

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

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 incriptions 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.

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