



# REDNECKROMANCER

A Savage Worlds One Sheet™ By Craig Largent  
For use with East Texas University



An unscrupulous trailer park manager takes advantage of his residents—both living and dead!

*This adventure is designed for Sophomore characters with some supernatural experience.*

Brittany Poe visits her grandmother “Memaw” as often as she can but not as often as she feels she should. Six months ago, Memaw moved into the Quiet Rest Villas, a retiree-only trailer park just outside the Pinebox city limits. When Brittany visited last week, she was horrified to find her grandmother sprawled on the living room floor with the park manager kneeling near her head. After gaping at each other for several moments, he told Brittany to call 911 and wait by the gate to flag down the ambulance.

When Brittany returned with the ambulance, Memaw was out pulling weeds in her garden. The manager, Jimmy Buck, explained she fell while he was working on a clogged toilet and he had been helping her. Although at first she was relieved, things have been different ever since. Memaw now acts like she isn’t all there. She hardly talks anymore, and when she does, seems ignorant of key people and family events. Brittany tried to convince Memaw to go to the hospital, but Memaw said no and told her never to visit again. Something is definitely wrong.

Truth is, Memaw and most of the other Quiet Rest residents, are zombies. Jimmy keeps his residents animated to collect their monthly Social Security checks. He induces terminal heart attacks in living residents using the *fear* power from his **Talisman**, then follows up with its *zombie* power. Brittany had the misfortune of entering the trailer during the midpoint of the gruesome process.

The adventure begins when one of the party’s regular waitresses at the Pizza Barn, Brittany, stops by their table and asks if they’ll help with a problem. “Y’all talk louder than you think. I won’t say anything, but I know y’all’re into figuring out weird stuff. Just ‘cause I’m country doesn’t mean I’m dumb.” Brittany relates her story about

Memaw and invites the students out to the trailer park to investigate. They can either follow her at the end of her shift or leave immediately and use the hidden key under a flower pot at Memaw’s trailer.

## QUIET REST VILLAS

Quiet Rest Villas consists of used FEMA trailers Jimmy got cheaply at government auction. Like many lots in the retirement community, Memaw’s lawn and garden are immaculately maintained. The zombies spend part of their day mindlessly gardening and keeping the trailer park clean and neat. After dark the zombies shuffle into their homes and sit in front of the television until morning. Jimmy figures it’s more natural-looking that way.

On their arrival, students succeeding at a Notice roll note several speakers located throughout the trailer park on wooden posts. With a raise they notice the area is unusually quiet. The constant background hum of air conditioners is largely missing from the park (only the few living retirees use air conditioning). Brittany’s key turns out to be unnecessary as the door is unlocked. Memaw sits perfectly still on her flower-print couch, ostensibly watching an infomercial though she wears a pair of bulky black wrap-around sunglasses to hide her milky eyes. She completely ignores the heroes and seems unaware of her surroundings.

In addition to the various family portraits, the main wall of the living room boasts a large metal plaque with the Quiet Rest Villas logo. Any character approaching the plaque notes a disturbing, clammy feeling.

## TRAILER PARK OF EVIL

Jimmy is away when the students arrive, giving them a perfect opportunity to poke around. His trailer is also unlocked. Although the park is well manicured, Jimmy’s





bachelor pad is littered with beer bottles and random auto parts. A successful Notice roll uncovers a pile of open, empty envelopes from the Social Security Administration.

Jimmy returns if the students investigate his home. Once he sees someone on his property, he produces a walkie-talkie and says "Intruder alert! Come git 'em!" The command echoes from the speakers throughout the park. Doors slam open and zombies spill out into the street. Three geriatric zombies per student shamle toward Jimmy's home in search of enemies. Jimmy picks up a nearby tire iron and attacks too.

Jimmy has no death wish, but he's terrified what will become of him if his scheme is revealed. He flees as soon as it's clear he can't win, leaving his zombies to occupy the heroes. Without Jimmy to renew the zombification ritual, the zombies "die" all over again 24 hours later, leaving scant evidence anything was amiss.

Due to their poor health, the few living residents of the park are largely confined to their air-conditioned trailers. However, an extended battle (especially one involving gunfire) could rouse them, resulting in a 911 call. The park is under the jurisdiction of the Sheriff's Department, which doesn't arrive until after the fighting ends. The characters might initially be arrested for assaulting the residents, but the EMTs say the tenants have obviously been dead for weeks if not months, albeit remarkably preserved.

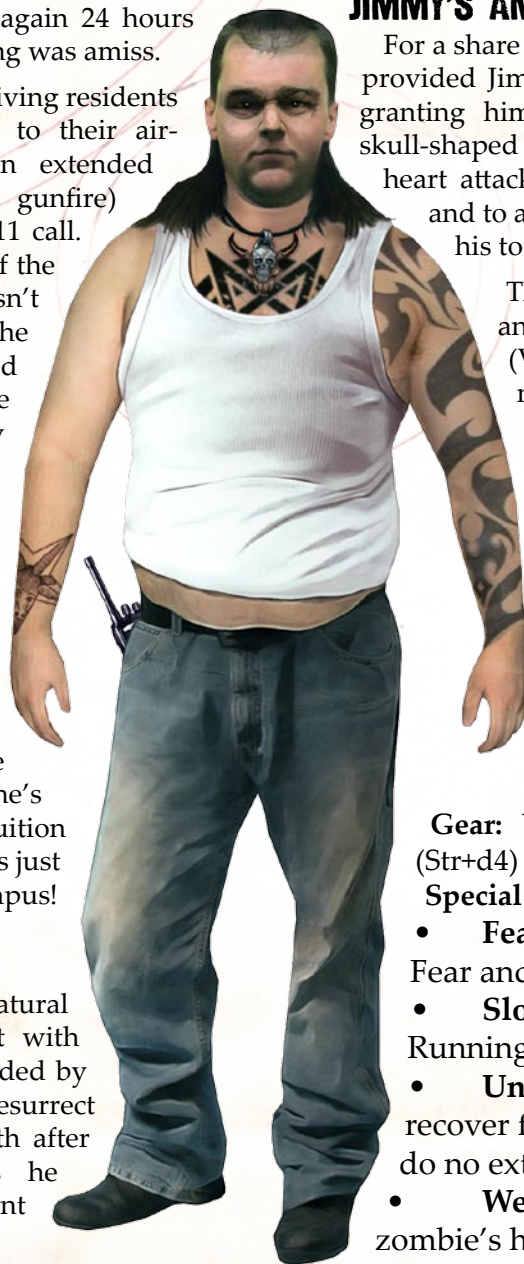
## THE GRIEVING GRANDDAUGHTER

Brittany is sad Memaw is truly dead but happy she's finally at rest. She discovers she was Memaw's sole beneficiary for her life insurance and in her will. She tells the heroes she's thinking of using the money as tuition and applying to ETU. The characters just gained a new friend and ally on campus!



### JIMMY BUCK

Jimmy has no supernatural abilities of his own, but with the aid of the amulet provided by a stranger he has the ability to resurrect his tenants as zombies. Each month after cashing the government checks he obediently sends a cut to his "silent partner," whom he rightfully fears.



The park manager is in his early forties and embraces the country stereotype to the hilt. Jimmy's method for dealing with the Texas heat is to squeeze his beer gut into an undersized undershirt. He has the same mullet hair style popular when he was in high school, although the top is starting to thin. He carries an old walkie-talkie clipped to his belt which he uses to broadcast commands to the zombies over the park's intercom system.

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

**Skills:** Fighting d6, Notice d4, Persuasion d6

**Cha:** -1, **Pace:** 5; **Parry:** 5; **Toughness:** 6

**Hindrances:** Minor Habit (Beer), Obese

**Gear:** Tire iron (Str+d6)

## JIMMY'S AMULET

For a share of the social security fraud, a stranger provided Jimmy with an amulet and the plaques granting him limited necromantic powers. The skull-shaped medallion allows Jimmy to cause heart attack inducing fear through the plaques and to also raise the victims as zombies under his total control.

The amulet is darkest black magic and any student touching it feels nauseous (Vigor roll at -4 or be Shaken). The medallion has a Toughness of 10 and a blunt or cutting attack can destroy it, ending its evil forever.

## GERIATRIC ZOMBIE

These elderly dead are atypical to say the least.

**Attributes:** Agility d4, Smarts d4, Spirit d6, Strength d6, Vigor d6

**Skills:** Fighting d6, Intimidation d6, Notice d4

**Pace:** 4; **Parry:** 5; **Toughness:** 7

**Gear:** Walkers, canes, and garden tools (Str+d4)

### Special Abilities

- **Fearless:** Zombies are immune to Fear and Intimidation.
- **Slow:** The zombies roll a d4 Running die instead of a d6.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage (except to the head).
- **Weakness (Head):** Shots to a zombie's head are +2 damage.