

Fall of 'A' House of Pleasence (or A Bad Day to Be a Follower)

Session/Game: Savage Worlds

Session: #11 – Fall of 'A' House of Pleasence

Date: 05/21/2017

Campaign Date: May 21st, 1934

Characters:

Captain Hank Freemont (aka Captain Avalanche) - Dave Nelson

Friday Jones (aka American Fist) - Bob LaForge

Stefan Malju (aka Evil Eye) - Marlon Kirton

Raymond St Giles (aka Doctor Rhombus) – Andrew Smith

Judge: Jason Leibert

Briefing:

THE PROBLEM: The Pleasence Insurance building is attacked by a someone (allegedly the best at things), who opens the highly illegal hydrogen lines into the building, and releases a potent virus through the ventilation system. Not only is the building endangered, but the secret Evil Donald Pleasence research lab is compromised, and the city is at risk from both!

THE TASK:

GOAL 1: Prevent the building from exploding!

GOAL 2: Prevent any infected persons from leaving the building!

GOAL 3: Recover as much information, and as many resources, as is possible from the secret lab!

May 21st, 1934 6pm

Team C gets an urgent summons from Mr Cheavers for a meeting for their next mission briefing, and are told to 'not ask questions till the end of the briefing'. They open the door to the meeting room, and inside is a squirming body-bag on a gurney, and Young Donald Pleasence. In a quiet, yet faintly creepy voice, he informs the team of the situation. The Pleasence Insurance building (headquarters of Pleasence Insurance) has been invaded by persons unknown. Those same invaders released the highly dangerous (and illegal) throughout the building, as well as the dreaded D-Virus (D for Donald)! The D-Virus was a long abandoned project by the Evil Donald Pleasence group, which turns the infected into homicidal, cannibalistic copies of Donald Pleasence capable of both moderate regeneration and infecting people with their bites! This is all done, presumably, to cover the invasion of the secret Donald research and clone labs under the building. The D-Virus was stolen from another facility by someone who was, presumably, The Best at Things. Team C is told the building is on lock-down, completely closed from the outside, with Dr Valiant coordinating with the police (who were informed it's some sort

of terrorist/robbery), with nearly all of the people working in the building in the parking garage before the infection took over. The parking garage is also the location where the team needs to head to release the D-Virus cure into the ventilation system. The cure, coincidentally enough, will combine with the hydrogen in the air, to cause the D-zombies regenerative system to dissolve the body into a pile of smelly goop. Team C is told there is a secret entrance/exit in a sewer, and shown maps of the complex they are headed to. They are informed that there is a time limit, as the lab complex is going to be filled completely with lava, and if the hydrogen isn't neutralized in that time, it causes the building to explode throwing highly durable D-zombies all over the city.

Team C finds the entrance, opening it easily, and rapidly kills the attack alligators which are lurking nearby. The door into the next room is found to be trapped to the hydraulic crushing walls and everyone manages to dive quickly out of the, except for loyal soldier Phil Harmonics, who is crushed to death. When the group gets the door open they discover a quartet of machine gun robots. An extended gun battle ensues, in which basically everybody runs out of ammunition (including one of the robots, twice in a row). The American Fist and Brickbat are both wounded in the fight, but are healed. At the exit of the tunnel, there's a stairway up in a dark room.

The darkened room turns out to be the main office of The Donald of the facility, supposedly the oldest clone in charge, now reduced to a brain in some sort of reinforced mechanism surrounded by a pile of unusual trophies (including several other Incan Aztec super animal heroes similar to the Puma Man like: Coatimundi Man costume-swim fins on hands, giant green cowboy hat, blue scarf, Piranha Man costume-orange leisure suit jacket, black sunglasses, tennis shoes, climbing claws, and The Black Cougar-black full body leotard, black shoulder pads, black cat mask with glowing green eyes). The Donald is more concerned about what he's observing on his television monitor, showing a group of costumed people (who The Donald insists are responsible for the current predicament), getting ready to breach into his office. Doctor Rhombus decides to use his powers to read the minds of the purple clad ogre (who identifies himself as the Amazing Bulk) smashing holes into the concrete, and quickly discovers exactly how stupid ogres really are (smashin' tings, smashin' tings, eaten and eaten! Are all he can get). He next reads the mind of the apparent leader, a greasy, squinty eyed man (who identifies himself as Fantasy Neil Breen), and discovers the rest of the group (Identifying the brown clad man as 'The Brown Note', the blue clad man as 'The Blue Streak', and the baboon behind a machine gun emplacement as 'Shakma!') are there to murder The Donald and loot his treasure vault.

Team C decides to get into cover, and prepares to fight their way through the interlopers (who have built extensive gun bunkers for a multitude of heavy weapons). Just as the door opens, and an epic battle gets ready to start, Captain Freemont decides to ask, 'Hey, you guys mind if we just walk past you? We really don't care about this guy here.' To which Fantasy Neil Breen answers, 'Naw, go on ahead. Just give us a minute to pull back.' The group cautiously checks the elevator, and finds the shaft packed with D-zombies, before heading upstairs. Shortly after walking up the stairs, a horrible battle begins to ensue behind them.

Remembering the time limit, the group decides to merely look over the intervening floors, before heading to the parking garage. The group decides to send the stealthy Invisible Eye up to scout out the area, and he quickly sets about making his way carefully into the maintenance room to hook up the antidote. Very cautiously, Invisible Eye disassembles the mechanism which allows him to connect the tank containing the antidote. Despite a loud, persistent squeak on the mechanism, the D-zombies

never quite figure out where the noises are coming from (which is just as well, considering the parking area contains thousands of them, and it would take an hour for the antidote to process them all). Evil Eye makes it back down the stairs to the group, with barely any power left for his invisibility power.

The group starts doing a thorough examination of the cloning vat level, which contains the two clone labs. Arriving at lab A, and observing through the window, they discover contains a ruptured nutrient tank, leaving goo six inches deep across the floor of the entire lab. Taking careful watch, they notice that the goo is actually moving, and sliding up the window towards them. Deciding that discretion is the better part of valor, the group decides to examine lab B. Inside the lab, there are a number of ruptured clone tanks, leaving mostly-formed Donald clones on the ground. Seeing a book labeled, 'Cloning for Dummies', the group chances opening the door. As soon as the group enters, the six Donald clone/zombies turn out to be super charged thanks to the D-virus and their raw clone nature. The group finds themselves shooting the clone/zombies down, only to find them popping back up almost immediately afterward (even after head shots). An extended battle ensues, which leaves soldiers Jim Ringo and Jack Long super D-virus zombieified, and The Brickbat horribly wounded (but survives unzombieified). Doctor Rhombus decides to feed the remains of the zombies into a clone shredder which feeds into the nutrient vat. The group grabs the book and leaves, barely paying attention to the fact that the fluid in the nutrient vat had started moving around on its own.

Team C next heads to the lab level, and finds three partially D-virus affected trolls (they have bald, round, green colored heads) sitting around camp fire in front of the D-zombie filled elevator shaft, happily roasting the squirming remains and munching on them. The group starts to examine the outer door of the Cryptozoological lab, before Captain Freemont decides he doesn't like the thought of leaving the trolls behind them. A brief, fierce battle ensues, that ends with the trolls being thoroughly destroyed. The group finds the edge of the doorway into the crypto lab chewed up, and an emergency door apparently severing the huge head of a snake-like creature laying in a puddle of blood in front of the door. Giving up on entering that particular lab (and avoiding the horrible hydra within), the group checks out the sorcery lab on the opposite side of the level. Wisely, they decide the flaming humanoid creature pacing around the edge of a melted doorway could stay right where it was without any help from them. Finally the group heads to the Paranormal Life lab. The door is covered with a variety of protective drawings and symbols in numerous materials (silver, wood, cold iron). They open the door and peer inside, hearing a radio playing, and seeing a number of prison-like doors, each festooned with protective drawings and symbols, but one in particular smashed open. Again believing that discretion is the better part of valor, the group prepares to avoid the lab entirely, until they hear a little girls voice, 'Please help me, mister.' Captain Freemont's heroic nature refuses to let him walk away. The group finds the lab littered with bloodless pieces of D-zombies. Observing carefully the area before getting too close, the group finds the files on each prisoner, as well as discovering the prisons have buttons labeled 'Pain' and 'Kill'. The missing prisoner is revealed to be a vampire taken from the burnt ruins of a pawn shop, and the little girl is supposed to be some sort of horrible evil enchanter called a hag. In the middle of the little girl protesting her innocence, the American Fist hits the kill button, flooding the prison cell with flaming gasoline. American Fist then goes down the cell block, one by one hitting the kill switch on all the prisoners after reading their files. He finds the final prison cell have a palpable aura of supernatural cold many feet away. The file reveals the final prisoner to be something called a 'Grief Clown' named Eloise Cole, but doesn't reveal much else other than speculation that she is demonic in origin. As soon as American Fist laments the lack of information, Eloise starts to ask, 'Are you in pain? I

can help with your pain! LET ME EAT YOUR PAIN!' Without hesitating American Fist hits the kill button, and finds it doesn't work. The group quickly leave the area, and closes the door behind them.

As the group heads down the steps back to The Donald's office, they wonder how the battle went between him and the interlopers. They discover horrible, massive damage to the level. Explosive damage, and pieces of shattered bodies lay scattered across the office. Spent and broken weapons lay all over, the only thing lacking was The Donald's personal brain case. The group walks carefully into the partially torn open vault door (avoiding large purple pieces of what was probably The Amazing Bulk), and pick through all the valuables inside. They find information on likely time travelers, notes on criminals using airships to smuggle goods through the city, maps to fabled areas like Skull Island and monster island in the orient, as well several vials of Reactive Libyan Gravedust Isotope. The group makes its way out and basks in the glory of a timely job well done.