

# Untold Stories – Vultures Circle

by Delbert "Greentongue" Jackson

## About the Adventure:

This Serial is designed for 4 player characters with some experience. This Scene takes place in 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:

Following the rumor that Jeff Johnson is involved in a robbery of the Southern Savings Bank of Clarendon. You arrive on the outskirts of the town. You each have your life savings (about \$120) in the bank and banks are not insured. You also know it is at the corner of Fourth and Madison.

Water is up near the eaves of most single story buildings. On the outskirts of town the street signs stick out of the water. But as you go towards downtown and the river, the water eventually covers them and you need to guide yourself by land marks that stick up high enough, like the city's water tower..

In the distance you see a drigible with a line anchoring it to a building. From it's position it looks like it is hovering over the bank building.

### Opening Scene:

From the direction of the bank, the sound of heavy equipment grinding against something solid can be heard.

If any of the few local people paddling between buildings are questioned, they only know that some tough looking men with guns are over at the bank building. They have enough trouble in their lives and really don't want to get involved.

The grinding stops suddenly. After a brief slience, the sound of an explosion fills the flooded streets, startling a flock of pidgens which take to wing and circle aimless before resettling on a distant building. After



There are a few people in boats nosing around the flooded buildings but they keep away from you and furtively scurry off in other directions at your approach.

the echoes dies away, the sound of grinding begins again. This continues for a while followed by silence and then another blast.

The water gradually gets deeper as the river is approached. By the time the bank building can be reached, the muddy water is close to eight feet deep. The current is sluggish on east-west streets like Madison but noticeably flowing on north-south streets like 4th.

From a distance it can be Noticed that a man with a tommygun is standing guard on the roof of the bank.

### **Special Rules and other Details:**

*Jeff Johnson is the 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 Scene.*

*Jeff's boat and a rowboat are tied up at the rear of the bank building. A rope dangles from a window overlooking the alleyway on the north side. The window has been busted out and only a few shards in the top corners remain. An goon with a rifle stands guard on the boat. The other windows around the building are unbroken except the one at the back corner on the east side. Right before an explosion, shouts can be heard from inside the building to the guards in the boat and on the roof.*

*The "Captain" and a member of the flight crew are in the gondola of the dirigible. The rest of the crew is in the bank under the command of Franz Himmerik. "The Hammer" is using a rock drill to cut a hole into the top of the bank vault. After each hole he drills, dynamite is inserted and blown. They are about to enlarge the hole in the top of the vault enough for a person to fit through.*

*If uninterrupted, the rock drill and the bank contents will be winched up to the gondola. If things go against them, the dirigible will sound its horn and all the men except The Hammer and one helper will go to the roof via a rope ladder in the hallway. they will evaluate the situation and either fight or run. If needed, Jeff will make his escape by swimming and hijacking a local boat. He will then head across the river, chasing him leads to the next Scene "A Croak in the Night".*

#### **Rock Drill:**

A backpack powered rock driller for mining through solid stone. A 10 point power cell is contained in the backpack. (5 Smite Power activations for 3 rounds per activation.)  
Damage: Str +4, additional +3 with the Smite Power activated, weight 30, Min. Str d8  
Has to be maintained to keep it's charge (inventor has the "recharger").

#### **Dynamite:**

(Damage: 2d6 per stick, Range: 4/8/16 if thrown)  
1 Stick = 2d6, Medium burst template  
(+1 damage and burst range +1, per additional stick.)  
Cost: \$.50

#### **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:**

- Tommy gun (Damage: 2d6+1, Range: 12/24/48, RoF: 3, Shots 50, AP 1)
- Rifle (Damage: 2d8 Range: 24/48/96, RoF: 1, Shots: 8)
- Pistols (Damage: 2d6+1, Range: 12/24/48, RoF: 1, Shots: 6)
- all have knives (STR+1)

**"Captain" Steve Sanderson** (Wild Card NPC)

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

**Skills:** Persuasion d8, Intimidation d8, Piloting d8, Shooting d6, Knowledge (Navigation) d6, Notice d6, Fighting d6

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

**Hindrances:** Greedy (major)

**Gear:**

- Pistol (Damage: 2d6+1, Range: 12/24/48, RoF: 1, Shots: 6)
- A wad of bills worth \$73
- Wearing a thick gold ring with the emblem of a Vulture on it.

**Franz "The Hammer" Himmerik** (Wild Card NPC)

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

**Skills:** Fighting d8, Guts d6, Intimidation d6, Streetwise d4, Notice d6, Taunt d8, Swimming d4.

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

**Hindrances:** Overconfident (Major)

**Edges:** Trademark Weapon: 10# Sledgehammer

**Gear:**

- Pistol (more for show)
- 10# Sledgehammer ( STR+1, Trademark weapon )
- Wearing a thick gold ring with the emblem of a Vulture on it.

**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.

**Maps:**

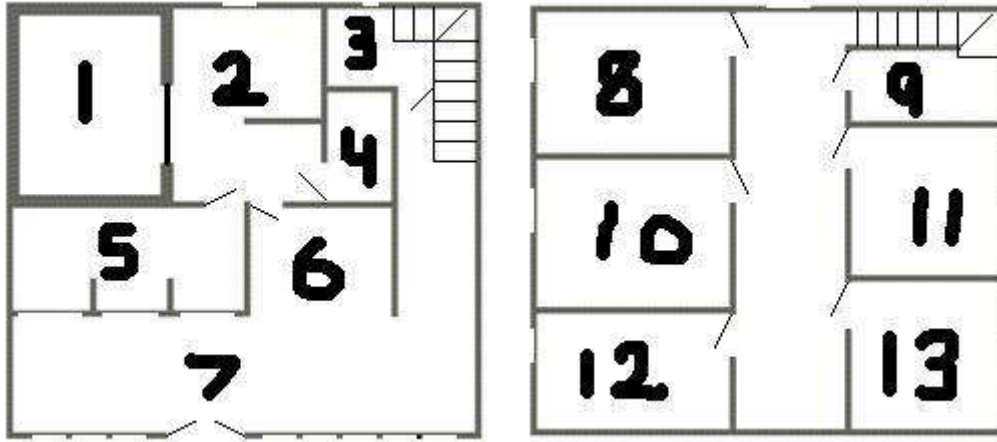


For related information I suggest checking out the following links:  
<http://www.pbs.org/wgbh/amex/flood/> PBS: The Fatal Flood

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.*

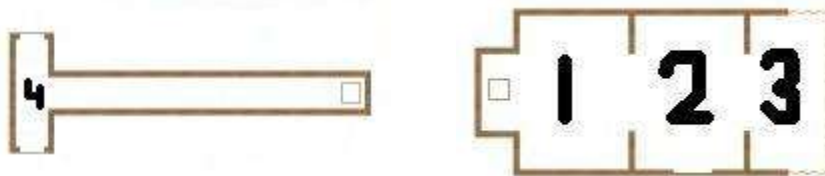
**Map of Southern Savings Bank of Clarendon:**



- 1. Bank Vault, 2. Record keeping, 3. Public bathroom, 4. Private Room, 5. Teller Stations, 6. Floor Manager, 7. Lobby**  
*(\* All of downstairs is flooded except for the vault. )*

- 8. Office (The Hammer and 2 crewmen with Jeff), 9. Staff Bathroom, 10. Conference Room, 11. Office , 12. Record Storage, 13. Office (2 goons)**

**Gondola of Drigible:**



- 1. Cargo Area (1 crewman), 2. Crew Space, 3. Cockpit (Captain Sanderson), 4. Walkway**

*(\* The overhead of the cargo area has a ladder and hatch to access the walkway back to the engines. The walkway is a tunnel between the gas bags. )*