

River Bend

River Bend is an isolated town in the Ozark highlands of Arkansas, founded in 1845 on the promise of mining lead, zinc, and iron. The town made a modest profit until Chuck Goodnight hit diamonds five years later. The mining town boomed for eleven years until the War of Aggression started.

It's 1871 now. The War is six years behind us. Most of the miners died in the War, and Chuck himself died in an explosion while trying to run the mine undermanned. The Goodnight Mine is abandoned, and River Bend is dying too. Its remaining population ekes out a living through trapping and lumber, floating furs and logs downstream.

Two days ago a band of rowdy men rode into River Bend. They were excitable, but their leader King kept them in line and as they carried no pistols they seemed relatively harmless. Asked a lot about the Goodnight Mine and rode on out.

Population: 75.

Current Issue: *River Bend is dying*

Impending Issue: *Outlaws taking over*

Places and Faces

Sheriff's Office & Jail

Half brick, half timber, the sheriff's office reflects the age of the town as well as the necessities of law enforcement at the edges of civilization. It resides at a bend in the main street. There are two cells with iron bars built into the newer, brick section of the building, the office proper resides towards the front, with large, multi-paned windows overlooking the both ends of the road. There are desks for both the Sheriff and the Deputy as well as a small armory and safe.

Face: Deputy Floss

Floss is 20, good looking, a bit of a dandy. A local, who's never left home, he lacks the grit of Rick, but gets by on knowing everyone in town and his charm. He became deputy because it seems like an easy enough job in a place like Riverbend, allowing him to avoid any real labor and, well, the ladies love the uniform.

Place: The Goodnight Mine

An abandoned and bat-filled diamond mine which cost the late Chuck Goodnight more than it ever gave him back. Nobody goes in there anymore, especially at night. Everyone agrees it's dangerous, but whether it's just unsafe or if it's haunted by the ghosts of dead miners depends on who you ask.

Face: Old Scruffy

A veteran of the War who lives in a hand-built cabin near the mine and doesn't socialise well. Scruffy considers it his mission to keep folk away from the mine, as it's too dangerous.

Place: Wong's General Store

A big shop with a storeroom in the back and living quarters above, it's the kind of place where you point at what you want and the shopkeeper hooks it down from the tall shelves behind the counter. Yes, there is a cigar store Indian statue out front.

Face: Walter Wong

Walter is a practical, slightly greedy, businessman with one blind spot: he's absolutely dedicated to the idea River Bend will become great again.

Place: Brown Bat Bar and Barber

This fancy two-story house-turned-establishment is the social centre of River Bend.

Face: Stella Goodnight

A beautiful women well into her middle years, Stella was Chuck's wife before he died in the War and the Goodnight name is still a force in River Bend. Forged through grief into a steely matron, she runs a bar out of her late husband's house and cuts hair on the side to make ends meet.

Place: Ole Swimmin' Hole and Lumber Dock

A lazy spot of the river where folks can cool off on a hot summer day, this is also where logs are floated downstream.

Face: Big Beard Jimmy

Jimmy's a hulking lumberjack who spends his free time fishing in the swimmin' hole. He seems to be a little simple, but does his job well and considers everyone a good friend. It's hard not to like him.

Place: Scalp Rock

A natural clearing in the Ozarks forest. Legend says shamans used to sacrifice men on the boulder in the middle of the glade, and it's generally avoided as spooky.

Face: Little Foot

Little Foot is a ghost bound to Scalp Rock--or maybe he's many ghosts merged into one. Either way, he knows a great deal about the place and its history, if you can convince him to talk to you. (Mechanically, he's a spirit of intellect.)

Place: River Bend Synagogue

[description of location]

Face: [name]

[description of character the party is likely to interact with dramatically who is associated with this place]

Place: [name of place where the party is likely to encounter drama]

[description of location]

Face: [name]

[description of character the party is likely to interact with dramatically who is associated with this place]
