

Untold Stories – Fox in the Henhouse

by Delbert "Greentongue" Jackson

About the Adventure:

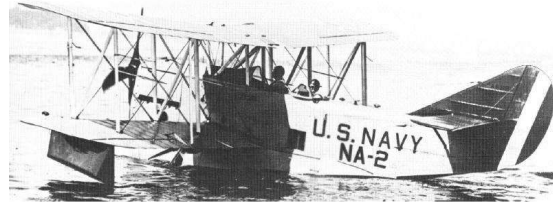
This Serial is designed for 4 Seasoned player characters. This Scene takes place northeast of Stuttgart, Arkansas around the year 1927. It is a pulp adventure and while based on some facts, doesn't try to replicate what really happened during this time.

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

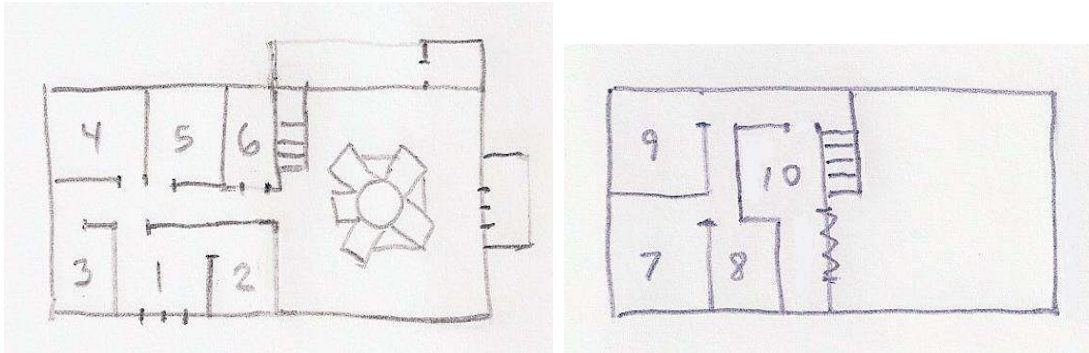
Pace: 8; Parry: 6; Toughness: 9 (2)

Treasure: Meager, in lair.

Special Abilities:

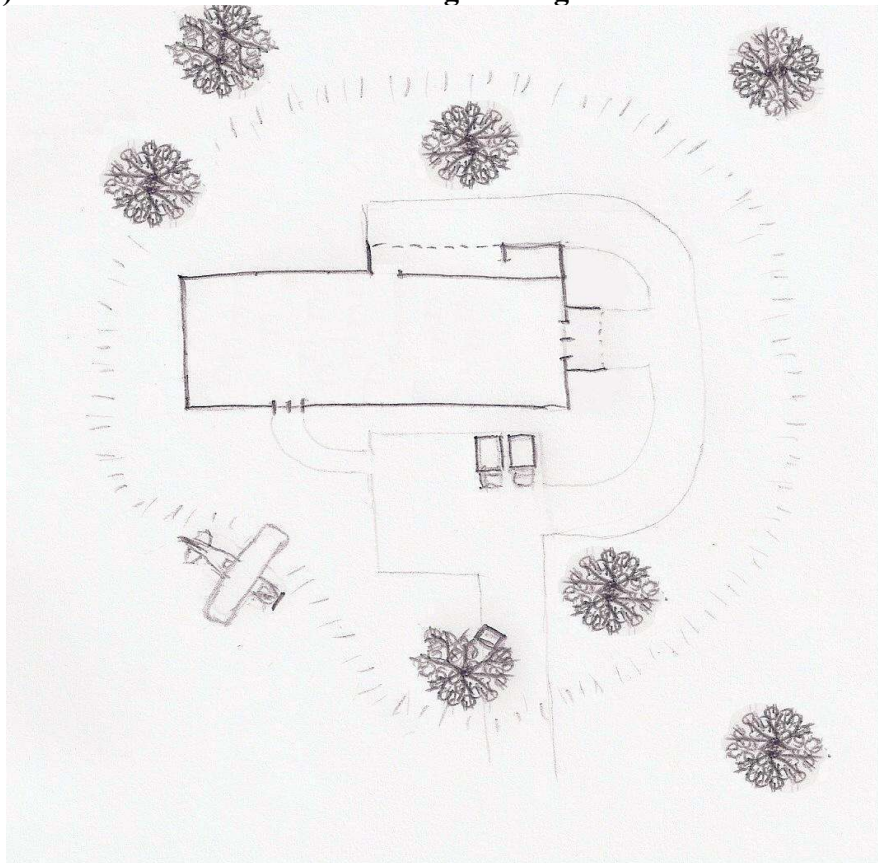
- **Armor:** +2 Emu-raptors have thick feathers that absorb damage well.
- **Bite or Claw Rake:** Str+3.
- **Size:** +1 Emu-raptors are about 7' tall.
- **Quick:** Draw again on an initiative card of 5 or less and keep the best.

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.



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