

Session/Game: Savage Worlds Mutants 2

Date: March 10, 2013

Mutants and Muskets, Episode 2: Meet the Mutants

Campaign Date: April, 2055

Characters:

Big Beef; seasoned, beater (Bob Laforge)

Reno Django, seasoned, scout, (Marlon Kirton)

NPC's

Old Cookie Swanson (cook, wagon-master)

Spuds Markey (repair guy)

Stinker Feathers (tracker)

Weasel Lockspur (first aid)

And introducing: Frydo, the Mutant Dog

GM: Dave Nelson

Prologue: Since Reno was bitten by a rabid dog, retrieving the Pasteur treatment for rabies had moved to the top of the priority list. Doc Lockspur told the Outlanders that they needed several live rabid dogs, a good supply of medical glassware, and a better written description of the Pasteur treatment in order to work the cure.

While Marshal Feathers dispatched another team to hunt down the dogs, Big Beef and Reno himself led Cookie, Spuds, Stinker and Weasel (with a two-horse wagon) off toward the Beaumont-Port Arthur Forbidden Zone to retrieve the glassware and books from ruins of the medical college at the University of Beaumont. Their proposed route was to follow the east bank of the Trinity River south, and then cross eastward to Beaumont. They take 4 gallons of whiskey and 10 "Scarptown Cocktails" (aka Molotovs) from the marshal's stores.

Log:

Day 1: Safely travel south

Day 2: At an old shack, they encounter Drifter Dan and his 3 pals and end up trading a gallon of whiskey for a side of bacon.

Day 3-4: travel safely along the river bank

Day 5: Stinker Feathers pokes around a small cave and disturbs a large bear. Reno shoots it dead with his bow with one arrow. They skin the bear and find a vinyl backpack and hard hat in its cave.

Day 6: early in the day, they are set upon by a pack of 8 wild dogs. The dogs severely injure both of the horses drawing the wagon before being wiped out. Reno and Beef decide to hide the horses and wagon, leave them to be tended by Cookie Swanson, and to keep going. Later in the day, they are stopped by a patrol of 5 jerks from Smileytown, who demand tribute. Big Beef starts a fight, and the patrol fires an ineffectual volley of musket fire and makes an equally ineffectual bayonet charge. The Outlander kill all 5

Smilers and loot 5 muskets, with bayonets and powder, a shiny brass bowl, a small bottle of perfume and 20 sheets of nice writing paper.

Day 7: The Outlanders travel peacefully, while Cookie meets a small party of drifters and cooks them a nice meal of corn dodgers and beans, parting amicably.

Day 8: No encounters, the Outlanders reach the outskirts of Beaumont near nightfall.

Day 9: While Cookie continues to nurse the horses, the Outlanders enter Beaumont. They discover the Drysdale Memorial Library on the western edge of the university campus. Inside they discover a party of 5 mutant rat-men, killing 3 of them before the last 2 escape. In the main bookroom they encounter a giant gray-skinned mutant, roasting a dead rat man. They quickly defeat the big mutant too. Then they discover that this is the Agricultural Library, not the main library nor the medical library, but nevertheless spend an hour searching the books. Big Beef gets lucky and finds a detailed treatment of Pasteur's methods for the anthrax and rabies vaccines. However, soon afterwards, they hear the imminent approach of a horde of angry rat men and they flee the library.

Eventually, they find a campus directory board and locate the medical college. They spend about 3 hours searching the laboratory building and packing up the glassware needed. They load it onto some laboratory push carts and head for the door. However, in the quad they are confronted by a mob of 20 mutant cannibals. Big Beef manages to kill about 2/3 of them with some Molotov cocktails, but the remainder rush them and force them back into the laboratory building. After a long brawl, all the mutants are killed and the Outlanders flee the city.

Just when they thought they had reached safety, the Outlanders are ambushed by Big Beef's old nemesis Ashcan Pete, with 13 of his hobo minions. The battle goes the hobos' way at first. Ashcan Pete wounds Big Beef with his blunderbuss and Beef is swarmed by minions. However, using one of his last Molotov's Big Beef kills 4-5 of the hobos at once, and the rest of the Outlanders rush to his aid. Ashcan Pete flees with 2 of his hobos, swearing to increase his efforts to be avenged on Big Beef. The Outlanders collapse for a well-needed rest.

Day 10-12: the Outlanders hurry back to link up with Cookie, pushing and man-handling the laboratory carts full of glassware.

Day 13: Deciding that they desperately need fresh horses, the Outlanders, leaving the wagon, muskets and glassware with Cookie and Stinker, walk down to Galveston Bay to the fishing village colony of Smileytown. They ended up paying over the perfume and writing paper to get entrance to the village. Then they swapped their two injured horses, and 2 gallons of whiskey for 2 fresh horses. Getting greedy, Reno wanted to trade for a good long bow. He ended up handing over their bearskin, their last gallon of whiskey, and the brass bowl, when the governor wouldn't take no for an answer. When they left, Reno discovered he was too weak to draw the bow.

Day 14: The Outlanders walk back to the wagon with the new horses.

Day 15-17: The Outlanders, all reunited and with a working wagon, walk north along the Trinity River

Day 18: They spot a single dog walking along the trail toward them. The dog has a strange walk, it moves 3 steps forward and then one to the side. Big Beef is taken with it and feeds it some bacon. It decides to hang around and follows Beef around. That night it shows its other strange trait, it belches small amounts of fire. Big Beef dubs it "Frydo the Mutant Dog".

Day 19: they cross over to the Escarpment Region.

Day 20: approaching home, they spot a bear in the distance. While the injured Big Beef is not inclined to chase it, Reno and Stinker take some muskets and try to hunt it down, but only succeed in scaring it away. The Outlanders reach home after sundown.

Epilogue: Doc Lockspur is well-pleased with the glassware and the book and confidently tells them he can treat Reno's rabies. He also says that they can also deal with future anthrax outbreaks to the herds and flocks. The town council meets soon after to discuss the next Outlander project and decide that they should search out the materials necessary for a superior metal-working shop.