

# Untold Stories

by Delbert "Greentongue" Jackson

## Introduction:

The year is 1927. Storms have lashed America for months and the great Mississippi River has burst its banks. At its widest, the river stretches over eighty miles bank to bank!

The flooding river churns with the destructive force of Niagara Falls, destroying levees and other attempts to contain it. People flee before the rising waters that cover an area the size of Connecticut, abandoning entire towns many miles from the river's normal course.

In a shadowy room. Several indistinct figures are about. The sound of rain begins and the glow of a few cigarettes spark around the table.

"It is our opportunity," states a voice that makes your blood run cold. "People are vulnerable, concerned with their very survival. They can be taken advantage of with ease. That is what we flourish on. That is why we are gathered."

"Let others struggle to make a profit. Let them strive against those who are strong enough to defend themselves. We will prey on the weak, the helpless, desperate."

A cigarette lighter flickers, a heavy ring glints. It contains an emblem of a bird. Not a proud hawk or eagle, but a vulture.

The voice continues, "The Reverend Toswell assists us though he knows it not. Wherever he preaches it rains heaviest. He may actually be in contact with God as he claims but, the rain he brings is a gift to us."

As the speaker snubs out his cigarette he states, "We need to move quickly, before the authorities have time to respond."

In another room far away from the first, a family huddles around a lone radio. The Sunday service is being broadcast and Reverend Toswell is wrapping up another sermon.

*"When the Lord shall have washed away the filth of the daughters of Zion, and shall have purged the blood of Jerusalem from the midst thereof, by the spirit of judgment, and by the spirit of destruction. Isaiah 4:4"*

*"This passage tells us that it is God's will that the sins of this world should be washed away."*

The sermon is interrupted by a sudden crack as lighting strikes too near. The radio briefly goes dead, while thunder rumbles and shakes the house.

In the echoing silence a wall of fog like a curtain sweeps through the house and right across the room, leaving a wet sheen in its wake.

As the fog passes, the sound of far off croaking from frogs and the patter of rain can be heard.

Suddenly, the radio returns to life and an announcer extolling the virtues of a new hair tonic drowns out the sounds.

Sometimes circumstances dictate that common people must step forward to fight injustice and unearthly horrors!

In Untold Stories, you are one of those people.

# Untold Stories (of the Great Flood) – Fresh Meat

by Delbert (Greentongue) Jackson and William (bill) Reger

## About the Adventure:

This Serial is designed for 4 seasoned player characters. This Scene takes place outside Jonesboro, Arkansas around the year 1927. It is a pulp adventure and while based on some facts, doesn't try to replicate what really happened during this time.

**WARNING:** Not for the politically sensitive. Contains racial slurs / issues.

### Introduction:

Searching for marooned people in Washington County, rescue boats followed the power lines to farms and houses in the countryside, bringing back whomever they could find to the high ground on the crown of the Greenville levee.

Around thirteen thousand refugees, mostly Negroes, crowded onto the narrow eight-foot-wide crown with their salvaged possessions and livestock. The refugees arrived with nothing but blankets and makeshift tents for shelter.

There was no food for them. The city's water supply was contaminated. The railway had been washed away, and sanitation was non-existent. An outbreak of cholera or typhoid was imminent.

### Opening Scene:

Moe's Bar was always busy with off duty packing people, especially around five when those without work would gather to see if those with a job would buy a round. Tonight Mr. Randolph, the foreman of the Cogden Packing Company, walked in and gathered some of his Klan cronies who worked at the plant over by the bar. This did not seem right since you were just as out of work as they were. As if it was his signal, Mr. Randolph left just as the train whistled that it was leaving the Jonesboro station.

After Randolph had left you noticed the others he had talked to were pretty happy.

To justify his relief committee's failure to evacuate the refugees, Will Percy convinced the Red Cross to make Greenville a distribution center, with the Negroes providing the labor.

Red Cross relief provisions arrived in Greenville from all over, but the best provisions went to the whites in town. Only Negroes wearing tags around their necks marked "laborer" received rations.

For some this was a disaster, for others an opportunity.

With everyone out of work and the plant closed, that didn't seem right. It was time you checked out what was going on.



### ***Special Rules and other Details:***

The players can grill any of the eight men that had been gathered around Mr. Randolph. While they are all members of the Klu Klux Klan, they had never been unfriendly to any of you and had always wanted you to join them at their White Pride meetings.

A success on Persuasion or Intimidation will give you the information that Mr. Randolph has a special shipment coming in on the train and they get to work earning bonus money for helping out! On a raise they will tell you they are to meet at the Cogden Packing Company around 10:00 pm tonight for full details. If intimidation was used they will say that Mr. Russell Randolph won't like that you are prying into his business and the Klan knows how to handle "*Nigger lovers!*" If Persuasion and a raise the guys will invite the asker to join the crew as an extra pair of hands. The eight (extras) are Oliver, Loyd, Bob, Jeff, Larry, Stan, Ray and Charlie. A failure result of a "1" will start a bar fight.

**Investigating the Train:** The players have a few hours to check out what train would be coming in. Talking to the stationmaster (Persuasion), slipping in and checking the train logs (Investigation), or nosing around the poorer section of town (Streetwise) will give the following information:

**Stationmaster:** Success: A refugee train of lazy Negroes is supposed to be here around 10:00 pm tonight.

Raise: Mr. Bueford Bradson, owner of Cogden Packing Company, said he would send those Niggers packing. There were too many refugees here as it was!

Failure of a "1": The stationmaster calls Mr. Brueford to tell him people are asking about the train but he didn't tell them anything!

**Train logs:** Success: 10:00 pm a stock car will arrive and is supposed to stop at the Packing company.

Raise: 40 Negro Refugees is the "cargo".

Failure of a "1": A train company employee (likely the stationmaster) finds the player looking at the log.

**Poor Section:** Success: some new guys are in town, two hard cases nick-named Lardhead and Rattles, and some swell named Frank Macmahan.

Raise: Macmahan has been seeing a lot of Mr. Brueford and those two hard cases are packing serious heat! Tommy-guns I think!

Failure of a "1": The guy you're talking too tries to get a reward by informing that you were snooping around. Macmahan and his boys will be watching for you. No surprise.

**Investigating Cogden Packing Company:** The players should be familiar with the plant so they can see the layout. The train will arrive just off the lower edge of the holding pen and the crew will arrive at 9:45 for work. Prior to that, around 9:00 Russel, Bueford, Lardhead, Rattles, and Frank arrive. If the players watch (Notice) on a success they spot high voltage wires from the plant being placed into the shallow standing water covering the holding pen, ends exposed. On a raise they hear "*This will fry those black bastards!*" On a natural "1" one of the men will spot them watching!

Once the workers arrive the players can overhear (automatic if “with” the workers, a successful Notice roll otherwise) Mr. Bueford Bradson “explain” the plan.

*“Boys, there is a big demand for fresh meat by people and blacks trapped on the levees. Mr. Frank Macmahan here, has this plan to make us all some good money. Ya see, he has a contract with the Red Cross to supply meat to all them blacks stuck on the rail lines. Well good beef is hard to get in this weather so, with Mr. Macmahan’s OK, I have arraigned for a train bringing some Negro refugees to stop here. We will bring them off the train and have ‘em wait here in the water say’en we are gonna find them work. Once we bring one of them inside to be interviewed by me, ya’ll just get out of the water but make sure those black animals are still standing in it.*

*When ya hear a gunshot Mr. Macmahan will throw a breaker and we’ll fry the lot of them. Once that has happened we’ll kill the breaker and ya’ll start dragging the bodies in for slaughter and Mr. Macmahan’s company will sell the meat to the Red Cross to feed other Niggers. I think this is a great way of dealing with all those excess sub-humans and will make us all good money. Ya’ll might be a bit squeamish about butchering things that look like humans but I can tell you, as your Klan leada, these niggers are no more than two legged animals and I got no qualms about have’n them e’t their own. Now any of you boys don’t want to go through with this I sure understand and ya’ll can leave. I shore won’t stop ya. ‘Course I can’t speak for how Mr. Macmahan and his boys feel.”*

In the distance a train can be heard approaching Cogden Packing Company. The workers on the train have been paid off and bullied into going into town and leaving the train until called back.

If the player’s don’t intervene the plan will go as explained. Once all the Negroes have been electrocuted the hired thugs will open the door to the holding pen and the workers will start dragging them inside for slaughter. The thugs will stand off toward the sides with their Tommy Guns watching the work outside while the foreman organizes the slaughtering process and Mr. Macmahan keeps an eye on things inside. Mr. Bradson, after having a couple of workers come and clean up the mess in his office, will return to the office for a steadying drink and to work on the books.

(The electrocution does not have to be lethal, Vigor rolls may be done to add a twist.)

The eight extras may be Persuaded to join any players with them, a success convincing one, a raise two and a natural “1” starting a fist fight. As long as Mr. Macmahan or either of the two gunman are not attacked this activity will not get anyone shot but any character caught may be brought to Mr. Bradson for a final decision.

“Lardhead,” one of the men with tommy guns, is a thick bland looking man with slicked back dirty blond hair. From the sheen, it is easy to see where he gets his nickname. His partner, “Rattles,” is a man with a buzz cut and swarthy skin. They both look like they care more about their guns than anything else.

Mr. Macmahan will suggest anyone that causes trouble join the Negroes on the hooks.

### **Cogden Workers (Extras)**

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

**Skills:** Persuasion d6, Taunt d6, Fighting d6, Throwing d6, Streetwise d6, Guts d4, Notice d4, Stealth d4

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

**Gear:**

- Butcher Knife (STR+1)
- Club (STR+1)

### **“Lardhead” (Wild Card NPC)**

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

**Skills:** Fighting d8, Guts d8, Intimidation d8, Notice d6, Shooting d6, Streetwise d6.

**Charisma:** 0, **Pace:** 5, **Parry:** 6, **Toughness:** 7

**Hindrances:** Obese

**Gear:**

- Tommy gun (Damage: 2d6+1, Range: 12/24/48, RoF: 3, Shots 50, AP 1)
- Brass Knuckles: (STR+1)
- Ill fitting suit and about \$14 bucks and change

### **“Rattles” (Wild Card NPC)**

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

**Skills:** Fighting d8, Guts d6, Intimidation d6, Notice d6, Shooting d6, Streetwise d6.

**Charisma:** 0, **Pace:** 6, **Parry:** 6, **Toughness:** 6

**Edges:** Rock and Roll!, Combat Reflexes

**Gear:**

- Tommy gun (Damage: 2d6+1, Range: 12/24/48, RoF: 3, Shots 50, AP 1)
- Brass Knuckles: (STR+1)
- Ill fitting suit and about \$32 bucks and change

### **Frank “The Fixer” Macmahan (Wild Card NPC)**

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

**Skills:** Fighting d6, Guts d4, Knowledge (Bookkeeping) d8, Notice d8, Persuasion d6, Shooting d6, Streetwise d8.

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

**Edges:** Command

**Hindrances:** Wanted

**Gear:**

- Revolver in pocket (Damage: 2d6+1, Range: 12/24/48, RoF: 1, Shots 6)
- Gold Ring with vulture emblem, a strongbox with the money (several thousands).

**Bueford Bradson** (NPC Owner)

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

**Skills:** Persuasion d6, Intimidation d6, Guts d6, Investigation d6, Streetwise d6, Notice d6, Shooting d6

**Charisma:** 0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

**Hindrances:** Elitist (White)

**Gear:** Revolver in pocket (Damage: 2d6+1, Range: 12/24/48, RoF: 1, Shots 6)

**Russel Randoff** (NPC Foreman)

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

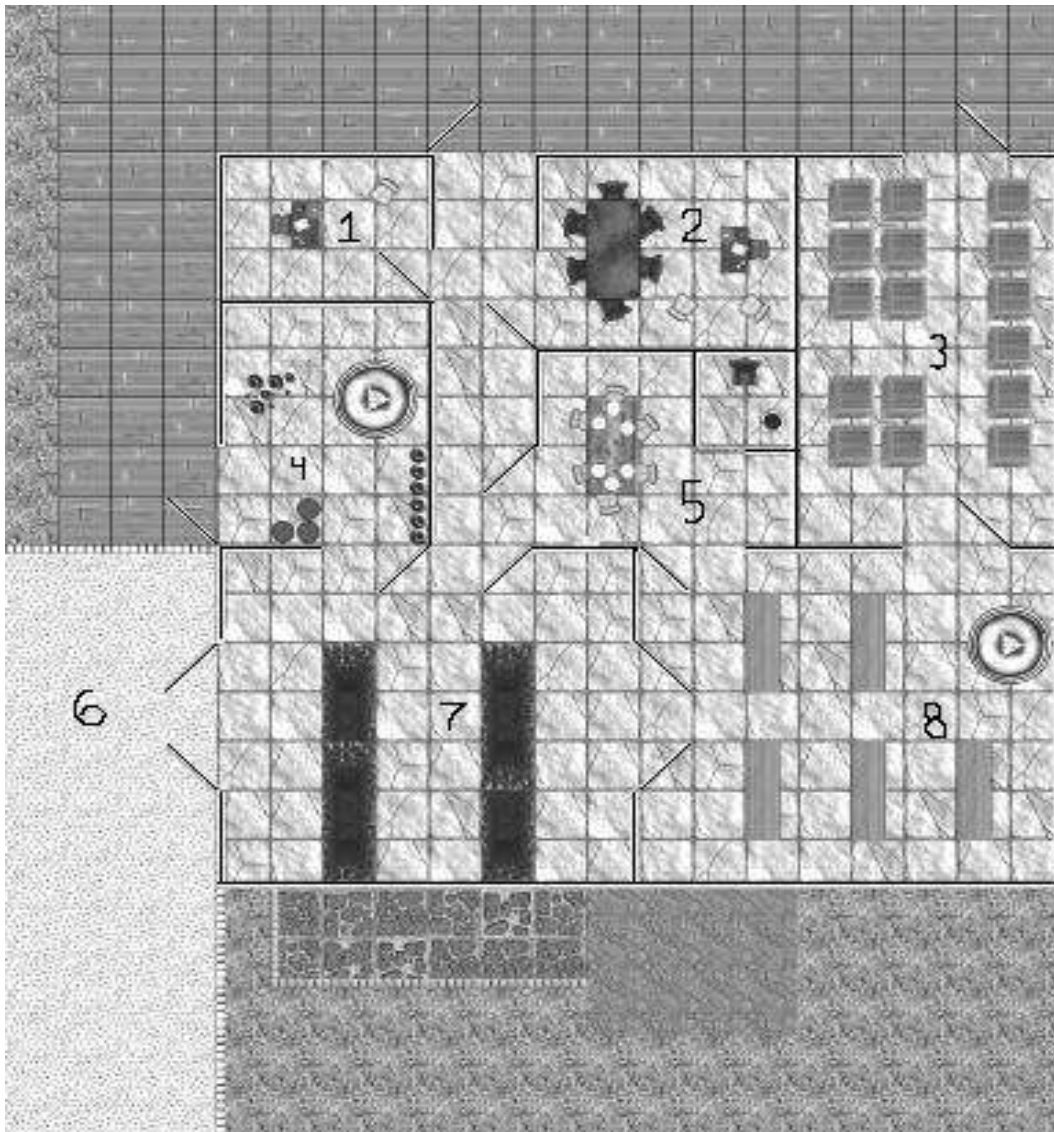
**Skills:** Persuasion d8, Intimidation d8, Guts d6, Repair d8, Fighting d6, Notice d6

**Charisma:** 0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

**Hindrances:** Loyal, Habit(smoke)

**Gear:** Toolbox

## Map of Cogden Packing Company



1. Office of Mr. Randoff, 2. Office of Mr. Bradson, 3. Refrigerated Room  
4. Waste Grinding Room 5. Employee Break Room  
6. Holding Pen, 7. Bleeding and Gutting Room, 8. Dismembering & Sausage Grinding Room

[03/13/06]

# Untold Stories (of the Great Flood) – Will Power

by Delbert "Greentongue" Jackson

## About the Adventure:

This Serial is designed for 4 novice player characters. 4 pre-generated characters are provided at the end of the Scene description. The first Scene takes place outside of Biscoe, Arkansas around the year 1927. It is a pulp adventure and while based on some facts, doesn't try to replicate what really happened during this time.



### Introduction:

On a plantation outside of Biscoe, Arkansas the rising of the White River has surrounded the Manville estate, putting those within in dire straits.

Mr. Percy Manville was a wonderful man, most of the family agreed. He was also extremely rich, that everyone agreed on. The apparatus that kept him alive after the accident was just too bulky to move. Everyone agreed on that too. After all, that is why it had been built on the ground floor of his mansion.



At first the rising river had been an irritation but not a concern. The family could survive with the roads being impassable. The field hands had built a square dike around the house with sand bags and the water was being kept out, so far. But, the rain kept coming down and the river kept rising. Curtains and bed linens were being sewn into sand bags, dirt was being dug from the yard, the dike was being added to slowly. But, the river kept rising and more rain kept coming down.

The water would cover Mr. Manville if the dike broke. The Will said the family would get nothing if he died from neglect. They were caught. They could save themselves and yet lose everything. Everyone was tired, tempers were frayed, but they couldn't stop. The sewing skill of the women, the stamina of the men, was being sorely tested. Weary eyes had to remain sharp to spot any leaks. Weary fingers had to sow strong seams.

Whispers sprouted like weeds. Was this worth it? Should they just save themselves?

### Opening Scene:

It was another in a string of dreary drizzly days. With water up to the hubcaps you had crossed the White River and almost made it to the small town of Biscoe when, as fate would have it, the truck up and sputtered to a halt. "Tinker" guessed that it was from that cracked distributor cap finally getting water in it. On a day like this it would be hard to keep it dry for long. You still had



some luck left though. Off to the south you could see the roof of a mansion. They might have some glue you could use to seal the cap. You pushed your truck to the side of the highway and unloaded your boat from the back. Then you headed south across the flooded plantation in it.

When you reached the mansion you are greeted at the dike around it. The people at the Manville Estate were surprisingly happy to see you. At first you suspected it was the idea of using your boat to make their escape. The foreman Mr. Robert Stout explained, that seeing your Game Warden's uniform, they had thought the group of you were from Forrest City. That you had come to take Mr. Manville to the hospital. Turns out that Mr. Manville is bed ridden and the White River is rising quickly to a height that will cover him.

Mr. Stout had been rallying the field hands and the dike was staying ahead of the flood crest, for now. The worry about how long they could keep it up was beginning to show on everyone's faces. They welcomed the extra hands in the struggle to hold back the river long enough for Mr. Percy Manville to be rescued. It was clear that the marathon couldn't go on forever. However, with the addition of your help, there was hope to last just long enough. As this was all made clear, the previous drizzle turned into a downpour.

There are six groups around the mansion. The dikes form a square with one group of men at each of the dikes. In the front and back of the house there are two separate groups of mostly women making sand bags.

Mr. Robert Stout and Mrs. Lilly Manville have been directing the groups until the characters arrived.

#### **Mr. Percy Manville (Husband)**

Is an invalid since his accident. He suspects his wife is unfaithful but has no proof. He has financed an illegal scheme to pay back gambling debts and his wife is the go between.

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

**Skills:** Guts d6, Gambling d10, Notice d6, Streetwise d8, Shooting d6, Persuasion d6

**Charisma:** 0; **Pace:** 0; **Parry:** 2;

**Toughness:** 5

#### **Mrs. Lilly Manville (Wife)**

She is having an affair with Rob Stout but, has no intention of losing (or sharing) even a penny of the family fortune. If her husband's scheme succeeds, they will be rich again. If her husband dies, she will lose everything.

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

**Skills:** Guts d4, Gambling d6, Investigation d6, Persuasion d8, Notice d6, Healing d8, Shooting d4, Swimming d4

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

**Toughness:** 5

#### **Mr. Robert Stout (Foreman)**

Is in love with Lilly Manville. He believes that Lilly would marry him if Mr. Manville had an "accident" but, he doesn't want to be "the man that murdered her husband."

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

**Skills:** Guts d6, Intimidation d8, Fighting d6, Notice d6, Repair d6, Shooting d6, Swimming d6

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

**Toughness:** 5

### **Special Rules and other Details:**

*People along each dike are handled in groups. See the rule book on Group Rolls.*

**The GM makes an opposed Rain (1d6 and a 1d6 wild dice) versus Spirit check** of the group (Highest Spirit and a 1d6 group wild dice). If the rain wins the dike springs a leak, on a raise the rain gets a +2 on the next roll. On a failure the rain slackens (-2 on the next roll) and on a result of 1 (snake eyes) the opposing group gets a +1 to their next Spirit roll (and the -2 to the rain's next roll). Should a Spirit check roll a 1, even if the wild dice was not, then the group is shaken, on snake eyes they flee over the dike towards Biscoe. Note: A Wild Card can use a benny to re-roll the group roll! A Wild Card can also use Persuasion or Intimidation to remove the shaken with a raise allowing them to do a group Notice roll as below.

**Group Notice checks** (highest Notice and a wild dice). Each group of unshaken people stationed along the dike need to make Notice checks to spot leaks near them. After a leak is spotted make a **Group Vigor check** (fatigue modifies the Vigor check). A success with a raise means they plug the leak with no additional fatigue, on a success they plug the leak but take a fatigue level (regained with an hours rest), on a failure they do not plug the leak and are fatigued, on snake eyes they fail to plug the leak and one person in the group is lost due to fatigue/exhaustion. If the leak is not plugged, on the next hour the leak becomes a break and requires a raise to plug, if that fails, the dike bursts and the first floor of the mansion is flooded. If the first floor of the mansion is flooded, and Mr. Percy is still there, he will die. A group trying to cover more than one dike does so at a -2 to their rolls.

*Wading through the water reduces Pace by -1 for below waist, -2 for above.*

*The rescuers will arrive from Forrest City when at least four hours have past or when the GM feels it is dramatically appropriate. Should you want a random chance then each hour after three draw a card. On hour four an ace or joker will have the rescuers arrive, on hour five, a king+, on six a queen+, etc. until the proper card is pulled.*

*There are several options open to the players. One of which is to leave the estate to its fate. It is suggested that they lend a hand with the sand bagging crews. This is why a Heroic Hindrance is useful for a primary character.*

*A player with the Weird Science Edge is important for the entire Serial. Also that player can attempt to cobble together equipment upstairs so the Mr. Manville could be moved out of the danger of drowning. The life support equipment is approximately the size of another bed. This player can also try to rig their " Electromagnetic Heterodyne Apparatus" as a powerful radio and call for help. This will give a bonus to Spirit rolls if successful.*

*If things seem to be dragging, don't forget the Pulp Classic and have a fight breakout between the field hands. Not only does this add some excitement but, anyone disabled will leave their group short handed. Giving a -1 (or -2 if enough are disabled) to their rolls will certainly increase the stress level. A group that loses half its members has a -1 to rolls, with additional -1 for each further member loss over half.*

**Motorboat:**

*A basic rowboat with an outboard motor used for fishing or a ride on the river.*

**Acc/Top Speed:** 2/8, **Toughness:** 8(2), **Crew:** 1+3

**Costs:** \$550

*If things turn ugly, the phone service can be restored and a bonus applied to Spirit rolls due to it.*

*If Mr. Manville dies, Mrs. Manville may try to keep the players there to be a witness so she doesn't lose her inheritance. After all, the courts would not call it neglect if everyone stayed at the plantation until it flooded, especially with the characters as witnesses.*

*However, Mrs. Manville may not end up with anything if the gambling debt is collected and the illegal scheme doesn't pay off. She will be looking for someone competent but not law abiding to help her out with both of these problems as well. (The GM will need to create their own Serial if the characters go in that direction.)*

*If they succeed in saving the estate, the truck can then be repaired and more importantly, the spare boat owned by Mr. Manville can be offered to them.  
(This will be a big help for the next Scene "**Burnt Bayou**".)*

## Primary Characters:

### Warden Daniel "Dan" DeSoto

A sturdy and reliable man, Daniel Desoto has been a Game Warden for many years. He enjoys his job and has seen the seasonal floods come and go. This is the worst in his memory and he is trying to do his best to help the unfortunate. He has found that wearing a uniform goes a long way towards having people respect him, even if he has little real authority. He has stood up to poachers and miscreants before and will do so again.

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

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

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

**Hindrances:** Heroic, Vow (uphold the law), Habit (chewing tobacco)

**Edges:** Danger Sense

**Gear:**

- Double Barrel Shotgun (Damage: 3d6/2d6/1d6 Range:12/24/48, RoF: 1-2, Shots: 2)
- Old pick-up truck
- Motorboat (in the back of the truck)

### Jimmy "Tinker" Johnson

An eternally curious man, he went to school with Daniel Desoto and has been a close friend for years. He often accompanies Dan on his trips around the area. It allows him to look for new parts for his gadgets in the towns they pass through. It also forces him to take a break from his constant tinkering with the gizmos that he creates. He takes his latest device, an "Electromagnetic Heterodyne Apparatus" with him everywhere and adjusts it constantly monitor stray radio signals.

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

**Skills:** Guts d4, Investigation d8, Knowledge (Science) d8, Notice d4, Repair d8, Shooting d6, Fighting d4, Swimming d4

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

**Hindrances:** Curious, Bad Eyes (requires glasses), Loyal

**Edges:** Arcane Background (Weird Science d8 )

**Powers:** Bolt (Electromagnetic Heterodyne Apparatus), (Power Points: 10)

**Gear:**

- Electromagnetic Heterodyne Apparatus / Microwave Radio Gun (Bolt Power)  
*Organic armor has half effect, inorganic armor has double effect*
- Pack with spare parts.

## Additional Characters:

### Iris "Iron Aunt" Horton

Though she presents a stern face to the world and accepts no disrespect from anyone, she has a deeply caring side. Many a night she has stayed at the bedside of a sick child or injured person. She is an easy mark for those with a story of misfortune or a missionary cause, giving them her last dime. However, she will quickly put a layabout in their place or run a confidence man out of town.

**XP:** 5

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

**Skills:** Persuasion d8, Guts d6, Intimidation d8, Taunt d8, Streetwise d6, Investigation d4, Healing d8, Notice d6

**Charisma:** 0; **Pace:** 5; **Parry:** 2; **Toughness:** 5

**Hindrances:** Elderly, Vow (Obey God), Poverty

**Edges:** Command (She can rally average townfolk that don't already have a leader.)

**Gear:**

- Well worn Bible
- Large sturdy purse with misc. healing items

### Robert "Cowboy Bob" Williams

A dependable man. "Salt of the Earth" He has been known to have a rowdy time now and again but never intentionally causes trouble. Lives by the "Cowboy Code" and is a good man to have by your side. He has spent most of his time on the range and never completed school. He is the nephew of Iris Horton and she has been trying to make a "Good Christian" of him. While she has had an effect, a night with the boys is seldom refused. He has often crossed paths with Warden Dan and they are on excellent terms.

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

**Skills:** Fighting d8, Guts d6, Riding d6, Shooting d6, Throwing d6, Notice d6, Swimming d6

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

**Hindrances:** Clueless, Code of Honor

**Edges:** Brawny, Quick Draw

**Gear:**

- Pistol (S&W) (Damage: 2d6+1, Range: 12/24/48, RoF: 1, Shots: 6)
- Lasso 20' (Damage: Grapple, Range: 5/10)

For related information I suggest checking out the following links:

<http://www.pbs.org/wgbh/amex/flood/> PBS: The Fatal Flood

And don't forget <http://www.peginc.com>, for more Savage Worlds.

*\* Special thanks to William (bill) Reger for his assistance in polishing this work.*

# Untold Stories (of the Great Flood) – Burnt Bayou

by Delbert "Greentongue" Jackson

## About the Adventure:

This Serial is designed for 4 novice player characters. This Scene takes place on the Burnt Bayou, just south of Biscoe, Arkansas around the year 1927. It is a pulp adventure and while based on some facts, doesn't try to replicate what really happened during this time.



## Introduction:

The entire area is flooded from The White River rising and from the rain over several months.

The characters are on the Percy Manville estate just south of Biscoe when a servant rechecking the phone for service overhears a conversation before it goes dead again. A section of levee has just been blown! This will flood Clarendon, the town where the character's families live. They need to get to their families in time to rescue them. They could take highway 70 east to Brinkley, head south down 49, then back west to their homes in Clarendon, or they could take boats heading southeast across Burnt Bayou. Taking the long way is really no option. It would take entirely too long and the town would be completely flooded by the time they got there.

## Opening Scene:

Entering Burnt Bayou heading southeast starts a series of Events. The water in Burnt Bayou is dark and dirty. Unseen sink holes, currents, and snags make it dangerous to travel but, a boat should be able to get through in time.

The higher water level covers the swampy ground that would normally impede progress. It also covers or obscures thick bushes and downed trees. These can lie just below the surface and overturn a boat if hit while going fast. The higher water also puts the limbs of standing trees closer to the water's surface leaving less room to pass under.

Alligators and snakes have been driven from their normal territories by the risen water. They may be encountered during the trip. Over hanging limbs may allow a

snake to drop into the boat. If anyone falls into the water, an alligator might be near by. During any time the characters get out of the boat be sure to have an alligator be noticed. The alligator does not need to attack, just be Noticed.

## Alligator:

**Attributes:** Agility d4, Smarts d4(A), Spirit d6, Strength d10, Vigor d10

**Skills:** Guts d6, Fighting d8, Notice d6, Swimming d8

**Pace:** 3; **Parry:** 6; **Toughness:** 9

## Special Abilities:

- **Armor:** +2 from thick skin
- **Aquatic:** Pace 5
- **Bite:** Str+2
- **Rollover:** +2d4 damage if hit with raise

### Water Moccasin:

**Attributes:** Agility d8, Smarts d4(A), Spirit d6, Strength d4, Vigor d6  
**Skills:** Guts d6, Fighting d8, Notice d6,  
**Pace:** 6; **Parry:** 6; **Toughness:** 5

#### Special Abilities:

- **Poison:** Vigor roll at -2 or become Incapacitated
- **Quick:** Discard Action card 5 or lower
- **Size:** -2
- **Small:** -2 from opponent's Attack roll
- **Amphibious:** Swim = Pace

Give a rough indication of their progress based on the number of Events remaining then describe the Event.  
Every time they reach an Event remove a time counter, then they must make a choice in 60 seconds. They may choose the next higher level of obstacle (-1, -2, -4) or choose to lose an additional time counter.  
At each person encountered, they may choose to save them and lose an additional time counter or pass them by without loss. Reduce Boating rolls by -1 for each person over 3 in the boat. Event 3 and 10 are special.

Each boat starts with its own pool of 20 time counters and one (or more) are removed at each Event the boat encounters.



1. **Short Cuts Make ...** - (No obstacle, tall grass and light brush)

2. **Grasping Limbs** - (light obstacle -1, Submerged branches and logs)

3. **High n Dry** - Portage across high ground (Agility checks, if fail, Strength checks for remaining people holding the boat. Dropping the boat will cause light damage. Other option is losing 2 time counters to go around.)

4. **Help, Please!** - Billy Bradwick, a teenage boy up a tree

5. **Forest for the Trees** - (light obstacle -1, tangled masses of trees)

6. **There's my Sister!**- Beatrice Bradwick, an adolescent girl on a stump

7. **Speed Bumps** - (light obstacle – 1, shallow water and higher ground)

8. **Here Boy!** - The Bradwick's dog Snuffy on a downed tree

9. **Don't be Stumped** - (light obstacle -1, tangled masses of trees)

10. **We're Here Dad!** - Robert Bradwick with his boat. This is a delay equal to the number of kids/pets transferred (less one for a Boating roll success and less two for a raise, minimum one turn delay) but the players get bennies equal to the number rescued.

11. **Crossing The Horn** - (medium obstacle -2, the swift current is moving submerged logs and trees)

12. **Ashore at Last** - (light obstacle -1, Submerged branches and logs)

### **Special Rules and other Details:**

*The GM draws a card and tells them what they spot (Event), The Driver must make a Boating roll to avoid the obstacle that round. Everyone acting on or after that card must make a Agility check to avoid being hit by limbs or being knocked out of the boat. If a boat fails to avoid the obstacle it should take a wound and everyone roll an agility check to avoid being thrown out, causing a delay to pick them up. Three wounds and the boat sinks. Repair skill can be used at a cost of a time counter per roll. An alligator or water moccasin will be in the water if a joker is drawn.*

*The density of obstacles varies by increasing or decreasing the difficulty of the Boating roll. (-1 for light, -2 for medium, -4 for heavy)*

**Make it clear** what the Event looks like, but the GM doesn't have to tell them the Boating Roll modifier unless the players make a Notice roll with a raise (which they must ask for and complete within the 60 seconds they have to make a decision).

**Players should know** that it would normally take 12 markers to get across the Bayou with no delays and that each boat starts with 20.

**Good Deed:** Give a bennie for each Bradwick family member returned to their father.

===

**Catching Air:** Rather than avoiding an obstacle, you can drive onto it in order to launch your boat into the air! This move requires a Boating roll at -4. On a success you avoid the obstacle and take no delay or damage, on a raise you made a shortcut that gains you a single time token. On a roll of 1 you crash into the obstacle taking damage to the boat (1 wound) and must make agility checks to stay on board. On a normal failure you must make an Out of Control roll (Spin, Skid, and Slip results cost a time counter).

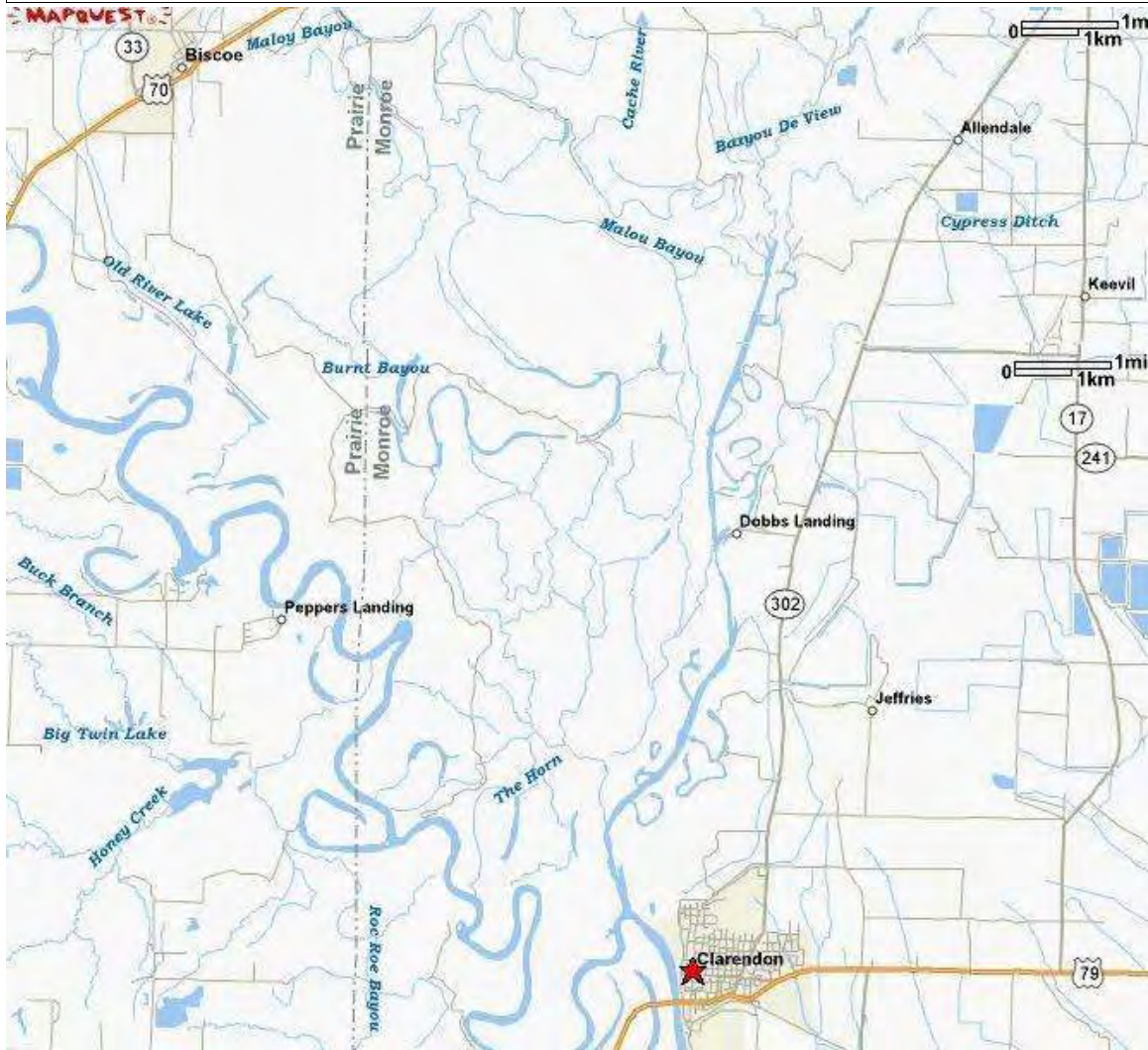
**Saving Families:** For each time marker left they can attempt a Boating roll. On a success they save a family, saving an extra family on a raise! I would give them an XP roll for each family they personally save. If they don't make it in time, they can find a note at their flooded homes telling them that their families got the word of the disaster and fled to Monroe. They must make a Boating roll to reach each house to find the notes (a raise covering two families for one roll). The note may be gone (and the families condition unknown) if the delay was too long. Modify the boating roll by -1 per time period beyond 20. A failure means they find no notes but do learn that survivors fled to Monroe. Having the players finding a couple of people drowned in the water will add urgency to their mission.

Regardless, they will all need to head to friends' homes in Monroe, a small town to the east of Clarendon on SR 79. (Important for the next Scene "**Tarnished Silver**".)

*In my version of the world, the levee parallels County Road 302 then swings west around Clarendon before continuing south along the river. The railroad comes in from the northeast through the Keevil and Jeffries plantations then crosses the river paralleling State Road 79 out of Clarendon.*



### Map of the Area:



For related information I suggest checking out the following links:

<http://www.pbs.org/wgbh/amex/flood/> PBS: The Fatal Flood

And don't forget <http://www.peginc.com>, for more Savage Worlds.

*\* Special thanks to William (bill) Reger for his assistance in polishing this work.*

# Untold Stories (of the Great Flood) – Tarnished Silver

by Delbert "Greentongue" Jackson

## About the Adventure:

This Serial is designed for 4 novice player characters. This Scene takes place to the east of Clarendon, Arkansas around the year 1927. It is a pulp adventure and while based on some facts, doesn't try to replicate what really happened during this time.

### Introduction:

Having made sure your family was safe with the refugees in Monroe you are stopped by an older resident from Park Grove. He relates the following odd tale: "It was miserable weather for a funeral. The rain had been constant for days and the ground had been very soft and muddy. The truck hauling the coffin was a utility truck and not a hearse. Course with water standing in the streets it was a wonder even a truck could get around! This had been the second burial in as many days and since the water had risen to cover the graveyard they had not been back.

Well this funeral had caught my eye 'cause it looked to be the same men and the same truck as the last one, but I ain't heard of

anyone who died. Besides, why would they need a man with a rifle to bury someone? And where was Father Johnson? He always said a prayer over anyone buried in the graveyard behind his church. You being in uniform and all, can't you look into this?"

You had passed through Park Grove from Clarendon and it is only thirty minutes up State 79 by truck. Now that your family is safe, there is no reason not to go back and look into things. You could always contact the real authorities if there was something wrong but right now you know they are swamped with work.

Maybe this Father Johnson would be a good place to start.



### Opening Scene:

Father Johnson's church in Park Grove is a sturdy structure. Water is standing around it up over the single step into the entrance but not into the building itself. Behind the church is an open area with tombstones sticking out of the water, marking the presence of a graveyard.

The door into the church is through the bell

tower. The door is unlocked and the ropes for ringing the bell are fastened to the wall away from the entrance. Most anyone entering is welcomed by Father Johnson who lives in the back of the building.

He admits that his brother is involved in some shady dealings but has no real details of what. If pressed he will recall that his brother got involved with some group several years back and had been out of the area ever since. He is not sure why he has returned during these times. The men he was with looked very unsavory and he fears for his life if they find what they buried was disturbed.

He thinks he overheard them mention they had been to the Emmons and Alfrey places and would try the Keevil plantation next.

### **Special Rules and other Details:**

*Father Johnson can mention that he saw some of Jeff's men using canoes in the flooded parts of Park Grove if a raise is made on Persuasion/Intimidation by the players.*

*If the players go to the trouble to dig up the grave site, even though it is under a foot of water, they will find silverware, candlesticks, trays, and other silver items of value but more difficult to hock than jewelry. They are in an otherwise empty coffin.*

*Jeff Johnson will be a reoccurring villian. His henchmen can be beaten but his last bennie should be used for his escape. Pursuing him will lead the characters on to the next Scenes. They will only catch up to him in **"A Croak in the Night"**.*

***Richard "Weasel" Williams**, one of Jeff's lieutenants, is a sharp featured, thin oily guy who looks like a used car salesman, or made man from up north. The characters can encounter him at one of several houses with a small group of men in the process of doing a robbery. All prefer to use Intimidation, then fists or knives as gunshots might attract attention. If captured and questioned, any will say Mr. Johnson is at a different house. That they split up because he has a motorboat and went on ahead with others.*

*Wading through the water reduces Pace by -1 for below waist, -2 for above.*

*The first houses have sad stoies of being robbed and the description of Jeff Johnson and his men. More is going on then just houses being robbed though. They offered a young negro woman the chance to work as a cook for the men laboring on the levees. This family felt helpless and unable to fend for themselves cut off as they were by the flood waters, so even though they didn't trust the men, they let their sister-in-law go with them. The family begs the characters to try and check up on the girl's fate.*

*Eventually the characters will encounter a couple of canoes with three men in each. One canoe will have a young negro woman. A Notice roll will see her hands are tied behind her. If things go badly for the captors, they will heave the girl over the side and try to escape. The water is only waist deep, if she can get to her feet while tied up.*

*If one of the men is captured, he can be made to confess that Mr. Johnson is selling women into prostitution. They are not the ones primarily collecting women, she was just too good an opportunity to pass up. He can give directions to where they were taking her, the Allendale plantation. This leads to the next Scene **"River Rustlers"**.*

#### **Rowboat:**

A basic rowboat used for fishing or a ride on the river.

**Acc/Top Speed:** 1/2, **Toughness:** 8(2), **Crew:** 1+3

**Costs:** \$500

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#### **Canoe:**

A basic boat used for fishing or a ride on the river.

**Acc/Top Speed:** 1/3, **Toughness:** 8(2), **Crew:** 1+4

**Costs:** \$500

**"Father" Timothy Johnson (NPC)**

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

**Skills:** Persuasion d8, Intimidation d8, Religion d8, Investigation d6, Streetwise d6, Notice d6

**Charisma:** 0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

**Hindrances:** Elitist (White), Vow (Obey God)

**Gear:** Bible, Prayer beads, and a Cross

**Richard "Weasel" Williams (Wild Card NPC)**

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

**Skills:** Fighting d8, Guts d4, Investigation d4, Persuasion d4, Streetwise d6, Notice d8, Throwing d8, Swimming d4.

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

**Hindrances:** Greedy (major)

**Edges:** Trademark Weapon: Switch blade

**Gear:** Pistol (more for show)

Switchblade (STR+1, -2 to anyone trying to Notice) Trademark weapon

About \$63 in small bills and three silver pocketwatches with incipations to other people.

**Unsavory Characters (Extras)**

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

**Skills:** Boating d6, Fighting d6, Guts d6, Intimidation d6, Shooting d6

**Gear:**

- One with a rifle (Damage: 2d8 Range: 24/48/96, RoF: 1, Shots: 8)
- rest have pistols (Damage: 2d6+1, Range: 12/24/48, RoF: 1, Shots: 6)
- all have knives (STR+1)

**Jeffery "Jeff" Johnson (Wild Card NPC)**

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

**Skills:** Lockpicking d6, Intimidation d6, Fighting d8, Shooting d8, Streetwise d6, Investigation d4, Notice d4, Swimming d6

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

**Hindrances:** Elitist (White), Vengeful

**Edges:** Berserk

**Gear:**

- Hunting Knife (STR+1)
- Hunting Rifle (Damage: 2d8 Range: 24/48/96, RoF: 1, Shots: 8)
- Suitcase with a box of rifle ammo, a change of clothes, and \$835 in small bills.
- Wearing a thick gold ring with the emblem of a Vulture on it.

### Map of the Area:



For related information I suggest checking out the following links:

<http://www.pbs.org/wgbh/amex/flood/> PBS: The Fatal Flood

And don't forget <http://www.peginc.com>, for more Savage Worlds.

*\* Special thanks to William (bill) Reger for his assistance in polishing this work.*

# Untold Stories (of the Great Flood) – River Rustlers

by Delbert "Greentongue" Jackson

## About the Adventure:

This Serial is designed for 4 novice player characters. This Scene takes place to the east of Clarendon, Arkansas around the year 1927. It is a pulp adventure and while based on some facts, doesn't try to replicate what really happened during this time.

### Introduction:

Men from the surrounding area are trying to forget their plights by losing themselves in the games and entertainment being offered at the old Allendale plantation. Most come from Brinkley where they had fled from as the water rose around their homes.

Liquor has been brought in and games of chance and skill are being hosted. Those "in the know" even have access to other entertainment.

High stakes poker is played in a back room

on the first floor and "For those needing a different kind of excitement, prostitutes are said to be available upstairs if you can afford the price."

There is plenty of fun to be had downstairs. Besides, what better way to get back on your feet than to win big at the table?

Claims of cheating by those that have lost their last dime and deed to their property are dealt with without mercy.



### Opening Scene:

The mansion has had most of its furniture thrown out to empty rooms and make space for gaming tables downstairs. One of the back rooms on the ground floor has the liquor stock and drinks are brought out to customers. Drinks are cheap but broke people are promptly shown the door to make room for others.

The House is willing to take most anything of value as collateral and gives cash on the spot for it. They only give half the actual value. On a raise of a Persuasion roll the

actual value will be given, reluctantly. The man doing the money exchanging has a thick gold ring with the emblem of a Vulture on it.

Upstairs is guarded and only people that pay a stiff fee are allowed up. There are a couple of guards at the top and bottom of the spiral staircase in the "tower". The upstairs has six bedrooms with a hallway down the middle dividing then into three per side. The seventh room is a bathroom and it is at the end beside the stairs.

The common people are unaware of what is upstairs and believe that the owners are living up there. They also believe the House is strict but honest in their dealings. Most people are here to have a good time and enjoy themselves. They think this is a wonderful chance to forget about the world for a while.

### **Special Rules and other Details:**

*Again, Jeff Johnson will be a reoccurring villain. He isn't in this scene, just comments about his work might be found. Pursuing him will lead the characters on to the next Scenes. They will only catch up to him in "**A Croak in the Night**".*

*There is cheating by the House but it will only be seen on a raise of the Notice roll specifically looking for it. Characters with Gambling skill get a +1 to Notice for each dice above d6 they have.*

*Each bedroom upstairs has a woman and a bed. The women believe that if they resist giving their favors to customers, they will be taken out back and drowned. Plus their families have been threatened with murder. (Both of which is true.)*

***Victor Massali** runs the House and is a waspish thin, unhealthy pale character who is more bookish than threatening. He has two hulking bodyguards to take care of the threatening side of the business. The house has around ten hired guards, plus the two bodyguards for Victor the money changer.*

*Many gamblers are spending their last dime trying to keep playing until their luck changes. They will try to Persuade new arrivals to loan them some money. "Just for a short time. I will pay it back as soon as I win again."*

*There is a group of men led by a person called "Bubba" that accosts individuals traveling alone or in small groups with large winnings. They do not work for the House and are bad for its business. "Bubba" accosts the people off the grounds of the plantation. A conflict can breakout if a diversion is needed or they can take offense to "authority" if the characters are having too easy a time. Bubba should have 4 followers, or about 1/PC plus Bubba.*

*Today Bubba and his gang have waylaid someone and intend to spend the ill gotten gain drinking and gambling. They will arrive at the same time as the characters. A few of the people at the gambling tables are working undercover for "Bubba" and they are the ones that pass the word when someone wins big.*

*One of the men gambling will have a secret that he overheard Jeff talking about. He will tell the "Warden" and attempt to gain a small fee. He needs another stake to get back in the game. He will tell about the robbery of bank deposit boxes that is planned even if he cannot Persuade the "Warden" to pay him. He can even try to get an additional price, if they have show they are willing to pay, for the exact location. It will be the flooded bank in downtown Clarendon.*

*This is the end of Part One. The next Scene is "**Vultures Circle**".*



**Clarence "Bubba" Chadwick** (Wild Card NPC)

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

**Skills:** Intimidation d8, Fighting d6, Shooting d8, Streetwise d8, Taunt d8, Notice d4, Swimming d4

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

**Edges:** Steady Hands

**Hindrances:** Obese, Code of Honor

**Gear:**

- Motorboat
- Shotgun - Pump Action, (Damage: 3d6/2d6/1d6, Range: 12/24/48, RoF: 1, Shots: 6)
- Carpetbag with a box of shotgun shells, and \$140 in small bills.

**Unsavory Characters** (Extras)

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

**Skills:** Boating d6, Fighting d6, Guts d6, Intimidation d6, Shooting d6. Gambling d4

**Gear:**

- Some with a rifles (Damage: 2d8 Range: 24/48/96, RoF: 1, Shots: 8)
- rest have pistols (Damage: 2d6+1, Range: 12/24/48, RoF: 1, Shots: 6)
- all have knives (*STR+1*)

**Victor Massali** (Wild Card NPC)

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

**Skills:** Fighting d4, Guts d4, Knowledge (Bookkeeping) d8, Notice d8, Persuasion d6, Shooting d6, Streetwise d8.

**Charisma:** 0, **Pace:** 6, **Parry:** 4, **Toughness:** 4

**Edges:** Command

**Hindrances:** Anemic

**Gear:**

- Revolver in pocket (Damage: 2d6+1, Range: 12/24/48, RoF: 1, Shots 6)
- Gold Ring with vulture emblem, books on the take, and a strongbox with the locals money (several thousand by now).

**Bodyguards** (Advanced Extras) (2 Hired Muscle)

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

**Skills:** Fighting d8, Guts d8, Intimidation d8, Notice d6, Shooting d6, Streetwise d6.

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

**Edges:** Brawny

**Gear:** (access to a pair of Tommy guns)

- Pistol (Damage: 2d6+1, Range: 12/24/48, RoF: 1, Shots 6)
- Brass Knuckles: (*STR+1*)
- Ill fitting suits and about \$23 bucks and change each



### Townsfolk (Extras)

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

**Skills:** Gambling d6, Taunt d6, Fighting d6, Shooting d6, Streetwise d6, Guts d4, Notice d4, Swimming d6

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

**Gear:**

- Hunting Knife (STR+1)
- Carpetbag with a small amount of cash and personal valuables.

### Map of the Area:



For related information I suggest checking out the following links:

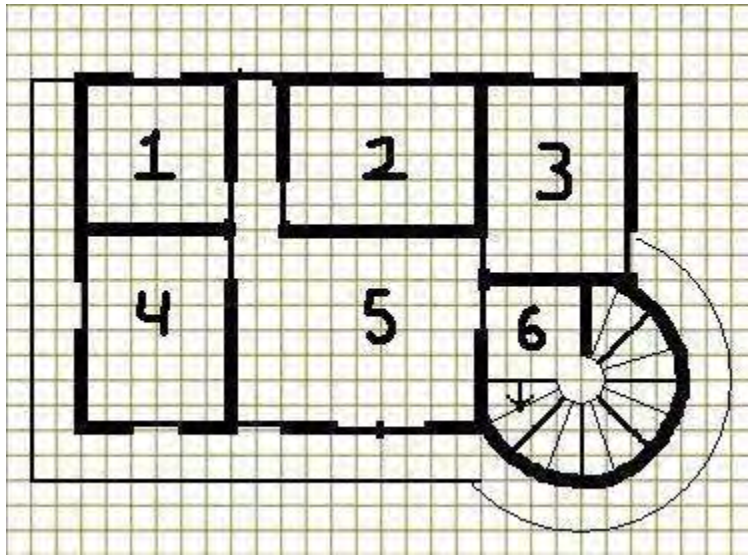
<http://www.pbs.org/wgbh/amex/flood/> PBS: The Fatal Flood

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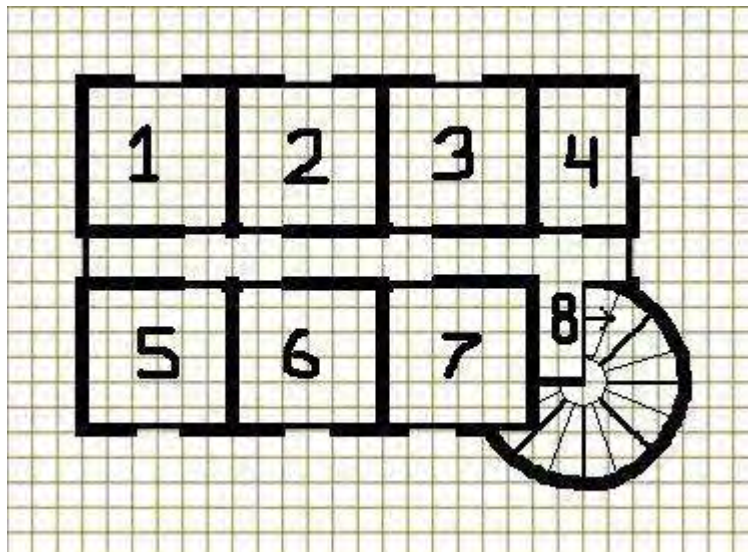
The Allendale Place, Downstairs contains:

- (1) Drink preparation and store room, (2) Kitchen with supplies,  
(3) Victor's room/office, (4) High Stakes gambling room, (5) Main gambling tables,  
(6) Stairs up with guards.



The Allendale Place, Upstairs contains:

- (1) Bedroom, (2) Bedroom, (3) Bedroom, (4) Bathroom,  
(5) Bedroom, (6) Bedroom, (7) Bedroom, (8) Stairs down with more guards.



# Untold Stories – Vultures Circle

by Delbert "Greentongue" Jackson

## About the Adventure:

This Serial is designed for 4 player characters with some experience. This Scene takes place in Clarendon, Arkansas around the year 1927. It is a pulp adventure and while based on some facts, doesn't try to replicate what really happened during this time.

### Introduction:

Following the rumor that Jeff Johnson is involved in a robbery of the Southern Savings Bank of Clarendon. You arrive on the outskirts of the town. You each have your life savings (about \$120) in the bank and banks are not insured. You also know it is at the corner of Fourth and Madison.

Water is up near the eaves of most single story buildings. On the outskirts of town the street signs stick out of the water. But as you go towards downtown and the river, the water eventually covers them and you need to guide yourself by land marks that stick up high enough, like the city's water tower..

In the distance you see a drigible with a line anchoring it to a building. From it's position it looks like it is hovering over the bank building.

### Opening Scene:

From the direction of the bank, the sound of heavy equipment grinding against something solid can be heard.

If any of the few local people paddling between buildings are questioned, they only know that some tough looking men with guns are over at the bank building. They have enough trouble in their lives and really don't want to get involved.

The grinding stops suddenly. After a brief slience, the sound of an explosion fills the flooded streets, startling a flock of pidgens which take to wing and circle aimless before resettling on a distant building. After



There are a few people in boats nosing around the flooded buildings but they keep away from you and furtivly scurry off in other directions at your approach.

the echoes dies away, the sound of grinding begins again. This continues for a while followed by silence and then another blast.

The water gradually gets deeper as the river is approached. By the time the bank building can be reached, the muddy water is close to eight feet deep. The current is sluggish on east-west streets like Madison but noticeably flowing on north-south streets like 4th.

From a distance it can be Noticed that a man with a tommygun is standing guard on the roof of the bank.

### **Special Rules and other Details:**

*Jeff Johnson is the reoccurring villian. His henchmen can be beaten but his last bennie should be used for his escape. Pursuing him will lead the characters on to the next Scene.*

*Jeff's boat and a rowboat are tied up at the rear of the bank building. A rope dangles from a window overlooking the alleyway on the north side. The window has been busted out and only a few shards in the top corners remain. An goon with a rifle stands guard on the boat. The other windows around the building are unbroken except the one at the back corner on the east side. Right before an explosion, shouts can be heard from inside the building to the guards in the boat and on the roof.*

*The "Captain" and a member of the flight crew are in the gondola of the dirigible. The rest of the crew is in the bank under the command of Franz Himmerik. "The Hammer" is using a rock drill to cut a hole into the top of the bank vault. After each hole he drills, dynamite is inserted and blown. They are about to enlarge the hole in the top of the vault enough for a person to fit through.*

*If uninterrupted, the rock drill and the bank contents will be winched up to the gondola. If things go against them, the dirigible will sound its horn and all the men except The Hammer and one helper will go to the roof via a rope ladder in the hallway. they will evaluate the situation and either fight or run. If needed, Jeff will make his escape by swimming and hijacking a local boat. He will then head across the river, chasing him leads to the next Scene "A Croak in the Night".*

### **Rock Drill:**

A backpack powered rock driller for mining through solid stone. A 10 point power cell is contained in the backpack. (5 Smite Power activations for 3 rounds per activation.)  
Damage: Str +4, additional +3 with the Smite Power activated, weight 30, Min. Str d8  
Has to be maintained to keep it's charge (inventor has the "recharger").

### **Dynamite:**

(Damage: 2d6 per stick, Range: 4/8/16 if thrown)  
1 Stick = 2d6, Medium burst template  
(+1 damage and burst range +1, per additional stick.)  
Cost: \$.50

### **Unsavory Characters (Extras)**

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

**Skills:** Boating d6, Fighting d6, Guts d6, Intimidation d6, Shooting d6

### **Gear:**

- Tommy gun (Damage: 2d6+1, Range: 12/24/48, RoF: 3, Shots 50, AP 1)
- Rifle (Damage: 2d8 Range: 24/48/96, RoF: 1, Shots: 8)
- Pistols (Damage: 2d6+1, Range: 12/24/48, RoF: 1, Shots: 6)
- all have knives (STR+1)

**"Captain" Steve Sanderson** (Wild Card NPC)

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

**Skills:** Persuasion d8, Intimidation d8, Piloting d8, Shooting d6, Knowledge (Navigation) d6, Notice d6, Fighting d6

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

**Hindrances:** Greedy (major)

**Gear:**

- Pistol (Damage: 2d6+1, Range: 12/24/48, RoF: 1, Shots: 6)
- A wad of bills worth \$73
- Wearing a thick gold ring with the emblem of a Vulture on it.

**Franz "The Hammer" Himmerik** (Wild Card NPC)

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d10, Vigor d6

**Skills:** Fighting d8, Guts d6, Intimidation d6, Streetwise d4, Notice d6, Taunt d8, Swimming d4.

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

**Hindrances:** Overconfident (Major)

**Edges:** Trademark Weapon: 10# Sledgehammer

**Gear:**

- Pistol (more for show)
- 10# Sledgehammer (STR+1, Trademark weapon)
- Wearing a thick gold ring with the emblem of a Vulture on it.

**Jeffery "Jeff" Johnson** (Wild Card NPC)

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

**Skills:** Lockpicking d6, Intimidation d6, Fighting d8, Shooting d8, Streetwise d6, Investigation d4, Notice d4, Swimming d6

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

**Hindrances:** Elitist (White), Vengeful

**Edges:** Berserk

**Gear:**

- Hunting Knife (STR+1)
- Hunting Rifle (Damage: 2d8 Range: 24/48/96, RoF: 1, Shots: 8)
- Suitcase with a box of rifle ammo, a change of clothes, and \$835 in small bills.
- Wearing a thick gold ring with the emblem of a Vulture on it.

## Maps:

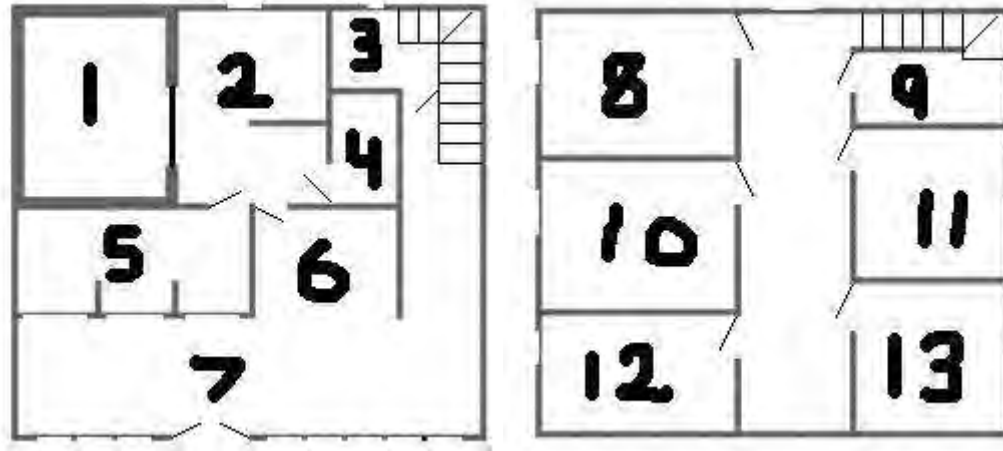


For related information I suggest checking out the following links:  
<http://www.pbs.org/wgbh/amex/flood/> PBS: The Fatal Flood

And don't forget <http://www.peginc.com>, for more Savage Worlds.

*\* Special thanks to William (bill) Reger for his assistance in polishing this work.*

### Map of Southern Savings Bank of Clarendon:

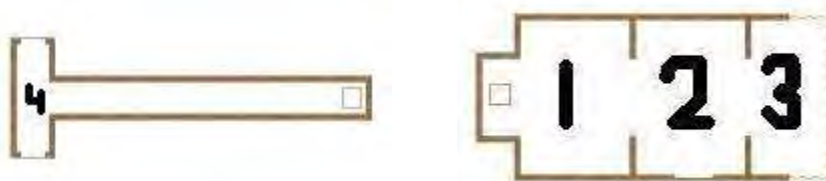


- 1. Bank Vault, 2. Record keeping, 3. Public bathroom, 4. Private Room, 5. Teller Stations, 6. Floor Manager, 7. Lobby**

*(\* All of downstairs is flooded except for the vault. )*

- 8. Office (The Hammer and 2 crewmen with Jeff), 9. Staff Bathroom, 10. Conference Room, 11. Office , 12. Record Storage, 13. Office (2 goons)**

### Gondola of Drigible:



- 1. Cargo Area (1 crewman), 2. Crew Space, 3. Cockpit (Captain Sanderson), 4. Walkway**

*(\* The overhead of the cargo area has a ladder and hatch to access the walkway back to the engines. The walkway is a tunnel between the gas bags. )*



# Untold Stories – Behind the Curtain

by Delbert "Greentongue" Jackson

## About the Adventure:

This Serial is designed for 4 seasoned player characters. This Scene takes place north east of Stuttgart, Arkansas around the year 1927. It is a pulp adventure and while based on some facts, doesn't try to replicate what really happened during this time.

### Opening Scene: **Dirigible**

The captured dirigible moved effortlessly eastward, rain clouds blocking distance viewing, then it passed through a particularly thick cloud bank. As the fog of cloud passed over them, there was a flicker in their vision, their engine quit, and they were left floating over a dense jungle.

The jungle stretched as far as the eye could see. It was laced with waterways winding between mounds of jungle. Rising above the jungle, a structure shaped as a squared pyramid with smoke rising lazily from its covered top. This pyramid was decorated in pale spikes and the movement of humanoids could be seen around it.

### Proceed to Introduction

### Opening Scene: **Boat**

Racing the boat from the city of Clarendon, the group encountered and passed through an odd fog bank. It didn't look natural, more like a real wall with a mist shroud. As the fog passed over them, there was a flicker in their vision, the engine quit, and they were left floating in a narrow opening between dense jungle growth. Initially they were surrounded by silence. Soon an orchestra of sound filled the air as the jungle life returned to normal. To the right, the water narrowed and turned slightly until its path was hidden by jungle. To the left, the water widened slightly and joined with another expanse of water. In the opening over this water, between the trees, there was a thin trail of dark smoke.

### Proceed to Introduction

### Introduction:

Though the fog has cleared, the air is hot and the humidity is oppressive. From the direction of the pyramid a thumping starts. A drumming sound with a changing pattern.

This is trackless jungle with the only easy paths being the waterways. These wind between higher ground and generally tend towards the south.

In the water they can *Notice* what they first think are huge olive colored catfish. On a raise, they note that some of the "fish" have small legs protruding from their sides. They have to be some kind of huge tadpole.

Whatever they are, they are large and there are many schools of them.

On another Notice roll, they see off in the distance the water is churning as olive colored bodies roil the blood stained water.

More Notice rolls allow the sounds of the jungle to be separated enough to determine there are large bodies moving through the growth.

Enough can be seen to tell them that while they are still on Earth, it is not the Earth that they knew. While there are snakes, they have feathers, other things are just different enough that they almost recognize them, and yet don't.

When they encounter them, they have certainly never seen anything like the Hluut.



### ***Special Rules and other Details:***

*This is the Land Time Forgot in some aspects. A hot jungle land with dense growth, Fatigue effects, difficulty in movement through jungle, and seeing distances.*

*From the dirigible, the top of the pyramid, or a ridge, there can be seen a fog bank that never clears. It is to the south west and occasionally the "wall of fog" sweeps out from it. To cross back to home, move towards the wall of fog as it passes. Crossing the fog will stop any engines or electronic equipment.*

*Each hour the party spends exploring, draw a card from your initiative deck. If the card is a face card, a random encounter occurs. If a Joker comes up, the group has run into two things at once. Reshuffle the deck after every encounter.*

*Snakes and Hluut may be encountered at any time. Over hanging limbs may allow a snake to drop into the boat. If anyone falls into the water, an alligator or Hluut of some form might be near by. During any time the characters gets into the water, be sure to have something in the water be noticed. Nothing needs to attack, just be Noticed.*

*The Hluut tribes who live here are firm believers in Survival of the Fittest and they eat the weak. The weak are also culled from their young and eaten. They have a very high birth rate and this is one of the ways that the population is kept under control. Their society is very territorial with many warlords. What joins them together is their worship of fire. When bringing fuel for the temple, they are safe from the near constant competition that goes on in their daily life.*

*They have created a temple for their fire. It is formed into a square sided pyramid of dirt bounded by logs. Each square forms the base for the next square above it. At the very top is a roof on poles to keep the rain from extinguishing the flame. This structure rises above the jungle and the smoke from its fire can be seen from a great distance. It is decorated by tusks of ivory (and other items stuck in the logs supporting the pyramid.) There are priests that tend the fire and beat a drum when more fuel is needed. They are the wisdom and memory of the tribes and have high status. They do not completely welcome "gods" among them.*

*Shortly after the realization that this jungle world is not theirs, they hear a young man's cry of pain.*

*A sudden cry of pain comes from your right (or from just inside the trees in one of the few breaks in the jungle foliage below) and bursting from the jungle runs a young man, maybe fifteen, staggering from a bloody wound on his shoulder. Chasing him is a band of strange, hopping humanoids (the Hluut) closing in for the kill.*

*The boy should be rescued by the heroes figuring one Hluut per hero. He can relate this tale.*

*"I was out hunting in the woods when this fog bank rolled over me. Next thing I know I was in a gol durned jungle! I been walk'en and trying not to get 'et for a few days when I saw this big temple with a streak of smoke coming from it. I managed to get close and see other people surrounded by those frogmen. One big guy was waving a lighter at the frogs and the froggies led all of them up to the temple. I think the frog guys were gonna eat them so I started trying to find my way home. I was spotted by the frogs and one of 'em winged me, force'n me to drop my rifle and run. If you hadn't rescued me I'd be frog meat!"*

*Steve "Hold'em" Anderson, is a card playing heavy smoker with one of the new Ronson Banjo lighters. He has gathered survivors that have been swept into this dimension. The Hluut are in awe of his lighter and believe he is some kind of god. Unfortunately, lighter fluid doesn't last forever.*

**Steve "Hold'em" Anderson** (Wild Card NPC)

The current leader of the refugees who's first words on meeting will be, "Got a smoke?"

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

**Skills:** Gambling d10, Intimidation d6, Fighting d8, Shooting d8, Streetwise d6, Notice d6, Swimming d4

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

**Hindrances:** Habit (Cigarette addiction), Stubborn

**Edges:** Strong Willed, +2 to Intimidate and Taunt rolls.

**Gear:**

- Lighter: Ronson "Banjo" lighter that will light with one hand, until a 1 is rolled.
- Revolver: (Damage: 2d6+1 Range: 12/24/48, RoF: 1, Shots: 6) AP 1

*One of the refugees should be an NPC extra professor type who can give the players the idea of leaving by recrossing the fog bank going towards it. The Hluut priests are split between those want to return the demons (humans) to their own world and those who like the taste of demon.*

**Refugee Characters** (Extras) About 2 per player, before Encounters eliminate most.

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

**Skills:** Boating d6, Fighting d6, Guts d6, Intimidation d6, Shooting d6. Swimming d4

**Gear:**

- Some with a rifles (Damage: 2d8 Range: 24/48/96, RoF: 1, Shots: 8)
- Some clubs (STR+1) includes the rifle butts when the limited ammo runs out.
- Some knives (STR+1)

**Hluut**

This frog like humanoid amphibious species are very territorial and attack without checking morale. They carry darts for spearing or throwing and eat their food raw. They will break off their attack to eat their incapacitated, unless they are being attacked.

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

**Skills:** Fighting: d8, Guts: d8, Notice: d6, Swim: d8

**Pace:** 6, **Parry:** 6, **Toughness:** 5

**Gear:**

- Darts: ( Damage: Str+2, Range: 3/6/12, RoF: 1, Shots: 2 )
- Dagger: Str+1

**Special Abilities:**

- **Aquatic:** Pace 6 in water
- **Ambidextrous and Two-fisted:** Hluut may attack with a weapon in two limbs without multi-action penalty. They ignore the -2 penalty for using an off-hand attack.

### **Hluut Tad**

These baby Hluut school in groups of at least a dozen. Due to the speed of their maturation, they are always ravenous and will attack anything they think is eatable. Once the first blood is scented, the entire school goes into a feeding frenzy. If no food is available, Tads will attack other schools they encounter. Any wounded will be consumed, even their own school.

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

**Skills:** Fighting: d8, Guts: d6, Notice: d6, Swim: d10

**Pace:** 8, **Parry:** 6, **Toughness:** 5

**Gear:**

- Bite: Str

**Special Abilities:**

- **Aquatic:** Pace 6 in water
- **Fleet:** +2 to Pace (d10 in bursts)
- **Feeding Frenzy:** One extra Fighting attack per round at -2. During feeding frenzy Smart rolls are at -2.

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### **Hluutlet**

This is a transitional form. They start to work together as a pack with others not of their same school. They begin communication with the adult Hluut at this stage of their development. The common type of attack is to bite once and hold while stabbing with their crude daggers. The adult Hluut will kill and eat any weak that have survived to this stage. The adults will teach the strong what they have learned and include them in their hunts.

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

**Skills:** Fighting: d8, Guts: d8, Notice: d6, Swim: d8

**Pace:** 6, **Parry:** 6, **Toughness:** 5

**Edges:** Two-Fisted

**Gear:**

- Teeth: Str+1
- Bone Dagger: Str

**Special Abilities:**

- **Aquatic:** Pace 6 in water
- **Amphibious:** +1 to Pace in water (d8 in bursts)
- **Two-fisted:** Hluutlet may attack with a weapon in two limbs without multi-action penalty.

### **Head Pecker:**

Small sharp beaked birds that that drill and scoop meat through though hide and scales.

**Attributes:** Agility d8, Smarts d4(a), Spirit d6, Strength d6, Vigor d6,

**Skills:** Fighting d6, Guts d4, Notice d6, Stealth d8

**Pace:** 2(10 flying); **Parry:** 5(7); **Toughness:** 3

#### **Special Abilities:**

- **Size:** -2 (small - about the size of a woodpecker, -2 to be hit in melee or direct range attacks),
- **Beak:** (STR +1, AP 3),
- **Head-shooter:** If it gets a raise on fighting it automatically attacks the head with no called shot penalty (+4 damage),
- **Quiet Flier:** Unless noticed (-2 due to size) the first attack is with the drop!

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### **Feathered Moccasin:**

Small snakes that lives around water and are covered in water resistant feathers. The Hluut make personal decorations from their feathers.

**Attributes:** Agility d8, Smarts d4(A), Spirit d6, Strength d4, Vigor d6

**Skills:** Guts d6, Fighting d8, Notice d6,

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

#### **Special Abilities:**

- **Poison:** Vigor roll at -2 or become Incapacitated
- **Quick:** Discard Action card 5 or lower
- **Size:** -2
- **Small:** -2 from opponent's Attack roll
- **Amphibious:** Swim = Pace

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### **Furred Alligator:**

These are mammals that are covered in dark fur and are treated like dogs by the Hluut. They are often seen together. They act as standard alligators.

**Attributes:** Agility d4, Smarts d4(A), Spirit d6, Strength d10, Vigor d10

**Skills:** Guts d6, Fighting d8, Notice d6, Swimming d8

**Pace:** 3; **Parry:** 6; **Toughness:** 9

#### **Special Abilities:**

- **Armor:** +2 from thick skin
- **Aquatic:** Pace 5
- **Bite:** Str+2
- **Rollover:** +2d4 damage if hit with raise

### **Scaled Boar:**

Massive, feral pig like reptiles, with razor-sharp tusks, notoriously short-tempered. Their ivory tusks are highly prized by the Hluut.

**Attributes:** Agility d6, Smarts d6 (A), Spirit d8, Strength d10, Vigor d10

**Skills:** Fighting d8, Guts d10, Notice d6, Stealth d6

**Pace:** 6; **Parry:** 6; **Toughness:** 9

#### **Special Abilities:**

- **Armor +2:** Tough, thick hide.
- **Charge:** A boar can attack at the end of a run with no multi-action penalty, and gets a +2 to damage when doing so.
- **Tusks:** Str+1

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### **Fanged Chameleon:**

These 7' long lizards change their coloration to match their surroundings, and use their long fangs as effective stabbing weapons.

**Attributes:** Agility d10, Smarts d6 (A), Spirit d6, Strength d8, Vigor d8

**Skills:** Climbing d8, Fighting d8, Guts d8, Notice d10, Stealth d10

**Pace:** 8; **Parry:** 6; **Toughness:** 8

#### **Special Abilities:**

- **All-Around Sight:** A chameleons eyes allow it to see in all directions; it gets a +2 to Notice rolls involving sight.
- **Armor +1:** Scaly hide.
- **Color Change:** While remaining motionless, a Fanged Chameleon gets a +4 to its Stealth rolls.
- **Fangs:** Str+3.
- **Size +1**
- **Pounce:** The chameleon can leap 1d6" to gain +4 to its attack and damage. Its Parry is reduced by -2 until its next action when performing this maneuver.

The following can be added from the core rules if more critters are needed.

A nasty bear (grizzly level), page 129 of original book, page 125 of Revised.

More snakes, page 133 of original book, page 131 of Revised, page 54 of **Savage Beasts**.

Giant bug swarms, page 134 of original book, page 131 of Revised.

Bug swarms that can dissolve/eat the zeppelin's membrane.

Bats, page 7 of **Savage Beasts**

Giant Beetles, page 8 of **Savage Beasts**

Giant Centipede, page 12 of **Savage Beasts**

Giant Leech, page 42 of **Savage Beasts**

Giant mosquitoes, page 46 of **Savage Beasts**

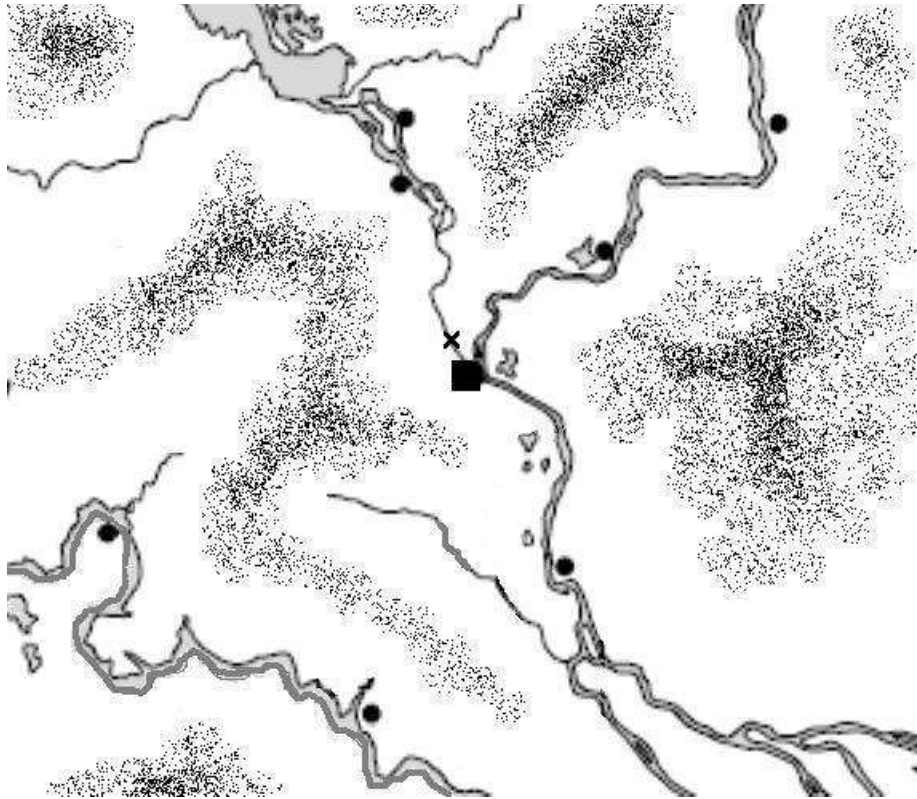
Semi-sentient vines and other dangerous plant life can be created with the Toolkits released for Savage Worlds.

**Savage Beasts by Butch Curry can be found at**

**<http://www.zombienirvana.com/savage/SavageBeasts.pdf>**

### Map of the Area:

Square indicates temple site, dots are villages, rivers and ridges are also shown. They are not to scale, as the distances is in miles.



The fog bank is located at the bottom right of the map beginning where the river splits into many branches. Visibility drops to arms reach very quickly once inside it.

*\* Special thanks to William (bill) Reger for his assistance in polishing this work.*

# Untold Stories – Fox in the Henhouse

by Delbert "Greentongue" Jackson

## About the Adventure:

This Serial is designed for 4 Seasoned player characters. This Scene takes place northeast of Stuttgart, Arkansas around the year 1927. It is a pulp adventure and while based on some facts, doesn't try to replicate what really happened during this time.

### Introduction:

Major John C. H. Lee had brought in Navy seaplanes to patrol the levees along the Mississippi river for signs of weakness.

On one of those patrols the crew of the NA-2 spotted the sweep of a wall made from fog, with a stationary center and a moving outer line. It flickered off as suddenly as it appeared but the center remained covered in a heavy fog. Finding an area near the center they brought the plane in to investigate.

Unfortunately, on the final approach, the wall sprang back to life and swept over the plane. As the fog passed over the plane, its engine cut off. Though the plane was landed safely, the engine did not restart.



One of the crew remained to attempt repair of the engine while the pilot went to investigate the factory building and the source of a throbbing sound.

The loud trilling of a bird cut through the the fog. It's call answered from farther off. Soon after, a gunshot rang out from the direction of the building.

### Opening Scene:

The temperature drops and the fog clears slightly. In the thinning fog an abandoned seaplane can be seen floating in shallow water. Approaching the plane reveals that a short distance further away is a large two story factory building on a rise.

The fog makes details hard to determine at a distance and moving thicker tendrils of it completely obscure vision at times. The factory looks out of place in it's surroundings, sitting as it does on a rise of high ground, like an island in the shallow muddy water.

A couple of trucks with their windows broken out are parked in front and a car is rammed into a tree near the driveway exit.

The seaplane has its engine cover up and there are tools laid out on the plane's float. The wrecked auto has blood stains as if the injured were pulled out of it through a window. The windows of the trucks were broken from outside and the glass is spread inside.

An observer can find the tracks of some kind of unnaturally large bird in the muddy ground nearer the building.

From the building comes a steady throbbing sound (of a generator). A couple of windows are lit but no movement can be seen. The generator is in the connected out building at the rear right corner of the building. Fuel drums are sitting nearby. The front doors look like they have been chopped open and are hanging in splinters.

### **Special Rules and other Details:**

*The fog makes all Notice checks at a penalty since visibility is reduced and sounds carry in an unusual fashion. The fog fills the inside of the building as thickly as it does the outside except for a 20 foot radius around the fog machine.*

*The fog hinders vision 0-3": normal, 3"->6": -2, 6"->12": -4, and can see nothing beyond 12". Tendrils of fog vary the visibility (as needed for suspense.)*

*If the machine is turned off, the fog will still remain for many hours though it will thin. If the generator is not refueled, the power will go off. Darkness will also reduce vision.*

*The emu-raptors are hunting the people in the buildings. The thugs that are guarding the fog machine prototype are now holed up and on the defensive. The lab techs that maintain the machine have stopped resenting the thugs presence since the bird attacks have killed some of them.*

*The emu-raptors are smart and sneaky. They can use their feet to open unlocked doors and have a sharp sense of smell. Their speed and the fog make them hard targets to shoot. They can reach the top of the generator outbuilding by jumping from the drums. The landing of the plane drew the attention of the emu-raptors. The pilot was taken prisoner by the thugs and at first the thugs thought that the pilot had brought reinforcements, when the thug that went out to collect the mechanic didn't return.*

*Underarmed players can find pistols with a round or two gone, maybe still in the grip of a severed hand!*

*Available allies against the birds are the NPC employees, the captured Pilot, and even the Vulture thugs (as long as nobody threatens the fog machine.)*

*I would suggest a ratio of one emu-raptor per player and Wild Card. The emu-raptors are pretty tough extras at a 9 toughness (unless the players have rifles and pistols they will have a challenging time) but they will gladly attack the thugs too!*

### **Searching the offices:**

*A success will reveal that Doctor Vlass Hikmann worked on the first weather machine here and built the first prototype. After the prototype was a success, they build a smaller, more efficient version on a zeppelin that they named the Raindancer.*

*Further investigation reveals the funding for the project is being provided by Acme Investments, a raise reveals it as a front for the Reverend Toswell. The Reverend set up Acme Investments and funneled church funds to the Doctor for the project.*

### **Questioning Richard Williams:**

*The additional funding for the Raindancer was supplemented by the Vulture organization. The Vultures are providing "security" and ensuring that the fog machine stays functioning and on (since the continual flooding serves their purpose.)*

### **Interviewing the Employees:**

*Being a religious man, the Doctor had mentioned his work to Reverend Toswell and the Reverend had taken a strong interest in it. The Doctor soon became completely enthralled by the Reverend and by his own work. They are currently on the Raindancer.*

*All are completely unaware that the two weather machines running at the same time are ripping a portal into another dimension. (The jungle world.) The rapidly breeding Hluut will soon spread into our world if the machines continue to run.*



**NA-2 Seaplane:**

This seaplane is a light fighter with minimal firepower. It avoids trouble and is designed primarily for reconnaissance work.

**Chassis:** Light; **Acc/Top Speed:** 20/160; **Climb:** 25;

**Handling:** +1; **Toughness :**10(2); **Engines:** 1; **Cost:** \$3,300

**Notes:** Flotation Gear

**Weapons:**

- 2 x 0.4 cal MG (16 bursts)

**Richard "The Fox" Williams** (Wild Card NPC)

He has been sent by the Vulture organization to make sure that the rain machine stays on. He has the phone number to call for reenforcement. He has taken a fancy to Daphene but, will fulfill his duty to the organization at any cost.

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

**Skills:** Fighting d8, Guts d8, Persuasion d8, Streetwise d6, Notice d8, Shooting d8

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

**Hindrances:** Code of Honor (Major)

**Edges:** Combat Reflexes, First Strike

**Gear:** Pistol (Damage: 2d6+1, Range: 12/24/48, RoF: 1, Shots: 6)

**Thugs:** Loyd and Stan (Extras)

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

**Skills:** Taunt d6, Fighting d6, Guts d6, Intimidation d6, Shooting d8

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

**Gear:**

- Loyd has a Tommy gun (Damage: 2d6+1, Range: 12/24/48, RoF: 3, Shots 50, AP 1)
- Both have pistols (Damage: 2d6+1, Range: 12/24/48, RoF: 1, Shots: 6)
- Stan has Brass Knuckles: (STR+1)

**Daphene Hikmann**(Wild Card NPC)

Doctor Hikmann's daughter and a Weird Scientist in her own right. She is in charge of the machine when Doctor Hikmann is away.

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

**Skills:** Knowledge(Science!) d8, Guts d4, Persuasion d6, Investigation d8, Repair d8

**Charisma** +2, **Pace** 6, **Parry** 2, **Toughness** 5

**Hindrances:** Pacifist (Minor)

**Edges:** Attractive, Arcane Background(Weird Science)

**Gear:**

- Lab coat
- Slide rule

**Employees (Extras)**

Oliver, Bob, Jeff, Larry, Ray and “Old” Charlie. Most of the rest have left to stay with their families during the flood. Rick, Moe , and Nick are “bird food”.

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

**Skills:** Repair d6, Fighting d6, Guts d6, Investigation d6, Shooting d6, Notice d6

**Charisma 0, Pace 6, Parry 5, Toughness 5**

**Gear:**

- Improvised Weapons (STR+1)

**Theodore Higgs (Wild Card NPC)**

Pilot of the seaplane. His weapon is in the possession of The Fox.

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

**Skills:** Pilot d8, Fighting d6, Guts d6, Notice d8, Swimming d6, Shooting d6. Repair d6

**Charisma 0, Pace 6, Parry 5, Toughness 5**

**Edges:** Ace: +2 to Piloting; may make soak rolls for vehicle at -2

**Gear:**

- Pistol (Damage: 2d6+1, Range: 12/24/48, RoF: 1, Shots: 6)
- NA-2 Seaplane:

**Emu-raptors**

These smart, bipedal birds are pack hunters, and use well-developed tactics.



**Attributes:** Agility d8, Smarts d8(A), Spirit d6, Strength d10, Vigor d8

**Skills:** Climbing d6, Fighting d8, Guts d6, Notice d8, Stealth d8, Swim d6

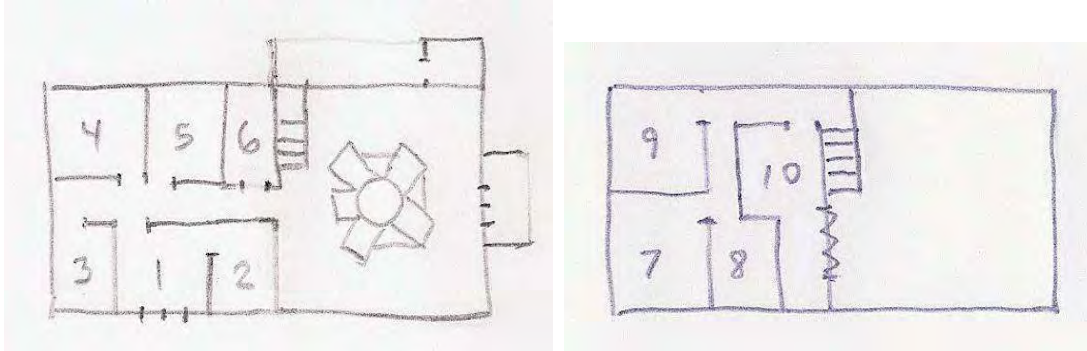
**Pace: 8; Parry: 6; Toughness: 9 (2)**

**Treasure:** Meager, in lair.

**Special Abilities:**

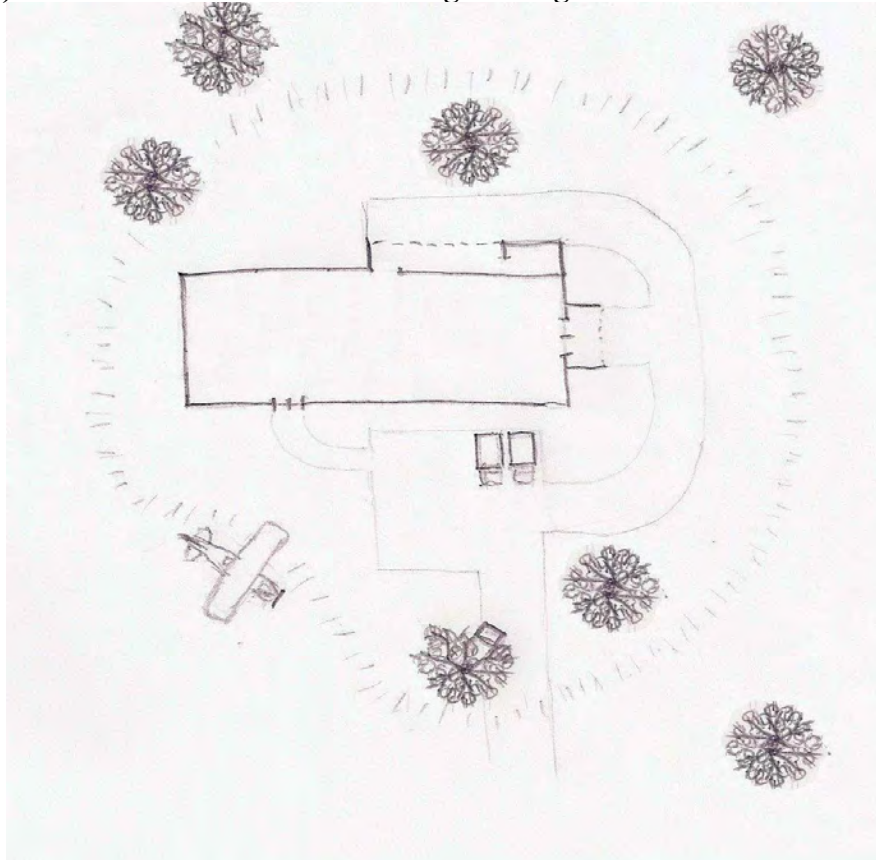
- **Armor:** +2 Emu-raptors have thick feathers that absorb damage well.
- **Bite or Claw Rake:** Str+3.
- **Size:** +1 Emu-raptors are about 7' tall.
- **Quick:** Draw again on an initiative card of 5 or less and keep the best.

### Map of the Area:



The Fog Machine is in the two story main area. There is an exit to the back dock under the stairs and the main hanger doors at the right end of the build. These hanger doors open onto the raised loading dock.

1) Front lobby with double doors pecked through. 2) Receptionist Office 3) Bathroom 4) Conference Room 5) Office 6) Lunchroom 7) Library 8) Storeroom 9) Lab 10) Office with window overlooking the Fog Machine.



And don't forget <http://www.peginc.com>, for more Savage Worlds.

*\* Special thanks to William (bill) Reger for his assistance in polishing this work.*

# Untold Stories

by Delbert "Greentongue" Jackson

## Epilogue:

Many people were held on the levees and railroads during the flood. There were also refuge camps. These are good locations for mass hypnosis or unapproved experiments.

People rising from the dead after exposure to venom from the Sea Toad [*Bufo Marinus*]. *Wade Davis wrote a book about the process of creating zombies, The Serpent and the Rainbow.* Voodoo could have a strong influence in this area.

The National Guard, or those claiming to be, held people against their will in refuge camps and along narrow levees. Someone must oppose the reported abuses.

With the rising flood waters, fortunes had to be moved to safer locations. These treasure troves were vulnerable to theft during these moves.

Laudanum (opium mixed with alcohol) was cheaper than beer or wine and readily within the means of the lowest-paid worker. Other elixirs may be had for the right price and some of these may not have been what was advertised!

Bootleggers came to the rescue when the flooding began using their powerful motorboats. Not all were upright citizens.

In the 1920s gangster era, bank robbers and bootleggers made clean getaways time after time, to the great consternation of police. This was before reliable mobile-radio communications existed so someone who had invented such a device would have held an advantage for good or evil.

Tales of tooth fillings picking up signals were told. These signals may have been used to coordinate, or control, those receiving them.

*Everyone has their own ideas about what can be really going on during these times (Sinister Asian Crime Lord trying to control "The West", mind control devices, a minor Gang lord trying to become big time with the use of a weird science device, thinking machines, hive of "superior" humans forced from underground lairs, etc.)*

*Hopefully this Story will inspire others in the setting.*

*This is a good place to review the actual events of the times.*

<http://www.greenepa.net/~barondin/library/index.html>