

Session/Game: Savage Worlds Mutants 7

Date: May 19, 2013

Mutants and Muskets, Episode 7: Puma Steaks

Campaign Date: October, 2055

Characters:

Bruce Leeroy, novice, beater (Marlon Kirton)
Professor Elemental, seasoned, weird scientist (Jason Liebert)
Jock Johnson, novice, beater (Robert Swan)
Lightning Jack Smackdown, novice, beater, (Bob LaForge)
Ardfart Queeftots, novice, beater (Zach Kleiser)

NPC's

Weasel Lockspur (guard, first aid guy)
Old Cookie Swanson (driver, cook, pistolero)
Digger Roundtree (digger)
Scoops Miller (digger)
Buster Jones (digger)

GM: Dave Nelson

Prologue: The council plan is to establish a gun powder mill for the town. Since the sulfur has already been acquired, the Marshal puts together a new team to find and clear out a bat cave with a significant build-up of guano to serve as a source of saltpeter. Professor Elemental, Bruce Leeroy, Jock Johnson, Lightning Jack and Ardfart Queeftots are chosen to do the exploration and extermination, with a team of diggers, Weasel Lockspur and Old Cookie Swanson to act as support and to gather the first wagon load of guano.

Log:

Day 1: The team searches through the timber country around the escarpment. They are ambushed by a puma, which is killed before it can seriously harm anyone. Old Cookie serves up some of his famous Puma Steaks for dinner, mmmmmm, we all love eating Cookie's puma steaks.

Day 2: They stumble into a nest of Hareball mutants and engage in a stiff fight putting them down.

Day 3: When they smell an old hermit making hermit-root stew, Lightning Jack and Jock decide to hassle him, eventually killing him and stealing his stew pot. But, they do spot a circular opening in the ground, leading deep into the ground and a lair of bats.

Searching the Bat-Cave on Day 3

Lightning Jack leaps into the cave, falling 30 feet, but emerging rattled and yet uninjured. Bruce Leeroy climbs down safely, but Jock, Ardfart and the Professor slip off the rope and are injured. Luckily, their injuries are healed by the Professor's weird hip-

flask. Cookie, Weasel and the Diggers remain above ground preparing for the extraction operation.

The Outlander squad is attacked by 6 giant mutant bats, whom they kill. But, Ardfart uses his zip gun, the noise of which alerts a second flock of the creatures who also attack. After killing all the big bats, they discover the desiccated corpse of an ape-man, and loot it. There are two side passages. Lightning Jack searches one and finds a web-wrapped body. Bruce must squeeze into the other passage sideways. Lightning Jack throws a Molotov cocktail into the small chamber, killing the medium cave spider there, but he did not take into account the small size of the chamber and ended up burning himself and Professor Elemental in the fire. Meanwhile, Bruce is surprised and ambushed by a Giant Spider in the other passage. He is momentarily terrified into inaction, but through some wild luck shakes out of it and kills the spider.

The team moves deeper into the cave, but encounters a slick spot in the passage. Several of the team slip and fall, sliding into the midst of a horde of large tunnel rats. They manage to fight back, killing most of the rats, except for four which escape through a crawl-tunnel.

Proceeding westerly, the Outlanders meet the Master Bat, the leader of a group of mutant bat-men. They engage in a difficult battle with the Master Bat and a handful of big mutant bats, but Ardfart finally finishes the creature off.

Following a side passage, they encounter another half dozen mutant bats. When they rush in to fight them, the Professor, Lightning Jack and Jock all begin to sink into a huge, deep deposit of guano. Jock manages to swim to safety. The Professor, in desperation, uses his electro-blunderbuss as a makeshift rocket to blast himself to safety. Lightning Jack nearly drowns, but Ardfart uses a spear to hook his armor and pull him to safety at the last minute.

Searching the remaining chambers, they kill another Bat-man in a room with a large chasm. Nearby, they find the lair of the bat-men, killing 4 more of them. They then backtrack to come at the chasm from the other side. They kill a group of 6 dangerous giant ants, and destroy a nest of hornets.

Reaching the chasm again, the Professor and Bruce (having been wounded by ants) lower Jack, Jock and Ardfart down to the bottom. The two bat-men hiding there fly away and attack Professor and Bruce up top. The Professor responds with his electro-blunderbuss, killing the two instantly, but also collapsing the ceiling above the chasm, sending Jock running into the secret chamber, but Jack and Ardfart to the chasm tunnel to the west. While Jock is sealed in by the rubble, the other two follow the chasm to an exit to the outside, where they find Cookie and the diggers, who return to dig Jock back out.

With the caves being cleaned of dangerous creatures, and with several deposits of guano discovered, the diggers are put to work filling the wagon. The team returns to Scarptown for a quick drink and a long bath. The powder mill is soon put into operation, putting out a steady supply of ammunition, grenades and big black bombs.

Epilogue: The town council decides that the next step is to improve the metal-works.