

Untold Stories (of the Great Flood) – River Rustlers

by Delbert "Greentongue" Jackson

About the Adventure:

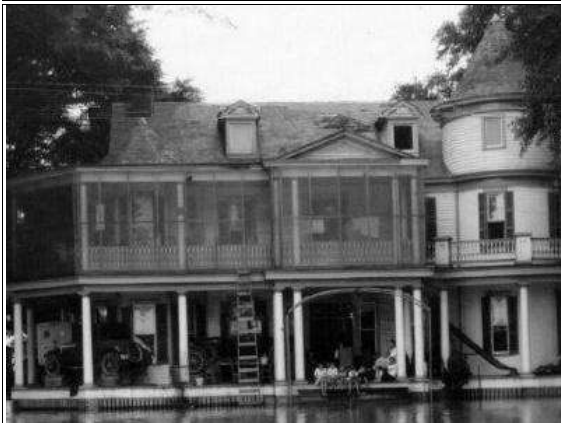
This Serial is designed for 4 novice player characters. This Scene takes place to the east of Clarendon, Arkansas around the year 1927. It is a pulp adventure and while based on some facts, doesn't try to replicate what really happened during this time.

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



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

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.

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, unhealthily 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:

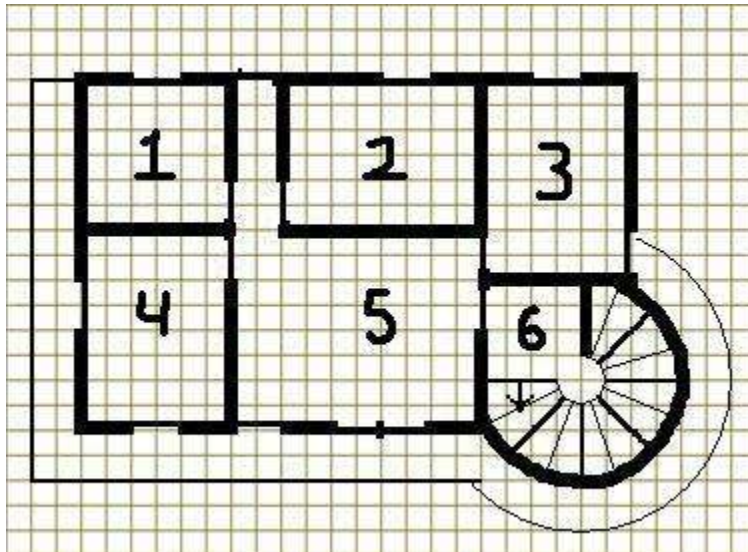
<http://www.pbs.org/wgbh/amex/flood/> PBS: The Fatal Flood

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.*

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.

