



Laughing HORRORS

A Fantasy Quick Adventure
by Dave Martin



THE STORY

The undead have been drifting into town for weeks. At first they shuffled towards the central square in groups of two or three. But as time passed they began to gather and move in larger groups of a dozen or more. The town watch has had only minor problems with the undead, and only a handful of townsfolk have been killed or bitten and become undead themselves.

Unlike most undead, these walking corpses appear to chuckle or laugh at those they fight or scare away. The townspeople have become scared at the thought of what force is sending them this seemingly endless tide of laughing zombies, and as the party enters the town they are hired to investigate and rid them of this menace.

FINDING YOUR WAY

A successful Tracking roll outside of the town will tell the party from which direction the undead are coming, and a raise will let the characters know that the undead are shambling about in different directions in an apparent attempt to prevent anyone from discovering their point of origin.

Any failure on a Tracking roll will result in the party walking into a trap zone of a dozen or more undead, who block their escape routes and must be dealt with.

Following the direction (selected by the GM) from which the undead are appearing, the party travels through several miles of farmland with wheat, corn, and alfalfa. The party makes a new Tracking roll after every mile traveled or after a large encounter. The party encounters several small groups of undead along the way which they can avoid if they choose. At least one larger group of a dozen or more undead eventually blocks their path.

As the party travels, they will also witness at least one family of farmers (perhaps more, at the GM's discretion) under attack by a large group of zombies. Should they wish to help the family, they will fight another large encounter. Afterwards, the group will have to find a way to ensure the safety of the family.

THE SOURCE

The party eventually finds its way to a large graveyard where they notice several opened crypts and unearthed graves. As they investigate the graveyard, encountering scattered undead along the way, they come upon an undead bear wandering through the rows of headstones and grave markers.

On a Notice roll with a raise, any character notices that the undead bear is not actually undead.

A Detect Arcana casting will roll against the Jinni's Conceal Arcana opposed roll. A success shows the character that the bear form is a ruse. A raise lets the character know that the bear is a Jinni.

Should the party expose the Jinni for what he is before fighting him as a bear, he will transform into his natural form and fight them. If they fail to recognize his true nature before the fight, the bear will attack them moments after spotting them (which gives them the option to Stealth around and surprise it, if they take it).

Once defeated as a bear, the Jinni will assume his natural form and fight the party again. When he is close to being defeated, the Jinni will beg for mercy and offer to serve the party for a year and a day should they spare his life.

If they ask him why he rousing the dead and sending them to the town, he will (after proper motivation or manipulation) explain that he used to be bound in service to the whole town and sought to drive them mad with an endless tide of undead. This information is made all the more untimely if the party has already agreed to let the Jinni serve them as well.

WRAP UP

If the party kills the Jinni, the town will welcome them back and pay them a full reward. If they return to town with the Jinni, the city watch will stop them at the outskirts of town and turn them away, refusing to allow the party to bring the cause of their troubles any closer. Should the party choose to let the Jinni serve them, the town will not pay the party for their efforts. In this case, the Jinni serving the party counts as their reward, of sorts.

MONSTERS



SOUBLAN, JINNI OF MIRTH

Soublan is young by Jinni standards and was easily tricked into service by the townspeople several years ago.

BEAR FORM

See *Savage Worlds Explorer's Edition* page 145 for "Bear, Large."

JINNI FORM

(From *Fantasy Companion* Page 129, edited down for space)

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d12, Vigor d10

Skills: Fighting d8, Guts d8, Intimidation d10, Notice d8, Spellcasting d10, Taunt d10

Pace: 6; **Parry:** 6; **Toughness:** 7

Gear: Scimitar (Str+d8)

Special Abilities:

- **Invisibility:** Jinn can become completely *invisible* with a successful Smarts roll and can remain that way indefinitely.

- **Magic:** In addition to their other abilities, jinn have 20 Power Points and know the following powers: *blast* (fire trapping), *bolt* (fire trapping), *fear*, and *shape change*.

- **Servitude:** A jinni Incapacitated by violent means will seek to make a bargain with its opponent. The jinni offers service for a year and a day in return for sparing its life. During the period of servitude, the jinni is gracious and obedient (though not suicidal), but once the period elapses it strives to destroy the one who forced its enslavement.

UNDEAD

See *Savage Worlds Explorer's Edition* page 157 for "Zombie."

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