



THE MUTATOR

A Savage Worlds One Sheet™ By Dave Blewer
for use with the Horror Toolkits

Four patients awaken to a living nightmare in an abandoned hospital wing.

Use the Horror characters found on our Savage Website www.peginc.com or make your own.

A WAKING NIGHTMARE

The victims awake in a darkened hospital ward, the windows have been boarded up and the air is dusty—there is a smell of filth and rot in the air. The victims are tied to their beds, apart from the “blind” victim. Whoever tied him down, obviously doesn’t expect him to be able to find his way out of the ward.

They all awake at the same time, shocked into consciousness by an agonized scream from somewhere which cuts off suddenly.

HORROR HOSPITAL

St Mary’s Merciful Hospital has a dark secret—it serves as a front for a cult of the Dark God, Todoto, The Mutator. Patients, who come into the hospital with no next of kin, are transferred to an abandoned wing of the hospital where they are mutated into warped chaotic creatures, which are then smuggled out under the guise of hospital waste. These “Minions of Todoto” guard Dark Warper temples throughout the world.



The transformation ritual is performed by Dr. David Jordan, a zealous servant of Todoto who has been gifted with the ability to create these twisted mutants quickly.

NIGHT NURSE

Seconds after the heroes free themselves from their bonds, an axe wielding cultist, in a blood-soaked nurses uniform, enters the ward. She has come back to check on the victims and make sure they are “comfortable”. The cultist—and all other encountered creatures—gains a +2 on her Fighting rolls when faced with unarmed defenders, who are only be able to inflict Str damage.

There are several improvised weapons in the ward; bed rails, pieces of wood, and loose pipes from the walls all inflict Str+1 damage. IV stands inflict Str+1, and increase a user’s Parry by +1. If an attacker rolls a 1 on the Fighting die, the weapon breaks.

Once the cultist is dealt with, the victims can investigate the ward. They probably think of pulling down the barricades on the windows and escaping. Unfortunately, the walls of the wing have been sprinkled with Todoto’s blood. The walls and windows themselves are impervious to damage. Attacking the walls or windows causes them to bleed. The damage is repaired almost instantly. A second attack causes the building to lash out, it attacks with a Fighting die of d8 and inflicts d8+2 damage if it hits.

Witnessing these strange sights forces a Guts roll (-1). Those who fail must roll on the Fright Table (or else flee from the ward). These poor unfortunates may become hopelessly lost and alone.

THE CHAOS LABYRINTH

The blood of the Dark God has warped the hospital’s very dimensions. The victims may think they are searching for the exit, but they’d be wrong, the only way out of their nightmare is the operating theater where they en-

counter Dr. Jordan.

Draw a card from the deck for every ten minutes the victims wander the halls. It is possible the victims may get split up, in which case, draw separate cards for each group. Look at the table below to see what the victims encounter. A successful Tracking roll can influence the cards drawn on the table, simply move up or down the table by a number of rows equal to the number of successful Tracking rolls. If the card drawn is a deuce, the table cannot be influenced.

- 2 The victims find themselves back at the ward they started in.
- 3-6 1d3 Minions of Todoto.
- 7-10 Victims are split up somehow, maybe a wall forms to split them or something happens to force a Guts roll.
- Jack 1d4 cultists armed with scalpels.
- Queen-King All lost victims are found.
- Ace Victims are split up somehow, maybe a wall forms to split them or something happens to force a Guts roll.
- Joker Operating Theater found. see Below.

DOCTOR MUTANT

Once the victims have made it through the terrifying maze created by Todoto’s blood, they find themselves in Dr Jordan’s operating theater. They arrive just in time to see his latest victim complete his transformation. The “good” doctor is assisted at his work by three cultists armed with scalpels, the poor wretch on the operating table fights to defend the doctor. Any Minions created from victims who wandered here alone are also present. Any Panicked results on the Fright Table do not send victims fleeing back into the maze. If you don’t have access to the Fright Table treat any victims who fail their Guts rolls as Shaken.

AFTERMATH

With the death of Dr. Jordan the power of the Dark God over the hospital wing is broken. Surviving Minions of Todoto melt as the power that created them goes haywire. Jordan explodes in a shower of blood.

Surviving victims are able to find the exit into the rest of the hospital, but chances

are nobody will ever believe them.

HAVE A HAUNTING HALLOWEEN!

CULTISTS

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

Skills: Fighting d6, Guts d6, Notice d6, Stealth d6

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

Hindrances: Loyal (to Dr Jordan)

Gear: Scalpels (Str+1), Fire axe (Str+2)

Special Abilities:

- **Fanatical:** If a cultist is adjacent to a cult leader, he takes the blow for his master. Any attack against the leader is instead made against the cultist.

MINIONS OF TODOTO

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Guts d10, Intimidation d8, Notice d6, Stealth d6

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

Special Abilities

- **Fear:** Anyone seeing a Minion must make a Guts roll.
- **Natural Weapons:** Minions have a variety of attacks including bite, claws, tentacle slaps, and tails. All inflict Str+1 damage.



DR. JORDAN, AVATAR OF TODOTO

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d8, Guts d10, Notice d8

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

Hindrances: Arrogant

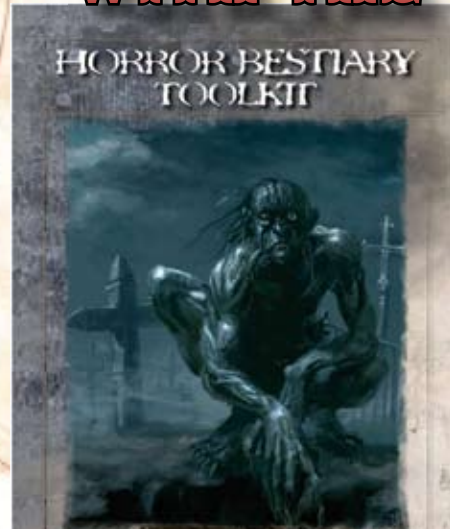
Edges: Combat Reflexes

Special Abilities

- **Fear:** Those who see Jordan without his gloves must make a Guts (-1) roll.
- **Hypodermic Fingers:** Dr Jordan's fingers have been transformed into barbed hypodermic syringes, above the first knuckle, filled with broiling blood. He can rake his victims for Str+2 damage, but if he gets a raise on his Fighting roll he injects Todoto's blood into his victim.
- **Mutating Blood:** Those injected with Todoto's blood must succeed on a Vigor (-2) roll or be transformed into a Minion of Todoto. This process takes a full round during which the victim can take no action. The process is irreversible.

.

WITH THE



HORROR TOOLKITS
OUT NOW!

Want to get started right away? Well you can, pardner. All you have to do is get online and download some of the sample characters we've provided for you at:

www.peginc.com

Want to check out the game before you drop your dinero on the book? No problem, just check out the Test Drive rules. With a One Sheet, the Test Drive rules, and a fist full of characters, you can get a flavor of savage worlds in all its terrifying glory. We think you'll get a taste for it!

And keep checking back for more One Sheets for our savage worlds settings.