

**Session/Game:** Savage Worlds Mutants 10

**Date:** June 30, 2013

**Mutants and Muskets, Episode 10: A Talking Bear, Crab People and Shit  
Campaign Date:** January, 2056

**Characters:**

Pooh-Bear Shatner, seasoned, negotiator (Marlon Kirton)  
Slappy the Mutant Beaver (animal pal)  
Turd Fergusson, novice, shooter (Robert Swan)  
Lightning Jack Smackdown, seasoned, beater, (Bob LaForge)  
Max Bemis, novice, mutant (Zach Kleiser)  
Professor Elemental, seasoned, weird scientist (Jason Liebert)

**NPC's**

Weasel Lockspur (guard, first aid guy)  
Old Cookie Swanson (cook, deadliest gun in the west)  
Buster Jones (brute)  
Speedboat Harrison (boater)  
Spuds Markey (trucker)  
Festus Larkin (gun smith)

**GM:** Dave Nelson

**Prologue:** The council plan is to establish a gun shop for manufacturing muskets. They assign Lightning Jack, Pooh-Bear, Max Beamis, Professor Elemental and Turd Fergusson to travel to Smileytown and persuade a gunsmith there to re-locate to Scarptown. The team recruits their old pals Cookie Swanson, Spuds Markey, Weasel Lockspur, and Buster Jones to come with them, and also find the "Speedboat" Harrison was a necessary addition, since he had skill with boats, and Smileytown is on an island. The plan is to take the truck drive straight into the Houston Red Zone, and then search the ruins of the port for a boat to take them to Smileytown.

**Log:**

**Day 1:** The team drive safely to the Houston Red Zone and into the harbor area. Leaving Pooh-Bear, Slappy, Cookie and Spuds with the truck, the rest begin to search the harbor for a boat. They have no luck through the afternoon and have an pointless, inconclusive skirmish with some hobos. Meanwhile, a great talking bear wanders into the truck-camp. It tries to get food from the Outlanders, and as Old Cookie immediately blabs about everything they've got, they are forced to hand over some corn-dodgers and jerky. They then ply the bear with diesel fuel (a mixture of whiskey and soybean oil). The drunken bear promises to show them where a boat is, but Pooh-Bear chickens out and convinces the bear to go away and come back in the morning. The search team returns to an incredible story of talking bears which they don't believe.

**Day 2:** After waiting several hours in vain for the bear to return, the search team sets out again. Lightning Jack spots a large pack of wild dogs, and leads the team onto a pier and into a boat-shed, to avoid the dogs. Inside the shed, they find a swell speedboat, which Speedboat Harrison says will serve their needs. Harrison and Professor Elemental spend the rest of the day getting the boat into working order. The others collect Pooh-Bear, Cookie and Spuds and move them and the truck into the boat shed.

**Day 3:** Just after midnight, they take the boat out into the bay. Since the boat only holds 8 and they need a space for the gun smith, they leave Cookie, Spuds and Weasel with the truck in the boat shed, which they lock up and fortify as best they can.

The night is dark and getting darker and windier as the speed across the bay toward Smileytown. They manage to avoid a patrol sailing boat and reach the island in the dark of night. Anchoring the boat in creek and leaving Speedboat to guard it, the rest of the team walks toward town. They immediately stumble upon the Gun Works, and the attached residence fort. Slappy the Mutant Beaver chews a hole in the front gate of the residence stockade, allowing Max to stick his arm in and lift the locking bar. Lightning Jack sneaks into the fort and quietly kills the two patrolling guards. They quickly find the head gun-smith's house and enter it. They awaken the smith, named Festus Larkin, and offer him the chance to get out of town and join them and shit. He readily agrees, eager to be free of Rick Hartman's tyranny and shit. Then Lightning Jack mentions blowing up the other houses in the stockade, but Festus asks them not to, since the other gun-smiths are his friends and shit. Agreeing, the team hurries out of the stockade and back to the speedboat, noticing how dark cloudy and windy it has gotten.

As the boat races across the channel toward the mainland, Pooh-Bear becomes suspicious of Festus and starts to question him. Festus gets really offended and shit and comments that everyone should be more concerned with the fact that the boat seems to be totally out of control and shit. When questioned, Speedboat agrees that "It's really, really bad, man." Over the next hour, the crew realize that they are caught in a devastating storm and cannot see, steer or navigate at all. As they are driven toward some severe cliffs, Professor Elemental thinks to search for life-jackets, and manages to find them and everyone suits up. Speedboat manages to pilot the boat into a channel of sorts between two cliffs just as the boat is broken to pieces. All eight men aboard are thrown into a watery tunnel by the storm surge.

## **INTO THE CAVE OF THE CRAB PEOPLE**

1—The storm surge pushes the bobbing Outlanders up a long tunnel. They are attacked by vicious serpentine sea monster in the tunnel, but Buster Jones manages to drive his pickax into its skull, killing it,

2—Clearing the tunnel, they find themselves in a dimly illuminated cave where two giant crabs are waiting to devour them. After a long desperate fight, Speedboat kills one of the giant crabs with his tomahawl, and Max Beamis destroys the other with his mutant laser eyes.

3—Lightning Jack and Max Beamis are filled with overconfidence, and saunter off to the south into another chamber, leaving the rest of the team behind. They are ambushed

by 8 crab people, standing on ledges surrounding the passage way. The crab people throw rocks down on them and they respond with grenades and dynamite, to modest results. Turd Fergusson tries to help with his bow, but finds that the sea water has rendered the bow string useless. Professor Elemental arrives and destroys 4 of the crab people with his electro-blunderbuss. The other four are soon wiped out by the team.

4—Proceeding deeper into the cave, they stumble upon King Zoidberg of the Crab People, his pet giant crab and 2 crab-people guards. The guards are quickly wiped out. The giant crab proves more difficult but also dies. Zoidberg manages to severely wound Lightning Jack, putting him out of the fight. The rest of the team finally surrounds him and Buster Jones uses his pickax to finish off the King. Using nearly all his scientific supplies, Professor Elemental manages to heal Lightning Jack.

5—Searching the caves, they find one passage leads to a concrete wall, with a large metal door. They plant two sticks of dynamite on the door and Professor Elemental then blasts it with his electro-blunderbuss, blowing it open. Inside is scientific laboratory manned by a mutant swamp-creature named Dr. Swampo and his two mutant turtle-men guards. Dr. Swampo tries to use his Tesla Erruptor to destroy the intruders, but it explodes useless in a shower of sparks. The turtles attempt to block and guard the doorway but are quickly cut down. Lightning Jack rushes and kills Dr. Swampo, after he fails to activate his mind-control helmet.

5—Beyond Dr. Swampo's laboratory is another chamber, occupied by a Spheroid Abomination, a nightmare creature of hideous appearance and (theoretically) awesome psychic powers. They rush the creature and attack. It responds by attempting to use a psychic blast, which Professor Elemental gets him to re-direct onto its own location, but the blast turns out to be harmless, merely stunning the beaver. They continue to pound the creature, which tries to use its mind-control powers but fails. Lightning Jack finishes the creature off. In the abomination's chamber is a third Strange Device and a ladder leading to a hatch that opens onto the surface.

After waiting out the storm, the team climbs out and Turd Fergusson manages to figure out their location. It turns out they are on the mainland across from the Smileytown island, but outside of the Smileytown patrol zone. They spend the rest of the day walking to the Brazos river to properly orient themselves.

**Day 4:** They walk north along the Brazos until they reach a bend and then camp.

**Day 5:** The Outlanders walk north-east towards Houston, force-marching into the night and reaching Cookie Swanson and the truck at the boat-shed at last.

**Day 6:** The team drives home.

**Epilogue:** having completed the requirements for both the Gun Shop and the Improved Gun Shop, the council decides to attempt to gather materials for a Bowyers next, although there is some talk of making the trip to Nevada for mercury to make cartridges. Professor Elemental begins to make progress in analyzing the three Strange Devices.