

# Kaiju Defenders Inc.

## The Group

Player	Hero Name	Alias	Description
Paul	The GM	"The Victimizer"	Ruthless
Bruce	The Abyssal	Haskell Marston	Dynasty, Mystical, Sorcerer, Decisive
Chris	X-Celerate	Dooley Marson	Speedster with the Magical Heart of Speed
Ernest	Yowie	Hugh Sullivan Marston	Size-Growing Relic-Powered Cop
Patrick	Overwatch	Tom Marston	Military, Training, Flyer, Distant
Tim	Dynamo Joe	Atomic Devastator Mk 2, SN: BLADE-034-DW	Former Villain, Artificial Being, Blaster, Lone Wolf

*Bruce* has discovered Robot Game in the Google Meet "activities" window, led there by some clever moving iconography. *Patrick* points out that he saw it first, but had at least enough self-discipline (or self-respect) to not click on "play now." *Chris* doesn't want anything to do with it.

*Paul* calls in just in time to see text messages from *Ernest* admitting that he won't be joining today because he's in LA, investigating Coast Guard cutters. And dire wolf skulls. *Bruce* assures the others that the locals used silver swords to slay them. Nobody believes him.

*Tim*, of course, is off enjoying Sunday brunch. On a Sunday. The nerve! 😊 He joins us later.

## Hero Point Bonuses

Last session, the characters earned 5 Hero Points. Everyone needs to assign them appropriately for bonuses this session.

## The Naturalist Returns!

In the last session the characters defeated the kaiju Atoyo, won an existential bet against Robo Superbe, and freed the Naturalist from his kaiju shape. KDI is now looking healthier than it has in years, and the characters all assume that all the big challenges are behind them. What could possibly go wrong?

## Mission Briefing!

Apparently, something can go wrong. An alert comes in over the wire – a monster named *Squidface* has rampaged out of the ocean straight into Sydney. It's destroying everything in its path, and scattering spawn all around to cause more havoc. And even worse, those who gaze upon it lose their marbles!

The characters rush to the scene to find it destroying the Dijkstra Museum of History, sucking the bricks into its maw en masse. The streets and buildings around it are warped, as if through a funhouse mirror. *Nightwalker* warns, "That's the monster that killed my parents! Its mouth is a portal to Hul! Don't get swallowed or you'll be trapped for years like I was!"

*Overwatch* launches into the air to provide overwatch – because that’s what he always does. *The Abyssal* uses his preternatural awareness to understand that Squidface is seeking a power within the building, something that resonates with his Atlantean magic. Preventing Squidface from seizing the artifact is paramount! The Abyssal holds up the Amulet of the Abyss and uses it to interfere with Squidface’s link to the artifact.

The characters note that horrific drool flows constantly from Squidface’s mouth. As they watch, deformed and misshapen minions clamber out of its maw. No two of the creatures are the same – they have different numbers and types of limbs, among other features too horrible to write down.

*X-Celerate* runs into the museum and finds that Squidface’s power is concentrated upon a giant carved keystone, one of the artifacts taken from the wreck of the ship *Sea Mink*. The stone vibrates with the same magic as the monster – and the creature is trying to suck the artifact up through the walls of the museum.

*Dynamo Joe* announces, “The only way to stop this monster is with the power of Friendship!”

The Abyssal cries out, “NO! No, Dynamo Joe!”

Dynamo Joe explains that he has recently renamed his nuclear ray “F.R.I.E.N.D.S.H.I.P.” The Abyssal calms down. Unfortunately, Dynamo Joe’s attack barely dents Squidface – though bands of nuclear force do surround the creature’s arms.

The characters are not without allies in their struggle. Nightwalker is terrified by Squidface, so he destroys one of the Hulspawn instead. And a team of military snipers takes another one out. But the remaining minions flop and scramble to overwhelm Dynamo Joe. And Squidface pukes out two larger spawn, one showing all the worst features of a whale and a bear, the other a horrible combination of human and killer whale, plus tentacles. Dynamo Joe dubs them as Beefcake and Teethcake.

*X-Celerate* sees that the snipers under threat from a swarm of minions. He literally runs them out of harm’s way, though he takes a hit from a Hulspawn in the process. “Something’s sharp on those guys, can’t tell if it’s a claw or a sucker!”

The Abyssal invokes the power of the Amulet of the Abyss to redirect Squidface’s power straight into the Void! It’s ability to capture the Atlantean keystone is completely foiled, which drives the monster into a raging frenzy! The backlash disorients the minions threatening the sniper team, allowing the soldiers to escape. *Overwatch* swoops in and guns one of the minions down as well.

A greater Hulspawn leaps into the air and spreads glider wings. The creature strikes at *Overwatch*, but then gets caught by the gyrocopter blades and slashed to ribbons. The other one, the one named Beefcake, thunders at Abyssal and flings him to the side like a rag doll.

Squidface lunges down and unleashes a *tentacle barrage*. Abyssal protects *Overwatch* with his *shield of the abyss* while *X-Celerate* uses a *speed trick* to keep Abyssal safe. But nothing helps Dynamo Joe.

A wave of madness washes over the people around the heroes, forcing them to act through crowds of maddened bystanders. Overwatch uses his tranquilizing smart bombs to relax the crowds and neutralize them. Then Dynamo Joe creates an electrical storm that proves enough to destroy a lesser Hulspawn and hurt Beefcake.

Dynamo Joe yells, "Nightwalker! You're going to need to get swallowed and kill it from the inside!"

Nightwalker ignores Dynamo Joe. He's far too busy using his *punch gun* to kill Beefcake. He picks a strange place to strike, but he knows these things – and destroys the creature.

Abyssal tries to understand how to defeat Squidface. He attunes the Amulet of the Abyss to the monster, weakening the creature – but there is a cost, the Amulet grows tentacles as it attunes too closely to the thing. He tells X-Celerate, "Attack! I have weakened the beast!"

X-Celerate emerges from the Dijkstra Museum laden with artifacts that he hopes will help him attack the creature. The creature lumbers through X-Celerate's *sudden stop*, then attempts to *swallow* Overwatch and send him straight to Hul. Overwatch banks hard right as X-Celerate projects a defensive effect. The monster's tentacles hit a nearby high-rise, sending masonry falling to the ground.

And then Overwatch is sucked into Hul, a strange and otherworldly space dominated by a massive hateful black hole in the sky. He is overwhelmed by crowds of Hulspawn. Then, suddenly, Nightwalker deliberately leaps into Squidface's maw. He unleashes a massive wave of power that blasts the Hulspawn away from Overwatch. The dark hero tells Overwatch, "I have learned to channel the powers of this place – I'm far stronger here! Go through the portal, I have to stay here and close it from this side! Do what you can to find me and bring me back!"

Overwatch goes for the portal. He breaks into the real world and tells the others what happened. "We have to save him!"

Dynamo Joe ramps up speed with *momentum*, banking off buildings to launch himself into Squidface's mouth, trailing lightning as he does. He lands upon the blue sands next to Nightwalker like a strange lightning god. "Nightwalker, you are not alone!"

Nightwalker is not pleased to see him, "Get out of here! I'm trying to close the portal!"

Dynamo Joe answers, "I was not programmed with common sense."

Outside, X-Celerate rushes around the monster, spraying it with holy water and any other charms he can find. Against all expectations, he manages to draw down some of its resistances. Abyssal interrupts the monster's link to Hul, weakening it further. Overwatch calls out points of vulnerability, urging the others to attack.

Dynamo Joe sees some of Overwatch's flares and follows them back out of the portal. Ignoring Hulspawn attacks, he climbs up out of Squidface's gullet, electrocuting the thing as he goes. He leaves Squidface heavily wounded, but a group of minions come out of the portal along with him. Then the

portal glows with the same dark energy that surrounds Nightwalker. Squidface's tentacles are drawn into the portal first, followed by its head and the rest of it. Then the portal closes down with a pop! There is nothing left of Squidface.

The minor hero Healing Flame shows up and announces, "I am here to help!" He dumps a wave of flame on the Abyssal, who enjoys a limited amount of healing.

X-Celerate realizes that a nearby orphanage is starting to collapse. He quickly rushes in to replace all of the broken and cracked building materials, saving the structure. It's just like the Great Wall of China scene from Superman IV. We all miss Christopher Reeve, but we don't miss him as a director.

Dynamo Joe uses nuclear flame to obliterate the remaining Hulspawn – leaving the field clear.

## Museum Backlash

The Curator of the Dijkstra Museum runs out of the damaged building and yells at X-Celerate, "What are you doing? You can't just take artifacts!"

X-Celerate removes the (surviving) items that he took and returns them. The Curator complains, "But you still broke the law!"

The Abyssal points out, "You should be grateful that the valiant heroes of KDI were here to protect the city. Powerful artifacts like the Atlantean keystones are dangerous, and need suitably capable defenders!" This is enough to silence the Curator, but there is a cost – he revokes all of the characters' access to the Dijkstra Museum's collections (including the basement collection that the Abyssal is so fond of).

## Montages

Overwatch asks, "Anyone want to go on a long-distance run with me? I was thinking a moderate 30 kilometers."

The Abyssal answers, "No."

X-Celerate is more circumspect, "You expect me to run the whole distance? Or should I just lap you a bunch of times?" They turn the event into a social media performance, which Dr. Broussard edits and provides inspiring voiceover for.

Dynamo Joe goes to get a lube job. And then he records a variety of embarrassing safety PSA's that nobody will ever see.

The Abyssal tries to use the link between the Amulet of the Abyss and Squidface to make contact with Nightwalker in Hul. This is very difficult – he gets a sense of the place's malignancy, but gets no real contact.

## Formal Congratulations and a Warning!

The characters get invitations to attend a formal ceremony of thanks for their services to the city. As they walk through City Hall to the Mayor's office they see an old man in a star-speckled robe being dragged off by security. The man calls out, "You must listen to me! That thing will be back! Xxtz'Hulishh is coming!"

The Abyssal recognizes his friend *Sulimar the Seer* and tells the security guards to back away. Sulimar thanks the Abyssal and complains, "They have no faith! Heathens! We must talk, come see me at my shop!" He whirls his cloak about and heads off.

The rest of the ceremony with Mayor Unterstreet is mostly a photo op to make the Mayor look good – she has little interest in talking to them, she just wants the photos for election posters. Overwatch does his best to make some remarks (which are mostly ignored) and to ensure that Dr. Broussard is aligned with what the Mayor's staff is up to.

Also, the characters get paid. The Mayor's assistant Jill Hopeson hands over a check, then says some mean things about Sulimar the Seer – in particular that the city lost a lot of money when his gift failed years ago. She notes, "A fortune teller who is only right half the time isn't better than guessing."

X-Celerate observes that Ms. Hopeson is only 18 years old. He concludes that the Mayor is probably a supervillain. But he doesn't let it bother him, he goes straight to the catering table set out for the press.

## Gateway to Hul

Overwatch and X-Celerate go into the KDI labs, seeking information on how the Old Man was able to construct the gateway to Hul he used to rescue Nightwalker the first time. His notes are hard to interpret and his equipment is mostly ruined, but the two of them are able to make good progress in rebuilding the portal.

Meanwhile, Dynamo Joe tries to use the time he spent in the Hul universe to construct a locator beacon that will work there. Unfortunately, he finds that when you stare into the Abyss, it stares back into you. The next time he encounters Hulspawn, there will be an extra lieutenant just for him.

## Sargasso Curiosities

The Abyssal goes to Sulimar the Seer's shop to talk to him. Sulimar starts his normal song and dance, but then realizes that the Abyssal knows him. "But, anything with an orange tag is still 10% off..."

Sulimar says that he saw a vision while meditating last week – Squidface is the herald for xxtz'Hulishh. He tells the Abyssal, "I believe I know why my powers failed, and why they are back. Oblivion conjoined our timelines and made predictions impossible – but now Oblivion is destroyed and there is only one future again."

"The center all this is the Keystone. It is one of twelve artifacts made by the Atlanteans to fight against entities like xxtz'Hulishh. The Djikstra has a display of the defeat of Baron Blade by the Freedom Five that

includes relics from Atlantis. One of these relics must be the Keystone. I tried to get the Mayor to shut down the exhibition, but she ignored me. The Herald will continue to try to get to the keystone until it is defeated.

“I have here the *Liber Ebonis*. It contains a ritual that can be used with the keystone to make the creature vulnerable.” He hands the Abyssal a battered book with an Atlantean rune on the cover.

Sulimar goes on, “We must find a place of power for the ritual. We may need to find a Ley Line nexus, but most were destroyed when Deadline attacked. But that is a problem for after we have retrieved the stone.”

The Abyssal buys an incense burner from Sulimar and wishes him well.

## We Need to Steal the Keystone

Abyssal convinces the other that they need to steal the Keystone and move it to a Ley Line nexus by telling them that this is a way for them to get Nightwalker back. The group comes up with a detailed plan, one that requires each of them to succeed.

Dynamo Joe creates devices to disable the Dijkstra Museum security system. X-Celerate uses his intangibility powers to get the characters through a plate glass wall and into the museum – but there is a guard present that the characters weren’t expecting! Abyssal uses his *planar shadows* to distract the guard, though by opening a path to the Void he allowed something through to possess the guard. A minor twist for the characters, but a major issue for the guard.

Unfortunately, the guard still was able to call in to the security office. They deploy an *anti-theft cage* to trap the characters in the central hall of the museum.

Two people enter the hall – a woman in a racy catsuit and a man in suit, monocle, and top hat. Both of them are laden down with loot, the man carries a painting under his arm. The Gentleman (for that is who it is) comments, “Darling, I think these people are also robbing the museum. Were they the ones who set off the alarm? It couldn’t have been us.”

Dynamo Joe points out, “Ermine! We have a message from your train boyfriend!”

“That bastard! I never want to hear from him again.”

“He says he wants to put things in your caboose.”

“If Fright Train sent you, I’ll give you a message back. A message that goes boom!” She turns invisible and uses her *uncatchable* nature to leap up onto the scaffolding along the wall.

The Gentleman notes, “I’ll have you know I’m hundreds of years old, I know everything about these devices!” He grabs hold of a nearby Atlantean artifact and boosts himself.

Dynamo Joe realizes that the Gentleman is holding an important painting by Bosch! The painting must be saved!

A guard announces, “The anti-theft cage has been electrified! Do not touch it, wait for the guards to come and detain you!”

The Abyssal fills the area with confusing shadows, hindering the Gentleman and Ermine, while Dynamo Joe pulls the bars free from the ceiling and flings them at the Gentleman. For his trouble, the Gentleman teleports around him and strikes him with the Atlantean artifact. An instant later, both of them get sprayed with adhesive security foam.

Ermine flings a *flash bangle* at Abyssal, Overwatch, and X-Celerate, leaving them blinking their eyes and shaking their heads. X-Celerate does a quick series of aggressive teleports, attacking both Ermine and the Gentleman.

Abyssal invokes *planar shadows* to duplicate the Keystone so Overwatch can haul the original away, but when he does he looks away from Ermine – who promptly uses *invisibility* to disappear. Ermine destroys her least-favorite diamond, and somehow inflicts damage on everyone (though X-Celerate and Abyssal shield for each other).

The Gentleman tries to hammer upon Dynamo Joe, largely managing only to distract the robot. Dynamo Joe turns and strikes Ermine with his nuclear beam. She evades... right into Abyssal’s fist, guided by *abyssal insight*.

A guard enters the room. His eyes burn with demonic energy because he is possessed (courtesy of Abyssal’s powers).

The Gentleman curses, “This damned machine is quite tough!” He abandons Dynamo Joe to hit X-Celerate with his cane.

Then the possessed guard leaps at X-Celerate screaming, “I must have all the hearts!”

And just at that moment, the lights go out.

X-Celerate vanishes, then reappears, then vanishes, then reappears again. Each time he does, he strikes at a villain: Gentleman, the possessed Guard, and Ermine. Ermine evades out of the way, stabbing at Abyssal as she does. The Gentleman takes the attack on the chin. He tells X-Celerate, “You made me bleed!” This apparently gives him significant bonuses. He hammers X-Celerate, only to see most of the attack vanish into the *shield of the abyss*.

Overwatch tries to shoot Ermine, who deceives him into actually shooting Dynamo Joe. The bullet spangs off Joe’s armored hide. Dynamo Joe continues his plan of inaccurately blazing away at Ermine with his *nuclear Friendship beam*. Ermine responds by being *uncatchable*, casting away all her penalties.

X-Celerate executes a *sudden stop* on the Gentleman. The speedster is convinced that the Gentleman is just about to fall. But that’s not true at all. The Gentleman is in fine shape, even as the Abyssal hits him with an *amulet strike*. He’s just upset that X-Celerate took the painting away from him. “Give me back

my damn painting! I have learned seventy martial arts in my time, and I'm going to use *all of them* at you!"

X-Celerate responds, "Is one of them running your mouth?"

The Gentleman doesn't answer, except to strike X-Celerate hard. The Abyssal says only, "*shield of the abyss!*" and eliminates all the damage.

## En Garde Enters Stage Right

The hero *En Garde* comes riding into the scene, phasing right through the walls. He brandishes his *haunted rapier* and announces, "En garde, you villains!" He leaps into the fray. "Stop tormenting that poor museum guard!" Abyssal feels the pain of En Garde's rapier strike.

X-Celerate convinces En Garde that Ermine and the Gentleman are the *true* villains, unaware that Ermine is developing an unhealthy fascination with him.

En Garde apologizes with a flourish, and plinks the Gentleman. The others aren't convinced that the Gentleman even notices the attack. Then the Abyssal comes from an unexpected flank and hits the Gentleman with an *unerring strike*. The Gentleman absolutely notices that. And Dynamo Joe comes in with a *recalculating* punch that leaves the Gentleman reeling. Finally, Overwatch's *charge up blast* takes him down!

Dynamo Joe notes, "Oh. So that's why he's dressed for a funeral."

Suddenly, a voice comes from outside, "This is the police! We have the building surrounded!"

Ermine tells X-Celerate, "I'm done with the Gentleman! You are the better man! I'll help you escape, if you get me out of here!" She uses her diamond gadgets to make everyone hard to see and hard to identify. "When the coppers come in here, they'll find fancy talker and think that he's the one responsible!"

X-Celerate is flustered, "Well, err, ahh, sure!" He barely even notices as Abyssal uses *shield of the abyss* to stop the possessed guard's attack. He uses the *heart of acceleration* to move everyone back five minutes in time so they can escape before the police cordon is complete. He leaves the Bosch painting behind with En Garde, so he can be the hero of the day.

The Abyssal sends his cloak around the group, transporting them into an alternate dimensional space and walking them out of the building. He doesn't realize it at the time, but in doing so he draws the attentions of a murderous extradimensional entity!

## The End of the Session

The session ends with the characters in possession of the Atlantean keystone. They also gained five Hero Points. Next time (in addition to needing to deal with various side complications) the group needs to find a Ley Line Nexus so they can perform the ritual from the *Liber Ebonis*.