

**Session/Game:** Savage Worlds Mutants 3

**Date:** March 24, 2013

## **Mutants and Muskets, Episode 3: Where I kill everyone, including the dog**

**Campaign Date:** May, 2055

### **Part One**

#### **Characters:**

Big Beef; seasoned, beater (Bob Laforge)

Reno Django, seasoned, scout, (Marlon Kirton)

Navajo Joe, seasoned, lunatic, (Jason Liebert)

#### **NPC's**

Stinker Feathers (tracker)

Frydo the Mutant Dog

Ornery Ears the Mule

**GM:** Dave Nelson

**Prologue:** The Town Council sponsors Roy Swanson, nephew of Old Cookie Swanson, in his bid to start a water-powered metalwork shop. Marshal Feathers assigns Big Beef, Django, and Navajo Joe to go back to the Drysdale Memorial Agricultural Library in Beaumont to retrieve some books and plans on setting up belt-driven machinery. They convince Stinker Feathers to come along, and Roy Swanson provides a mule and corn dodgers for the journey. Beef, Django and Joe decide to take the same route to Beaumont, hugging the east bank of the Trinity river and then cutting across.

#### **Log:**

**Day 1:** The Outlanders meet a Miasmatic Mutant Purple Lion, which emits an obscuring cloud of radiation around it. They have a very long battle with it, with a very large number of ineffectual blows until it is killed at last.

**Day 2:** They stumble upon a horde of 18 mutant cannibals. The mule drags Stinker perilously close. After a sharp, tense battle, the mutants are wiped out, but not before they kill Frydo the Mutant Dog.

**Days 3-5:** The team travels safely without incident.

**Day 6:** The Outlanders encounter 5 red-hatted travelers from the Homestead Alliance. They say they are from the Pinker Homestead and are tracking a band of ape-men who had captured some of their people. The two groups briefly talk and part amicably. Nearing Beaumont, the team decides to look for a place to spend the night. They find a cluster of buildings containing a cottage, a shack and an old Bavarian Pancake House. In the cottage, they are set upon by 3 mutant cannibals, whom they kill, but not before Django shoots two arrows into the back of Navajo Joe, gravely irritating him. They also find an ornamental, pre-disaster, musket in excellent shape, and a blank journal. In the pancake house they meet "Traveling Stan" who trades them some matches for the blank journal and then loads up his big sack and starts to leave. Django and Navajo Joe decide he's no good and attack him, soon joined by Big Beef. They kill him and

search his bag, finding out that he was a Hobo assassin with a big black bomb and orders to kill Big Beef.

**Day 7:** Leaving Stinker and the mule at the edge of town, the team carefully sneaks through the streets, avoiding a horde of mutants and Ashcan Pete. They arrive at the Drysdale Agricultural Library, only to find it in the hands of 3 gray crusher mutants. Navajo Joe attempts to draw them out by shape-changing into a wolf, but one of the mutants injures him with a thrown rock. Taking a more direct approach, Django manages to kill two of the creatures with arrows, and Big Beef axes the last to death. The trio then begins to search the library for the books on gearing they'll need, only to be interrupted by the gray mutant chief, Gorgo the Crusher. Gorgo shrugs off arrows to the face, and exploding big black bomb and numerous axe blows and gruesomely butchers all three Outlanders. Before he died, Big Beef had thrown a Molotov cocktail, which only managed to set the books ablaze, destroying the library.

**Day 10:** Stinker takes the mule back to Scarptown.

## **Part Two**

### **Characters:**

Lightning Jack Smack-down; novice, beater (Bob Laforge)

Bloodshot, novice, drunk mutant,(Marlon Kirton)

Professor Elemental, novice, weird scientist, (Jason Liebert)

### **NPC's**

Roy Swanson: engineer

Old Cookie Swanson, cook

Digger, Hammers, and Buster: workmen

Spuds and Weasel, outlanders

**GM:** Dave Nelson

**Prologue:** Undeterred by the loss of Outlander Team 1, Marshal Feathers sends Team 2 to guard Roy Swanson while he and his crew tear down a stone barn and some metal warehouses in the wilds for materials for the new metalworks.

**Day 20-21:** The team guards the work crew until it successfully disassembles the metal warehouse and fills the wagon with iron.

**Day 22:** the crew approaches the stone barn to gather sturdy blocks. However, it is filled by 5 large mutant bats who attack the crew. Hammer Wilson and Bloodshot are both killed by the bats. The team wipes out the bats, much of the credit goes to Professor Elemental's electro-blunderbuss.

**Days 23-30:** the crew digs out the building stones and takes them home.

**Epilogue:** The metalwork shop continues construction, but they still need some texts on gearing to complete it. The marshal plans to provide for an expanded distillery as the next project when the metal works are complete.