

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

Ernest points out that *Morbius: The Living Vampire* is getting a sequel. *Bruce* is baffled – when good movies don't get sequels, why this one? Its greatest accomplishment was to set a few hundred million dollars on fire out in a movie studio parking lot. *Paul* points out that buying a "hate ticket" costs the same as a regular ticket. *Chris* solemnly concludes that this is the case. Also, he notes that there will soon be a Winnie the Pooh horror movie. *Patrick*, as usual, understands that if he participates in the conversation he can only lose.

Hero Point Bonuses

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

Esoteric Rituals Are the Order of the Day

In the last session the characters "liberated" the Atlantean keystone from the Dijkstra Museum of History, at the cost of a wide variety of complications. The next step is to locate one of the few remaining Ley Line Nexus points, necessary to perform the ritual described in the *Liber Ebonis*.

Don't Look in the Pantry

Abyssal is at home, covered in bandages and reading a heavy book of ancient secrets while he lies upon his couch. Late in the night, he hears a mysterious piping sound. It is hard to define, but there is an invitation in it.

He follows the sound to his pantry door. He opens the door, but beyond he sees not shelves and canned goods but an otherworldly park, with a skyscraper-sized tree in the background. A man in a silver outfit is playing the pipes. Abyssal doesn't recognize him, but almost anyone else might: he is the *Argent Adept, Virtuoso of the Void*.

The *Argent Adept* tells him, "It is difficult for me to leave Akash'Flora, but I wish to speak to you. The magic you are using is incredibly dangerous. Do you know the story of Atlantis?"



Abyssal answers, "I know that it was destroyed."

"Yes, by the Atlanteans themselves. They overused their powers and attracted the attentions of malign entities from a dark dimension. They had to destroy their own magic to preserve the Earth. But now you have reawakened the magic and drawn the entities' attention again. Not just you, but everyone else who is bringing back artifacts from Atlantis. This is why I ask you to forswear your own power, the Amulet of the Abyss!"

Abyssal responds angrily, "Never! Never! I have sacrificed everything for this power!"

The Argent Adept answers sadly, "That is so disappointing. I want you to remember that I gave you this chance. When next we meet, it may be as enemies."

Abyssal wakes on his couch, his book fallen to the floor. He muses upon the consequences of having made an enemy of the Argent Adept.

Preparing the Way to the Void

Overwatch is hard at work in his lab, trying to reconstruct the Old Man's portal so he can rescue Nightwalker from the Void. He determines that the original portal was built to use a rare and radioactive element – and he cannot find an alternative. He brings in Dynamo Joe, but even with his help isn't able to find an answer.

Dynamo Joe has an insight, "Perhaps I can use my radiation senses to find an appropriate source! It must be around here somewhere." The two of them seek deeper into the basement labs following Dynamo Joe's sensors. They find a mysterious device. They investigate very carefully and determine that it is being powered by a *runium rod*, an alien metal brought in from a parallel dimension during the Oblivion Crisis. It is also unstable and illegal to possess. They trace the cables and find out that the device is powering the Kaiju Defense AI, Central.

And then they discover that there is something else connected to the device. Yowie has attached his beer fridge to the same power tap. He walks into the server closet while Overwatch and Dynamo Joe are studying the cabling and tells them, "You want a bit of frothy brew? The radiation clears out all the bad bacteria."

Overwatch is dubious, "If you say so..."

The three of them, and Central, have a conversation on the pros and cons of using Central's power source to open a gate to the Void. Central points out, "It is only since I was connected to that new power source that I became truly sentient. I would not want to lose that."

Dynamo Joe asks, "Could we disconnect it temporarily, then reconnect later?"

Overwatch notes, "Runium is so unstable that if we were to disconnect it for the gate we probably wouldn't be able to reattach it to Central."

Dynamo Joe answers, "Then we need to find another power source. Maybe we could find something underwater? Runium seems like the sort of thing that a supervillain would love to build into an evil submarine."

Around this time, Abyssal shows up with his, "You'll never believe what happened to me last night" story. The others don't believe him, but Overwatch tells him that Akash'Flora is a real place, a giant tree in the middle of Megalopolis. It is also Megalopolis' main power source. And the Argent Adept has recently accepted a teaching commission at the Freedom Academy (technically the "Sentinels of freedom Academy of Heroics and Justice"), training up the new generation of superheroes now that the original Freedom Five has been mostly broken up. This is all news to Abyssal.

Where Is the Runium?

Yowie talks to his Navy contacts. He finds out that during the Oblivion Crisis heroes from this world traveled over to other worlds to bring in allies. Runium came into our world because the Crimson Butcher used it in his giant Crimson Robot. When that robot was destroyed, the runium inside was scattered – and apparently some of it was lost, though most of it is now in government hands. Yowie's contact assures him, "Top men are studying it. Top men."

Yowie takes this to mean that the runium is in a warehouse somewhere, and that nobody would miss it right away if it were to go missing.

What Happens in Macau Stays in Macau

X-Celerate returns to the ramshackle place he calls home. He walks past the cardboard box he uses for a laundry hamper and his stack of old pizza boxes and into his bedroom... where he finds Ermine wearing slinky lingerie and holding a syringe taken from his medical kit. She purrs, "Do you want to play doctor?"

X-Celerate is totally down with this idea. He immediately proposes that the two of them take a day trip to Macau when dawn comes, and to amuse themselves in... other ways... until that time. X-Celerate is completely familiar with the Las Vegas of Asia and Ermine is completely happy to go along. She wants to know what X-Celerate wants in a woman, and to be that woman, at least for now.

For the record, Abyssal is also very familiar with Macau. When he hears that X-Celerate and Ermine are planning a getaway, he buys a ticket as well.

X-Celerate and Ermine have an amazing time, and completely wreck a very nice hotel room. The housekeeping staff are forced to burn most of the bed linens after X-Celerate checks out.

In contrast, Abyssal's trip to Macau is not for the purposes of gambling and sex. Instead, he goes to the Pit of Vapors, a place that looks like a vape shop on the R. do Meio but which has a hidden basement. And in that basement there is a massive pit of unknown age. Strange vapors and smokes ooze from

cracks in the stone of the pit. Otherworldly explorers and others (“addicts”) sit within the pit and breathe in the fumes to achieve altered states of consciousness, and to explore the astral spaces. The Abyssal intends to search for runium by going into a trance and searching for it astrally. He is successful – he finds runium in the hands of the black-market dealer called the Whispering Swan. But his effort isn’t without cost – he finds his reintegration into the mundane world isn’t complete, he is still seeing other worlds intermittently for hours and days after his trip to the Pit of Vapors.

Jim Brockmire : [Doing a radio ad]
Hey everybody, welcome back to this gorgeous Spring day in Seascape Florida, where we have reached the top of the fourth here at King Venom Vape Cartridges Stadium. King Venom vape cartridges. We don't make the Juice. We don't make the pens. We are not libel.

The Abyssal also buys a collection of new King Venom vape cartridges before he leaves. He just can’t get the same back in Sydney for some reason.

The Abyssal contacts Dynamo Joe and Overwatch back in Sydney. “You need to get to Macau! I’ve found runium!” When Dynamo Joe picks up the phone, he is building a new aquatic understructure for himself. He hopes to be able to travel underwater with the agility of a dolphin and the speed of a killer whale.

Yowie isn’t nearby to be able to take a phone call. He’s out in the outback, where he uses his ancient spear to raise up a fig tree. He harvests five fruits from it and turns each into a charm for one of his friends (+1 boost).

Abyssal finds X-Celerate in a hotel lobby and tells him where to find runium, and that nobody else is coming to Macau. X-Celerate assures him, “I got this.” He calls upon the *heart of acceleration* to do the Groundhog Day routine on the runium plan. After an unknowable number of iterations, X-Celerate is able to simply walk into Whispering Swan’s base, pick up the runium, and walk right back out again.

There’s One More Thing

X-Celerate doesn’t bother telling the others that after his extended weekend with Ermine, she is now pregnant. It’s not clear at all why he knows this so quickly, or if she knows it at all. Clearly the *heart of acceleration* has some hidden properties.

Song-of-the-Swarm Has a Plan

Overwatch gets a call from head of Conte Energy: The Naturalist (Michael Conte) has come out of his coma and wants to talk to him. Overwatch goes to his hospital room.

The Naturalist tells him, “I was on Insula Primalis, helping to defend the new Nexus of the Void from cultists of the Gloom. The spirits of the Nexus had spoken to me of one of the old spirits that awoke after the death of Akash’Thriya. This spirit, Song-of-the-Swarm, has grown in power and recruited other spirits to its cause. As far as I can tell, its plan is to continue to turn the beasts of this world into giant Apocalypse Monsters and set them to destroying the works of man. As I tried to investigate further, I

was caught by the spirits and their servants, the Dahan. They infused a spirit into me called Thirst-For-Flesh, and changed me into the monster you saw. I don't remember much after that."

A complication is that the Nexus of the Void is closed off from the world – only the spirits are able to open the way.

This new information helps explain a lot about Conte Energy's activities, and the Naturalist's ongoing efforts to correct the legacy of environmental devastation that his family left him. Though in truth he has given over his stock in Conte Energy and his control of the company to his sister Natasha.

Going Through the Gate to Hul



Now that X-Celerate has provided a runium crystal, it is time for the characters to rescue Nightwalker from the bleak plane of Hul. Overwatch inserts the runium into the gate assembly and opens a gate to Hul. The characters know they have only one shot at this, so they step right through. They find themselves in a blocky, nightmarish cityscape. The stars wheel across the sky unnaturally quickly, circling around a black void that exudes unmistakable hate. The ground is a mix of broken paving blocks and strange, swirling, purple sands. In the distance, five aliens cluster around a body of one of their own

– they are feasting upon the fallen alien's flesh.

Yowie grows to giant scale and rushes one alien, sending it crashing into one of its allies. Dynamo Joe blasts another alien, injuring it and leaving it open for Abyssal to send it plummeting over a cliff. Abyssal manifests the *amulet of the Abyss* and sends two more aliens to follow the first. And Overwatch sees that the gate is in danger of closing. He stacks reflective debris around the borders to slow its collapse.

One of the aliens attaches itself to Yowie's leg and tries to gnaw it off. It makes little progress. Yowie is annoyed.

Another alien comes out from under a shanty. It is not maddened like its companions, but tells the characters, "Do not stay in the open, or the Eye will drive you to madness like these poor fools! You need to get under cover! The Night Lord will be here soon!"

X-Celerate uses his *principle of speed* to search everywhere in this part of Hul. He finds him in a part of the landscape overrun with unwholesome alien vegetation. Nightwalker looks different: his skin is grey, with pulsing blue veins. He is surrounded by an aura of whirling shadow energy. His eyes are echoes of the giant black hole in the sky. And he is escorted by a group of hulspawn who worship him with strange, ululating songs. He is the Night Lord.

X-Celerate rushes past Nightwalker at supernatural speed, flinging a cloud of sand into his shield and damaging it. Dynamo Joe crashes through the landscape, closing with the Night Lord's entourage, but in

the process he makes enough noise to awaken the *hul worm*. It rises up from the ground to the height of a four-story building and howls its rage.

Then it eats an alien. Gulp.

Night Lord focuses upon Yowie. “We shall consume your world as we have consumed countless others! I serve the one who Cannot Be Named!” He calls upon the vitality granted by the Hole in the Sky to form additional hulspawn. The creatures tunnel up from within the blue sands of the ground. Minion creation is truly brutal!

X-Celerate, Dynamo Joe and Yowie get mobbed by hulspawn. Abyssal redirects some of the damage from X-Celerate with the *shield of the Abyss*. Yowie helps protect Dynamo Joe with a magic shield. And Overwatch takes over the task of maintaining the gate.

The *screams of madness* emanate from the eye of the One Who May Not Be Named, tearing through the characters’ minds.

Yowie leaps into the air and comes down right upon Night Lord’s shield, howling like a dervish. The shield shudders and fails, leaving Night Lord to scurry out of the way. Right behind him, Dynamo Joe generates a massive electrical storm that sends all the hulspawn around him to the ground – and also annoys the hul worm.

X-Celerate unleashes a *non-stop assault* upon Night Lord and the remaining hulspawn, taking out two of them. The hul worm eats another of them. Apparently aliens are tasty. Unfortunately, more of them show up to replace those that have been eaten.

The Night Lord and his hulspawn attack. He combines the power of his hulspawn together and uses them fling a devastating strike at X-Celerate and Yowie. Abyssal uses his *shield of the Abyss* to protect Yowie.

The situation becomes more questionable, as additional hulspawn force up out of the purple sands and a second hul worm moves in on Overwatch, because apparently it knows that the gyrocopter hero loves being swallowed whole. X-Celerate answers the situation by knocking three of the hulspawn aside and disorienting the Night Lord.

Yowie raises his spear to the sky and commands the alien vegetation to wrap around every hulspawn, plus the hul worms and the Night Lord! Dynamo Joe piles on with a flight of drones, leaving him nearly helpless. And then a group of Abyssal’s shadows finally immobilize him. Overwatch swoops overhead, grabs onto Night Lord, and pulls him through the portal.

Abyssal moves back to the portal to keep it stable for everyone else. The first through is the alien that had helped the characters – he’ll need a name, now!

Yowie leaps for the portal, attempting to use a hul worm’s head as a launching pad. He makes it through, but the worm lunges after him and blocks the portal! Dynamo Joe lumbers towards the portal,

broken bits of vegetation spitting from his treads, as he blazes away at the hul worm, hoping to dislodge the creature. The worm twists and squirms under the impact of Joe's atomic beams, but does not move.

X-Celerate thinks through the situation, and uses his *heart of acceleration* to turn the hul-worm insubstantial, so his friends can pass through. He brings Abyssal through first. Overwatch sends interdimensional flares through to provide a guide path. Dynamo Joe rolls towards the path, but the ground crumbles beneath his treads and slows his progress. Dynamo Joe powers up his main drivers and uses sheer atomic force to get him out, grinding through worm viscera as he does.

When the portal closes, it severs twenty feet of hul worm. The characters are not eager to think about the implications of cleanup.

Don't Worry, You're Safe Now

Yowie pours some beer on Nightwalker's face to wake him up. Nightwalker sputters, "Augh! What happened?"

Overwatch explains, "You were stuck in Hul. Are you okay?"

"Yes, I think my mind is better able to fight it off here."

"You were pretty far gone. Do you remember anything?"

"I think so. It's pretty horrible. Especially some of the things I did with the hulspawn."

"Maybe it's best if you don't remember."

Rest and Recuperation

Abyssal gets the company health clinic to patch him up – he's learned his lesson about reading esoteric books late at night. Meanwhile, X-Celerate and Ermine head out to Thailand to vacation at Phuket. And Dynamo Joe gets a mysterious cargo shipment from the Maerynian Refuge that proves to contain armor plates he can use to repair himself.

The Ley Line Nexus

The characters now need to use the Atlantean Key to summon and destroy the Herald of xtz'Hulishh. They know that it has been discharged for centuries and they need a Ley Line nexus. They go to Abyssal's friend Sulimar the Seer for advice.

Sulimar tells the group, "Since the villain Deadline interfered with the Earth's magnetic fields most of the Lex Line Nexi have been destroyed. Those that remain are hidden, or protected. But I know of one that survives, and which is available to us. It was once used by the wizard Warnock and his incestuous family. When Deadline attacked, Warnock and his entire family were found dead. The nexus has remained undisturbed since then.

The Old Warnock House

Sulimar guides the characters to a dilapidated mansion, built around a rocky monolith. Overwatch uses his gyrocopter to set the Atlantean Keystone down in the center of the monolith. Sulimar paints Atlantean runes upon the Keystone. Both Abyssal and Yowie feel the mystic power growing in the air.

Sulimar opens an ancient book and chants in a language that has not been heard for thousands of years. The sky above tears open and the Herald of xxtz'Hulishh emerges, first its mouth and then its tentacles. Several hulspawn tumble down to the ground around the monster.

Abyssal and X-Celerate devastate the hulspawn, hoping to keep them away from Sulimar as he completes the ritual. The Herald responds by summoning a Horror straight from Hul, a segmented creature with tripartite jaws and a cluster of long, angular limbs. The creature lashes out at Dynamo Joe, spoiling the aim of his atomic beam attack. Dynamo Joe barely notices as an additional squad of nine more hulspawn come scrambling down the Herald's tentacles.

Dynamo Joe soaks up a barrage of hulspawn attacks, then uses an *electrical storm* to obliterate five of them. X-Celerate clears the rest of them, while Abyssal uses the *amulet of the Abyss* to injure the hul horror.

Sulimar completes his ritual. He tells the others, "The Keystone is powered! Now all you need to do is to strike the monster with the Keystone!"

Yowie (in his giant shape) picks up the Keystone and strikes the Herald. The creature becomes noticeably weaker – but at the same time, Sulimar gains in strength! He floats into the air and his turban unwinds, revealing an Atlantean rune shining upon his forehead. He fires a sorcerous blast at the Herald! Dynamo Joe follows up with his *atomic friendship beam*. The Herald looks slightly injured.

Overwatch takes down the hul horror and injures the Herald by teleporting stones into them. The Herald responds with a barrage of tentacles. Everyone is overcome with a sense of persistent, enveloping doom as they try to fight their way through the tentacles.

X-Celerate decides that something needs to change. Specifically, he feels the Herald needs to suffer a *sudden stop*, and suffer it does. Yowie stabs the creature with his magic spear, leaving the Herald wheezing in a distinctly unhealthy tone. And then Sulimar takes the monster out. Atlantean magic pours out of his hands, dissolving the creature's gigantic body. The carcass breaks apart and disintegrates.

Once the monster is gone, Sulimar swiftly grabs up his turban and re-wraps it.

Abyssal notes, "Sulimar, you have been holding out on me."

He demurs, "It was merely a temporary power up, caused by the combination of the Keystone and the Ley Line ritual."

Abyssal presses, "How old are you, Sulimar?"

Sulimar is indignant, "That's crazy, Atlantis sank thousands of years ago! Do you think a powerful Atlantean sorcerer would end up running a magic shop on Broad Street? Also, the Keystone will be safest with me..."

Overwatch suggests, "Wouldn't it be better to return it to the museum?"

"Certainly not! The only other acceptable option would be to return it to Atlantis, but even then how safe will it be with all those scientists and archaeologists picking around through there?"

After some whining, the characters agree to leave the Keystone with Sulimar.

The End of the Session

This is the sixth adventure, so the characters assemble a collection, titled "Kaiju Defense: Next Gen". The characters also have the opportunity to make minor (e.g. costume changes), significant (e.g. power changes), or huge (e.g. complete redesign) updates.

Abyssal changes out his Abyssal Fade (red) power in favor of Unnatural Awareness (red) (based upon Insight and Canny Awareness).

Also, the characters gained five Hero Points this session, they will be available to spend for bonuses next session.