



HOUSE CALL

A Savage Worlds One Sheet™ By Dave Blewer
for use with Deadlands™ or as a Western diversion



The posse arrives in a town that has recently lost its sheriff. What follows is a night of fear and horror. Use the Deadlands characters found on our Savage Website www.pgcinc.com or make your own.

DOCTOR, DOCTOR

Just before nightfall, the posse rides into the town of Purity. The heroes' arrival creates great excitement and they are soon surrounded by a crowd of townsfolk. The fear is palpable, and eventually a portly Italian shopkeeper, quiets his neighbors, and explains the situation.

Purity's doctor, Dr. Cecil Sawyer, is an elderly, private fellow who lives on the outskirts of town in a large rambling house. He is a distant man who, though good at his trade, never mixes with anyone in town. The packages delivered to his home from Hellstromme Industries and Smith and Robards, and the strange lights seen in his house at all times of the night, led to rumors that he was one of those ill-fated "mad" scientists. However, he never does anyone in town any harm, so is left to his own devices.

Last night, the whole town was awakened by a hellish rage-filled scream coming from the doctor's home. An anxious crowd gathered before his house while Sheriff McLean and his deputies Dunk Burrell and Eli Alton investigated.

Minutes after they entered, the frightened townsfolk heard shots and shouting. The front door flew open and Eli fell across the threshold. Before he could get to his feet *something* dragged him screaming back into the darkness.

The good townsfolk of Purity have been completely paralyzed with fear all day and beg the posse to investigate. They can come up with a total of \$86, if the posse are mercenary enough to demand payment!

WHAT'S GOING ON?

Dr. Sawyer was fascinated with death and what effect it had on the human body. His reasons were benign—he sought to prolong life—but his methods were insane.

Sawyer had managed to return a *semblance* of life to dead flesh, but not the sort which could be viewed by womenfolk without provoking fainting fits. Sawyer had constructed 5 "assistants" (4 animated hands and Maxwell—a patchwork quilt of cadaver parts), and was confident that with their help he would soon crack the secret of genuinely returning the dead to life.

Last night, sadly, time caught up with the deluded doctor and he died of a heart attack. Poor Maxwell's anguished screams awoke the town.

Without Sawyer to control them, his creations ran amok. When the sheriff and his deputies entered the house, the undead abominations did what they were designed for. They quickly overpowered the lawmen and tried, vainly, to use their body parts to revive Sawyer.

THE OLD HOUSE ON THE HILL

The posse enters the house just as the sun sets, throwing the house into shadow, (Dim lighting: -1 to combat and Notice rolls, +1 to Stealth rolls).

The first floor is patrolled by the animated hands, which use hit and run tactics on the posse, attacking with bits of furniture and cutlery. Maxwell waits in the cellar.

Sawyer's possessions have been smashed to tinder wood by Maxwell in his berserk rage. The important clues are:

1. Entrance Hall: The entrance hall is splashed with blood. A successful Tracking roll (-2 including the darkness penalty), reveals that somebody was dragged across the floor—their fingernails scored the floorboards—toward the doctor's bedroom.

2. Bedroom: This bedroom is the only room in the house that hasn't been destroyed. Finding the secret door requires a successful Notice roll (-2 including the darkness penalty).

THE BASEMENT

A grisly sight awaits the heroes in the basement. Dr. Sawyer's corpse is spread-eagled on the floor, his chest has been cut open and his heart has been removed. Around him are the mutilated bodies of the Sheriff and his deputies. Bloodstained surgical equipment is scattered everywhere.

Above the carnage stands Maxwell, a patchwork man, sewn together from different corpses and animated by a hellish mixture of science and magic. Maxwell attacks the heroes without warning, attempting to batter them to death and use their organs to revive his "father."

AFTERMATH

The townsfolk are shaken by the evil that dwelt in their midst. After a quick debate they ask the posse to stay on as the town's peacekeepers. Whatever the heroes decide, they'll always be welcome in Purity.





MAXWELL

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d10, Vigor d8

Skills: Climbing d6, Fighting d8, Knowledge (Anatomy) d4, Notice d6, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 8

Special Abilities:

- **Fists:** d10+d6.
- **Fear (-1):** Maxwell is a grotesque creature and forces any who see him to make a Guts roll (-1).
- **Fearless:** Maxwell is immune to Fear and Intimidation.
- **Hardy:** A second Shaken result does not cause a wound on Maxwell.
- **Immunity:** The only way to kill this abomination is to destroy the head, though it can still be Shaken.
- **Patchwork Parts:** Maxwell is built of a number of dead humans, and each part can operate independently of the others. When he would normally be Incapacitated, instead roll on the Injury Table and apply the appropriate penalty. If a hero made a called shot to Maxwell's limb, don't roll on the Injury Table; instead, that limb simply ceases to function.
- **Undead:** +2 Toughness. +2 to recover from being Shaken. No additional damage from called shots. Arrows, bullets and other piercing attacks do half damage. Immune to disease and poison.
- **Weakness (Head):** Attacks that target Maxwell's head inflict normal damage. If the head takes a single wound, Maxwell is put down.

The animated hands are different, lesser versions of the Animate Hand from the Deadlands: Reloaded book. These brutal body parts, usually acquired by robbing the graves of criminals, retain their former owner's cruel streak and possess deadly cunning.

ANIMATED HANDS (4)

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

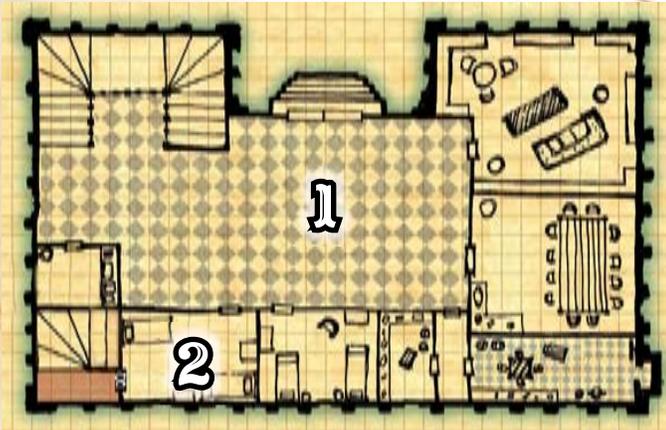
Skills: Climbing d6, Fighting d8, Notice d6, Stealth d6,

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

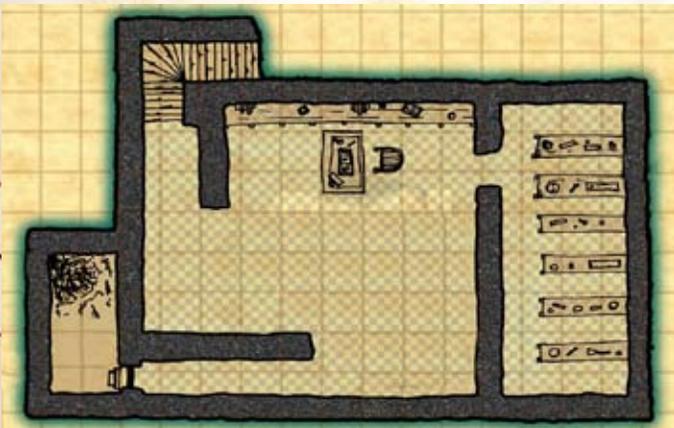
Special Abilities:

- **Fear:** Anyone viewing an animated hand must make a Guts roll.
- **Fearless:** Animated hands are immune to Fear and Intimidation.
- **Size -2:** The hand is... well... a hand.
- **Small:** Anyone attacking an animated hand suffers a -2 to their attack rolls.
- **Strangulation:** When an animated hand scores a raise on a Fighting roll, it latches onto the neck of its victim. It immediately forces the victim to make a Vigor roll or suffer a level of Fatigue from suffocation. Every round thereafter, the victim must make another such roll, each roll gaining a cumulative -1 modifier. The victim may tear the hand away with an opposed Strength roll. Once removed the victim regains 1 Fatigue level per round.
- **Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage. Arrows, bullets, and other piercing attacks do half-damage.

THE SAWYER HOUSE



THE BASEMENT



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.deadlands.com

Want to check out the game before you drop your dinero on the book? No problem, amigo. Check out the Test Drive rules. With the Test Drive rules, a One Sheet and a fist full o' characters, you can get a flavor of the Weird West. We think you'll get a taste for it!

And keep checking back for more One Sheets for our Savage Worlds settings.