

Untold Stories – Raindancer

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:

Up the road from the research facility is a small airport named Parson's field. This airport has been outfitted to receive airships and was where the Raindancer was originally loaded with the Rain Machine. Though it can stay up for extended lengths of time it still needs to be resupplied with fuel and rations.

A small group of Vulture thugs maintain security and keep an eye on the local airport employees.

There are three buildings in a row down one side of the single runway. The zeppelin docking tower is located behind the first of two hangers. Joseph Buegerman's airplane is in the second hanger and the airport's terminal building is the last in the row.



Joe owns the airport and is in charge of the two locals. He resents the presence of the thugs but was convinced by them that they are part of a secret government project. Even though they have taken over his office, they are paying him good money and have done nothing but guard the facilities.

Opening Scene:

A dark cloud moving on the horizon signals that the Raindancer is returning for supplies. An enclosed delivery truck and a truck with barrels of fuel have just arrived at the airport gate anticipating its arrival.

The three locals in the trucks are hired help and are happy for the offer of work from the Vulture organization. They only know that they are delivering supplies to the airport. The thug directing them has been polite and works for Mr. Pellicano.

They might be persuaded to resist but are not armed and unlikely to oppose the thugs. They would need to be forced at gun point to assist with the cargo transfer if convinced the Rainmaker is behind the flooding. (This will require a raise on Persuasion.)

Louis Pellicano is in charge at the airport and has several experienced men under his command. They spend most of their time in the airport's terminal playing pool and listening for the telegraph signal. The Raindancer's schedule is on a document pinned to the bulletin board.

It shows an afternoon arrival is planned today. Occasionally one of the thugs will walk around and report if he sees anything suspicious. One will also go to open the gate for the trucks when they arrive.

Since the Vultures have taken over, the barnstormers that sometimes stop over here have been encouraged to move on.

With no customers, Joe and the airport employees hang out in the terminal under the watchful eye of the thugs.

Special Rules and other Details:

Tying off the Raindancer to the docking tower takes two people. The airport employees will handle this like they always do. Having them not show up will tip off the Raindancer's crew that something is wrong. Once the zeppelin is tied up, it can be lowered, it cannot undock without being damaged. The pilot of the zeppelin will be cautious of having this occur. If he Notices ANYTHING out of the ordinary he will circle the airport. The airport crew use the telegraph to communicate with the zeppelin. (Theodore Higgs also knows how to use the telegraph, if he was brought.) The zeppelin can go to another airport, but that might cause unwanted questions so is unlikely. The terminal building has an office, a storage room, a bathroom and a large reception area. The reception area has many windows, benches, chairs and a couple of small tables. To one side is a pool table and a well filled rack on pool cues. A bulletin board has notices and maps of the local area pinned on it. The storage room has office supplies, first aid equipment, fire extinguishers and flare guns. Once the thugs in the office hear the Raindancer's signal on the telegraph, they will send out the locals to meet the craft. They have no uniforms, so as long as someone answers on the telegraph, and nothing unusual is Noticed, it will not cause alarm. There is a six foot high fence around the airport and no cover besides the buildings.

There is a tank of hydrogen in the first hanger, for recharging the store on the Raindancer. Bold signs are posted all over, warning that hydrogen is very explosive and extreme caution to avoid sparks should be taken around it. The fuel truck has other smaller signs warning of a fire hazard from aviation fuel. (If tempted to use the flare gun to blowup the zeppelin, remember that Daphene's father, Doctor Hikmann, is aboard.) The covered delivery truck and the two men in it are locals hired by the Vultures. The thug in charge of the delivery is a passenger in the fuel truck.

On the Raindancer itself there are the pilot, Salvatore Aiuppa and a thug, Vittorio Casso. Doctor Vlass Hikmann with his assistant (Ralph Roswell) and the Reverend Toswell. Ralph Roswell handles the telegraph for the zeppelin.

Control Room:

The front of the gondola is windowed and this is where Salvatore pilots the Raindancer. It is also where Ralph mans the telegraph. Vittorio stays here or in the lounge.

Lounge:

Behind the control cabin and connected to the exit, this compartment is where food and drink is served. It also serves as the meeting room when needed. Reverend Toswell spends his time here studying his bible.

Cabin:

This compartment has two beds so that the crew can take turns resting if needed.

Storage:

Here is where spare parts, supplies and the axillary generator are.

Main Cargo Bay:

This is where the second rain machine is located. This large compartment is crowded with equipment, dials, gages, wiring, and other obviously technical devices. Doctor Hikmann will be found here monitoring the equipment. Ralph will usually be here.

Raindancer:

This is a small zeppelin with no firepower. It has been outfitted to carry the rain machine and has little room for much else besides the crew.

Chassis: Small; **Acc/Top Speed:** 10/120; **Climb:** 20;

Handling: +1; **Toughness :**8(0); **Engines:** 1; **Cost:** \$5,000; **Crew:** 2(+8)

Notes: Hydrogen is extremely explosive and it is segmented into individual gas bags.

Weapons:

- None

Reverend Jerald Toswell (Wild Card NPC)

He is extremely convincing. Anyone within the sound of his voice has a chance to be mesmerized (resist with opposed Spirit) and as long as he continues talking, anyone so mesmerized stops whatever they are doing to listen. This takes the form of a sermon. Treat being mesmerized and then persuaded as Puppet power.

Attributes: Agility d6, Smarts d8, Spirit d12+1, Strength d4, Vigor d6

Skills: Persuasion d10, Intimidation d8, Taunt d6, Guts d6, Streetwise d6, Notice d6

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

Hindrances: Delusional (Major)

Edges: AB:Puppet, First Strike

Gear: Electrocharged Cane (Damage: STR+1, Parry +1, +1d6 Electrical, Charges: 5)

Thugs: Salvatore Aiuppa and Vittorio Casso (Experienced Extras)

Salvatore has the skill Pilot d10 and Vigor d4. Vittorio has Pilot d4 and Vigor d10.

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

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

Charisma: 0, **Pace:** 6, **Parry:** 6, **Toughness:** 4/7

Gear:

- Both have pistols (Damage: 2d6, Range: 12/24/48, RoF: 1, Shots: 6)

Doctor Vlass Hikmann(Wild Card NPC)

Doctor Hikmann is a Weird Scientist of a high order. He is completely under the control of the Reverend and would otherwise be horrified to learn what his machine has been doing. He would however be very curious about the surprising side effect.

Attributes:Agility d6, Smarts d12, Spirit d6, Strength d4, Vigor d6

Skills: Knowledge(Science!) d12, Guts d4, Investigation d8, Repair d10

Charisma 0, **Pace** 6, **Parry** 2, **Toughness** 5

Hindrances: Pacifist (Minor)

Edges: Gadgeteer, Arcane Background(Weird Science)

Gear:

- Lab coat

Ralph Roswell (Experienced Extra)

He works with Doctor Hikmann and follows the Reverend's orders. He was the one that initially told the Reverend about the rain machine and is now the Doctor's "handler".

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

Skills: Repair d10, Fighting d6, Guts d6, Investigation d6, Shooting d6, Notice d6

Charisma 0, Pace 6, Parry 5, Toughness 5

Gear:

- Freeze Ray (Damage: *Special, Range: 5/10/20, RoF:1, Shots: 10) [*Pulp Toolkit]

Louis Pellicano (Wild Card NPC)

Vulture Lieutenant posing as an operative of the government on a top secret project.

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

Skills: Pilot d6, Fighting d8, Guts d6, Notice d6, Intimidation d6, Shooting d8

Charisma 0, Pace 6, Parry 5, Toughness 5

Edges:

Gear:

- Pistol (Damage: 2d6+1, Range: 12/24/48, RoF: 1, Shots: 6)
- Gold ring with vulture emblem.

Airport Thugs (Extras)

These men work for Pellicano. They are experienced and do what they are ordered.

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

Skills: Shooting d8, Fighting d8, Guts d6, Notice d6, Stealth d6, Intimidation d6

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

Gear:

- Pistol (Damage: 2d6+1, Range: 12/24/48, RoF: 1, Shots: 6)
- Switch-blade (Damage: STR+1)

Joesph Buegerman (Wild Card Extra)

He owns this airport and operates the telegraph. The employees follow his orders.

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

Skills: Knowledge(Radio) d6, Piloting d8, Fighting d6, Guts d6, Notice d8, Repair d8

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

Gear:

- Improvised Weapons (STR+1)

Airport Employees (Extras)

These men are employed at the airport and are currently hoodwinked by the thugs.

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

Skills: Repair d6, Fighting d6, Guts d6, Notice d8, Stealth d6, Pilot d6

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

Gear:

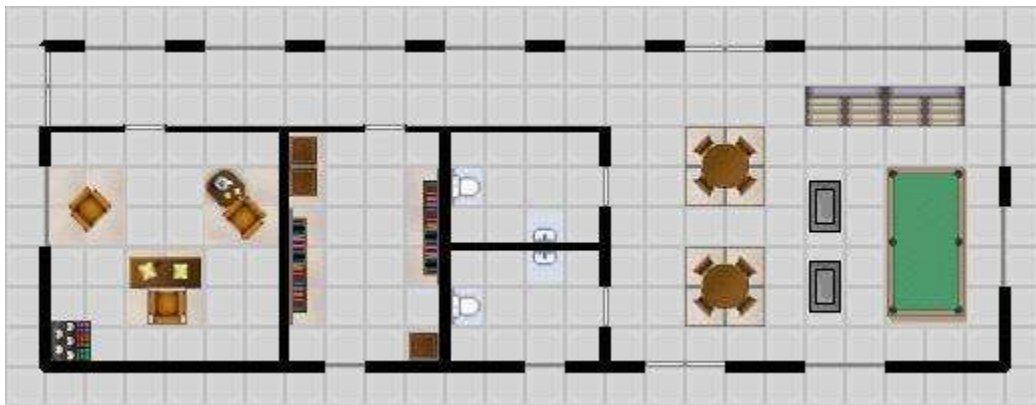
- Improvised Weapons (STR+1)

Maps of the Areas:



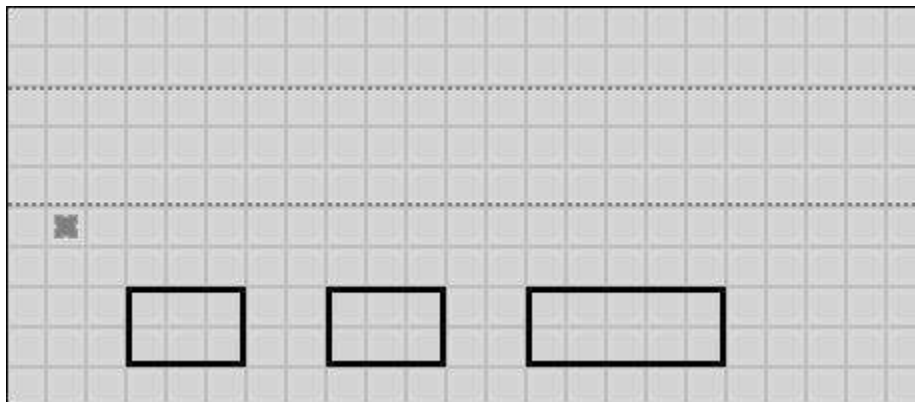
Raindancer Gondola:

Rain Machine in Main Cargo Bay, Cabin, Storage and Auxiliary Generator, Lounge and Lavatory, Control Room.



Terminal:

Joe's Office, Storage Room, Men and Womens Bathrooms, Waiting Area.



Airport:

Zeppelin Docking, Hanger 1, Hanger 2, Terminal.

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