Session/Game: Savage Worlds Mutants 6

Mutants and Muskets, Episode 6: You've Shot the Invisible Swordsman Campaign Date: September, 2055

Characters:

William "Pooh-Bear" Shatner, novice, negotiator (Marlon Kirton) Professor Elemental, novice, weird scientist (Jason Liebert) Jock Johnson, novice, beater (Robert Swan) Mouthy Lou, novice, archer, (Bob LaForge)

NPC's

Weasel Lockspur (healer) Old Cookie Swanson (driver, cook, pistolero) Digger Roundtree (digger) Rocky Venture (geologist, invisible swordsman)

GM: Dave Nelson

Prologue: The council plan is to establish a gun powder mill for the town. The pressing needs are for a wagon load of sulfur from the coastal salt domes, and to have a cave rich with bat-guano located, cleared of hazardous creatures, and harvested for salt-peter. Jock, Elemental, Shatner and Lou are tasked to fetch the sulfur, and bring Cookie to drive the wagon, Weasel for guard duty, Digger to dig stuff and Rocky to locate a sulfur deposit.

The plan is to follow the Nagodoches escarpment to the west, then down the Colorado River to the coast (an 11 day trip by wagon).

Log:

Day 1: They travel through the timber country safely.

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Day 3: An orange-bellied mutant ground pig attempts to ambush them, but is detected by Mouthy Lou. Professor Elemental throws a blanket over its head to disorient it, and Old Cookie shots it dead with his pistol.

Day 4: The party is swarmed by a large pack of rabid dogs. Weasel, Digger and Rocky are all wounded and mauled by the dogs before they are wiped out. Luckily, all three are healed by Professor Elemental's weird-science hip flask.

Day 5: Travel safely across prairie.

Day 6: Travel safely across prairie.

Day 7: Meet a traveling party from the homestead league. While a greasy hobo traveling with them tries to make trouble for Mouthy Lou, nevertheless, Pooh-Bear manages to broker a trade of whiskey for ammunition, as Old Cookie's pistol was out of powder.

Day 8: Travel safely along the Colorado

Day 9: Travel safely along the Colorado

Day 10: Meet 6 drifters in the morning, but Pooh-Bear manages to scare them away. In the afternoon they are stopped by a patrol of Neo-Apaches. By bribing their leader, Chief Wiggums of the Shit-kicker Band, with 2 gallons of whiskey, Pooh-Bear arranges safe passage through Apache country.

Day 11: Travel safely to the coast.

Day 12: While searching for a sulfur deposit, the party is assaulted by a mutant cannibal horde. After a grueling fight, the mutants are wiped out, but Rocky Venture is killed in the process. Realizing that only Rocky knew how to find a sulfur deposit, the Outlanders need to come up with a new plan.

Day 13: They decide to head toward Smiley-town to get sulfur from them. They meet and angry bear, but Jock kills it with a spear to the head.

Day 14: They meet Old Todd the Hermit, making soup. They do not enter his shack for any delicious soup.

Day 15: They reach the borders of Smiley-town territory.

Day 16: They come to the Customs House at the border. Pooh-Bear is taken to the town itself, but fails to reach a trade-deal, mostly because his story seems unlikely. But, his debonair smoothness prevents his arrest and torture. He is returned to the Outlanders at the customs house. The party gets a pass to go eat at a border-settlement called "Weebles" and there find out that the sulfur mine for the powder mill in town is along the southern coast.

Day 17: The outlanders raid the sulfur mine, killing (or wounding and leaving for dead, really), 5 mounted patrolmen and 5 mine guards. They then steal horses and a wagon-load of sulfur and ride off to the west with great speed.

Day 18: race across prairie to Apache country.

Days 19-23: bribe the Apaches with the remaining whiskey and the 5 muskets they took from the mine-guards to get an escort back to the escarpment.

Day 24-28: Travel safely across the escarpment to Scarptown.

Epilogue: The sulfur is safely delivered, but they still need a salt-peter supply to open the powder mill.