

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

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## 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 nearby. 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.

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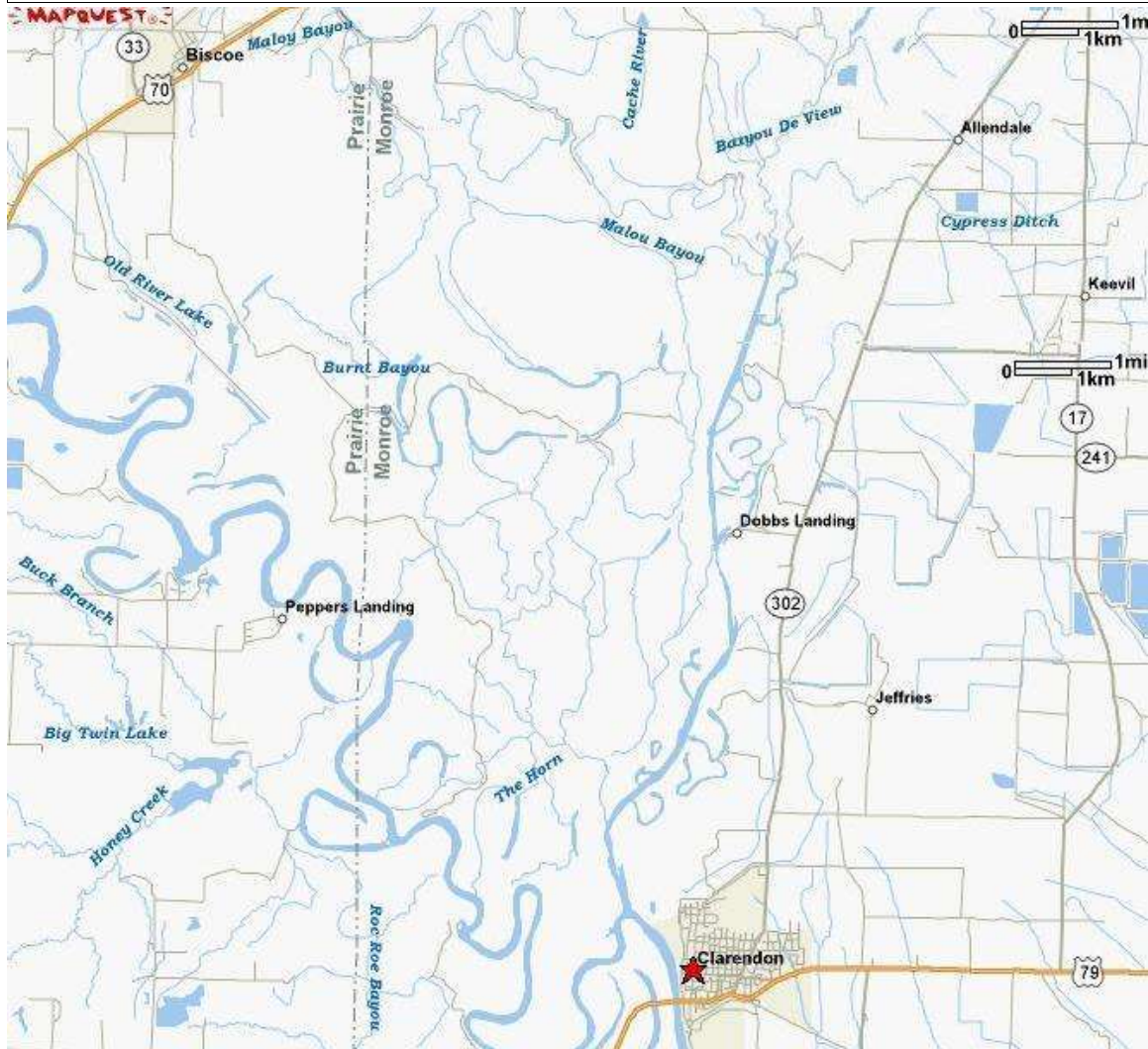
**Catching Air:** Rather than avoiding an obstacle, you can drive onto it in order to launch your boat into the air! This move requires a Boating roll at -4. On a success you avoid the obstacle and take no delay or damage, on a raise you made a shortcut that gains you a single time token. On a roll of 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.*