level of Fatigue the next day, and it might be wise to have them encounter the gypsies again, who return them home. This gently guides them back to Ambleside. After all, it is dangerous for children to go running around in the dead of night.

Act Two: In Broad Daylight

Act Two begins the next morning, when the children are awoken early in the morning by a grumpy Uncle Sidney. Sidney suggests that as the weather is so nice they make the best of the day. He then spends the morning sitting in his chair reading a newspaper, and does not move until lunchtime. The children are free to do as they please, as long as they do it outdoors. If they don't rush straight out, Aunt Jemima supplies a picnic lunch for the group, including mint cakes which she mentions will give the kids plenty of energy for playing. Allow them to accumulate any possessions they think might come in handy. Smuggler's Cove is a secluded inlet on the western side of Rydal Water, and the characters need to pass through Rydal if they want to investigate it anyway.

Von Drutten

When the party arrives in Rydal Von Drutten is finishing his morning preparations and is waiting outside for his car to arrive. He is dressed in crisp walking tweeds, and has put about that he intends to drive to Kirkstone Pass and climb Middle Dodd and Rydal Fell, which should put him in Grasmere by the evening. In reality, he intends to do no such thing. He plans to let the car drive on to Kirkstone Pass and then sneak into Rydal Mount to steal Wordsworth's papers and pin the blame on the gypsies. Then he'll spend the night at Grasmere before leaving via his hidden seaplane at Smuggler's Cove.

Von Drutten spends the early morning sitting on a bench outside the *Griffon's Head*, surreptitiously drinking from a hip flask. Anyone who makes a Notice roll at -2 can see the scarred tourist has a pistol tucked into a concealed shoulder holster. Clearly, such a man can be up to no good. Following Von Drutten, however, is a tricky proposition. The car that arrives for him mid-morning moves much too fast for the children to trail on foot, but Amy might be able to follow on horseback. Lady can take up to two heroes, and any others can follow on bicycle or foot (two Vigor rolls to stave off Fatigue are in order if they do). If they hope to follow Von Drutten on horseback, they have to stay off the roads, imposing a -2 penalty on all Riding rolls made to follow the car, but that allows them to avoid being spotted.

The car eventually pulls over, allowing Von Drutten to slip out before it speeds up and vanishes towards Kirkstone Pass. When Von Drutten leaves the car, allow the fiend a Notice roll at -2 to make out any children tailing him before he carries on. If he notices the party, he makes a deliberate detour to lead them towards Mr. Lang. If not, he blithely jounies on towards Rydal Mount, carrying a small black carpetbag with him and whistling as he goes. The journey to Rydal Mount takes about 30 minutes, and the heroes can avoid Von Drutten's notice with two successful Stealth checks. Note that if the characters are on horseback, they are spotted automatically—and they will require a very good explanation for why they seem to be following Von Drutten.

More Than Wordsworth

Rydal Mount is well-known as one of the most beautiful places in the Lakes, and it's not hard to see why—the house itself stands high above Rydal Water amid winding terraces of immaculately-kept gardens. An

old bench, maybe one Wordsworth himself once sat on, sits at the head of a steep drop down to the lake below, commanding a fine view on this incredible day. It wouldn't be hard to lose your quarry among the fragrant bushes and pristine hedges—you'd best keep a sharp eye out as he looks like he means mischief!

Once Von Drutten reaches Rydal Mount, he makes straight for the gardener's shed, a little lean-to built straight onto the rear wall of the house.



He knocks three times in quick succession on the door, followed by one light tap two seconds later. After knocking, the door is opened and he walks in. Children who feel brave can sneak up on the shed and spy on Von Drutten and Mr. Lang.

Von Drutten's behavior as he gets to Rydal Mount depends on one factor—what the children did at the caves yesterday. If they stole the plans, he is warned they are missing by Mr. Lang, who is visibly angry that Von Drutten's man didn't leave the instructions for him as promised. Von Drutten knows his henchman would not lie to him, and surmises that he has been discovered. If Lang picked up the plans as expected but the children looked at them, Lang acts like nothing's wrong but quietly (Notice roll at -2 for any snooping heroes) points out to Von Drutten that the plan has been compromised, as he noticed footprints and disturbance around the hiding place. If the investigators didn't look at the plans, Von Drutten proceeds with his plan as expected.

Stealing History

Von Drutten's plan is simple but effective. While a group of rowdies hired by Mr. Lang makes a scene in the house itself, Von Drutten will sneak into the building and retrieve the papers, secreting them in a waterproof leather wallet he has had sewn into the lining of his jacket. He will enter by means of a key given to him by Mr. Lang, and be out in less than three minutes. In four minutes, Mr. Lang will rush into the building, claiming he saw a gypsy high-tail it away from the back door. He will produce a silk waistcoat similar to those worn by the gypsies, claiming he grabbed the miscreant, but he managed to slip through the gardener's clutches.

The children should have ample opportunity to overhear Von Drutten's plan. Mr. Lang is slightly hard of hearing, and the German agent repeats it for him.

When Von Drutten has outlined his plan to his accomplice, he stands up and leaves. He walks to the back door, tossing the key idly up and down in one hand and checking his pocket-watch with the other. If any investigator notices he isn't carrying his bag anymore, award them a benny. If the heroes don't notice, make a Notice roll for them in secret. Point it out if anyone makes it.

As always, what the sleuths do next is up to them. They can head round to the front door and attempt to stop Mr. Lang's thugs from distracting the staff at the house, they can attempt to follow or stop Von Drutten, or they can try to warn the staff. Warning the staff is likely to produce no result, as they will not believe fanciful tales told by children. If, however, the staff is warned, one goes into the rear of the building in order to humor the children, and emerges a minute or two later with a very bemused-looking Von Drutten. The German seems congenial and genuinely confused by these children accusing him of theft. He claims he was lost and, as an adult, is believed. His eye marks each of the meddling kids' faces before he leaves—somewhat promptly, it should be noted.

Trailing Von Drutten is a tricky proposition, and trying to bring him down by force is a daunting proposition. Try to emphasize that not only is Von Drutten an adult, but he



Act Three: Bat Out Of Grasmere

appears to be armed, and villainous enough to use his weapon. Furthermore, Mr. Lang is keeping an eye out for anyone following his employer, and gets a Notice roll against any children tailing Von Drutten. If Mr. Lang spots any characters, he gives chase, armed with a shovel. Von Drutten is considered to be Alert, and if he spots anyone following him he attempts to lose them. If this is not possible, he attempts to slip far enough ahead to hide behind a tree in ambush. Von Drutten won't attempt to engage in combat to kill, but he may attempt to frighten the kids and signal his position to his minions.

The thugs at the front door are demanding entrance to Rydal Mount and behaving rudely. It is quite possible some of them are drunk. There are six of them, scruffy and surly all. They are not particularly dedicated to their work and, if the children insult or provoke them, give chase. If the thugs are distracted, Von Drutten is caught in the act, but shoots his way out and flees the premises—presumably with the young sleuths in hot pursuit.

Regardless of how they deal with Von Drutten's attempt to steal the papers, more dangerous still is the carpetbag left in Mr. Lang's shed. If the amateur detectives have figured out the bag is dangerous, they can attempt to get into the shed. This is difficult, as Mr. Lang won't believe anything they tell him, and tries to chase them off by threatening them with his shovel. If the children manage to trick or subdue Mr. Lang, they can enter the shed and look at the bag. A quick look confirms the carpetbag (hidden under a wooden crate) is ticking gently. Looking inside reveals a bomb, but none of the heroes have any idea how to disarm it.

At this point, the investigators have two options: throw the bomb away, or run away. Draw a card each round the children are in the area of the bomb. If you draw a Joker, the bomb enters its final countdown and explodes at the end of the next round. When the bomb is close to exploding, the timer emit a buzzing sound that is markedly different from its usual ticking.

If the youths run away (or just don't bother to check the bag), the explosion destroys Rydal Mount, and Mr. Lang is probably gravely wounded if he was in the area. The noise raises an alarm far and wide, and the area is crawling with police within the hour. English morale suffers as well. Any children caught in the area of the explosion suffer 4d8 damage if within the radius of a Large Burst Template.

If the kids decide to dispose of the bomb, they must make three Agility checks to get it to a safe area without dropping the bomb, and then make a Throwing check to hurl the bomb as far away from them as possible. Only one child can carry the bomb at a time. Let them figure out where they want to throw the bomb—the gardens, the forest behind the house, or the lake. Regardless of where it is thrown, the explosion will not sound right to Von Drutten's trained ears. He knows someone is on to him. His only recourse is to flee the country as swiftly as possible.

The explosion brings the police to Rydal Mount, in the form of the red-faced and winded (1 Fatigue) Constable Caine, who pedals his bicycle to the Mount as fast as he can when the bomb detonates. He must still be persuaded that this is not some form of hi-jinks perpetrated by Josiah (Persuasion roll at -2), but if convinced he swears to do his utmost to hunt down the villain responsible.

He insists that the young sleuths remain behind, as such matters are far too dangerous for children to be involved in. At this point Mr. Lang stands up and vouch for the resourcefulness of the children. He pledges his assistance in tracking down his former employer—but only if the children head the chase. “Nae offence”, he says, “but I've nae confidence in some roly-poly English polis tae catch a German. Ye're no crafty enough.” If the characters point out Mr. Lang's complicity in the theft, he readily admits his mistake and his greed. He is willingly carted off to jail—once Von Drutten is caught.

The Chase

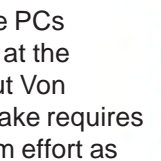
Once the chase is on, the young detectives are able to make out a bright red flare screaming skywards from the direction of Loughrigg Fell—a steep and craggy area of high ground to the south of the caves at Rydal Water. The heroes have little time to catch Von Drutten before he makes it to Smuggler's Cove, where Mr. Lang believes he has hidden his gang, as well as some means to leave the country.

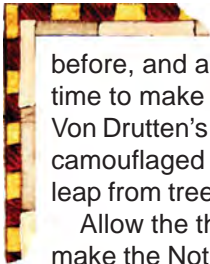
The chase is on, and the party has precious little time to stop this fiend from fleeing to Berlin with the original work of England's most famous poet! Borrowing bicycles should pose little difficulty, as the grateful staff of Rydal Mount is all too willing to lend them to the children. If the house was destroyed, getting bicycles should be a great deal more difficult, and the party shall have to chase Von Drutten on foot—a great deal more tiring.

Giving chase to Von Drutten on bicycle allows the party to arrive at Grasmere as the spy is crossing a forested hillside and making his frantic way to Smuggler's Cove. Unfortunately, he's on the other side of the lake. The group's dinghies, however, should be nearby. If they make good sailing, they may be able to beat Von Drutten to Smuggler's Cove and apprehend the ruffian!

Giving chase on foot requires four Vigor rolls, with each failure bringing a level of Fatigue to the runner. If anyone becomes fatigued and thinks of Aunt Jemina's words, he may eat a bar of Kendal Mint Cake from their picnic lunch, which removes all Fatigue (for those who do not know what Kendal Mint Cake is, it's a British delicacy more or less unique to the Lakes, consisting mostly of chocolate-coated sugar with a heavy mint flavoring).

There are four cakes in the picnic lunch. If the PCs succeed at their Vigor rolls, they can still arrive at the dinghies in time to sail across Grasmere and cut Von Drutten off from his escape. Sailing across the lake requires two Boating rolls, which may be made as a team effort as





before, and allows the party to reach Smuggler's Cove in time to make a Notice roll. Success allows the party to spot Von Drudden's men uncovering a seaplane from beneath a camouflaged tarpaulin, as well as ten men getting ready to leap from trees to the decks of the dinghies!

Allow the thugs to make Agility rolls – if the PCs didn't make the Notice check, then they are automatically surprised by the goons and get no action in the first round.

The fight against the goons is tricky – the dinghies are almost at Smuggler's Cove, and the seaplane will be ready to take off in a few rounds. Von Drudden cannot be far away. If anyone is hit and shaken on the dinghies, they must make an Agility check or lose their footing and fall in the lake. Any extras who end up in the water are considered to be out of the fight. PCs are encouraged to use tricks to even up the odds. Further, because of the number of extra passengers on the dinghies, anyone piloting them must make a Boating check each round at –2 or capsize the boat. Five rounds from the start of the attack, the dinghies will pull into the Cove, and any PCs or Extras who fall from the boats will be able to swim for the banks of the inlet with ease, and can deal with Von Drudden.

At the furthest reach of Smuggler's Cove, Von Drudden is waiting with two of Mr. Lang's rowdies while two of his goons start up the seaplane's engines. Seeing the PCs approach, Von Drudden will draw his Luger, grin evilly, and take aim. If there are any adults with the party, Von Drudden will shoot at them first. He will take special care to take out Mr. Lang if he is with the children.

If Mr. Lang is with the party, he will shout a warning to his henchmen to "get the Jerry!", resulting in Lang's henchmen being out of the action for the first round of the combat, overcome by confusion.

If the PCs thought to ask the gypsies to keep an eye on Smuggler's Cove, there will be two gypsies concealed nearby, able to intervene on behalf of the party – they will be dealt in on the third round.

The seaplane will start forward in the second round of combat, and Von Drudden will leap up onto the pontoons whilst firing (taking the appropriate multi-action penalty). PCs who want to attempt to board the seaplane may make Agility rolls at –2.

If Von Drudden is able to make his way to the door into the seaplane, he can retrieve his emergency supplies from the cargo hold – a pair of Steilhandgranate "Potato Masher" grenades and an MP40, which he will fire at any target with wild abandon. By the end of the fourth round, the seaplane will (barring any interruptions) be in a position to run-up to take-off speed. Any characters clinging to the pontoons must make Agility rolls each round or be considered Shaken. If a Shaken character fails their Agility roll, they are swept from the seaplane and land in the lake, although allied characters on the pontoons may attempt to grab them if they are on Hold. The seaplane will take off at the end of the ninth round if allowed.

If Von Drudden is apprehended, the children are rewarded with an excellent high tea at Grasmere and a special commendation from Constable Caine. By the time the young investigators go back to school, they should have quite a story to tell—and a letter of thanks from the Prime Minister to prove they're not fibbers!

Enemies and Allies

Constable Caine, the Long Arm of the Law

Constable Harold Caine is basically good-natured, but he's used to breaking up fights outside pubs and getting tourists to move their boats. Dealing with smugglers and spies and the like is entirely beyond him. He's unlikely to believe anything that he's told by kids, either.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d10

Skills: Fighting d8, Intimidation d6, Investigation d4, Knowledge (Law) d6, Notice d6, Riding d8, Streetwise d4, Tracking d4.

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 7

Hindrances: Clueless, Doubting Thomas.

Edges: Block, Trademark Weapon ("Veronica", Billy Club named after Caine's childhood sweetheart).

Gear: Policeman's Helmet (+3; 50% chance of protecting head), "Veronica" (Str+1), Bicycle, Whistle, bicycle lamp.

Aunt Jemima, Kindly Relative

Aunt Jemima is quietly indulgent of her nephew and his friends, and is the still small voice of calm to Uncle Sidney's bluster and fluster. She will not necessarily believe the children, but she will do whatever she can to help them. High Tea at Aunt Jemima's should be enough to eliminate any Fatigue levels in the party.

Attributes: Agility d4, Smarts d8, Spirit d6, Strength d4, Vigor d4

Skills: Fighting d4, Healing d10, Intimidation d6, Knowledge (Cooking) d10, Notice d6, Persuasion d6.

Charisma: 0; **Pace:** 5; **Parry:** 4; **Toughness:** 4

Hindrances: Cautious, Elderly.

Edges: None.

Gear: Apron, Lemonade, Macaroons, Rolling Pin (Str+2).

Uncle Sidney, Grumbling Elder

Big, red, and grumpy, Uncle Sidney spends his Saturdays at the football field and the rest of the week immersed in the newspaper (usually trying to complete Monday's crossword in the Times). Uncle Sidney has a famously short temper, and would give anyone within arm's reach a sound slipping if he were ticked off. Fortunately, he's not a bad sort, and as long as he's left to his pipe and paper, he can be counted on. If talked to right, he can sometimes even be convinced to drive the gang to Windermere in his car.

Attributes: Agility d4, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Driving d6, Fighting d6, Guts d6, Intimidation d4, Knowledge (football) d10, Repair d6, Throwing d4.

Charisma: 0; **Pace:** 4; **Parry:** 5; **Toughness:** 7

Hindrances: Elderly, Hard of Hearing (Minor), Obese.

Edges: Trademark Weapon (slipper).

Gear: Ford Model T, Slipper (Str+1), Newspaper, Football Scarf, Pipe.



Heinrich Von Drutten, Nefarious Foreigner

Von Drutten has come secretly to England in order to carry out his orders from Berlin – capture the original notes of the poet William Wordsworth in order to demoralize the peoples of England. With that in mind, Von Drutten has tracked the papers to Rydal Mount, and plans to steal them as soon as possible, and get rich in the process. As the final insult to England, he plans to destroy Rydal Mount itself.

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

Skills: Boating d4, Driving d6, Fighting d8, Gambling d4, Intimidation d8, Lockpicking d6, Notice d8, Piloting d8, Shooting d8, Stealth d6, Streetwise d8.

Charisma: -4; **Pace:** 6; **Parry:** 6; **Toughness:** 7

Hindrances: Greedy (Major), Mean, Ugly.

Edges: Brawny, Marksman, Steady Hands, Tough as Nails.

Gear: Dagger (Str+1), Luger (12/24/48; Damage 2d6, 8 shots), 5 spare loads of ammunition, Seaplane.

Mr. Lang, Looming Gardener

Mr. Lang, known by no other name, is a tall, stern Scotsman who tends the gardens at Rydal Mount. He has been promised a fortune by Von Drutten if he will aid him in stealing Wordsworth's papers. The dour gardener readily agreed, and drummed up some local rowdies to help.

Attributes: Agility d4, Smarts d4, Spirit d4, Strength d10, Vigor d8

Skills: Fighting d8, Intimidation d8, Knowledge (Gardening) d8, Notice d6, Repair d6, Survival d8, Tracking d8.

Charisma: 0; **Pace:** 4; **Parry:** 5; **Toughness:** 6

Hindrances: Greedy (Major), Lame.

Edges: Nerves of Steel, Sweep.

Gear: Shovel (Str+2, Reach 1), Wheelbarrow, hip flask full of whiskey.

Thugs

These bruisers are brought in by Von Drutten and Lang as extra muscle. Von Drutten's henchmen have the same statistics as Lang's rowdies for the sake of simplicity.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d8, Vigor d6

Skills: Fighting d6, Guts d6, Notice d6.

Pace: 6; **Parry:** 5; **Toughness:** 5

Gear: Clubs (Str+1).



Madame Zatarra, Mysterious Gypsy

Madame Zatarra and her band have recently moved their camp to the shores of Rydal Water. Her people keep themselves to themselves, and have no love for the local folks, who mistrust them and blame them for everything that goes wrong. Dusky and mysterious, Madame Zatarra has earned the loyalty of her people, and safeguards them against a world that has no love for them.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d4, Vigor d6

Skills: Driving d6, Fighting d6, Guts d8, Intimidation d8, Knowledge (Gypsy Signs) d10, Notice d6, Persuasion d8, Riding d6, Stealth d8, Survival d8, Taunt d6, Throwing d8.

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

Hindrances: All Thumbs, Outsider, Poverty.

Edges: Attractive, Beast Bond, Strong Willed.

Gear: Cart, two horses, large pan (Str+2), Thrown Rocks (Str+1, 3/6/12), Monkey.

Gypsies

Madame Zatarra's gypsies are surly, but kind-hearted.

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

Skills: Fighting d6, Guts d4, Stealth d6, Survival d6, Tracking d4.

Pace: 6; **Parry:** 5; **Toughness:** 6

Gear: Assorted blunt instruments (Str+1), leather jackets (+1).

Percival (Amy's Dog)

Attributes: Agility d8, Smarts d6(A), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d8, Notice d8

Pace: 8; **Parry:** 5; **Toughness:** 4

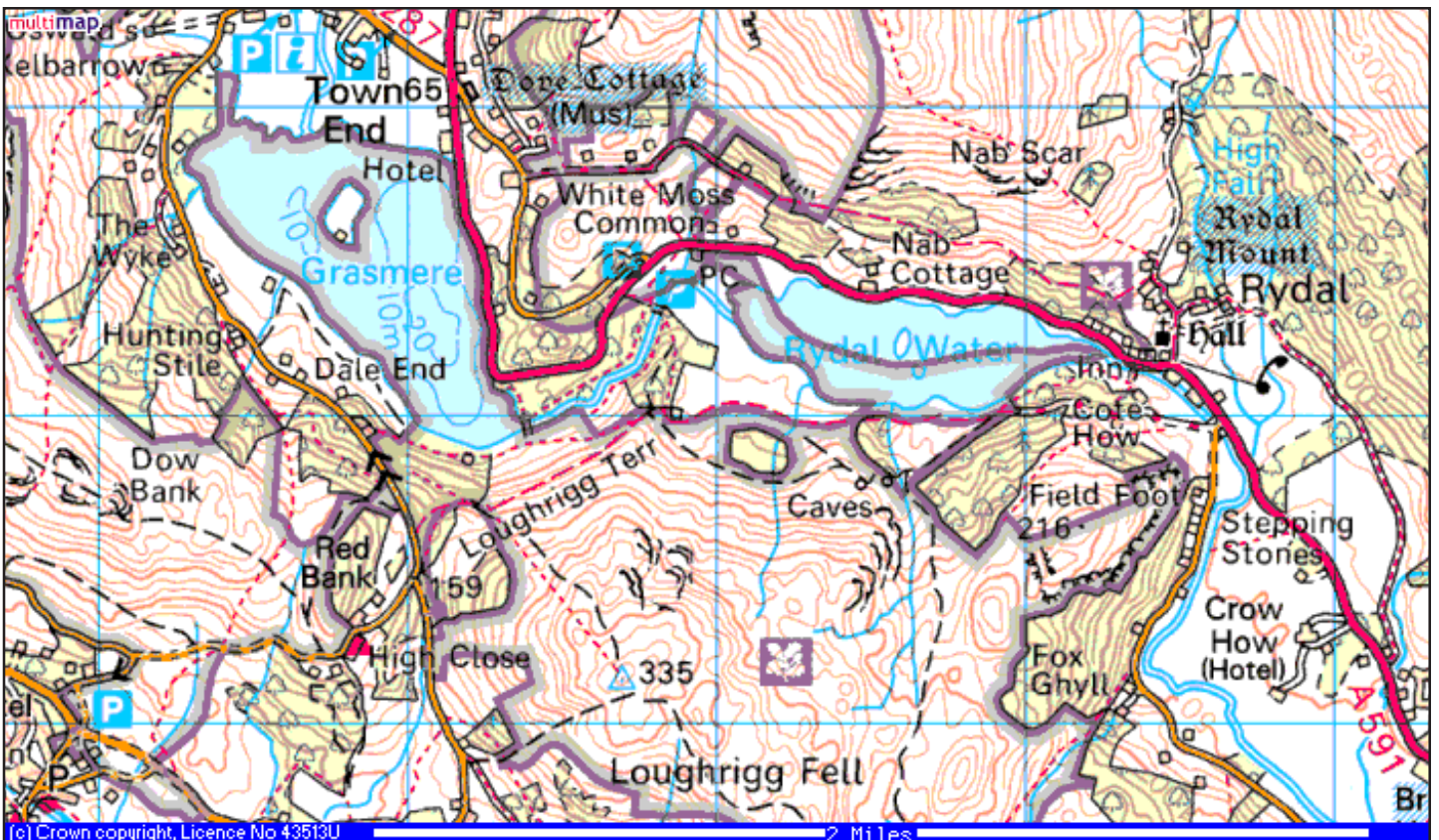
Special Abilities:

- **Bite:** Str+1
- **Fleet Footed:** Dogs roll a d10 when running.
- **Go For the Throat:** Dogs hit the most weakly-armored location with a raise on their attack roll.
- **Size -1:** Percival is a medium-sized dog.

Additional References



Pictures of Wordsworth's home, including exteriors and interiors, can be found at www.RydalMount.co.uk.



Map courtesy of MultiMap--www.multimap.co.uk

The Children

Devlin



Devlin grew up as a child of disgusting wealth and privilege. No expense was spared regarding his education, and his teachers fawn over him at school. A bit of a dilettante, Devlin never really applied himself to anything, and his attitude earned him no friends among his peers. Devlin was surprised when Catherine talked back to him one day, and has been a persistent addition to the group since then. Devlin has an imaginative streak that he only ever exercises on holiday, when he writes pirate stories for the school magazine under a pseudonym.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d4, Vigor d4

Skills: Boating d6, Fighting d6, Notice d6, Swimming d6, Stealth d6, Taunt d6.

Charisma: -2; **Pace:** 5; **Parry:** 5; **Toughness:** 4

Hindrances: Mean, Stubborn, Young.

Edges: Rich, Quick.

Gear: Dinghy ("Merciless"), blunted fencing sword ("Reaver", Str+1, Parry +1), expensive pirate costume.

Josiah



Josiah grew up around Windermere, and was always considered something of a tearaway. His boisterous nature has gotten him into trouble with the police before, and Constable Caine always keeps a sharp eye on Josiah after he threw the Constable's helmet in the lake. At the start of this tale, Josiah has made fast friends with Catherine, but is hiding from the police after letting a pig into the station during Constable Caine's tea break.

Attributes: Agility d4, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d6, Notice d6, Survival d6, Shooting d6, Tracking d6.

Charisma: -1; **Pace:** 5; **Parry:** 5; **Toughness:** 6

Hindrances: Enemy (Constable Caine), Habit (bites nails), Young.

Edges: Luck, Woodsman.

Gear: Leather Jacket (+1), Survival Knife (Str+1; +1 to Survival rolls), Slingshot (2/4/8; Damage Str)

Billy



Billy is the leader of the group – the eldest, the most confident, and cocky to the point of being irritating. Billy has something of a crush on Catherine, but would never admit it.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d4, Vigor d6

Skills: Climbing d6, Fighting d6, Guts d6, Intimidation d6, Riding d6, Swimming d6.

Charisma: +2; **Pace:** 5; **Parry:** 5 (6); **Toughness:** 5

Hindrances: All Thumbs, Loyal, Young.

Edges: Charismatic, Quick.

Gear: Wooden Sword (Str+1), Wooden Shield (+1 Parry, breaks when opponent hits with a raise).



Here are your player characters, kiddies! They're all Wild Cards, even though my gorgeous puss isn't up there with 'em.



Catherine

Often regarded as bossy and something of a tomboy by the rest of the gang, Catherine was secretly overjoyed at going to the Lakes – her parents bought her a little boat last year, and she's been racing Devlin on Elter Water. This year, she's talking about going out on Windermere and racing the length of the lake. She befriended a local boy called Josiah, and it wasn't long before her nosy nature was getting her into trouble.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d4, Vigor d6

Skills: Boating d8, Fighting d6, Guts d6, Investigation d6, Throwing d6, Tracking d4.

Charisma: 0; **Pace:** 7; **Parry:** 5; **Toughness:** 5

Hindrances: Curious, Young.

Edges: Fleet-Footed.

Gear: Dinghy ("Hippolyta"), thrown rocks (Str+1; Range 3/6/12).



David

Timid and scholarly, David has always relied on his Mum's sick-notes to get out of any exercises, and has never even been seen in a gym class. He is Catherine's little brother, and has always lived in his sister's shadow. She keeps dragging him into scrapes because, well, he *knows* things.

Attributes: Agility d4, Smarts d8, Spirit d6, Strength d4, Vigor d4

Skills: Healing d6, Investigation d8, Knowledge (Science) d6, Knowledge (Wildlife) d8, Notice d6.

Charisma: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 4

Hindrances: Anemic, Bad Eyes (Minor), Young.

Edges: Danger Sense, Scholar.

Gear: Glasses, notepad, pencils, Observer Book of Birds, binoculars.



Amy

Amy always wanted to be a princess, and was devastated when all her friends turned out to be less interested in becoming royalty than she was. As a resolutely "girly" girl, Amy has never really fit in with the group, but her sweet disposition has always managed to settle the arguments and fist-fights that erupt between Billy and Catherine. Amy's dog, an Irish Red Setter called Percival, is her most loyal companion, and follows her everywhere.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d4, Vigor d4

Skills: Fighting d4, Notice d6, Persuasion d6, Riding d8, Shooting d6.

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Loyal, Quirk (prissy), Young.

Edges: Beast Master, Common Bond.

Gear: Catapult (range 4/8/16; Str+1), Horse ("Lady"), Percival (use Dog/Wolf statistics, *Savage Worlds*) fancy dress, hairbrush, compact mirror.

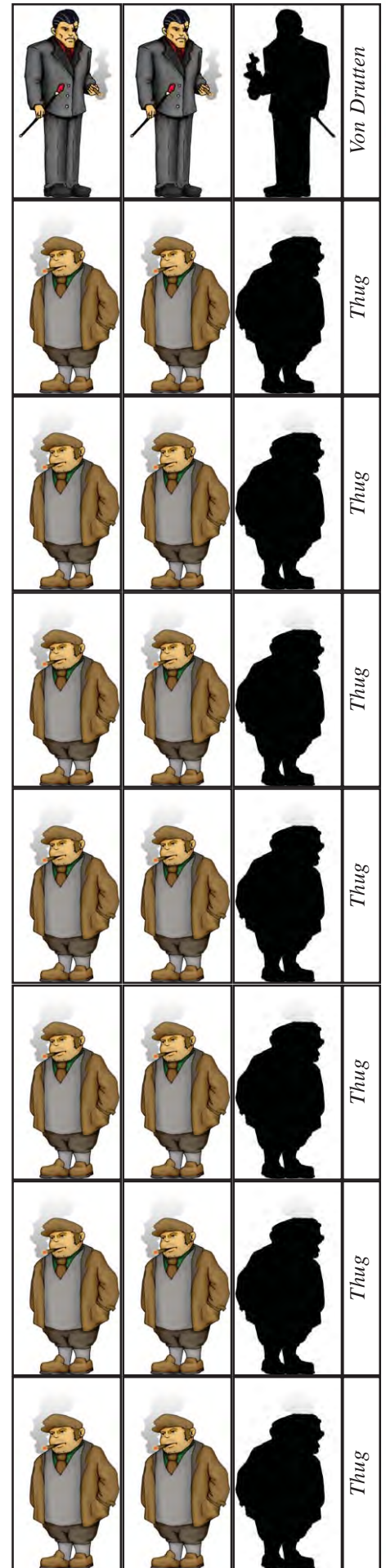
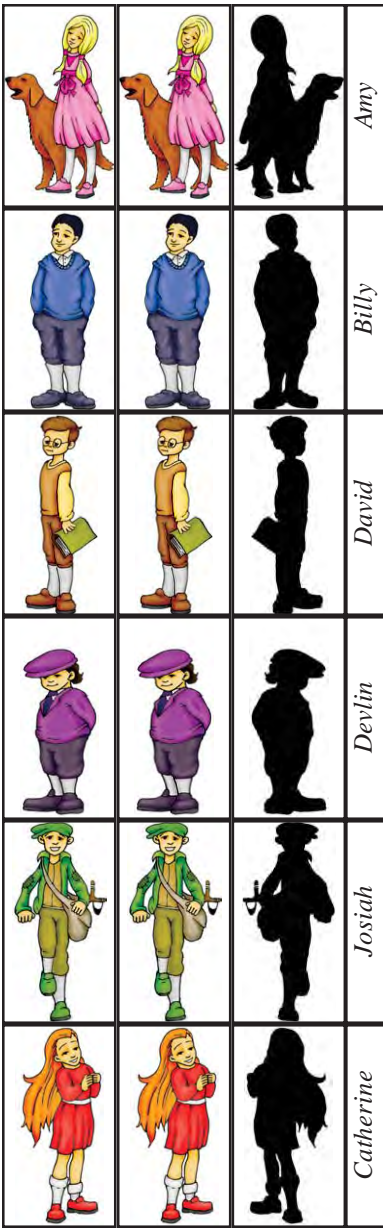


Figure Flats!

Print these out (preferably on cardstock) and trifold for instant miniatures. Most of our Savage Tales feature Figure Flats. You can also use them as dual-folds with bases ordered from our website!