

**Session/Game:** Savage Worlds Mutants 4

**Date:** April 7, 2013

## **Mutants and Muskets, Episode 4: The Horrible Secret of the Ape Men.**

**Campaign Date:** July, 2055

### **Characters:**

Lightning Jack Smackdown, novice, beater (Bob Laforge)

Bruce Leroy, novice, beater, (Marlon Kirton)

Professor Elemental, novice, weird scientist (Jason Liebert)

Turd Ferguson, novice, generalist (Robert Swan)

### **NPC's**

Weasel Lockspur (healer)

Ornery Ears the Mule

Steve, Ralph, Tom, and Urkle, the Squad from Pinker's Homestead

**GM:** Dave Nelson

**Prologue:** The marshal briefs his new A-team of Outlanders about the missing elements needed to start the new metal works, namely, information on how to properly gear machinery to a water wheel. They decide to go to Filthy Sanchez's Trading Post in Cowboy Country to trade for the information, and draw 6 gallons of whiskey for the task. They decide to forgo the wagon and just take Weasel and the Mule.

### **Log:**

**Day 1:** They travel through the rough country safely.

**Day 2:** Lightning Jack uses his two-handed sword to kill a bear.

**Day 3:** The party is swarmed by a horde of 20-some mutant cannibals. While Bruce Leroy is surrounded and nearly brought down by a crowd of 8 of them, he nevertheless escapes without harm and the mutants are wiped out. Of course, the mule nearly drags Weasel to his death among a crowd of mutants before being gotten under control.

**Day 4:** cross out of the rough into the prairie.

**Day 5:** The Outlanders reach Filthy Sanchez's Trading Post. After some bargaining, they trade their six gallons of whisky and the bear skin for a set of gunsmith's tools. They attempt to trade their recipe for Anthrax vaccine for a set of Encyclopedia Britannicas from 1948, but Sanchez won't go for trading 20 books for 1 small set of papers. However, they also meet 4 men from Pinker's Homestead in the Lower Sabine Country. Steve, Tom, Ralph and Urkel convince them that if they help rescue some of their friends from the Ape Men nearby, they can provide all the gearing information they need, since they have a water-wheel run set of machinery themselves. Bruce Leroy notices that two drifters have wandered off from the Trading Post, taking a wanted poster with his face on it with them.

**Day 6:** The Outlanders and the Pinker Squad head east toward monkey country. They kill 8 rabid dogs. During the night, the two drifters attempt to sneak into camp, but Lightning Jack and Ralph Pinker spot them and kill them stone dead.

**Day 7:** they travel safely across the prairie

**Day 8:** About noon, the Outlanders send Weasel and the Mule off on their own to take the gunsmith tools back to Scarptown. They make it safely back.

**Day 9:** Ferguson tracks down a party of 6 ape men. The Outlanders and Pinkers approach cautiously, and then attack, beginning with a volley of musket fire. The apes are quickly defeated by a combination of Professor Elemental's deadly gadgets, musket volley from the Pinkers, arrows from Turd, and Jack and Bruce's beating powers. Two of the apes are still alive, but Bruce kills one before it can be questioned. The Pinkers level muskets at him long enough to question the other one, discovering that the prisoners are about 12 miles distant.

The teams rush across to the camp, where the ape Captain Ook commands 8 other apes. They make a direct assault and manage to wipe the apes out in short order. Professor Elemental is slightly wounded in the battle. Once the ape guards are dead, the team discovers the use for the prisoners. The ape men are literally ape-men. They capture human women and have a real gorilla (with some sort of mutation or special chemical treatment no doubt) breed with them to produce the humanoid ape men. There are a dozen captive women (including 4 from the Pinker Stead) and one stud ape in the building the ape men were guarding. After they free the unfortunate captives, kill the stud ape and loot the camp, the outlanders and their allies flee to the east toward the Homestead League.

**Days 10-16:** the outlanders, Pinker squad and freed captives flee across the prairie safely.

**Day 17:** just short of the Pinker Homestead, the group is attacked by an orange-bellied ground pig mutant (bi-pedal), but Lightning Jack kills it stone dead with one blow of his sword.

**Day 18:** the party arrives at the Pinker Homestead, where they are given a hero's welcome and are thoroughly briefed on water wheel gears.

**Day 19-24:** the Outlanders leave the captives and Pinkers behind, making it safely home, dodging a few drifters and hobos.

**Epilogue:** Once the metal works are at full production, at the suggestion of the Outlander team, the town council approves a plan to expand the distillery.